

BATTLEFIELD 2

PRIMA OFFICIAL GAME GUIDE

Strike At Karkand

STRIKE AT KARKAND



Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find MEC forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance. The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping. It is vital for both sides to secure firebases in Karkand's sheltered city center.



16-PLAYER



Game Type:
Conquest Assault
Total Control Points: 4
Convertible Control Points: 3



Rushing the Market with a Humvee is a risky move for the Marines, but the payoff is well worth it—if the attack succeeds.

US Strategy

The Marines must quickly capture one of the control points inside the city to stop the ticket drain. The Hotel is the most obvious choice for the first assault, but the MEC forces are probably expecting this move and will reinforce the southern edge of the city with most of their troops. Therefore, consider staging a fast assault on the Market. Capturing the Market deprives the enemy of all their vehicles, making the Hotel and Square much easier to assault. However, a diversion is needed to slip past the front lines. Move the bulk of your forces (six troops) in an aggressive attack against the Hotel using the M1A2, the LAV-25, and plenty of artillery. This will keep the MEC forces occupied, allowing one or two special forces troops to take the Humvee along the eastern perimeter of the city for a rush attack on the Market. Once the Market is captured, the artillery guns to the east should be destroyed. Now it's possible to squeeze the Square and Hotel from the north and south, using tanks spawned at the Gas Station and Market.

MEC Strategy

As noted in the US strategy, maintaining control of the Market is vital to an MEC victory. But it's also important to delay the US troops from gaining a foothold within the city limits. The longer the Marines can be held back, the more tickets they'll lose. Blocking enemy vehicles at the Hotel is the best way to prevent the Marines from making it deep inside the city. Start by moving all vehicles from the Market toward the Hotel. The main streets to the east and west of the Hotel also need to be mined to prevent rush attacks on the rear control points. The concrete obstacles and cars near the Hotel provide great cover for infantry. Support and anti-tank troops are most effective at holding back the attackers. The T-90's job is to destroy the M1A2. Park it behind the concrete barriers near the Hotel so it can engage any Marine units rushing down the road to the south. Position at least one sniper on the rooftop next to the Square. From this place, they can spot and engage any troops trying to sneak up on the Square or Market. If the US troops are intent on making runs at the northern control points, consider shifting a couple of troops from the Hotel back to the Market. If the Hotel falls, stage an immediate counter-attack while beefing up defenses at the Square. Preventing the Marines from holding a single control point is the quickest way to ensure a victory.

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32-PLAYER

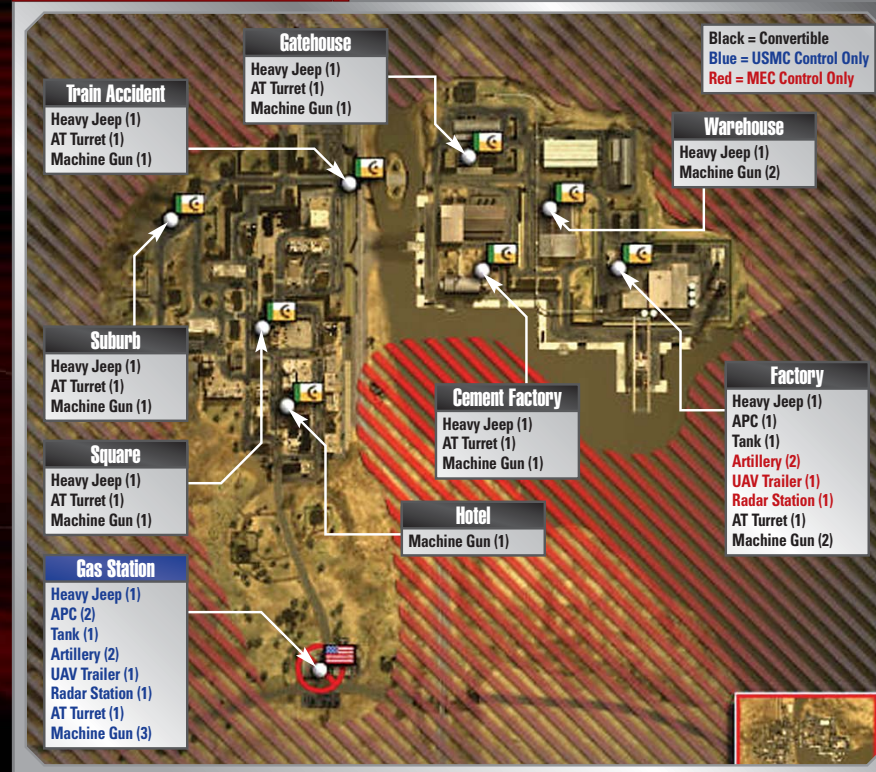


Game Type:
 Conquest Assault
Total Control Points: 7
Convertible Control Points: 6



