



STAR WARS BATTLEFRONT™ II

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INTRODUCTION

Battlefront 2 (BF 2) is a 1st and 3rd person action shooter set in the Star Wars universe. It offers a variety of different playable classes each with its own strengths and weaknesses and a multitude of different maps and game modes, some more difficult than others. In this guide to BF 2 I will provide the most efficient ways to emerge victorious on the more challenging maps.

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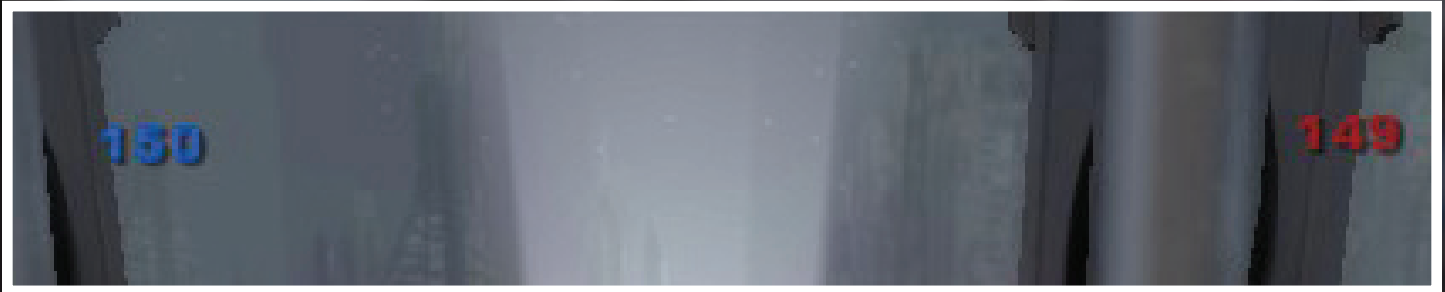
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Chapter 1

The Basics

Intro to conquest mode

The most popular game mode, which is also the most challenging is conquest mode. In conquest, you start off controlling one command point and are given 150 troops as reinforcements. Your goal is to either control every command point or to completely deplete the enemy reinforcements.



To take control of a command point you must stand in its vicinity long enough for it to turn blue (about five seconds). If it's already controlled by the enemy (marked as red) it will take longer since you have to stand by it long enough for the red color to deplete and to load your color (about ten seconds). The more allies are in the vicinity of the command point it will load quicker. Once you every command point is controlled a timer starts counting for 20 seconds. If the other team can't win back a command point in that time they lose. It's important to note that reinforcements spawn from the command points. If you don't control any command points neither you nor your allies can spawn in.



The other option to win in conquest mode is to empty the enemy reinforcements. Every time you kill an enemy unit, a new one spawns in its place and same happens when either you or one of your allies die. With each death, the reinforcement count goes down by one point until no more reinforcements are left. When the last unit on either team dies, the other team wins automatically regardless of how many command points they control.

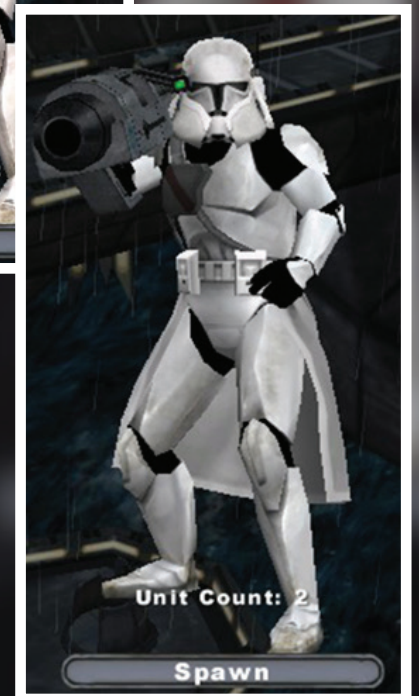
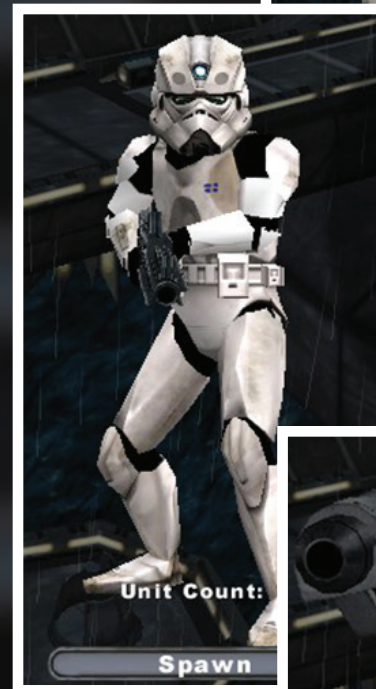
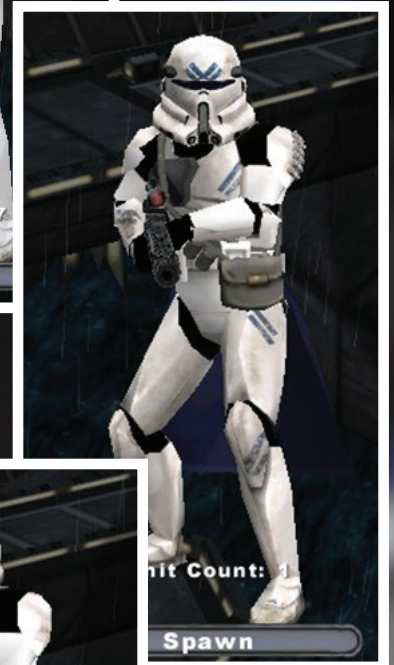
Infantry Classes

