

BATTLEFIELD 2

MODERN COMBAT

Now that you have stars, you can move up in rank. Each promotion requires a specific number of stars. As previously mentioned, moving up in rank unlocks new and more powerful enhancements. Most of the ranks also unlock challenges. These are like mini-games that test your skills with weapons, vehicles, and hotswapping. They also allow you to earn more stars. You can earn up to three stars per challenge, depending on how well you perform. The following table details how many stars are needed for each rank and which challenges are associated with each promotion.

SINGLE-PLAYER RANKS		
Rank	Required Stars	Unlocked Challenges
Private	0	Hotswap: The Ruins, Race: Humvee, Weapon: Assault Rifle
Private 1st Class	5	Hotswap: The Oil Platform
Corporal	11	Race: Light Patrol Boat
Sergeant	18	Weapon: RPG
Sergeant 1st Class	26	Hotswap: The Factory
Master Sergeant	35	Race: Eagle MTV
Sgt. Major	44	Weapon: Sniper Rifle
Command Sgt. Major	55	Hotswap: The North Docks
Warrant Officer	67	Race: BK-1990
Chief Warrant Officer	79	Weapon: Frag Grenade
2nd Lieutenant	93	Hotswap: The Plaza
1st Lieutenant	108	Race: Apache Helicopter
Captain	123	Weapon: Shotgun
Major	140	Hotswap: The Village
Lieutenant Colonel	157	Race: Fast Attack Vehicle
Colonel	176	Weapon: Machine Gun
Brigadier General	195	—
Major General	216	—
Lieutenant General	237	—
4-Star General	259	—
Battlefield General	332	—

EQUIPMENT UPGRADES

In addition to moving up in ranks, earning stars also unlocks weapon and equipment upgrades. These upgrades are applied at the end of each mission, once all earned stars have been applied to your profile. The following table lists all of the upgrades available.



UPGRADES

Weapon/Equipment	Upgrade Type	Stars
Pistol	23-Round Clip	6
Sub-Machine Gun	45-Round Clip	13
Rocket Launcher	Increased Ammo (8)	19
Pistol	Increased Ammo (45)	25
Assault Rifle	45-Round Clip	32
Machine Gun	150-Round Clip	38
Sniper Rifle	8-Round Clip	44
Shotgun	12-Round Clip	51
Machine Gun (V)	Increased Ammo (1,500–3,000)	57
Grenade Launcher	Increased Ammo (5)	63
Sub-Machine Gun	Increased Ammo (225)	70
Rocket Launcher	Increased Zoom	76
Assault Rifle	Increased Ammo (225)	82
Blowtorch	Increased Ammo (1,500)	89
Sniper Rifle	Increased Ammo (15)	95
C4 Explosive	Increased Ammo (6)	101
Grenade Launcher (V)	Increased Ammo (90)	108
Shotgun	Increased Ammo (48)	114
Forward Observer	Increased Ammo (6)	120
Sub-Machine Gun	Increased Zoom	126
23mm Cannon (V)	Increased Ammo (3,000)	133
25mm Cannon (V)	Increased Ammo (3,000)	133
30mm Cannon (V)	Increased Ammo (750)	133
40mm Cannon (V)	Increased Ammo (3,000)	133
90mm Cannon (V)	Increased Ammo (150)	133
105mm Cannon (V)	Increased Ammo (150)	133
120mm Cannon (V)	Increased Ammo (150)	133
125mm Cannon (V)	Increased Ammo (150)	133
Machine Gun	Increased Ammo (300)	139
Smoke Grenade	Increased Ammo (5)	145
Smoke Grenade	Increased Ammo (5)	145
Assault Rifle	Increased Zoom	152
Auto-Injector	Increased Ammo (5)	158
Sniper Rifle	Increased Zoom	164
Antitank Missile (V)	Increased Ammo (75)	171
70mm Rocket (V)	Increased Ammo (150)	171
Mine	Increased Ammo (5)	177
Forward Observer	Extended Blip Duration	183
Stun Grenade	Increased Ammo (5)	190
Frag Grenade	Increased Ammo (5)	196
Laser Target Designator	Increased Ammo (2)	202
Mortar Strike	Increased Ammo (2)	209
Locking Missile (V)	Increased Ammo (6)	215
Sniper Rifle	Armor-Piercing Bullets	221
Rocket Launcher	Homing Missile	228

Rocket Launcher: SMAW

The Shoulder-launched Multipurpose Assault Weapon (SMAW) fires an 83mm armor-piercing rocket designed to destroy main battle tanks and infantry fortifications.



EU ENGINEER

EU ENGINEER KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
M3	8	40
Glock 17	15	45
Carl Gustav M3 Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: M3

Damage: Light/Heavy
Accuracy: Low
Fire Mode: Pump-Action



This standard pump-action shotgun is the tactical version of the popular M3 Super 90, featuring a folding butt-stock.

Rocket Launcher: Carl Gustav M3

The M3 is an updated version of the original Carl Gustav antitank weapon, first introduced in the 1940s. Used by many NATO countries, the M3 is a recoilless antitank weapon that fires an 84mm rocket from a reusable carbon fiber tube. The breach-loading M3 takes longer to load than the other rocket launchers, but its rocket flies much faster.



CHINESE ENGINEER

CHINESE ENGINEER KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
RMB-93	8	40
QSZ-92	15	45
PF-98 Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: RMB-93

Damage: Light/Heavy
Accuracy: Low
Fire Mode: Pump-Action



The RMB-93 is a pump-action shotgun. The hand guard has a forward-back movement instead of the classic back-forward moving barrel.

Rocket Launcher: PF-98

The PF-98 is becoming the PLA's primary light antitank weapon to replace the obsolete recoilless guns. The PF-98 is a recoilless rocket launcher used primarily by infantry forces for engagement and defeat of enemy armor at short distances.