Special forces can blow the stone bridges near the Train Accident with a couple of C4 charges each. The damage looks impressive, but the bridges can still be repaired by engineers.

64-PLAYER



Game Type:
 Conquest Assault
Total Control Points: 9
Convertible Control Points: 8



Whether attacking or defending, team work is essential to achieving a victory on this bloody map. Medics and support troops should accompany every squad, keeping them at full health and stocked on ammo.

US Strategy

As on the 16-player map, the Marines must make it into the city quickly. Vehicle spawns at the Gas Station give them a slight advantage, but they'll need to move fast—the only MEC tank starts at the distant Gatehouse. Get the M1A2 to the Hotel as quickly as possible and use it to thin out the ranks of the defenders. Follow closely behind with the LAV-25 and rush troops in to capture the Hotel. Secure the Hotel with mines and other defensive features to hold back the inevitable counterattacks. Meanwhile, use a Humvee to rush a few troops along the western side of the city and attack the Suburb. The Suburb is less likely to be defended than the other more central control points, and capturing it allows the Marines to open a new front on the MEC's right flank. By spawning troops at the Hotel and Suburb, it's much easier to capture the Square and Market. Keep pushing east until friendly troops hold the Train Accident. If everything went as planned, the MEC forces should only be left with the Gatehouse. Sometimes it's easier and less costly to simply hold them at the river, covering the bridges and river ford while pounding their spawn point with artillery. Whatever the situation, once the MEC units are isolated to the eastern side of the city, don't let them break out.

MEC Strategy

Keeping the Marines out of the city can be a challenge, especially if they rush the Hotel with their vehicles early on. Still, a couple of squads comprised of engineers, anti-tank, and support troops can hold back even the most aggressive assaults. Use the engineers to litter the streets with mines while the anti-tank and support troops take up defensive positions. Infantry must hold back the Marine vehicles until the T-90 can make it to the front lines near the Hotel. A stalemate at the Hotel greatly benefits the MEC forces, but it may cause the enemy to alter their strategy. At least one defender should be placed at each of the control points to the north and used to call out enemy breakthroughs. Like before, use the rooftop of the tall building next to the Square as a reconnaissance post. If the Marines gain ground on the western side of the city, consider falling back to the Gatehouse. Destroying the bridges near the Train Accident leaves only the river ford to the south as a potential crossing. If the Marines take the bait, the MEC can rack up tons of kills by simply focusing vehicle and artillery fire on this narrow choke point.

US Strategy

An even greater MEC vehicle shortage on the western side of the city allows the US troops to make some impressive progress in the opening moments of this battle. An early artillery strike on the Hotel can make its capture much faster and less costly as the M1A2 and LAV-25s cruise north. Before branching out to the nearby control points, consider staging a sneak attack on key MEC assets to the east. The LAV-25s can move along the eastern streets and access the bay at the river ford, just south of the Train Accident. Once in the water, the APCs can hook around from the south to assault either the Factory or Cement Factory. A successful surprise attack on the Factory can be totally devastating to the MEC forces, depriving them of their T-90 as well as their only APCs and artillery guns. An early attack on the Factory is also the best chance the US has of attaining a solid foothold on the eastern side of the city. With a presence in the east and west, the Marines can then squeeze the MEC troops in the middle, using their superior vehicles to take one control point at a time.