Infantry: Weapons include an automatic assault blaster rifle, a blaster pistol, 4 thermal detonators. This class is perfect for an aggressive playstyle and makes it easy to efficiently break through enemy lines and take control of command points.

Sniper: This is a more specialized class, best used in long ranged combat. Weapons include Long range sniper blaster rifle a blaster pistol, a turret and 2 thermal detonators. The sniper rifle works differently to all other weapons: it has two scope ranges (medium/long range). But in exchange does not have a crosshair when not looking through the scope.

Engineer: This class specializes as a support to other player on the team. Weapons include Shotgun blaster, 2 sticky bombs, and a fuse cutter. With the fuse cutter you can either repair destroyed bacta tanks and ammunition dispensers or cut into enemy vehicles which will let you in turn enter the vehicle and take control of it. On top of all that, the engineer has one more ability: He can drop spare ammunition and concentrated bacta canisters that heal more

Heavy: This is a very specialized class as its only real use is in destroying turrets and vehicles. Weapons include a rocket launcher with 4 rounds, a blaster pistol, 2 motion sensor mines and 4 thermal detonators



Intro to Space Combat

In a space battle your objective is to destroy the enemy fleet by being the first team to gain 180 points. There are several ways to be rewarded points; either by destroying key vessels on the enemy flag ship, destroying the enemy frigate(s) or by shooting down enemy Starfighters.

Destroying the enemy frigate should be your first objective since it is easy to destroy and rewards you with a significant amount of points early on in the battle. The most efficient way to do so is to use a bomber class fighter.

Your next objective is to destroy the key vessels of the flagship. Before being able to deal any damage at all you must disable the flagship's shield. Only after doing so can you start causing real damage and gain points. Again here the most efficient way to do so is to use a bomber class fighter.



An alternative way to gain points is to shoot down enemy Starfighters. Doing so will only reward you with 2 points per Starfighter but depending on your skill it can be a viable option. The most efficient way to score points using this tactic is to either choose a scout or multi-purpose class fighter.

The amount of points rewarded varies depending on how many frigates are on the map and what faction you choose to play as.

The other way to destroy the enemy flagship is to land in their hanger and destroy the vessel from the inside. Your best option is to choose the marine class in this case. It offers an automatic rifle that makes killing enemy pilots and marines much easier compared to using a blaster pistol used by pilots. The marine's secondary weapon is a rocket launcher that is crucial to destroy all the vessels.



Fighter Classes

Multi-purpose fighter: Is a jack of all trades. It offers laser canons that deal an average amount of damage at an average fire rate and has an average amount of health. It also offers a targeting missile system which (among the two classes that offer this function) deals the most damage.

Scout fighter: The scout class Starfighter is the fastest flying ship in your fleet perfect for engaging in dogfights. Its laser canons are the most effective, dealing a decent damage at a very fast fire rate with an increased cool down speed. This is the only other class that offers a targeting missile system but deals less damage than the multi-purpose class in this regard. Due to its high offensive capabilities it has the lowest amount of health.

Bomber fighter: The bomber class Starfighter is the tank among your one man piloted starships. Its laser canons deal the most damage but at a vastly reduced fire rate. To make up for its rather poor dogfight capabilities, it makes up for it with its bombing system. It can release a barrage of bombs at a very rapid fire rate which deal the most damage. This class does not offer a missile targeting system, instead the bombs drop in an arch depending on gravitational pull which is unique to this class. This makes the class perfect for engaging enemy flagships and frigates and dealing the most structural damage.

