



Wiki Guide PDF

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Multiplayer

Battlefield 3 supports up to 24 players online on PlayStation 3 and Xbox 360. PC players will be able to engage in 64-player online matches. Click this link to see the video

<http://www.ign.com/videos/2011/10/28/tips-on-how-to-play-battlefield-3>

Finding a Game

When looking for a Multiplayer game, you can choose Quick Match or Server Browser.

Quick Match

In Quick Match you can simply choose any Game Mode and any of the Maps. You will not be guaranteed a great connection with a server if you choose this! You can also invite friends or manage a squad here.

Server Browser

Server Browser may seem overwhelming to the people who are new to this, but it's really simple. Here you can browse servers, look at the servers your friends are on, search for a specific server, or show the filter. The best thing to do is show the filter. The filter will give you several options: Player amount, Game Mode, Maps, Preset, Ranked, Region, include and show games where the server is full, and show running games from Official EA servers. Pick a region closest to you and choose ranked to keep unlocking things. Set it however you'll like.

Presets

The Presets are pretty simple:

- **Normal:** Your basic gameplay. The map will decide how many vehicles there are.
- **Infantry:** Only infantry or light vehicles may be present on the map.
- **Hardcore:** Health is reduced to 60%, instead of 100%, and Friendly Fire will be on. You will also have minimum HUD to help you out.

More information

- Class Kits and Weapons
- How to Fly an Aircraft
- Experience Points
- Unlock Trees
- Multiplayer Modes
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Basics

Battlefield 3's multiplayer is pretty simple to understand. It may seem overwhelming at first, but most can catch on pretty quickly. We've separated the important parts of the Multiplayer Basics into smaller categories. If you think you grasped on part already, you can skip it and check out another.

- Using Kits
- Playing Defensive Support Effectively
- Using Weapons
- Advanced Tactics
- Countering mortar fire as a team
- Squads
- Vehicle Tips
- Body part damage multipliers
- Health

Damage

You can find the damage for each weapon on their own page. The numbers show represent the base damage of each bullet when fired at the torso. There are different damage multipliers on each part of the body, and there are different levels of Health.

Damage Multipliers

Firing a weapon into a player's Torso (chest/stomach) or arms will give no change to damage. Firing a weapon into a player's head will result in double the damage for each bullet that lands on the head. Firing a weapon into a player's legs will reduce the damage of each bullet by 10%.

Body	Multiplier	Percentage
Head	2x / 2.4x*	+100% / +140%*
Torso	1x	+ / - 0%
Arms	1x	+ / - 0%
Legs	0.9x	-10%

(*)Shotguns have a different headshot multiplier than the other weapons. Instead of causing 2x damage, it causes 2.4x damage.

Shotguns will also cause different amounts of damage based on how many pellets in the shells hit the target. Each Shotgun shell has 12 pellets, with the exception of the full auto shotguns which have 9 pellets. Only Slugs will cause a base type of damage, like all other bullets.

DICE later made a patch to allow extra damage to the Torso when using Bolt Action Sniper Rifles up close. The damage with the multiplier would allow one shot kills if the player is close enough.

Range

All weapons will cause a maximum and a minimum amount of damage. The damage starts out at max when right next to an enemy. After a certain range, usually around 10 Meters, the damage drops off until it reaches the minimum amount of damage. Only Shotguns will reach 0 damage based on range.

Health

In Normal games, a player has 100 health. You can see the health percentage displayed on the HUD. In Hardcore mode, health is 60. Unlike Normal games, the health percentage is not shown on the HUD.

Health Regeneration

In Normal mode, health will regenerate 16 seconds after taking damage. In Hardcore mode, health

will not regenerate on its own. The only way to regain health is to stand near a Medic Kit.

Standing on a Medic Kit will increase health regeneration to 10 hp/sec. Without a health kit, the rate is 5 hp/sec. If you run to a Medic Kit and run out of its range before you have full hp, it will always take 12 seconds to start normal 5 hp/sec regeneration again.

Using Kits

As you enter the Battlefield 3 multiplayer, you'll notice there are several kits to choose from. If you've played a Battlefield game in the past, this won't be a big surprise to you. If you're new to the Battlefield series, we'll help you make a smooth transition.

What's a kit?

Battlefield 3 features four kits. Each kit serves its own purpose when playing on the Battlefield (slight pun intended). These kits are: Assault, Engineer, Support, and Recon. Each kit has a certain set of weapons and gadgets that are set in each kit to reflect each kit's use. Set up your class using the kit and all other weapons. It's simple, really:

The customizable options for your kit will include a primary weapon, a handgun, two gadgets (each gadget will be in slot 1 or slot 2 only), and a Specialization.

The Assault Kit uses Assault Rifles. It is the kit to go with when rushing in to attack the enemy. Assault players also double as medics. Their gadgets include the med kit and defibrillator to heal and revive teammates. If a more offensive role suits your fancy, an M26 MASS can be equipped which can be outfitted to fire grenades or other ammunition.

The Engineer Kit uses Carbines for close to medium ranges. The main role of the Engineer is to interact with vehicles. The repair tool can be used to repair friendly/unoccupied vehicles (or damage enemy ones). Various anti-vehicle weapons can be equipped (RPGs, SMAWs, Stingers, Javelins, or IGLAs). Anti-tank mines are also available, and even EOD bots can be controlled by remote to repair vehicles, arm or disarm M-COM stations, or disarm enemy mines.

The Support Kit uses Light Machine Guns to suppress the enemy. Their main gadget, the ammo resupply pack, provides the player or teammates with extra ammo. Like the engineer kit, the support kit makes use of explosives: the 60mm mortar, C4, and Claymore mines.

The Recon Kit uses Sniper Rifles to spot enemies for the team. Their gadgets provide extra recon intelligence to keep the team informed of the enemy's position. Mobile spawn points can be set in strategic locations for faster reinforcement of the front lines. Motion sensors can be placed to keep track of vulnerable points of attack. Lastly, the SOFLAM laser designator can mark enemy targets so that teammates can finish the job.

Picking up new kits

Unfortunately, Battlefield 3 does not allow you to pick up another person's weapon. Instead, you must pick up their entire kit. If you kill an enemy, or see your teammate die, you can walk over to their body and trade your kit for theirs. All items will switch over.

Using the most of your kit

Stick to the basic principles of each kit to become most effective. People using the Assault Kit should be the ones at the front lines. If the team is taking a beating, use the medic gadgets to keep them alive. If you're sticking to vehicles, or if the enemy is using a ton of vehicles, choose to be an Engineer. Repair your team's vehicles and use your gadgets to rip apart the enemy's vehicles. If you're using the Support Kit, remember to drop down an Ammo Box every now and then to refill your team's ammunition, especially if they're constantly getting revived. If you decide to play as Recon, remember to spot all the enemies you can, then pick off the rest with your Sniper skills. Don't venture too far from the kit's basic use or you could get yourself in a bind.

Playing Defensive Support Effectively

When you see people running around with grips attached to their very large support guns you may think that since everyone is doing it, it must be good. In fact the role of support is to support; there is no need to look for your kills as a support gunner, but to allow your kills to come to you. Simple tactics like setting up a bipod for yourself in a corridor and stopping the enemy team from advancing through said corridor will help your team significantly. This will get you loads of kills if placed in the right area, Operation Metro seems to be perfect for positions like these though a bigger more open map like Caspian border caters to the more "Grip Friendly" support gunners. Try setting up your gun and getting some consistent kills, after that the enemy team will most likely give up or try to flank you. It's a good idea to switch your set up points often. If you have a set of support gunners working in collaboration you can really change the flow of the battlefield in your favor.

Using Weapons

Weapons are pretty simple in Battlefield 3, but they have made a few slight changes to bring them to the future of First Person Shooters.

Fire Modes

The first thing you may notice, or you may have heard of, is the different Fire Modes. Many weapons in Battlefield 3 have the ability to change between various Fire Modes to be used effectively. First let us tell you about the different Fire Modes:

- **Full Auto:** Hold the trigger down for continuous fire.
- **Semi Auto:** Pulling the trigger fires one bullet at a time.
- **Burst Fire:** Pulling the trigger fires two-three bullets at a time.
- **Bolt/Pump Action:** The weapon cannot fire another round until a short action is performed in between each shot.
- **Single Shot:** You must reload after each shot is fired.

Assault Rifles, Carbines, and Personal Defense Weapons usually have the ability to switch between Full Auto and Semi Auto. Some even have the option for two round or three round Bursts. All you have to do is click DOWN on the D-PAD for consoles to switch between the different fire modes. Your hands on screen will do a slight motion signifying the change, and it's done. It's best to use Semi Auto when firing long range, Full Auto is best for close range, while Burst Fire is best for medium range.

Reloads and Magazines

Another simple concept has been altered for Battlefield 3. In previous Battlefields, you would reload your weapon to get the rest of your ammo to fit in your current magazine (a magazine being the item that holds your ammunition). It's a bit more complicated this time around. When you start out, almost all of the weapons will start out with a full magazine of ammo, plus one round extra. This extra round is in the chamber of the weapon (the chamber being the area that keeps the round before it is fired out of the barrel). Every time you reload with at least one bullet in your gun, you will still have that extra bullet in your chamber. The reload time will be a lot quicker, too. This is supposed to resemble a *tactical reload*. If you completely empty your weapon, you will only have the ammunition that can be held in the magazine. Furthermore, if you completely empty your gun, it will take about a second longer to reload your weapon.

A quick example would be if you had 30 rounds per magazine and 120 rounds extra.

- You will start out with an extra round in your chamber 31/120
- You fire your weapon and it becomes 25/120
- You reload to make it 31/114
- You fire your weapon and it becomes 0/114
- You reload to make it 30/84

Accessories

Battlefield 3 has added a ton of Accessories for each weapon. Accessories are special attachments or modifications you can make to your gun that are useful for different situations. The Accessories are split up into three sections: Optics, Primary, and Secondary. Optics are the different scopes and sights you can place on a weapon, Primary consists mainly of underbarrel modifications, and Secondary consists of barrel and ammo modifications. You can place one Accessory on each of the three sections for each primary weapon you use. You must unlock each Accessory for each weapon by killing 10-25 people. The later Accessories require more kills. Use the different Accessories to make the most out of your weapon.

If you're doing long range Sniping, it's best to use a Bolt-Action Sniper Rifle with a Ballistic (12x) scope for increased zoom, a Bipod for sway elimination, and either a Heavy Barrel for increased accuracy and power, or a Suppressor to remove muzzle flash. If you do use the Suppressor, you will have to greatly alter your shots to compensate for Bullet Drop. Read more about Bullet Drop in Advanced Tactics.

If you're running in tight corridors in a dark area, it's best to use a Personal Defense Weapon or Carbine with a Red Dot or Holographic Sight, a Foregrip or Extended Mag on the Primary Slot, and a Tactical Light or Laser Sight on the Secondary Sight to blind enemies. If you don't want to possibly give away your location, or it's not dark, you can use a Flash Suppressor or regular Suppressor.

Make sure to visit the [Weapon Accessories](#) page.

Advanced Tactics

Do you want to be the very best, like no one ever was? Well follow these Advanced Tactics to help you on your way!

Bullet Travel and Bullet Drop

Bullet Travel and Bullet Drop are very important aspects when playing on the big maps of Battlefield 3. Each bullet must travel through time and space to reach its target. If you're right next to the enemy, or if the enemy is close enough and running directly towards you, you won't need to compensate any. Just aim at the target and shoot. If, however, the target is running off in the distance, you will need to fire in front of the target, and possibly above him. The bullet will take a short while to travel from your gun to the distance the target is at. If your target is running and is far off, the bullet may miss him if you're aiming directly on him. This is why you will have to "lead" your target by aiming in front of him and allowing him to basically run into the bullet.

Bullet Drop is basically the same principle as Bullet Travel and leading your target, but instead of aiming in front of your target (horizontal compensation), you must aim above your target (vertical compensation). The bullet will then drop over the distance and hit the target. To reach your target, it all depends on two things: the distance to your target, and the bullet's speed. Both will go hand in hand with each other every time. If you're using the Suppressor Weapon Accessory, your bullet will travel much slower. Therefore, your bullet will drop sooner than the normal distance. You will have to compensate for the slower bullet by aiming even higher than usual. If possible, try and look where your bullet is dropping after firing it. Then aim higher or lower and use the lines on your weapon's scope for help. Tip: when aiming at an enemy around 250 to 300 meters away, aim about half a notch higher to hit the enemy.

Suppression

Suppression is a new feature in Battlefield 3. It's pretty simple, when an enemy is firing at you, your screen will start to blur. There are Specializations that help increase your Suppression ability or decrease the enemy's Suppression ability. The Support Kit is the best kit to use when Suppressing the enemy. Use Light Machine Guns with massive amount of ammunition to keep the enemy at bay.

If your team is on the receiving end of the Suppression, have a sniper take out the person who is causing all the trouble.

Medics and Revives

As we mentioned earlier, Medics are the players who use the Assault Kit. They have the ability to drop down Medic Kits to heal or use their Defibrillator to revive teammates. Reviving teammates is a very valuable tool. Both Conquest and Rush are based off of Respawn Tickets. If the Attacking team runs out of Respawn Tickets on Rush, or any of the teams run out of Respawn Tickets on Conquest, that team will lose the game. To lose a ticket, you must be killed and come back to life (respawn). If

you are killed and Revived with the Defibrillator, you will not use up a Respawn Ticket. It also keeps the frontline filled with fighting soldiers.

In Battlefield: Bad Company 2, it was starting to become a major problem when Medics would constantly Revive fallen teammates to earn points. The teammates were usually still in the line of fire and would die almost instantly. Even if you weren't in the line of fire, you may have been out of ammo since you are stuck with the same amount when you die. This time around, you are given the option to accept the revive and stand up, or refuse the revive and go to the respawn menu. The second you are revived, you will be on the floor with your Handgun with 30% of your health. Accept or refuse the revive and continue. If you accept, you will get 100% of your health back. Either way, your Medic will gain the extra XP for reviving you.

Countering Mortar Fire

One tactic that is commonly used for Rush as well with Conquest is holding the enemy at bay with mortar fire. Like it, hate it, it's part of the game, and yelling at the enemy team to stop isn't exactly what you would use as a effective strategy to make them stop. There are a few things you can do to allow your team to move forward.

First, you can push through it, force your way through the explosions until you can get to a point where you can get cover. If you are moving, you are going to make it extremely difficult for a support player to dial in your location. There is a short delay when the mortar is fired and when it hits the ground, if you are moving, the enemy support player has to guess where you will be. You can treat them almost in the same sense as a sniper, don't run in a straight line. Turn to the left run for 10 steps, turn to the right, run for 8 steps, turn right again for 3 steps, then turn back to the left for 15 steps.

Next, you can directly counter them with your own mortar fire. When someone fires their mortar, their mortar icon will appear on the mini-map, giving their location away. Good mortar operators will fire their round, pack up move to a different location and get ready to fire again. The problem that these guys will face is when they set up their weapon, is a white mortar icon will appear for a second, giving you the opportunity to fire before the enemy player has the chance to get you. Many players will give up mortaring if they get blown up before they even get a chance to shoot their own rounds.

What are you going to do if you haven't unlocked mortars? Well, you are part of a team trying to reach the same objectives as you. So you should rely on them to counter mortar. Call on them, let them know you will work as a distraction for them to get the location of enemy mortars. This means you let them sit back without having to fire, so their location won't be given away. The best way you can support your counter mortar force is let them know where they need to fire. This means you need to get enemy mortars to fire at you. Personally, I will run to an open location that can't be seen by snipers, and will fire into the air. This will mark me on the map for the enemy support troops raining fire, and will make them want to fire on me. Sometimes I get taken out, but I run a small pattern to keep the enemies from dropping a mortar shell directly on my head. As they are firing on me, their location has been marked on the map, my next objective is to keep them firing on me rather than pack up and move. If they don't get me with their first shot, I hope their greed keeps them firing on me, allowing my teammates to get their shot off, destroying their equipment, and hopefully killing the mortar soldier.

The more they get killed by mortar fire, the more they will be enticed to switch up from mortaring to move up to the front. Nobody likes to be killed while not getting kills to balance their KD ratio.

Countering mortar fire as a team

Mortar

The easiest way to counter enemy mortar fire is to simply use your own mortar against him as they show up on the map when firing.

Squads

Squads are a very important feature in Battlefield 3 and past Battlefield games. Each squad is made up of 2-4 players. Being in a squad is very valuable. You may notice how many of the maps are huge in Battlefield 3. If you die, you can spawn on one of your squad mates instead of running all the way across the map. Be warned, they may be in battle which will give you little chance of surviving.

In past Battlefield games you could only communicate to the players in your squad. In Battlefield 3, you can communicate to your whole team. Make a note of this so you don't think you're only talking to your squad.

Squad Leader

One player will be assigned as the Squad Leader - usually the player who started the squad. If the Squad Leader leaves, another player will be assigned as the Squad Leader.

The Squad Leader is the only player in the squad that can mark objectives in Rush, Conquest, or Squad Rush. Spot a Flag or MCOM Station to mark it on the rest of the squad's HUD. This will tell all players to go after this position. Any kills made around the marked position will give you bonus points.

Bonus Points

When you're in a squad, all things you do with the squad that earns you bonus points will give you an extra amount of bonus points, usually +10 XP. See the growing list on the Squad Bonuses page.

Vehicle Tips

Vehicles are definitely not new to the Battlefield series, but they have been slightly upgraded. Battlefield 3 features Jeeps, a Boat, Infantry Fighting Vehicles (IFVs), Main Battle Tanks (MBTs), Attack Helicopters, Scout Helicopters, Jets, and Anti-Air (AA).

Spawns

How can you find vehicles? All vehicles are set in certain locations on a map. Some maps don't have any vehicles at all, or you can select Infantry Only so you don't play with vehicles. After a vehicle has been destroyed, you must wait a few minutes for the vehicle to spawn at its location again.

Damage

Damage has revamped in Battlefield 3. Vehicles that take a small amount of damage will begin to repair itself after a few seconds of cover, just like a soldier. If, however, the vehicle takes enough damage, it will become disabled. Disabled vehicles are much harder to control and will steadily lose damage. Jets and helicopters can counter being disabled with the Extinguisher gadget. Other vehicles must rely on the Repair Tool from Engineers. If any vehicle loses all its health, it will explode. Exploded vehicles cannot be repaired. They can also injure or even kill any infantry near the explosion. Alternatively, if a vehicle has caught fire, and you don't repair it all the way to 100%, it will start to lose health/power after a few seconds.

Engineer Kit

If you're playing a game where vehicles are ruling the map, it's best to be an Engineer. Engineers have the ability to repair friendly vehicles and damage enemy vehicles with their Repair Tool. They also have many other anti-vehicle gadgets in their inventory including lock on SAMs.

Multiplayer Tips

Here are some **Multiplayer Tips** for all Battlefield 3 players. If you have ever sighted an enemy vehicle in the distance and got yourself destroyed five seconds later, improve your game and read on!

General Tips

- See those two tall towers in the Caspian border map, which are T shaped towers? Yes, those are perfect sniping positions, but remember, there'll almost always be someone there.
- Use the Anti-Aircraft Battery. Near your base (caspien border), there's always an anti-aircraft battery which can be pretty useful.
- In Terrahn Highway snipers with larger scopes can be seen by the scope glare and the dark background which can be easy targets to sneak up on or just simply shot by other snipers which can also be spotted.

Choppers

- When you are playing conquest, take your helicopter and go to a flag to capture it while in your helicopter. Land, or hover near the flag; it takes skill to land and hover a chopper so you are going to crash and get shot a lot.
- You can be the first to get in a chopper as soon as the match starts and go to the nearest flag. This will give you time to capture the flag before someone blasts you out of the sky!
- You are going to get shot all the time, but fortunately flares only cost 300-400 points to unlock and each flag gets you 250 points once captured so do the math. Hope it helps because it saved my life at least 10 times already.
- When first starting dont get excited just go up then down then try spinning and then try other movements which would get one super familiar with the controls and comfortable with other people in your bird.

JETS

- If you're just starting, here's one tip : Fly high, slow your jet's speed and circle around the map near the boundary. Now that you're flying safe and sound, hold the down button and look around. This is by far the easiest and best method to spot other enemy planes/heli's and then swoop down to finish them.
- If you're getting engaged by a SAM, drop everything else and fly high, as high as you can, because SAM's are limited by their maximum and minimum locking distance.
- Likewise, if you're getting pounded by an airplane, Try to fly low and near the hills. Alternatively, you can try going straight towards the sun, which tends to confuse your chaser.
- Use Heat Seekers to detect targets. Did you see something moving? Might it have just been your imagination? Why take chances? Just change your course direction a bit and try to see if the detector picks up anything and tries to lock.
- When just starting one thing to know somewhere in the speeds there is a sweet spot that allows a

super tight turn radius and allows one to get out of a chase if done correctly and repeatedly.

ANTI-TANK

- Javelin- Whenever firing a Javelin, just before firing, shoot it a bit towards the sky, because if you shoot it straight, chances are that it would hit one or two obstacles in the way. Handy if the tank/jeep/truck is just around the corner behind a crate.
- Keep moving if you have an RPG. A lot of people tend to alternate their shooting style. If you shot a tank at say, Point A, and then from point B, DO NOT return to Point A because that's where the tank would be focusing.
- One can "mess" with a tank by just simply shooting at it at multiple points which usually confuses the driver and occasionally they get out and the tank can be stolen which would give your team a tactical advantage!

Support

- Make use of your support-class abilities. For example, if you have captured all the objectives in say, Operation Metro, then pop down an ammo crate next to you, ask a fellow squadmate (recon or assault) to pop down next to you, Lie down at a choke point and use those bipods. If you see something, just shoot. Suppressive fire is for a reason, and so is your buddy next to you.
- Throw those Ammo crates! You are not a run-and-gun class and you have to use your abilities to support your teammates. Likewise, plant claymores at choke points and tunnels.
- Best maps to use the support class are Operation Metro and Grand Bazaar.
- One can place C4 on the front of a jeep and ram them in to tanks, get out of the jeep and blow the C4 which creates a vehicle disable, a vehicle destroy and all kills for the people inside AKA huge xp for new people..

Recon

- Having trouble getting kills with the MAV? Here is how kills work on the MAV. Touching the enemy is not enough, you have to be moving at them fast. Run into your next enemy at a high speed with the MAV and see how many kills you get now!

If you have more tips for Battlefield 3, feel free to share it with other players. The more you know about an exploit or a technique, the less chance someone can pull it off without you knowing about it!

Online Latency / Lag

For players experiencing **Online Latency / Lag** in Battlefield 3 Multiplayer matches, input lag or otherwise, EA has issued the following advice:

PC

If you are playing on PC, please enable the following online ports on your connection:

TCP	80, 443, 9988, 20000-20100, 22990, 17502, 42127
UDP	3659, 14000-14016, 22990-23006, 25200-25300

PlayStation 3

If you are playing on PS3, please enable the following online ports on your connection:

TCP	80, 443, 9988, 10000-10100, 17502, 42127
UDP	3659, 14000-14016

Xbox 360

If you are playing on Xbox 360, please enable the following online ports on your connection:

TCP	53, 88, 3074
UDP	53, 88, 3074

Source: EA

Experience Points

Experience Points - or XP - are the points you earn in the Multiplayer part of the game. While playing the game, you will earn XP Bonuses by using different items, killing in specific ways, or completing challenges. Sometimes the XP is set and sometimes the XP varies. View each page for details on all the ways you can earn XP.

- Basic Bonuses
- Kit Bonuses
- Vehicle Bonuses
- Objective Bonuses
- Ribbons
- Medals
- Service Stars

Leveling Up Guide

This **Leveling Up Guide** is intended to collect various advice and tips for quickly raising your Battlefield 3 Multiplayer level.

Team Player

Every time you make a kill or earn a ribbon you gain xp. By completing objectives and being an active member of the team, you have the potential to level up quickly and efficiently. By staying in the back and being a lone wolf you effectively decrease your chances of gaining xp. Be a team player, capture objectives, and help your team mates and you are guaranteed to level up quickly and efficiently.

Weapon Accessories

To get weapon accessories you need kills. Kills can be a bit scarce in the bigger maps with vehicles, so your best bet is to play infantry only or Deathmatches. Team Deathmatch is the quickest paced game with the smallest maps, but Squad Deathmatch can work just as well.

Ranking Up

Ranking up will be a long and possibly slow process. The quickest way to rank up is to play the role of your kits. More information on kits can be found in the Using Kits page. Using Vehicles is another great way to level up your rank, but you will not be leveling up your kits and unlocking new kit exclusive weapons. Check out the Unlock Trees to see which kit or vehicle you would like to rank up first.

Basic Bonuses

Enemy Killed (100 XP)

Kill an enemy.

Double Kill (40 XP)

Kill two enemies within a few seconds of each other.

Triple Kill (60 XP)

Kill three enemies within a few seconds of each other.

Multi Kill (80-???) XP)

Kill four or more enemies within a few seconds of each other. Additional kills over four give you more XP by a factor of 20.

Headshot (10 XP)

Kill an enemy by shooting them in the head.

Marksman Bonus (50-???) XP)

Kill an enemy by shooting them in the head at a minimum of 50 Meters away. The further the kill, the more XP you will earn. The total XP is equivalent to the distance in meters from your target when you fired your shot rounded up.

Kill Assist (Varied)

Injure an enemy and let your teammate finish them off. The XP will vary depending on the amount of damage you caused.

Suppression Assist (50 XP)

Fire at an enemy to suppress them while your teammate kills them.

Comeback (40 XP and up)

Kill an enemy after dying four times in a row without a kill. The more deaths in a row, the more XP you will earn by a factor of ten.

Killstreak Stopped (Varied)

Kill an enemy that is going on a kill streak (Combat Efficiency). The higher their killstreak, the higher the bonus. The minimum kill streak is three kills in a row.

Avenger Bonus (Varied)

Kill an enemy who recently killed your teammate.

Savior Bonus (Varied)

Kill an enemy who is injuring your teammate.

Spot Bonus (10 XP)

Spot an enemy and have your team kill them.

Nemesis Victim (50 XP)

Kill a player at least five times without them killing you. You can die between those five kills.

Nemesis Payback (50 XP)

Kill your Nemesis. Your Nemesis is a player who has killed you at least five times in one game if you haven't killed them.

Squad Eliminated (10 XP)

Kill all four members of an enemy squad.

Equipment Destroyed (20XP)

Destroy a piece of enemy equipment. T-UGS or the Radio Beacon are examples of equipment.

Destroyed Explosive (20XP)

Destroy an enemy explosive. M15 AT Mine or the C4 Explosives are examples of equipment.

Squad Bonuses

XP Bonuses will be extra if you're in a squad, even if you perform the same action.

Basics

Attack Order Followed (20 XP)

As squad leader, mark an objective (M-COM Station or Flag) by spotting. Each kill your squad makes near the objective will earn you 20 XP.

Squad Attack Order (20 XP)

Kill an enemy near an objective (M-COM Station or Flag) your squad leader marked.

Squad Spawn On You (10 XP)

Have a teammate from your squad spawn on your location.

Enemy Squad Eliminated (10 XP)

Kill all four members of an enemy squad.

Kits

Squad Resupply (20 XP)

Drop an Ammo Box to refill your Squad teammate's ammunition. Each refill will award you with 20 XP.

Squad Heal (30 XP)

Drop a Medic Kit to help your Squad teammate's health regeneration. You will be awarded with 30 XP for every 10 points of health they recover.

Squad Revive (110 XP)

Revive a Squad teammate with the Defibrillator gadget. Your teammate must be killed and have a heartbeat line above their body to revive them.

Squad Repair (20 XP)

Repair a vehicle while a squadmate is inside. Each couple of points repaired will award you with 20 XP.

Vehicles

Squad Driver Assist (20 XP)

Be the driver of a vehicle while the passenger (must be squadmate) kills an enemy.

Squad Passenger Assist (20 XP)

Be the passenger of a vehicle while the driver (must be squadmate) kills an enemy.

Kit Bonuses

Heal (20 XP)

Drop a Medic Kit to help your teammate's health regeneration. You will be awarded with 20 XP for every 10 points of health they recover.

Repair (10 XP)

Repair a vehicle with the Repair Tool while a teammate is inside. Each couple of points repaired will award you with 10 XP.

Resupply (10 XP)

Drop an Ammo Box to refill your teammate's ammunition. Each refill will award you with 10 XP.

Revive (100 XP)

Revive a teammate with the Defibrillator gadget. Your teammate must be killed and have a heartbeat line above their body to revive them.

Motion Sensor Assist (20 XP)

Spot an enemy with your MAV gadget and have your teammate kill the spotted enemy. You will earn 20 XP for using the MAV and 10 XP for the Spot.

Target Designated (10 XP)

Lock on to an enemy vehicle with your SOFLAM.

Equipment Destroyed (20XP)

Destroy a piece of enemy equipment. T-UGS or the Radio Beacon are examples of equipment.

Destroyed Explosive (20XP)

Destroy an enemy explosive. M15 AT Mine or the C4 Explosives are examples of equipment.

Vehicle Bonuses

Vehicle Disabled (100 XP)

Disable an enemy vehicle by causing enough damage to it.

Vehicle Destroyed (50 XP)

Destroy an enemy vehicle.

Vehicle Destroy Assist (Varied XP)

Help destroy an enemy vehicle. The XP will vary depending on the amount of damage you did to the vehicle.

Driver Assist (10 XP)

Be the driver of a vehicle while the passenger kills an enemy.

Passenger Assist (10 XP)

Be the passenger of a vehicle while the driver kills an enemy.

Roadkill (10 XP)

Run over and kill an enemy with your vehicle.

Target Designated (10 XP)

Lock on to an enemy vehicle with your CITV Station in the Main Battle Tank.

Designated Target Hit (50 XP)

Hit an enemy vehicle with your CITV Station in the Main Battle Tank.

Objective Bonuses

Rush

M-COM Armed (100 XP)

Arm an explosive charge on the enemy's M-COM station.

M-COM Disarmed (200 XP)

Defuse an explosive charge on your M-COM station.

M-COM Station Destroyed (500 XP)

Destroy an enemy's M-COM station.

M-COM Defend Kill (25 XP)

Kill an enemy planting a bomb on your M-COM Station.

M-COM Attack Kill (25 XP)

Kill an enemy defusing a bomb on their M-COM Station.

Conquest

Flag Captured (250 XP)

Capture a flag position on Conquest. You must be around while the entire gauge fills.

Flag Captured Assist (200 XP)

Help capture a flag position on Conquest. You earn this bonus if you weren't around when the gauge started filling.

Flag Neutralized (200 XP)

Neutralize an enemy flag by starting the capture. You must first neutralize any enemy flag before it can be captured.

Flag Neutralize Assist (150 XP)

Neutralize an enemy flag by starting the capture. You earn this bonus if you weren't around when the gauge started emptying.

Flag Defended (25 XP)

Kill an enemy near one of your flags.

Flag Attacked (25 XP)

Kill an enemy near one of their flags.

Ribbons

Ribbons are special awards that are given for accomplishing a task in a game. You can easily earn several ribbons in one match, sometimes even the same ribbon multiple times. Along with the ribbon, you are given an XP Bonus.

Weapons



Assault Rifle Ribbon (200 XP)
In a round, kill 7 enemies with
Assault Rifles



Light Machine Gun Ribbon (200 XP)
In a round, kill 7 enemies with
Light Machine Guns



Carbine Ribbon (200 XP)
In a round, kill 7 enemies with
Carbines



Hand Gun Ribbon (200 XP)
In a round, kill 4 enemies with
Handguns



Sniper Rifle Ribbon (200 XP)
In a round, kill 7 enemies with
Sniper Rifles



PDW Ribbon (200 XP)
In a round, kill 7 enemies with
Personal Defense Arms



Shotgun Ribbon (200 XP)
In a round, kill 7 enemies with
Shotguns



Melee Ribbon (200 XP)
In a round, kill 4 enemies with
melee weapons

Other



Avenger Ribbon (200 XP)

In a round, do 2 avenger kills



Savior Ribbon (200 XP)

In a round, do 2 savior kills



Nemesis Ribbons (200 XP)

In a round, do 2 Nemesis kills



Accuracy Ribbon (200 XP)

In a round, get 5 headshots.



Suppression Ribbon (200 XP)

In a round, get 7 Suppression Assists.



Anti Explosives Ribbons (200 XP)

In a round, destroy 2 enemy explosives



Squad Spawn Ribbon (200 XP)

In a round, get 7 squad spawn bonuses

Streaks



Squad Wipe Ribbon (200 XP)

In a round, do 2 squad wipe bonuses.



Combat Efficiency Ribbon (500 XP)

In a round, get 3 streak bonuses.

Kits



**Medical Efficiency Ribbon
(200 XP)**

In a round, do 5 revives



**Resupply Efficiency Ribbon
(200 XP)**

In a round, do 7 resupplies



**Maintenance Efficiency
Ribbon (200 XP)**

In a round, do 7 repairs



**Surveillance Efficiency
Ribbon (200 XP)**

In a round, get 5 motion
Sensor Assists.

Vehicles



Anti Vehicle Ribbon (200 XP)

In a round, destroy 3 enemy
vehicles



**Disable Vehicle Ribbon (200
XP)**

In a round, disable 4 enemy
vehicles



Air Warfare Ribbon (200 XP)

In a round, kill 6 enemies with
air vehicles



**Stationary Emplacement
Ribbon (200 XP)**

In a round, kill 2 enemies with
emplaced weapons



**Surveillance Efficiency
Ribbon (200 XP)**

In a round, do 5 UAV spot
assists



**Transport Warfare Ribbon
(200 XP)**

In a round, kill 4 enemies with
transport vehicles



**Armored Warfare Ribbon
(200 XP)**

In a round, kill 7 enemies with
land vehicles

MVP



Ace Squad Ribbon (500 XP)
In a round, be part of the best
squad



MVP Ribbon (500 XP)
In a round, be the best player



MVP 2 Ribbon (400 XP)
In a round, be the 2nd best
player



MVP 3 Ribbon (300 XP)
In a round, be the 3rd best
player

Game Modes



**M-COM Attacker Ribbon (200
XP)**
In a round, blow up 3 M-COM
Stations



**M-COM Defender Ribbon
(200 XP)**
In a round, defend 4 M-COM
Stations



**Flag Defender Ribbon (200
XP)**
In a round, do 5 flag defends



**Flag Attacker Ribbon (200
XP)**
In a round, do 4 flag captures



Squad Rush Ribbon (200 XP)
Finish a Squad Rush round



Squad Deathmatch Ribbon (200 XP)
Finish a Squad Deathmatch round



Rush Ribbon (200 XP)
Finish a Rush round



Conquest Ribbon (200 XP)
Finish a Conquest Round



Team Deathmatch Ribbon (200 XP)
Finish a Team Deathmatch round



Squad Deathmatch Winner Ribbon (500 XP)
Win a Squad Deathmatch round



Squad Rush Winner Ribbon (500 XP)
Win a Squad Rush Round



Rush Winner Ribbon (500 XP)
Win a Rush round



Conquest Winner Ribbon (500 XP)
Win a Conquest round



TDM Winner Ribbon (500 XP)
Win a Team Deathmatch round

Medals

Medals are special awards earned mostly by having a certain number of ribbons. Along with the Medal, you are given a 10,000 XP Bonus. These medals can be earned multiple times and each time they grant the XP Bonus.

General



US Marines Service Medal
Spend 100 hours in the US
Marines



RU Army Service Medal
Spend 100 hours in the RU
Army



Combat Efficiency Medal
Obtain the Combat Efficiency
Ribbon 30 Times



Avenger Medal
Obtain the Avenger Ribbon 50
times



Suppression Medal

Obtain the Suppression Ribbon
50 times



Nemesis Medal

Obtain the Nemesis Ribbon 50
times



Savior Medal

Obtain the Savior Ribbon 50
times



Accuracy Medal

Obtain the Accuracy Ribbon 50
times

Weapons



Assault Rifle Medal

Obtain the Assault Rifle Ribbon
50 times



Light Machine Gun Medal

Obtain the Light Machine Gun
Ribbon 50 times



Carbine Medal

Obtain the Carbine Ribbon 50
times



Handgun Medal

Obtain the Handgun Ribbon 50
times



Sniper Rifle Medal

Obtain the Sniper Rifle Ribbon
50 times



Shotgun Medal

Obtain the Shotgun Ribbon 50
times



PDW Medal

Obtain the Person Defense
Weapon Ribbon 50 times



Melee Medal

Obtain the Melee Ribbon 30
times

Kits



Assault Service Medal

Spend 50 hours as Assault



Engineer Service Medal

Spend 50 hours as Engineer



Support Service Medal

Spend 50 hours as Support



Recon Service Medal

Spend 50 hours as Recon



Medical Medal

Obtain the Medical Ribbon 50 times



Maintenance Medal

Obtain the Maintenance Ribbon 50 times



Resupply Medal

Obtain the Resupply Ribbon 50 times



Surveillance Medal

Obtain the Surveillance Ribbon 50 times



Radio Beacon Medal

100 Spawns on your Radio Beacon



M18 Claymore Medal

Kill 300 enemies with the M18 Claymore



Laser Designator Medal
Kill 300 enemies with the Laser Designator



Mortar Medal
Kill 300 enemies with the Mortar

Vehicles



Tank Service Medal
Spend 20 hours in Tanks



Stationary Service Medal
Spend 2 hours in Stationary Weapons



Helicopter Service Medal
Spend 20 hours in Helicopters



Jet Service Medal
Spend 20 hours in Jets



Transport Warfare Medal
Obtain the Transport Warfare
Ribbon 30 times



Armored Warfare Medal
Obtain the Ground Warfare
Ribbon 30 times



Air Warfare Medal
Obtain the Air Warfare Ribbon
30 times



**Stationary Emplacement
Medal**
Obtain the Stationary
Emplacement Ribbon 30 times



Surveillance Medal

Obtain the Surveillance Ribbon
50 times



Anti Vehicle Medal

Obtain the Anti Vehicle Ribbon
50 times

MVP



Ace Squad Medal

Obtain the Ace Squad Ribbon
50 times



MVP Medal

Obtain the MVP Ribbon 50
times



2nd MVP Medal

Obtain the 2nd MVP Ribbon 50 times



3rd MVP Medal

Obtain the 3rd MVP Ribbon 50 Times

Game Modes



Flag Defender Medal

Obtain the Flag Defender Ribbon 50 times



Flag Attacker Medal

Obtain the Flag Attacker Ribbon 50 times



Squad Deathmatch Medal
Obtain the Squad Deathmatch
Ribbon 50 times



Team Deathmatch Medal
Obtain the Team Deathmatch
Ribbon 50 times



Squad Rush Medal
Obtain the Squad Rush Ribbon
50 times



M-COM Attacker Medal
Obtain the M-COM Attacker
Ribbon 30 times



M-COM Defender Medal
Obtain the M-COM Defender
Ribbon 50 times



Rush Medal
Obtain the Rush Ribbon 50
times



Conquest Medal

Obtain the Conquest Ribbon

50 times

Service Stars

Service Stars are special rewards that will be added to each weapon, gadget, equipment, and vehicle. After a set amount of kills, you will earn a Service Star on that item. Not only will a Service Star be forever attached to that item for you and everyone to see, but you will also earn an XP Bonus each time you earn a star.