MEC ENGINEER

MEC ENGINEER KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
Mossberg 500	8	40
Tariq	15	45
RPG-7V Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: Mossberg 500

Damage: Light/Heavy
Accuracy: Low
Fire Mode: Pump-Action



Infantry

The smooth-bore, pump-action Mossberg 500 is one of the most popular American-produced shotguns. This model features a polymer stock for reduced weight.

Rocket Launcher: RPG-7V

The RPG-7V is a recoilless, shoulder-fired, muzzle-loaded, reloadable, antitank grenade launcher that is light enough to be carried and fired by one person.



SPECIALIZED EQUIPMENT

Antivehicle Mine

The trigger mechanism on these mines can only be activated by the weight of a vehicle. But infantry can detonate these mines with gunfire. Mines can also be destroyed by explosive splash damage. A string of mines (with overlapping blast radiuses) and one well-aimed bullet can make for an impressive fireworks show. In multiplayer, each friendly mine is marked with a red, triangular icon appearing above it, making it easier to spot.



Blowtorch Repair Kit

This portable welding blowtorch can repair vehicles. It can also be used as a close-combat weapon against another player at point-blank range.



ENGINEER TACTICS

The engineer is the master of repairs and antivehicle mayhem. If it can be damaged, the engineer can fix it—or destroy it. Use the blowtorch to restore vehicles to full strength. The engineer's mines are only effective against vehicles—they don't explode if you step on one. These are useful in defensive situations, when it's necessary to close off roads, bridges, or other narrow chokepoints to vehicle traffic. One mine is enough to turn any vehicle into a flaming hulk of charred metal, and mines don't distinguish between friend or foe, so think twice before dropping them. No more than nine mines can be dropped at one time. Each engineer is also armed with a shotgun, a weapon that is nearly useless at intermediate and long ranges but is outright devastating at close range. When fired, the shotgun spits out several spherical pellets from the barrel in a cone-shaped spread. As such, accuracy

diminishes drastically over distance. Unless conducting close-quarter combat, engineers are better off using their pistol. It causes less damage but is much more likely to hit distant targets. The engineer's rocket launcher is best deployed against vehicles but can be fired at infantry too. The armor-piercing rocket doesn't inflict much splash damage, so make sure it detonates as close to the target as possible. When engaging tanks and other armored vehicles, always try to hit the weak underside and rear armor for a quick kill—it takes one rocket to destroy an APC from the rear and two rockets to knock out a tank.

TIP Need to drop some mines fast? Try dropping them out of a moving vehicle like a heavy jeep or even a transport helicopter. But you must be sitting in a passenger spot that allows you to access your kit. You can even drop mines while parachuting, as a last ditch effort at survival when you find yourself drifting toward an enemy tank.

SNIPER

In addition to the sniper rifle with multiple zoom ranges, the sniper comes armed with a pistol, smoke grenades, and a laser target designator. He can also reveal enemy positions via his forward observer.

SINGLE-PLAYER UPGRADES

<i>Weapon/Equipment</i>	<i>Upgrade Type</i>	<i>Stars</i>
Sniper Rifle	8-round clip	44
Sniper Rifle	Increased Ammo (15)	95
Forward Observer	Increased Ammo (6)	120
Smoke Grenade	Increased Ammo (5)	145
Sniper Rifle	Increased Zoom	164
Forward Observer	Extended Blip Duration	183
Laser Target Designator	Increased Ammo (2)	202
Sniper Rifle	Armor-Piercing Bullets	221
Laser Target Designator	Increased Zoom	234
Laser Target Designator	Bunker Buster (added splash damage)	247

US SNIPER



US SNIPER KIT

<i>Weapon/Item</i>	<i>Magazine Capacity</i>	<i>Ammo Count</i>
M95	5	20
M9 (silenced)	15	45
AN-M8 Smoke Grenade	—	3
PAQ-1 Laser Target Designator	—	1
Forward Observer	—	3

Vehicles

FAST ATTACK VEHICLE (FAV)

Affiliation: China
Speed: Very Fast
Armor: None

The PLA and MEC operate the Fast Attack Vehicle (FAV) for both airborne and special operations. Developed by a former aircraft manufacturing company, the FAV is known for its rugged construction and light weight, as well as the impressive amount of firepower it can carry into battle.



FAV ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner 1	Type 87 Grenade Launcher	60
Gunner 2	W85 12.7mm Machine Gun	1,000

TIP The heavy machine gun in the FAV can rotate 360 degrees—the DPV's only faces forward. This makes the DPV extremely vulnerable to attacks from the sides and rear.

LIGHT JEEP TACTICS

The light jeeps are the fastest land vehicles in the game, useful for rushing neutral control points at the start of a battle. But their exposed positions can make them a death trap if driven directly into heavy action. Most explosive munitions can destroy these small vehicles in one hit, killing everyone inside. The driver and passengers are also exposed to small arms fire. The light jeep's greatest defensive assets are its speed and off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery, staying away from heated battles near control points. Although the vehicle can attain high speeds on roads, many roads are likely to be used by larger and more deadly vehicles. Instead, stay off-road and out of sight. Such stealthy tactics are effective when staging raids on distant, enemy-held control points.

HEAVY JEEPS

HMMWV HUMVEE

Affiliation: US
Speed: Fast
Armor: Light



The American HMMWV (High Mobility Multipurpose Wheeled Vehicle, or "Humvee") sets the world's standard for light, high-performance military trucks. The Humvee was designed as a multipurpose infantry vehicle for use in all areas of the modern battlefield. It can easily maneuver over trenches and steep slopes or wade through deep water.

HMMWV ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner	M2 12.7mm Machine Gun	1,000
Passenger	Troop Kit	—

EAGLE MTV

Affiliation: EU
Speed: Fast
Armor: Light

The Eagle Military Tactical Vehicle (MTV) shares more than a passing resemblance to the American Humvee—it's built on the same chassis and matches all dimensions with the exception of width. The Eagle is currently in production for the Swiss Army and meets all requirements necessary for 4x4 vehicles involved in UN peace-keeping missions.



