

The image is a promotional cover for a 'Battlefield 4 Pro Guide'. It features a soldier in a tactical vest with an American flag patch and a magazine labeled '07290'. The soldier is holding a rifle and is positioned in the rain. A digital, orange-tinted overlay of the soldier's face is visible on the right side of the image. The background shows blurred city lights and a bright orange light source. The title 'BATTLEFIELD 4' is written in large, bold, white letters, and 'PRO GUIDE' is written in smaller, italicized white letters below it.

BATTLEFIELD 4

PRO GUIDE

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INTRODUCTION

‘The first rule of the Battlefield 4 Pro Guide is; you do not talk about the Battlefield 4 Pro Guide...’

Seriously though, first of all congratulations on purchasing the world’s most complete Battlefield 4 guide! We hope you’ll enjoy reading this and boosting your skills almost as much as we enjoyed making it (*trust me, it’s been a hell of a journey!*) and if there’s anything else you’d like to ask us please don’t hesitate to contact us and let us know.

Inside this guide you’re going to find the ultimate secrets to Battlefield 4. We’re not lying here. You’ve already bought the guide for god’s sake! From the right weapons to use in the right scenarios and general gameplay tips to a total break-down of *every single* Battlefield 4 multiplayer map, and from class recommendations *customised to your play style* to our scorestreak setup guide which will help you double your killstreaks – it’s all inside.

However, before you read ahead we’re legally obligated to warn you that this guide will make you incredible at Battlefield 4. If you only want to slightly improve or even lower your skill level then I’m afraid you’ve bought the wrong guide and none of the information contained within will be of any use to you.

Now we’ve got the introduction out the way, you’re welcome to go ahead and get started with the guide however you feel best! If there’s a specific section you want to check out first then please use the contents page just before this one, but if not then just flip over this page and carry on reading our general gameplay guide through!

Remember, these are tried and tested methods of dramatically improving your skill level. *They work.* If you try something out for one game and you don’t suddenly get 100 bazillion kills and no deaths then *try it again.* Often you’ll find that a new class or gameplay style takes some quick getting used to before you’ll be owning with it, but if you put in a little bit of effort you’ll see the results faster than you can say *‘Battlefield 4 Pro Guide’...*

GENERAL GAMEPLAY

THE KEY TO CONTROL

Now, it may sound rather obvious, but one of the biggest keys to successful Battlefield 4 ownage is knowing your controller. No, I'm not just talking about knowing where the 'shoot' and 'aim' buttons are.

Every controller is different. That sounds ridiculous, but the different gameplay styles and different games people will have used over the lifetime of their controller means that some will require slightly more pressure on buttons to activate that control, some will tend slightly towards one direction while running, some have more 'sticking' buttons etc.

Think about it, I'm pretty sure you've noticed before while playing on a friend's console that something just *didn't quite feel right* about your gameplay style. The same will apply to your own controllers if you use a different one each time you play (if you have multiple controllers), the changes might just be too small for you to consciously realise – but trust me, they different in your skill level will be subtly obvious.

Now I'm not suggesting here that you sit on an empty map throwing grenades and running around like a madman in order to test every single aspect of your controller. Unless you have *far* too much free time, that is. What is important however is that you maintain use of a single controller while playing Battlefield 4. Your brain will subconsciously alter the pressure in your fingertips to counter-act any oddities in your controller and you will get used to *that* controller.

This isn't going to suddenly boost you from a 0.3 KD ratio to a 3.0 KD ratio, but you'll be surprised how much of a difference it can make. We saw improvements of an entire 0.2 from new to average players who begun to play with one specific controller instead of using which ever was closest to them when they turned on their console.

The more you play with one controller, the more your brain will subconsciously learn to correct any issues it has (slightly less pressure on certain buttons, slightly more 'sticking' keys etc) and the faster your general gameplay response will be.

And yes, this applies to every console!

BIOCHEMICAL IMPROVEMENT

'No, we're not talking about shooting up steroids...unless you're planning on actually tracking down that guy who keeps suspiciously killing you from across the map...'

Take a look at any professional games tournament. No, that isn't just a meaningless statement, go ahead, look (and this isn't just limited to FPS games)! The contestants in any professional games tournament don't sit there drinking milk and eating celery – and they're not drinking caffeinated drinks because they love the irresistible taste of Red Bull.

Once you've mastered your class setups, you're adept with your weapons and are more than familiar with the map you're playing on – reaction times matter almost as much as tactics. It doesn't matter if you get the drop on someone seconds before they see you if it takes you that long to aim and pull the trigger. It's completely true that a lot of this comes with practice, but as I said, you don't see professional gamers drinking milk and eating celery.

There are various completely normal drinks and foods which can give your reaction timing a significant boost, some varying from short-term intense effects (think an intense 30 minute clan battle, or a bloodthirsty grudge-match with your friend who thinks he's the next COD world champion) to a longer lasting slight-advantage (pulling an all-nighter with your mates or recording a promotional video showcasing your skills). Unfortunately, my job isn't to tell you that there is a magical Kenyan bean which is going to make you invincible in Battlefield 4, but if you're looking to squeeze the best out of your performance then you can bet these tips are going to be a huge boost – just don't go telling everyone!

Caffeine

The grand-daddy of all biochemical stimulants, caffeine can be found everywhere from coffee and tea to cola, Red Bull and almost every sports drinks imaginable. By slightly altering the chemical balance in your blood, caffeine increases your heart rate, brain activity and photosensitivity for a short to medium period of time – it's these same effects that make caffeine popular with students, athletes and gamers alike. In short, caffeine's relationship with professional gaming is about as close as opening your eyes is to navigating a COD map.

There are a huge number of different sources of caffeine, and honestly, a huge amount just comes down to personal preference. I'll be listing a few possible sources at the end of this section, but you should mainly just go for whatever you like the taste of the most (with a few exceptions). In many cases, stimulation drinks (eg, Red Bull) also come packed with other biochemical stimulants, so remember that you might not need as

much Red Bull as something with an equal caffeine content to improve your reaction timing!

One thing to note about caffeine is that each individual has an optimal amount of consumption for the beneficial effects. This means that while it might be enough for your friend to have a can of cola and increase their reaction timing, you might need two cans, or just half a can. This is down to every individual's biochemical balance and a few other factors and may vary greatly from person to person. What you should take from this is that it isn't going to do you any good to down ten coffees and hop on COD expecting to get a 10:1 KD ratio – the key lies in experimentation! There are numerous online resources for testing your reaction time, but your best bet is probably to see how your consumption relates to your Battlefield 4 games. Remember though, don't just play once and presume that if you don't see an improvement straight away the caffeine isn't affecting you, there is a time delay between consumption and seeing the effects – and you might have just been unlucky on the first game anyway!

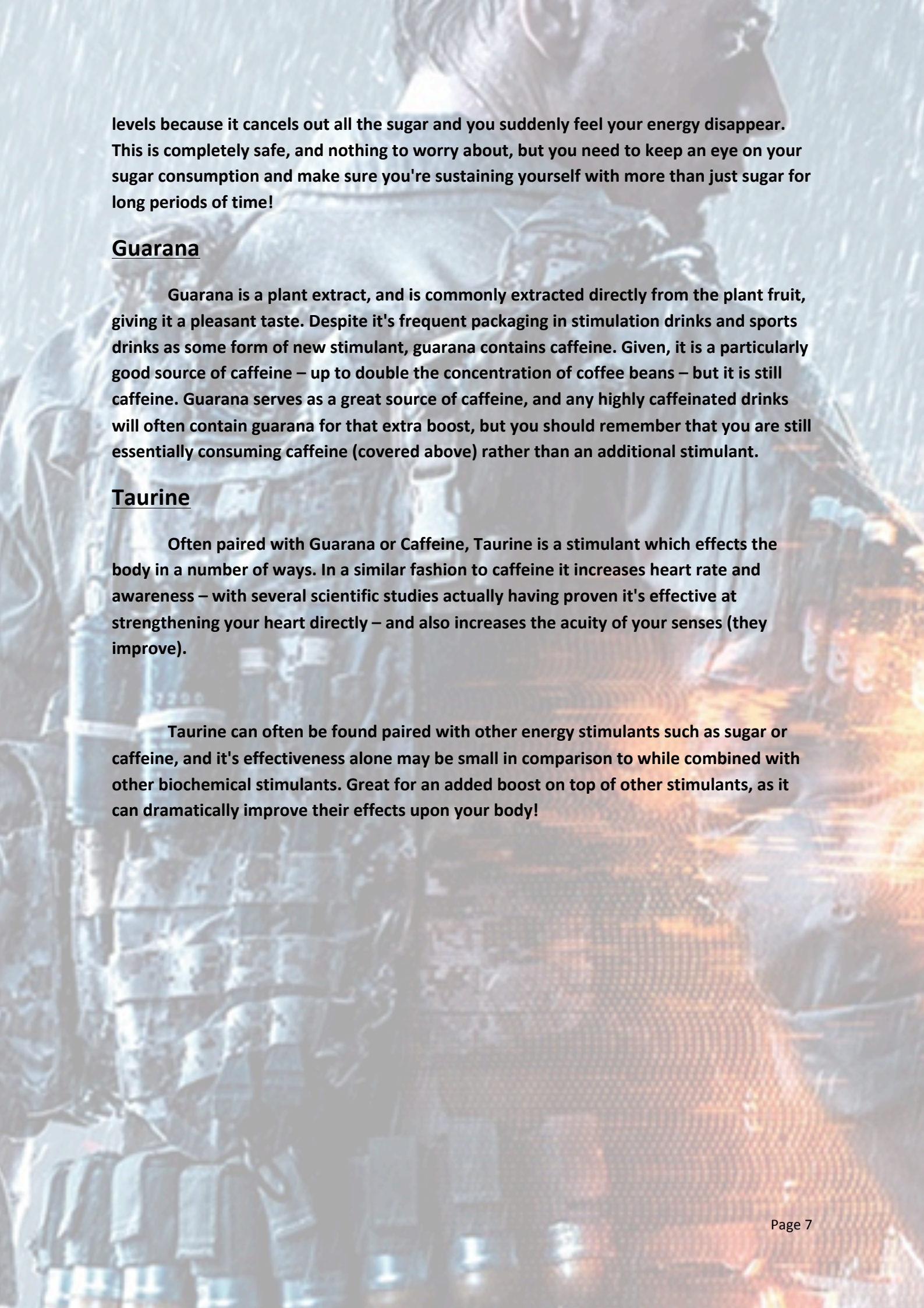
- Stimulation drinks (eg, Red Bull)
- Coffee
- Tea
- Sodas (eg, Cola or Mountain Dew – be careful with the latter though, it contains huge amounts of sugar...keep reading on to see why that might not be a great thing)
- Energy water
- Sports drinks
- Jolt Gum

Many other sources of caffeine are labeled clearly, so just look out for 'energy drinks' or 'energy foods' next time you're in a shop – and check the label!

Sugar

Sugar is the most basic of all biochemical stimulants, and its effects are pretty simple. When your body burns sugar (glucose, fructose, sucrose or lactose) you get energy! If you're going to be having a long COD session, sugar can provide you with the energy you need to keep focused without having to go and make yourself some pasta every few hours. Sugar is only a short-term fix for tiredness, but it's an effective one. It's no substitute for, you know, actual food, but if you need something to keep you going, sugar is your best source.

You can find sugar in an absolutely huge number of foods and drinks, so I won't be listing them all here – but basically any sweet food (and yes, that includes everything from candy to fruits and juices) will contain some form of sugar. One thing to beware of with sugar though, is the dreaded 'sugar crash'! This occurs when your body produces too much of a hormone called insulin (think of this as anti-sugar) and it basically zaps your energy



levels because it cancels out all the sugar and you suddenly feel your energy disappear. This is completely safe, and nothing to worry about, but you need to keep an eye on your sugar consumption and make sure you're sustaining yourself with more than just sugar for long periods of time!