Each Service Star is awarded after 100 Kills. Along with the Service Star, you will get 2000 XP added to your rank. Upon earning your first service star you will gain a Primary dog tag that shows you are skilled with that weapon. Once you reach the 5th service star you will be granted a secondary dog tag that also displays the amount of kills you have made with that particular weapon.

Unlock Trees

Unlike many other shooters that allow you to level up your weapon and rank, Battlefield 3 goes further with Kits and Vehicles unlocks. Just like Battlefield: Bad Company 2, the more you use a kit, vehicle, or weapon, the more it will level up and unlock special items.

All XP earned from kits, vehicles, and weapons will be added to your overall rank. Your rank unlocks Specializations and weapons for the All Kits category. Leveling up a kit will unlock weapons and gadgets specific to that kit. Leveling up a Vehicle category will unlock special vehicle gadgets.

Ranks

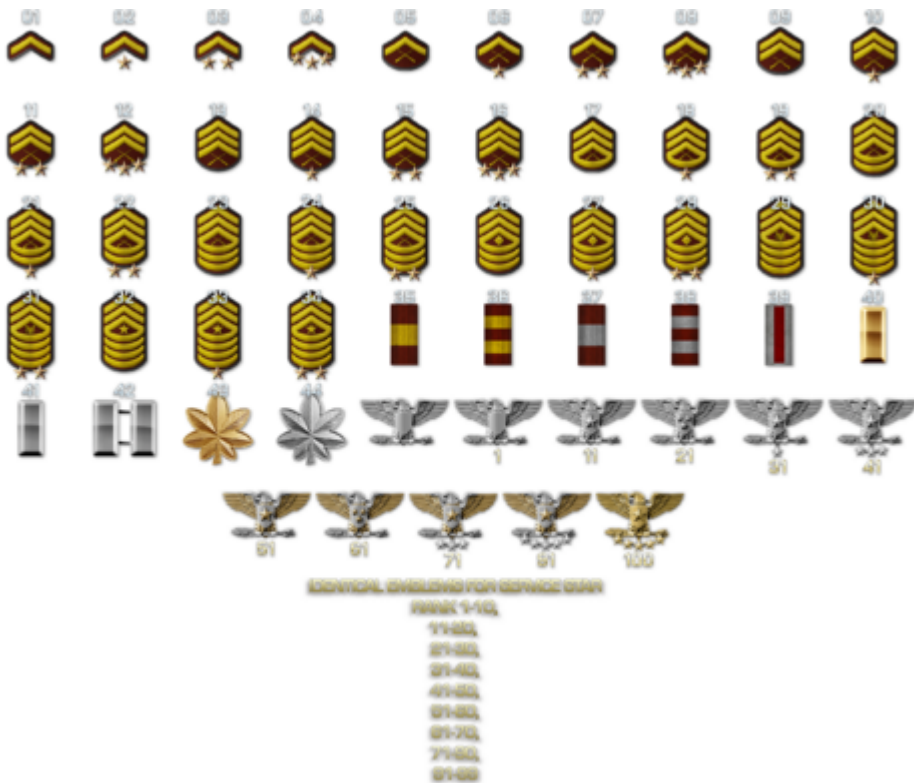
Each Rank has a set amount of XP which must be earned to level up. After leveling up, you will unlock that rank's Dog Tag. You may unlock a Specialization or Weapon too. You start out on rank 0, called "Ensign", with basic weapons in each kit. The following list has the level, the rank name, the XP needed to rank up, and the total amount of XP needed.

After Rank 45 (Colonel) you will earn Service Stars to your Colonel Rank each time you rank up. You can earn a max of 100 Service Stars, making the total ranks 145.

1. **Private First Class:** 1,000 (1,000) XP – 870 MCS
2. **Private First Class 1 Star:** 7,000 (8,000) XP – SPRNT
3. **Private First Class 2 Stars:** 10,000 (18,000) XP - Woodland Pattern Camouflage
4. **Private First Class 3 Stars:** 11,000 (29,000) XP - G17C
5. **Lance Corporal:** 12,000 (41,000) XP – AMMO
6. **Lance Corporal 1 Star:** 13,000 (54,000) XP - Ranger Camouflage
7. **Lance Corporal 2 Stars:** 13,000 (67,000) XP – PP-2000
8. **Lance Corporal 3 Stars:** 14,000 (81,000) XP – FLAK
9. **Corporal:** 15,000 (96,000) XP - Army Green Camouflage
10. **Corporal 1 Star:** 15,000 (111,000) XP – M9 TACT.
11. **Corporal 2 Stars:** 19,000 (130,000) XP – EXPL
12. **Corporal 3 Stars:** 20,000 (150,000) XP - Expeditionary Force Camouflage
13. **Sergeant:** 20,000 (170,000) XP - MP443 TACT.
14. **Sergeant 1 Star:** 20,000 (190,000) XP - COVR
15. **Sergeant 2 Stars:** 30,000 (220,000) XP - Paratrooper Camouflage
16. **Sergeant 3 Stars:** 30,000 (250,000) XP – UMP-45
17. **Staff Sergeant:** 30,000 (280,000) XP - SUPR
18. **Staff Sergeant 1 Star:** 30,000 (310,000) XP - Navy Blue Camouflage
19. **Staff Sergeant 2 Stars:** 30,000 (340,000) XP - G17C SUPP.
20. **Gunnery Sergeant:** 30,000 (370,000) XP - FRAG
21. **Gunnery Sergeant 1 Star:** 30,000 (400,000) XP - Jungle Pattern Camouflage
22. **Gunnery Sergeant 2 Star:** 30,000 (430,000) XP - M1014
23. **Master Sergeant:** 40,000 (470,000) XP - SQD SPRNT
24. **Master Sergeant 1 Star:** 40,000 (510,000) XP - Desert Khaki Camouflage
25. **Master Sergeant 2 Stars:** 40,000 (550,000) XP - M9 SUPP.
26. **First Sergeant:** 40,000 (590,000) XP - SQD AMMO
27. **First Sergeant 1 Star:** 40,000 (630,000) XP - Urban Pattern Camouflage
28. **First Sergeant 2 Stars:** 40,000 (670,000) XP - MP443 SUPP.
29. **Master Gunnery Sergeant:** 40,000 (710,000) XP - SQD FLAK
30. **Master Gunnery Sergeant 1 Star:** 50,000 (760,000) XP - G18
31. **Master Gunnery Sergeant 2 Stars:** 50,000 (810,000) XP - SQD EXPL
32. **Sergeant Major:** 50,000 (860,000) XP - PDW-R
33. **Sergeant Major 1 Star:** 50,000 (910,000) XP - SQD SUPR
34. **Sergeant Major 2 Star:** 50,000 (960,000) XP - SAIGA 12K
35. **Warrant Officer One:** 50,000 (1,010,000) XP - SQD COVR

- 36. **Chief Warrant Officer Two:** 50,000 (1,060,000) XP - .44 Magnum
- 37. **Chief Warrant Officer Three:** 50,000 (1,110,000) XP - SQD FRAG
- 38. **Chief Warrant Officer Four:** 55,000 (1,165,000) XP - DAO-12
- 39. **Chief Warrant Officer Five:** 55,000 (1,220,000) XP - Veteran Package Camouflage
- 40. **Second Lieutenant:** 60,000 (1,280,000) XP - P90
- 41. **First Lieutenant:** 60,000 (1,340,000) XP - G18 SUPP.
- 42. **Captain:** 60,000 (1,400,000) XP - Spec Ops Black Camouflage
- 43. **Major:** 60,000 (1,460,000)XP - USAS-12
- 44. **Lt. Colonel:** 60,000 (1,520,000) XP - .44 SCOPED
- 45. **Colonel:** 80,000 (1,600,000) XP - AS VAL

46-145. **Colonel Star 1-100:** 230,000 XP



Kits (Unlocks)

Using a kit as you play will level it up, just like your rank. Level up your kit to unlock more kit exclusive weapons or gadgets. Battlefield 3 calls it a score, such as Assault Score, but it's the same type of XP. The only difference is it's being directed to a Kit.

The following lists show the score you need for each unlock. Some weapons are only unlocked in Co-Op mode with a Co-Op Score (CS).

Assault Kit

1. 0 AS - M16A3 (US) / AK-74M (RU)
2. 4,000 (4,000) AS - Defibrillator
3. 7,000 (11,000) AS - M320
4. 11,000 (22,000) AS - M416
5. 16,000 (38,000) AS - M26 MASS
6. 22,000 (60,000) AS - AEK-971
7. 29,000 (89,000) AS - M16A4
8. 35,000 (124,000) AS - F2000
9. 42,000 (166,000) AS - AN-94
10. 54,000 (220,000) AS - M16A3 (RU) / AK-74M (US)
11. 17,000 CS - KH2002 (Co-op)
12. 160,000 CS - G3A3 (Co-op)

Engineer Kit

1. 0 ES - M4A1 (US) / AKS-74U (RU)
2. 3,000 (3,000) ES - FIM-92 Stinger and SA-18 IGLA
3. 4,000 (7,000) ES - M15 AT Mine
4. 7,000 (14,000) ES - SCAR-H
5. 11,000 (25,000) ES - EOD Bot
6. 15,000 (40,000) ES - M4
7. 18,000 (58,000) ES - A-91
8. 24,000 (82,000) ES - FGM-148 Javelin
9. 28,000 (110,000) ES - G36C
10. 35,000 (145,000) ES - M4A1 (RU) / AKS-74U (US)
11. 120,000 CS - SG553 (Co-op)

Support Kit

1. 0 SS - M27 IAR (US) / RPK-74M (RU)
2. 4,000 (4,000) SS - C4 Explosives
3. 7,000 (11,000) SS - M249

4. 12,000 (23,000) SS - M18 Claymore
5. 17,000 (40,000) SS - M224 Mortar
6. 20,000 (60,000) SS - PKP Pecheneg
7. 30,000 (90,000) SS - M240B
8. 40,000 (130,000) SS - M60E4
9. 40,000 (170,000) SS - M27 IAR (RU) / RPK-74M (US)

Recon Kit

1. 0 RS - MK11 MOD 0 (US) / SVD (RU)
2. 5,000 (5,000) RS - T-UGS
3. 8,000 (13,000) RS - SV98
4. 13,000 (26,000) RS - SOFLAM
5. 19,000 (45,000) RS - MAV
6. 26,000 (71,000) RS - SKS
7. 33,000 (104,000) RS - M40A5
8. 42,000 (146,000) RS - M98B
9. 49,000 (195,000) RS - MK11 MOD 0 (RU) / SVD (US)
10. 58,000 CS - M39 EMR (Co-op)

Co-Op Unlocks

1. 63,000 (5,000) CS - MP412 REX
2. 63,000 (17,000) CS - KH2002
3. 63,000 (34,000) CS - MP7
4. 63,000 (58,000) CS - M39 EMR
5. 63,000 (86,000) CS - 93R
6. 63,000 (120,000) CS - SG553
7. 63,000 (160,000) CS - G3A3

Vehicles (Unlocks)

Using a vehicle on Multiplayer will route your XP to Vehicle Score (VS). That Score will rank up that particular vehicle to unlock Vehicle Gadgets, Vehicles Upgrades, and Vehicle Weapons.

The following lists show the Vehicle Score you need to unlock the upgrade, the total amount of Vehicle Score, and the upgrade you unlock.

MBT

1. 800 (800) VS - IR Smoke
2. 2,100 VS - Coaxial LMG
3. 4,400 VS - Autoloader
4. 7,600 VS - Zoom Optics
5. 12,000 VS - Maintenance
6. 17,700 VS - Coaxial HMG
7. 24,700 VS - Proximity Scan
8. 33,200 VS - Guided Shell
9. 43,200 VS - Thermal Optics
10. 54,800 VS - Thermal Camo
11. 68,100 VS - Canister Shell
12. 83,200 VS - Reactive Armor
13. 100,000 VS - CITV Station

IFV

1. 800 (800) VS - IR Smoke
2. 2,300 VS - ATGM Launcher
3. 4,700 VS - Belt Speed
4. 8,300 VS - Coaxial LMG
5. 13,100 VS - Thermal Optics
6. 19,200 VS - Proximity Scan
7. 26,900 VS - Zoom Optics
8. 36,000 VS - Maintenance
9. 47,000 VS - APFSDS-T Shell
10. 60,000 VS - Thermal Camo
11. 74,000 VS - Guided Missile
12. 90,000 VS - Reactive Armor

Mobile AA

1. 400 (400) VS - IR Smoke
2. 1,200 VS - Anti-Air Missile

3. 2,500 VS - Belt Speed
4. 4,400 VS - Zoom Optics
5. 7,000 VS - Proximity Scan
6. 10,000 VS - Thermal Optics
7. 14,000 VS - Air Radar
8. 19,000 VS - Maintenance
9. 25,000 VS - Thermal Camo
10. 32,000 VS - Reactive Armor

Attack Helicopters

1. 300 (300) VS - IR Flares
2. 800 VS - Heat Seekers
3. 1,600 VS - Stealth
4. 2,800 VS - Autoloader
5. 4,400 VS - Zoom Optics
6. 6,500 VS - Proximity Scan
7. 9,000 VS - Air Radar
8. 12,000 VS - Guided Missile
9. 16,000 VS - Extinguisher
10. 20,000 VS - Maintenance
11. 25,000 VS - Thermal Optics
12. 30,500 VS - Laser Painter
13. 37,000 VS - Below Radar
14. 44,000 VS - ECM Jammer
15. 51,000 VS - Guided Rocket
16. 60,000 VS - TV Missile

Scout Helicopters

1. 400 (400) VS - IR Flares
2. 1,200 VS - Heat Seekers
3. 2,500 VS - Stealth
4. 4,400 VS - Belt Speed
5. 7,000 VS - Proximity Scan
6. 10,000 VS - Air Radar
7. 14,000 VS - Extinguisher
8. 19,000 VS - Maintenance
9. 25,000 VS - Guided Missile
10. 32,000 VS - Below Radar
11. 40,000 VS - Laser Painter
12. 48,000 VS - ECM Jammer

Jets

1. 300 (300) VS - IR Flares
2. 700 VS - Heat Seekers
3. 1,500 VS - Stealth
4. 2,700 VS - Belt Speed
5. 4,200 VS - Proximity Scan
6. 6,200 VS - Rocket Pods
7. 8,600 VS - Air Radar
8. 11,600 VS - Extinguisher
9. 15,000 VS - Below Radar
10. 19,000 VS - Maintenance
11. 24,000 VS - Guided Missile
12. 29,000 VS - Beam Scanning
13. 35,000 VS - ECM Jammer

Multiplayer Modes

Battlefield 3 features five different Multiplayer Game Modes, all which are available on all nine maps. Some are infantry based and some have both infantry and vehicles.

- Gun Master
- Conquest
- Conquest Assault
- Rush
- Squad Rush
- Team Deathmatch
- Squad Deathmatch

Conquest

Conquest is an objective game mode where two teams (12 vs 12 on consoles / 16 vs 16 or 32 vs 32 on PC) fight over several neutral flags. The flags will be set out around each map, and can easily be taken over by standing next to them. It takes 20 seconds to neutralize a flag, and another 20 seconds to capture the flag for your team. The more players near the flag, the faster it will capture. Once the flag is captured, the entire team will be able to spawn at that flag. Enemy vehicles will be replaced by friendly vehicles (i.e. T-90A turning into an M1 ABRAMS).

The team with the least amount of flags during the game will have one Respawn Ticket taken away every two seconds. Killing players and forcing them to revive will also take away Respawn Tickets from the other team. The first team to deplete all their opposing team's Respawn Tickets will win the game.

Conquest Assault

Conquest Assault has the basic rules as Conquest, but this time one team starts out with all the flags captured and the other team must capture them to stay in the game. The team without any flags will have a few more spawn tickets than the other team, and they will have a few vehicles at their starting position. The defending team won't have vehicles on every map, but some maps will make them available.

Most Conquest Assault maps have two versions. Conquest Assault was made available in the Back to Karkand Expansion Pack.

Basic Conquest Rules

Conquest is an objective game mode where two teams (12 vs 12 on consoles / 16 vs 16 or 32 vs 32 on PC) fight over several neutral flags. The flags will be set out around each map, and can easily be taken over by standing next to them. It takes 20 seconds to neutralize a flag, and another 20 seconds to capture the flag for your team. The more players near the flag, the faster it will capture. Once the flag is captured, the entire team will be able to spawn at that flag. Enemy vehicles will be replaced by friendly vehicles (i.e. T-90A turning into an M1 ABRAMS).

The team with the least amount of flags during the game will have one Respawn Ticket taken away every two seconds. Killing players and forcing them to revive will also take away Respawn Tickets from the other team. The first team to deplete all their opposing team's Respawn Tickets will win the game.

Conquest Domination

Conquest Domination is a new game mode featured in the Close Quarters Expansion Pack. It has the same basic principles as Conquest, but the flags can be taken much quicker than normal. Not only that, but teams consist of only eight players each.

Gun Master

GUN MASTER

Gun Master is a new game mode available from the Close Quarters Expansion Pack. Two teams of eight fight in a special gun specific game. Every player will start out on the same weapon. After earning two kills with that weapon, they advance to the next weapon, all the way to the level 17. The last two weapons only need one kill. Grenades and Gadgets will not be available in this game mode, but the knife will. All weapons will have infinite extra ammo, but they will still need to be reloaded in between each magazine.

The first player to reach the final level will win the match.

A meter showing all player's levels will be shown at the bottom of the screen while in game and when spawning. A notification will also be given to all players when a player reaches level 17.

1. **MP443**
2. **93R**
3. **.44 Magnum**
4. **PP-19** (Suppressor)
5. **P90** (Reflex (RDS))
6. **SPAS-12** (12G Buckshot)
7. **MK3A1** (12G Frag)
8. **ACW-R** (Reflex (RDS), Laser Sight)
9. **MTAR-21** (Holographic (HOLO), Foregrip, Laser Sight)
10. **AUG A3** (Reflex (RDS), Foregrip Laser Sight)
11. **SCAR-L** (Holographic (HOLO), Foregrip, Laser Sight)
12. **LSAT** (M145 (3.4x), Foregrip, Laser Sight)
13. **L86A2** (ACOG (4x), Foregrip, Heavy Barrel)
14. **M417** (ACOG (4x), Foregrip, Flash Suppressor)
15. **JNG-90** (ACOG (4x), Straight Pull Bolt, Laser Sight)
16. **M320 LVG**
17. **Knife**

Rush

Rush is an objective game mode where two teams (12 vs 12 on consoles / 16 vs 16, 32 vs 32 on PC) face each other to attack or defend several M-COM Stations. There will be two M-COM Stations that need defending or attacking at various sections of the map.

Defenders must defend the M-COM Stations until the other team runs out of "respawn tickets." This means the defenders must kill the attacker's and force them to respawn 75 times to win the game. The attackers can revive their teammates so they don't lose a respawn ticket.

Attackers start out at a deployment location and must move forward to the base of the defenders. Each base has two M-COM Stations, and the attackers need to blow up both to move forward to the next site. Depending on the map, there may be a total of three or four bases to move through. Each time the attackers move up, their respawn tickets will reset back to 75. If the attackers destroy all M-COM stations, they win the match.

You can destroy the M-COM Stations by planting timed bombs on them, which is done by moving next to the M-COM and holding down the action button ('B' on Xbox 360, 'O' on PS3, 'E' on PC). There is a brief timer to set the charge, followed by the M-COM's alarm going off for 25 seconds. While the charge is set, the defenders must defuse the charge in order to prevent it from detonating (also done by moving next to the M-COM and using the action button), which typically requires killing any attackers who are guarding the objective.

Notes:

- If the 25-second mark is reached and a defender is still defusing the charge, the M-COM will not detonate unless that person is killed.
- If a charge has been set at the last M-COM in a base and the attackers run out of tickets, the game will not end until the charge is defused. If the charge is not defused and is detonated, the game will continue (or if it was the last M-COM in the map, the attackers will win).

Squad Deathmatch

Squad Deathmatch is a squad based version of Team Deathmatch. Four squads of four players work together to kill the other teams 50 times. The squad that reaches the kill limit first wins the game.

One BMP-2M will be placed in the middle of the map to mix things up. Keep an Engineer Kit available at all times. Either use the vehicle or destroy it. If you destroy it, another will spawn after a short period.

Squad Rush

Squad Rush is an objective game mode where two squads (4 vs 4) face each other to attack or defend two M-COM Stations. Unlike regular Rush, the two Stations are separated into single locations. Succeed in blowing up the first Station, you will gain access to the second Station located further into the map.

Defenders must defend the M-COM Station until the other team runs out of "respawn tickets." This means the defenders must kill the attacker's and force them to respawn 20 times to win the game. The attackers can revive their teammates so they do not lose a respawn ticket.

The attackers need to blow up the M-COM Station and then move forward to the next base and do it again. Once the first base is taken over, their respawn tickets will reset back to 20. You may only destroy the M-COM Stations by planting timed bombs on them. (Blowing them up with your own explosives, or bringing down the building around the M-COM Station is not possible in BF3.) If the attackers plant a timed bomb on the M-COM Station, the defenders have a short time limit to defuse the bomb.

Team Deathmatch

Team Deathmatch is the simplest kind of match in Battlefield 3. No Vehicles, and small maps for high chances of confrontations. It can feature up to 32 players (16 vs 16) on consoles and 64 players (32 vs 32) on Pc's. To win, a team must kill players from the rival team a certain number of times, which varies based on the server.

Team Deathmatch Close Quarters

Team Deathmatch Close Quarters is a smaller version of the regular Team Deathmatch. Found in the Close Quarters Expansion Pack, it pits two teams of eight against each other. The first team to reach the set amount of kills, wins.

Multiplayer Maps

There are nine multiplayer maps in Battlefield 3. Four awesome new maps are now available in the Back to Karkand Map Pack.

The maps have different sizes depending on the Game Mode you're playing. Rush will show the most of any map, but it will show it in sections. Conquest will show the second most amount and you will have access to every part during the entire game. The other game modes will trim down the map a huge amount.

Main Maps

- Caspian Border
- Damavand Peak
- Grand Bazaar
- Kharg Island
- Noshahr Canals
- Operation Firestorm
- Operation Metro
- Seine Crossing
- Tehran Highway

DLC Maps

Back to Karkand

- Gulf of Oman
- Sharqi Peninsula
- Strike at Karkand
- Wake Island

Close Quarters

- Donya Fortress
- Operation 925
- Scrapmetal
- Ziba Tower

Caspian Border

Caspian Border is a large map set in a forested area largely based on the map Rock and a Hard Place. There will be a few roads and buildings around, but it's mainly green. This map is not ideal for snipers, given the foliage, but tanks and aerial vehicles will do well here.

Game Modes

The Rush and Squad Rush maps are made by Prima Games Strategy Guides. They will direct you outside of IGN.

- Conquest (4 Flags, 250 Respawn Tickets)
- Conquest 64 (5 Flags)
- Rush (3 Bases, 75 Respawn Tickets)
 - Rush Zone 1
 - Rush Zone 2
 - Rush Zone 3
- Squad Rush (2 Bases)
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest

- AH-1Z VIPER
- M1 ABRAMS
- T-90A
- MI-28 HAVOC
- F/A-18E SUPER HORNET
- SU-35BM FLANKER-E
- GROWLER ITV
- VDV BUGGY

Rush

- M1114 HMMWV
- UH-1Y VENOM
- A-10 THUNDERBOLT
- SU-25TM FROGFOOT
- M1 ABRAMS
- T-90A

Damavand Peak

Damavand Peak is a big map set around a mountainous area. Rush allows you to base jump to a lower area, while Conquest takes you through some dark caves. This map is great for sniping and aerial offense.

Game Modes

The Rush and Squad Rush maps are made by Prima Games Strategy Guides. They will direct you outside of IGN.

- Conquest (3 Flags, 250 Respawn Tickets)
- Conquest 64 (5 Flags)
- Rush (5 Bases, 75 Respawn Tickets)
 - Rush Zone 1
 - Rush Zone 2
 - Rush Zone 3
 - Rush Zone 4
 - Rush Zone 5
- Squad Rush (2 Bases)
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest

- T-90A
- M1 ABRAMS
- GAZ-3937 VODNIK
- M1114 HMMWV
- AH-6J LITTLE BIRD
- Z-11W

Rush

- M1114 HMMWV
- Z-11W
- AH-6J LITTLE BIRD
- M1 ABRAMS

Donya Fortress



Donya Fortress is a map available in the Close Quarters expansion pack. It's a multi-level indoor and outdoor map. Small rooms and hall ways makes it a perfect Close Quarters map.

The basement area is extremely dark. The Tactical Light will work exceptionally well down there.

Game Modes

- Conquest Domination (3 Flags, 150 Tickets)
- Gun Master
- Squad Deathmatch
- Team Deathmatch Close Quarters

Maps

- Normal Map 1 / Map 2
- Conquest Domination Maps

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/06/15/battlefield-3-close-quarters-donya-fortress-walkthrough>

Grand Bazaar

Grand Bazaar is a small close quarters map set in a marketplace. The atmosphere is very rainy and semi-dark, which is good for staying under cover. Use the small space to your advantage and stay out of the middle of the streets!

Game Modes

The Rush and Squad Rush maps are made by Prima Games Strategy Guides. They will direct you outside of IGN.

- Conquest (3 Flags, 250 Respawn Tickets)
- Conquest 64 (5 Flags)
- Rush (4 Bases, 75 Respawn Tickets)
 - Rush Zone 1
 - Rush Zone 2
 - Rush Zone 3
 - Rush Zone 4
- Squad Rush (2 Bases)
- Squad Deathmatch
- Team Deathmatch

Conquest Strategies

Click this link to see the video

<http://www.ign.com/videos/2011/11/09/battlefield-3-grand-bazaar-conquest-strategies-be-advised>

Vehicles

Conquest

- BMP-2M
- LAV-25
- M1114 HMMWV
- GAZ-3937 VODNIK

Rush

- M1 ABRAMS

Gulf of Oman



Gulf of Oman is one of the awesome four new maps featured in the Back to Karkand Expansion Pack. It is set in the Gulf of Oman located in the country of Oman. The Gulf Connects the Arabian Sea with the Strait of Hormuz. The Gulf which sits on the borders of Pakistan, Iran, Oman and the United Arab Emirates is a important shipping route for oil coming out of the Strait of Hormuz. The Gulf was probably picked to be in the game because of its importance to the United States and other countries.

Game Modes

- Conquest Assault (3 Flags, Spawn Tickets: 230 US, 200 RU)
- Conquest (4 Flags, Spawn Tickets: 330 RU, 300 US)
- Rush (3 Bases, 75 Spawn Tickets)
- Squad Rush
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest Assault

- DPV
- M1 ABRAMS
- T-90A

Conquest

- UH-1Y VENOM
- MI-28 HAVOC

- AH-1Z VIPER
- RHIB BOAT
- BTR-90
- F-35
- SU-35BM FLANKER-E
- DPV
- M1 ABRAMS
- T-90A

Rush

- AAV-7A1 AMTRAC
- T-90A
- M1 ABRAMS
- DPV

Kharg Island

Kharg Island is a very large map set on a rocky island and ocean around it. The AAV-7A1 AMTRAC does well switching from the ocean to the beaches when invading the island. Further inland are a few roads and oil stations. This map works well for Snipers and Aerial Warfare.

Game Modes

The Rush and Squad Rush maps are made by Prima Games Strategy Guides. They will direct you outside of IGN.

- Conquest (4 Flags, 200 Respawn Tickets)
- Conquest 64 (5 Flags)
- Rush (4 Bases, 75 Respawn Tickets)
 - Rush Zone 1
 - Rush Zone 2
 - Rush Zone 3
 - Rush Zone 4
- Squad Rush (2 Bases)
- Squad Deathmatch
- Team Deathmatch

Conquest Strategies

Click this link to see the video

<http://www.ign.com/videos/2011/11/08/battlefield-3-kharg-island-conquest-strategies-be-advised>

Vehicles

Conquest

- MI-28 HAVOC
- AH-1Z VIPER
- SU-35BM FLANKER-E
- F/A-18E SUPER HORNET
- RHIB BOAT
- T-90A
- M1 ABRAMS
- GROWLER ITV
- VDV BUGGY

Rush

- RHIB BOAT

- A-10 THUNDERBOLT
- SU-25TM FROGFOOT
- LAV-25
- M1114 HMMWV
- AAV-7A1 AMTRAC
- M1 ABRAMS
- T-90A
- AH-1Z VIPER

Noshahr Canals

Noshahr Canals is a large map set around some canals, obviously. The area is full of ship and train equipment, great for people to hide from, or to ambush, vehicles.

Game Modes

The Rush and Squad Rush maps are made by Prima Games Strategy Guides. They will direct you outside of IGN.

- Conquest (3 Flags, 250 Respawn Tickets)
- Conquest 64 (5 Flags)
- Rush (5 Bases, 75 Respawn Tickets)
 - Rush Zone 1
 - Rush Zone 2
 - Rush Zone 3
 - Rush Zone 4
 - Rush Zone 5
- Squad Rush (2 Bases)
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest

- AH-6J LITTLE BIRD
- Z-11W
- RHIB BOAT
- AAV-7A1 AMTRAC
- GAZ-3937 VODNIK
- T-90A

Rush

- AAV-7A1 AMTRAC
- GAZ-3937 VODNIK
- 9K22 TUNGUSKA-M
- UH-1Y VENOM
- AH-6J LITTLE BIRD
- RHIB BOAT

Operation 925



Operation 925 is a map available in the Close Quarters expansion pack. It's a multi-level indoor map.

The bottom level is a dark, parking area. A few cars are spaced out around this area, best for cover. This may be the most wide open area of the map.

The middle and top levels are offices and areas under construction. Most of the area is tight, but there are some longer hall ways here and there.

Game Modes

- Conquest Domination (3 Flags, 100 Tickets)
- Gun Master
- Squad Deathmatch
- Team Deathmatch Close Quarters

Maps

- Normal Map 1 / Map 2 / Map 3
- Conquest Domination Map

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/06/15/battlefield-3-close-quarters-operation-925-walkthrough>

Operation Firestorm

Operation Firestorm is a wide open map set in an oil refinery in the middle of a desert. It's relatively flat throughout the whole map. Tank warfare is usually the way to go.

Game Modes

The Rush and Squad Rush maps are made by Prima Games Strategy Guides. They will direct you outside of IGN.

- Conquest (3 Flags, 200 Respawn Tickets)
- Conquest 64 (5 Flags)
- Rush (3 Bases, 75 Respawn Tickets)
 - Rush Zone 1
 - Rush Zone 2
 - Rush Zone 3
- Squad Rush (2 Bases)
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest

- F/A-18E SUPER HORNET
- SU-35BM FLANKER-E
- UH-1Y VENOM
- KA-60 KASATKA
- AH-1Z VIPER
- MI-18 HAVOC
- M1 ABRAMS
- T-90A
- GROWLER ITV
- VDV BUGGY

Rush

- A-10 THUNDERBOLT
- SU-25TM FROGFOOT
- T-90A
- M1 ABRAMS
- GROWLER ITV

Operation Metro

Operation Metro takes place in and around a Metro (subway) station. You will go from bright to dark scenery in a snap. The Metro station is very dark and has many tight spots. Use close range weapons like Shotguns, Carbines, and Personal Defense Weapons in the Metro. The Tactical Light works wonders in the dark spaces, but it can also give away your position.



Game Modes

The Rush and Squad Rush maps are made by Prima Games Strategy Guides. They will direct you outside of IGN.

- Conquest (3 Flags, 350 Respawn Tickets)
- Rush (4 Bases, 100 Respawn Tickets)
 - Rush Zone 1
 - Rush Zone 2
 - Rush Zone 3
 - Rush Zone 4
- Squad Rush (2 Bases)
- Squad Deathmatch
- Team Deathmatch

Vehicles

- None. Not even on Squad Deathmatch.

Scrapmetal

Scrapmetal is a map available in the Close Quarters expansion pack.

This map is set inside, and on top of, two side-by-side warehouses. This inside of the warehouses are old, dark, and cramped. The rooftops of the warehouse are a lot brighter, and has clear lines of sight to the other warehouse.



Game Modes

- Conquest Domination (3 Flags, 150 Tickets)
- Gun Master
- Squad Deathmatch
- Team Deathmatch Close Quarters

Maps

- Normal Map 1 / Map 2 / Map 3
- Conquest Domination Map

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/06/15/battlefield-3-close-quarters-scrap-metal-walkthrough>

Seine Crossing

Seine Crossing is a very tight map set in a city in Paris. Navigate through the streets and buildings to get to your destination. You may be able to bottle neck your opponents with a sniper rifle or light machine gun, but running and gunning works well too.

Game Modes

The Rush and Squad Rush maps are made by Prima Games Strategy Guides. They will direct you outside of IGN.

- Conquest (4 Flags, 250 Respawn Tickets)
- Conquest 64 (5 Flags)
- Rush (4 Bases, 75 Respawn Tickets)
 - Rush Zone 1
 - Rush Zone 2
 - Rush Zone 3
 - Rush Zone 4
- Squad Rush (2 Bases)
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest

- M1 ABRAMS
- T-90A

Rush

- LAV-25

Sharqi Peninsula



Sharqi Peninsula is one of the four new maps featured in the Back to Karkand Expansion Pack. It's set in an desert city.

Game Modes

- Conquest Assault Day 1 (5 Flags, Spawn Tickets: 200 US, 250 RU)
- Conquest Assault Day 2 (3 Flags, Spawn Tickets: 200 US, 220 RU)
- Rush (3 Bases, 75 Spawn Tickets)
- Squad Rush
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest Assault Day 1

- M1 ABRAMS
- T-90A
- VDV BUGGY
- GROWLER ITV
- AH-1Z VIPER
- MI-28 HAVOC

Conquest Assault Day 2

- M1 ABRAMS
- GROWLER ITV
- VDV BUGGY

Rush

- M1 ABRAMS

Strike at Karkand

Strike at Karkand is (obviously, by its name) one of the four awesome new maps featured in the Back to Karkand Expansion Pack. It's set in an desert city.

Game Modes

- Conquest Assault Day 1 (5 Flags, Spawn Tickets: 300 US 250 RU)
- Conquest Assault Day 2 (3 Flags, Spawn Tickets: 250 US 200 RU)
- Rush (4 Bases, 75 Spawn Tickets)
- Squad Rush
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest Assault Day 2

- VDV BUGGY
- LAV-25
- M1 ABRAMS
- T-90A

Conquest Assault Day 1

- T-90A
- M1 ABRAMS
- AH-1Z VIPER
- MI-28 HAVOC
- GROWLER ITV
- RHIB BOAT

Rush

- LAV-25
- M1 ABRAMS

Tehran Highway

Tehran Highway is a large map set in an urban environment at night. Since it's night, Snipers may work well under the cover of darkness, but it may also work against them with their sniper scope gleam. Tank Warfare is another great way to go, and you can always counter it with M15 AT Mines.

Game Modes

The Rush and Squad Rush maps are made by Prima Games Strategy Guides. They will direct you outside of IGN.

- Conquest (3 Flags, 250 Respawn Tickets)
- Conquest 64 (4 Flags)
- Rush (4 Bases, 75 Respawn Tickets)
 - Rush Zone 1
 - Rush Zone 2
 - Rush Zone 3
 - Rush Zone 4
- Squad Rush (2 Bases)
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest

- T-90A
- M1 ABRAMS
- LAV-25
- BMP-2M
- GAZ-3937 VODNIK
- M1114 HMMWV

Rush

- T-90A
- AAV-7A1 AMTRAC
- M1 ABRAMS
- GROWLER ITV

Wake Island

Click this link to see the video

<http://www.ign.com/videos/2011/12/06/battlefield-3-back-to-karkand-trailer>

Wake Island is one of the four new maps featured in the Back to Karkand Expansion Pack. It's set in a horseshoe shaped island. This map was also featured in Battlefield 1943.