EAGLE ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner	M2 12.7mm Machine Gun	1,000

OTOKAR AKREP

Affiliation: MEC
Speed: Fast
Armor: Light

The Turkish-designed Akrep is a highly mobile 4x4 capable of serving in difficult terrain and weather. Its compact size also makes it easy to maneuver within the narrow streets of urban centers. The turret on top of the vehicle can be fitted with various 12.7mm machine gun configurations.



OTOKAR AKREP ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner	Kord 12.7mm Machine Gun	1,000

QYZYLORDA REGION

HOTEL ALPHA



NATO Briefing:

So they've just destroyed Kazakhstan's only oil refinery—that's why we have to win this war. Okay, this will be a long-range, short-stay reconnaissance mission with focus on the four areas marked on your TAC map. Eyeball the areas thoroughly for enemy orders of battle information and collect any documents for G-2 analysis. If something develops in the town, add it to the mission. Conduct your pre-patrols and launch when ready.

Available Units:

Engineer, Special Ops

Available Vehicles:

HMMWV Humvee

Developer Hints/Tips:

Be aware of allied units on top of the canyons.

Train tracks are a good escape route.

Make use of the engineers' repairing skills.

Make use of the recon zones; check the radar to see where the recon zones are.

Objective 1: Recon Enemy Site 1



If you don't destroy the enemy FAVs you encounter at the beginning of the mission, they're likely to pursue you to the enemy sites, firing at you the whole time. Take a few seconds to blow them to bits, then resume with your recon mission.

In this mission, you must use Humvees to recon several different locations. Start by hopping in the Humvee near the tent where you begin the mission. Sitting in the driver's seat, head out the base's gate and follow the dirt road heading east. A number of enemy troops and FAVs attempt to block your advance by moving in from the north. Either race past the enemy units or take control of a machine gun to neutralize them—this is a good way to rack up some quick points.

By parking the Humvee next to this fence, you can complete the recon task at the southwestern site.



Following the attempted ambush, get your bearings and head toward the enemy site to the southwest. This southwestern site is a moderately-sized Chinese camp, filled with supplies and several infantry. Flanked by tall canyon walls, the site's main access point is to the east, but this approach is well guarded. Instead, locate the narrow access point to the northwest. This path dead-ends at a chain-link fence, but it gets you close enough to conduct the reconnaissance. As soon as the reconnaissance task begins, a red zone is superimposed on the mini-map. You must stay within this area for 10 seconds to complete the task. In this case, simply park the Humvee near the fence and use the machine gun to pick off enemies on the other side. Hold at this position until the 10 seconds have elapsed, then head for the next enemy site to the northeast.

NOTE It's possible to recon the enemy sites in any order. But if speed is a concern, a south to north approach works best.

Objective 2: Recon Enemy Site 2



A damaged tank marks the entrance to the second enemy site. You must enter this narrow canyon on foot.

The second enemy site can be a little difficult to find, as it's tucked away in a cramped canyon. Use the mini-map

to help find your way to the site's northern side. You eventually see a heavily damaged Abrams tank sitting near a narrow passage. The Humvee can't fit inside this passage, so you have to leave your vehicle behind and approach on foot. Weave your way through the passage and recon the abandoned enemy camp site. Hold within the recon zone for the 10 seconds, then immediately go to the mounted machine gun covering the northern passage. As soon as the recon task is over, several enemy troops pour into this passage. Greet them with a few quick bursts of auto-fire until the passage is clear of threats. Return to your Humvee and drive toward the next site to the northeast.



Be prepared for a counter-attack immediately after completing the recon of the second enemy site. The machine gun covering the northern passage is perfectly positioned to repel this attack.

Objective 3: Recon Enemy Site 3

Stay within the recon area at the third enemy site by continuously driving in a tight circle.



The third site is the largest and by far the most dangerous. Not only is it guarded by several Chinese troops, but it's also protected by a 2S25 self-propelled antitank gun. While it's possible to wipe out the enemies at the site with a prolonged assault, the quickest option is to race in, conduct the recon mission, and get out. Dash in through the site's southern gate and watch for the recon timer to appear. As soon as it does, drive in a tight

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circle for the 10 seconds it takes to complete the task. It may look silly, but the constant movement makes it difficult for the enemy units to hit your Humvee. Simply stay within the recon zone for 10 seconds, then race out the same gate you entered. After exiting with the Humvee, consider hotswapping to some of the friendly troops who dropped in via parachutes to mop up some of the enemy units. Earning a few extra points never hurts.

Objective 4: Recon Enemy Site 4



The last enemy site is located in this canyon in the northeastern corner of the map. Run down or gun down the enemy troops guarding the mouth of the canyon while racing toward the recon site.

Having escaped the third enemy site, race west toward the center of the map. Once you're out of the canyon, turn northeast and head for the last enemy site on your mini-map. This final enemy encampment is located in its own miniature canyon and is guarded by only a handful of enemy troops. Drive through the canyon opening and stop once the recon timer appears. Instead of sitting still, take control of the Humvee's machine gun and blast any Chinese troops in the area—scan the canyon walls above. When the recon task is complete, a new objective is added to the mission. Exit the canyon and turn northwest—the North Village is straight ahead.

Objective 5: Recon the North Village

You must enter the North Village to complete this new reconnaissance task. Drive around in circles within the central courtyard to evade incoming fire.



The North Village is a rectangular grouping of buildings, all sharing one central courtyard. As with the other enemy sites, all you need to do here is hold within the courtyard for 10 seconds. Although the village is crawling with enemy troops, with a little speed you can evade most of their gunfire. Enter the village on its southeastern side and immediately begin driving in a circle once the recon timer begins. As you did at the third enemy site, keep moving to avoid taking heavy damage. Don't hesitate to run down enemy troops in the process. As soon as the timer expires, exit the village through the covered, narrow opening on the north-western side.