Guarana

Guarana is a plant extract, and is commonly extracted directly from the plant fruit, giving it a pleasant taste. Despite it's frequent packaging in stimulation drinks and sports drinks as some form of new stimulant, guarana contains caffeine. Given, it is a particularly good source of caffeine – up to double the concentration of coffee beans – but it is still caffeine. Guarana serves as a great source of caffeine, and any highly caffeinated drinks will often contain guarana for that extra boost, but you should remember that you are still essentially consuming caffeine (covered above) rather than an additional stimulant.

Taurine

Often paired with Guarana or Caffeine, Taurine is a stimulant which effects the body in a number of ways. In a similar fashion to caffeine it increases heart rate and awareness – with several scientific studies actually having proven it's effective at strengthening your heart directly – and also increases the acuity of your senses (they improve).

Taurine can often be found paired with other energy stimulants such as sugar or caffeine, and it's effectiveness alone may be small in comparison to while combined with other biochemical stimulants. Great for an added boost on top of other stimulants, as it can dramatically improve their effects upon your body!



THE CORRECT WEAPONS

Everybody knows a shotgun has worse range than an SMG. Everybody knows a fully automatic assault rifle has a faster fire-rate than a bolt action sniper. But what a lot of people don't know is the best time to use certain weapons, and, most importantly, *what to use them against*.

Sniper Rifles

Extremely long-range weapons, these are best used from elevated vantage points such as buildings, hills and ledges. Sniper rifles are very powerful and offer usually either one-hit or two-hit kills depending on the location of the shot. Every sniper rifle, by default, has a long-range scope attached (*not counting as a weapon attachment*) which allows you to see a lot further than the standard scopes attachable to other weapons.

Snipers are ideally used against SMG's and some assault rifles *at range* as they allow you to pick off targets before they even become a threat. While playing with a sniper class, you should not just automatically run towards the general direction of the enemy like the majority of other classes. Instead, look for a vantage point and pick off the opposing team from there.

Having a sniper can be invaluable in protection/capture based game scenarios, as they can be used to monitor an objective from a distance and kill enemy targets that enter the objective area. One major disadvantage while sniping however is the 'tunnel vision' the long distance range scope causes. While aiming it is often easy for an enemy to approach from another direction and kill you before you even have a chance to realise they're there as you almost entirely lose your peripheral vision. For this reason, while sniping it is essential that you listen to your sound for incoming footsteps and be prepared to react if you are discovered *by* an enemy.

Many sniper classes include a secondary weapon for close-range combat defence, but, realistically, you should aim to not be discovered by anyone instead of being able to protect yourself if you are. However, that being said, proximity lethal equipment such as Claymore mines can be extremely useful to the sniper class; as they allow you to 'defend' the entrance to your sniper spot without having to repeatedly check the door for intruders.

However, while using a Claymore (or similar) it is important to remember that the enemy can still *shoot through the door*. If you are sniping then try to make sure you are as hidden as possible and not obviously visible else you may find that an enemy shoots you from outside instead of even going near your room to investigate further.

Another extremely important factor in staying hidden while sniping is to remember to stay back from the window/door/ledge you are sniping from. This is the same practice adopted by almost every military sniper in the world (*including US Navy Seals and the British SAS*) as it allows you to shoot from your vantage point without being easily discovered or noticed by passing enemies. *There is very little less subtle than a giant sniper barrel sticking out of a nearby window while walking down a road...*

One final piece of advice while playing sniper is to remember that getting 10 kills from the *exact same location* will mean you will very quickly be set upon by angry players who you have killed multiple times, and who have identified your location from your killcams. If you are determined to stay in exactly the same location, whatever you do, *stay zoomed in the majority of the time do not zoom out briefly after killing a target*. The killcam shows a few seconds before and after your elimination of the enemy, and they will often be able to use your vision to pin down your obvious location and rush you with automatic weapons fire, sneak up behind you or throw a grenade into your hiding spot.

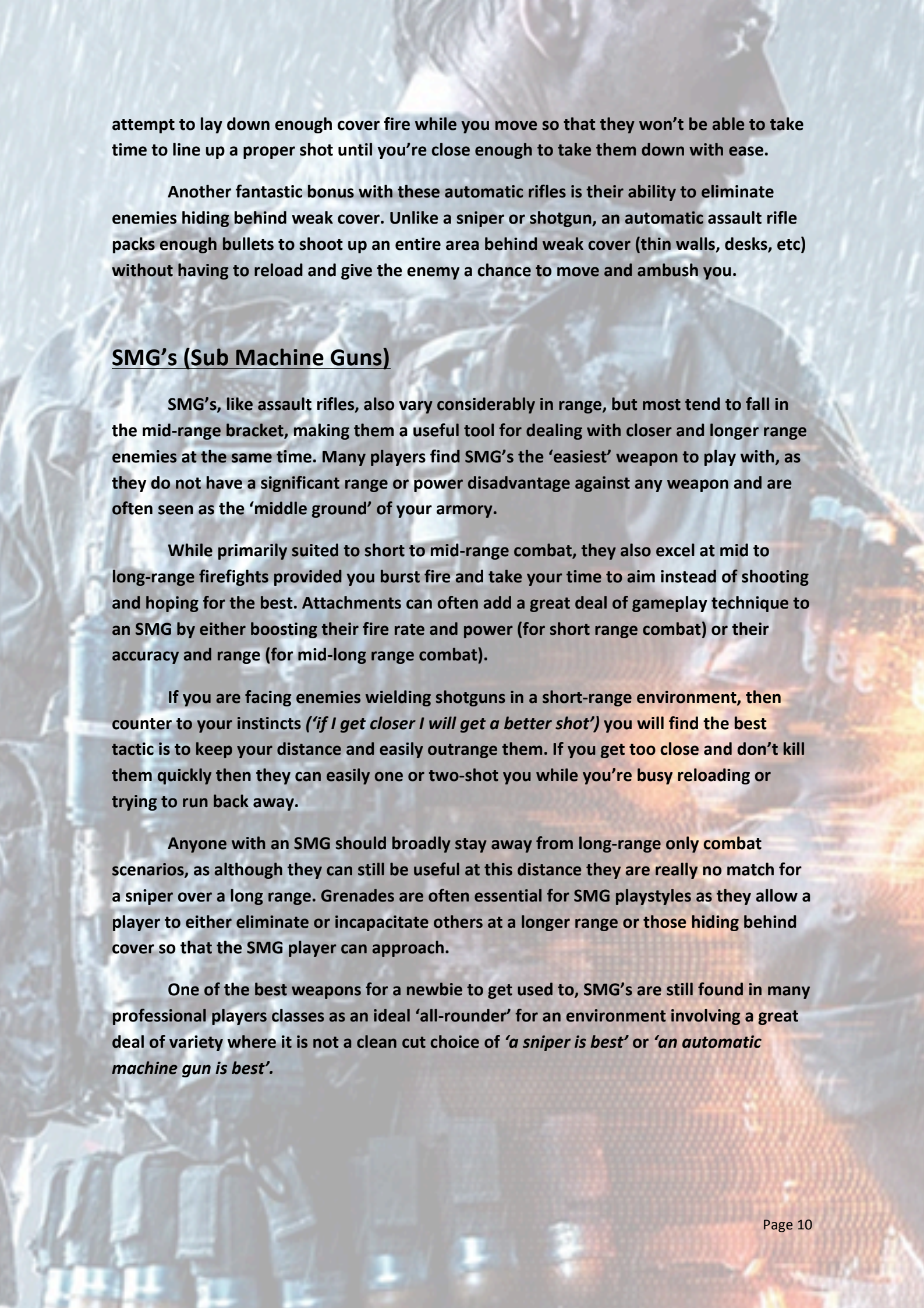
Assault Rifles

Assault rifles span a variety of ranges from those nearly equalling snipers (*usually single-shot or burst-shot as well*) to those fully automatic machine guns which can barely outrange a shotgun. Anyone that tells you there is one set of tips which applies to all assault rifles is, honestly, a moron. That's basically the same as suggesting you should drive a Lamborghini the same as 30-year old vintage Ford.

If you are playing with a single-shot long range rifle, these are similar to a sniper and much of the same advice applies to these. They should either be played by picking off targets from a safe distance through windows/door/ledges or by moving around the battlefield at the edges and shooting down long ranges to kill moving targets before they are any threat. This type of assault rifle works perfectly against enemies using SMG's, shotguns or automatic rifles but will usually fail against a sniper as they will have both greater range and (*usually*) greater power.

However, if you are using a faster firing automatic rifle, you should adopt a play style similar to that you would use with an SMG. Mid-range firefights are where your biggest advantage will be, and although it is tempting just to hold down the fire button and '*spray and pray*', don't forget that often the best tactic is to burst fire by briefly holding the fire button and then stopping to allow your aim to become more accurate again.

If you find yourself up against a longer-range target such as a sniper or single-shot long range rifle, then your best bet is to either utilise lethal / non-lethal grenades or



attempt to lay down enough cover fire while you move so that they won't be able to take time to line up a proper shot until you're close enough to take them down with ease.

Another fantastic bonus with these automatic rifles is their ability to eliminate enemies hiding behind weak cover. Unlike a sniper or shotgun, an automatic assault rifle packs enough bullets to shoot up an entire area behind weak cover (thin walls, desks, etc) without having to reload and give the enemy a chance to move and ambush you.

SMG's (Sub Machine Guns)

SMG's, like assault rifles, also vary considerably in range, but most tend to fall in the mid-range bracket, making them a useful tool for dealing with closer and longer range enemies at the same time. Many players find SMG's the 'easiest' weapon to play with, as they do not have a significant range or power disadvantage against any weapon and are often seen as the 'middle ground' of your armory.

While primarily suited to short to mid-range combat, they also excel at mid to long-range firefights provided you burst fire and take your time to aim instead of shooting and hoping for the best. Attachments can often add a great deal of gameplay technique to an SMG by either boosting their fire rate and power (for short range combat) or their accuracy and range (for mid-long range combat).

If you are facing enemies wielding shotguns in a short-range environment, then counter to your instincts (*'if I get closer I will get a better shot'*) you will find the best tactic is to keep your distance and easily outrange them. If you get too close and don't kill them quickly then they can easily one or two-shot you while you're busy reloading or trying to run back away.

Anyone with an SMG should broadly stay away from long-range only combat scenarios, as although they can still be useful at this distance they are really no match for a sniper over a long range. Grenades are often essential for SMG playstyles as they allow a player to either eliminate or incapacitate others at a longer range or those hiding behind cover so that the SMG player can approach.

One of the best weapons for a newbie to get used to, SMG's are still found in many professional players classes as an ideal 'all-rounder' for an environment involving a great deal of variety where it is not a clean cut choice of *'a sniper is best'* or *'an automatic machine gun is best'*.

Shotguns

The shortest range main weapons on the map, shotguns are perfect for close-quarters bloody combat. Packing enough power to often one-hit or two-hit kill an opponent, they are fantastic for fighting in buildings and tight corridors or small streets and surprising enemies around corners.

The biggest disadvantage a shotgun has is it's normally abysmal range (*seriously, anything much further than knifing distance will barely be tickled by your shots*) and for this reason we advise you to stick to the walls and stay indoors instead of even attempting to take this weapon to a mid to long-range firefight.

However, a shotgun can be a perfect weapon when it comes to short-range close-quarters combat maps as you will usually be able to kill an enemy before they even have time to raise their weapon. Both automatic shotguns and single-shot shotguns are available and the preference really comes down to your playing preference. Single-shot shotguns are more often used by professional gamers who have the aiming skill to almost invariably get one-shot kills, but if you feel your aim is lacking somewhat, then an automatic shotgun can be an extremely versatile companion.


Seriously though, if you have a shotgun, stay the hell away from any open space or you will find yourself rapidly mown-down by anyone with a sniper, automatic or single shot-rifle or SMG.

Launchers

The biggest damage weapons available, a launcher is often used primarily as an anti-vehicle weapon and is irreplaceable in taking down enemy killstreak vehicles such as helicopters and drones.

Although usually of little use as a main anti-personnel weapon against other players, launchers can occasionally be useful in 'flushing out' a camping sniper as they can cause splash damage to the entire area they are hiding in, and are very useful for 'emptying' structures where large groups of enemies are 'holed up'.