In Conquest, after the US team reaches the short from their base, they will have two HQs at both ends of the horseshoe patterned island. The RU team will not be able to reach the HQs.

Map Strategy

Wake Island is a very open map and cover can be fairly scarce in some areas that aren't populated by buildings. The key to surviving is either staying on the outer-coast (inner-coast you'll be wide open to sniper shots), or finding some small cover like rocks/bushes if you insist on remaining topside.

Now if you're a sniper there's a relatively different approach which you would probably like to take, that is, remaining topside. However, as a sniper you can see virtually the entire island by hanging back towards the tip of the U (Remember Wake Island is U shape). In doing so the sniper will be relatively secure from an infantry ambush, but that doesn't mean that are invulnerable to sniper fire themselves.

So a quick recap; snipers hang back, infantry hug the outer-coast, that is... if you aren't too keen of seeing the respawn screen.

Game Modes

- Conquest Assault Day 1 (3 Flags, Spawn Tickets: 300 US, 220 RU)
- Conquest Assault Day 2 (5 Flags, Spawn Tickets: 400 US, 300 RU)
- Rush (3 Bases, 75 Spawn Tickets)
- Squad Rush
- Squad Deathmatch
- Team Deathmatch

Vehicles

Conquest Assault Day 1

- DPV
- VDV BUGGY
- GROWLER ITV
- F-35
- SU-35BM FLANKER-E

- MI-28 HAVOC
- AH-1Z VIPER
- LAV-AD
- 9K22 TUNGUSKA-M
- AAV-7A1 AMTRAC
- M1 ABRAMS
- T-90A
- SKID LOADER

Conquest Assault Day 2

- UH-1Y VENOM
- DPV
- VDV BUGGY
- GROWLER ITV
- F-35
- SU-35BM FLANKER-E
- MI-28 HAVOC
- AH-1Z VIPER
- LAV-AD
- 9K22 TUNGUSKA-M
- AAV-7A1 AMTRAC
- M1 ABRAMS
- T-90A
- SKID LOADER

Rush

- DPV
- M1 ABRAMS
- T-90A
- RHIB BOAT
- AAV-7A1 AMTRAC
- 9K22 TUNGUSKA-M
- AH-1Z VIPER

Ziba Tower



Ziba Tower is a map available in the Close Quarters expansion pack. It takes place around a penthouse. Do not jump off the edge or you will die -- unless you want to earn an achievement / trophy.

Game Modes

- Conquest Domination (3 Flags, 150 Tickets)
- Gun Master
- Squad Deathmatch
- Team Deathmatch Close Quarters

Maps

- Normal Map
- Conquest Domination Map 1 / Map 2

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/06/15/battlefield-3-close-quarters-ziba-tower-walkthrough>

Specializations

Specializations are special abilities or equipment that improve your soldier. You can only choose one Specialization per Kit.

Squad Specializations will award your entire squad with the special ability. If someone is using a Squad Specialization, try and use another so your entire team can have multiple specializations at once.

Personal Specializations

- Sprint
- Ammo
- Flak Jacket
- Explosives
- Cover (Suppression Resist)
- Suppressive Fire
- Frag

Squad Specializations

- Sprint
- Ammo
- Flak Jacket
- Explosives
- Cover (Suppression Resist)
- Suppressive Fire
- Frag

AMMO

The Ammo Specialization gives two additional magazines of ammo to your primary and secondary weapons.

Unlocked at Rank 5

SPRINT

The Sprint Specialization allows you to sprint faster and longer.

Unlocked at Rank 2

FLAK

The Flak Jacket Specialization slightly protects you from explosives. You can still be killed by explosives!

Unlocked at Rank 8

EXPL

The Explosives Specialization gives you twice as many explosives. This does not include grenades, only gadget explosives.

Unlocked at Rank 11

COVR

The Cover Specialization reduces the effect of Suppressive Fire. If you're being fired on, your screen may blur due to Suppressive Fire.

Unlocked at Rank 14

SUPR

The Suppressive Fire Specialization enhances your Suppressive Fire ability. When you fire at an enemy, their screen will blur quicker.

Unlocked at Rank 18

FRAG

The Frag Specialization gives you twice as many grenades. This only works for M67 Grenades, not 40MM Grenades.

Unlocked at Rank 20

SQD SPRINT

The Squad Sprint Specialization allows you and your squad to sprint faster and longer.

Unlocked at Rank 23

SQD AMMO

The Ammo Specialization gives two additional magazines of ammo to your primary and secondary weapons. this applies for your whole squad

Unlocked at Rank 26

SQD FLAK

The Squad Flak Jacket Specialization slightly protects you and your squad from explosives. You and your squad can still be killed by explosives!

Unlocked at Rank 29

SQD EXPL

The Squad Explosives Specialization gives you and your squad twice as many explosives. This does not include grenades, only gadget explosives.

Unlocked at Rank 31

SQD COVR

The Squad Cover Specialization reduces the effect of Suppressive Fire for your entire squad. If you're being fired on, your screen may blur due to Suppressive Fire.

Unlocked at Rank 35

SQD SUPR

The Squad Suppressive Fire Specialization enhances you and your squads Suppressive Fire ability. When you fire at an enemy, their screen will blur quicker.

Unlocked at Rank 33

SQD FRAG

The Frag Specialization gives you twice as many grenades. This only works for M67 Grenades, not 40MM Grenades.

Unlocked at Rank 37

Dog Tag

Dog Tags are the items each soldier wears into battle. You can choose a left and right dog tag design from the My Soldier menu. Some dog tags are unlocked through natural progression, some are unlocked through DLC & Expansions, and some are unlocked through special events.

When you are killed from behind with a Knife, the player will steal your Dog Tags.

Alienware Arena Dog Tag (PC Only)

Available for PC only. Alienware is giving away a unique Alienware dog tag. To receive this teeth grinding dog tag for Battlefield 3 simply click the link below. Hurry there is a limited supply!



- <http://www.alienwarearena.com/giveaway/battlefield-3-dog-tag-item-giveaway/>

Razer Exclusive Dog Tag (PC Only)

Available for PC only. Snatching up this dog tag from Razer can be done by purchasing one of their amazing Battlefield mouse pads. Comes with a price tag of \$39.99 but comes packaged with a code to unlock this dog tag.



- http://store.razerzone.com/store/razerusa/en_US/pd/productID.235032600

Act of Valor: Five Free Dog Tags (US & Canada Only)

Available for PC, Xbox 360, PS3 For these 5 sweet dog tags watch the Act of Valor movie trailer and register your EA account.



- <http://actofvalor.com/bf3/>

Dr. Pepper: Five 5 Dog Tags and More

Available for PC, PS3, Xbox 360 Simply purchase a refreshing bottle of Dr. Pepper and enter the code under the cap on their official website to unlock these hella cool dog tags. Prizes include avatars, dog tags, and a camo outfit.*These are now available for Xbox 360 via the Xbox Live Marketplace for 240 gamer points.



- <http://www.drpepper.com/promotions/ea/>

Mass Effect Dog Tags

Available for PC, Xbox 360, PS3 Packed inside the limited edition copy of Battlefield 3 is a code to redeem these two hot Mass Effect dog tags.



Need for Speed: The Run

Available for PC, Xbox 360, PS3 Simply play Need for Speed the Run then fire up Battlefield 3 and this dog tag is all yours.



Exclusive Pre-order Dog Tags

Available for PC, Xbox 360, PS3 If you pre-ordered Battlefield 3 from Amazon.com these exclusive dog tags were included.*These are now available for Xbox 360 via the Xbox Live Marketplace for 240 gamer points.



Available for PC, Xbox 360, PS3 This set of dog tags comes to you if you pre-ordered Battlefield 3's first DLC Back-to-Karkand.



Dice Employee Dog Tags

Available for PC, Xbox 360, PS3 These are the hardest dog tags to earn on the battlefield. To get these rare tags you must knife a Dice employee character in Battlefields multiplayer. Good Luck!

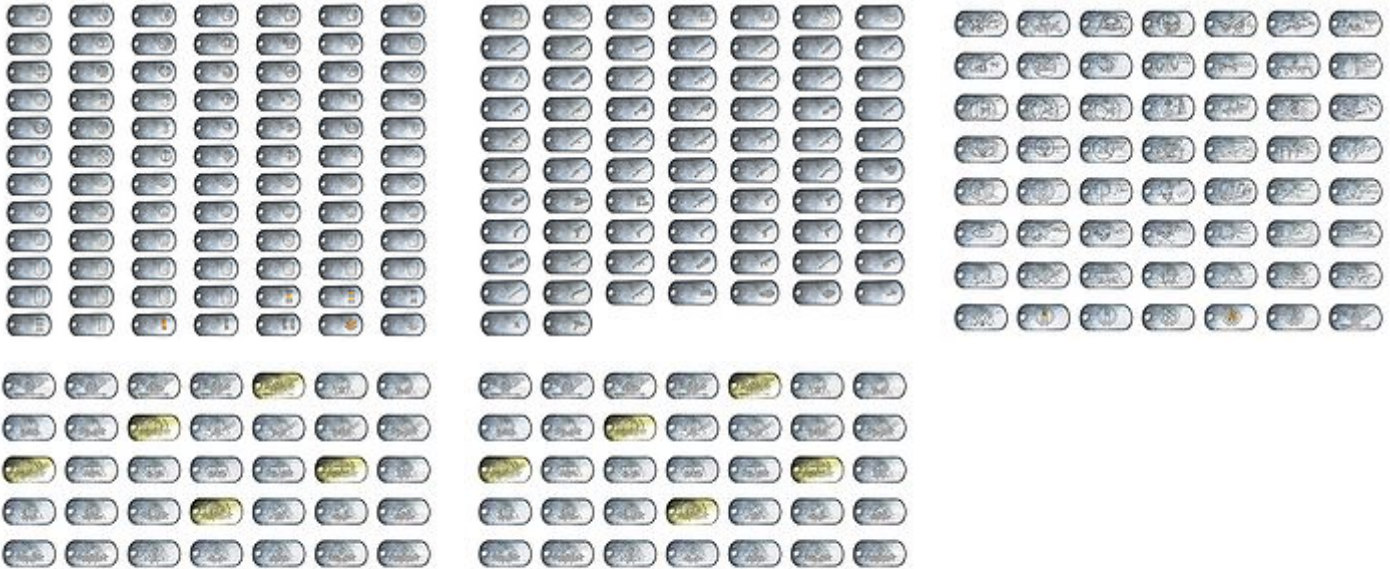


Thanks to this site you can find every Dice player and when they are logged on!

- <https://stalkdice.ep.io/>

Achievement Dog Tags

Available for PC, Xbox 360, PS3 All of these dog tags can be obtained through hard work by earning kills, ranking up, earning ribbons, and service stars. Additional info can be viewed in My Solider/Dog Tags in Battlefield 3's menu screen.



DLC Dog Tags

Many Expansion Packs or updates for DLC will come with new Dog Tags. Same goes for Battlefield 3 Premium.

Camouflage

Camouflage is the colored outfit your multiplayer character wears. You can change your appearance at the customize screen in multiplayer. There are twelve different camos. Each one is unlocked at a certain Rank.

- Default Camo
- Woodland Pattern
- Ranger Camo
- Army Green
- Expeditary Force
- Paratrooper
- Navy Blue
- Jungle Pattern
- Desert Khaki
- Urban Pattern
- Vetern Kit
- Spec Ops Black

The SPECACK Kit gives you eight additional Multiplayer camos.

Additionally, you can head over to <http://www.drpepper.com/promotions/ea/> with a bottlecap and code and unlock the Dr. Pepper promotional Camouflage.

Spec Ops Black will allow you to blend in a bit more with the environment when enemies are using the Infrared Night Vision Scope.

Assignments

Assignments are special challenges that are given to people with Battlefield 3 Premium and all DLC & Expansions. All Assignments will unlock something.

Back to Karkand

- Best Friend Forever
- Professional Russian
- Fixing it
- It goes Boom!
- Let it rain
- Keep your head down
- Specops
- Creeping Death
- Familiar Territory
- Scarred Veteran

Battlefield 3 Premium

- Life Saver
- Bullet Provider
- Location Scout
- Wrench Wielder
- Jack Of All Trades

Close Quarters

- Shepard
- Set us up the bomb
- Done Fixing
- My Own Terminator
- No shortage
- Point Blank
- Team Player
- Bullet Point
- These hurt too
- Hold the trigger

Co-Op Walkthrough

There are six missions for cooperative mode (two players) via Internet (Battlelog and Origin required). There is no single-system (split-screen) play for cooperative mode on all versions of Battlefield 3.

- Operation Exodus
- Fire from the Sky
- Exfiltration
- Hit and Run
- Drop 'Em Like Liquid
- The Eleventh Hour

Operation Exodus

This is a "horde" mode limited to three massive waves of enemies attacking your "defence targets" (the **H**igh **M**obility **V**ehicles marked by a blue dot).

By mixing weapon pairs, focus firing with your partner, and using old fashioned communication, two human players should easily beat back the unending waves of under-paid PLR fighters with ease.

20G

Car Lover

Complete the mission without losing a humvee in **Operation Exodus**.

The Car Lover achievement and trophy is tied to this mission. Simply do not lose any of the HMVs from incoming RPG-7 fire and you will get this easily. If enemies are too much, you can complete this task on the easiest difficulty setting. The "Easy-Shield", coupled with your body armor, means you'll be pretty much un-kill-able for the majority of the mission.

Note that each wave of enemies will be capped by a single unit of enemy armor; to pass the wave, you will need to take out the armor unit before it systematically destroys everyone who doesn't adore the Mighty Leader.

First Wave

The first wave of targets come down the main avenue the overpass looks over (just like in Operation Swordbreaker. Unless you're fine with going prone and using an LMG's bipod, it may be to your advantage to stick with either an M4 Carbine (with some kinda scope) or the uber-handy M39 DMR (usually slotted with some sorta ACOG).

On Hard, it would be beneficial to use the bulk of the staircases as cover and keep back the desert tide. The BMP will appear as a very visible (and very dangerous) orange target marker on your HUD down the street. Provided you've downed most (if not all) the foot-mobiles (enemy infantry) in your immediate area, you should have a clear line of sight to fire your Javelin weapon (it will occupy your second weapon slot, not the SMAW slot in campaign).

Remember that Javelins are top-attack missiles -- that means you fire over the top facing of an enemy armor unit so the missile can arc down. Top (and bottom) armor is generally weaker than the front or side armor facings on archaic (pre-21st Century) armored vehicles due to dated doctrines based on World War 2 technology. Three warheads from the Javelin should down the BMP (all difficulties). Don't forget to achieve a single, solid tone for lock-on before firing.

Second Wave

The second wave of human trash starts off attacking from the corner where the massive pile of ammunition and weapons are. High and low, the enemies will pop out and attempt to overwhelm you from there. Those anti-personnel Claymore mines will be handy, but you can make a fairly solid last stand by using the massive bulk of the ammunition replenishment point to shield you from bullets

while you pick away the enemies.

The real danger comes from the second wave's BMP, which pretty much pops out from the alley adjacent to the ammunition pile like the Kool-Aid Guy. If you are taking station next to the ammunition boxes when this occurs, you have maybe about 2 seconds to aim, lock-on and fire on the enemy armor unit. What you want to do to prepare for this eventuality is to stock up on ammunition and belly-crawl/make way to either the pedestrian overpass or a spot which puts hard cover (e.g., car wrecks) between you and Mr. APC.

Alternately, you can spam AT-21 anti-armor mines near the ammunition crate. The problems with this tactic are that you have to do this before the armor unit appears (meaning enemy soldiers have free reign to kill your ass while you lay mines), and the fact that the BMP does not travel on a track and can evade the mines (this is a random occurrence).

It's best to take down the second BMP with Javelin warheads from afar, instead of relying on old-fashioned static mines. This is why semi-autonomous guidance systems were mated with supersonic high-explosives and packaged into something small enough you and I could carry in a 1981 Volvo sedan.

Third Wave

The final wave of enemies will attack from the intersection behind the pedestrian overpass. This means you will have to leave your gi-normous ammunition pile. That's cool. You will find a second gi-normous pile of bullets and bombs in a small building at the intersection. The "ammo building" has a replenishment station inside, as well as a second set of ammo boxes on its rooftop. To reach the rooftop, just use the ladder on the building's side.

The rooftop is highly exposed, but it offers the best vantage point to down enemies in the tenement building across from you. The fields of fire from the lower room are limited, and very dark. The enemy BMP will appear from the tenement building (it rams through its front door) and immediately tries to attack the friendly HMTVs you need to protect.

Try and destroy it before too many of your own HMTVs are destroyed; the more .50 Caliber BMGs you have firing from your convoy the better, as you will need their cover fire to suppress enemies as you retreat -- correction, commit to a strategic retrograde action -- to the extraction Osprey back at the intersection.

Fire From The Sky

20G

Untouchable

Complete the mission without using the fire extinguisher in **Fire From The Sky**

Chopper mission. Support allied fireteams and destroy enemies. BMP, Mobile AA, and HMMVs. Note Hellfires need to be fired with some distance for them to maneuver; they cannot make very sharp turns to course-correct.

Once all enemies are destroyed, and your friendly fireteams extract your **High Value Target**, you will complete this mission.

Role of the Pilot

The player at the pilot's station has access to unguided Hydra Rockets. The pilot's principal duty is three-fold:

1. Keep the aircraft in the air
2. Provide a stable platform for the gunner to fire weapons
3. Evade incoming enemy fire, when required

Flying the chopper is chiefly done by throttling up to ascend and throttling down to descend. Tilting the aircraft will impart movement to the side, forwards, or backwards and will take some getting used to unless you logged 800+ hours flying a UH-1 Iroquois in and around 'Nam.

Role of the Gunner

The gunner will be the one doing most of the killing since his weapon systems are much more suited for precise targeting and the weapon impacts have an area of effect (AOE) that makes his job easier than roasting puppies with jelly napalm.

The player at the gunner station has access to a 30 round, 30mm explosive autocannon and anti-tank Hellfire missiles via **Target Acquisition Designation**. He may switch between the regular seat and TADs view.

When in TADs view, a zoom factor of ~1.5 when thermal detection is used. Thermal detection is used to locate enemy foot-mobiles (infantry) if their tracer fire does not give away their position.

Neutralize Enemy Fighters

Enemy fighters will be difficult to see against the sparse desert/badlands terrain. Thermal detection "magically" detects them when you are viewing a particular spot. We use the word "magically", since normal thermal detection would also pick up the heat radiating from the sun-baked ground. Infantry can be dispatched by the pilot (Hydra rockets) or the gunner (Cannon).

Neutralize Enemy Armor

Enemy vehicles in the form of **H**igh **M**obility **V**ehicles and **B**oyevaya **M**ashina **P**yekhotas will sortie into the operation zone. While both enemy vehicles are vulnerable to auto-cannon fire, the BMPs can withstand considerably more hits than an HMV. Gunners may want to soften up a BMP with a Hellfire missile before finishing it off with cannon rounds. Pilots have no choice but to use repeated Hydra rocket strikes, or allow the gunner to work his magic.

Note that BMPs are marked like in Operation Exodus with the high-danger / extreme-threat orange HUD marker for both players. In most cases, the gunner will not need thermal detection to locate these enemies.

Neutralize Enemy Mobile Anti-Air

Enemy anti-air tanks are more of a danger to you than to the NPC allies you're defending for this mission. Like the BMPs, mobile AA are marked like in Operation Exodus with the high-danger / extreme-threat orange HUD marker for both players. Make every effort to stand off and deliver a Hellfire missile to this armor unit before you rush it with cannon and Hydra rocket fire, or it will probably blow your aircraft out of the sky.

Exfiltration

Video Playthrough

The video below does not succeed in getting through the mission entirely stealthily (only the first three cameras are dealt with). For stealth tips, please check the text below.

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/battlefield-3-co-op-exfiltration-mission>

If you have a stealth-thru of this mission, please feel free to embed it on this wiki page!

Walkthrough

20G

Ninjas

Reach the VIP without setting off the alarm in **Exfiltration**

Infiltrate a building stealthily and extract the HVT under heavy fire. Thermal scopes are available on the default weapons. Shooting the security cameras and making stealth kills (or simultaneous firearms takedowns) will allow you to enter without alarms.

Stealth Parameters

Performing the following actions will maintain your stealth entry into the target building:

- Suppressed weapons only
- Simultaneous takedown of enemies in sight/hearing of one another
- Avoid detection by closed-circuit TVs/cameras system

While you can complete the mission if the alarm is sounded, you will not meet the requirement for Ninjas.

Enemy Encounters

For enemy encounters before you reach the HVT, you will do well to use the silenced handgun(s) to double screw**** the enemy hostiles in a tandem takedown. Decide which target you and your partner will take (e.g., left or right), aim at a target and signal that you are ready (e.g., say 'Ready'), and do a countdown (e.g., 3, 2, 1) and fire.

You may need a few rounds (say 4 to 6) to completely down an enemy if you are aiming at the body (e.g., all PLR fighters wear body armor, unlike traditional insurgents). Don't worry about ammunition, as there is more than enough bullets for this short infiltration section. Note that all enemy encounters

are pre-staged, but may enjoy a small degree of randomness if you are slow to get to a certain spot.

Closed Circuit Cameras

There are approximately six cameras that will alert the jerks near the HVT, despoiling your condition for Ninjas. To get to the HVT, you will need to destroy the cameras before they detect you.

Camera 1 of 6

The first camera is encountered right after the first two pairs of enemies. It will be in the corner just above the door you take to exit; in fact, one of your "morán" characters will make mention of the closed-circuit system as you approach. A single bullet should take out the camera.

Camera 2 of 6

The second and third cameras are in the winding hallway with the metal fencing on both sides. Check the ceiling corners at each turn -- there are two cameras in this section.

Camera 3 of 6

The third camera is in the winding hallway with the metal fencing on both sides, on the turn right after the second camera. Check the ceiling corners at each turn and give the leading player a lot of room to maneuver in case he needs to back-up to hide.

Camera 4 of 6

The fourth and fifth cameras are on the stairs going upstairs to the HVT's floor. Take out the cameras and the enemy guards carefully, as missing and alerting the other will bring about an alarm.

Camera 5 of 6

The fifth camera is on the stairs going upstairs to the HVT's floor, on the last turn before you reach the top. Take out the cameras and the enemy guards in tandem, as leaving one around when the other is destroyed will sound an alarm.

Camera 6 of 6

This final camera is down the hall past the HVT's room. Shoot it before approaching and breaching the hostage's door, or you will get a shotgun surprise.

Escape

You escape the PLR pursuit by using the scoped weapons to take down the enemy snipers on the rooftops, etc. Stock up on the ammo box before moving on, and be sure to have the SVD Dragunov so you can do some long distance sniping when needed. One player will have the weapon, but the second player will need to manually take the replacement SVD by the ammo box.

Construction Yard

Defend the HMVs at the construction yard. Take out the enemies in the building, but watch the sides. If you make it a point to stack and cover the yard from the corner of the construction crane, you will be able to see enemies pour into the street, as well as have enough of a field of fire to down entrenched enemies.

Demolish the Gate

After the gunride, the C4 needed to destroy the roadblock is with the ammo crate that's right next to aforementioned roadblock. It would be good insurance to place mines or at least cover the market stalls to the convoy's right, as enemies spawn once a player takes the C4 charges. Destroy the gate (deploy and detonate) using C4 charges, and motor back to the HMVs to get out.

Hold Until Relieved

The whole convoy will hole up in a small room opposite the plaza. Small arms fire and a bot-rush will rain on your parade; if you have a full magazine and firing semiautomatically, you should be able to deal with the hostile bot-rush and play "snipe the bastard across the street" until you've met your kill quota. Once that's been done, you may make way to the extraction vehicle in the middle of the plaza.

Hit and Run

Hit and Run

This is a straight-forward mission with a straight-forward goal -- get to the garage and escape the terrorists using a French-built, petrol-burning motor vehicle. The related extra condition for this mission is Push On.

20G

Push On

Reach the garage without going into man-down state in **Hit and Run**

The Push On achievement and trophy is tied to this mission. Simply avoid being dropped into Last Stand mode (where you are bleeding out). If you need to, you can use the easiest difficulty to satisfy this condition.

The Ufizi

Use the Claymore mines for enemy chokepoints, but remember that all mines detonate one another if you spam them in the same area. It's probably a better idea to hang back and use your starting MP7A1s to clear out enemies, then scour them for better weapons.

You will want to keep a handy assault rifle with a Red Dot sight for the close quarters combat you will be doing. The MP7 is fine, but the small 20-round starting magazine is earnestly too small (and the weapon's damage rating, too low) for it to be effective.

At the stairwell where you are forced to separate to breach the next room from the top and bottom, be sure to hole up in the stairwell and regroup before moving on. The top is a better place to attack the enemies on your level and below, and should any of you get knocked down (Last Stand), you will be closer to one another for revival.

The Car

The first player to enter the car's left side will be stationed as the driver. The other player can shoot out the windows as a passenger. Unless the player-driver *did not* remember the route (smash through the flimsiest of barriers when there is no clear space to drive ahead), there's little reason to fire weapons. Just drive out of the car-park and you will complete the mission.

Drop Em Like Liquid

Video Playthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-drop-em-like-liquid-co-op>

Walkthrough

Drop Em Like Liquid

This is a sniper team mission. The condition Bullseye is related to this mission. Remember you can stabilize your sniper rifle in two ways:

- Use the bipod by aiming "down-sight" when adjacent to a solid surface that is your height (standing, kneeling or prone).
- When aiming without the bipod for stability, you can hold your breath by pressing the indicated button on your gaming system.

20G

Bullseye

Reach and save the hostages without alerting any enemies in Drop 'em Like Liquid

The Bullseye achievement and trophy is tied to this mission. When taking down enemies to reach both sets of hostages, you cannot alert the enemies (so that they run trying to warn someone). If you and your partner indicate who will take which enemy (e.g., left or right), aim at a target and signal that you are ready (e.g., say 'Ready'), and do a countdown (e.g., 3, 2, 1) and fire together, this will not be a problem.

Note there are occasional hit detection problems (translation: no indication of windage from distance, or yaw from wind), so if you are in doubt, aim dead center mass and "send" two (or more) rounds to the target to insure their total destruction. Enemy soldiers cannot be shot until the flashbang events, so set-up and ready yourself before committing to the shoot.

Stealth is required for the bus and embassy rescues; failing to down the enemies will immediately cause you to fail. Going loud (non-suppressed firearms) is fine in between the bus and embassy.

The Eleventh Hour

Video Playthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/battlefield-3-co-op-the-eleventh-hour-mission>

Walkthrough

The Eleventh Hour

Basically, Operation Metro with a lot of noxious foul-smelling gas on the train platform. You venture down into the metro station and takedown enemies as they come.

20G

In the Nick of Time

Disarm the bomb in under 20 seconds in **The Eleventh Hour**

The In the Nick of Time achievement and trophy is tied to this mission. Once you reach the bomb on the subway train, disarm it (successfully complete the **Quick Time Event** inputs) within 20 seconds. The QTE inputs do not change, so you may re-attempt this mission repeatedly based off memory.

The gas-filled rooms and hallways are dark and make it difficult to spot enemies until they fire. You may want to buddy up and proceed carefully to the bomb. Enemies are fairly limited and stream in slowly for now.

Prepare to Disarm Bomb

Before attempting to hack the bomb, set one player up with a Light Machinegun (LMG) from the nearby ammunition crate. If you don't, your defending player may be overwhelmed and killed. As you guessed, the other player will be too busy disarming the bomb to assist you.

Capture the High Value Target

After defusing the explosive, regroup and chase down the terrorist in the metro station. The second half of the level is pretty much an end run to the office where the terror cell leader is holed up. You will need to complete a QTE event (correct inputs) to down the enemy so he can be taken out by the other player (the player who opens the door will be the one who does the QTE inputs to escape, the other player is the shooter). Once the HVT is down, the mission ends.

Campaign Walkthrough

Get through the single player campaign in no time. Tips and strategies for each mission can be found below. For help with the co-op campaign, see the Co-Op Walkthrough.

- Semper Fidelis
- Operation Swordbreaker
- Uprising
- Going Hunting
- Operation Guillotine
- Comrades
- Thunder Run
- Fear No Evil
- Night Shift
- Rock and a Hard Place
- Kaffarov
- The Great Destroyer

Semper Fidelis

Semper Fidelis is the first mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-semper-fidelis-part-1>

This is a training level for movement, weapons, QTEs, etc. Note that **Quick Time Event** inputs do not work on a plugged in gamepad if you are using such an interface device on the PC. You will need the keyboard and mouse buttons instead.

Your character will have effectively infinite ammo since there are so few enemies. Once you get knocked down onto the ground, you're good and have completed the mission.

After this, you can change your motto to *Semper Fudge*. At which point, you may be told to *relax*.

Operation Swordbreaker

Operation Swordbreaker is the second mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-operation-sword-part-2>

25G

Not On My Watch

Protect Chaffin from the soldiers in the street in **Operation Swordbreaker**

Not on My Watch is an extra task in this mission. You simply defend the medical team CASEVAC'ing Chaffin from the roof. Failing or restarting from the checkpoint will fail this condition. Note that you may complete this task on the Easiest difficulty setting.

Secondary training level slash first stage. Just follow the fireteam and do everything they tell you to do. After you investigate the vehicle IED, you will have a horde mode fight until you reach the vehicular weapon.

Parking Lot Ambush



Rescue Chaffin (QTE) and use the ammo box to infinite stock your grenades for the lulz. As long as you stay next to the replenishment box, you never run out of ammo. You will also have moderately secure cover to hide from enemy fire. Down the RPG carrying fighters and clear the area of the remaining enemies.

Counter-Snipe



Sprint past the hallway, kill the PLR fighters and get to the roof. Stay low, crawl to the corner and take the SMAW to kill the sniper.

Protect Doc Holliday



The Medic/Corpsman with the callsign, Doc Holliday, requires cover fire to CASEVAC Chaffin. Waste the enemies across the street and rooftops before they waste you.

Investigate Viper Team

Locate Viper team past the ammo crate hallway. Trace the red wire into the building and get a QTE vs a PLR ambush fighter. The buttons for the **Quick Time Event** are always the same, so you can remember the inputs and smash the guy's face in.



Beat Off the PLR



Engage and hold back the PLR by using the marksman rifle (not the LMG ... unless you like getting shot and killed on hard) until you can retreat to the HMV and man the turret. Mission ends after you drill everyone and the enemy tide stops.

Uprising

Uprising is the third mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-uprising-part-3>

Enter the Sewer Pipe to Escape

Escape the PLR patrols by staying in the shadows. Note that engaging armed enemies while unarmed will kill Blackburn immediately.



Kill the rat in the **Quick Time Event** and kill the soldier for your weapon.

Fight and Escape

During the fight in the parking lot, there are two bonus tasks you can perform to satisfy an achievement / trophy condition.



20G

Roadkill

Kick the car to kill the soldiers in **Uprising**

Roadkill and Involuntary Euthanasia are extra tasks on this mission. The first, Roadkill, requires you to use a prestaged car to kill some PLR soldiers.

25G

Involuntary Euthanasia

Kill the 2 soldiers before the building falls on them in **Uprising**

The second, Involuntary Euthanasia, requires you to kill two enemies scripted to be crushed by a collapsing building with grenades or gunfire.



Take out enemies to reach Montes, then use the vehicular weapon until the Osprey arrives for evac.

Going Hunting

Going Hunting is the fourth mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-going-hunting-part-4>

30G

You Can Be My Wingman Anytime

Complete **Going Hunting** in a perfect run

You Can Be My Wingman Anytime is the extra task on this mission. Basically do the whole mission without the plane being damaged, or failing an objective. A "perfect run" which may be done on the Easiest Difficulty.

As Hawkins, you are on a plane rail shooter that alternates between attack (use missiles) and defend (use chaff). The gun is almost useless since you are not the pilot and cannot hold the plane stable enough to do anything except when the pilot asks you to fire. Note that for Easy Difficulty, the lock-on timer is almost negligible and the enemy A.I. almost never counters your missile locks.

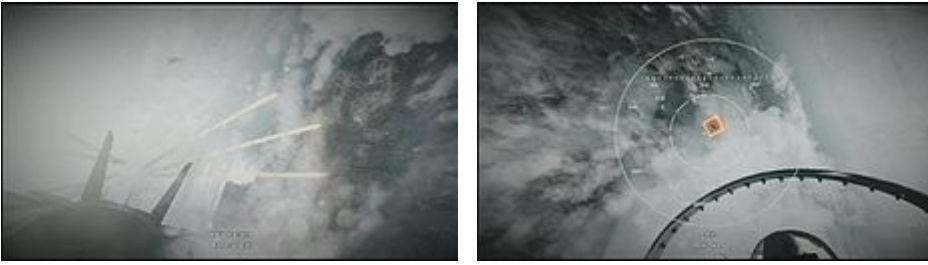
Ready Aircraft



Lower cockpit, check your craft's wings and stabilizers (camera and freelook check), and check the weapons (practice weapons selection). Once you're ready, launch yourself into the air courtesy of the idiot-proof U.S NAVY.

The Air Combat

You will need to "dogfight" the enemy bogeys -- basically four Russian Flankers (in two sets of two). When the enemy is behind you, fire countermeasures when you hear the unbroken lock-on tone from the enemy (you may want to switch to your F/A-18's guns to turn off the lock-on tone from your own missiles, or it may confuse you).

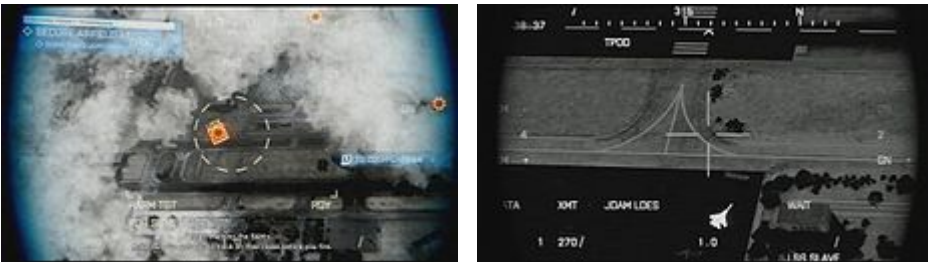


Deploy chaff/countermeasures when you see the enemy fire a missile; you can take at most three hits from the enemy (on normal; on hard, you take one and are killed on the second hit). Note that on hard, the time needed to score a successful hit on the enemy will take longer (so you need to be accurate and responsive with keeping your target circle on the enemy).

Once all four Flankers are destroyed, you move into your slot and proceed with the ground attack.

The Ground Combat

For the ground attack, you will deploy AGM-88 HARM warheads, and designate for fellow pilots to drop JDAMs and commit to strafing runs.



Destroy the three anti-aircraft sites with the AGM-88 (lock-on and fire). For the designation drops, you need to keep the targeting reticule over the target. Try zooming in to minimize your aim-wavering.

For the final target(s) with the A-10 Thunderbolt / Warthog strafing, the spot where you click fire will be where the A-10 will strafe (approximately).

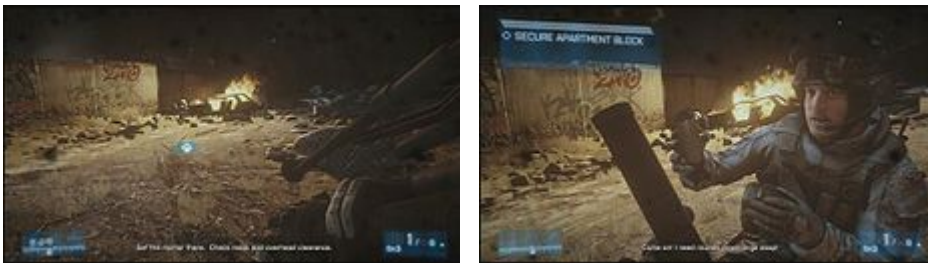
Operation Guillotine

Operation Guillotine is the fifth mission in the single-player campaign of Battlefield 3.

Walkthrough

The biggest challenge in this level is to complete it on the hardest difficulty due to the cheap, cheap hits as you take on the apartment complex.

Breach the Walls



This should be easy ... with the right tools. The tools in this case are just your keyboard/joystick making you move towards the marked spot to deploy the mortar tube.

Secure the Tenement Building



Take out the two MG nests -- on hard, you will need to be very precise and careful in sniping (with your ACOG equipped rifle). One errant bullet wound, and you will need to do the whole section from the water channel to the apartment door all over again.



Work towards the apartment bit by bit, and sprint from cover to cover to avoid being downed. Exhaust your grenade supplies if need be, since you will replenish a little later. You do not get the checkpoint

until you get past the Russian guy who runs out the door (while on fire).

Go through the hallway and shoot the rest of the PLR block party and turn it into a funeral. Mount the HMV.

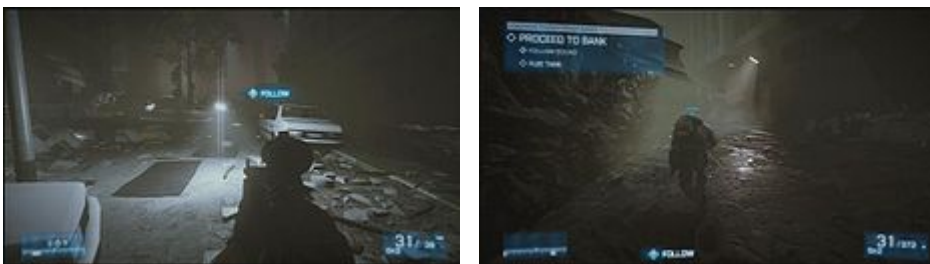
Escape Bridge Ambush



Move aside roadblock when the HMV stops and proceed under the bridge to escape. Once you get topside, murder the rest of the bean-counters and check around for a weapon with good optical zoom.