MEC Strategy

The amount of manpower available in a 64-player game makes it easier for the MEC to defend the southern edge of the city. But a near solid line of defense is needed to prevent any breakthroughs. This means placing and maintaining minefields in the streets as well as covering the alleys. In addition to covering the streets near the Hotel, the eastern and western flanks of the city must also be monitored for Marine squads attempting to sneak past the main defensive line. A pair of sniper teams at the Square and Suburb can keep the Commander informed of enemy activity in the northern and central parts of the city. While most of the team holds near the Hotel, preparations should be made near the Gatehouse to defend the eastern control points. As usual, the bridges near the Train Accident should be demolished, but the river ford should remain open to facilitate the movement of friendly vehicles into the western side of the city. The river ford should still be monitored, preferably by anti-tank troops positioned near the Cement Factory. These troops are also necessary to watch for potential amphibious APC assaults approaching from the south. Like the 32-player map, MEC forces should hold out as long as possible at the Hotel and other western control points before retreating east and making a stand at the river.

BASES AND CONTROL POINTS

Gas Station



The Gas Station is located to the far south and serves as the staging area for the Marine assault on Karkand. As such, it cannot be captured by MEC forces. However, its artillery guns and UAV trailer may draw sabotage attempts by MEC special forces. There are three separate spawn points connected to the Gas Station. Players looking to grab a vehicle should spawn at the southern point. Infantry preparing to infiltrate the city by foot can spawn at one of two spawn points to the north. These two spawn points flank the main road leading into Karkand and may come under fire by enemy troops positioned near the city limits. US troops entering the battle here should be mindful of MEC spawn campers located to the north or even on the western or eastern flanks. The open terrain just south of the city offers little cover for the attackers—a detail that won't be overlooked by savvy MEC troops intent on keeping the Marines out of the city.

Maps: All
Adjacent Bases/Control Points:

- Hotel

Gas Station Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	1	2	1
LAV-25	T-90	1	1	2
M1A2	Artillery	1	1	1
Artillery	UAV Trailer	2	2	2
UAV Trailer	Radar Station	1	1	1
Radar Station	AT Turret	1	1	1
AT Turret	Machine Gun	1	1	1
Machine Gun		3	3	3



Hotel



Located on the southern edge of the city, the Hotel acts as the MEC's first line of defense, making this the site of some extremely intense firefights. Although it spawns no vehicles, the strategic significance of the Hotel is obvious to both sides. If the MEC troops can hold the Hotel and surrounding territory, they have a good chance of preventing the Marines from making further progress into Karkand. For the Marines, the Hotel provides a foothold within the urban terrain, making deeper incursions much easier. The flagpole is positioned on an elevated slab, accessible by steps from the west or by ladders in the alleys to the north and south. The control point can also be converted from the street level by moving near the telephone stand just below the flagpole, but this isn't advisable—standing still in the street is a quick way to get killed. Defenders should cover all approaches to the flagpole with claymores. Mining the street to the west will prevent vehicles from getting close too. Attackers should avoid the main streets altogether and stick to the narrow alleys. Before rushing in for the capture, infantry should toss grenades up around the flagpole's base to neutralize any concealed defenders.

Maps: All
Adjacent Bases/Control Points:

- Gas Station
- Square

Hotel Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
Machine Gun	Machine Gun	1	1	1



Square



The control point configuration of the Square varies based on the different maps. On the 16-player map, the flagpole is located directly in the middle of the Square with the machine gun placed at its base and the AT turret nearby to the west. The lack of cover on this setup makes the control point extremely difficult to convert, especially if it's well defended. A mix of mines and claymores deployed near the flag will prevent any troops or vehicles from getting within conversion range. On the 32- and 64-player maps, the flagpole is a bit more protected, placed in a fenced area on the opposite side of the building to the Square's west. The machine gun and AT turret also shift near this enclosed area, each capable of covering the street to the south. In any configuration, the nearby buildings make this control point relatively easy to defend. The roof of the tall building next to the Square can be accessed from a ladder on its western side. Another building sits to the southeast, overlooking the Square. The interior of this building can be accessed from a nearby alley, allowing snipers to watch the Square and nearby streets from its upper floor windows.

Maps: All
Adjacent Bases/Control Points:

- Hotel
- Market
- Suburb

Square Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	—	1	1
AT Turret	AT Turret	1	1	1
Machine Gun	Machine Gun	1	1	1



Market



The street-side Market in central Karkand only serves as a control point on the 16- and 32-player maps. This area of the city sits lower than the southern and western portions, sometimes making the downhill drive toward the control point a perilous one for attackers. Defenders should mine the main roads, particularly the downhill slope near the Square. The nearby AT turret should also be used to target incoming vehicles from the south. Infantry creeping through the alleys can be eliminated with claymores or by snipers positioned on the surrounding rooftops. On the 16-player map, the Market is the MEC's most valuable control point, producing their only T-90. It's also home to their artillery. These assets alone make the Market's defense the highest priority.