In many team games, it is essential that at least one player has a decent setup involving a launcher which can be switched to if any powerful enemy scorestreaks are activated.



Grenades

Possibly the most underrated weapon in the game, and indeed in any game, grenades are the key to almost any professional gamer's arsenal. Whether lethal or non-lethal, grenades are the most versatile piece of equipment usable as they can be used to either kill or incapacitate enemies encamped in any position (*specifically snipers*) and can be used to clear corridors or stun enemies in short range battles.

If you're alive for more than a few minutes and haven't used all of your grenades, the odds are you're doing something wrong.

MULTIPLAYER PLAYLISTS

Playlists are what Battlefield developers call game modes for Multiplayer. This includes online and split screen multiplayer game modes. The playlists may change throughout the game's life. A DLC specific playlist is usually added when a new DLC pack is released. Different playlists can offer a variety of necessary skills and allow you to train for different styles of gameplay. Many users make the mistake of sticking only to one game-style (**cough* TDM *cough**) which gives them a rather one-dimensional style of play. *And frankly, they're missing out on a lot of fun from the other playlists too!*

Conquest

Conquest is the original game mode that has made Battlefield 4 what it is today. Each of the teams starts with a set number of flags and tickets, with the object being to capture and hold the other team's flags for as long as possible. The team with the least flags loses or 'bleeds' tickets at a faster rate than the team with more flags, and a single ticket is used each time a player re-spawns. Conquest is available on all BF4 maps and is the most popular of the gamemodes.

Conquest is all about controlling as many flags as possible. Kills will obviously bring down the enemy tickets, but by far the most effective tactic is to capture the majority of the flags, dig in to defensive positions and hold the enemy off. Placing Claymore mines near the flag close will serve as a good automatic defence against infantry, while AT mines on the roads nearer to the flags will ensure that vehicles don't give the enemy an advantage. It's also worth noting which control points are more important for your team than others, while some will provide vital vehicles, others may provide important gadgets for the Commander – you should try and capture what you need.

As Conquest is one of the most versatile gamemodes in the entirety of BF4, a large amount of tactics will also come down to the map you're playing on, especially when it comes down to class diversification across your team – we'd advise reading the maps section of the BF4 Pro Guide for some further tips on this, so we don't pollute the gamemode section with too much information!

Rush

Battlefield 4 Rush is one the other very popular multiplayer game modes. In contrast to Conquest, Rush is a much more scaled down and intensive game mode. One team is tasked with defending M-COM stations, while another team aims to arm and destroy them. This focuses all the action and tactics around the M-COM stations, which creates tense and hectic gameplay. Unlike in conquest, the attackers only have a limited amount of tickets while the defenders have an unlimited amount.

Rush is, without a doubt, one of the most tactically complex gamemodes in BF4. As a result, a huge amount of your skill in these games will come down to team tactics.

While playing offensively, getting close to a heavily defended M-COM site is usually most easily achievable using some combination of disguise, misdirection and flanking. A very popular trick is to use M320 smoke grenades near the stations, leaving the defenders essentially blind. However, techniques like this won't work indefinitely, and we would suggest that misdirection can also play a very key part in offensive play – by convincing the enemy you're attacking one station you can draw their forces away from another location, opening it up to an attack. The first station is usually the hardest part of Rush, as the defenders have ample time to set up their defensive positions.

Defensively however, is much easier than attacking, and even more so if the map is urban. As you are blessed with unlimited tickets, and the ability to dig in to set up defensive positions around the M-COM stations, similar tactics can be employed as while defending flags in conquest, using Claymore mines close the M-COM entrance points and C4 explosives directly on the M-COMs themselves in case any enemy infantry slip past your defensive line. It is also a good tactic to deploy AT mines on the roads leading up to the M-COMs, to stop the enemy using vehicles to their advantage.

Deathmatch

Deathmatch is a multiplayer game mode where all the players are pitted against one another. Unlike in the Team Deathmatch game mode, each player fights for himself instead of being aligned to a specific faction. A time honoured classic in FPS gaming, deathmatch is a staple in every popular shooter. In BF4, the hardcore option is often applied while playing Deathmatch game mode. The match either ends when a player has reached a score limit or once the set time limit runs out.

As the only gamemode which is completely separated from team play, Deathmatch is about utilising your skills as best possible and staying out of the killing zones. As you are playing solo, team tactics are completely out the window, and you're left to fend for yourself. Because of this, people have a habit of shooting at any vague movement hoping to get lucky with a kill, so by surveying an area quietly and waiting for an enemy to reveal themselves you can often rack up fast kills without risking being eliminated yourself. Avoid any open areas of the map, as these are often a focus for people looking to find cheap, free kills.

Team Deathmatch

Unlike the Deathmatch game mode, Team Deathmatch pits two teams of up to 32 players against each other, and the only aim is to kill the enemy. Unlike in other game modes, team play is far less important in Team Deathmatch as respawn tickets are not involved.

Similar to deathmatch, the focus is primarily on individual player skill, however, knowing the map (hint hint, check out the maps section later on in the guide), where the best pathways and chokepoints are is vital to Team Deathmatch, as enemies spawn randomly around the map, there is no specific area to defend or attack, but player movement will typically gravitate towards, or through, certain areas – focus your efforts on these.

Squad Deathmatch

BF4 Squad Deathmatch is played by multiple squads in the same form as the other Deathmatch game modes. Squad Deathmatch can feature up to four squads of five players each, with the same team objective as in the Team Deathmatch mode – reach the kill limit (somewhere between 50 to 250) before the other team can. Unlike Team Deathmatch, Squad DM focuses more on team work within the squads.

Often seen as a scaled down version of Team Deathmatch, similarly to Team Deathmatch, knowing the map and being skilled in one-to-one combat is the primary technique, but class diversity within a squad also plays a big part. If all of your squad is focused on one class, then you become very one-dimensional, and you end up with huge weaknesses. Squad Deathmatch is an ideal mode to practice team play and squad teamwork / communication – it makes a great gateway to other tactics and team skills.

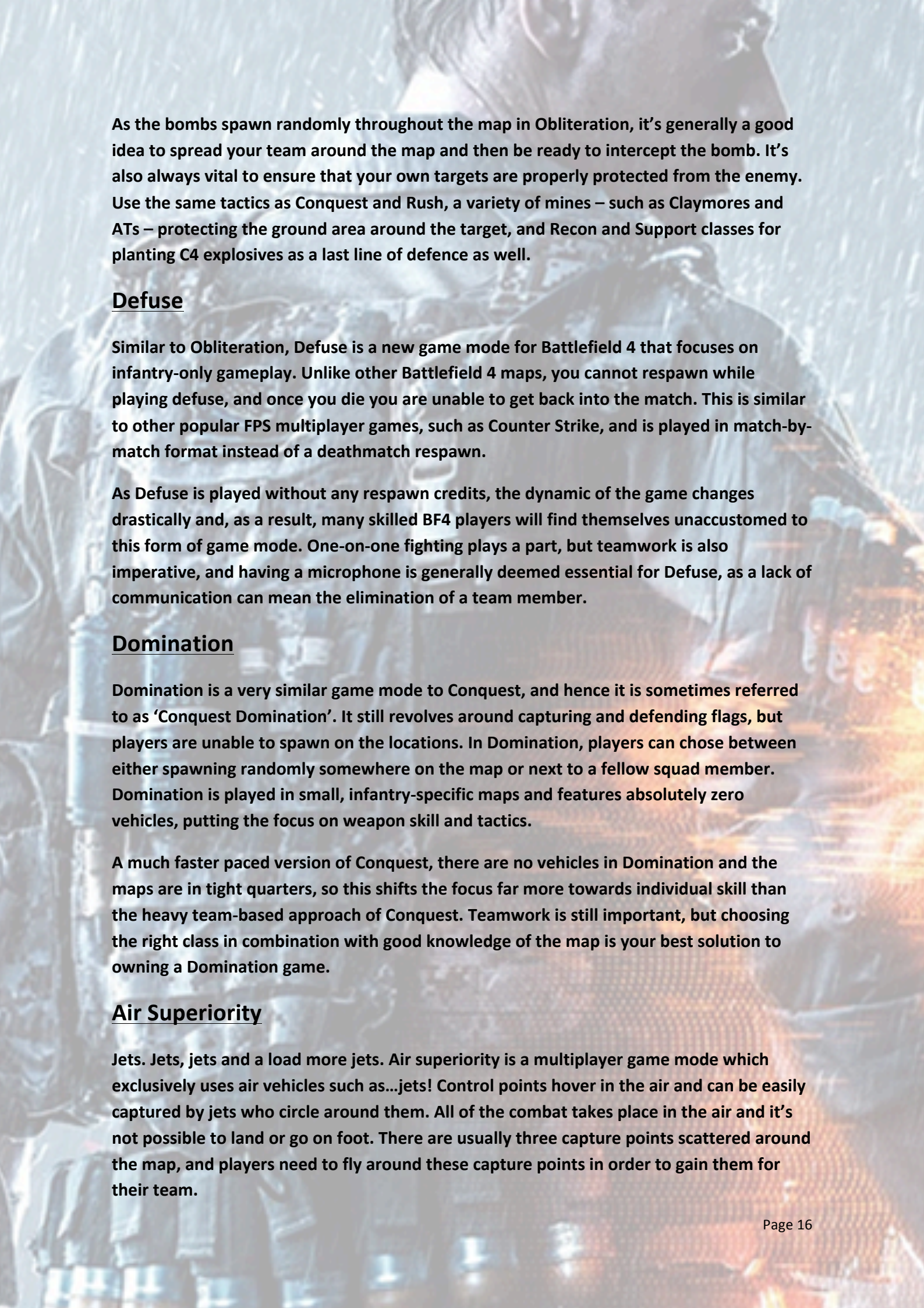
Squad Rush

The rules in BF4 Squad Rush are easy, one squad of five players has the task of defending two M-COM stations, while another squad has to arm and destroy them. The attackers have a limited amount of tickets, while defenders have unlimited tickets. When, or if, the attackers successfully destroy the two M-COM stations, they are awarded additional tickets and advance to the next stage. In Squad Rush, the maps are usually of a limited size and most have no heavy vehicles, only containing light transport.

Teamwork is absolutely key to squad rush. As attackers, the best tactic is to always spawn next to a teammate and continue attacking the objective. A scaled down version of regular Rush, many of the same tactics can apply – it's best to use Claymores and C4 explosives around the M-COMs and stay as close to the objectives as possible – under cover, of course though!

Obliteration

Unlike many other game modes, Obliteration is a new game mode which was introduced specifically for BF4. A destruction focused game mode, players are tasked with destroying specific high-value targets placed in strategic locations around the map in order to win the match. The opposing team is tasked with protecting these high-value targets. Initially, the bomb spawns at a random location, and after a team carries out the bomb to a target and destroys it, the bomb will randomly respawn on the map somewhere else.



As the bombs spawn randomly throughout the map in Obliteration, it's generally a good idea to spread your team around the map and then be ready to intercept the bomb. It's also always vital to ensure that your own targets are properly protected from the enemy. Use the same tactics as Conquest and Rush, a variety of mines – such as Claymores and ATs – protecting the ground area around the target, and Recon and Support classes for planting C4 explosives as a last line of defence as well.

Defuse

Similar to Obliteration, Defuse is a new game mode for Battlefield 4 that focuses on infantry-only gameplay. Unlike other Battlefield 4 maps, you cannot respawn while playing defuse, and once you die you are unable to get back into the match. This is similar to other popular FPS multiplayer games, such as Counter Strike, and is played in match-by-match format instead of a deathmatch respawn.

As Defuse is played without any respawn credits, the dynamic of the game changes drastically and, as a result, many skilled BF4 players will find themselves unaccustomed to this form of game mode. One-on-one fighting plays a part, but teamwork is also imperative, and having a microphone is generally deemed essential for Defuse, as a lack of communication can mean the elimination of a team member.