Objective 6: Return to Base

The terrain south of the North Village is rough and uneven, making for a very hazardous escape route, especially if your Humvee is heavily damaged. The railroad tracks to the west provide a much smoother and faster escape.



A set of railroad tracks runs along the western side of the North Village. Line your Humvee up along these tracks and head south, toward the base where you started the mission. Whatever you do, don't stop, as two WZ-9 attack helicopters are on the prowl and are likely to be right on your tail. Enemy FAVs may also be in pursuit. Put some distance between you and the pursuing vehicles, then switch to the Humvee's machine gun position. Try to fight off one enemy vehicle at a time. When firing at the attack choppers, aim at the cockpit to kill the pilots. Either destroy the enemies on your tail or simply outrun them. The mission is over as soon as you drive through your base's gate.

TIP Before returning to base, consider backtracking to some of the other enemy locations to score some more points.

TOP MAN



Objective 1: Proceed to the Landing Zone

The enemy forward camp near your base is a good place to practice with the Blackhawk's rockets and mini-guns.



toward the canyon. Along the way, engage the enemy troops and FAVs on the ground, just east of your base. Between the Blackhawk's rockets and mini-guns, the enemies below don't stand a chance.



Maneuver the Blackhawk beneath this footbridge for the most direct route to the landing zone. Stay low to avoid getting targeted by the Stingers on the ridgeline.

to the Stinger turrets above. Wind your way through the canyon until the objective marker is in sight. But before setting down, you must clear the landing zone of six FAVs. Keep moving and make a few low-level passes at the enemy vehicles, blasting them with your rockets.

As soon as the mission begins, rush out of the tent and get in the Blackhawk sitting on the helipad. Wait for all of the chopper's crew positions to fill up before taking off. Once you're in the air, turn east and fly

Continue to the objective marker to the east, flying below the long footbridge spanning the canyon. You must keep the Blackhawk below the ridge line to avoid falling victim

NATO Briefing:

According to the decoded intel that you secured in your last mission, the Chinese are planning something big. There's a highly valued commander setup in a camp on top of the plateau. A straight drop will be fatal; their Stingers will blow us apart. We're going to need to fly low into a safe drop zone in the canyon and take out the Stingers on the way up to clear the way for air support. Whatever happens, your target will neither escape nor survive.

Available Units:

Sniper, Special Ops

Available Vehicles:

UH-60 Blackhawk

Developer Hints/Tips:

Look to higher ground for a downed Chinook—you may find a special surprise.

The Commander's helicopter has a weak spot—shoot the pilot with the sniper for a quick kill, or use the Blackhawk or one of the Stingers.

Blackhawk mini-guns make quick work of the Chinese FAVs.

The tight ridgeline and rope bridges force enemy units to bottleneck—disorient clustered units with your stun grenades.

Stinger gunners get twitchy under fire—watch for fleeing troops.

Get an early point boost by eliminating the Chinese forward camp en route to the canyons.

Allied forces become available to reinforce after the Stinger sites are taken care of.

Maintaining low altitude is key to surviving the flight through the canyons—if your pilot skills aren't up to scratch, man a mini-gun and let one of your teammates do the flying.

Utilize the natural features of the ridge path (and any sandbags abandoned by Chinese forces) as cover points to minimize losses during your ascent.

Don't be distracted by the Commander's WZ-9 support helicopters if he flees.

Try switching to the mini-guns for a bit more accuracy. When all of the FAVs are turned into smoldering wrecks, set the Blackhawk down near the ridge's ramp-like slope to the north.

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Objective 2: Take out the Stingers on the Ridge



Fight your way to one of the mounted machine guns and use it to clear the ridge of threats.

picking off the machine gunners—head shots are a must. Leapfrog from one piece of cover to the next until you can take control of a north-facing machine gun. Use it to blast enemy troops, including some manning the Stinger turrets to the north. When resistance on the ground subsides, watch out for an incoming WZ-9 attack helicopter. Immediately take control of one of the Stinger turrets to shoot it down.



Instead of using the machine guns to shoot down the enemy WZ-9, use one of the Stinger turrets. The Stingers take a while to lock on, but the turrets can rotate 360 degrees, making it easier to track the chopper.

enemy hands, you can go after the Chinese Commander.

Exit the Blackhawk and ascend the nearby slope. Quickly dispatch the enemy soldiers blocking your path. Keep an eye on the mini-map to better locate their positions and prevent yourself from getting shot in the back. Aggressively push forward as the ridge turns north, but watch out for machine guns. Take cover behind rocks, barrels, or anything while

Approach the first footbridge, but clear out the enemies on the adjoining plateau before crossing. Also, watch out for enemy FAVs in the canyon below, as their machine guns can chew you to pieces as you attempt to cross the bridge. Use the mini-map to locate all of the Stinger turrets, and quickly eliminate any troops manning them—your scope is helpful for some of the long-distance shots. Once the Stinger turrets are no longer in

Upon crossing the second footbridge, you can see a command post on a plateau to the north. A WZ-9 is preparing to take off—better move out quickly before the Commander escapes. To avoid getting caught in a crossfire, turn to the command post and pick off the enemy troops on the far plateau. Then advance along the ridgeline leading north toward another footbridge providing access to the command post. The enemies guarding this bridge are armed with shotguns, so try to take them out at long range. While battling it out with the enemy soldiers, an enemy fighter swoops across the sky and bombs the footbridge—you must find another way across. Hotswap back to the south and locate a northern-facing machine gun. Use the machine gun to destroy the green transformer box at the base of the huge radio mast. The resulting explosion causes the mast to topple, creating a makeshift bridge.