Troop carrier: The troop carrier class is a mobile spawn point. That means you can pilot the troop carrier onto the enemy flagship and respawn there instead of respawning on your own flagship. Note that if the enemy destroys the troop carrier you will have to redo the entire maneuver. The troop carrier is armed with the same weapons as every other class except that there is a limited amount of missiles due to the fact that these deal a lot of damage and that the carrier is not intended for any other purpose outside of acting as a mobile spawn point.



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Chapter 2

Close-Quarter Maps

Corusant

When the match begins, you start in the archive chamber facing a long hallway. Run all the way down and hang a right at the end of the hallway. There you will see the first command point. Your task is to capture it as quickly as possible. Once completed, take a minute to secure the perimeter and wait for reinforcements to either spawn in or move onto your position. Now it's time to move on to the next command point. Head straight to the balcony area and take out any enemies. You will see the command point from your position in the jedi holo-map room. Take control of your second command point. Next move to the entrance balcony to the jedi temple. Use the outside balcony path as shown on the map. You will see the command point. Capturing it should be easy since at this point in the battle most of the enemy garrison will have been depleted. Make sure to take out the turrets on either side of the command point. The day is yours, you have won the battle.



TIP

When running through the first hallway you will see on your left a command point. Leave it, your allies will capture it for you.



TIP

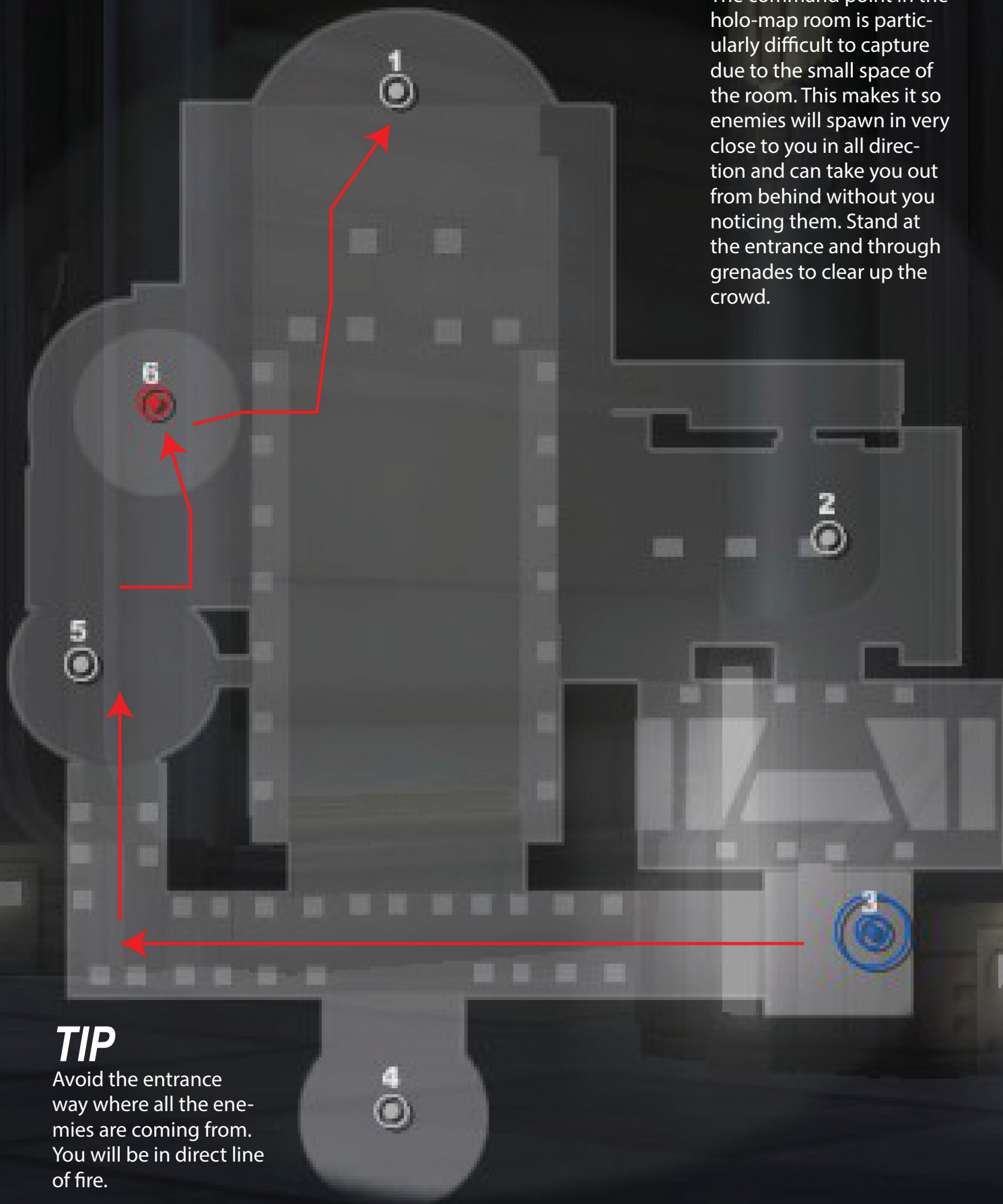
It is easy to get lose control of the battle on this map. The most effective way to is to stay in the outer corridors.