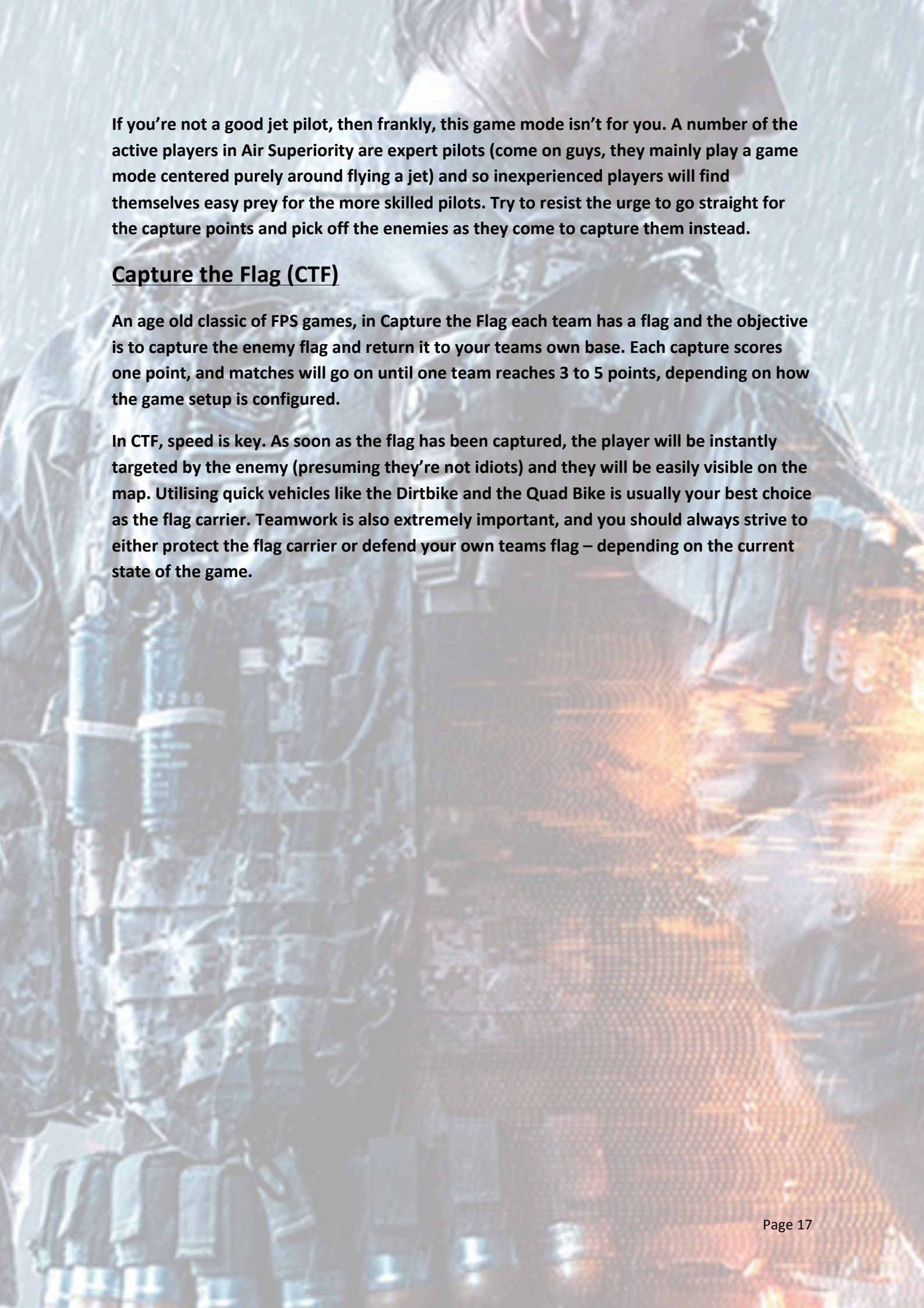
Domination

Domination is a very similar game mode to Conquest, and hence it is sometimes referred to as 'Conquest Domination'. It still revolves around capturing and defending flags, but players are unable to spawn on the locations. In Domination, players can choose between either spawning randomly somewhere on the map or next to a fellow squad member. Domination is played in small, infantry-specific maps and features absolutely zero vehicles, putting the focus on weapon skill and tactics.

A much faster paced version of Conquest, there are no vehicles in Domination and the maps are in tight quarters, so this shifts the focus far more towards individual skill than the heavy team-based approach of Conquest. Teamwork is still important, but choosing the right class in combination with good knowledge of the map is your best solution to owning a Domination game.

Air Superiority

Jets. Jets, jets and a load more jets. Air superiority is a multiplayer game mode which exclusively uses air vehicles such as...jets! Control points hover in the air and can be easily captured by jets who circle around them. All of the combat takes place in the air and it's not possible to land or go on foot. There are usually three capture points scattered around the map, and players need to fly around these capture points in order to gain them for their team.



If you're not a good jet pilot, then frankly, this game mode isn't for you. A number of the active players in Air Superiority are expert pilots (come on guys, they mainly play a game mode centered purely around flying a jet) and so inexperienced players will find themselves easy prey for the more skilled pilots. Try to resist the urge to go straight for the capture points and pick off the enemies as they come to capture them instead.

Capture the Flag (CTF)

An age old classic of FPS games, in Capture the Flag each team has a flag and the objective is to capture the enemy flag and return it to your teams own base. Each capture scores one point, and matches will go on until one team reaches 3 to 5 points, depending on how the game setup is configured.

In CTF, speed is key. As soon as the flag has been captured, the player will be instantly targeted by the enemy (presuming they're not idiots) and they will be easily visible on the map. Utilising quick vehicles like the Dirtbike and the Quad Bike is usually your best choice as the flag carrier. Teamwork is also extremely important, and you should always strive to either protect the flag carrier or defend your own teams flag – depending on the current state of the game.

MULTIPLAYER FIELD UNLOCKS

Instead of the previous Specializations seen in the previous Battlefield titles, Battlefield 4 focuses on a new upgraded perk style system. Field Unlocks allows the player to select from 11 different field upgrades to help improve their abilities within multiplayer playlists. The 11 field upgrades are all broken down into their 4 levels with descriptions as to what all these levels do in order to aid you in your decision when selecting which one to use.

Defensive



- **Armour – Level 1**
Reduces incoming Damage to the chest by 10%.
- **Cover – Level 2**
Decreases amount of incoming Suppression by 50%.
- **Flak - Level 3**
Decreases damage from explosions by 15%.
- **Quick Regen – Level 4**
Decreases time before Out of Combat Heal by 20%.

Offensive



- **Sprint – Level 1**
Increases maximum Sprint Speed by 10%.
- **Ammo – Level 2**
Increases maximum inventory of Bullets by 50%.
- **Grenades - Level 3**
Increases maximum inventory of Hand Grenades by 1.
- **Reduced Fall – Level 4**
Increases height you can Fall without Damage.

Shadow



- **Quick Unspot – Level 1**
Reduces time you are Spotted by 2 Seconds.



- **Sprint – Level 2**
Increase maximum Sprint Speed by 10%.



- **Reduced Fall - Level 3**
Increase height you can Fall without Damage.



- **Stealth – Level 4**
Undetected by Motion Sensors except when Sprinting.

Combat Medic



- **Medkit Upgrade – Level 1**
Increases maximum deployed Medic Bags and Packs by 1.



- **Sprint – Level 2**
Increase maximum Sprint Speed by 10%.



- **Defib Upgrade - Level 3**
Increases charge up speed of the Defibrillators by 100%.



- **Medical Unit – Level 4**
Occupied vehicles will slowly Heal nearby Soldiers.

Grenadier



- **Grenades – Level 1**
Increases maximum inventory of Hand Grenades by 1.



- **Sprint – Level 2**
Increases maximum Sprint Speed by 10%.



- **40MM Grenades - Level 3**
Increases maximum inventory of 40mm Grenades by 3.



- **Flak – Level 4**
Decreases damage from explosions by 15%.

Anti-Tank



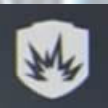
- **Mines – Level 1**
Increases maximum inventory of AT Mines or M2 SLAM to 6.



- **Rockets – Level 2**
Increases maximum inventory of AT and AA ammo to 7.



- **More Deployed Explosives - Level 3**
Increases maximum deployed Explosives to 6.



- **Flak – Level 4**
Decreases damage from explosions by 15%.

Mechanic



- **Fast Repair – Level 1**
Increases speed and sabotage of Repairs by 35%.



- **Flak – Level 2**
Decreases damage from explosions by 15%.



- **Cover - Level 3**
Decrease amount of Incoming Suppression by 50%.



- **Repair Unit – Level 4**
Occupied vehicles will slowly Repair nearby Vehicles.

Indirect Fire



- **Ammobag Upgrade – Level 1**
Increases maximum deployed Ammo Boxes and Packs by 1.



- **Ammo – Level 2**
Increases maximum inventory of Bullets by 50%.



- **Indirect Fire - Level 3**
Increases maximum M224 and XM25 Ammo.



- **Resupply Unit – Level 4**
Occupied vehicles will slowly Resupply nearby Soldiers.

Perimeter Defensive



- **Ammo – Level 1**

Increases maximum inventory of Bullets by 50%.



- **Suppression – Level 2**

Increases amount of Outgoing Suppression by 50%.



- **Claymores - Level 3**

Increases the Maximum inventory of Claymores to 3.



- **MP-Aps Upgrade – Level 4**

Increases time MP-APS can deflect incoming explosives.

Spec Ops



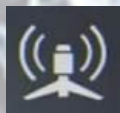
- **Stealth – Level 1**

Undetected by Motion Sensors except when Sprinting.



- **C4 Explosives – Level 2**

Increases maximum inventory of C4 Explosives to 6.



- **Motion Sensors - Level 3**

Increases maximum inventory of Motion Sensors to 5. Increases range of T-UGS and MAV by 40%.



- **Quick Unsport – Level 4**

Reduces time you are Spotted by 2 Seconds.

Sniper



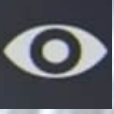
- **Hold Breath – Level 1**
Increases time you can Steady your cope by 100%.



- **Cover – Level 2**
Decreases amount of incoming Suppression by 50%.



- **Quick Unspot - Level 3**
Reduces time you are Spotted by 2 seconds.



- **Advanced Spot – Level 4**
Increases time your targets are Spotted by 45%.

The background of the entire image is a soldier in a combat uniform, seen from the back and slightly to the side. He is wearing a tactical vest with various pouches and a US flag patch on the shoulder. He is holding a rifle in his right hand. The scene is set in the rain, with water droplets visible in the air. In the background, there are blurred lights, some of which are red, suggesting a battlefield environment. The overall color palette is dark and moody, with a mix of blues, greys, and oranges from the background lights.

CLASS CONFIGURATIONS

BATTLEFIELD 4

PRO GUIDE

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INTRODUCTION

Similar to all of the recent Battlefield series games, Battlefield 4 gameplay revolves heavily around a 'class system'. This allows you not only to customise the specialised playstyles and abilities accessible via your character but also allows you to customise the weapons your character carries.

Within Battlefield 4 there are 4 classes to select from all with various weapons and sidearm that can be fully customised to enhance the play experience. These classes include; Support, Assault, Recon and finally Engineer.

I'll be completely genuine here, the class you have can completely change your perceived 'skill level' on the game. The majority of people who are 'newbies' but have been playing for a long time just don't understand how to create the right class that suits their playstyle.

This guide will show you a number of classes for each type of player depending on primary weapon type. If you are a good sniper, go for a sniper class, if you are a good close-range combatant, then take a look at the SMG or shotgun class information.

However, this guide will only cover the direct classes, and not the scorestreak setups for classes – as this is, although partially dependant on your class setup – also another whole section of gameplay tactics which requires its own explanation in the 'Multiplayer Map Guide' section of the Battlefield 4 Pro Guide, which this Class Configuration guide is designed to be used in tandem with.