No matter how quick you are, you cannot destroy the enemy helicopter while it's on the ground. It always takes off just before you can reach it.



Advance on the command post using your new bridge. But as soon as you get near the WZ-9, it takes off, taking the Commander with it. You must shoot down the chopper before it vacates the area. There are a few different options available. You can try to kill the WZ-9's pilot by shooting him with the sniper located to the northeast on the plateau next to the downed Chinook—this is the hardest option. Or you can hotswap to the Blackhawk flying nearby and try to shoot down the WZ-9 with rockets. But the simplest way to down the Commander's helicopter is to hotswap back to one of the Stinger turrets and shoot it down with a missile. Whatever the case, make sure you have the right WZ-9 in your sights, as there are a couple of other choppers in the sky too. An objective marker identifies the chopper you must shoot down. The mission is a success as soon as the Chinese Commander's chopper slams into the canyon floor.

Objective 3: Stop the Commander from Escaping



An enemy fighter bombs the only footbridge leading to the command post. But you can create a new bridge by knocking over the massive radio mast.



Take control of one of the Stinger turrets to down the Commander's chopper. Although there are other options, this one is the easiest.

DMZ



Chinese Briefing:

Your next mission is to eliminate enemy forces occupying the three villages marked on your tactical map in the northeast sector of operations. Enemy strength is estimated at one rifle platoon with supporting arms. Our recent losses mean that only two Fast Attack Vehicles are available, but we have no doubt you will use speed and firepower to bring us victory. Commence operations now.

Available Units:

Assault, Sniper

Available Vehicles:

FAV (Fast Attack Vehicle)

Developer Hints/Tips:

Use the forward observer to find hidden enemy units.

Use grenades and grenade launchers in the east village.

Objective 1: Neutralize Enemies in the Central Village



The three snipers in the Central Village must locate and eliminate the enemy sharpshooters. Frequent hotswaps and mini-map monitoring are necessary to keep the upper hand.

of this objective requires you to use your three snipers to eliminate the NATO snipers encroaching on the village's perimeter. Use your mini-map and forward observer to locate their positions, then hotswap among your snipers

You're surrounded by all three villages, and it doesn't matter which objective you start with—all must be cleared of enemy forces. Start by hopping in the nearby FAV and drive southwest, toward the Central Village. As you arrive, this village is held by three friendly snipers. Hotswap to the sniper in the western tower. The first phase

until you can score a clear shot. Keep hotswapping and firing until all enemy snipers are down.

As enemy troops rush into the Central Village, take control of one of the machine guns in the courtyard. This is a great way to boost your score and enhancements.



The second phase of the objective begins when enemy infantry pour in from the north and east. You can stay with the snipers, but you can inflict much more damage (and score more points) by hotswapping to one of the friendly assault soldiers in the courtyard. A couple of machine guns are mounted on the sandbags in the center of the courtyard. Move to the western machine gun and open fire on the attackers. Try to hit them at

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long range while they're still clustered together. Keep firing until the village is secure. As the smoke settles, an FAV rolls into the courtyard. Hotswap to the driver and take off for the North Village.

Objective 2: Neutralize Enemies in the North Village



Man the Stinger turrets at the North Village to eliminate the attacking Little Birds. If a turret runs out of missiles, don't wait for it to reload—hotswap to another one.

The North Village is held by friendly troops, but it is under heavy attack by NATO Humvees and Little Bird helicopters. Stay in the FAV and approach the western side of the village. Switch to the FAV's machine gun position and open fire on the enemy Humvees circling around the village. Next, turn the machine gun skyward and pepper the Little Birds with rapid fire. Eventually, you should hotswap to one of the friendly snipers positioned on the perimeter rooftops. The snipers charged with defending the village have machine guns and Stinger turrets at their disposal. For best results, use the Stinger turrets against the choppers. The machine guns are useful for targeting the Humvees, but their inability to fully rotate and tilt makes them difficult to use against the Little Birds. Hotswap between the snipers and keep hammering the enemy vehicles until they give up. Once the enemy attack is over, an FAV drives toward the village—this is your cue to hotswap to the driver and head to the East Village.

The machine guns and Stingers are the preferred methods of downing enemy choppers, but a patient sniper can pick off the pilots for an equally effective kill.



Objective 3: Neutralize Enemies in the East Village



By parking the FAV outside the East Village's north gate, you can rack up some easy kills with the machine gun or grenade launcher. But eventually, you have to move in on foot to complete this objective.

Advance on the East Village from the north. The village's main gateway is barricaded, so your FAV can't make it inside. Still, park just out front of the gate and switch to the machine gun position to mow down the enemy troops waiting inside. While you're blasting the enemy troops inside, friendly assault troops enter the village—hotswap to one of them to lead the attack. When you enter the village, large groups of NATO troops advance from the south via a narrow alley. Toss or launch grenades into this alley to wipe out several enemies at once. Keep pushing south, deeper into the village. As the grounds open into another courtyard, advance along the steps on the eastern side and use the adjoining elevated walkway to fire down on the enemy troops as they spawn below. Continue using grenades and automatic fire until all of the enemy troops are wiped out.



Climb the steps on the eastern side of this courtyard to take the high ground. From this elevated position, it's much easier to gun down the enemy troops.

END OF THE LINE



Chinese Briefing:

Now that we have liberated the villages, we must protect our assets in the area. Our primary line of communication is the railroad station, in the Central Village. Enemy forces are heading our way at speed. They cannot take the station. Destroy the supporting forces. Do your duty for your country, soldier.

Available Units:

Assault, Sniper

Available Vehicles:

None

Developer Hints/Tips:

Take out the pilots of the incoming enemy choppers with the sniper rifle before they drop off their troops.

Objective 1: Defend the Station



Use both the mounted machine guns and snipers to hold back the enemy infantry from the railroad station.