The reason for the high optical zoom is so you can tag enemies at a distance (necessary for hard). Getting close to enemies on hard means you can measure your lifespan in seconds.



Clear the street of shooting infantry, then start sprinting down the middle of the street (in the gouge / trough) to avoid a "surprise" Russian tank. The tank *will* follow you, so it's best to sprint to the end of the gouge in the street and hit the cut-scene/transition point.

Attack Bank

After your fireteam's escape from the T-72, head towards the bank plaza. There, you will have to deal with enemy shooters from the building, but there are tanks roaming around. Head for the bungalow on the right side of the street and pick up the Javelin there.



The Javelin is a top-attack missile. Meaning you fire it "over" the top facing of a vehicle and let it explode, penetrating the weaker top armor of an AFV. Wait until you have a solid lock-on tone before firing. Destroy three tanks and you may enter the side of the bank to occupy it.

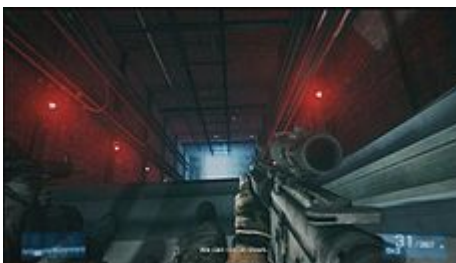
Enter and Secure



Flank the bank's defences using the fire escape (the enemies coming out of the side easement can be killed in one or two grenade blasts), and engage the **Quick Time Event** in the restroom.



Instead of knifing the soldier, just shoot him (safer) and you can use the bulk of the ammo supply point to guard against most enemy fire. Work around the balcony and head down once you've cleared the tops and bottoms of the bank of enemies.



Rappel down and take out the rest of the enemies in the vault. Once they are dead, the path to the end of the mission is clear, as there are no more enemies to engage.

Comrades

Comrades is the sixth mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-comrades-part-6>

30G

The Professional

Complete the street chase in **Comrades** in under 2 minutes 30 seconds without dying

Professional is the extra task on this mission. Once you get out onto the street (outside the exchange), you have 2:40 (2 minutes 40 seconds) to reach the terrorist. If you are killed by the French gendarmerie, this condition is failed. If you take too long, it is failed. You may satisfy this condition on the Easiest Difficulty Setting.

Infiltrate Parking Facility



Enter the bank and shoot out terrorists. This is not as hard as it sounds. If you want to do the bonus task, you need to start preparing now. What you want to do is to locate a good assault rifle with medium range zoom (the F2000's built-in sight would be good) and an LMG-88 so you can expend 100 bullets on the cops at the end of the level.



If not (or you are trying to clear this on hard), it doesn't matter what weapons you take, so long as you can down all the enemies with the weapon of your choice. Get to the basement stairs, shoot through the gas-canister room (with the ammo crate) and deal with the **Quick Time Event**. Press the button to not die and move on.

Battle Through Ufizi



Roam around the offices and remember your gunfire can penetrate the dry-wall (and so can the enemies' gunfire). Stay low if you're on hard and take them out with grenades and gunfire. Get to the exchange's trading room entrance and nab a checkpoint.

Chase HVT and Package



The flashbang event in the trading room will always occur, so take the time to down the enemies so you get to the other side of the room (the exit) alive. On hard, this room can be very, very tough thanks to the clutter and smoke.

On your way out of the exchange to capture the enemy, you will need to fight out a QTE with a terrorist. Do the correct thing and you can find out if the gas in the building is lethal or non-lethal. *sniff sniff' Heh. Smells lethal.*

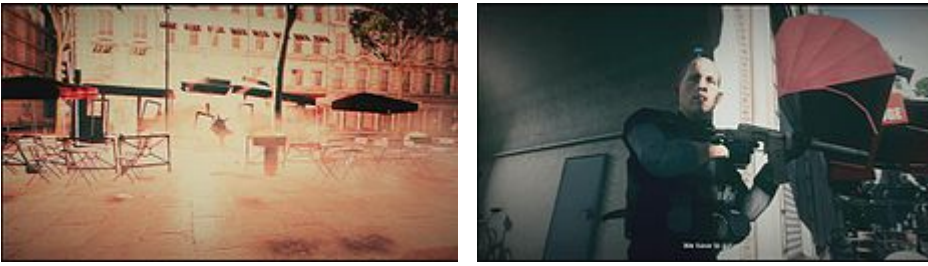
Battle Gendarmerie



The French police are a hassle since they tend to bunch up and fire, and there is only one way to proceed -- through them. While you can try to take them out with grenades, it's touchy on hard since you will probably be shot dead before you can throw out an egg (unless you are behind cover).

About the only time you can safely "catch" a bunch of cops and turn them into a basketful of shredded flesh is when the SWAT van pulls up and Vladimir or Kiril yell out "Heavy Police" (see the subtitles).

The SWAT police will pour out of the van and until they hit the ground, they will not attack. Time your throw to catch them all and you can clear out the final obstacle to the RPG event.



Note that after the RPG event is over and you regain control over Dmitri (Dima), the time condition for Professional should be concluded and the notification sent.

Pursue and Catch HVT



Catch up (don't shoot) to the fleeing suspect and repeat the above inputs for the QTE. Remember:

- B (Xbox 360) is E (PC) and CIRCLE (PS3)
- RT (Xbox 360) is LMB (PC) and R1 (PS3)
- A (Xbox 360) is Spacebar (PC) and X (PS3)

Thunder Run

Thunder Run is the seventh mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-thunder-run-part-7>

Tank stage with Corporal (E-4) Miller. Note that you (the player) are in full control of the tank, so you not only drive it, but also may fire the turret or co-axial machinegun.

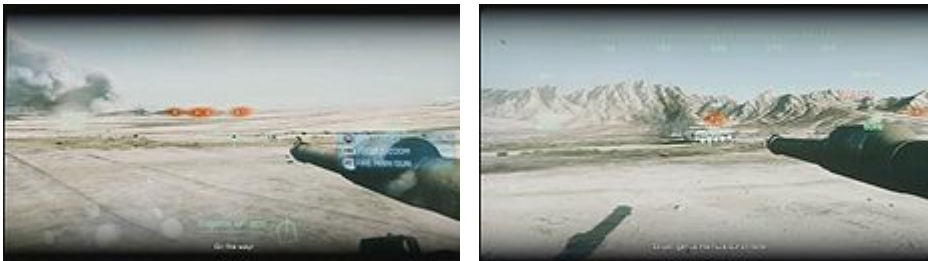
25G

Scrap Metal

Destroy 6 enemy tanks before reaching the fort in **Thunder Run**

Scrap Metal is the extra task on this mission. Personally destroy six enemy armor units before you are ordered to stop and switch to the UCAV view. There are eight tanks for you to toast, and you may satisfy this condition on the Easiest Difficulty Setting.

Defeat Enemy Armor



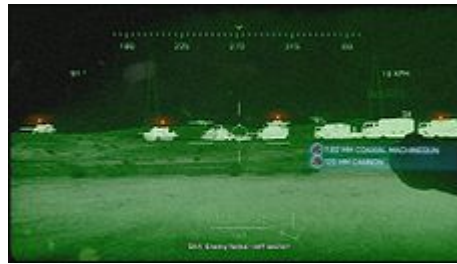
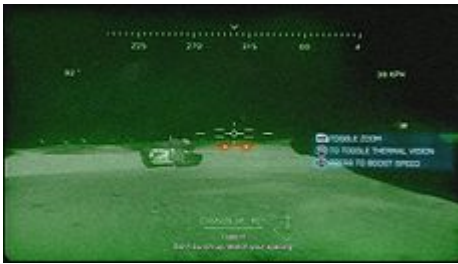
After a bit of travel, you will come across six units of enemy armor. One solid whack from an **armor-piercing fin-stabilized discarding sabot** round on the target's side armor should be sufficient to knock it out of action.

Once the initial six units are destroyed, your tank's enhanced thermal vision will be unlocked to let you locate and destroy the last two tanks using the dust storm to hide.

Destroy Firebase Defences



The UCAV is useless and just for show. Once you regain control over your armor unit, button up and roll out. Proceed into the base quickly, but *stop* when you are taking RPG fire. You need to use the tank's cannon to destroy enemy tanks and vehicles, but switch to the co-axial machinegun to kill off the enemy infantry.



Past the firebase, destroy six more tanks -- two will be bait and draw you into an ambush while the other four fire into your flanks. For hard, you may want to ignore the two fleeing tanks and move towards the other four tanks. Use the ridge for defence as you zoom in and ambush the ambushers.

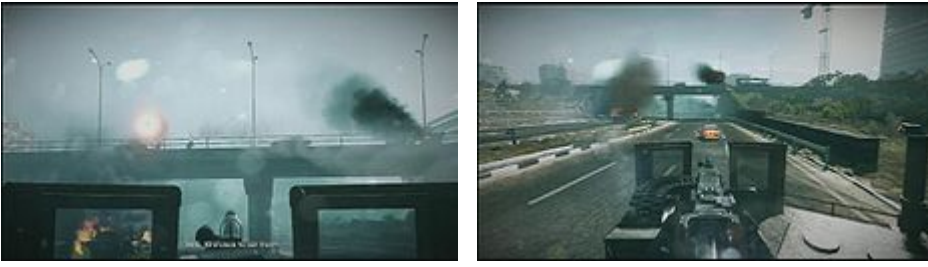
Afterwards, attack the enemy convoy and vaporize the two tanks that come to its aid. Should be a one sided massacre if you're controlling your vehicle correctly.

Fetch the Plunger



Dismount the tank and make a short hike to get the detonator. Be sure to let your tank go forward and suppress the enemy before you proceed, or you will encounter heavy enemy fire (esp. on hard). Get back to the berm where the engineering officer is to set off the events. Re-mount your vehicle and ready for the next sequence.

Defend the Tank from V-EDs and RPGs



Use the 7.62 NATO machinegun in the commander's station to destroy the incoming **V**ehicular **E**xplosive **D**evelopments. The RPG soldiers you can tag by zooming in (AIM) and firing. Give the pedestrian bridge a low priority, but keep it in the corner of your eye (or screen); while your main gun can take out the first batch of enemies, you will need to kill the RPG soldiers after destroying the 4 VEDs (two from the front, two from the dirt road to your side).

After this defence sequence, you roll into the next mission.

Fear No Evil

Fear No Evil is the eighth mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-no-evil-part-8>



This is a very short stage. Just follow the other tank until it gets destroyed; once that occurs, turn 90 degrees to your right and drive through the shopping mall to the bank where Blackburn's team is.

Secure the Bank Entrance



Destroy tanks and RPG enemies in front of the bank. You can zoom in and take out all the tanks (actually under-gunned BMDs and BMPs) and roll up to the bank to trigger a pre-staged mini-mission.

Defend Blackburn's FT



Cover Blackburn's fireteam with the cupola's machinegun. Firing the weapon in short taps to keep it firing continuously; you can keep the enemy away easily (even on hard) if you zoom and tap, zoom and tap. Once the chopper leaves, you can let the enemies rush the tank to end the mission quicker.

Night Shift

Night Shift is the ninth mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-night-shift-part-9>

50G

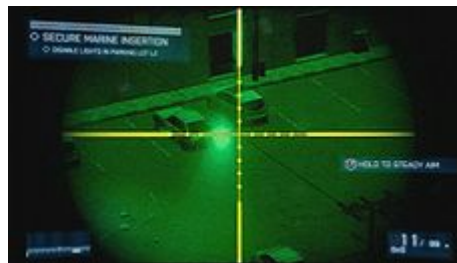
Army of Darkness

Shoot out the four lights in four shots

Army of Darkness and Twofor are the extra tasks on this mission. At the start of the mission, you have to destroy four lights to prepare the landing zone. Use only four bullets to accomplish Army of Darkness.

Sniping with Montes. Hold breath and send when you have clear shot(s). Unlike Drop 'Em Like Liquid, there is no bipod set-up for your M40A1.

Cover Ground Teams



The lights in the parking lot need to be destroyed for the mission to start. They sway to and fro, so you need to find a spot where the lights "hang" briefly in their parabolic path to get in your shots. Remember you can hold your breath by pressing the SPRINT key whilst aiming through a sniper's scope.

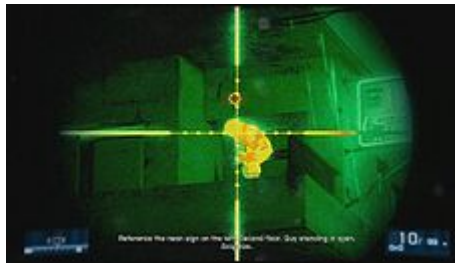


Shadow the fireteam and kill the enemy sentry in the balcony before using the ladders to reach street level.

Move to Second Overwatch



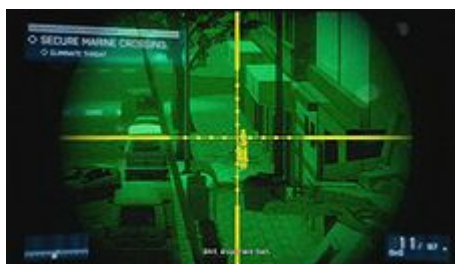
Rappel off the building, then follow Montes to avoid the patrol, and scale the wall.



After you two go over the wall, wait for the danger marker to mark the enemy eye-balling the street. Once you have a shot, take him out.



Follow Montes and wait again for the PLR foot-patrol to pass by. Without engaging them, move behind them and climb the ladder. Oh yeah, you're all MARSOC now.



15G

Twofor

Take down 2 enemies with 1 bullet in **Night Shift**

For Twofor, there are two enemies for you to one shot at the second overwatch.

The next two enemies you kill are set-up for the condition Twofor. Simply plow your 7.62 x 51 round right through their squishy bodies. Follow Montes down the ladder to the third spot.



Head to the next area via the overpass and use your knife to stab-kill the enemy sentry. Once he's down, get ready to run after Montes when the PLR pursuit force comes in shooting. Flee into the sewers and you will be safe.



Take out your MP7A1 and get ready for some butchery once you emerge from the sewers. A PLR patrol (about six enemies) will be at the entrance. Down them all while using the center wreck as cover.



Enter the OP and ready yourself (MP7) for an ambush from the other room. Snipe at enemies past the window and take out the rush when the red door flies open. Meet up with Captain Cole and climb the ladder to the final observation point.

Cover Ground Team



At the final sniping point, take out the guy on the right and then cover Matkovic at the entrance. If enemies get too close to the building, they will automatically overrun your allies and you will fail as a marksman.

On hard, you may find yourself taking a lot more enemy fire than on Normal or Easy. In such cases, back off from the lip of the building until you get your bearings (and heal the regenerating life) will let you pass this section easily.

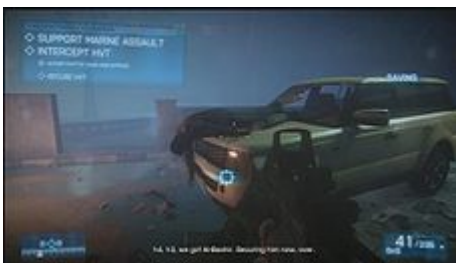
Intercept HVT



Once Cole calls in that the HVT is on the run, get up, select the MP7 and start making way down the rooftops to the street. You need to fire (from the hip) at the car; landing just one bullet on the car will cause it to spin out and crash.



Defend the service gate from the PLR; once you see the HVT's body at the car, hump it back to the small side entrance at the wall and aim down the street. Once Montes picks up the HVT, you can get the drop on one or two groups of enemies before you need to retreat into the compound.



Once you do, wait. If no enemies pursue, you can take the sniper rifle and use the thermal scope to locate and blast the enemies outside to satisfy the kill quota. With the quota met, you trigger Montes' dialogue and may enter the mall via the red door.

Defend HVT at the Mall

Use the ammunition replenishment bin and deploy Claymore mines (as you see fit - you only have three, and you may find them more useful near the end of the stage).



Enemies come in from the bottom floor, so if you go prone and aim at the escalator coming up, you can shoot enemies in the back as they ascend. Once the rush is over, you can use the sniper rifle to take out the remaining garbage downstairs.

For the second wave (the wave coming in from the entrance on the second floor), get ammo and use the planter boxes (kneel for cover) to form a chokepoint. The A.I. never proceeds past the planters if you fire and make them aware of you, and those who rush your position will rush towards Montes ... leaving you free to riddle their sides and backs with bullets.

Defend Montes a third time once he moves from the first mall room to the second; the enemies come from across the mall, and above. If you are in the store where Montes was (the one next to the ammo box), you can hide behind the counter and kill enemies as they pass by. Snipe the remaining enemies on the upper level with the M40A1.

Extract with HVT



The final part of the escape is the hardest if you were hanging around Montes when the third wave of enemies were all killed. If you killed all three waves of enemies and aren't near Montes, you have some time to place Claymore mines by the door near the ammo box (enemy spawn closet) and a few more down the path (for coverage).



Once you approach Montes, two waves of enemies come through a door by the ammo box to attack. Kill them all and head outside. On hard, your best place for cover is the right ramp to the Osprey. Kneel there and wait for your allies to board. Once you have the signal to go, head into the aircraft and depart.

Rock and a Hard Place

Rock and a Hard Place is the tenth mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-rock-and-a-hard-place-part-10>

20G

What The Hell Are You

Take a Russian Dog Tag in the forest ambush in Rock And A Hard Place.

Butterfly and What the Hell Are You are the extra tasks on this mission. For What the Hell Are You, simply use the knife to sneak up and kill a Russian para-trooper. You may satisfy both of this condition on the easiest difficulty setting.

This is a standard open country fight against many enemies. Unless you're into wandering around aimlessly, the weapon you start with (and its optics) are all you need for this mission. Don't forget to check out its underbarrel grenade launcher.

Escape the Forest Ambush



If you are going after a knife kill in this section, you may want to do it on Easy. Just work around the edges of the area and sneak up on a Russian with the knife (hold the knife button to leave it unsheathed, and you attack with the fire button). Otherwise, shoot back, crawl up and shoot some more. Meet up with Captain Cole at the top of the mountain trail.

Field Fighting



Proceed down to the first clearing and clear out the field camp of Russians. There is an ammunition box in this camp, near some of the camouflaged howitzers.



Move up and shoot. Unless you are trying this on hard, you should have very little trouble clearing the enemies from the first field so you can move your line to the low wall.



At the wall, you will be attacked by a Russian HMMV and an enemy BMD (firing explosive rounds). Vape the HMMV, or drop the gunner so you can focus on the bigger threat. You need the SMAW (your third weapon, or "equipment") to take down the BMD. Worse still, you need to connect two direct hits to blow it up. Be sure to remain behind cover while reloading.



Fight past the second and third areas, and as you head down the road, you will encounter two more BMDs. Line them up and let 'er rip, then reload your weapons. The only enemies from here on out are infantry and the Russian fighter.

Down the Ground Attack Fighter



Butterfly

Take down the jet in one attempt in Rock And A Hard Place

Basically, do a perfect run (do not fail, do not die) when you attempt to down the Russian ground-attack fighter for Butterfly.

You need to hide a few times from the attacking plane before you can find the FIM-92 Stinger and hit back. Remember to place something solid between you and the diving plane, or you die.

The first spot is the rock next to the car wreck (or the wreck itself). Wait for the plane to zoom overhead and the explosions to die down before sprinting to the next spot.

The second hiding spot is next to the large rusty metal drainage pipes.



Spot number three is car wreck at the start of the bridge going over the small gorge. You can try hiding elsewhere, but this particular spot starts you off in plain sight of your next hiding place.



The fourth spot is this blue metal container on the bridge. Stand next to it and get ready to run out once you hear the jet zoom by and the explosions subside.



The Stinger launcher is just behind this open-top Jeep vehicle at the end of the bridge (on your left). Once you pick it up, use the bulk to shield yourself against the fighter's autocannon.

Lock-on and fire your guided missile once you get a solid tone. Note that you can use the wreck to hide from the fighter provided you missed, or need more time to achieve a solid lock-on.

Once the plane is destroyed, locate your fireteam and end the mission.

Kaffarov

Kaffarov is the eleventh mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-kaffarov-part-11>

The bright side of this jump is that you don't need to pull out a handgun to waste some guy holding your parachute.

Secure Supply Drogue



After dropping into Iran (and a strangely lush forest), gather at the base of the hill and open fire on the count of three. Once you crawl up to the supply drogue and open it, you and your bots will be auto-equipped with better weapons.

Scrounge around for weapons before hopping into the car. You want some long-distance weapons in the next fight, but right afterwards, you will want close-up/CQB weapons.

Advance to Pool House



Pull the correct button during the **Quick Time Event** and head through the security office. Open the shutter and take out Mr. Sentry on the stairs. Begin sniping the security team on the road.



An enemy RPG team will try and take you out if you travel on the road; snipe and try to take out the rocket-men on the berm before heading up the hill.

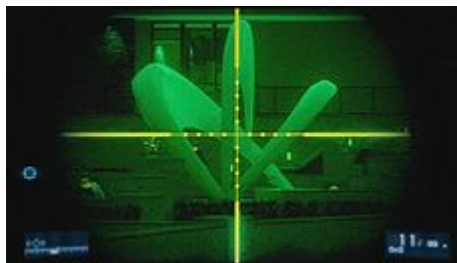


Follow the team up the hill before you get pinned down. While you can rush the hill on Easy and Normal, you should probably take the easier way out on Hard. Use the pipe to the team's left (it is running under the road). Work your way around and attack the enemy roadblock from the side.

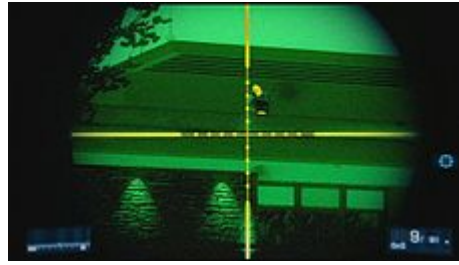


Clean up the rest of the enemies and check what your first weapon is -- if you want to keep it, swap it out with the your second weapon, as an event will replace your first slotted weapon with a high-powered sniper rifle once you pass-through the pool-house.

Protect Team



Take the .50 Caliber sniper rifle from enemy and use it to cover the team.



When Vladimir tells you to move up, "move up" only a bit to trigger the roof snipers (you may want to fall back to your old cover spot on hard). Down the marksmen on the roof of the villa and clear the zone.

Before approaching the house, you may want to ditch the sniper rifle (un-needed) and take some medium and short ranged weapons (preferably with a night scope).

Secure Villa



Head through the left side of the villa and take out the enemies by breaching the windows. A Saiga or USAS12 are great weapons for Easy and Normal, but on Hard, you may want to stick with something more traditional -- like an assault rifle with iron sights or un-zoomed optics.

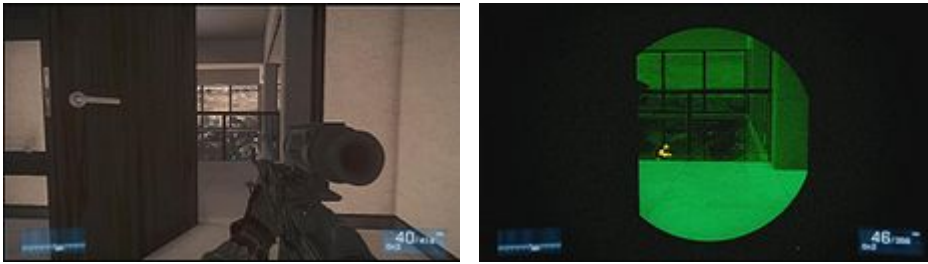


The enemy waiting outside the balcony at the top of the stairs can't be shot until you round the corner and engage him in the ammo crate room. You may want to throw a grenade in there on hard, or you will likely be shot dead as you turn the corner.



Turn right and head into the doorway by the team and shoot the enemies on the room and stairs. A

nightscope will help you pick out the enemies in the dim interior. Head upstairs and zap the RPG fighter and clear out the next room (the room with the low black rocky walls).



Go upstairs and zap the enemy on the left door, but cover the stairs in the other room from the right door. You can down the enemies as they go up the stairs, or vault downstairs and take out the rest of the trash. It's probably a better idea to stay up top and take out enemies from there.



A weapons table (and ammunition replenishment station) are in the red room. Take the weapons you like. The USAS-12 is a good choice for the gun range, but for now, the DMR39 or some weapon with a nightscope will let you clear out the next hallway.



15G

Practice Makes Perfect

Headshot each of the targets in the gun range in **Kaffarov**

Practice Makes Perfect is the extra task on this mission. Inside Kaffarov's villa, there is a gun range. If you manage to place a headshot on each target in the range, you will satisfy this condition. The only target you have to snipe "under time" is the last moving target. You can kill all the enemies, then double back to the start of the course to shoot the remaining targets.

After you clear the upper hallway, head downstairs to flank the machinegun. Enemies in the gun range will attack you, so if you want to head shot all the targets for the Practice Makes Perfect condition, aim carefully.



The only target you cannot go back and shoot is the last one which moves and then flattens. You need to shoot the enemy coming through the doorway, then this target to meet the achievement / trophy condition.

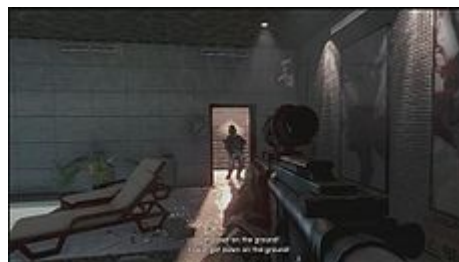


The machinegun position you need to flank can be killed with one grenade thrown around the corner. Head upstairs, kill the rest of the goon squad and grab the helicopter.



Once aboard the chopper, you have one QTE to handle. Deal with it, then crash a chopper and dive into a pool ... like a boss.

Back to Blackburn



Frag Captain Cole for being an impediment to human survival. Like 90% of most armed forces COs, he was a prick anyway.

The Great Destroyer

The **Great Destroyer** is the twelfth mission in the single-player campaign of Battlefield 3.

Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/battlefield-3-walkthrough-the-great-destroyer-part-12>



The mission starts when you get to table smash the head in of a CIA Case Officer for being an un-American prick, followed by a steel girder to the throat of his underpaid, non-unionized security goon. Escape the office with Montes and repeat Semper Fidelis.

Repeat Semper Fidelis



Apart from the earlier part and the part that comes after, the run through the train (and the QTEs against the enemy and the bomb) are the same.



The principal difference is that Solomon will give you another QTE to do after he knocks Blackburn down. It will use a button that's almost never used anywhere else (Grenade button or the Right Mouse Button).

Pursue and Neutralize Solomon

Once the train explodes, you need to be quick (on hard difficulty) to take out the next batch of enemies. Once you take the weapon after the crash event, kill the enemy in the train car as you sprint to the hole. Once you drop down, hip fire to drive enemies away. If you are too late, enemies will "set-up" and kill you as soon as you drop into the hole (you won't even be able to look up and fire).

Don't worry about weapons; there should be some MP7 spawns with the nightscope you so desperately require for this section of the level. On the other hand, you may find the nightscope vision difficult when you are trying to nick the enemy from far away (the one who shines a targeting laser in your face past the small rise in the sewer); since you have no grenades, you need to be very careful in the sewers on hard, since the only checkpoint is available right after the train crash.



Use caution when downing the enemies in the sewer (on hard). Apart from the poor visibility, you need to make it through in a perfect run due to the lack of checkpoints. Enemies will attempt to flashbang (just once per encounter), so be ready for a brief absence of vision if you don't have the device exploding behind you.

When going through the narrow service tunnel to the first ladder, kill the loitering guard (rear guard). You're not safe once you're up the ladder.



The other sticking point would be the final three enemies in the upper sewer tunnel. Take cover on the left or right corner and use it as a base of fire to take out the hostiles. Try going to the ducking position for firing, and prone for cover, as moving side to side may be too slow. Snipe the enemies from cover; once you reach the second ladder, you hit a much needed checkpoint.

Car Chase



Once you exit the sewers, enter the car with Montes. Shoot the opposing car if so desired (unnecessary) and do the QTE for the ending.



15G

Between a Rock and a Hard Place

Beat Solomon, flawlessly, in **The Great Destroyer**

Between a Rock and a Hard Place is the extra task on this mission. Simply complete the QTE with Solomon / Suleiman in Time's Square flawlessly. If you fail, you may use the Continue Campaign option to retry (after quitting to the main menu).

Remember that the input sequence is the same:

- Spacebar (PC), A (Xbox 360), or X (Playstation 3)
- E (PC), B (Xbox 360), or CIRCLE (Playstation 3)
- LMB (PC), Right Trigger (Xbox 360), R1 (Playstation 3)
- E (PC), B (Xbox 360), or CIRCLE (Playstation 3)
- Spacebar (PC), A (Xbox 360), or X (Playstation 3)

Damn that was easy (even on hard). Is this supposed to be stick dudes? We heard that the voice acting was pretty good.

Assault Kit

The Assault kit is the middle ground in all kits. This kit promotes both offensive and defensive play styles, just like their primary weapon -- the Assault Rifle.

The standard weapon of the Assault Kit, the assault rifle, is a versatile weapon that can engage the enemy at any range. Assault rifles can equip a variety of different accessories to fit any situation. Switch to semi-auto, attach a high powered optic, a Bipod and a Heavy Barrel to turn it into a marksman rifle. Or, go full auto, attach a Reflex (RDS), Foregrip, and Suppressor for close quarter battling.

The Assault Kit can be both offensive and defensive. Not just because the versatility of Assault Rifles, but because of the Medic-like gadgets the kit comes with. The default gadgets are the Medic Kit and Defibrillator. These items are used to revive teammates and quickly regenerate health. Of course, the Medic Kit can be switched out for an offensive underbarrel gadget, like the M320 or M26 MASS.

Weapons

Each weapon's page will have detailed stats and information.

The Weapon information on each weapon's page is set up in a simple format.

- **Unlock:** When you unlock the weapon.
- **Kit:** Which kit it's unlocked in - incase you navigated to the weapon through a link.
- **Magazine Size:** How much ammo can fit into one magazine.
- **Starting Ammo:** The ammo you have when you deploy
- **Max Ammo:** The ammo you have with the AMMO Specialization.
- **Reload Time:** How long it takes to reload your weapon. Some weapons will have two times, the quickest and the slowest times. It will take longer to reload if you completely empty your weapon on most weapons.
- **Rate of Fire:** How fast the weapon fires in Rounds Per Minute (RPM).
- **Fire Modes:** The different modes the weapon can fire in.
- **Accessories:** All weapons accessories and the amount of kills to unlock in brackets. If weapons have accessories unlocked when the weapon is unlocked, it will say [Default].

Assault Rifles

- AEK-971
- AK-74M
- AN-94
- F2000
- G3A3
- KH2002
- M16A3

- M16A4
- M416

Back to Karkand

- FAMAS
- L85A2

Close Quarters

- AUG A3
- SCAR-L]

Gadgets

- M26 MASS
- M320
- Medic Kit
- Defibrillator

AEK-971



The **AEK-971** is a Soviet / Russian select-fire assault rifle made by the Kovrov Machinebuilding Plant in the 1980s. It fires the 5.45x39mm WP cartridge. Like all Assault Rifles in BF3, it can reach out to long ranges.

A versatile weapon, its strengths shine in its controllable recoil, open iron sights, and most importantly, a 3 round burst firing mode. This allows for effective and controlled shots, making quick work of any mid range foes. This mode is best used with a mid range scope, allowing the crosshairs stay on target after each shot. As with other 3 round burst weapons, timing the trigger pulls correctly will have the weapon fire full auto. Also, there are ten full trigger pulls of 3 rounds each, plus one extra round from a fully loaded gun.

The weakness of the AEK comes from its painfully slow reload, especially from a dry reload. This can make fighting a long range target a pain, due to the long amount of time required to put in a new magazine.

Stats

Unlocked	60,000 AS
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2.5 - 3 Seconds
Rate of Fire	900 RPM
Fire Modes	Full Auto / 3 Round Burst / Semi Auto

Accessories

Optics

- PSO-1 (4x) [10 Kills]
- Kobra (RDS) [50 Kills]
- PKA-S (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- ACOG (4x) [200 Kills]
- Reflex (RDS) [235 Kills]
- Holographic (HOLO) [270 Kills]
- Rifle Scope (6x) [300 Kills]
- M145 (3.4x) [350 Kills]

Primary

- Underslung Rail (Default)
- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

AK-74M



The AK-74M is a modernized version of the Russian AK-74 Assault Rifle. The AK-74M was first manufactured in 1991. It fires the 5.45x39mm WP cartridge. Like all Assault Rifles in BF3, it can reach out to long ranges.

The starting weapon for Russian forces, it has a slower firing rate but slightly more powerful bullets than its American counterpart, the M16A3. Easy to use with no glaring weaknesses, the AK-74M is effective at almost any range. However, the powerful rounds it fires makes long distance, semi automatic firefights slightly easier.

Stats

Unlocked	Default (RU) / 220,000 AS (US)
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2 - 2.7 Seconds
Rate of Fire	650 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- PSO-1 (4x) [10 Kills]
- Kobra (RDS) [50 Kills]
- PKA-S (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- ACOG (4x) [200 Kills]
- Reflex (RDS) [235 Kills]
- Holographic (HOLO) [270 Kills]
- Rifle Scope (6x) [300 Kills]
- M145 (3.4x) [350 Kills]

Primary

- Underslung Rail (Default)
- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

AN-94



The **AN-94** (Abakan) is a Russian Assault Rifle produced in 1997. It fires the 5.45x39mm WP cartridge. Like all Assault Rifles in BF3, it can reach out to long ranges.

The AN-94's fast two round burst allows for an experienced soldier to quickly and effectively take out targets from medium to long range. Even more so with the 4x sights such as the PSO-1 or the ACOG. However it suffers from a low rate of fire and heavy recoil, therefore close quarter engagements are ill-advised. Unlike the KH2002 when the trigger is spammed, the bursts are interrupted so when you are going to be involved in short range engagement it is a good idea to put it into full auto mode. Note that the heavy barrel decrease the spread 100% instead of 50% like most other guns.

Stats

Unlocked	166,000 AS
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2.8 - 3.5 Seconds
Rate of Fire	600 RPM
Fire Modes	Full Auto / 2 Round Burst

Accessories

Optics

- PSO-1 (4x) [10 Kills]
- Kobra (RDS) [50 Kills]
- PKA-S (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- ACOG (4x) [200 Kills]
- Reflex (RDS) [235 Kills]
- Holographic (HOLO) [270 Kills]
- Rifle Scope (6x) [300 Kills]
- M145 (3.4x) [350 Kills]

Primary

- Underslung Rail (Default)
- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

AUG A3



The AUG A3 is the 3rd variant of the Steyr AUG. It's one of ten weapons found in the Close Quarters Expansion Pack.

The AUG A3 uses the standard 5.56X45mm NATO round and has a high rate of fire.

Stats

Unlocked	Shepard Assignment
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2.5 - 3 Seconds
Rate of Fire	700 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- ACOG (4x) [10 Kills]
- Reflex (RDS) [50 Kills]
- Holographic (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]

- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [200 Kills]
- Kobra (RDS) [235 Kills]
- PKA-S (HOLO) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Underslung Rail [Default]
- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

AUG A3 In Action

Video courtesy chrisjspooner

F2000



The F2000 is an Assault Rifle developed by the Belgium weapon manufacturer FN Herstal. The F2000 was first produced in 1995. It fires the 5.56x45mm NATO cartridge. Although the two factions in BF3 are the US and Russia, neither country uses this weapon in their branches of Military. Like all Assault Rifles in BF3, it can reach out to long ranges.

Stats

Unlocked	124,000 AS
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	3 - 3.5 Seconds
Rate of Fire	850 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- ACOG (4x) [10 Kills]
- Reflex (RDS) [50 Kills]
- Holographic (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]

- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [200 Kills]
- Kobra (RDS) [235 Kills]
- PKA-S (HOLO) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Underslung Rail [Default]
- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

FAMAS



The FAMAS is one of ten new weapons available in the Back to Karkand Expansion Pack.

It's a French-made Assault Rifle that fires the 5.56x45mm NATO round.

It has a high rate of fire and the highest horizontal recoil out of all the weapons. When coupled with a foregrip or laser sight, the FAMAS becomes one of the most fearsome close-quarter Assault Rifle in the game (although the iron sights may be hard to use due to the large space they use on your screen and the extremely small sight picture they offer). At longer ranges the 3 round burst is a very viable option.