SNIPER CLASSES

TACTICAL SNIPER

PRIMARY WEAPON	
M98B	
	
	
	
SECONDARY WEAPON	
	M9
GADGET ONE	
	T-UGS
GADGET TWO	
	RADIO BEACON
GRENADES	
	GRENADE
KNIFE	
	KNIFE
FIELD UPGRADES	
	SNIPER

An incredibly accurate bolt rifle weapon that not only has maximum range, damage and accuracy, it can be used to devastating effects with the correct attachments, gadgets and field upgrades.

First of all the M98B is being equip with the 8x scope and 14x variable zoom scope. This allows the player to pinpoint enemy players before they even get a chance to consider where you are shooting from. This is extremely effective in objective based game type like rush and domination and will ensure you get kills after kills and earn all your Sniper ribbons. The second attachment for the M98B is the Flash Hider, this will help prevent the detection of your player when using the Sniper and ensure that you and your safe point are maintained to allow you to continue the reign of Sniper fire – if this is not unlocked then leave it blank, as anything else added to the Barrel will alter the accuracy, range and damage of the rifle.

The final attachment is the Straight Pull Bolt. This allows the player to reload the rifle without the need to zoom out from the scope, this is an incredibly valuable attachment to have when locking down areas with a great amount of traffic and activity – ensuring you are always following your target and always get the shot in.

Gadgets T-UGS and Radio Beacon provide you with a tactical edge, the T-UGS displaying enemies within a 25m for you and your teammates on the mini map, whilst the Radio Beacon provides a deployable team respawn point for both you and your fellow team.

RUSHING SNIPER CLASS

PRIMARY WEAPON	
M98B	
	
	
SECONDARY WEAPON	
	M9
GADGET ONE	
	T-UGS
GADGET TWO	
	RADIO BEACON
GRENADES	
	GRENADE
KNIFE	
	KNIFE
FIELD UPGRADES	
	SNIPER

This sniper class is ideal for those who want to 'rush' the enemy and hold them down either with sniper fire while moving rapidly instead of camping or going for no scope kills.

The selected Sniper is the M98B, with maximum Range, Damage and Accuracy this Sniper is not to be reckoned with. The scope attachment for this class is the Red Dot Sight. This allows players to easily maneuver around the map with the ability to attack players in close range combat with devastating power and accuracy. Issues however with this setup, due to the single shot and reload speed of the rifle, aim accuracy needs to be spot on to ensure you get the kill.

The second attachment is the Flash Hider, this may not be particularly necessary for a class where the player is mobile as hiding the gun flash won't make too much of a difference. However, this will not harm the gun's overall performance and therefore when given the option we suggest you equip it and reap the benefits rather than not at all.

Final attachment is the Straight Pull Bolt, this allows the player to reload the Sniper without the need to zoom out of the scope, this does aid the speed at which shots can be fired and offer a slight bit of tolerance with accuracy.

Gadgets used are the same as a tactical setup however in this game style used for completely different reasons. The T-UGS will provide clear view on the minimap of players in your vicinity that you can decide to attack and in which order, whilst the Radio Beacon can be deployed to ensure that if you do get killed you spawn right back in the thick of it to avenge your death.

SMG CLASSES

ENGINEER SMG

PRIMARY WEAPON	
PDW-R	
	
	
SECONDARY WEAPON	
	M9
GADGET ONE	
	MBT LAW
GADGET TWO	
	REPAIR TOOL
GRENADES	
	GRENADE
KNIFE	
	KNIFE
FIELD UPGRADES	
	MECHANIC

A brilliant SMG class for tactical engineer gameplay, this versatile setup is brilliant for 'running and gunning' or tactical kills flanking around the enemy team to destroy or repair land, sea or air infantry.

The Primary weapon is the PDW-R, a well rounded SMG with good accuracy, mobility and an incredible hipfire.

Attachments consist of the Red Dot Sight and the Red Laser. There are no barrel attachments for this weapon, as the usual favourite 'Heavy Barrel' would displace the weapon causing its accuracy and mobility to drastically drop therefore its left blank. The Red Dot Sight not only helps with mid range accuracy but when combined with burst fire can prove incredible at long range. The Red Laser as always is in place to aid an already impressive hipfire accuracy to ensure all quick encounters are won and over with in a flash.

The MBT LAW gadget, despite being the first unlock and the basic Anti-Infantry gadget is a safe and easy option, and works in this class beautifully. This can be quickly used on speedy attacks to ensure that no enemy gets the upper hand on you in a tank or any other vehicle.

This class is then finished with the Repair Tool gadget and when paired with the Mechanic Field Upgrades they work as a perfect match, efficiently aiding your team in repairs of vehicles and offering other buffs to the team through doing so.

ASSAULT SMG

PRIMARY WEAPON	
G36C	
	
	
SECONDARY WEAPON	
	M9
GADGET ONE	
	AMMO BOX
GADGET TWO	
	XM25
GRENADES	
	GRENADE
KNIFE	
	KNIFE
FIELD UPGRADES	
	DEFENSIVE

Here we have a defensive SMG class, ideal for defending captured objectives or generally using to defend locked down areas on a map.

The G36C is an extremely powerful and accurate rifle that is easy to unlock at lower levels. On it we have the Red Dot Sight attachment to aid in Mid – Long range combat with the additional 2x zoom for the longer distance encounters.

Second, we have the angled grip, providing extra stability when firing and aiming the rifle and correcting any unbalancing that may be caused by the third attachment, the Heavy Barrel. The Heavy Barrel, not only increases the ability of the gun at longer distances but it decreases the stability of the weapon. When attacking enemies at a longer range always remember to burst fire the gun (Pulse the trigger rather than holding it down) this is slower however much more accurate and much more effective to gain the kills.

Gadgets include Ammo Box and the XM25. The Ammo Box is a required addition as it helps aid you and your fellow team members in resupplying ammo and equipment. In a class where you will be forever in the thick of the conflict ammo runs low very quickly and therefore this provides you with the ability to resupply behind cover.

The XM25 is a grenade launcher that fires explosive rounds that explode mid flight. Not only does this weapon pack a punch but it comes with an incredible amount of Ammunition. This is best used to attack Snipers or other enemies that are behind cover. Fire one or two grenades their way and they will soon move, or if not they will be blown into oblivion.

ASSAULT RIFLE CLASSES

ASSAULT MEDIC

PRIMARY WEAPON	
M416	
	
	
SECONDARY WEAPON	
	M9
GADGET ONE	
	MEDKIT
GADGET TWO	
	DEFIBRILLATOR
GRENADES	
	GRENADE
KNIFE	
	KNIFE
FIELD UPGRADES	
	COMBAT MEDIC

The title of this class gives it all away really, the aim with this class is to be able to run right into the bottleneck of the battlefield, fighting off enemy troops as you continue to build streaks and earn ribbons through healing your self and your squad members.

In this class we are using the M416, which when compared to the other Assault Rifles in the game may not seem the first choice, however, this gun has great speed and mobility and is an easy gun to get used to if you are new to the Battlefield 4 Multiplayer experience.

Taking full choice on the selected attachments we have opted for Laser Sight, Red Dot Sight and also Heavy Barrel. Do not underestimate the power of hipfire in this game, aiming down the sight in close range quick encounters is not at option, and often hipfire is the reason why player continue their streaks and remain alive over the majority of the rest of the online lobby.

Red Dot Sight and Heavy Barrel help for overall accuracy, especially at long range (REMEMBER burst fire is the key, tap the trigger!) and will allow you to get that initial 1UP on any player that hasn't yet spotted you.

Gadgets consist of Medkit, and Defibrillators for obvious reasons. The Medkit can be deployed anytime in battle to heal yourself and allow you to continue on your path of destruction, however you choose to do so and the Defibrillators aid in the healing of your fellow squad members.

GENERAL ASSAULT

PRIMARY WEAPON	
AK-12	
	
	
SECONDARY WEAPON	
	M9
GADGET ONE	
	MEDKIT
GADGET TWO	
	M320 HE
GRENADES	
	GRENADE
KNIFE	
	KNIFE
FIELD UPGRADES	
	OFFENSIVE

A brilliantly versatile class, switching out of the realms of accuracy and into the bloodbath with big power and insane fire rates. This class when used correctly has granted players unstoppable.

The AK-12 is a standard loadout rifle, that has great power, range, damage and accuracy, and when teamed with a range of attachments can be held in a league of its own. The first attachment is the Red Dot Sight, this is not necessary however it does provide great aid when in Mid – Long range combat standoffs. Remember, when dealing at longer ranged Burst the fire of the gun down hold down the trigger as this will drastically reduce accuracy and ruin your chances of getting the kill. Second, the Red Laser help reduce the spread of ammunition when hipfiring. This is a great addition as it ensures that any quick encounters are dealt with efficiently and most importantly YOU come out on top! Finally there is the addition of the Heavy Barrel, this will aid in the long range areas of combat but does decrease stability despite increasing the overall damage and power of the rifle.

Gadgets include the Medkit – use this to heal yourself when you are pinned down behind cover, there is nothing worse than being out on top, found and then damaged to an inch of your death with no means of survival when you are on a killstreak.

The second gadget is the M320 HE, single shot grenade launcher – this can be used all over the game, whether it is to destroy connecting walls, enemy vehicles or just to ensure someones death – this rifle takes some getting used to however when placed in the correct areas causes some maximum destruction.

SHOTGUN CLASSES

SHOTGUN MEDIC

PRIMARY WEAPON	
SPAS-12	
	
	
SECONDARY WEAPON	
	M9
GADGET ONE	
	MEDKIT
GADGET TWO	
	DEFIBRILLATOR
GRENADES	
	GRENADE
KNIFE	
	KNIFE
FIELD UPGRADES	
	COMBAT MEDIC

This class is the perfect class for fighting right in the mouth of hell and aiding you team as you do so. In this class we have chosen the SPAS-12 and great performing shotgun that is unlocked early in the game.

On this we have first of all A Red Dot Sight, to increase accuracy at a slightly longer range – this is a shotgun and therefore the range is not great however this Red Dot Sight can help aid the accuracy of some hopeful and distant kills.

Second we have the Red Laser attachment. It is unlikely you will be standing still using this class and therefore you need to reduce the spread of ammo and increase the accuracy by any means possible. The laser sight will increase the accuracy when firing from the hip ensuring that you get the drop on any unsuspecting enemy as they run around the corner to attack your area.

Gadgets include Medkit and Defibrillator and when paired with the Combat Medic field support turns any player into the ultimate team support player. The Medkit allows you to deploy a packet that can be used to heal yourself and then combined with the Defibrillator can be used to heal you fellow team members.

This class is best used in Rush and TDM style game types, however can be effective in both objective and standard gametypes when used properly and in the light of the team.

A soldier in tactical gear is shown from the back, looking over his shoulder. He is wearing a vest with a US flag patch and a magazine labeled '07290'. He has a digital overlay on his right arm and torso. The background is dark with rain and city lights.

MULTIPLAYER VEHICLE GUIDE

PRO GUIDE

A soldier in tactical gear is shown from the chest up, facing right. The image has a digital, glitch-like overlay effect, particularly on the right side where there are orange and yellow streaks. The word 'CONTENTS' is written in a bold, red, sans-serif font at the top left.

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INTRODUCTION

Vehicles are a massive feature in the Multiplayer section of Battlefield 4, and with new maps comes new vehicles to use, destroy and master.

In this section of the Battlefield 4 Pro Guide, we give you a break down of all the vehicles included within the game, some stats about these vehicles and an overview on the vehicle as a whole so that you can familiarise yourself with these before entering the battlefield.

The Vehicles in this section are split into their separate classes in order for easy comparisons between each individual unit, these are; Tanks, APC's, Transport, Jets, Helicopters and finally Boats.

However, bare in mind – Just because a map is filled with Tanks and Jets doesn't mean that using them is the best tactic. At Battlefield 4 Pro Guide, we often found that most of these tactics actually floored players more than it benefited them as they got tunnel vision in regards to retrieving said vehicle.

If a vehicle is desirable – people will want to get in it – therefore people will be running too it. Don't be the one getting picked off, DON'T GET TUNNEL VISION!!!