Maps: 16- and 32-Player
Adjacent Bases/Control Points:

- Square
- Suburb
- Train Accident

Market Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	1	1	—
M1A2	T-90	1	—	—
N/A	Artillery	2	—	—
N/A	UAV Trailer	1	—	—
N/A	Radar Station	1	—	—
AT Turret	AT Turret	1	1	—
Machine Gun	Machine Gun	1	1	—



Suburb



This control point is located to the northwest, overlooking the city from the nearby hills. Although its assets are modest, the Suburb should not be ignored. Early in the battle, US troops can put this spawn point to use as a second staging area for assaults on the city's interior. Such a move could put the MEC forces at a major disadvantage. Even though the control point is often far removed from the action, steps should be taken by the defenders to secure the surrounding approaches. The two main roads leading to the Suburb

(to the south and east) can both be covered by troops positioned on the roof of the house

next to the flagpole—the machine gun on the roof is ideal for covering the road to the south. Vehicle rush attacks can be discouraged by mining these roads as well.



Maps: 32- and 64-Player

Adjacent Bases/Control Points:

- Market
- Square
- Train Accident

Suburb Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	—	1	1
AT Turret	AT Turret	—	1	1
Machine Gun	Machine Gun	—	1	1

Train Accident



At some point, a train derailed at this crossing, foreshadowing the carnage that will surround this hotly contested control point. The two stone bridges next to the Train Accident link the western and eastern sides of the city. For the MEC, maintaining control of this choke point is vital to safeguarding the eastern control points. The flagpole itself is located on the western bank, and can be converted from the interior of the nearby boxcar. Not far from the flagpole are the control point's assets. The machine gun and AT Turret have a perfect view of the street to the south, capable of halting almost every attack from this direction. Early in the battle, the two bridges should be demolished with C4—two charges per bridge are sufficient. Once the bridges are blown, the river ford to the south is the only usable crossing.



Maps: 32- and 64-Player

Adjacent Bases/Control Points:

- Gatehouse
- Market
- Suburb

Train Accident Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	—	1	1
AT Turret	AT Turret	—	1	1
Machine Gun	Machine Gun	—	1	1

TIP Use gunfire to destroy the crossing guard arms at the railroad tracks. Crashing into them will cause damage to your vehicle.

Gatehouse



The Gatehouse facility sits on a hill and is surrounded by a large wall with vehicle access points to the west and east. Infantry can access the control point by climbing the staircase along the retaining wall to the south. The control point's most useful defensive feature is its AT turret, positioned in the street to the south, capable of covering the bridges near the Train Accident. On the 32-player map, the Gatehouse is the only control point on eastern side of the city. It also serves as a mini-base for the MEC, home to their artillery, radar station, and UAV trailer—it also produces the MEC's only T-90. On the 64-player map the Gatehouse plays a lesser role in terms of assets, but should still be defended by MEC forces to prevent Marine advances into the eastern control points. Anti-tank and other troops can cover the nearby bridges from the facility's western wall, firing down on any attackers. Even if the bridges are destroyed, they should still be watched—US engineers can quickly repair both bridges, allowing Marine vehicles to pour across.

Maps: 32- and 64-Player

Adjacent Bases/Control Points:

- Cement Factory
- Train Accident
- Warehouse

Gatehouse Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	—	2	1
M1A2	T-90	—	1	—
N/A	Artillery	—	2	—
N/A	UAV Trailer	—	1	—
N/A	Radar Station	—	1	—
AT Turret	AT Turret	—	1	1
Machine Gun	Machine Gun	—	1	1

Cement Factory



Just south of the Gatehouse is this sprawling industrial complex. The control point's flagpole is positioned in the yard, north of the factory building. This yard is surrounded by a fence with entry points to the west and east. MEC defenders should use the Cement Factory to cover the river ford to the west. Like the bridges near the Gatehouse, the river ford is another potential avenue of attack for Marines looking to gain a foothold on the eastern control points. Defenders can use the factory itself to attain a height advantage on the river ford. An upper level walkway on the western side of the factory is an ideal spot for snipers and anti-tank troops. This walkway can also be used to cover the southern approach in the event the Marines attack with APCs from the bay.