TIP

The command point in the holo-map room is particularly difficult to capture due to the small space of the room. This makes it so enemies will spawn in very close to you in all direction and can take you out from behind without you noticing them. Stand at the entrance and through grenades to clear up the crowd.

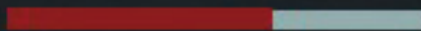


TIP

Avoid the entrance way where all the enemies are coming from. You will be in direct line of fire.

AAT

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OVERHEATED!

You can now play as Darth Maul
Press 'Accept' (default [F1]) or 'Decline' (default [F2])

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Chapter 3

Semi-Open Maps

Kamino



TIP

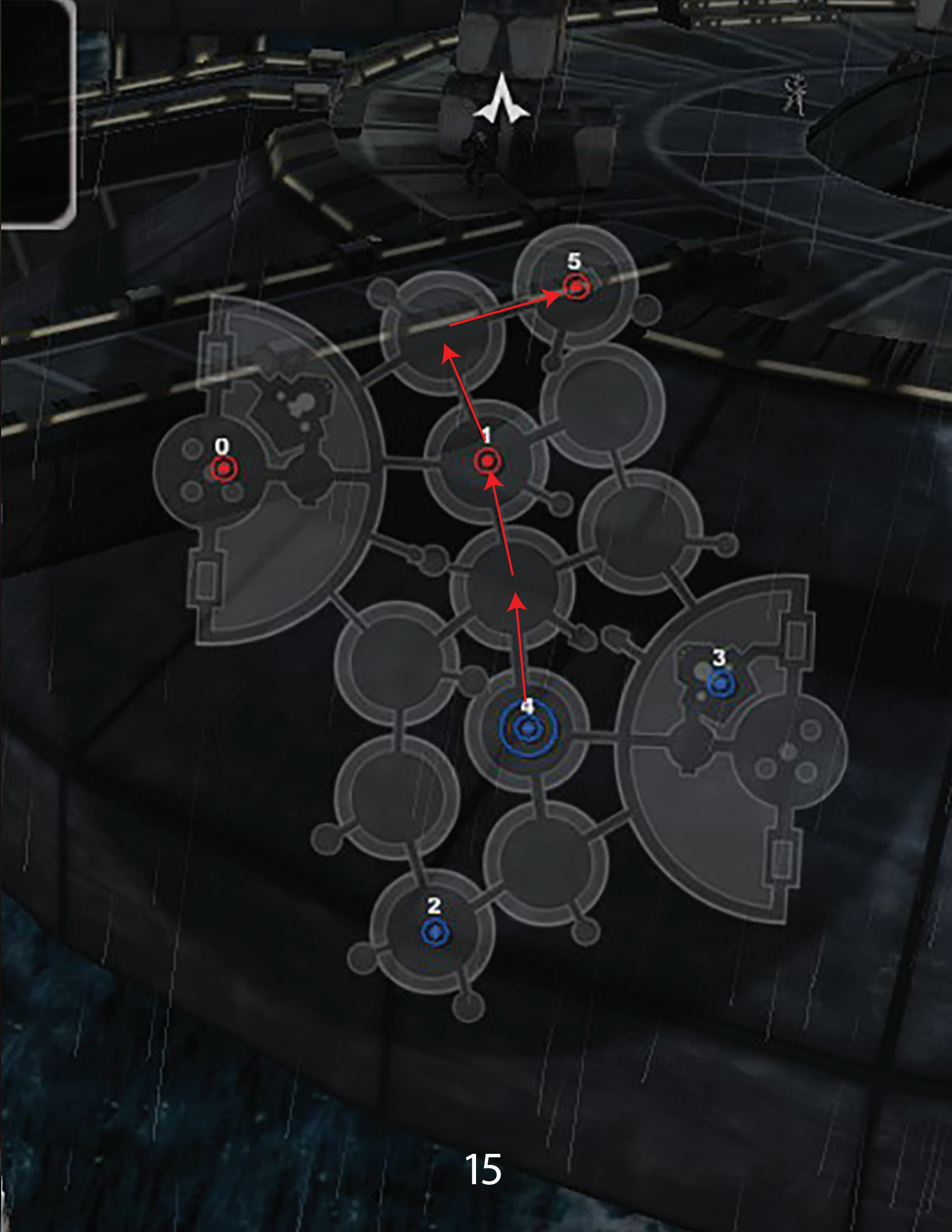
The map has two indoor cloning facilities each equipped with a balcony and command point which are at high altitudes. One of these will have been claimed by your enemy, so beware of the rain of bullets coming from the balcony while pushing the enemy back to their command point during the first portion of the battle.