Stats

Unlocked	Best Friend Forever Assignment
Kit	Assault
Damage	18.4 - 25
Magazine Size	25 Rounds
Starting Ammo	26 / 104
Max Ammo	26 / 182
Reload Time	3 - 4 Seconds
Rate of Fire	1000 RPM
Fire Modes	Full Auto / 3 Round Burst / Semi Auto

Accessories

Optics

- Ballistic (12x) [Default]
- ACOG (4x) [10 Kills]
- Reflex (RDS) [50 Kills]
- Holographic (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [200 Kills]
- Kobra (RDS) [235 Kills]
- PKA-S (HOLO) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

G3A3



The G3A3 is an Assault Rifle made by the German weapon manufacturer Heckler & Koch and Spanish weapon agency CETME. The original G3 was developed in the 1950s alongside the HK MP5 submachine gun and HK33 assault rifle. This variant (A3) is the most manufactured version of the G3 and fires the 7.62x51mm NATO cartridge. Although the two factions in BF3 are the US and Russia, neither country uses this weapon in any branches of the military. Like all Assault Rifles (though the G3 technically falls under the classification 'Battle Rifle' due to its high-powered round) in BF3, it can reach out to long ranges, however, its slow rate of fire and high recoil make close quarters combat ill advised.

Stats

Unlocked	160,000 CS
Kit	Assault
Damage	22 - 34
Magazine Size	20 Rounds
Starting Ammo	21 / 105
Max Ammo	21 / 168
Reload Time	2 - 3 Seconds
Rate of Fire	550 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- ACOG (4x) [10 Kills]

- Reflex (RDS) [50 Kills]
- Holographic (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [200 Kills]
- Kobra (RDS) [235 Kills]
- PKA-S (HOLO) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Underslung Rail [Default]
- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

Use Guide

This video review shows the power of the G3A3 following the recent BF3 Patch.

KH2002



The KH2002 (Khaybar) is an Iranian designed assault rifle, derived from the DIO S 5.56 assault rifle and further developed by Iran's Defense Industries Organization (DIO). It was designed in 2001 with samples produced in 2003 and the eventual production of the KH2002 commencing in 2004. It fires the 5.56x45mm NATO cartridge. Like all Assault Rifles in BF3, it can reach out to long ranges. At close ranges the trigger can be spammed with uninterrupted burst fire making it essentially as fast as full auto fire, but at the cost of very high recoil.

Stats

Unlocked	17,000 CS
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	3.2 - 3.7 Seconds
Rate of Fire	800 RPM
Fire Modes	3 Round Burst / Semi Auto

Accessories

Optics

- PSO-1 (4x) [10 Kills]
- Kobra (RDS) [50 Kills]
- PKA-S (HOLO) [80 Kills]

- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- ACOG (4x) [200 Kills]
- Reflex (RDS) [235 Kills]
- Holographic (HOLO) [270 Kills]
- Rifle Scope (6x) [300 Kills]
- M145 (3.4x) [350 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

L85A2



The L85A2 is one of ten new weapons available in the Back to Karkand Expansion Pack.

Part of the SA80 family, the L85 is the standard assault rifle of the British armed forces. It fires the 5.56x45mm NATO round.

Its low firerate will help you compensate for the recoil, allowing you to be more accurate at longer ranges.

Stats

Unlocked	Professional Russian Assignment
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2.5 - 3
Rate of Fire	650 RPM
Fire Modes	Full Auto / 3 Round Burst / Semi Auto

Accessories

Optics

- Ballistic (12x) [Default]
- ACOG (4x) [10 Kills]

- Reflex (RDS) [50 Kills]
- Holographic (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [200 Kills]
- Kobra (RDS) [235 Kills]
- PKA-S (HOLO) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

Use Guide

This use video review discusses the L85A2.

M416



The M416 (HK416) is an Assault Rifle designed by the German weapon manufacturer Heckler & Koch in 2005. The M416 is used by the Norwegian armed forces as a standard issue weapon. With various of other nations, excluding Russia. It fires the 5.56x45mm cartridge. Like all Assault Rifles in BF3, it can reach out to long ranges. Its sights are similar to the M27 IAR (due to the fact the M27 is, in fact, a derivative of the HK416).

Stats

Unlocked	22,000 AS
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2 - 2.5 Seconds
Rate of Fire	750 RPM
Fire Modes	Full Auto / 3 Round Burst / Semi Auto

Accessories

Optics

- ACOG (4x) [10 Kills]
- Reflex (RDS) [50 Kills]
- Holographic (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]

- Rifle Scope (6x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [200 Kills]
- Kobra (RDS) [235 Kills]
- PKA-S (HOLO) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Underslung Rail [Default]
- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

M16A3



The M16 is the main Assault Rifle in service with US forces since the Vietnam War. The A3 variant has the ability to fire in Automatic or Semi-Automatic modes. The M16A3 uses the small, but accurate, 5.56x45mm cartridge. Like all Assault Rifles in BF3, it can reach out to long ranges.

The standard-issue weapon for US soldiers (but with slightly less powerful rounds than it's Russian counterpart, the AK-74M), it has a high rate of fire and a light polymer construction. Easy to use with a quick reload, the faster firing rate makes short range engagements easier, even while hip firing. With clear and open iron sights, using burst fire at long range can control the recoil of the gun, making shots hit where they need to.

Stats

Unlocked	Default (US) / 220,000 AS (RU)
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	1.8 - 2.2 Seconds
Rate of Fire	800 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- ACOG (4x) [10 Kills]
- Reflex (RDS) [50 Kills]
- Holographic (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [200 Kills]
- Kobra (RDS) [235 Kills]
- PKA-S (HOLO) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Underslung Rail [Default]
- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

M16A4



The M16A4 is the newest variant of the long used M16 rifle. It's currently the standard rifle used by the United States Marine Corps. Unlike the M16A3, the M16A4 has a three round burst fire mode. The M16A4 uses the small, but accurate, 5.56x45mm cartridge. Like all Assault Rifles in BF3, it can reach out to long ranges.

Stats

Unlocked	89,000 AS
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	1.8 - 2.2 Seconds
Rate of Fire	800 RPM
Fire Modes	3 Round Burst / Semi Auto

Accessories

All weapon accessories are shared with the M16A3. You can unlock them on either gun and use them on either gun.

SCAR-L



The SCAR-L (AKA Mk 16) is the lighter version of the SCAR-H. It's one of ten weapons found in the [[Close Quarters] Expansion Pack.

It uses the 5.56x45mm NATO round and has a lower rate of fire.

Stats

Unlocked	Set us up the bomb Assignment
Kit	Assault
Damage	18.4 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2.5 - 3 Seconds
Rate of Fire	620 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- ACOG (4x) [10 Kills]
- Reflex (RDS) [50 Kills]
- Holographic (HOLO) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]

- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [200 Kills]
- Kobra (RDS) [235 Kills]
- PKA-S (HOLO) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Underslung Rail [Default]
- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Heavy Barrel [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Laser Sight [90 Kills]
- Flash Suppressor [175 Kills]

SCAR-L In Action

Video courtesy chrisjspooner

Engineer Kit

When it comes to the Engineer Kit, it's all about Vehicle warfare. Engineers are prepared with the perfect weapons and gadgets for fixing up friendly vehicles and destroying enemy vehicles.

The primary weapon of the Engineer Kit is the Carbine. Basically, Carbines are shorter version of Assault Rifles. They don't have the range of Assault Rifles, but they still pack quite a punch in close quarters, which is where engineers may be when trying to destroy vehicles. And like Assault Rifles, carbines have a variety of attachments and fire modes to fit different situations.

When it comes to destroying enemy vehicles, the engineer is prepared for them all. They have free fire rocket launchers, anti-air lock-on rocket launchers, and ground lock-on rocket launchers. The Anti-Tank Mine, EOD Bot, and Repair Tool are also very useful for destroy ground vehicles in the immediate area.

When it comes to repairing a vehicle, the Repair Tool is all you need! Yes, this tool is used to destroy enemy vehicles, but it can also be used to fix friendly vehicles.

Weapons

Each weapon's page will have detailed stats and information.

The Weapon information on each weapon's page is set up in a simple format.

- **Unlock:** When you unlock the weapon.
- **Kit:** Which kit it's unlocked in - incase you navigated to the weapon through a link.
- **Magazine Size:** How much ammo can fit into one magazine.
- **Starting Ammo:** The ammo you have when you deploy
- **Max Ammo:** The ammo you have with the AMMO Specialization.
- **Reload Time:** How long it takes to reload your weapon. Some weapons will have two times, the quickest and the slowest times. It will take longer to reload if you completely empty your weapon on most weapons.
- **Rate of Fire:** How fast the weapon fires in Rounds Per Minute (RPM).
- **Fire Modes:** The different modes the weapon can fire in.
- **Accessories:** All weapons accessories and the amount of kills to unlock in brackets. If weapons have accessories unlocked when the weapon is unlocked, it will say [Default].

Carbines

- A-91
- AKS-74u
- G36C
- M4A1
- SCAR H
- SG553

Back to Karkand

- G53
- QBZ-95B

Close Quarters

- ACW-R
- MTAR-21

Gadgets

- FGM-148 Javelin
- FIM-92 Stinger
- RPG-7V2
- SA-18 IGLA
- SMAW
- EOD Bot
- M15 AT Mine
- Repair Tool

A-91



The A-91 is a Russian Assault Rifle. It fires the 7.62x39mm and the 5.56 Battlefield 3 calls it a Carbine. Like all carbines in BF3, it is effective at medium range.

Stats

Unlocked	58,000 ES
Kit	Engineer
Damage	14.3 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2 - 3 Seconds
Rate of Fire	800 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Kobra (RDS) [10 Kills]
- PK-A (3.4x) [40 Kills]
- PKA-S (HOLO) [60 Kills]
- PSO-1 (4x) [80 Kills]
- PKS-07 (7x) [100 Kills]
- IRNV (IR 1x) [125 Kills]
- Rifle Scope (8x) [150 Kills]

- M145 (3.4x) [175 Kills]
- Reflex (RDS) [235 Kills]
- Holographic (HOLO) [270 Kills]
- ACOG (4x) [300 Kills]

Primary

- Foregrip [30 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [50 Kills]
- Suppressor [70 Kills]
- Heavy Barrel [90 Kills]
- Flash Suppressor [200 Kills]

ACW-R



The ACW-R also known as the ACR (Adaptive Combat Rifle) is one of the ten new weapons available in the Close Quarters Expansion Pack. It uses the 5.56x45mm NATO round.

The ACR is an extremely accurate carbine with a high rate of fire. Unfortunately, it doesn't pack much of a punch.

Stats

Unlocked	Done Fixing Assignment
Kit	Engineer
Damage	16.7 - 20
Magazine Size	26 Rounds
Starting Ammo	27 / 135
Max Ammo	27 / 216
Reload Time	1.8 - 2.5 Seconds
Rate of Fire	850 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [50 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]

- Rifle Scope (8x) [125 Kills]
- M145 (3.4x) [150 Kills]
- Kobra (RDS) [200 Kills]
- PKA-S (HOLO) [235 Kills]
- PSO-1 (4x) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [90 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [60 Kills]
- Heavy Barrel [80 Kills]
- Flash Suppressor [175 Kills]

ACW-R In Action

Video courtesy chrisjspooner

AKS-74u



The AKS-74U is a Russian Carbine, which is a shortened version of the AKS-74 Rifle. It uses the 5.45x39mm WP rounds. Like all carbines in BF3, it is effective at medium range.

The standard carbine for Russian forces, it stands against it's American counterpart, the M4A1, with more powerful shots but a slower rate of fire. This makes it more suited for mid to long range battles, where shots in semi auto mode are easy to land.

Stats

Unlocked	Default (RU) / 145,000 ES (US)
Kit	Engineer
Damage	14.3 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	1.5 - 2.5 Seconds
Rate of Fire	650 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Kobra (RDS) [10 Kills]
- PK-A (3.4x) [40 Kills]
- PKA-S (HOLO) [60 Kills]
- PSO-1 (4x) [80 Kills]
- PKS-07 (7x) [100 Kills]
- IRNV (IR 1x) [125 Kills]
- Rifle Scope (8x) [150 Kills]
- M145 (3.4x) [175 Kills]
- Reflex (RDS) [235 Kills]
- Holographic (HOLO) [270 Kills]
- ACOG (4x) [300 Kills]

Primary

- Foregrip [30 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [50 Kills]
- Suppressor [70 Kills]
- Heavy Barrel [90 Kills]
- Flash Suppressor [200 Kills]

G36C



The G36C is the compact version of the G36 Assault Rifle, which was produced in 1996 by German weapon manufacturer Heckler & Koch. It fires the 5.56x45mm NATO cartridge. The G36C is used by many countries including the United States. Like all carbines in BF3, it is effective at medium range.

Stats

Unlocked	110,000 ES
Kit	Engineer
Damage	14.3 - 25
Magazine Size	30 Rounds + 1 in the Chamber
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2 - 2.5 Seconds
Rate of Fire	750 RPM
Fire Modes	Full Auto / 2 Round Burst / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [50 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]
- M145 (3.4x) [150 Kills]

- Kobra (RDS) [200 Kills]
- PKA-S (HOLO) [235 Kills]
- PSO-1 (4x) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [90 Kills]

Secondary

- Tactical Light [40 Kills]
- Laser Sight [20 Kills]
- Suppressor [60 Kills]
- Heavy Barrel [80 Kills]
- Flash Suppressor [175 Kills]

G53



The G53 (also named HK-53) is one of ten new weapons available in the Back to Karkand Expansion Pack.

Compact assault rifle developed in Germany. Based on the famous G3 design. It fires the 5.56x45mm NATO round.

Stats

Unlocked	Fixing it Assignment
Kit	Engineer
Damage	14.3 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2.2 - 2.8 Seconds
Rate of Fire	750 RPM
Fire Modes	Full Auto / 3 Round Burst / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [50 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [90 Kills]

- Rifle Scope (8x) [100 Kills]
- M145 (3.4x) [125 Kills]
- Kobra (RDS) [175 Kills]
- PKA-S (HOLO) [200 Kills]
- PSO-1 (4x) [235 Kills]
- PKS-07 (7x) [270 Kills]
- PK-A (3.4x) [300 Kills]

Primary

- Foregrip [30 Kills]

Secondary

- Tactical Light [40 Kills]
- Laser Sight [20 Kills]
- Suppressor [60 Kills]
- Heavy Barrel [80 Kills]
- Flash Suppressor [150 Kills]

M4



The M4 is a US Carbine, which is a shortened version of the M16A2 Rifle. It uses the 5.56x45mm cartridge. Like all carbines in BF3, it is effective at medium range. This version is capable of burst fire instead of full auto.

Stats

Unlocked	40,000 ES
Kit	Engineer
Damage	14.3 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	1.7 - 2 Seconds
Rate of Fire	800 RPM
Fire Modes	2 Round Burst / Semi Auto

Accessories

All weapon accessories are shared with the M4A1. You can unlock them on either gun and use them on either gun.

M4A1



The M4A1 is a US Carbine, which is a shortened version of the M16A2 Rifle. It uses the 5.56x45mm cartridge. Like all carbines in BF3, it is effective at medium range.

Stats

Unlocked	Default (US) / 145,000 ES (RU)
Kit	Engineer
Damage	14.3 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	1.7 - 2 Seconds
Rate of Fire	800 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [50 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]

- M145 (3.4x) [150 Kills]
- Kobra (RDS) [200 Kills]
- PKA-S (HOLO) [235 Kills]
- PSO-1 (4x) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [90 Kills]

Secondary

- Tactical Light [40 Kills]
- Laser Sight [20 Kills]
- Suppressor [60 Kills]
- Heavy Barrel [80 Kills]
- Flash Suppressor [175 Kills]

MTAR-21



The MTAR-21 (Micro Tavor Assault Rifle-21st Century) is the carbine variant of the IMI TAR-21. It is currently the standard of the Israeli Army. It's one of the ten new weapons available in the Close Quarters Expansion Pack. It uses the 5.56x45mm NATO round.

The MTAR-21 has a high rate of fire and deals decent damage, but it also has high vertical recoil for a carbine.

Stats

Unlocked	My Own Terminator Assignment
Kit	Engineer
Damage	14.3 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	3 - 3.3 Seconds
Rate of Fire	900 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [50 Kills]
- ACOG (4x) [70 Kills]

- IRNV (IR 1x) [90 Kills]
- Rifle Scope (8x) [100 Kills]
- M145 (3.4x) [125 Kills]
- Kobra (RDS) [175 Kills]
- PKA-S (HOLO) [200 Kills]
- PSO-1 (4x) [235 Kills]
- PKS-07 (7x) [270 Kills]
- PK-A (3.4x) [300 Kills]

Primary

- Foregrip [30 Kills]

Secondary

- Tactical Light [40 Kills]
- Laser Sight [20 Kills]
- Suppressor [60 Kills]
- Heavy Barrel [80 Kills]
- Flash Suppressor [150 Kills]

MTAR-21 In Action

Video courtesy chrisjspooner

QBZ-95B



The QBZ-95B is one of ten new weapons available in the Back to Karkand Expansion Pack.

It's the Standard service rifle of the Chinese armed forces. The QBZ-95B fires the 5.8x42mm round.

Stats

Unlocked	It goes Boom! Assignment
Kit	Engineer
Damage	14.3 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2.5 - 3 Seconds
Rate of Fire	650 RPM
Fire Modes	Full Auto / 3 Round Burst / Semi Auto

Accessories

Optics

- Ballistic (12x) [Default]
- Kobra (RDS) [10 Kills]
- PK-A (3.4x) [30 Kills]
- PKA-S (HOLO) [50 Kills]
- PSO-1 (4x) [70 Kills]
- PKS-07 (7x) [90 Kills]

- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]
- M145 (3.4x) [150 Kills]
- Reflex (RDS) [200 Kills]
- Holographic (HOLO) [235 Kills]
- ACOG (4x) [270 Kills]

Primary

- None

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [60 Kills]
- Heavy Barrel [80 Kills]
- Flash Suppressor [175 Kills]

SCAR-H



The SCAR (Special Operation Forces Combat Assault Rifle) is made by the Belgium weapon manufacture FN Herstal for the USSOCOM. This version is the SCAR-H CQB (Heavy Close Quarter Battle). It has a shortened barrel and fires the 7.62x51mm NATO round. Occasionally referred to the as Mk.17. The "battle-brother" of the SCAR-H is the SCAR-L.

The SCAR-H (in reality this model is the CQC version, complete with a shorter barrel than it's assault rifle model, and includes an adjustable stock) is a powerhouse of a carbine. Utilizing 7.62 NATO rounds designed for large and powerful battle rifles, this weapon packs a serious punch. However, because the rounds are much larger, a standard magazine can only hold 20 rounds of ammunition, in addition to the extreme recoil felt when firing full auto. A weapon best suited for both longer ranged combat, where semi auto fire negates the recoil, and for close range encounters, where the wide spray of hip firing can decimate enemies.

Stats

Unlocked	14,000 ES
Kit	Engineer
Damage	20 - 30
Magazine Size	20 Rounds
Starting Ammo	21 / 105
Max Ammo	21 / 168
Reload Time	2 - 2.5 Seconds
Rate of Fire	600 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [50 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]
- M145 (3.4x) [150 Kills]
- Kobra (RDS) [200 Kills]
- PKA-S (HOLO) [235 Kills]
- PSO-1 (4x) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [90 Kills]

Secondary

- Tactical Light [40 Kills]
- Laser Sight [20 Kills]
- Suppressor [60 Kills]
- Heavy Barrel [80 Kills]
- Flash Suppressor [175 Kills]

SG553



The SG553 is a carbine version of the SG550 Assault Rifle, developed by the weapons manufacturer Swiss Arms AG (Formerly SIG). It fires the 5.56x45mm NATO cartridge. Like all carbines in BF3, it is effective at medium range.

Stats

Unlocked	120,000 CS
Kit	Engineer
Damage	14.3 - 25
Magazine Size	30 Rounds
Starting Ammo	31 / 124
Max Ammo	31 / 217
Reload Time	2 - 2.4 Seconds
Rate of Fire	700 RPM
Fire Modes	Full Auto / 3 Round Burst/ Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [50 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]
- M145 (3.4x) [150 Kills]

- Kobra (RDS) [200 Kills]
- PKA-S (HOLO) [235 Kills]
- PSO-1 (4x) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [90 Kills]

Secondary

- Tactical Light [40 Kills]
- Laser Sight [20 Kills]
- Suppressor [60 Kills]
- Heavy Barrel [80 Kills]
- Flash Suppressor [175 Kills]

Support Kit

The Support Kit is the definition of the term team player, just as the name implies. From the primary weapon they use, to the gadgets, it's all about supporting the team, but that doesn't mean you can't get kills too!

The primary weapon of the Support Kit is the Light Machine Gun. These weapons have high ammo capacities, high power over long ranges, but bad accuracy. The bigger magazines provide Support players with large amounts of Suppressive Fire, allowing better equipped teammates to advance. LMGs do have high power over long ranges, but the accuracy will make it hard to hit anything that's not a few feet in front of you. Attach a Bipod to the bottom of the weapon to fix that problem.

When it comes to the gadgets of the Support Kit, the Ammo Box provides even more support for your team. Not only does it refill the bullets for everyone's weapon, including your own, but it also refills gadget and grenade ammunition.

The other gadgets are more of offensive support. Choose between three different explosives: C4, Mortar, or Claymore. Both C4 and Claymores can be used to lay traps for enemy soldiers. The Mortar, however, can be used to injure, or slowly eliminate, enemy soldiers in a small area.

Weapons

Each weapon's page will have detailed stats and information.

The Weapon information on each weapon's page is set up in a simple format.

- **Unlock:** When you unlock the weapon.
- **Kit:** Which kit it's unlocked in - in case you navigated to the weapon through a link.
- **Magazine Size:** How much ammo can fit into one magazine.
- **Starting Ammo:** The ammo you have when you deploy
- **Max Ammo:** The ammo you have with the AMMO Specialization.
- **Reload Time:** How long it takes to reload your weapon. Some weapons will have two times, the quickest and the slowest times. It will take longer to reload if you completely empty your weapon on most weapons.
- **Rate of Fire:** How fast the weapon fires in Rounds Per Minute (RPM).
- **Fire Modes:** The different modes the weapon can fire in.
- **Accessories:** All weapons accessories and the amount of kills to unlock in brackets. If weapons have accessories unlocked when the weapon is unlocked, it will say [Default].

Light Machine Guns

- M27 IAR
- M240B
- M249
- M60E4

- PKP Pecheneg
- RPK-74M
- Type 88 LMG

Back to Karkand

- MG36
- QBB-95

Close Quarters

- L82A2
- LSAT

Gadgets

- Ammo Box
- C4 Explosives
- M18 Claymore
- M224 Mortar

L86A2



The L86A2 is from the SA80 family of British Small Arms. It's one of the ten new weapons available in the Close Quarters Expansion Pack. It uses the 5.56x45mm NATO round.

The L86A2 is a pretty accurate LMG, but like a few other LMGs, it has a small magazine size. Unlike all those other LMGs with small magazines, this weapon cannot use other fire modes other than Full Auto.

Stats

Unlocked	No shortage Assignment
Kit	Support
Damage	18.4 - 25
Magazine Size	45 Rounds
Extended Mag	60 Rounds
Starting Ammo	46 / 138
Max Ammo	46 / 230
E. Mag Starting Ammo	61 / 183
E. Mag Max Ammo	61 / 305
Reload Time	2.8 - 3.3 Seconds
Rate of Fire	750 RPM
Fire Modes	Full Auto

Accessories

Optics

- Holographic (HOLO) [10 Kills]
- M145 (3.4x) [50 Kills]
- Reflex (RDS) [70 Kills]
- ACOG (4x) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- PKA-S (HOLO) [150 Kills]
- PK-A (3.4x) [175 Kills]
- Kobra (RDS) [200 Kills]
- PSO-1 (4x) [235 Kills]
- PKS-07 (7x) [270 Kills]

Primary

- Bipod [Default]
- Foregrip [30 Kills]
- Extended Mag [300 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Flash Suppressor [60 Kills]
- Suppressor [80 Kills]
- Heavy Barrel [350 Kills]

LSAT



The LSAT (Lightweight Small Arms Technology) is a JSSAP (Joint Service Small Arms Program) Light Machine Gun. It's one of ten new weapons available in the Close Quarters Expansion Pack. It uses the 5.56x45mm NATO round.

The LSAT is a strong LMG with a big box magazine. It's very similar to most other LMGs, but it's not the most accurate.

Stats

Unlocked	Point Blank Assignment
Kit	Support
Damage	18.4 - 25
Magazine Size	100 Rounds
Extended Mag	200 Rounds
Starting Ammo	100 / 200
Max Ammo	100 / 400
E. Mag Starting Ammo	200 / 200
E. Mag Max Ammo	200 / 400
Reload Time	5.6 Seconds
Rate of Fire	650 RPM
Fire Modes	Full Auto

Accessories

Optics

- ACOG (4x) [Default]
- M145 (3.4x) [10 Kills]
- Holographic (HOLO) [50 Kills]
- Reflex (RDS) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- PK-A (3.4x) [150 Kills]
- PKA-S (HOLO) [175 Kills]
- Kobra (RDS) [200 Kills]

Primary

- Bipod [Default]
- Foregrip [60 Kills]

Secondary

- Flash Suppressor [20 Kills]
- Extended Mag [30 Kills]
- Tactical Light [40 Kills]
- Laser Sight [70 Kills]
- Suppressor [90 Kills]

M27 IAR



The M27 IAR (Infantry Automatic Rifle) is a US Squad Automatic Weapon. Designed by German weapon manufacturer Heckler & Koch in 2008. It uses the 5.56x45mm NATO cartridge.

This weapon is from the same family of weapons as the M416, utilizing a longer barrel, heavier frame, and larger magazine, designed for prolonged periods of full auto fire. The 45 round clip is useful for putting down bursts of fire to suppress enemies as they advance. It also has a considerable amount of recoil, and shots tend to spray after firing fully auto.

Stats

Unlocked	Default (US) / 170,000 SS (RU)
Kit	Support
Damage	18.4 - 25
Magazine Size	45 Rounds
Extended Mag	60 Rounds
Starting Ammo	46 / 138
Max Ammo	46 / 230
E. Mag Starting Ammo	61 / ???
E. Mag Max Ammo	61 / ???
Reload Time	1.8 - 2.5 Seconds
Rate of Fire	750 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Holographic (HOLO) [10 Kills]
- M145 (3.4x) [50 Kills]
- Reflex (RDS) [70 Kills]
- ACOG (4x) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- PKA-S (HOLO) [150 Kills]
- PK-A (3.4x) [175 Kills]
- Kobra (RDS) [200 Kills]
- PSO-1 (4x) [235 Kills]
- PKS-07 (7x) [270 Kills]

Primary

- Bipod [Default]
- Foregrip [30 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Flash Suppressor [60 Kills]
- Suppressor [80 Kills]
- Extended Mag [300 Kills]
- Heavy Barrel [350 Kills]

M240B



The M240B is a General Purpose Machine Gun. Developed by the Belgium weapon manufacturer FN MAG and used by the US military since the 1990s. It fires the heavier 7.62x51mm NATO cartridge.

Stats

Unlocked	90,000 SS
Kit	Support
Damage	22 - 34
Magazine Size	100 Rounds
Extended Mag	200 Rounds
Starting Ammo	100 / 200
Max Ammo	100 / 400
E. Mag Starting Ammo	200 / 200
E. Mag Max Ammo	200 / 400
Reload Time	6 Seconds
Rate of Fire	750 RPM
Fire Modes	Full Auto

Accessories

Optics

- M145 (3.4x) [10 Kills]
- Holographic (HOLO) [50 Kills]
- Reflex (RDS) [80 Kills]

- IRNV (IR 1x) [100 Kills]
- ACOG (4x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- PKA-S (HOLO) [175 Kills]
- Kobra (RDS) [200 Kills]
- PSO-1 (4x) [235 Kills]

Primary

- Bipod [Default]
- Foregrip [60 Kills]

Secondary

- Flash Suppressor [20 Kills]
- Extended Mag [30 Kills]
- Tactical Light [40 Kills]
- Laser Sight [70 Kills]
- Suppressor [90 Kills]

M249



The M249 (M249 SAW) is a US Light Machine Gun. The M249 was developed by the Belgian weapon manufacturer FN (Fabrique Nationale) in 1974. It uses the 5.56x45mm cartridge.

The M249's most fearsome feature is its high rate of fire, the highest of all the LMG's, and only suffers from vertical recoil. The Bipod is the most advised second-attachment for this weapon to tame the recoil and put down accurate fire at long range.

Stats

Unlocked	11,000 SS
Kit	Support
Damage	18.4 - 25
Magazine Size	100 Rounds
Extended Mag	200 Rounds
Starting Ammo	100 / 200
Max Ammo	100 / 400
E. Mag Starting Ammo	200 / 200
E. Mag Max Ammo	200 / 400
Reload Time	6 Seconds
Rate of Fire	800 RPM
Fire Modes	Full Auto

Accessories

Optics

- M145 (3.4x) [10 Kills]
- Holographic (HOLO) [50 Kills]
- Reflex (RDS) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- ACOG (4x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- PKA-S (HOLO) [175 Kills]
- Kobra (RDS) [200 Kills]
- PSO-1 (4x) [235 Kills]

Primary

- Bipod [Default]
- Foregrip [60 Kills]

Secondary

- Flash Suppressor [20 Kills]
- Extended Mag [30 Kills]
- Tactical Light [40 Kills]
- Laser Sight [70 Kills]
- Suppressor [90 Kills]

M60E4



The M60E4 (Mk43 MOD 0/1) is a US General Purpose Machine Gun. The original M60 was first used in the late 1950s and in the Vietnam war. The E4 variant was first developed in the 1990s. Like the original M60 It uses the 7.62x51mm cartridge.

Stats

Unlocked	130,000 SS
Kit	Support
Damage	22 - 34
Magazine Size	100 Rounds
Extended Mag	200 Rounds
Starting Ammo	100 / 200
Max Ammo	100 / 400
E. Mag Starting Ammo	200 / 200
E. Mag Max Ammo	200 / 400
Reload Time	7.5 Seconds
Rate of Fire	500 RPM
Fire Modes	Full Auto

Accessories

Optics

- M145 (3.4x) [10 Kills]
- Holographic (HOLO) [50 Kills]

- Reflex (RDS) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- ACOG (4x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- PKA-S (HOLO) [175 Kills]
- Kobra (RDS) [200 Kills]
- PSO-1 (4x) [235 Kills]

Primary

- Bipod [Default]
- Foregrip [60 Kills]

Secondary

- Flash Suppressor [20 Kills]
- Extended Mag [30 Kills]
- Tactical Light [40 Kills]
- Laser Sight [70 Kills]
- Suppressor [90 Kills]

MG36



The MG36 is one of ten new weapons available in the Back to Karkand Expansion Pack.

It is the machine gun version of the German G36. This MG model is no longer in production. It fires the 5.56x45mm NATO round.

Stats

Unlocked	Keep your head down Assignment
Kit	Support
Damage	18.4 - 25
Magazine Size	50 Rounds
Extended Mag	100 Rounds
Starting Ammo	51 / 153
Max Ammo	51 / 255
E. Mag Starting Ammo	101 / 101
E. Mag Max Ammo	101 / 202
Reload Time	3 - 4.5 Seconds
Rate of Fire	750 RPM
Fire Modes	Full Auto / 2 Round Burst / Semi Auto

Accessories

Optics

- Ballistic (12x) [Default]
- Holographic (HOLO) [10 Kills]
- M145 (3.4x) [50 Kills]
- Reflex (RDS) [70 Kills]
- ACOG (4x) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- PKA-S (HOLO) [150 Kills]
- PK-A (3.4x) [175 Kills]
- Kobra (RDS) [200 Kills]
- PSO-1 (4x) [235 Kills]

Primary

- Bipod [Default]
- Foregrip [30 Kills]

Secondary

- Extended Mag [Default]
- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Flash Suppressor [60 Kills]
- Suppressor [80 Kills]
- Extended Mag [300 Kills]
- Heavy Barrel [350 Kills]

PKP Pecheneg



The PKP Pecheneg is the modernized version of the Russian PK Machine Gun, which was developed in the 1960s. It uses the 7.62x54mm R round.

Stats

Unlocked	60,000 SS
Kit	Support
Damage	22 - 34
Magazine Size	100 Rounds
Extended Mag	200 Rounds
Starting Ammo	100 / 200
Max Ammo	100 / 400
E. Mag Starting Ammo	200 / 200
E. Mag Max Ammo	200 / 400
Reload Time	5.5 Seconds
Rate of Fire	650 RPM
Fire Modes	Full Auto

Accessories

Optics

- PK-A (3.4x) [10 Kills]

- PKA-S (HOLO) [50 Kills]
- Kobra (RDS) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- PSO-1 (4x) [125 Kills]
- M145 (3.4x) [150 Kills]
- Holographic (HOLO) [175 Kills]
- Reflex (RDS) [200 Kills]
- ACOG (4x) [235 Kills]

Primary

- Bipod [Default]
- Foregrip [60 Kills]

Secondary

- Flash Suppressor [20 Kills]
- Extended Mag [30 Kills]
- Tactical Light [40 Kills]
- Laser Sight [70 Kills]
- Suppressor [90 Kills]

QBB-95



The QBB-95 is one of ten new weapons available in the Back to Karkand Expansion Pack.

It is the Light Machinegun designed in China and used by the PLA. It fires the 5.8x42mm WP round. Note all Chinese guns added in Back To Karland all shoot the 5.8x42mm round

Stats

Unlocked	Let it rain Assignment
Kit	Support
Damage	18.4 - 25
Magazine Size	75 Rounds
Extended Mag	100 Rounds
Starting Ammo	76 / 152
Max Ammo	76 / 304
E. Mag Starting Ammo	101 / 101
E. Mag Max Ammo	101 / 202
Reload Time	3.5 - 4 Seconds
Rate of Fire	650 RPM
Fire Modes	Full Auto / 3 Round Burst / Semi Auto

Accessories

Optics

- PKA-S (HOLO) [10 Kills]
- PK-A (3.4x) [50 Kills]
- Kobra (RDS) [70 Kills]
- PSO-1 (4x) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Holographic (HOLO) [150 Kills]
- M145 (3.4x) [175 Kills]
- Reflex (RDS) [200 Kills]
- ACOG (4x) [235 Kills]
- Rifle Scope (8x) [270 Kills]

Primary

- Bipod [Default]
- Foregrip [30 Kills]

Secondary

- Extended Mag [Default]
- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Flash Suppressor [60 Kills]
- Suppressor [80 Kills]
- Heavy Barrel [300 Kills]

RPK-74M



The RPK-74M is the modernized version of the Russian Light Machine Gun RPK-74, which was made in 1974. It uses the 5.45x39mm WP cartridge.

With a 45 round clip and strong firing power, this weapon is meant for longer range suppression than the M27 IAR. However, this gun still has a considerable amount of kick per shot, making the engagement of individual targets difficult outside of short to medium range.

Stats

Unlocked	Default (RU) / 170,000 SS (US)
Kit	Support
Damage	18.4 - 25
Magazine Size	45 Rounds
Extended Mag	200 Rounds
Starting Ammo	46 / 138
Max Ammo	46 / 230
E. Mag Starting Ammo	200 / 200
E. Mag Max Ammo	200 / 400
Reload Time	2.5 - 3.5 Seconds
Rate of Fire	600 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- PKA-S (HOLO) [10 Kills]
- PK-A (3.4x) [50 Kills]
- Kobra (RDS) [70 Kills]
- PSO-1 (4x) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- Holographic (HOLO) [150 Kills]
- M145 (3.4x) [175 Kills]
- Reflex (RDS) [200 Kills]
- ACOG (4x) [235 Kills]
- Rifle Scope (6x) [270 Kills]

Primary

- Bipod [Default]
- Foregrip [30 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Flash Suppressor [60 Kills]
- Suppressor [80 Kills]
- Heavy Barrel [300 Kills]
- Extended Mag [350 Kills]

Type 88 LMG



The Type 88 is a Chinese General Purpose Machine Gun - known in China as the QJY-88. It fires the Chinese 5.8x42mm round, which is effective at medium ranges. This weapon is only available through the Physical Warfare Pack and Back to Karkand Expansion Pack.

Stats

Unlocked	Physical Warfare Pack, Back to Karkand
Kit	Support
Damage	18.4 - 25
Magazine Size	100 Rounds
Extended Mag	200 Rounds
Starting Ammo	100 / 200
Max Ammo	100 / 400
E. Mag Starting Ammo	200 / 200
E. Mag Max Ammo	200 / 400
Reload Time	7.5 Seconds
Rate of Fire	700 RPM
Fire Modes	Full Auto

Accessories

Optics

- PK-A (3.4x) [10 Kills]

- PKA-S (HOLO) [50 Kills]
- Kobra (RDS) [80 Kills]
- IRNV (IR 1x) [100 Kills]
- PSO-1 (4x) [125 Kills]
- M145 (3.4x) [150 Kills]
- Holographic (HOLO) [175 Kills]
- Reflex (RDS) [200 Kills]
- ACOG (4x) [235 Kills]

Primary

- Bipod [Default]
- Foregrip [60 Kills]

Secondary

- Flash Suppressor [20 Kills]
- Extended Mag [30 Kills]
- Tactical Light [40 Kills]
- Laser Sight [70 Kills]
- Suppressor [90 Kills]

Recon Kit

The Recon Kit is for stealthy players who want to help their team without being noticed by the opposing players. Players using the Recon Kit can unlock numerous gadgets to aid in accomplishing this.

The Recon Kit contains Battle Rifles, Marksman Rifles, and Sniper Rifles. These rifles inflict the most damage of any weapon in a single shot. They are also the most accurate, which is beneficial when firing on enemies at long ranges. As a trade-off, both of these benefits come at the substantially longer time it takes to fire successive shots when compared to other weapons. A skilled sniper will be able to kill enemies with a single shot to the head while the target is running, but in close quarters combat, they are typically heavily dependent on their secondary weapon.