At the start of the mission, NATO troops are closing in on the railroad station from the north and west. Quickly move out to the sandbag fortifications outside the station to the northwest and take control of one of the machine guns. The first wave of attackers consists solely of infantry. If you're more comfortable with a sniper rifle, hotswap to one of the snipers, preferably the one on the rooftop along the western side of the station. Although the roof isn't very tall, it does provide the sniper with a slight height advantage, useful for engaging the enemy troops crossing the open field to the north. As soon as you spot Humvees, take out the gunner as quickly as possible using either snipers or the mounted machine guns.

Qyzylorda Region

Objective 2: Stop the Train

If you lack heavy firepower, use the mounted machine guns to attack the advancing T-90s. It's not the best solution, but it works.



Following the infantry assault, the enemy attack escalates with T-90 tanks approaching from the northwest. Quickly target the enemy tanks with the snipers' laser target designators before they get too close to the station. If the snipers are dead, the assault troops have to do the best they can with hand grenades, grenade launchers, and the machine guns. The mounted machine guns are actually quite effective against the T-90s, but it takes several hits to destroy one. Still, they have much greater range and accuracy than the grenades. The armor assault gives way to an airborne attack as Blackhawks approach the station, loaded with infantry. Try to shoot down the helicopters before they drop their troops, using either the machine guns or a well-aimed shot with a sniper rifle. If enemy troops manage to bail out of the choppers before you can shoot them down, hotswap to an assault soldier and target the parachuting enemies before they touch the ground. Once you've repelled the helicopter attack, the NATO troops retreat. Use one of the snipers to pick off distant enemy troops.



If you don't take out the Blackhawks quickly, NATO paratroopers drop in on the station and assault at close range. Don't let them reach the ground.



Locate these friendly troops parachuting in and hotswap your way northwest along the railroad tracks.

As the enemy retreats, a report comes in of an incoming train heading for the station at high speed. Turn to the northwest and locate several friendly assault soldiers parachuting down along the railroad tracks to the northwest. Hotswap from one parachuting soldier to the next until you're in control of the farthest one. He lands near a machine gun nest. Take control of the machine gun and center your sights on the objective marker—this is the train. Even though the train isn't visible, immediately open fire. The train is equipped with a machine gun of its own, mounted on the front of the engine. Try to take out the gunner if possible. If your assault soldier dies, you automatically hotswap to the next soldier farther down the tracks. Keep hammering the train with the machine guns lining the tracks until it derails. If it crashes into the station, the mission is a failure.

The machine gun nests along the railroad tracks are the best way to stop the train. While firing, try to take out the gunner on the front of the engine.



NOTE The campaign branches at the end of this mission, giving you the choice to continue as NATO or Chinese forces. If you choose to play as NATO, continue on to the "Endgame (NATO)" mission walkthrough in the next section. Jump ahead to the "Endgame (China)" mission walkthrough if you choose to finish the campaign as the Chinese.

Single-Player Challenges

Hotswap Challenge:

THE PLAZA

Unlocked At: 2nd Lieutenant



SCORE REQUIREMENTS

Points Earned	Stars Awarded
90,000	★
190,000	★★★
290,000	★★★★★

This exercise tests your ability to locate and utilize

friendly units at speed. You need to hotswap to the unit indicated on the mini-map, taking the most direct route possible and wiping out any hostile targets along the way. A sequence of units will be presented—you need to reach the final unit before time expires.

The mix of canyons, open plains, and urban areas can make this a somewhat difficult hotswap challenge. From the start, realize that you won't find a single direct path to most of the target units. Instead, you need to make several zigzag



approaches to make line-of-sight contact with units tucked away in low-lying and other obstructed areas. You also need to blast some enemy units along the way. In the canyon, take control of the Little Bird and shoot down two WZ-9 attack choppers. Each WZ-9 has a gunner on the left side, so stay in the middle of their circular route to avoid being shot. Move in close behind the enemy choppers and fire a steady salvo of rockets at them until they explode. At the East Village, you take control of an engineer tasked with stopping an approaching Type 98. Use the rocket launcher's scope to land a couple of hits at long range. Since the tank is moving toward you, it takes three rockets to punch through its thick front armor. Later on, you must use an engineer's shotgun to blast a few Chinese troops at close range. Glance at the mini-map to help locate the enemies and keep moving to avoid incoming fire. If you survive, continue hotswapping until the challenge is complete.

Race Challenge:

APACHE ATTACK HELICOPTER

Unlocked At: 1st Lieutenant



SCORE REQUIREMENTS

Points Earned	Stars Awarded
70,000	★
160,000	★★★
250,000	★★★★★

This exercise tests your Apache piloting and combat

skills. You need to complete the course, flying through each marker in turn. If you can hit the bonus markers or destroy the ground-based targets you'll earn extra points, but watch your altitude—the exercise will end if you stray into the no-fly zone.



Completing this challenge totally hinges on your ability to pilot a helicopter. The course runs through a canyon maze, requiring you to stay at low altitude to pass through the bonus and checkpoint markers. Along the way, you encounter

many enemy vehicles, including FAVs (5,000 pts), Type 98 tanks (10,000 pts), and WZ-9 helicopters (30,000 pts). The bonus markers are worth 5,000 points. Unlike in the previous races, passing through the checkpoint markers adds 25 seconds to the challenge timer, giving you a bit more time to hunt down targets and fly through bonus markers. But you can't move too fast through the canyon, so stay on course. You can survive some minor collisions with the canyon walls, but they inflict some damage on your chopper. Remember to tilt your rotors left and right as needed to perform tight turns.