The Kamino map consists of several different outdoor platforms and walkways at varying heights. This gives it the semi-open map attribute since some areas do provide cover, whereas other parts of the map leave you completely vulnerable. When you start the battle you will find yourself on one of the south most platforms. Your first move is to engage the enemy in the central platform. Which you will get to by going up the ramp directly in front of you. You must take control of the platform and push the enemy back to the next platform where the command post stands. Your next objective is to claim the command point. From there head over to the ramp in front of you. Ignore the command point located in the indoor cloning facility on the right. On your left is another ramp leading to a platform. Your objective is to take control of the command point found in the middle. The day is yours, you have won the battle.

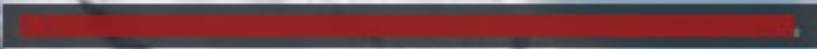
TIP

Taking control of the first command point will prove harder than it seems since that platform has two ramps leading to more enemy controlled command points. Hostiles will spawn in each direction and can easily overwhelm you.



AT-AT

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Chapter 4

Open Maps

Hoth

When you start the match, you will be on the south east side of the map. Your first objective is to capture the command point on the north side as indicated on the map. It won't be hard to take it since the bulk of the enemy garrison will spawn at the command points to the west. Once captured wait for reinforcements to arrive and head down the icy corridors that lead you directly into the ECHO base. While on your way if at any time your previously captured command point is under attack, make sure to head over there and retake control. Once in the ECHO base main chamber secure the command point as quickly as possible. It is vital to capture this command point so that the enemy can no longer spawn in any additional snow speeders that could take you your ATAT tanks. From the entrance to the ECHO base you can see the next command point up ahead by the shield generator. Once captured it is an easy game of hunting down the remaining enemies. The day is yours, you have won the battle.

TIP

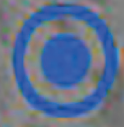
When crossing from the south to the north side of the map at the beginning of the match, make sure to use the tauntaun that is nearby. This will allow you to traverse the map much quicker and keeps you out of the line of fire.



TIP

Hoth is one of the maps with the more open terrain and least amount of cover. Beware of snipers that can see you from across the map with their scopes. They can take you out with only one well-placed shot. If you aren't looking for them, you will have a hard time spotting them.





Command Post

Glossary

- **Crosshair:**
A crosshair is the point to show where you are pointing your weapon when you are and are not looking through the scope. It makes aiming a much easier task.
- **Bacta:**
Bacta is a substance in the Star Wars universe used to heal the injured and can be found in bacta tanks. In Battlefront 2 bacta tanks work the same way in that they heal you when standing in the vicinity. They also come in bacta canisters that heal you when you pick them up.
- **Flagship:**
A flagship is the main ship in your fleet. Another name for it is a cruiser. This is where you spawn in and what you have to defend. Your flagship is your main headquarters in space.
- **Tauntaun:**
A tauntaun is an indigenous animal from the planet Hoth. In the game it serves as a means of quick travel comparable to a speeder bike.
- **Cloning facility:**
Kamino is home to the race known as the Kaminoians who are known for their proficiency in cloning. They live above the ocean level which covers the entire planet in dome like shelters. Within these shelters they have constructed cloning labs where they mass produce the bio enhanced soldiers known as Clones.
- **Clones:**
Clones are the soldiers of the faction called the Galactic Republic (GR). They are genetic clones from the DNA of the bounty hunter known as Jango Fett.

Reference

This instruction manual is a guide for Battlefront 2 (classic 2005 edition) and should teach those seeking to further their knowledge in the ways of this game.

12/180

32/180



Clear targets: hold down [Q].