TANKS

M1 ABRAMS

The M1 Abrams in Battlefield 4 compares well to its main rival, the Russian T-90 tank. While the T-90 is a bit faster on straight roads, the M1 Abrams is easier to maneuver at low speeds. The Chinese Type 99 main battle tanks falls somewhere in between.



- *Top speed: 50 km/h*
- *Driver weapons: main 105 mm cannon, secondary machine gun*
- *Co-pilot weapon: heavy machine gun*
- *Passenger: infrared spotting scope*
- *Rocket/tank shots to disable: 3 front, 2 side, 2 rear*

T-90

The T-90 in Battlefield 4 has one main rival in the game: the American M1 Abrams. While the T-90 isn't as precise during low speeds, it does carry a larger main cannon, which deals more damage on impact. The T-90 is also faster on straight stretches than the M1 Abrams and the Chinese Type 99.



- *Top speed: 60 km/h*
- *Driver weapons: main 125 mm cannon, secondary machine gun*
- *Co-pilot weapon: heavy machine gun*
- *Passenger: infrared spotting scope*
- *Rocket/tank shots to disable: 3 front, 2 side, 2 rear*

TYPE 99

The Type 99 in Battlefield 4 is very comparable to the other main battle tanks, and features similar performance when it comes to armour and main canon.



- *Top speed: 60 km/h*
- *Driver weapons: main 120 mm cannon, secondary machine gun*
- *Co-pilot weapon: heavy machine gun*
- *Passenger: infrared spotting scope*
- *Rocket/tank shots to disable: 3 front, 2 side, 2 rear*

M1128

The M1128 in Battlefield 4 is a tank destroyer meant to mainly engage tanks and APCs. However, it's powerful cannon is also effective against infantry fortifications. Because of its lower armour, the M1128 is best suited for engaging enemy tanks from a distance.

- *Top speed: 65 km/h*
- *Driver weapons: 105 mm cannon*
- *Secondary weapons: light machine gun / TOW missile*
- *Rocket/tank shots to disable: 3 front, 2 side, 1 rear*



SPURT-SD

The Sprut-SD in Battlefield 4 is fast moving vehicle designed to engage enemy tanks such as the M1 Abrams from a safe distance. It's not suitable for direct attack, since its armor is much weaker than a regular tank.

- *Top speed: 65 km/h*
- *Driver weapons: 125 mm cannon*
- *Secondary weapons: light machine gun / TOW missile*
- *Rocket/tank shots to disable: 3 front, 2 side, 1 rear*



APC'S

LAV-25

The LAV-25 in Battlefield 4 seats up to 6 soldiers and is well armed and armoured as an assault vehicle. The LAV-25 can also be equipped with guided rocket launchers, which gives makes it usable against Battlefield 4 tanks as well.



- *Top speed: 70 km/h*
- *Driver weapons: 25 mm chain gun*
- *Co-pilot weapon: heavy machine gun*
- *Rocket/tank shots to disable: 2 front, 2 side, 1 rear-90*

BTR-90

The BTR-90 in Battlefield 4 has one main rival: the LAV-25. Compared to it, the BTR-90 is a bit slower, but fires a more powerful 30 mm chain gun. The BTR-90 also features a faster firing rate than the LAV-25.



- *Top speed: 75 km/h*
- *Driver weapons: 30 mm cannon*
- *Co-pilot weapon: heavy machine gun*
- *Rocket/tank shots to disable: 2 front, 2 side, 1 rear*

M3A3 BRADLEY

The M3A3 Bradley in Battlefield 4 can seat 4 soldiers — one driver/operator, and 3 passengers. The passengers have access to light machine guns mounted around the vehicle.



- *Top speed: 50 km/h*
- *Driver weapons: 25 mm chain gun*
- *Secondary weapons: light machine guns*
- *Rocket/tank shots to disable: 3 front, 2 side, 1 rear*

BMP-2

The BMP-2 in Battlefield 4 can seat up to six soldiers, each who have access to a light machine gun. The driver operates the same 30 mm cannon found on the BTR-90, however, it fires at a slightly lower rate. The BMP-2 is very comparable to the Bradley Fighting Vehicle.



- *Top speed: 65 km/h*
- *Driver weapons: 30 mm cannon*
- *Secondary weapon: machine gun*
- *Rocket/tank shots to disable: 2 front, 2 side, 1 rear*

LAV-AD

The LAV-AD in Battlefield 4 is mainly intended against jets and helicopters, however, its powerful 25 mm Gatling cannon is very effective against enemy infantry and buildings. Its anti-air missiles are similar to those found in the Stinger.



- *Top speed: 75 km/h*
- *Driver weapons: 25 mm Gatling cannon / anti air missiles*
- *Secondary weapon: none*
- *Rocket/tank shots to disable: 2 front, 2 side, 1 rear*

TUNGUSKA

The Tunguska in Battlefield 4 has an advantage over the LAV-AD, since it carries more powerful dual 30 mm cannons. This makes the Tunguska better equipped to engage low flying aircraft such as helicopters, and enemy infantry as well. On a downside, the Tunguska is significantly slower than the LAV-AD.



- *Top speed: 45 km/h*
- *Driver weapons: 30 mm dual canons / anti air missiles*
- *Secondary weapon: none*
- *Rocket/tank shots to disable: 2 front, 2 side, 1 rear*

TYPE 95 AA

The Type 95 AA is very similar to other AA vehicles in the game, the American LAV-AD and the Russian Tunguska. While their main weapons vary, their secondary anti air missiles are the same and the overall purpose of the vehicles is the same.

- *Top speed: 50 km/h*
- *Driver weapons: 4x 25mm cannons*
- *Secondary weapon: anti-air missiles*
- *Rocket/tank shots to disable: 2 front, 2 side, 1 rear*



ZBD-09

The ZBD-09 in Battlefield 4 features the same base weapons and unlocks as the other APCs. As standard, the driver has access to a 25mm cannon and a coaxial machine gun. Both the main cannon and the machine gun are great against enemy infantry.

- *Top speed: 75 km/h*
- *Driver weapons: 25 mm cannon + light machine gun*
- *Co-pilot weapon: heavy machine gun*
- *Rocket/tank shots to disable: 2 front, 2 side, 1 rear*



TRANSPORT

HUMVEE

The Humvee in Battlefield 4 is very comparable to the Vodnik, which is its main rival. Both cars are equally fast and can seat just as many soldiers.

- *Top speed: 90 km/h*
- *Driver weapons: none*
- *Passenger weapons: 1X .50 cal machine gun*
- *Countermeasures: None*



VODNIK

The Vonik in Battlefield 4 features good protection for its occupants, with one passenger having access to a .50 machine gun which is effective against enemy infantry.

- *Top speed: 100 km/h*
- *Driver weapons: none*
- *Passenger weapons: 1X .50 cal machine gun*
- *Seats: 4*



GROWLER ITV

The Growler ITV in Battlefield 4 is one of the fastest transport vehicles. However, because of its speed and low weight, the Growler features almost no protection. It's very comparable to the DPV and VDV buggies in that sense.

- *Top speed: 110 km/h*
- *Driver weapons: none*
- *Passenger weapons: 1X .50 cal machine gun*
- *Seats: 3*



DPV

The DPV in Battlefield 4 is very fast and agile, but lacks and decent protection for its occupants. It seats 3 soldiers, just like the Growler ITV, and is armed with a single .50 cal machine gun. A faster vehicle can be found in the Quad Bike, which only seats 2.

- *Top speed: 120 km/h*
- *Driver weapons: none*
- *Passenger weapons: 1X .50 cal machine gun*
- *Seats: 3*



VDV BUGGY

The VDV Buggy in Battlefield 4 is very similar in specs to the US DPV. Both seat 3 soldiers, are just as fast, and are armed with a heavy machine gun.

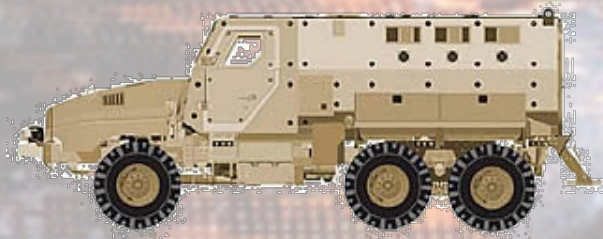
- *Top speed: 120 km/h*
- *Driver weapons: none*
- *Passenger weapons: 1X .50 cal machine gun*
- *Seats: 3*



MRAP

The MRAP in Battlefield 4 seats 4 soldiers, and is armed with a .50 caliber machine gun operated by one of the passengers.

- *Top speed: 70 km/h*
- *Driver weapons: none*
- *Passenger weapons: .50 cal machine gun*
- *Countermeasures: None*



ZFB-05

The ZBF-05 in Battlefield 4 is almost identical to the American MRAP (Cougar) vehicle, in terms of speed, protection, weapons, and more.

- *Top speed: 70 km/h*
- *Driver weapons: none*
- *Passenger weapons: .50 cal machine gun*
- *Countermeasures: None*
- *Crew: 1 driver + 1 gunner + 3 passengers*



QUAD BIKE

The Quad Bike in Battlefield 4 is very simple and has no weapons nor unlocks. It can be compared to the PWC on water, as both carry two soldiers and have no other features. A similar land vehicle to the Quad Bike, albeit a faster one, is the Dirtbike.

- *Top speed: 70 km/h*
- *Driver weapons: none*
- *Passenger weapons: none*
- *Armament: none*
- *Seats: 2*



DIRTBIKE

The Dirtbike in Battlefield 4 is a fast vehicle only intended for transport and flanking the enemy.

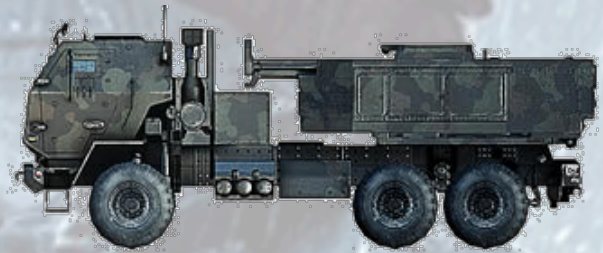
- *Top speed: 90 km/h*
- *Seats: 2 — 1 driver + 1 passenger*
- *Weapons: none*
- *Aarmor: none*



M142

The M142 HIMARS in Battlefield 4 is an unusual transport vehicle, in that it doesn't transport many soldiers, and is slow. It's mainly a long range weapon against enemy vehicles and infantry, and in particular, enemy buildings.

- *Weapons: long range rocket artillery*
- *Seats: 1 driver*
- *Factions: all factions*



AMTRAC

The AAV-7A1 AMTRAC in Battlefield 4 is a slow and heavy transport vehicle that is used mainly for amphibious assault — going from sea to land.

- *Weapons: 40mm grenade launcher + light machine guns*
- *Seats: 1 driver + 4 passengers*
- *Unlocks: none*



JETS

FA 18 HORNET

The FA 18 Hornet in Battlefield 4 is a modern combat jet that has great all round capabilities. It can attack enemy jets with air to air missiles, and ground forces with its powerful cannon and bombs. It features similar stats to the F-35.



- *Top speed: 1,900 km/h*
- *Main cannon: 20 mm Gatling gun*
- *Secondary weapon: air to air missiles, rockets*
- *Seats: 1*

SU-35 FLANKER

The SU-35 in Battlefield 4 compares well with the US FA 18 Hornet. However, there are two key differences: the SU-35 has a faster speed than the FA 18, but is also slightly less manoeuvrable when it comes to dog fights.



- *Top speed: 2,300 km/h*
- *Main cannon: 30 mm cannon*
- *Secondary weapon: air to air missiles, rockets*
- *Seats: 1*

A10

The A-10 Thunderbolt (or Warthog) in Battlefield 4 is mainly designed to engage ground targets such as tanks and light armored vehicles. It compares well against the SU-25, mainly because it's more agile and has a more powerful cannon. However, it's a bit slower than the SU-25 as well.