The Recon Kit has unlockable gadgets that help it stay true to its purpose -- namely, gathering reconnaissance on enemies and moving in undetected. These gadgets mainly work by allowing the user to locate where enemies are, or to provide a lock-on mechanism to aid teammates in destroying vehicles. The Recon Kit also allows for the use of a deployable mobile spawn point, giving squadmates an advanced place to spawn even when all squad members are dead.

Weapons

Each weapon's page will have detailed stats and information.

The Weapon information on each weapon's page is set up in a simple format.

- **Unlock:** When you unlock the weapon.
- **Kit:** Which kit it's unlocked in - in case you navigated to the weapon through a link.
- **Magazine Size:** How much ammo can fit into one magazine.
- **Starting Ammo:** The ammo you have when you deploy
- **Max Ammo:** The ammo you have with the AMMO Specialization.
- **Reload Time:** How long it takes to reload your weapon. Some weapons will have two times, the quickest and the slowest times. It will take longer to reload if you completely empty your weapon on most weapons.
- **Rate of Fire:** How fast the weapon fires in Rounds Per Minute (RPM).
- **Fire Modes:** The different modes the weapon can fire in.
- **Accessories:** All weapons accessories and the amount of kills to unlock in brackets. If weapons have accessories unlocked when the weapon is unlocked, it will say [Default].

Sniper / Battle / Marksman Rifles

- M39 EMR
- M40A5
- M82A3
- M98B

- MK11 MOD 0
- SKS
- SVD
- SV98

Back to Karkand

- L96
- QBU-88

Close Quarters

- JNG-90
- M417

Gadgets

- MAV
- SOFLAM
- T-UGS
- Radio Beacon

JNG-90



The JNG-90 is the standard Sniper Rifle of the Turkish army. It's one of ten weapons available in the Close Quarters Expansion Pack. It uses the 7.62x51mm NATO round.

The JNG-90 sniper rifle is a very strong and accurate sniper rifle. It's just as good as all other bolt-action sniper rifles, with the exception of the M98B.

Stats

Unlocked	Bullet Point Assignment
Kit	Recon
Damage	59 - 80
Magazine Size	10 Rounds
Starting Ammo	11 / 33
Max Ammo	11 / 55
Reload Time	2.9 - 4.7 Seconds
Rate of Fire	N/A
Fire Modes	Bolt Action

Accessories

Optics

- PKS-07 (7x) [Default]
- Ballistic (12x) [10 Kills]
- PSO-1 (4x) [50 Kills]
- PKA-S (HOLO) [80 Kills]

- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- ACOG (4x) [175 Kills]
- Holographic (HOLO) [200 Kills]
- Reflex (RDS) [235 Kills]
- M145 (3.4x) [270 Kills]

Primary

- Bipod [30 Kills]
- Straight Pull Bolt [60 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

L96



The L96 is one of ten new weapons available in the Back to Karkand Expansion Pack.

It's a British made, high performance sniper rifle. Widely used across Europe. It fires the 7.62x51mm NATO round.

Stats

Unlocked	Creeping Death Assignment
Kit	Recon
Damage	59 - 80
Magazine Size	10 Rounds
Starting Ammo	11 / 33
Max Ammo	11 / 55
Reload Time	2.5 - 4
Rate of Fire	N/A
Fire Modes	Bolt-Action

Accessories

Optics

- Rifle Scope (8x) [Default]
- Ballistic (12x) [10 Kills]
- ACOG (4x) [50 Kills]
- Holographic (HOLO) [80 Kills]

- Reflex (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [175 Kills]
- PKA-S (HOLO) [200 Kills]
- Kobra (RDS) [235 Kills]
- PK-A (3.4x) [270 Kills]

Primary

- Bipod [30 Kills]
- Straight Pull Bolt [60 Kills]

Secondary

- Flash Suppressor [Default]
- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

M39 EMR



The M39 EMR (Enhanced Marksman Rifle) is a modernized version of the M14 specifically for the United States Marine Corp. It was first used in 2008. The M39 uses match-grade 7.62x51mm NATO cartridges. Like all Sniper Rifles in Battlefield 3, it's effective at very long ranges.

Stats

Unlocked	58,000 CS
Damage	37.5 - 50
Kit	Recon
Magazine Size	10 Rounds
Starting Ammo	11 / 55
Max Ammo	11 / 88
Reload Time	2.5 - 3.5 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

Accessories

Optics

- Rifle Scope (8x) [Default]
- ACOG (4x) [10 Kills]
- Holographic (HOLO) [50 Kills]
- Ballistic (12x) [80 Kills]
- Reflex (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]

- PKS-07 (7x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [175 Kills]
- PKA-S (HOLO) [200 Kills]
- Kobra (RDS) [235 Kills]
- PK-A (3.4x) [270 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

M40A5



The M40A5 is a US Sniper Rifle. The original M40 was first used in 1966. The A5 variant is the current version, introduced in 2009. It fires the 7.62x51mm NATO cartridge. Like all Sniper Rifles in Battlefield 3, it's effective at very long ranges.

Stats

Unlocked	104,000 RS
Kit	Recon
Damage	22 - 34
Magazine Size	10 Rounds
Starting Ammo	11 / 33
Max Ammo	11 / 55
Reload Time	2.5 - 3.5 Seconds
Rate of Fire	N/A
Fire Modes	Bolt-Action

Accessories

Optics

- Rifle Scope (8x) [Default]
- Ballistic (12x) [10 Kills]
- ACOG (4x) [50 Kills]
- Holographic (HOLO) [80 Kills]

- Reflex (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [175 Kills]
- PKA-S (HOLO) [200 Kills]
- Kobra (RDS) [235 Kills]
- PK-A (3.4x) [270 Kills]

Primary

- Bipod [30 Kills]
- Straight Pull Bolt [60 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

M417



The M417 (Real name HK 417 for Heckler & Koch 417) is a German made Battle Rifle. It's one of ten weapons available in the Close Quarters Expansion Pack.

It's similar in design to the M416, but it uses the larger 7.62x51mm NATO round.

The M417 is an accurate, but not very powerful, battle rifle. If anything, it's like a US counterpart to the SKS in Battlefield 3. Using it with a low powered or no magnification optic for run and gun style would be better than sniping with it.

Stats

Unlocked	Team Player Assignment
Kit	Recon
Damage	37.5 - 50
Magazine Size	20 Rounds
Starting Ammo	21 / 84
Max Ammo	21 / 147
Reload Time	1.8 - 2.4 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

Accessories

Optics

- Rifle Scope (8x) [Default]

- ACOG (4x) [10 Kills]
- Holographic (HOLO) [50 Kills]
- Ballistic (12x) [80 Kills]
- Reflex (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [175 Kills]
- PKA-S (HOLO) [200 Kills]
- Kobra (RDS) [235 Kills]
- PK-A (3.4x) [270 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

M98B



A precision tactical rifle, the M98B was uniquely developed from the ground up as a Bolt-Action Sniper Rifle. Firing the .338 Magnum round from a detachable box magazine the M98B is capable of impressive accuracy and great stopping power even at extreme ranges. The M98B is currently being evaluated by US SOCOM in a modified form. The M98B comes equipped with a Rifle Scope (8x)

Stats

Unlocked	146,000 RS
Kit	Recon
Damage	59 - 95
Magazine Size	5 Rounds
Starting Ammo	6 / 36
Max Ammo	6 / 60
Reload Time	2.5 - 4.5 Seconds
Rate of Fire	N/A
Fire Modes	Bolt-Action

Accessories

Optics

- Rifle Scope (8x) [Default]
- Ballistic (12x) [10 Kills]
- ACOG (4x) [50 Kills]
- Holographic (HOLO) [80 Kills]
- Reflex (RDS) [90 Kills]

- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [175 Kills]
- PKA-S (HOLO) [200 Kills]
- Kobra (RDS) [235 Kills]
- PK-A (3.4x) [270 Kills]

Primary

- Bipod [30 Kills]
- Straight Pull Bolt [60 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

MK11 MOD 0



The Mk11 MOD 0 (SR-25) is a US Sniper Rifle which was first used in the 1990s. It fires 7.62x51mm cartridge. Like all Sniper Rifles in Battlefield 3, it's effective at very long ranges.

The first sniper rifle available to US forces. With a ten round clip and quick firing rate, it allows for fast follow up shots and easy long range suppression. However, the shots are not that powerful, and it requires 2-3 hits or more to take down a target, especially at extremely long ranges. The Mk11 is best suited at medium-long ranges, where landing another shot is not as difficult.

In case people didn't know, Mk is short for mark. It's pronounced Mark 11.

Stats

Unlocked	Default (US) / 195,000 RS (RU)
Kit	Recon
Damage	37.5 - 50
Magazine Size	10 Rounds
Starting Ammo	11 / 55
Max Ammo	11 / 88
Reload Time	1.8 - 2.2 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

Accessories

Optics

- Rifle Scope (8x) [Default]
- ACOG (4x) [10 Kills]
- Holographic (HOLO) [50 Kills]
- Ballistic (12x) [80 Kills]
- Reflex (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- M145 (3.4x) [150 Kills]
- PSO-1 (4x) [175 Kills]
- PKA-S (HOLO) [200 Kills]
- Kobra (RDS) [235 Kills]
- PK-A (3.4x) [270 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

QBU-88



The QBU-88 is one of ten new weapons available in the Back to Karkand Expansion Pack.

The QBU-88 is a Semi-automated sniper rifle of Chinese design. It fires the 5.8x42mm round. Note the QBZ chinese family of firearms all fire the 5.8x42mm round and not the 5.45x39mm which is used the AK 74

Stats

Unlocked	Specops Assignment
Kit	Recon
Damage	37.5 - 50
Magazine Size	10 Rounds
Starting Ammo	11 / 55
Max Ammo	11 / 88
Reload Time	2.5 - 3.5 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

Accessories

Optics

- PKS-07 (7x) [Default]
- Ballistic (12x) [10 Kills]
- PSO-1 (4x) [50 Kills]

- PKA-S (HOLO) [80 Kills]
- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- ACOG (4x) [175 Kills]
- Holographic (HOLO) [200 Kills]
- Reflex (RDS) [235 Kills]
- M145 (3.4x) [270 Kills]

Primary

- Bipod [30 Kills]
- Straight Pull Bolt [60 Kills]

Secondary

- Flash Suppressor [Default]
- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

SKS



The SKS is a Soviet / Russian Sniper Rifle which could be classified as a Carbine in actual life. It was designed in 1945. The SKS uses the 7.62x39mm WP cartridge. Like all Sniper Rifles in Battlefield 3, it's effective at very long ranges.

A battle rifle with a large 20 round clip. Unlike other sniper class weapons, this rifle is not as accurate at long ranges, and the shots each have moderate power. With the large clip and fast rate of fire, the SKS is best suited as a medium range weapon, where it can keep constant fire on the enemy. It may also be used as a recon class single-fire assault rifle to gain XP. This is a 4 shot to the body rifle over about 20 metres so it really should at medium ranges instead of long because of low damage and bullet drop.

Stats

Unlocked	71,000 RS or via Physical Warfare Pack
Kit	Recon
Damage	30 - 43
Magazine Size	20 Rounds
Starting Ammo	21 / 84
Max Ammo	21 / 147
Reload Time	2 - 3.5 Seconds
Rate of Fire	333rpm
Fire Modes	Semi Auto

Accessories

Optics

- PKS-07 (7x) [Default]
- PSO-1 (4x) [10 Kills]
- PKA-S (HOLO) [50 Kills]
- Ballistic (12x) [80 Kills]
- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- ACOG (4x) [175 Kills]
- Holographic (HOLO) [200 Kills]
- Reflex (RDS) [235 Kills]
- M145 (3.4x) [270 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]
- Heavy Barrel [300 Kills]

SV98



The SV98 is a Russian Sniper Rifle which was first used in 1998. It fires 7.62x54mm R cartridge. Like all Sniper Rifles in Battlefield 3, it's effective at very long ranges.

A very powerful bolt action rifle, it is most effective at extreme long ranges, using a high power scope. Incredibly accurate, it allows for shots on target past a distance where bullet drop begins to become a factor. It is also capable of killing in one headshot, at any range. Because of it's long distance nature, it is easily outclassed when up against anything at closer ranges.

Stats

Unlocked	13,000 RS
Kit	Recon
Damage	59 - 80
Magazine Size	10 Rounds
Starting Ammo	11 / 33
Max Ammo	11 / 55
Reload Time	2.5 - 4 Seconds
Rate of Fire	N/A
Fire Modes	Bolt-Action

Accessories

Optics

- PKS-07 (7x) [Default]
- Ballistic (12x) [10 Kills]
- PSO-1 (4x) [50 Kills]
- PKA-S (HOLO) [80 Kills]
- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- ACOG (4x) [175 Kills]
- Holographic (HOLO) [200 Kills]
- Reflex (RDS) [235 Kills]
- M145 (3.4x) [270 Kills]

Primary

- Bipod [30 Kills]
- Straight Pull Bolt [60 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

SVD



The SVD (Dragunov) is a Russian Sniper Rifle which was first used in 1963. It fires 7.62x54mm cartridge. Like all Sniper Rifles in Battlefield 3, it's effective at very long ranges.

The first sniper rifle available to Russian forces. An easy to handle weapon, it's semi auto firing rate allows for rapid follow up shots. The gun loses some accuracy and power at longer ranges, meaning it is a rifle best suited at medium-long range engagements.

Stats

Unlocked	Default (RU) / 195,000 RS (US)
Kit	Recon
Damage	37.5 - 50
Magazine Size	10 Rounds
Starting Ammo	11 / 55
Max Ammo	11 / 88
Reload Time	2.5 - 3.2
Rate of Fire	N/A
Fire Modes	Semi Auto

Accessories

Optics

- PKS-07 (7x) [Default]
- PSO-1 (4x) [10 Kills]
- PKA-S (HOLO) [50 Kills]

- Ballistic (12x) [80 Kills]
- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (8x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- ACOG (4x) [175 Kills]
- Holographic (HOLO) [200 Kills]
- Reflex (RDS) [235 Kills]
- M145 (3.4x) [270 Kills]

Primary

- Foregrip [30 Kills]
- Bipod [60 Kills]

Secondary

- Laser Sight [20 Kills]
- Tactical Light [40 Kills]
- Suppressor [70 Kills]

All Kits

All weapons that fall under “All Kits” can be used in any of the kits while playing as any faction. These weapons are all Personal Defense Weapons and Shotguns, with the exception of the AS VAL. They are most effective at close range.

Weapons

Each weapon's page will have detailed stats and information.

The Weapon information on each weapon's page is set up in a simple format.

- **Unlock:** When you unlock the weapon.
- **Kit:** Which kit it's unlocked in - incase you navigated to the weapon through a link.
- **Magazine Size:** How much ammo can fit into one magazine.
- **Starting Ammo:** The ammo you have when you deploy
- **Max Ammo:** The ammo you have with the AMMO Specialization.
- **Reload Time:** How long it takes to reload your weapon. Some weapons will have two times, the quickest and the slowest times. It will take longer to reload if you completely empty your weapon on most weapons.
- **Rate of Fire:** How fast the weapon fires in Rounds Per Minute (RPM).
- **Fire Modes:** The different modes the weapon can fire in.
- **Accessories:** All weapons accessories and the amount of kills to unlock in brackets. If weapons have accessories unlocked when the weapon is unlocked, it will say [Default].

Assault Rifle

- AS VAL

Personal Defense Weapons

- MP7
- P90
- PDW-R
- PP-2000
- UMP-45

Back to Karkand

- PP-19

Close Quarters

- M5K

Shotguns

- 870MCS
- DAO-12
- M1014
- SAIGA-12K
- USAS-12

Back to Karkand

- MK3A1

Close Quarters

- SPAS-12

870MCS



The 870MCS (Remington 870) is a Pump-Action Shotgun made by US weapon manufacturer Remington. It was designed and produced in 1951. All Shotguns in Battlefield 3 use the 12 Gauge 00 Buckshot cartridge by default, effective at close range.

A powerful close range weapon, it has the strength to kill up close in one shot, two if further away. It is also versatile, utilizing a myriad of scope attachments and ammunition types, transforming this close range shotgun into a mid range weapon. However, the empty reload is very slow, having the user load a shell into the breech before loading them into the magazine, making it advisable to save the last shot unless necessary.

Stats

Unlocked	Rank 1
Kit	All
Magazine Size	4 Rounds
Extended Mag	6 Rounds
Starting Ammo	5 / 30
Max Ammo	5 / 50
E. Mag Starting Ammo	7 / 28
E. Mag Max Ammo	7 / 49
Reload Time	1 - 7 Seconds
Rate of Fire	N/A
Fire Modes	Pump Action

Ammo Type Damage

12G Buckshot	6 - 16
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12G Flechette	8.4 - 12.5
12G Frag	10 - 37.5
12G Slug	40 - 100

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [40 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- M145 (3.4x) [150 Kills]
- Kobra (RDS) [200 Kills]
- PKA-S (HOLO) [235 Kills]
- PSO-1 (4x) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Extended Mag [30 Kills]
- Tactical Light [50 Kills]
- Laser Sight [80 Kills]
- Flash Suppressor [175 Kills]

Secondary

- 12G Buckshot [Default]
- 12G Flechette [20 Kills]
- 12G Frag [60 Kills]
- 12G Slug [90 Kills]

AS VAL



The AS VAL (Special Automatic Rifle) is a Soviet Assault Rifle designed in the 1980s. It fires the armor piercing 9x39mm round through the standard Suppressor. The Suppressor CANNOT be removed.

Stats

Unlocked	Rank 45
Kit	All
Damage	18.4 - 20
Magazine Size	20 Rounds
Starting Ammo	21 / 105
Max Ammo	21 / 168
E. Mag Starting Ammo	31 / 93
E. Mag Max Ammo	31 / 155
Reload Time	1.5 - 2.5 Seconds
Rate of Fire	900 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- PSO-1 (4x) [10 Kills]
- Kobra (RDS) [30 Kills]
- PKA-S (HOLO) [40 Kills]

- IRNV (IR 1x) [60 Kills]
- PKS-07 (7x) [70 Kills]
- PK-A (3.4x) [80 Kills]
- ACOG (4x) [90 Kills]
- Reflex (RDS) [100 Kills]
- Holographic (HOLO) [125 Kills]
- Rifle Scope (6x) [150 Kills]
- M145 (3.4x) [175 Kills]

Primary

- Tactical Light [20 Kills]
- Laser Sight [50 Kills]
- Extended Mag [200 Kills]

Secondary

- Suppressor [Default]

DAO-12



The DAO-12 is basically the combination of a revolver and a shotgun. The drum magazine moves in place like a revolver. All Shotguns in Battlefield 3 use the 12 Gauge 00 Buckshot cartridge by default, effective at close range.

The DAO-12 is a close range powerhouse, able to decimate enemies with its large magazine size and quick firing rate. With a standard 8 round magazine, it allows for a wall of lead to fire out in front of the gun. But these 8 rounds can be expended quickly, forcing the player to reload, a slow process due to the fact that each shell can only be loaded into the gun one at a time.

Stats

Unlocked	Rank 38 or via Physical Warfare Pack
Kit	All
Magazine Size	8 Rounds
Extended Mag	12 Rounds
Starting Ammo	8 / 24
Max Ammo	8 / 40
E. Mag Starting Ammo	12 / 12
E. Mag Max Ammo	12 / 24
Reload Time	1.5 - 11 Rounds
Rate of Fire	N/A
Fire Modes	Semi Auto

Ammo Type Damage

12G Buckshot	6 - 16
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12G Flechette	8.4 - 12.5
12G Frag	5 - 20
12G Slug	37.5 - 75

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [30 Kills]
- ACOG (4x) [60 Kills]
- IRNV (IR 1x) [90 Kills]
- Rifle Scope (6x) [100 Kills]
- M145 (3.4x) [125 Kills]
- Kobra (RDS) [175 Kills]
- PKA-S (HOLO) [200 Kills]
- PSO-1 (4x) [235 Kills]
- PKS-07 (7x) [270 Kills]
- PK-A (3.4x) [300 Kills]

Primary

- Extended Mag [20 Kills]
- Tactical Light [40 Kills]
- Laser Sight [70 Kills]
- Flash Suppressor [150 Kills]

Secondary

- 12G Buckshot [Default]
- 12G Flechette (Physical Warfare Pack)
- 12G Frag [50 Kills]
- 12G Slug [80 Kills]

M5K



The M5K (real name MP5K) is a shortened version of the HK MP5A2, a German Made Submachine Gun. It's one of ten weapons available in the Close Quarters Expansion Pack. It uses the 9x19mm pistol round.

The M5K is an accurate PDW with a very small magazine. Luckily, it can use the Extended Mag attachment when you earn enough kills. It will need it with the high rate of fire it has.

Stats

Unlocked	Hold the trigger Assignment
Kit	All
Damage	12.5 - 20
Magazine Size	20 Rounds
Starting Ammo	21 / 105
Max Ammo	21 / 168
E. Mag Starting Ammo	31 / 93
E. Mag Max Ammo	31 / 155
Reload Time	2.2 - 3 Seconds
Rate of Fire	900 RPM
Fire Modes	Full Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [40 Kills]
- M145 (3.4x) [70 Kills]
- ACOG (4x) [80 Kills]
- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [125 Kills]
- PKA-S (HOLO) [150 Kills]
- PK-A (3.4x) [175 Kills]

Primary

- Laser Sight [20 Kills]
- Tactical Light [50 Kills]

Secondary

- Suppressor [30 Kills]
- Extended Mag [60 Kills]
- Flash Suppressor [100 Kills]

M5K In Action

Video courtesy [chrisjspooner](#)

M1014



The M1014 (Benelli M4 Super 90) is an Italian Shotgun, designed in 1998. It is used by many nations, including the United States. All Shotguns in Battlefield 3 use the 12 Gauge 00 Buckshot cartridge by default, effective at close range.

Stats

Unlocked	Rank 22
Kit	All
Magazine Size	4 Rounds
Extended Mag	6 Rounds
Starting Ammo	5 / 30
Max Ammo	5 / 50
E. Mag Starting Ammo	7 / 28
E. Mag Max Ammo	7 / 49
Reload Time	1 - 7 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

Ammo Type Damage

12G Buckshot	6 - 16
12G Flechette	8.4 - 12.5
12G Frag	5 - 20

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [40 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- M145 (3.4x) [150 Kills]
- Kobra (RDS) [200 Kills]
- PKA-S (HOLO) [235 Kills]
- PSO-1 (4x) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Extended Mag [30 Kills]
- Tactical Light [50 Kills]
- Laser Sight [80 Kills]
- Flash Suppressor [175 Kills]

Secondary

- 12G Buckshot [Default]
- 12G Flechette [20 Kills]
- 12G Frag [60 Kills]
- 12G Slug [90 Kills]

MK3A1



The MK3A1 is one of ten new weapons available in the Back to Karkand Expansion Pack.

The MK3A1 (AKA Jackhammer) is a fully automatic Shotgun prototype developed in the US.

Stats

Unlocked	Scarred Veteran Assignment
Kit	All
Magazine Size	6 Rounds
Extended Mag	10 Rounds
Starting Ammo	7 / 21
Max Ammo	7 / 35
E. Mag Starting Ammo	11 / 22
E. Mag Max Ammo	11 / 44
Reload Time	3.5 - 4 Seconds
Rate of Fire	255
Fire Modes	Full Auto

Ammo Type Damage

12G Buckshot	6 - 16
12G Flechette	8.4 - 12.5
12G Frag	5 - 20
12G Slug	37.5 - 75

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [40 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- M145 (3.4x) [150 Kills]
- Kobra (RDS) [200 Kills]
- PKA-S (HOLO) [235 Kills]
- PSO-1 (4x) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Suppressor [Default]
- Extended Mag [30 Kills]
- Tactical Light [50 Kills]
- Laser Sight [80 Kills]
- Flash Suppressor [175 Kills]

Secondary

- 12G Buckshot [Default]
- 12G Flechette [20 Kills]
- 12G Frag [60 Kills]
- 12G Slug [90 Kills]

MP7



The MP7A1 is a personal defense weapon developed by the German weapon manufacturer Heckler & Koch in 2001. The A1 variant was produced in 2003. It fires the 4.6x30mm cartridge, effective at close range. Like all PDWs it's very fast at sighting in so it can be used for the run a gun strategy. When fitted with a Laser Sight ;it becomes very accurate at firing from the hip. One of the disadvantages of the weapon is the low magazine capacity, though the Extended Mag does address this problem by extending the capacity to 40 rounds. The Suppressor is a useful attachment and can be used to take out people, reload and start shooting again before they realize what is happening.

Stats

Unlocked	34,000 CS
Kit	All
Damage	11.2 - 12
Magazine Size	20 Rounds
Extended Mag	40 Rounds
Starting Ammo	21 / 105
Max Ammo	21 / 168
E. Mag Starting Ammo	41 / 82
E. Mag Max Ammo	41 / 164
Reload Time	2.5 Seconds
Rate of Fire	950 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [40 Kills]
- M145 (3.4x) [70 Kills]
- ACOG (4x) [80 Kills]
- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- PKA-S (HOLO) [125 Kills]
- PK-A (3.4x) [150 Kills]

Primary

- Laser Sight [20 Kills]
- Tactical Light [50 Kills]

Secondary

- Suppressor [30 Kills]
- Extended Mag [60 Kills]

P90



The P90 is a Personal Defense Weapon developed by Belgian weapon manufacturer FN Herstal in 1990. It is used by many nations, including the United States. The P90 fires the 5.7x28mm armor piercing round, effective at close range.

Stats

Unlocked	Rank 40
Kit	All
Damage	11.2 - 12
Magazine Size	50 Rounds
Starting Ammo	51 / 102
Max Ammo	51 / 204
Reload Time	2 - 2.7 Seconds
Rate of Fire	900 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [40 Kills]
- M145 (3.4x) [70 Kills]
- ACOG (4x) [80 Kills]
- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]

- PKA-S (HOLO) [125 Kills]
- PK-A (3.4x) [150 Kills]

Primary

- Laser Sight [20 Kills]
- Tactical Light [50 Kills]

Secondary

- Suppressor [30 Kills]
- Flash Suppressor [60 Kills]

PDW-R



The PDW-R was developed as a Personal Defense Weapon for CQB, but it fires the 5.56x45mm cartridge, which is commonly found in the M16 and M4. It may not be as accurate as rifles, but it can still reach out further than other PDWs. When fitted with a Laser Sight it becomes very accurate at firing from the hip. One of the disadvantages of the weapon is the low magazine capacity, however, like the MP7, the Extended Mag does address this problem by extending the capacity (30 rounds).

Stats

Unlocked	Rank 32
Kit	All
Damage	14.3 - 25
Magazine Size	20 Rounds
Extended Mag	30 Rounds
Starting Ammo	21 / 105
Max Ammo	21 / 168
E. Mag Starting Ammo	31 / 93
E. Mag Max Ammo	31 / 155
Reload Time	2.5 - 3.3 Seconds
Rate of Fire	750 RPM
Fire Modes	Full Auto / 3 Round Burst / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [40 Kills]
- M145 (3.4x) [70 Kills]
- ACOG (4x) [80 Kills]
- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- PKA-S (HOLO) [125 Kills]
- PK-A (3.4x) [150 Kills]

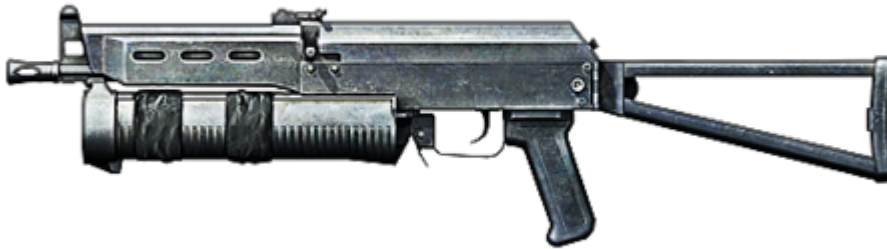
Primary

- Laser Sight [20 Kills]
- Tactical Light [50 Kills]

Secondary

- Suppressor [30 Kills]
- Extended Mag [60 Kills]

PP-19



The PP-19 is one of ten new weapons available in the Back to Karkand Expansion Pack.

The PP-19 is a Submachinegun developed in Russia, featuring a helical high capacity magazine. It fires the 9x19mm Parabellum round.

Stats

Unlocked	Familiar Territory Assignment
Kit	All
Damage	12.5 - 16.7
Magazine Size	54 Rounds
Starting Ammo	55 / 110
Max Ammo	55 / 220
Reload Time	2.5 - 3.5 Seconds
Rate of Fire	900 RPM
Fire Modes	Full Auto

Accessories

Optics

- Kobra (RDS) [10 Kills]
- PKA-S (HOLO) [40 Kills]
- PK-A (3.4x) [70 Kills]
- ACOG (4x) [80 Kills]

- Reflex (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Holographic (HOLO) [125 Kills]
- M145 (3.4x) [150 Kills]

Primary

- Laser Sight [20 Kills]
- Tactical Light [50 Kills]

Secondary

- Suppressor [30 Kills]
- Flash Suppressor [60 Kills]

PP-2000



The PP-2000 is a Russian made Personal Defense Weapon. Like the name implies, it was first designed in 2000. The PP-2000 fires the 9x19mm cartridge, effective at close range.

The PP-2000 combines accurate hip fire and steady rate of fire for a weapon perfect for close range. The 20 round clip reduces effectiveness, forcing more reloads in between firefights.

Stats

Unlocked	Rank 7
Kit	All
Damage	12.5 - 25
Magazine Size	20 Rounds
Extended Mag	40 Rounds
Starting Ammo	21 / 105
Max Ammo	21 / 168
E. Mag Starting Ammo	41 / 82
E. Mag Max Ammo	41 / 164
Reload Time	2.5 - 3.5 Seconds
Rate of Fire	600 RPM
Fire Modes	Full Auto / Semi Auto

Accessories

Optics

- Kobra (RDS) [10 Kills]
- PKA-S (HOLO) [40 Kills]
- PK-A (3.4x) [70 Kills]
- ACOG (4x) [80 Kills]
- Reflex (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- Holographic (HOLO) [125 Kills]
- M145 (3.4x) [150 Kills]

Primary

- Laser Sight [20 Kills]
- Tactical Light [50 Kills]

Secondary

- Suppressor [30 Kills]
- Extended Mag [60 Kills]

SAIGA-12K



The SAIGA-12K is a Russian, magazine fed, 12G Shotgun. The original (Saiga-12) was designed in the 1990s. Since it uses a magazine, it reloads a lot faster than the M1014 or 870MCS. All Shotguns in Battlefield 3 use the 12 Gauge 00 Buckshot cartridge by default, effective at close range.

Stats

Unlocked	Rank 34
Kit	All
Magazine Size	5 Rounds
Extended Mag	8 Rounds
Starting Ammo	6 / 30
Max Ammo	6 / 48
E. Mag Starting Ammo	9 / 27
E. Mag Max Ammo	9 / 45
Reload Time	2 - 3 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

Ammo Type Damage

12G Buckshot	6 - 16
12G Flechette	8.4 - 12.5
12G Frag	5 - 20
12G Slug	37.5 - 75

Accessories

Optics

- Kobra (RDS) [10 Kills]
- PKA-S (HOLO) [40 Kills]
- PSO-1 (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- Reflex (RDS) [200 Kills]
- Holographic (HOLO) [235 Kills]
- ACOG (4x) [270 Kills]
- Rifle Scope (6x) [300 Kills]
- M145 (3.4x) [350 Kills]

Primary

- Extended Mag [30 Kills]
- Tactical Light [50 Kills]
- Laser Sight [80 Kills]
- Flash Suppressor [175 Kills]
- Suppressor [400 Kills]

Secondary

- 12G Buckshot [Default]
- 12G Flechette [20 Kills]
- 12G Frag [60 Kills]
- 12G Slug [90 Kills]

SPAS-12



The SPAS-12 is an iconic Italian made Shotgun. It's one of ten weapons available in the Close Quarters Expansion Pack.

Stats

Unlocked	These hurt too Assignment
Kit	All
Magazine Size	5 Rounds
Starting Ammo	6 / 30
Max Ammo	6 / 48
E. Mag Starting Ammo	9 / 27
E. Mag Max Ammo	9 / 45
Reload Time	1 - 9 Seconds
Rate of Fire	N/A
Fire Modes	Pump Action

Ammo Type Damage

12G Buckshot	6 - 16
12G Flechette	8.4 - 12.5
12G Frag	10 - 37.5
12G Slug	40 - 100

Accessories

Optics

- Reflex (RDS) [10 Kills]
- Holographic (HOLO) [40 Kills]
- ACOG (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- Rifle Scope (6x) [125 Kills]
- M145 (3.4x) [150 Kills]
- Kobra (RDS) [200 Kills]
- PKA-S (HOLO) [235 Kills]
- PSO-1 (4x) [270 Kills]
- PKS-07 (7x) [300 Kills]
- PK-A (3.4x) [350 Kills]

Primary

- Extended Mag [30 Kills]
- Tactical Light [50 Kills]
- Laser Sight [80 Kills]
- Flash Suppressor [175 Kills]

Secondary

- 12G Buckshot [Default]
- 12G Flechette [20 Kills]
- 12G Frag [60 Kills]
- 12G Slug [90 Kills]

SPAS-12 In Action

Video courtesy chrisjspooner

UMP-45



The UMP-45 is a Personal Defense Weapon made by German weapon manufacturer Heckler & Koch in the 1990s. It is used by many nations, including the United States. The UMP-45 fires the .45ACP cartridge, effective at close range.

A submachine gun using the powerful .45 round, the UMP-45 is more versatile than other PDW weapons. With 3 modes of fire, including a 2 round burst, it is meant for medium range encounters where the low recoil can keep shots on target. It has a 25 round magazine, which can be quickly expended, making an already slow reload even longer.

Stats

Unlocked	Rank 16
Kit	All
Damage	13.7 - 25
Magazine Size	25 Rounds
Starting Ammo	26 / 104
Max Ammo	26 / 182
Reload Time	1.7 - 2.5 Seconds
Rate of Fire	600 RPM
Fire Modes	Full Auto / 2 Round Burst / Semi Auto

Accessories

Optics

- Reflex (RDS) [10 Kills]

- Holographic (HOLO) [40 Kills]
- M145 (3.4x) [70 Kills]
- ACOG (4x) [80 Kills]
- Kobra (RDS) [90 Kills]
- IRNV (IR 1x) [100 Kills]
- PKA-S (HOLO) [125 Kills]
- PK-A (3.4x) [150 Kills]

Primary

- Laser Sight [20 Kills]
- Tactical Light [50 Kills]

Secondary

- Suppressor [30 Kills]
- Flash Suppressor [60 Kills]

USAS-12



The USAS-12 is a Shotgun made by South Korean weapon manufacturer Daewoo Precision Industries in the 1980s. Since it uses a magazine, it reloads a lot faster than the M1014 or 870MCS. All Shotguns in Battlefield 3 use the 12 Gauge 00 Buckshot cartridge by default, effective at close and medium ranges.

Stats

Unlocked	Rank 43
Kit	All
Magazine Size	6 Rounds
Extended Mag	10 Rounds
Starting Ammo	7 / 21
Max Ammo	7 / 35
E. Mag Starting Ammo	11 / 22
E. Mag Max Ammo	11 / 44
Reload Time	2.5 - 3.5 Seconds
Rate of Fire	300 RPM
Fire Modes	Full Auto / Semi Auto

Ammo Type Damage

12G Buckshot	6 - 16
12G Flechette	8.4 - 12.5
12G Frag	5 - 20
12G Slug	37.5 - 75

Accessories

Optics

- Kobra (RDS) [10 Kills]
- PKA-S (HOLO) [40 Kills]
- PSO-1 (4x) [70 Kills]
- IRNV (IR 1x) [100 Kills]
- PKS-07 (7x) [125 Kills]
- PK-A (3.4x) [150 Kills]
- Reflex (RDS) [200 Kills]
- Holographic (HOLO) [235 Kills]
- ACOG (4x) [270 Kills]
- Rifle Scope (6x) [300 Kills]
- M145 (3.4x) [350 Kills]

Primary

- Extended Mag [30 Kills]
- Tactical Light [50 Kills]
- Laser Sight [80 Kills]
- Flash Suppressor [175 Kills]
- Suppressor [400 Kills]

Secondary

- 12G Buckshot [Default]
- 12G Flechette [20 Kills]
- 12G Frag [60 Kills]
- 12G Slug [90 Kills]

Hand Guns

A handgun is primarily used as a personal defense weapon for when a person is caught off guard, or for use in close quarters. They are generally not used in open warfare, because of their lack of power, accuracy, and magazine size. Remember, if you run out of ammo, it's always faster to switch to your side arm, instead of reloading your weapon.

Each Kit comes with one Handgun. The Handgun depends on which faction you are using.

US Faction

- M9
- M9 SUPP.
- M9 TACT.

Russian Faction

- MP443
- MP443 SUPP.
- MP443 TACT.

Both Factions

- .44 Magnum
- .44 SCOPED
- 93R
- G17C
- G17C SUPP.
- G18
- G18 SUPP.
- MP412 REX

DLC

- M1911
- M1911 SUPP.
- M1911 TACT.

.44 Magnum



The .44 Magnum is a US revolver which was designed in the 1950s. It was once known as "the most powerful handgun in the world."