THE BLACK GOLD

CONQUEST: ASSAULT

LEGEND

Black = Convertible
 Blue = US Control Only
 Red = MEC Control Only

- = Medical
- = Ammo
- = Repair
- = Stationary

6: US Base
 Scout Helicopter (1)
 Transport Helicopter (2)
 Boat (4)
 Stinger Turret (2)
 Medical Crate (1)
 Ammo Crate (1)
 Helipad (3)

5: Mar 5
 Medical Crate (1)
 Ammo Crate (1)

3: Mar 3
 Attack Helicopter (1)
 Medical Crate (1)
 Ammo Crate (1)
 Helipad (1)

4: Mar 4
 Medical Crate (1)
 Ammo Crate (1)

1: Olin 1
 Medical Crate (1)
 Ammo Crate (1)

2: Olin 2
 Medical Crate (1)
 Ammo Crate (1)

INTELLIGENCE REPORT



The MEC have lost a small air base off the coast to a US surprise attack and have been forced to retreat to an off-shore oil rig. The US, fearing the MEC counterattack,

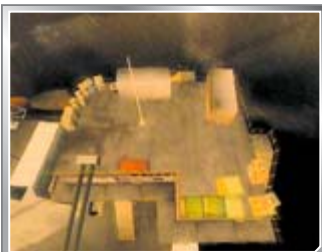
launch a pre-emptive strike with S-26 attack boats and UH-60L choppers.

The MEC, however, have an ace up their sleeve, an Mi-24 attack helicopter is ready to engage the US forces in the air.



Flag 1: OLIN 1

Initial Control: Neutral



This flag sits atop the roof of a building on the northeastern corner of platform Olin. As the closest neutral control point to the US Base, it's likely to be converted early by the US team dropping troops out of their Blackhawks.

Troops who aren't inserted by air can access the rooftop using either the northern or eastern ramps. The pipes to the south are also a potential access point for those taking the high ground approach from the Olin 2 control point to the southwest. On the western side of this building (at platform level) is an access ramp leading to a series of ramps and catwalks below. This is the quickest path to reach the light patrol boat below the eastern platform. It's also a popular avenue of attack for those attempting an amphibious assault on this control point.

Battle Overview

At the start of this battle, the US team must quickly make up for its control point deficit to halt the steady drain of its ticket count. This can be accomplished quickly by using the Blackhawks to drop troops over the two neutral control points on the eastern platform. Meanwhile, the Little Bird should harass the Mi-24, preventing it from attacking the Blackhawks during their critical troop drop. Once the US forces have a presence on the oil rig, they can even up the ticket count by using all three helicopters to weaken MEC positions on the western platform, taking over one control point at a time until their opponents have nowhere else to spawn.

Although the MEC forces begin the battle with a significant advantage, they must work hard to sustain it. The first priority is to maintain control of the western platform by defending all three control points. Next, they must prolong the capture of the two eastern control points for as long as possible to maintain the drain on the US ticket count. The Mi-24 can help by engaging incoming choppers and boats, but ultimately it's up to the infantry to keep US troops off the oil rig. The longer the MEC can hold the majority of the control points, the more tickets the US team will lose. Given the overwhelming firepower possessed by the US, this is the best chance the MEC team has at attaining a victory.

OLIN 1 ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The two light patrol boats beneath each platform are not connected to any particular control point. These boats continually spawn at their respective docks throughout the battle.

The Black Gold



Flag 2:

OLIN 2

Initial Control: Neutral

The upper-level platform on which this flag is positioned can be accessed from multiple directions, making this general area difficult to defend. However, the flag itself is tucked away amongst some crates and a shipping container on the southwest corner. Unless dropped in by air, anyone attempting to convert this control point must pass along the narrow walkway to the east of the flag. In doing so, they must walk past an open storage container—the ideal spot for an ambush. Always assume a camper is inside the storage container, and consider tossing a grenade inside before rushing to the flag.

OLIN 2 ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1



Flag 3:

MAR 3

Initial Control: MEC

Mar 3 is the most important control point to the MEC forces, as it spawns their only attack helicopter. Although the Mi-24 is greatly outnumbered by the US choppers, it can still have a great impact on the battle if manned by a competent pilot and gunner.

Early on it's most useful for shooting down the incoming US helicopters. But its rockets and chin-mounted cannon are also great for blasting US invaders off the oil rig. The Mi-24 spawns on a helipad on the eastern side of platform Mar. The control point's flag is located on a lower platform to the north. Since Mar 3 is next to the bridge connecting the two platforms, MEC defenders should take steps

TIP The helipad at Mar 3 is the highest accessible point on the oil rig—at least for those on foot. This makes it a great, but somewhat predictable, sniper perch. Always drop prone to minimize your silhouette.



to guard both the helipad and the flag area, particularly if the US team takes control of the two eastern control points.



Flag 4:

MAR 4

Initial Control: MEC

This control point is located on the southwest corner of platform Mar. The raised dais on which the flag sits can be accessed via a couple of ramps, both on the western side. By simply covering these two ramps, the MEC defenders can hold off most US assaults—C4 charges placed at the top of each ramp work well. But the open space around the flag and lack of tall obstacles make it possible for US chopper pilots to drop teammates onto this control point from the air. Therefore, defenders should occasionally glance upward to scan for helicopters and parachutes.

MAR 4 ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1



Flag 5:

MAR 5

Initial Control: MEC

MAR 5 ASSETS		
US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The oil rig is not equipped with any defensive weapons. Therefore, the machine guns used by support troops and the shoulder-mounted rocket launchers carried by engineers are the best options for MEC defenders when it comes to repelling the US choppers.



Of all the control points, Mar 5 is the only one that sits on the base level of the platform. With no ramps or catwalks to traverse, it's a popular target of attacking US troops. Fortunately, the flag is somewhat protected—sandwiched between two storage containers. Defenders are best off watching this flag from a distance, like from the two catwalks ringing the structure to the north. From here, defenders can monitor the flag and engage attackers attempting to convert



it—grenades work well. The open storage container on the south side of the flag is also a good hiding spot, especially if you like to engage enemies at close range.