- *Top speed: 830 km/h*
- *Main cannon: 30 mm Gatling gun*
- *Secondary weapon: rockets, smart bombs*
- *Seats: 1*

F-35

The F-35 Lightning in Battlefield 4 is one of the most agile jets in the game, far better than the FA 18 Hornet or the SU-35 Flanker. When it comes to dog fights, its unique design gives it an edge, although its armed with the same types of weapons as the other fighters.



- *Top speed: 1,900 km/h*
- *Main cannon: 25 mm Gatling gun*
- *Secondary weapon: Air-to-Air missiles, rockets*
- *Seats: 1*

SU-25

The SU-25 in Battlefield 4 is slow compared to the main fighter jets in the game, such as the F-35. While its main rival, the A-10, features a more powerful cannon, the SU-25 is a bit faster.



- *Top speed: 975 km/h*
- *Main cannon: 30 mm cannon*
- *Secondary weapon: air-to-air missiles, rockets*
- *Seats: 1*

Q-5 FANTAN

The Q-5 Fantan in Battlefield 4 is very similar to its US and Russian counterparts, although it carries a less powerful main cannon compared to the A-10.



- *Top speed: 950 km/h*
- *Main cannon: 25 mm cannon*
- *Secondary weapon: air to air missiles, rockets, bombs*
- *Seats: 1 pilot*

J-20

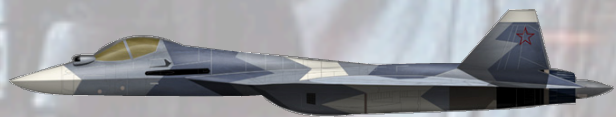
The ZBF-05 in Battlefield 4 is almost identical to the American MRAP (Cougar) vehicle, in terms of speed, protection, weapons, and more.



- *Top speed: 70 km/h*
- *Driver weapons: none*
- *Passenger weapons: .50 cal machine gun*
- *Countermeasures: None*
- *Crew: 1 driver + 1 gunner + 3 passengers*

SU-50

The SU-50 in battlefield 4 compares well with similar stealth fighters, such as the US F-22 Raptor and the Chinese J-20. In terms of performance, all three jets are nearly identical.



- *Top speed: 2,100 km/h*
- *Main cannon: 30 mm cannon*
- *Secondary weapon: air to air missiles, rockets, bombs*
- *Seats: 1*

F-22 RAPTOR

The F-22 raptor is very similar in handling and weaponry to the two other stealth fighter jets, the J-20 and the SU-50. All jets have similar main and secondary weapons, and share the same unlocks as well. The F-22 is slightly faster than the other two jets. The F-22 is similar in looks and performance to the F-35 as well.



- *Top speed: 2,400 km/h*
- *Main cannon: 20 mm, 6-barreled gatling gun*
- *Secondary weapon: air to air missiles, rockets, guided missiles*
- *Seats: 1*

AC-130 GUNSHIP

The AC-130 gunship in Battlefield 4 doesn't feature a pilot — it flies automatically in a circle around the map. Two gunners man the 25mm and 105mm guns. However, because of its large size and slow speed, it's vulnerable against enemy AA vehicles and jets.



- *Weapons: 25mm auto-cannon + 105mm cannon*
- *Seats: 2 passengers*
- *Unlocks: none*
- *Other features: can function as drop point*

HELICOPTERS

AH-1Z VIPER

The AH-1Z Viper in Battlefield 4 compares well with its main rival, the Russian Mi-28. However, the Viper is more agile in the air, while the Mi-28 features a more powerful main cannon.



- *Top speed: 410 km/h*
- *Pilot weapons: rocket pods, air to air missiles*
- *Secondary weapon: 20 mm Gatling cannon, TV-missiles, guided missiles*
- *Countermeasures: Flares, Stealth, ECM jammers*

MI-28 HAVOC

The MI-28 Havoc in Battlefield 4 is somewhat slower than its main rival, the AH-1Z Viper. However, it's better armored than the Viper, and is more effective against enemy infantry on the ground. It uses the same, powerful 30 mm canon found on the BMP-2 and BTR-90 APCs.



- *Top speed: 320 km/h*
- *Pilot weapons: rocket pods, air to air missiles*
- *Gunner weapons: 30 mm cannon, TV-missiles, guided missiles*
- *Countermeasures: Flares, ECM jammers, Stealth*

AH-64 APACHE

The AH-64 Apache in Battlefield 4 compares well against its main rivals, the AH-1Z Viper and the Russian MI-28 Havoc.



- *Top speed: 360 km/h*
- *Pilot weapons: rockets, guided missiles*
- *Gunner weapons: 30 mm chain gun, TV missiles*
- *Countermeasures: Flares, ECM jammers, Stealth*

AH-6J LITTLE BIRD

The AH-6J Little Bird is a fast scout helicopter that's lightly armed and armored. The pilot has access to a single minigun which is only helpful against enemy infantry.



- *Top speed: 280 km/h*
- *Pilot weapons: minigun, rockets*
- *Gunner weapons: none*
- *Countermeasures: Flares, ECM jammers*

UH-1Y VENOM

The UH-1Y Venom in Battlefield 4 is mainly a transport helicopter, with mounted miniguns to protect against enemy infantry. It's very comparable to the Chinese Z-9.



- *Top speed: 360 km/h*
- *Pilot weapons: rocket pods (unlockable)*
- *Gunner weapons: 2x miniguns*
- *Countermeasures: Flares, ECM Jammers, Stealth*

WZ-10

The WZ-10 in Battlefield 4 is similar to its main rivals when it comes to weaponry and maneuverability, but it's somewhat slower in straight speed, and resembles more the AH-64 Apache in this regard.



- *Top speed: 300 km/h*
- *Pilot weapons: rocket pods, air to air missiles*
- *Secondary weapon: 25 mm chain gun, TV-missiles, guided missiles*
- *Countermeasures: Flares, Stealth, ECM jammers*

UH-60 BLACK HAWK

The UH-60 Black Hawk in Battlefield 4 seats 5 soldiers: one pilot and 4 passengers. Two of the passengers have access to side-mounted Miniguns, which are very effective against enemy infantry on the ground.



- *Top speed: 350 km/h*
- *Pilot weapons: none*
- *Gunner weapons: 2x miniguns*
- *Countermeasures: Flares, Chaff, Stealth*

Z-9

The Z-9 Haitun in Battlefield 4 is mainly a transport helicopter that can be equipped with some offensive unlocks, such as rocket pods. It's very comparable to the UH-1Y Venom "Huey", used by the US faction.



- *Top speed: 350 km/h*
- *Pilot weapons: rocket pods (unlockable)*
- *Gunner weapons: 2x miniguns*
- *Countermeasures: Flares, ECM Jammers, Stealth*
- *Seats: 1 pilot + 4 passengers*

Z-11

The Z-11 in Battlefield 4 is very comparable to the US Little Bird, as both helicopters carry the same types of weapons and are similar in speed and handling.



- *Top speed: 270 km/h*
- *Pilot weapons: machine gun, guided missile, heat seekers*
- *Gunner weapons: none*
- *Countermeasures: Flares, ECM Jammers, Stealth*
- *Seats: 1 pilot + 4 passengers*

BOATS

DV-15 INTERCEPT

The DV-15 in battlefield 4 is similar to the US and Russian attack boats, in terms of speed and armament.

- *Top speed: 75 km/h*
- *Pilot weapons: 25mm chain gun, guided missile, AA missiles*
- *Gunner weapons: 2x miniguns*
- *Countermeasures: IR Smoke*
- *Seats: 1 pilot + 2 gunners +1 passenger*
- *Other features: access to PWC jet skis on the boat*



RCB

The RCB in battlefield 4 is similar to the DV-15, but carries less protection for the passengers, and is a bit slower as well.

- *Top speed: 65 km/h*
- *Pilot weapons: 30mm cannon, guided missile, AA missiles*
- *Gunner weapons: 2x miniguns*
- *Countermeasures: IR Smoke*
- *Seats: 1 pilot + 2 gunners +1 passenger*
- *Other features: 2x PWC for escape situations*



RHIB

The RHIB is a lightly armored transport boat that can ferry up to 4 soldiers across water. Unlike the PWC, the RHIB in Battlefield 4 is better armored and features a light machine gun for one of the passengers to operate.

- *Top speed: 65 km/h*
- *Driver weapons: none*
- *Passenger weapons: 1x light machine gun*
- *Aarmor: none*
- *Seats: 4 (1 driver + 3 passengers)*



PWC

The PWC — personal water craft — is a simple vehicle designed only for transport. It has no weapons or unlocks.

- *Top speed: 60 km/h*
- *Pilot weapons: none*
- *Passenger weapons: none*
- *Countermeasures: none*
- *Seats: 1 pilot + 1 passenger*
- *Other features: is also available on the RCB and DV-15 as quick escape vessels*



A soldier in tactical gear is shown from the back, looking over his shoulder. He is wearing a vest with various pouches and a US flag patch. A digital, orange-tinted overlay is visible on his right arm and torso. The background is dark with rain and bokeh lights.

MULTIPLAYER MAP GUIDE

PRO GUIDE

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INTRODUCTION

Battlefield: Battlefield 4 features a number of maps with totally different layouts in comparison to the previous Black Ops series and the Modern Warfare collection.

Because of this, it is *essential* that you familiarise yourself with the layouts of these maps and the best tactics to use while playing these online to ensure that you have a huge advantage over the other players in your game who don't know the best methods *for that map*.

Yes, of course, if you took a professional player and put them on a brand new map they'd do pretty well, but trust us here (*we've tried*) if you put a professional player on a map he's never played before and put him up against an average player who has had time to learn the in's and out's of the map, what works and what doesn't, the average player will come out on top 90% of the time.

This guide is designed to be used in tandem with the main Battlefield 4 Pro Guide in order to show you how to play each map the best way possible, and includes detailed diagrams and techniques for each of the multiplayer maps so that you can learn just how that person managed to rack up *76 kills* with only *one death* in the game you were playing the other night!

While, of course, you could share these tips with your friends, we advise you to keep them to yourself! After all, you're not going to seem any better if all of your friends start suddenly dramatically improving too are you?

DAWNBREAK

A MULTIPLAYER MAT SET IN THE HEART OF A MAJOR URBAN CITY AT THE CRACK OF DAWN.



Dawnbreaker is an urban-based map set in the centre of a dark and murky city. The main focus of this map is infantry combat, and this is reflected via the wide range of selectable vehicles that are positioned throughout the map. Not only does this map accommodate well for the ground units and vehicles but also offers players the ability to take to the skies with the selection of Jets on offer.

Vehicles on this map include two **Tanks** (M1 Abrams, Type 99), **APC's** (LAV-25, ZBG-09), **Transport** (MRAP, ZFB-05) and finally **Jets** (F-22 Raptor, J-20, SU-50). These are easily obtained from around the map, however be warned they will be desirable areas for potential scouts looking to pick off players as they go to the vehicles, similarly don't engage in flight combat if you are not particularly good at it, as there will be some Battlefield veterans about that will shoot you out of the sky before you can say '**Pro Guide!**'

Places of interest on this map are the three Gas Line Stations that are situated within the map. These can be used, and obtained to the players advantage, as overheating them will cause a mass chain reaction tearing away at the map, leaving scars in the road, and resulting in the ability to collapse one of Dawnbreaker's bridges.

Ultimately, we suggest using the provided cover from the knurled and destroyed environment to your advantage, whilst also paying serious attention on the vehicle spots around you for some possibly easy kills. Stick to the darkness to ensure you are not seen however be aware your enemies will be doing the same, so always be aware of eyes in the black!

FLOOD ZONE

A REGULAR MAP THAT LATER CHANGES TO PUT A GREATER EMPHASIS ON NAVAL COMBAT AS THE MAP IS FLOODED WITH WATER.



A great Battlefield 4 map that very nicely displays the new Levolution features added to the game. A Chinese town situated adjacent to a large dam that at any point can be destroyed by players to engulf the map in gallons of water, destroying anything that sits in its path and making ground vehicles useless.