Stats

Unlocked	Rank 36
Kit	All
Damage	30 - 60
Magazine Size	6 Rounds
Starting Ammo	6 / 30
Max Ammo	6 / 48
Reload Time	3.5 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

.44 SCOPED



The .44 Scoped is the .44 Magnum with a Scope attached to it by default. Unlocked at Rank 44.

93R



A modified version of the M9, the 93R can fire in three rounds bursts. The 93R comes equipped with a folding Foregrip to keep the weapon steady during each burst. It was designed by the Italian weapon manufacturer Beretta in the 1970s. The 93R uses the 9x19mm cartridge, effective at close range.

Stats

Unlocked	86,000 CS
Kit	All
Damage	13.75 - 25
Magazine Size	20 Rounds
Starting Ammo	21 / 63
Max Ammo	21 / 105
Reload Time	1.5 - 1.6 Seconds
Rate of Fire	1100 RPM
Fire Modes	3 Round Burst / Semi Auto

G17C



The G17C (Glock 17) is an Austrian Semi-Automatic Pistol designed in the late 70s to early 80s. The C variant was introduced in 1996. It has been used by both Russia and the United States. The G17C fires the 9x19mm cartridge, effective at close range.

The G17C comes with a Laser Sight by default.

With high hip fire accuracy due to the built in laser sight and a large magazine, the G17C is a weapon perfect for close encounters. These factors offset the weak stopping power of the rounds, making it unsuitable for long range combat.

Stats

Unlocked	Rank 4
Kit	All
Damage	13.75 - 25
Magazine Size	17 Rounds
Starting Ammo	18 / 54
Max Ammo	18 / 90
Reload Time	1.5 - 1.6 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

G17C SUPP.



The **G17C SUPP.** (AKA G17C Suppressed) is the exact same version of the G17C. The only difference is the addition of the Suppressor and Laser Sight Accessories. Unlocked at Rank 19.

The suppressor allows for easier infiltration behind enemy lines, able to quickly and quietly take out any target.

G18



The G18 (Glock 18) is a full-automatic variant of the G17C. It is an Austrian made pistol which was first produced in 1982. It fires the 9x19mm cartridge, effective at close range.

Stats

Unlocked	Rank 30
Kit	All
Damage	12.5 - 20
Magazine Size	19 Rounds
Starting Ammo	20 / 60
Max Ammo	20 / 100
Reload Time	1.5 - 1.6 Seconds
Rate of Fire	1100 RPM
Fire Modes	Full Auto / Semi Auto

G18 SUPP.



The **G18 SUPP.** (AKA G18 Silenced) is the exact same version of the G18. The only difference is the addition of the Suppressor. Unlocked at Rank 41.

M9



The M9 is a Semi-Automatic Pistol developed by Italian weapon manufacturer Beretta in the 1980s. It became the standard pistol for the US in 1990. The M9 fires the 9x19mm cartridge, effective at close range.

This handgun can only be used by the US faction.

Stats

Unlocked	Default (US)
Kit	All
Damage	13.75 - 25
Magazine Size	15 Rounds
Starting Ammo	16 / 48
Max Ammo	16 / 80
Reload Time	1.5 - 1.6 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

M9 SUPP.



The **M9 SUPP.** is the exact same version of the M9. The only difference is the addition of the Suppressor. Unlocked at Rank 25.

M9 TACT.



The **M9 TACT.** (AKA M9 Tactical) is the exact same version of the M9. The only difference is the addition of the Tactical Light. Unlocked at Rank 10.

M1911



Arguably the most widely used and recognized handgun in the world, the M1911 is a weapon that defines the term "defensive sidearm". It uses a single stack magazine of .45 ACP rounds, with excellent stopping power to take down enemies. Easy to use, highly accurate, and reliable, the M1911 has been the sidearm of choice of the US Armed Forces. However, it is being phased out of use by the M9 Beretta currently Modernized and updated versions of the M1911 is still in use by MEU (SOC) US Marine Corps Special Forces.

With a small magazine of 8 rounds compared to other handguns, the M1911 shines in it's potent stopping power and high accuracy.

You can only unlock the M1911 in Battlefield 3's Multiplayer through EA's Gun Club. Sign in using your EA Account, or redeem a code for the Physical Warfare pack included in the Limited Edition.

Stats

Unlocked	EA Gun Club
Kit	All
Damage	13.75 - 34
Magazine Size	8 Rounds
Starting Ammo	9 / 45
Max Ammo	9 / 72
Reload Time	1.5 - 1.6 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

M1911 TACT.



The M1911 TACT. (AKA M1911 Tactical) is the M1911 with a Tactical Light attached to it. Unlocked through EA's Gun Club.

The Tactical light fixed to the handgun makes close range encounters more offensive, being able to blind enemies. However, it will also give away your position at a distance, due to the bright light shining from the gun.

M1911 SUPP.



The M1911 SUPP. (AKA M1911 Suppressed) is the M1911 with a Suppressor attached to it. Unlocked through EA's Gun Club.

By attaching the suppressor to the gun, it turns the M1911 into a quiet beast, capable of taking down close targets in a few shots easily, while not being detected on the map.

MP412 REX



The MP412 is a Russian revolver. The MP-412 is a compact .357 Magnum revolver, sacrificing the raw power of the .44 Magnum for superior accuracy.

With six rounds and a strong kick, each shot has to be timed and carefully aimed in order for long distance engagements to be successful. The strong power of the .357 magnum is offset by the gun's long reload time, however, headshots can be done with one shot to the head even at distance.

Stats

Unlocked	5,000 CS
Kit	All
Damage	28 - 50
Magazine Size	6 Rounds
Starting Ammo	6 / 30
Max Ammo	6 / 48
Reload Time	3.5 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

MP443



The MP443 (AKA Yarygin PYa, MP-443 Grach) is a Russian Semi-Automatic Pistol. It was designed in the 90s and first issued in 2003. The MP443 fires the 9x19mm cartridge, effective at close range.

This handgun can only be used by the Russian faction.

Stats

Unlocked	Default (RU)
Kit	All
Damage	13.75 - 25
Magazine Size	17 Rounds
Starting Ammo	18 / 54
Max Ammo	18 / 90
Reload Time	1.5 - 1.6 Seconds
Rate of Fire	N/A
Fire Modes	Semi Auto

MP443 SUPP.



The **MP443 SUPP.** (AKA MP443 Silenced) is the exact same version of the MP443. The only difference is the addition of the Suppressor. Unlocked at Rank 28.

MP443 TACT.



The **MP443 TACT.** (AKA MP443 Tactical) is the exact same version of the MP443. The only difference is the addition of the Tactical Light. Unlocked at Rank 13.

Gadget 1

As you may have noticed, there are two gadget sections in the customization screen and in this wiki. Two gadgets can be selected for each kit, but only select gadgets can be chosen for Gadget 1 and Gadget 2. The gadgets will then be divided up even more into which ever kit you are using.

Gadgets play a very important role in Battlefield 3. Some can be used for yourself, but many are best used on the entire team. Battlefield 3 is all about Teamwork!

Assault Kit

- M26 MASS
- M320
- Medic Kit

Engineer Kit

- FGM-148 Javelin
- FIM-92 Stinger
- RPG-7V2
- SA-18 IGLA
- SMAW

Support Kit

- Ammo Box

Recon Kit

- MAV
- SOFLAM
- T-UGS

Ammo Box



The Ammo Box refills any teammate's ammunition as long as they're close enough. Most weapons resupply one magazine at a time after 1.5 seconds, but explosives take longer. Each box can resupply 10 times before disappearing. If you drop another box while the first box is still in the map, the first box will disappear.

The ammo box will shine to allow for easier acquisition, as well as appearing on the minimap as a circle symbol with 3 bullets inside. If you press select or back on consoles, you can request ammo boxes from support classes, making you appear as a blinking symbol on their minimap.

Stats

Unlocked	Default
Kit	Support

FGM-148 Javelin



The FGM-148 Javelin is an anti-tank missile system that is unlocked by the Engineer kit. It's basically the same as the FIM-92 Stinger and SA-18 IGLA, but it locks-on [by it-self] to land vehicles only, aircraft need to be laser-designated in order to lock-on. The enemy will be notified when he is being locked-on to and can deploy countermeasures. Both factions will be able to use this weapon. If the target is Laser-designated by a SOFLAM, the Javelin does more damage. The FGM-148 Javelin was made by the United States in 1996 for Anti Infantry, Anti Tank purposes. The Javelin uses a 2 boosters. The First booster is to push the missile out of the Javelin and then the second booster propels the missile to the Guided Target. The Javelin was mainly used in Operation Iraqi Freedom.

Stats

Unlocked	82,000 ES
Kit	Engineer
Starting Ammo	1 / 1
Max Ammo	1 / 3
Reload Time	3.5 Seconds

FIM-92 Stinger



US Shoulder launched infra-red SAM (Surface to Air Missile). The Stinger is an Air Craft lock-on ONLY rocket launcher. The enemy will be notified when he is being locked-on to.

Here is a demonstration of a Stinger taking down a chopper:

Stats

Unlocked	3,000 ES
Kit	Engineer
Starting Ammo	1 / 4
Max Ammo	1 / 5
Reload Time	4 Seconds

M26 MASS



The M26 MASS (Modular Accessory Shotgun System) is a Semi-Automatic underbarrel Shotgun, developed by the US in the 1990s.

Available only to the Assault class, this replaces the medic bag gadget in place of more offensive equipment. The M26 will automatically be mounted onto any assault rifle that has the Underslung Rail equipped, allowing for quick access and use (it can aim down the sight of your Assault rifle). Otherwise it can be used by selecting Gadget 1, and used like a normal weapon.

A small shotgun with surprising power, the M26 is geared for offensive minded Assault class users. It has the power to kill in one shot at close range, and will kill in a few more shots further away. This power is offset by the time it takes to reload another shell from the magazine between each shot, and by the small magazine of 5 rounds. It also has the ability to use any type of 12-gauge shell ammunition, which can be unlocked by getting kills with the standard M26.

Stats

Unlocked	38,000 AS
Kit	Assault
Magazine Size	5 Rounds
Starting Ammo	6 / 18
Max Ammo	6 / 30
Reload Time	2.5 - 3 Seconds
Fire Modes	Bolt-Action

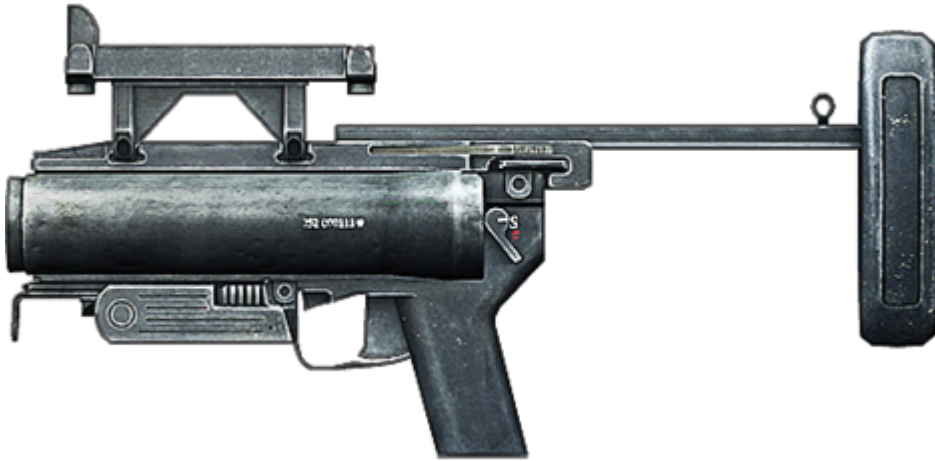
Alternate M26s

The M26 has several variations. Use the M26's default 12G Buckshot to unlock the other variations in

the Gadget 1 category. There are Dart (Flechette), Frag and Slug variations.

- M26 Mass [Default]
- M26 Frag [10 Kills]
- M26 Dart [20 Kills]
- M26 Slug [30 Kills]

M320



The M320 is a Single Shot Grenade Launcher, developed by German weapon manufacturer Heckler & Koch in the late 2000s. It fires 40MM High Explosive (HE) Grenades which will explode on impact.

Only for Assault classes, the M320 can be selected over the medic bag, allowing for a more offensive role. Firing 40MM grenades in a shallow arc, they are capable of damaging most vehicles, and even capable of blowing holes in the walls of buildings. It is automatically equipped on assault rifles that utilize the underslung rail. Otherwise it is used by selecting Gadget 1 and is fired as a standalone weapon, using it's own shoulder stock and weapon sights.

It can also use special ammunition in the form of 40MM Smoke grenades, useful for obscuring movement and providing cover, and 40MM buckshot, a powerful close range round that turns the M320 into a shotgun.

Stats

Unlocked	11,000 AS
Kit	Assault
Magazine Size	1 Round
Starting Ammo	1 / 3
Max Ammo	1 / 6
Reload Time	2.5 Seconds
Fire Modes	Single Shot

Alternate M320s

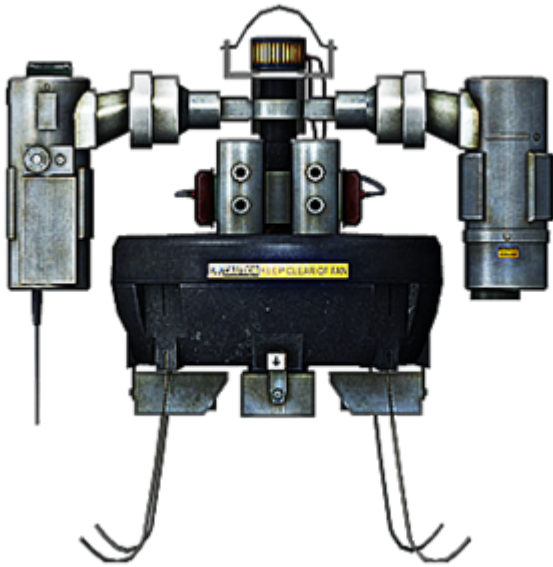
The M320 has several variations. Use the M320's default 40MM Frag Grenade to unlock the other variations in the Gadget 1 category. There are high explosive, flechette, and smoke rounds.

- M320 (40MM HE) [Default]
- M320 Buck (40MM Buckshot) [10 Kills]
- M320 Smoke (40MM Smoke) [20 Kills]
- M320 LVG

The AMMO specialization increases the M320 Dart ammo, while the FRAG specialization increases the M320 and M320 Smoke Ammo.

The M320 LVG is the latest variation of the M320. This gadget fires regular frag grenades instead of throwing them. Once shot, they will detonate a second after. It became available in the June 4th Patch for all players.

MAV



A remotely operated Micro Air Vehicle equipped with a suite of Motion Sensors and a camera with IRNV capabilities for aerial reconnaissance.

A small, remote operated flying camera, it is only available to Recon classes. Useful for providing reconnaissance above the battlefield, it can spot enemies and point them out on the map for other teammates to see. However, it can be spotted by enemies and is not very agile, and will be destroyed in a few well placed shots. The operator will also be exposed and immobile while using the MAV as well, meaning a good hiding spot is vital to survival.

Stats

Unlocked	45,000 RS
Kit	Recon

Medic Kit

Players may throw down a Medic Kit to speed up the health regeneration of your teammates nearby. Health will regenerate at 10 points per second. After healing 20 times (200 health), the kit will disappear. If you have a medic kit somewhere on the map and want to drop a second kit, the first kit will disappear.

The Medic Kit is essential for keeping teammates alive on the battlefield. It is only available for use by the assault class. Once deployed, it will shine slightly, and appear on the map as a cross inside of a circle. In addition to speeding up the healing of teammates, it also will heal teammates under the effects of suppression, which normally stops health regeneration.

If your sidearm is equipped, you cannot throw a medic kit without pressing the fire button.

Stats

Unlocked	Default
Kit	Assault

Trivia

- Medic Kits have the ability to damage destructable concrete walls.

RPG-7V2



The RPG-7V2 is a Shoulder-launched Rocket Propelled Grenade. It fires 85mm PG-7VL Rockets which can take out various vehicles or enemy infantry. To maximise damage shoot at the back of the vehicle. The RPG-7V2 Produced by Russia Fires the Standard and dual high explosive anti-tank rounds, High explosive/Fragmentation and thermobaric warheads.

Stats

Unlocked	Default (RU)
Kit	Engineer
Starting Ammo	1 / 4
Max Ammo	1 / 9
Reload Time	5 Seconds

SA-18 IGLA



Russian Shoulder launched infra-red SAM (Surface to Air Missile). Called the SA-18 by the US and the 9K3A by Russia. The SA-18 IGLA is an Air Craft lock-on ONLY rocket launcher. The enemy will be notified when they are being locked-on to.

Stats

Unlocked	3,000 ES
Kit	Engineer
Starting Ammo	1 / 4
Max Ammo	1 / 5
Reload Time	4 Seconds

SMAW



The SMAW (Shoulder-launched Multipurpose Assault Weapon) is a single shot and reload Launcher. It fires 83mm HEDP Rockets. To maximise damage shoot at the back of the vehicle.

Stats

Unlocked	Default (US)
Kit	Engineer
Magazine Size	1 Round
Starting Ammo	1 / 4
Max Ammo	1 / 9
Reload Time	5 Seconds
Fire Modes	Single Shot

SOFLAM



The AN/PEQ-1 **SOFLAM** (*Special Operations Forces Laser Marker*) allows the Recon soldier to designate enemy vehicles for precision strikes. The SOFLAM is semi-autonomous and will designate targets even when unattended.

It's pretty simple really. You set down one part of the SOFLAM on the ground. It will give off a beam of red light, so don't think it can be easily hidden. Use the second part of the SOFLAM (binocular-like) to move the camera part and designate targets for destruction.

Stats

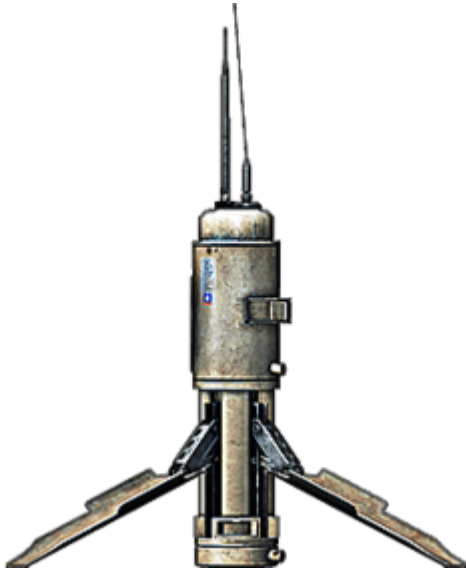
Unlocked	26,000 RS
Kit	Recon

SOFLAM Use Guide

This video tutorial walks through using the **SOFLAM**.

The SOFLAM can also be used to guide shells from the Main Battle Tanks in Battlefield 3!

T-UGS



T-UGS (Tactical Unattended Ground Sensor) is a motion sensor used by the Recon Kit that will detect enemy infantry and vehicles. Set one down to activate it. Enemy forces will be marked on the map by red dots. Be careful where you place it, it can be destroyed by enemy gunfire and explosives.

Stats

Unlocked	5,000 RS
Kit	Recon

Gadget 2

As you may have noticed, there are two gadget sections in the customization screen and in this wiki. Two gadgets can be selected for each kit, but only select gadgets can be chosen for Gadget 1 and Gadget 2. The gadgets will then be divided up even more into which ever kit you are using.

Gadgets play a very important role in Battlefield 3. Some can be used for yourself, but many are best used on the entire team. Battlefield 3 is all about Teamwork!

To use Gadget 2, click LEFT on the D-PAD.

Assault Kit

- Defibrillator

Engineer Kit

- EOD Bot
- Repair Tool
- M15 AT Mine

Support Kit

- C4 Explosives
- M18 Claymore
- M224 Mortar

Recon Kit

- Radio Beacon

C4 Explosives



C4 (Compound 4) are little blocks of remote detonated explosives. They are incredibly powerful with a large blast radius. C4 can be set anywhere on the map, and thrown only a short distance. It is strong enough to disable a main battle tank in one charge, and destroy it with two. Once the detonator is used, all C4 placed by the player will explode, regardless of the order of placement or location. C4 can be spotted by enemies and also disarmed/destroyed by Engineers. It is also destroyed by other explosions.

Stats

Unlocked	4,000 SS
Kit	Support
Starting Ammo	1 / 2
Max Ammo	1 / 5

Defibrillator

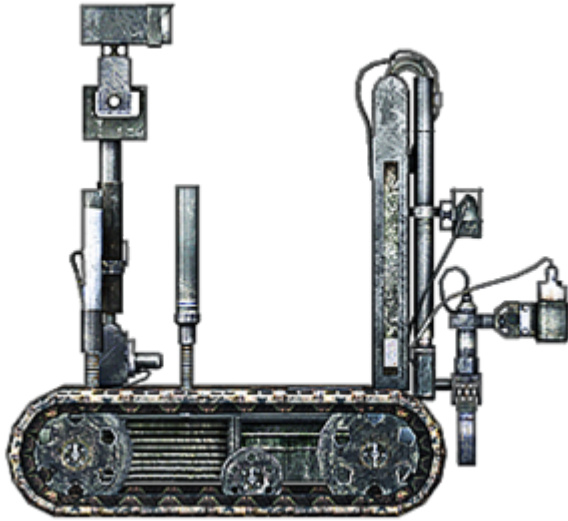


The Defibrillator is used by the Assault kit to revive recently deceased teammates. By moving the reticule over the teammate and using the fire button, they will shock the teammate back to life with 30 percent of their health, and lying in the prone position using their handgun. At this point they can choose to either accept the revive and stand back up at 100 percent health, or decline and wait until they respawn. Upon revival, the team is refunded the respawn ticket that would have been used to respawn the dying player. A player that is able to be revived by the Defibrillator will have an EKG heartbeat line above their head. However, while using the gadget, the user will be completely exposed and unable to defend themselves, making the Defibrillator a tactical decision over survival and rescue.

Stats

Unlocked	4,000 AS
Kit	Assault

EOD Bot



This EOD (Explosive Ordnance Disposal) robot is used by the engineer, in place of the standard repair tool. A very versatile gadget, it is remote controlled by the engineer, and driven around. Equipped with a repair tool of it's own, the EOD bot can repair any friendly vehicles, and damage enemy vehicles. It can also arm and disarm MCOM stations in rush. It is also used for the disarmament and disposal of any and all enemy placed explosives, such as C4 and anti-tank mines, it can also be used to kill people, by using the repair tool on the device. Despite all of this versatility, it is difficult to control, and the engineer controlling the EOD Bot is exposed and vulnerable during operation, requiring a safe and secure hiding spot.

Stats

Unlocked	25,000 ES
Kit	Engineer

M15 AT Mine



M15 Anti-Tank Mine. Is a small explosive designed for the use of disabling and destroying vehicles. It is able to distinguish from friendly and enemy vehicles when passed over, allowing teammates to safely drive past them without fear of being destroyed. The AT Mine is only set off when a vehicle is directly over it, allowing for maximum damage. It can be destroyed by enemy forces using other explosives, or disarmed by an engineer's repair tool or EOD Bot.

Stats

Unlocked	7,000 ES
Kit	Engineer
Starting Ammo	1 / 2
Max Ammo	1 / 5

M18 Claymore



The M18A Claymore is a directional anti-personnel mine that is placed above ground, and detonated by movement of enemy forces. It directs its blast outward in one direction, instead of blasting in all directions, causing collateral damage. The motion sensor on the mine can be avoided by moving slowly past it, avoiding detonation.

Stats

Unlocked	23,000 SS
Kit	Support
Starting Ammo	1
Max Ammo	1 / 1

M224 Mortar



The M224 60mm Mortar is capable of firing High Explosive and Smoke rounds to provide suppressing fire and visual cover from indirect fire positions.

Used only by the Support kit, the M224 is used only to provide indirect fire support on the battlefield. Once deployed in a position, a map will appear, showing where the mortar can be directed to fire. Once a position has been decided, a mortar is dropped into the launcher and launched upwards, landing in the desired location. There is a delay between firing the round and the impact, so moving targets must be lead ahead of their motion. The true strength of the mortar lies in the constant fire it can drop onto a certain area, allowing for suppression of enemy forces. It can also launch smoke grenades, providing visual cover for allies. Once placed, the user is vulnerable and has no form of defense. It is impossible to use indoors.

Stats

Unlocked	40,000 SS
Kit	Support

Radio Beacon



The AN-PRC-117F is a gadget used by the Recon kit. When placed on the ground, it serves as a mobile spawn point for other teammates in the squad. The beacon can allow a squad to surround and flank the enemy by providing a spawn point behind enemy lines. However, once placed, it also deploys a large portable satellite dish that is easily noticeable by enemy forces, as well as giving off a faint sound of static.

Stats

Unlocked	Default
Kit	Recon

Repair Tool

The Repair Tool is the basic gadget used by the Engineer kit. A powerful and handheld blowtorch, it can repair friendly vehicles from damage, while also being able to damage enemy vehicles if close enough. It can also destroy enemy explosives safely and quickly.

The Repair Tool can be used to kill an enemy player. This will go towards unlocking the G53 if you have the Back to Karkand Expansion Pack.

Stats

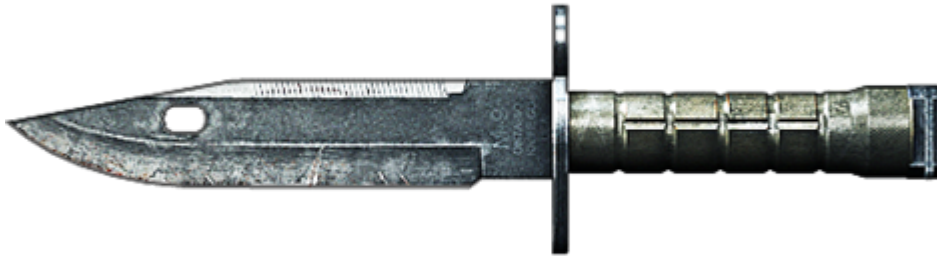
Unlocked	Default
Kit	Engineer

Equipment

Equipment cannot be found on any customization screen in Battlefield 3. We had to place them somewhere, so they are located here in the Equipment Section. They include the two types of melee knife and the frag grenade. Every soldier will have these in their arsenal.

- Knife
- M67 Grenade
- ACB-90 (Battlefield Premium Exclusive)

Knife



The knife has been slightly altered in Battlefield 3. It is still a one hit kill, but it is only a one hit kill when used behind or to the side of an enemy. You will perform a short animation during the kill, which will leave you vulnerable to any enemy gunfire if they notice. Luckily, knife kills are silent, so you may be able to perform a stealthy kill.

If you don't use your knife behind the enemy, the knife will only cause 50% damage. It's also possible to keep your knife out instead of your guns to perform quicker swipes. Hold the melee button to keep the knife out

M67 Grenade



The M67 Grenade is the only frag grenade available to all player's. Fortunately, you can cook the grenade. Hold RT/R2 after you press LB/L1 to hold the grenade in your hand before throwing it.

ACB-90



This special knife is only unlocked with Battlefield's Premium Membership. Like the other Knife, it can kill with one hit to the back or two hits (50 Damage Each) to the front.

"Advanced Combat Blade model 90 is a heavy duty combat blade with a razor sharp edge, partly serrated and complete with a gut hook at its tip. This premium piece of equipment allows for quick, clean, silent kills when approaching a target from behind and claiming the victim's Dogtags in the process. Slash attacks from the front can be lethal with multiple attacks, however they will not result in Dogtag trophies."

Weapon Accessories

Weapon Accessories are the various modifications you can make to your weapon. Each weapon has 12-20 Accessories (varies depending on the weapon) that are unlocked after using your weapon. Make 10-50 kills to unlock a new Accessory. The later the accessory, the more kills you need.

There are three slots for each of the Accessories: Optics, Primary, and Secondary.

Optics

The Optics Accessories consist of various weapons scopes and sights (optics) which can replace the default Iron Sights. The order you unlocked the sights will depend of the kind of guns you are using and the faction it is assigned to. RU sights (Kobra, PK-A, PKA-S, PKS-07, PSO-1), US sights (ACOG, Holographic, Reflex, M145). The IRNV is usually unlocked when you have the first Service Star (100 kills) of the gun you are using.

- ACOG (4x)
- Ballistic (12x)
- Holographic (HOLO)
- IRNV (IR 1x)
- Kobra (RDS)
- M145 (3.4x)
- PK-A (3.4x)
- PKA-S (HOLO)
- PKS-07 (7x)
- PSO-1 (4x)
- Reflex (RDS)
- Rifle Scope (6x)
- Rifle Scope (8x)

Primary

The Primary Weapon Accessories consist of various under barrel attachments.

- Bipod
- Extended Mag
- Foregrip
- Laser Sight
- Straight Pull Bolt
- Tactical Light
- Underslung Rail

The Underslung Rail is only available on some Assault Rifles (AR). If you select the M26 as gadget 1 and the Underslung Rail is equipped on your AR. You will be able to aim down with the Optics of your AR while using the M26. This not work with the underslung M320 grenade launcher.

Secondary

The Secondary Weapon Accessories consist of various Barrel attachments or different ammo types.

- 12G Buckshot
- 12G Flechette
- 12G Frag
- 12G Slug
- Extended Mag
- Flash Suppressor
- Heavy Barrel
- Laser Sight
- Suppressor
- Tactical Light

You may notice a few weapon accessories are in both the Primary and Secondary Slots. They will switch slots depending on the weapon.

12G Buckshot

12G Buckshot provides 00 Buckshot shells for Shotguns. High power and spread, but low range and penetration.

This Weapon Accessory falls into the Secondary category.

12G Flechette

An alternate shotgun shell, the 12G Flechette is basically a bunch of small pointed metal screws stuck into one shotgun shell. They give better penetration, but lower damage compared to 12G Buckshot.

This Weapon Accessory falls into the Secondary category.

12G Frag

An alternate shotgun shell, the 12G Frag fires a small fragmentation projectile at the enemy. It lacks stopping power and accuracy, but has great Suppression ability.

This Weapon Accessory falls into the Secondary category.

12G Slug

An alternate shotgun shell, the 12G Slug fires a single fin stabilized projectile (SABOT Slug round). The Slug carries much more force over greater range than the other Shotgun Shells, but lacks Stopping Power in CQB compared to the 12G Buckshot.

This Weapon Accessory falls into the Secondary category.

ACOG (4x)



The ACOG (Advanced Combat Optical Gunsight) is a United States scope with 4x magnification compared to the iron sights.

The ACOG (4x) falls in the Optics Category of the Weapon Accessories.

Ballistic (12x)



The Ballistic Scope is a high powered sniper scope with 12x magnification compared to the iron sights. This scope will have give off a gleam when pointed at an enemy player, showing your position.

Like all Sniper Scopes, the Ballistic Scope can be steadied by using a Bipod or holding the sprint button.

The Ballistic (12x) falls in the Optics Category of the Weapon Accessories.

The Ballistic (12x) is already unlocked when you finished the assignments for the Assault Rifles (Famas,L85A2), Carbines (G35) and LMGs from the B2K dlc.

Bipod

The Bipod is an extremely useful accessory that drastically reduces recoil when firing. It will also eliminate sway from any scopes as well.

To use the Bipod, you must be laying prone on a flat surface, or have a large enough flat surface directly in front of you while standing or crouching. Aim down your sight and the Bipod will set up automatically.

Note that you will not be able to turn a full 360 degrees while aiming down sights with the Bipod. Simply move while not aiming down sights to detach the Bipod from its location.

This Weapon Accessory falls into the Primary category.

Extended Mag

Extended Mag gives your weapon 50-100% more ammunition per magazine. Sometimes you will get more ammo overall and sometimes you will get less.

This Weapon Accessory falls into the Primary or Secondary category, depending on the weapon.

Flash Suppressor

The Flash Suppressor hides muzzle flash but has no effect on sound. It will however reduce aimed and automatic accuracy. Useful to help remain unseen while in cover.

This Weapon Accessory falls into the Secondary category.

Foregrip

The Foregrip reduces the horizontal recoil of your weapons when firing. Some weapons may cause your muzzle to climb up (vertical recoil) when firing, while others may cause your weapon to sway left or right (horizontal recoil).

This Weapon Accessory falls into the Primary category.

Heavy Barrel

The Heavy Barrel Accessory gives your weapon greater accuracy with Heavy Match Ammunition, but at the same time increases vertical muzzle climb (recoil). Match Ammunition does not increase power!

This Weapon Accessory falls into the Secondary category.

Holographic (HOLO)



The Holographic Sight is a United States Optic that attaches to the top of your weapon. You may still see the front end Iron Sights on select weapons. The Holographic Sight adds no extra magnification compared to the iron sights.

The Holographic (HOLO) falls in the Optics Category of the Weapon Accessories.

IRNV (IR 1x)



The IRNV is a special weapon sight that uses infra red technology to see in low light surroundings. It gives no extra magnification compared to the iron sights. The IRNV can be steadied by using a bipod or holding the sprint button.

The IRNV will show enemies as yellow figures. Teammates will flash yellow. The enemies will not appear at long range.

The IRNV (IR 1x) falls in the Optics Category of the Weapon Accessories.

Kobra (RDS)



The KOBRA is a Russian Red Dot Sight that replaces the back end of the iron sights with a Red Dot Sight. Some weapons cannot remove their front end iron sights. The Kobra adds no extra magnification compared to the iron sights.

The KOBRA(RDS) falls in the Optics Category of the Weapon Accessories.

Laser Sight

The Laser Sight adds a Laser to the barrel of your weapon. It's used for better hip fire accuracy and has the ability to impair your enemy's vision if flashed in their eyes. Since it can blind your enemies, they will be able to see the laser at all times, possibly giving away your location.

You can turn on/off the Laser Sight at any time. Press UP on the D-PAD (Consoles) to switch it on or off. Press T (PC) to switch it on or off. Note when the Laser Sight is off hip fire accuracy returns to normal.

This Weapon Accessory falls into both the Primary and Secondary category, depending on the weapon you're using.

M145 (3.4x)



The M145 is a United States weapon scope. You may still see the front end Iron Sights on some weapons. The M145 adds 3.4x magnification compared to the iron sights.

The M145 (3.4x) falls in the Optics Category of the Weapon Accessories.

PK-A (3.4x)



The PK-A is a Russian weapon scope. You may still see the front end Iron Sights on some weapons. The PK-A adds 3.4x magnification compared to the iron sights.

The PK-A (3.4x) falls in the Optics Category of the Weapon Accessories.

PKA-S (HOLO)



The PKA-S is a Russian Optic that attaches to the top of your weapon. You may still see the front end Iron Sights on select weapons. The Holographic Sight adds no extra magnification compared to the iron sights.

The PKA-S (HOLO) falls in the Optics Category of the Weapon Accessories.

PKS-07 (7x)



The PKS-07 is a Russian Sniper Scope with 7x magnification compared to the iron sights. This scope will have give off a gleam when pointed at an enemy player, showing your position.

Like all Sniper Scopes, the PKS-07 can be steadied by using a Bipod or holding the sprint button.

The PKS-07 (7x) falls in the Optics Category of the Weapon Accessories.

PSO-1 (4x)



The PSO-1 (Pritsel Snaipersky Optichesky, "Optical Sniper Sight") is a Russian scope with 4x magnification compared to the iron sights.

The PSO-1 (4x) falls in the Optics Category of the Weapon Accessories.

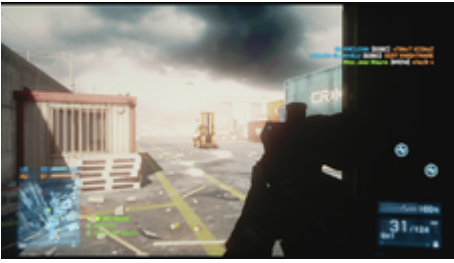
Reflex (RDS)



The Reflex Sight is a United States Red Dot Sight that replaces the back end of the iron sights with a Red Dot Sight. Some weapons cannot remove their front end iron sights. The Reflex adds no extra magnification compared to the iron sights.

The Reflex (RDS) falls in the Optics Category of the Weapon Accessories.

Rifle Scope (6x)



The Rifle Scope (6x) is a United States Sniper Scope with 6x magnification compared to the iron sights. This scope will have give off a gleam when pointed at an enemy player, showing your position.

Like all Sniper Scopes, the Rifle Scope can be steadied by using a Bipod or holding the sprint button.

The Rifle Scope (6x) falls in the Optics Category of the Weapon Accessories.

Rifle Scope (8x)



The Rifle Scope (8x) is a United States Sniper Scope with 6x magnification compared to the iron sights. This scope will have give off a gleam when pointed at an enemy player, showing your position.

Like all Sniper Scopes, the Rifle Scope can be steadied by using a Bipod or holding the sprint button.

The Rifle Scope (8x) falls in the Optics Category of the Weapon Accessories.

Straight Pull Bolt

The Straight Pull Bolt is an accessory that allows you to chamber another round on Bolt-Action Rifles without Scoping Out. Normally, when firing a Bolt-Action Rifle, you must scope in, fire, scope out, and chamber another round with the Bolt-Action. The Straight Pull Bolt allows you to chamber another round while you're still scoped in.

This Weapon Accessory falls into the Primary category.

Suppressor

The Suppressor (AKA Silencer) is a device that attaches to the end of your weapon's barrel. It eliminates all Muzzle Flash and reduces sound. At the same time, the bullet will have less power and slow down considerably. If you're trying to fire at an enemy at long range, you will need to aim much higher to compensate for the Bullet Drop. Reduces damage by 7%

This Weapon Accessory falls into the Secondary category.