Flag 6:

US BASE

Initial Control: US



As the staging area for the US assault on the oil rig, the US Base produces several helicopters and boats. Although this base cannot be captured by the MEC forces, it still should be defended from the inevitable strafing runs performed by the Mi-24. Fortunately, two Stinger turrets flank the helipads, providing more than adequate air defense. Make sure at least one of these turrets is manned whenever friendly troops are en route to the oil rig. The loss of a single helicopter or boat could result in the deaths of up to five teammates. The agile AH-6J Little Bird should also cover the assault, using its rockets and cannons to engage the Mi-24.

US BASE ASSETS	
US Control	Unit Count
AH-6J	1
UH-60	2
Sea Ark Stinger	4
Stinger Turret	2
Medical Crate	1
Ammo Crate	1
Helipad	1



The Black Gold

CTF

LEGEND

- = Medical
- = Ammo



CTF Overview:

In this match, both sides face off on the oil rig, with the US on the western platform (Mar) and the MEC on the eastern platform (Olin). Since the rig is surrounded by water, there are only two practical avenues of attack for both factions. The most obvious is the bridge connecting the two platforms. This is by far the quickest way to access the opposing team's platform, but given the heavy traffic, it's also the deadliest. The other option is to use the boats beneath the platforms to conduct amphibious assaults. Each platform has two docks. When attacking by boat, make sure you land at the dock closest to the enemy's flag to limit your exposure once on the platform.

Available Vehicles:

- Light Patrol Boat (2)
- Sea Ark Stinger (2)

TIP A ventilation duct runs below the bridge connecting the two platforms. To avoid the carnage and mayhem on the bridge above, use this lower path for a stealthier advance.



US FLAG

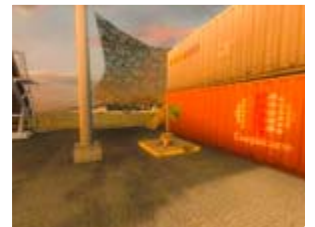


Positioned on the southwest corner of platform Mar (near Mar 4), the US flag is crowded by a structure to the west and a storage container to the east. This makes the flag a little difficult for defenders to cover from a distance unless they can manage a good angle from the north. Instead of babysitting the flag, the US team is better off running patrols and covering the major access points to the platform, including both access ramps leading to the docks below.






MEC FLAG

The MEC flag is located at the western base of the building where the Olin 1 flag is positioned in conquest mode. Given the open area around the flag, it can be covered from multiple elevated positions on the platform. Defenders should pay particular attention to the nearby access ramp leading up from the boat docks below. Attackers attempting to bypass the bridge use this ramp frequently.





Appendices


 SINGLE-PLAYER 4X4 MEDALS 		
First Medal	Second Medal	Third Medal
Three 4x4 kills in a row	Five 4x4 kills in a row	Ten 4x4 kills in a row
50th kill using 4x4	100th kill using 4x4	200th kill using 4x4
Long jump: 10 meters	Long jump: 25 meters	Long jump: 50 meters
4x4 Veteran: Drive 10km in 4x4s	—	—

 SINGLE-PLAYER TANK MEDALS 		
First Medal	Second Medal	Third Medal
Three tank kills in a row	Four tank kills in a row	Five tank kills in a row
50th kill using tanks	100th kill using tanks	200th kill using tanks
No tanks lost in a mission	—	—
Tank Veteran: Drive 10km in tanks	—	—

 SINGLE-PLAYER HELICOPTER MEDALS 		
First Medal	Second Medal	Third Medal
20 vehicles destroyed using helicopters	50 vehicles destroyed using helicopters	100 vehicles destroyed using helicopters
Two heli kills in a row	Four heli kills in a row	Six heli kills in a row
5th kill using rotor blades	10th kill using rotor blades	20th kill using rotor blades
Happy Landings: 10 successful landings	Happy Landings: 50 successful landings	Happy Landings: 100 successful landings
Low Flying: travel below 15m for 200 meters	—	—
Heli Veteran: Fly 10km in helis	—	—

 SINGLE-PLAYER FIXED WEAPON MEDALS 		
First Medal	Second Medal	Third Medal
5 vehicles destroyed with Stinger Missile	10 vehicles destroyed with Stinger Missile	20 vehicles destroyed with Stinger Missile
Kill 10 enemies in a row with machine guns	Kill 15 enemies in a row with machine guns	Kill 25 enemies in a row with machine guns
Kill 50 enemies with machine guns	Kill 100 enemies with machine guns	Kill 200 enemies with machine guns
Kill 10 enemies in a row with grenade launchers	Kill 20 enemies in a row with grenade launchers	Kill 30 enemies in a row with grenade launchers
Kill 50 enemies with grenade launchers	Kill 100 enemies with grenade launchers	Kill 250 enemies with grenade launchers

 SINGLE-PLAYER BOAT MEDALS 		
First Medal	Second Medal	Third Medal
2 boat kills in a row	3 boat kills in a row	4 boat kills in a row
50th kill using boat	100th kill using boat	200th kill using boat
Long Range Kill From Boat: 100 meters	Long Range Kill From Boat: 150 meters	Long Range Kill From Boat: 200 meters
Travel 100 meters in a single boat journey	Travel 300 meters in a single boat journey	Travel 500 meters in a single boat journey
Boat Veteran: Drive 10km in boats	—	—

 SINGLE-PLAYER HOTSWAP MEDALS 		
First Medal	Second Medal	Third Medal
25th hotswap	50th hotswap	100th hotswap
Hotswap 1km	Hotswap 5km	Hotswap Veteran: 10km
Hotswap between five different unit types (no duplication)	—	—

BATTLEFIELD 2

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3000 Lava Ridge Court, Suite 100

Roseville, CA 95661

1-800-733-3000

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Product Manager: Jill Hinckley

Editor: Amanda Peckham

Design and Layout: Graphic Applications Group, Inc.

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