This map features an array of vehicles ranging from **Tanks** to **Boats**. The vehicles on the map are as follows; **Tanks** (M1 Abrams, Type 99), **Helicopters** (Z-11W, WZ-10, AH-1Z Vipers, UH-1Y Venom), **Transport** (MRAP, ZFB-05, Quad Bike) and finally **Boats** (DV-15 Interceptor, RHIB, PWC). All vehicles can be easily obtained from various places around the map, however be warned once the dam has been destroyed and the map has been filled with water all ground vehicles will be useless – therefore the boats on this map are a desirable target.

We at Battlefield 4 Pro Guide tend to suggest breaking the dam as soon as possible, this provides the map with a reduced flexibility in which the enemy can navigate and get behind you. We therefore suggest finding and controlling the boats in the map, once the dam has been destroyed players can use the high roofs of housing for accessing new areas, however ground combat is out of the question.

GOLMUD RAILWAY

A LARGE MAP WIDELY FOCUSED ON FAST GROUND AND AIR VEHICLES, BASED ON A REAL CHINESE LOCATION.



Golmud Railway is the biggest multiplayer map on Battlefield 4, based on a real life location in China, and has a vast array of vehicles that can be used throughout the map. Rolling fields, Tall Hills and Mountains, with a train track running through the centre.

The map features and array of IED's (Improvised Explosive Device), that can be triggered throughout play in the map. These will not only explode taking any enemy in the path, but also create massive craters in the map that are ideal for cover. As well as this, the map has a massive range of vehicles that can be used to the advantage of the player, these vehicles include; **Tanks** (M1 Abrams, Type 99), **APC's** (LAV-25, ZBD-09) and air based vehicles **Helicopters** (AH-6J Little Bird, Super Huey, Z-11W, WZ-10) and finally **Jets** (FA-18 Hornet, F-22 Raptor, J-20).

Due to the wide open areas on this map, and the vast vehicle accessibility, we very strongly advice that anti-weapon classes are a necessity as the Helicopters and Jet will be the most valuable vehicles on the map. Players will seek these out and then ensure that they can maintain them throughout the game – collecting masses and masses of kills in no time. If you are the unfortunate one stuck outside of the helicopter then you will need to blast it out of the sky, before it gets you.

For this reason the tanks and air support will be where players go first, reach the vehicles and hold them back, rank a couple of kills before you climb into your chosen tank, helicopter or jet and continue the chaos in the open fields.

HAINAN RESORT

HOLIDAY DESTINATION DEEP IN A TROPICAL ENVIRONMENT. THIS MAP FOCUSES ON INFANTRY BOTH IN AND OUTSIDE OF THE HOTEL.



Hainan Resort is a holiday resort located within some tropical islands, the map has a large focus mainly on infantry however there are both land and water vehicles available on this map. Mixing between combat locations – On the sea, in the hotel and on the resort adds to the size of the map.

Available vehicles to players on this map include; **APC's** (LAV-25, ZBD-09), **Helicopters** (AH-6J Little Bird, Z-11), **Jets** (A-10 Thunderbolt, SU-25) and finally **Transport** (MRAP, ZBF-05). Due to the complexity of the map and the surrounding water areas, air support will be the desired vehicles that we at Battlefield 4 Pro Guide, suggest you attack and gain control of in the initial moments of the game. The Helicopters are the initial choice as they provide not only good air mobility and control with some very powerful fire support from up above.

Each team starts on one of the surrounding islands around the resort, pin pointing the hotel as the focal fighting position on the map. This hotel can be set alight and destroyed through the ignition of some of the oil spills surrounding the building. If this takes place the building in time will collapse levelling the playing field.

Depending on the circumstances of the game and whether your team members are controlling the building or whether the enemy have control of the hotels will decide if you want to try and target these oil spills. Always be aware if you are taking control of the hotel of players that will be looking to attack the oil, so cover those spots well!

LANCANG DAM

A RESEARCH CENTRE OVER LOOKED AND OVER SHADOWED BY THE BIG CONCRETE LANCANG DAM.



A large map that combines all three land, air and water assault tactics all battled out in front of the Xiaowan inspired Chinese dam and research centre. There is no area on this map that is safe, with the research and power stations the main focal point of this map and with a wide array of vehicles to aid warfare, this is a hard map to catch a break on.

Vehicles included on this map are; **Tanks** (M1 Abrams, Type 99), **Helicopters** (Z-11W, WZ-10, AH-1Z Viper, UH-1Y Venom), **Jets** (F-22 Raptor, J-20) and finally **Transport** (MRAP, ZFB-05). Here we have an array of powerful and dominating vehicles for a map that can really be controlled with the correct vehicle control and the correct assault/defence tactics. We suggest taking control of the Helicopters. These can provide quick and powerful support from up above – they are however vulnerable to the Tanks included within the map, this being said, they have the speed and ability to dodge any incoming projectiles seeking to drop you out of the sky.

As well as the central power station and research lab focal points, the big dam obviously plays a big part in the assault tactics on this map. Not only can this dam be destroyed (with well placed explosives, or vehicle attacks) but this dam can come plummeting down in an avalanche of concrete blocks that will annihilate anyone who happens to get underneath. This can work as a bonus when the enemy team are holding down the dam, however be aware when defending this position that it could come crumbling down on you before you know it!

OPERATION LOCKER

A LINEAR MAP BASED AROUND INFANTRY AND VEHICLES WITHIN THE LOCKER ITSELF.



A linear map based within a vehicle locker, consisting of many areas for cover battles and also open areas for all out blood baths. Despite this maps location this map is very light when it comes to the choice of vehicles that can be used on the map.

The main features of this map however are the inter winding underground tunnels and passageways that lead to the central control point. These passageways can be used to the players advantage in numerous ways, and can help narrow the areas in which the enemy can get access to the central control point. Using the gates and doors on the passageways can help lock out the opposing teams, or unlocking them to release a flow of enemy traffic that will ensure you get free flowing kills one after the other as they run down the tunnels into your fireline.

Due to the lack of vehicles on this map the assault is very much controlled on foot and around map area control. This tactic can be dangerous, and we at Battlefield 4 Pro Guide therefore suggest (in order to increase KD ratio) – scout the outer areas of the map and flank the enemy. It is already well known that the centre of these maps are where the action takes place, and now that this area is going to be held and controlled – It will be well defended.

Always make use of the underground passageways, watch out for when doors and gates are locked and resist temptation to run into the battle head on as this will result in automatic death!

PARACEL STORM

A MULTIPLAYER MAP SET IN THE SOUTH CHINA SEA, A MAP THAT HAS A LARGE FOCUS ON LAND, SEA AND AIR COMBAT.



Another new Multiplayer map in Battlefield 4 that has incorporated the new Revolution features. Paracel Storm is set in the South China Sea, with a selection of vehicles to add to the depth and field of combat. Combining loads of different vehicle mediums with differing attack styles, this map is one of the most complex maps to master.

With a massive focus on vehicles on this map it is not surprising that there are multiples of all the vehicles. Vehicles included on this map are; **Jets** (2 F-35's and 2 J-20's), **Helicopters** (AH-1Z Viper, WZ-10, UH-1Y Huey, Z-9), **AA** (Tunguska, LAV-AD), **Boats** (DV-15 Interceptor, RCB, PWC and 2 RHIB's) and finally **Transport** (MRAP, Vodnik, ZFB-05).

Similar tactics follow on this map to previous maps that include Helicopters, as these are the most desirable of vehicles to use, even more so with the great percentage of water covered areas in this map. As previously mentioned there are many tactics you could take when using the Helicopters as the focal point of the map, you could find the location of a Helicopter and scout out any plays that look to try and hop aboard, killing them before they open the doors, or on the other hand, you could take the chopper yourself and use the full power of Speed, Agility and Aggression to kill all the sitting ducks floating out in the open ocean.

ROGUE TRANSMISSION

A GIANT CHINESE OBSERVATORY, ALLOWING WARFARE TO TAKE PLACE ON AND UNDER A MASSIVE SATELLITE DISH.



A giant satellite dish situated in the centre of a Chinese observatory, provides many levels and positions for infantry and vehicular warfare to take place. Not only can the satellite dish itself be controlled and used as a focal point for the warfare, however under the satellite dish is also accessible.

There are great selection of vehicles on this map, that can all be used in the vast open spaces found around the outside of giant central dish. The vehicles on this map contain; **Jets** (A-10 Thunderbolt, SU-25), **Tanks** (M1 Abrams, Type 99), **APC's** (LAV-AD, Type 95 AA), **Helicopters** (Z-11W, WZ-10, AH1Z Viper, UH-1Y Venom) and finally **Transport** (MRAP, ZFB-05).

At Battlefield 4 Pro Guide we would always suggest the use of the Helicopters whilst playing multiplayer when Helicopters are available, however just to throw a spanner in the works – on this map we do not. You see the helicopters are great on maps where warfare is in open fields with little cover from vertical attacks. This map however, has a giant satellite dish covering all the action, it is that reason that we suggest the use of the Tanks or other standard transport methods in order to quickly reach the action and start collecting the all important kills. Opposite the dish stands a large transmission pole, this can be collapsed to destroy the dish and cause havoc to anyone in the surrounding area, choose you tactic as you will, control the dish and defend the pole, or attack the dish using the pole – either will work – and both will work nicely!

SEIGE OF SHANGHAI

DOWNTOWN SHANGHAI COMBINING URBAN WARFARE WITH NAVAL WARFARE IN BOTH LAND AND SEA CONFLICTS.



Downtown Shanghai, urban warfare at its greatest in this massive new Battlefield 4 Revolution map. Not only does this map provide great areas of all three terrain combat styles, but it provides interactive features that can completely change the map layout.

Vehicles included in this goliath of a map include; **Tanks** (3 M1 Abrams' and 3 Type 99's), **APC's** (LAV-25, ZBD-09), **Helicopters** (AH-1Z Viper, WZ-10, UH-1Y Venom), **Boats** (RCB and 2 PWC's) and finally **Transport** (2 MRAP's and 2 ZFB-05's). These can all be used to the players advantage – especially when the map is taken to a totally new level.

On this map not only can you spend your time on multiple levels of the surrounding skyscrapers, using to your full advantage the quick get outs that the Battlefield 4 parachute provides, but the interactive features of this map allows you to collapse these skyscrapers dragging them and any enemies down to the pavement in an avalanche of debris.

This is an incredibly powerful feature that can be used to the total advantage of any of the players, we suggest using either the Tanks or Helicopters in the destruction of the skyscrapers, as these not only provide the greatest fire power but also handle with the destruction better than any of the other vehicles provided on this map.

ZAVOD 311

OLD RUSSIAN TANK WARHOUSE WITH INTERACTIVE MACHINES AND TOOL THAT CAN BE USED TO THE PLAYERS TOTAL ADVANTAGE.



Zavod 311 is the home of an abandoned Russian tank factory, where players are met with a mix of vehicular and infantry combat. With an autumn shroud backdrop, you will be fighting next to rusty train tracks, abandoned buildings, and the aforementioned factory at the centre of the map. Zavod 311 features a tall chimney that can be brought down by detonating a warhead, blocking the central path for vehicles and challenging you to re-think your strategy. There is also Levolution of lesser scale; some of the factory's hazardous machinery can for instance be activated to function as deadly traps for careless infantry soldiers.

Vehicles in this map are not at all limited, and they include; **Tanks** (M1 Abrams, T-90), **APC's** (LAV-25, BMP-2) and finally **Transport** (MRAP, Vodnik). Due to the size of the map the tanks available can be totally overpowering when used correctly. As always we can suggest two main tactics that work for the Battlefield 4 Pro Guide team, scout out any player that seek and search to use the tanks, killing them before they can open the hatch. Additionally you can take the tank for yourself, patrolling the map and destroying anything and anyone that stands in your path.

Issues that can be caused by this second method cause you be a massive target on a small map for attention and attacks from RPG's and Anti-Vehicle firearms, however if skilled and aware of your surrounding this risk should be limited. If staying on foot, we suggest sticking to either the rooftops or the tall grass on the outskirts of the map, it is very easy to be exposed on this map, so be aware of Tanks and what is going on around you.