Engineers spawned at the Cement Factory should also place some mines in the river ford. Locking down the bridges and river ford are key to keeping the Marines isolated to the western side of the city.

Maps: 64-Player Only

Adjacent Bases/Control Points:

- Gatehouse
- Train Accident
- Warehouse

Cement Factory Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	—	—	1
AT Turret	AT Turret	—	—	1
Machine Gun	Machine Gun	—	—	1

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Warehouse



The Warehouse's interior flagpole presents unique challenges to attackers and defenders, often resulting in close-quarter firefights. Entry can be made through the large doors on the structure's northern and southern sides. Attackers should always enter from the south as the southern facing machine gun (near the flagpole) has a more limited firing arc than the one covering the northern entrance. To enhance defenses to the south, defenders should take up positions on the catwalk overlooking the southern door. MEC troops should only fall back to the Warehouse's interior if necessary. Their defensive efforts are more successful when focused around the building's perimeter and surrounding control points. Whichever side controls the Warehouse should avoid getting pinned inside. Otherwise the enemy can simply surround the building and blast anyone that tries to exit. If this is the case, stop spawning here and secede the control point to the enemy—it will probably save you tickets in the long run.

Maps:
64-Player Only
**Adjacent Bases/
Control Points:**

- Cement Factory
- Factory
- Gatehouse

Warehouse Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	—	—	1
Machine Gun	Machine Gun	—	—	2



Factory



On the 64-player map, the Factory is the MEC's core control point, producing the bulk of their vehicles as well as housing their artillery and other Commander assets. As expected, this large facility is well fortified too, with a fence surrounding the perimeter and only a few narrow entry points. The northern and western entries are protected by guard posts, each equipped with a machine gun. The southern approach is more open and as such should be watched by MEC defenders. The Marines may attempt an amphibious assault from the bay using APCs. The flagpole is located in the center of the facility, partially surrounded by a small fence with entries from the east and west. Just north of the flagpole is a build with an accessible rooftop. Defenders should use this spot to deter attackers from converting the control point. Snipers can also be placed around the facility's perimeter, including on the huge smoke stacks to the far east and the large shipping container lift to the south.

Maps:
64-Player Only
**Adjacent Bases/
Control Points:**

- Warehouse

Factory Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	—	—	1
LAV-25	BTR-90	—	—	2
M1A2	T-90	—	—	1
N/A	Artillery	—	—	2
N/A	UAV Trailer	—	—	1
N/A	Radar Station	—	—	1
AT Turret	AT Turret	—	—	1
Machine Gun	Machine Gun	—	—	2



KARKAND TACTICS

Street Defense



Mines are the key to shutting down Karkand's streets to enemy vehicle traffic. Place mines next to the various obstacles and barricades in the street so no vehicles can pass. This helps reduce the number of mines needed to completely block a street.



Don't underestimate the effectiveness of the mounted machine guns scattered across the map. Not only do they have unlimited ammo, but they're also very accurate and can fire in long sustained bursts. This is just one of many reasons why infantry should stay out of the streets.



Smoke screens deployed by tanks and APCs are a great way to provide temporary cover for infantry. These vehicles should be used to rush a control point and pop smoke while infantry follow closely behind and help secure the site.

Amphibious Sneak Attack



On the 64-player map, the Marine LAV-25s can be used to enter the bay and attack the Factory and Cement Factory control points from the south. All they need to do is enter the river ford (south of the Train Accident) and veer south, into open water.



Both the Factory and Cement Factory feature ramps like this along the southern docks. Once on dry land, the APCs can either rush the control points with guns blazing or unload troops for a more stealthy attack.

Karkand Sniping



Karkand is filled with various sniping opportunities. One of the best spots is the rooftop of the building next to the Square. From this roof, snipers can cover the Square, the Market, and the street near the Hotel. However, this spot is so popular, don't be surprised if the enemy Commander drops some artillery on this roof.



When taking up a sniping spot on a roof, look for rubble or any other objects that can be used for cover and concealment. Such objects can break up your visible profile against the sky, making you harder to spot by enemy troops on the ground.



Building interiors offer a bit more protection and much more concealment than rooftops. This apartment just south of the Square is an ideal defensive position in 16-player games. Simply pick off any hostiles that move next to the flagpole.