Tactical Light

The Tactical Light adds a Flashlight to the barrel of your weapon. It has the ability to impair your enemy's and teammate's vision. Unlike the Laser Sight, it does not need to be flashed directly in their eyes. The Tactical Light is most effective in dark areas.

You can turn on the Tactical Light at any time. Press UP on the D-PAD (Consoles) to switch it on and off. Press T (PC) to switch it on and off.

This Weapon Accessory falls into both the Primary and Secondary category, depending on the weapon you're using.

Underslung Rail

The Underslung Rail allows you to attach the M320 and / or the M26 MASS to the bottom of your weapon for easy access. If you don't have the Underslung Rail, you must switch to the M320 or M26 MASS as an alternate weapon.

The G3A3 allows the M26 MASS to be attached under neath the barrel, but the M320 cannot be attached.

This Weapon Accessory falls into the Primary category.

Vehicles

A wide variety of vehicles are available for your player to operate on the battlefield:

Ground Vehicles

- Jeeps
- Transport
- Infantry Fighting Vehicles
- Main Battle Tanks
- Mobile AA

Aircraft

- Attack Helicopters
- Scout Helicopters
- Jets

Static Emplacements

- Stationary AA
- Stationary AT

Vehicular Accessories

- Vehicle Gadgets
- Vehicle Upgrades
- Vehicle Weapons

Landing Jets

Find any smooth terrain and line up your craft such that you have ample room to come to a stop. Depress the button or trigger to decelerate (you may want to examine your Flight Controls for the appropriate key) then pitch your aircraft's nose down.



Landing and braking are done automatically provided you have room to decelerate and stop (if you don't, you crash). Once your craft has come to a full and complete stop, you may exit with both plane and pilot intact.

Flight Controls

There are eight aircraft (four jets and four helicopters) segregated into two principal types in Battlefield 3. The two types of aircraft - helicopter and aeroplane - each have a unique control scheme.

Jet Controls



Chopper Controls



This brief tutorial is for the player in the pilot's station of the aircraft; the player in the gunner's station simply needs to aim and deploy weapons correctly.

- [Flight Controls - Helis](#)
- [Flight Controls - Jets](#)

Basic Terminology

Begin by looking at the controls for your helicopter's and plane's cockpit (this is in keybinds or control options). There are some terms you need defined for proper aircraft operation:

- **Throttle** - Pertains to the amount of power being supplied to move the aircraft from its engine, be it for forward motion (taxiing or flight) or ascending (leaving the ground). To ascend or to move quickly requires a lot of engine power, and the throttle should display very high readings.
- **Pitch** - The angle the aircraft's nose is pointing, in regards to the Z-axis. Planes which travel forward and pitch up tend to climb; planes which pitch down tend to descend. For helicopters, pitching down is necessary to move forward, while pitching the nose up will make the chopper move backwards.
- **Yaw** - This is what most layman refer to as "turning" a vehicle. Unlike ground vehicles, aircraft move in a 3-dimensional environment and may pitch, roll, bank, yaw, and ascend or descend. Note that yawing left or right will usually not result in banking or rolling; this allows for small course corrections without turning the aircraft to one side.
- **Roll** - This is when an aircraft rolls to one side (so your view would be flipped/turned 90 degrees clockwise or counter-clockwise). Chiefly used for planes, as helicopters cannot roll too far without losing lift (resulting in a crash). For planes, a roll to one side, coupled with climbing or descending, results in a banking maneuver.
- **Bank** - This is chiefly a plane-only maneuver (although skilled chopper pilots may perform this to a limited degree), and is a combination of a roll while ascending or descending to turn. Race cars are one of the few ground vehicles to do a banking maneuver with assistance from specially made racetracks.
- **Freelook** - This is a function to mimic the pilot looking around his cockpit. Once the *Freelook* function is activated, your controls to roll the aircraft are temporarily disabled while you control your character's head to look around. Best used when your aircraft is hovering or flying on a stable course.

Read more about each aircraft type:

- [Flight Controls - Helis](#)
- [Flight Controls - Jets](#)

Flight Controls - Helis

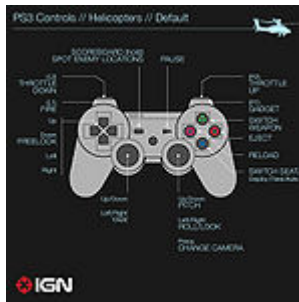
Helicopters are purpose-built **V**ertical **T**ake-**O**ff and **L**anding (VTOL) aircraft. They fill a variety of roles from recce to mobile ground-support. Some have limited air-to-air engagement abilities. And unless you're Liquid Snake, you cannot take out an enemy aircraft using an attack chopper.

Click this link to see the video

<http://www.ign.com/videos/2011/11/02/battlefield-3-how-to-fly-helicopters>

Controls Diagrams

Click the images below to expand the Flight Controls Diagrams for helicopters.



Helicopter Lesson 1: Lift vs Lateral Motion

With just a single main rotor, the majority of a helicopter's power is supplied to keep the machine airborne. A small portion of this "power reserve" is bled off to allow your craft to turn (yaw), pitch (up/down), roll, and move around. For the chopper, you need to turn up the throttle to provide enough power to lift the aircraft as well as move (slowly) where you want to go.



By pitching the helicopter's nose down, your craft should move forward. Pitching the nose to point upwards will move the craft in reverse.



For a helicopter to do a "banking turn" (whilst moving forwards or backwards), you will need to roll the craft slightly to the side while giving it forward/backwards speed *and* providing enough lift to keep the craft airborne.

Helicopter Lesson 2: Hovering and Turning

By far the best thing a helicopter can do is remaining in one spot in the air. This is one reason why helicopter gunships excel in infantry ground-support, as they behave pretty much like a flying tank. A good vantage point, coupled with good speed (ignores rough terrain) and weapons make it deadly against infantry without access to surface-to-air weapons.



Keeping a chopper at a constant height requires a deft touch on the throttle, since how much power you supply to a chopper's main rotor will determine its height above the ground. Supplying more power than needed will cause your craft to ascend (sometimes very quickly); not providing enough power will result in a rapid descent (or a crash).

Once you've found the "magic spot" for keeping your chopper hovering, you can use the stick for yawing to turn your craft in the direction you wish to face. Naturally, with all this to do, communication with the player in the gunner's station is helpful to determine which way the enemy is

Helicopter Lesson 3: Landing

Helicopters may land on any flat surface that's large enough to accommodate its landing gear. Players may embark and disembark as needed once a helicopter has landed. Chances are that you will be shot down in combat if you are in a gunship, rather than land, but this is an option.

Video courtesy of TheExplosiveAmerican

- [Read about Jets](#)

Flight Controls - Jets

Airplanes are heavier than air craft which stay aloft by traveling at sufficient speed for its wings to generate lift. That said, they need to travel at fairly high speeds to remain airborne. "Stalling" is a danger for aircraft when they travel at speeds that are too slow for their wings to generate sufficient lift. A stalled aircraft will crash if insufficient lift is provided.

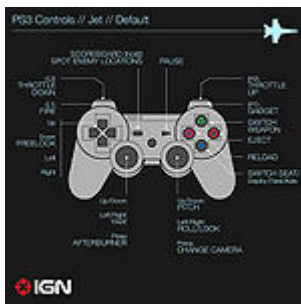
Click this link to see the video

<http://www.ign.com/videos/2011/11/02/battlefield-3-how-to-fly-jets>

Controls Diagrams



Click the images below to expand the Flight Controls Diagrams for jets.



Airplane Lesson 1: Forward Motion is Lift

See above. Planes are great if you need to travel from spot to spot, but you cannot loiter for any length of time unless you are flying very high, and have a weapons officer to manage weapons for you to hit targets from very high altitude.

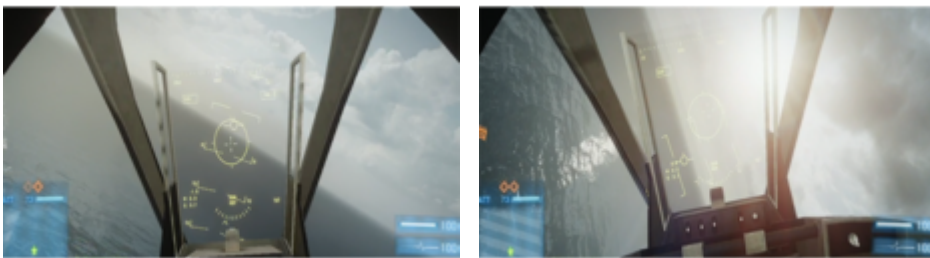
Naturally, you need a long stretch of clear and level ground to gain the speed needed to take off. If your aircraft doesn't have enough ground clearance to gain sufficient lift, you will more than likely crash and burn.



Pour on the power by opening up the throttle. Remember that a stationary aircraft is a dead aircraft. This is one of the reasons why the maps in Battlefield 3 are so large (even by console standards) is because the jets need room to move around.

Airplane Lesson 2: Bank to Turn

Instead of yawing, airplanes need to make turns by rolling to one side and climbing -- banking -- or they run out of room trying to complete the turn. While a plane is rolled to its side, it sacrifices lift; keep turns brief (increase the throttle, roll and climb) and be sure to have enough altitude to "soak up" the height you lose while turning or you will crash.



Tighter turns are possible if you keep the throttle steady (or even decrease it slightly) while banking, but this maneuver should be done only when you become more comfortable making such banking turns with ease.

Airplane Lesson 3: Ground Attack (Strafing)

To attack ground targets, aircraft need to pitch down (or nose down) to bring their forward facing weapons to bear. Because of the danger of crashing, preparing for a strafing run is more important than hitting your targets - once you've properly prepared your run, the attack should be easy.

Prepare by gaining *altitude*. Height is needed for all the extra yards you're going to expend while nosing down and blazing guns. The longer you intend to engage your target, the more height you will need to line up your shots.



A second consideration is *range*, or more appropriately, "stretch" of area that you intend to attack. If your target is a single bunker or hardpoint, you may only need a single pass to deliver an AGM88 HARM. On the otherhand, if you need to blaze away and destroy a group of vehicles on the opposing team, you may want to give yourself more height/time to make your attack.

Airplane Lesson 4: Landing

Landing is possible, provided you:

1. slow your aircraft down sufficiently, and
2. are low enough to clear, level ground

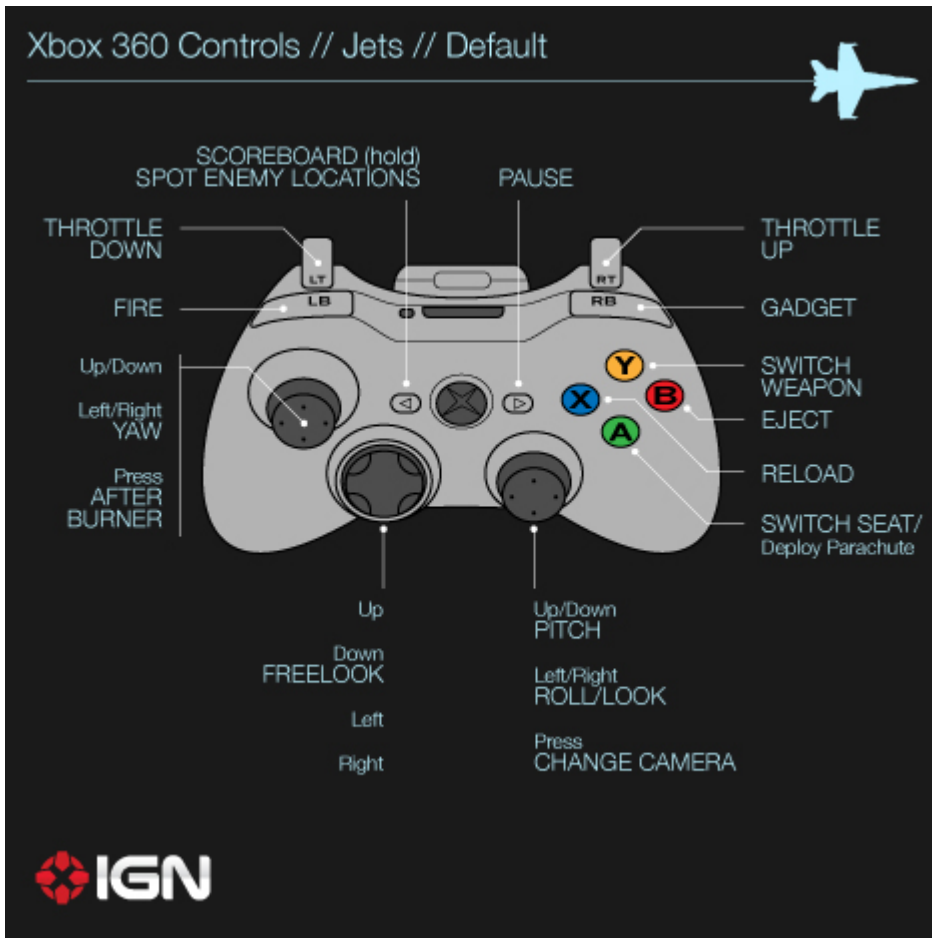
If you cannot find terrain to meet that criteria (usually at the place where you found the plane's spawn), then you may be stuck in that aircraft until you decide to eject or get blown up.

Videos courtesy of JeremyTodd1

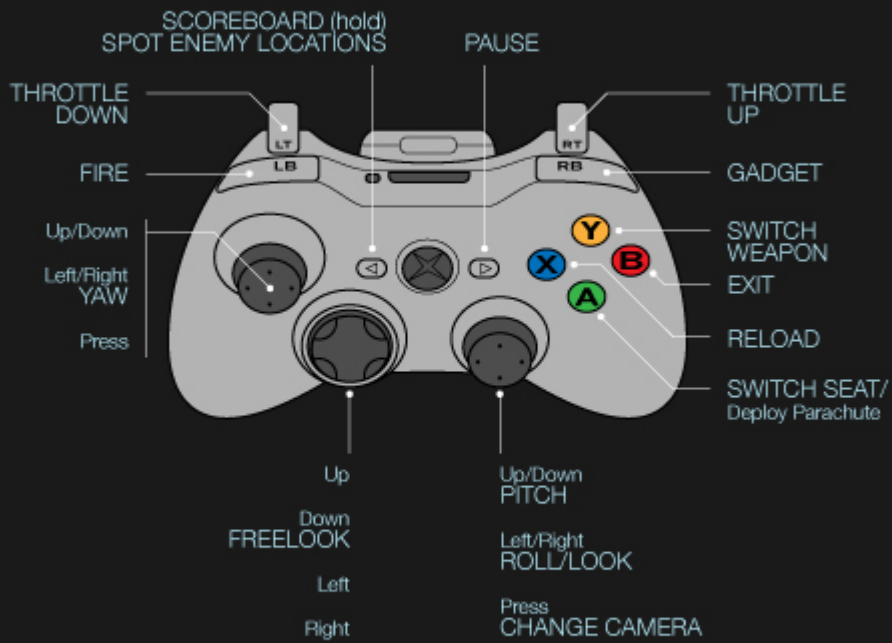
- [Read about Helis](#)

Flight Controls Diagrams

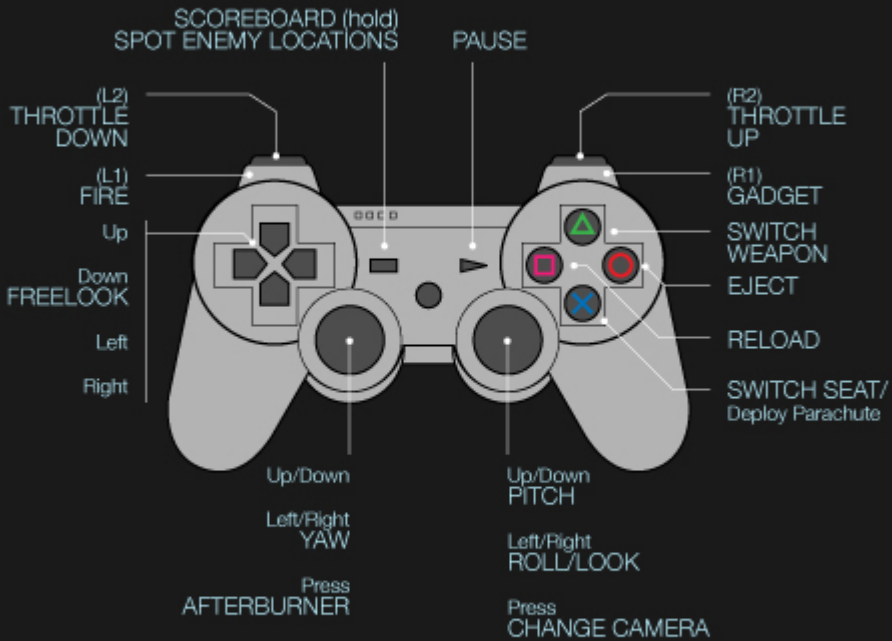
Can't find the Battlefield 3 flight controls anywhere online? Well, here they are. Please leave notes if there's any inaccuracies.



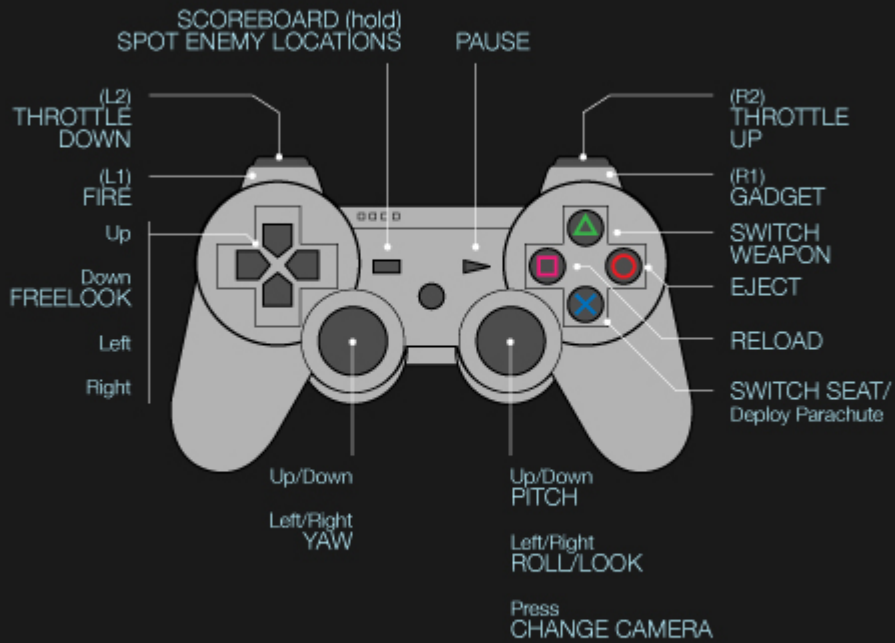
Xbox 360 Controls // Helicopter // Default



PS3 Controls // Jet // Default



PS3 Controls // Helicopters // Default



PC Controls // Jet // Default



- W – Throttle Up
- S – Throttle Down
- D – Yaw Right
- A – Yaw Left
- Up – Pitch Down
- Down – Pitch Up
- Right – Roll Right
- Left – Roll Left
- L Shift – Afterburner (Hold)
- C – Toggle Chase Camera
- Space – Fire
- R – Reload
- F – Switch Weapon
- 1 – Select Primary Weapon
- 2 – Select Secondary Weapon
- X – Fire Countermeasures
- E – Enter/Exit Vehicle



PC Controls // Helicopter // Default



- | | |
|-------------------------|-----------------------------|
| W – Throttle Up | F – Switch Weapon |
| S – Throttle Down | 1 – Select Primary Weapon |
| D – Yaw Right | 2 – Select Secondary Weapon |
| A – Yaw Left | X – Fire Countermeasures |
| Up – Pitch Down | E – Enter/Exit Vehicle |
| Down – Pitch Up | F1 – Vehicle Seat 1 |
| Right – Roll Right | F2 – Vehicle Seat 2 |
| Left – Roll Left | F3 – Vehicle Seat 3 |
| C – Toggle Chase Camera | F4 – Vehicle Seat 4 |
| Space – Fire | F5 – Vehicle Seat 5 |
| R – Reload | F6 – Vehicle Seat 6 |



Jeeps

"Jeeps" are light utility vehicles for ferrying supplies or personnel on the battlefield. Some models are used as recce vehicles, although modern reconnaissance is best done by satellites or UAV.

- VDV BUGGY
- M1114 HMMWV
- GAZ-3937 VODNIK
- GROWLER ITV
- DPV

DPV



Fast transport vehicle famously used by US Navy Seals during Desert Storm. While mostly replaced by HMMWVs, an improved design designated LSV is still used thanks to its superior speed and off-road capabilities.

It seats three players: a driver, a machine gunner, and a passenger that can use his own gun.

Unlike other light jeeps, the DPV's gunner can only face the forward area and shoot about 90 degrees.

Availability

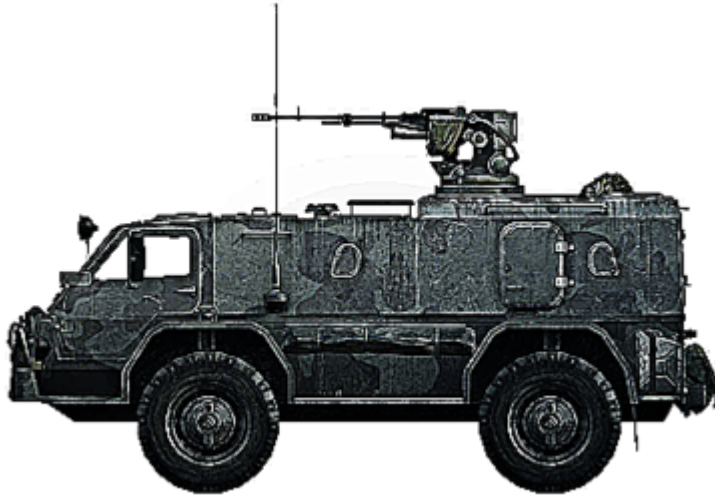
Conquest

- Gulf of Oman
- Wake Island

Rush

- Gulf of Oman
- Wake Island

GAZ-3937 VODNIK



The GAZ-3937 Vodnik is a Russian armored vehicle, playing the counter-part to the American Humvee. It seats four players: one driver, one machine gunner, and two passengers. Typically, where one of the vehicles is available, the other can also be accessed by the enemy team (in Conquest; the same does not apply to Rush).

Availability

Conquest

- Damavand Peak
- Grand Bazaar
- Noshahr Canals
- Tehran Highway

Rush

- Noshahr Canals

GROWLER ITV



The Growler ITV (internally transportable vehicle) is a United States light buggy. It seats three players: one driver, one passenger, and one machine gunner. Using the Browning M2 as its mounted machine gun, the main risk for the Growler comes from heavier vehicles and the exposure of its occupants: shooting a driver or passenger in a stationary Growler is an easy task due to the lack of doors or rear coverage.

Availability

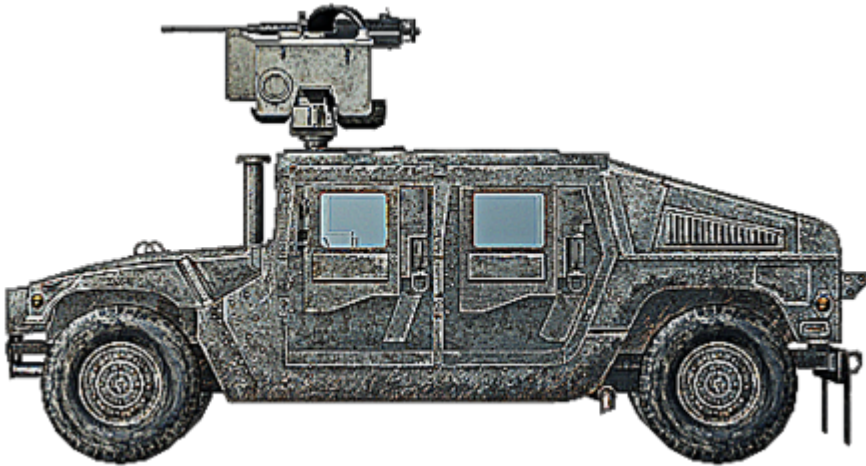
Conquest

- Caspian Border
- Kharg Island
- Operation Firestorm
- Sharqi Penninsula
- Strike at Karkand
- Wake Island

Rush

- Operation Firestorm
- Tehran Highway

M1114 HMMWV



The M1114 HMMWV (Humvee) is a United States armored jeep. It seats four players: one driver, one machine gunner, and two passengers. As one of the most famous vehicles of the United States Army, the Humvee is challenged by the Russian-made GAZ-3937 Vodnik.

Availability

Conquest

- Damavand Peak
- Grand Bazaar
- Tehran Highway

Rush

- Caspian Border
- Damavand Peak
- Kharg Island

VDV BUGGY



The VDV Buggy is a Russian Paratrooper light buggy. It seats three players: one driver, one passenger, and one machine gunner.

Availability

Conquest

- Caspian Border
- Kharg Island
- Operation Firestorm
- Sharqi Peninsula
- Strike at Karkand
- Wake Island

Rush

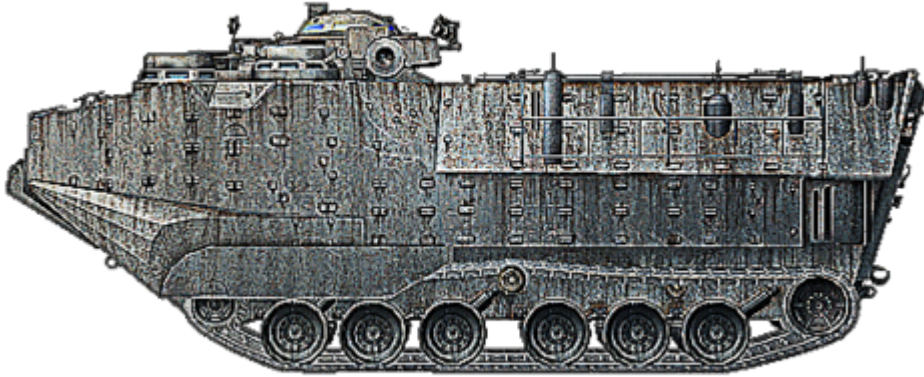
- None

Transport

Transports used to ferry squad-sized or larger units to and from the battlefield. Due to their means of delivery, they may often double as impromptu Infantry Fighting Vehicles. However, due to the presence of modern anti-tank weapons, transports can expect to measure their life in seconds when AT soldiers are deployed.

- RHIB BOAT
- UH-1Y VENOM
- KA-60 KASATKA
- AAV-7A1 AMTRAC

AAV-7A1 AMTRAC



The AAV-7A1 AMTRAC is a United States amphibious transport vehicle. It seats six players: one driver, one gunner, and four passengers. The gunner can alternate between a 9 round light cannon and a heavy machine gun.

Availability

Conquest

- Noshahr Canals
- Gulf of Oman
- Wake Island

Rush

- Kharg Island
- Noshahr Canals
- Tehran Highway
- Wake Island

KA-60 KASATKA



The KA-60 KASATKA is the newest Russian utility Helicopter. It will be replacing the Mi-8. The KA-60 seats five players: one driver, two mini-gunners, and two passengers.

Availability

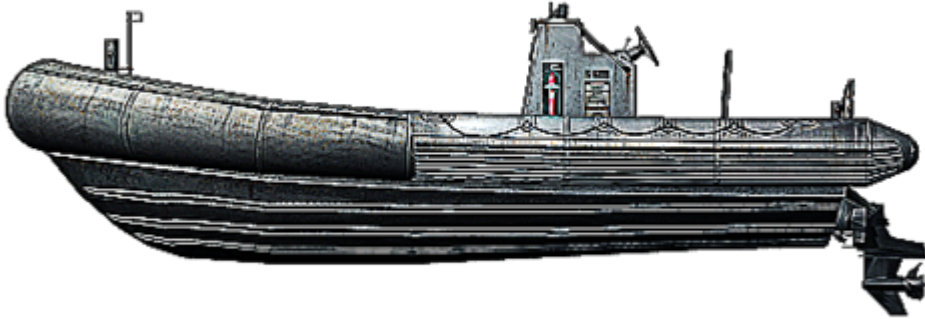
Conquest

- Operation Firestorm

Rush

- None

RHIB BOAT



The RHIB is the only boat in Battlefield 3. It's used mainly for transport purposes. The RHIB seats four players: one driver, one machine gunner, and two passengers.

Availability

Conquest

- Gulf of Oman
- Kharg Island
- Noshahr Canals
- Strike at Karkand
- Wake Island

Rush

- Kharg Island
- Noshahr Canals
- Wake Island

UH-1Y VENOM



The UH-1Y is the newest version of the United States transport Helicopter “Twin Huey.” It seats five players: one pilot and four passengers.

Availability

Conquest

- Gulf of Oman
- Operation Firestorm

Rush

- Caspian Border
- Noshahr Canals

Infantry Fighting Vehicles

Infantry Fighting Vehicles (IFVs) are deployed where combat is expected to occur, but the opposing force is comprised chiefly of infantry. Anti-armor weapons in the SMAW generation (or very large IEDs) are capable of delivering a mobility, or even a total, kill on IFVs.

- BMP-2M
- BTR-90
- LAV-25

IFVs can use the following:

Vehicle Upgrades

- Belt Speed
- Proximity Scan
- Maintenance
- Thermal Camo
- Reactive Armor

Vehicle Gadgets

- IR Smoke
- Zoom Optics
- Thermal Optics

Vehicle Weapons

- ATGM Launcher
- Coaxial LMG
- APFSDS-T Shell
- Guided Missile

BMP-2M



The BMP-2M is the Infantry Fighting Vehicle for the Russian Army. It seats six players: one driver that controls a six shot cannon, one player that controls the heavy mounted machine gun, and four passengers that can use light machine guns on the sides.

Availability

Conquest

- Grand Bazaar
- Tehran Highway

Rush

- None

Squad Deathmatch

- All but Operation Metro

unlocks

- IR smoke [800 score]
- ATGM Launcher [2300 score]
- Belt Speed [4700 score]
- Coaxial LMG [8300 score]
- Thermal Optics [13100 score]
- Proximity Scan [19200 score]
- Zoom Optics [26900 score]

- Maintenance [36000 score]
- APFSDS-T Shell [47000 score]
- Thermal Camo [60000 score]
- Guided Missile [74000 score]
- Reactive Armor [90000 score]

BTR-90



Russian, wheeled, armoured personell carrier. Bigger and better equipped than its predecessor, the BTR-90 can withstand the impact of 14.5mm projectiles.

It seats six players: one driver that controls a six shot cannon, one player that controls the heavy mounted machine gun, and four passengers that can uses light machine guns on the sides.

Availability

Conquest

- Gulf of Oman
- Sharqi Peninsula

Rush

- None

unlocks

IR smoke [800 score]

ATGM Launcher [2300 score]

Belt Speed [4700 score]

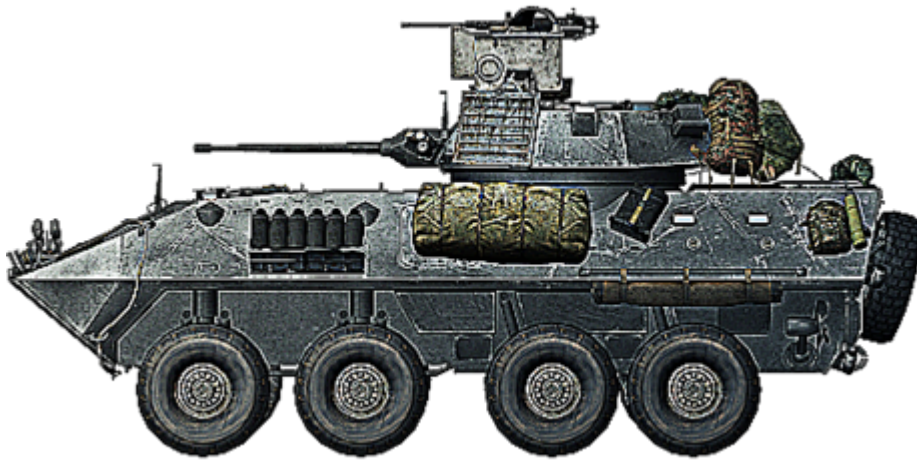
Coaxial LMG [8300 score]

Thermal Optics [13100 score]

Proximity Scan [19200 score]

Zoom Optics [26900 score]
Maintenance [36000 score]
APFSDS-T Shell [47000 score]
Thermal Camo [60000 score]
Guided Missile [74000 score]
Reactive Armor [90000 score]

LAV-25



The LAV-25 is the Infantry Fighting Vehicle for the United States Marine Corps. It seats six players: one driver that controls a six shot cannon, one player that controls the heavy mounted machine gun, and four passengers that can use light machine guns on the sides.

Availability

Conquest

- Grand Bazaar
- Tehran Highway
- Strike at Karkand

Rush

- Kharg Island
- Seine Crossing
- Strike at Karkand

unlocks

IR smoke [800 score]
ATGM Launcher [2300 score]
Belt Speed [4700 score]
Coaxial LMG [8300 score]
Thermal Optics [13100 score]

Proximity Scan [19200 score]
Zoom Optics [26900 score]
Maintenance [36000 score]
APFSDS-T Shell [47000 score]
Thermal Camo [60000 score]
Guided Missile [74000 score]
Reactive Armor [90000 score]

Main Battle Tanks

Main Battle Tanks (MBTs) are designed chiefly to engage enemy armor (other MBTs, IFVs, and hard targets). If there's an enemy pillbox or strongpoint, putting an MBT forward will draw fire, allowing accompanying friendly infantry to theoretically flank and assault with fewer casualties. Tanks are more susceptible to damage on the rear and can absorb the most damage in the front.

- T-90A
- M1 ABRAMS

MBTs can use the following:

Vehicle Upgrades

- Proximity Scan
- Reactive Armor
- Thermal Camo
- Maintenance
- Autoloader

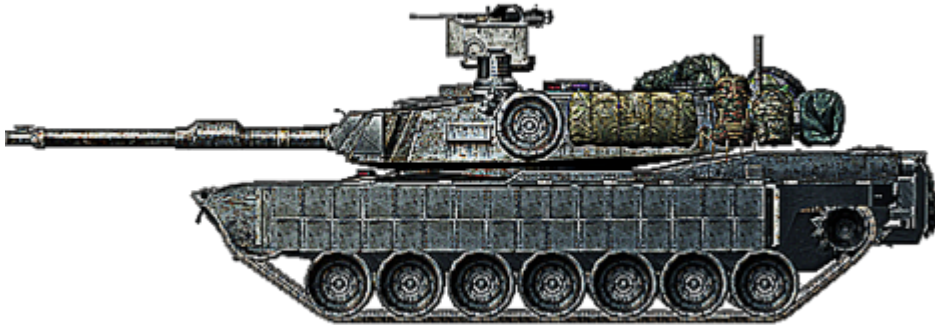
Vehicle Gadgets

- IR Smoke
- Zoom Optics
- Thermal Optics

Vehicle Weapons

- Coaxial LMG
 - Canister Shell
 - Coaxial HMG
 - Guided Shell
-
- CITV Station

M1 ABRAMS



The M1 Abrams is the Main Battle Tank for the United States Marine Corps. It seats two players: one driver who controls the cannon and one driver who controls the mounted machine gun.

Availability

Conquest

- Caspian Border
- Damavand Peak
- Kharg Island
- Operation Firestorm
- Seine Crossing
- Tehran Highway
- Gulf of Oman
- Sharqi Peninsula
- Strike at Karkand
- Wake Island

Rush

- Caspian Border
- Grand Bazaar
- Kharg Island
- Operation Firestorm
- Tehran Highway
- Gulf of Oman
- Sharqi Peninsula
- Strike at Karkand

- Wake Island

Weaknesses

The M1 Abrams (AKA M1A1 Abrams) can easily be destroyed by well placed shots to it's rear with a RPG-7V2 or SMAW, an M15 AT mine, or a few well-timed/placed mortar shots.

Unlocks

- IR smoke [800 score]
- Coaxial LMG [2100 score]
- Autoloader [4400 score]
- Zoom Optics [7600 score]
- Maintenance [12000 score]
- Coaxial HMG [17700 score]
- Guided Shell [33200 score]
- Thermal Optics [43200 score]
- Thermal Camo [54800 score]
- Canister Shell [68100 score]
- Reactive Armor [83200 score]
- CITV Station [100000 score]

T-90A



The T-90A is the Main Battle Tank for the Russian Army. It seats two players: one driver that controls the cannon and one player that controls the mounted machine gun.

Availability

Conquest

- Caspian Border
- Damavand Peak
- Kharg Island
- Noshahr Canals
- Operation Firestorm
- Seine Crossing
- Tehran Highway
- Gulf of Oman
- Strike at Karkand
- Wake Island

Rush

- Caspian Border
- Kharg Island
- Operation Firestorm
- Tehran Highway
- Gulf of Oman
- Wake Island

Weaknesses

The M1 Abrams (AKA M1A1 Abrams) can easily be destroyed by well placed shots to it's rear with a RPG-7V2 or SMAW, an M15 AT mine, or a few well-timed/placed mortar shots.

Unlocks

- IR smoke [800 score]
- Coaxial LMG [2100 score]
- Autoloader [4400 score]
- Zoom Optics [7600 score]
- Maintenance [12000 score]
- Coaxial HMG [17700 score]
- Guided Shell [33200 score]
- Thermal Optics [43200 score]
- Thermal Camo [54800 score]
- Canister Shell [68100 score]
- Reactive Armor [83200 score]
- CITV Station [100000 score]

Attack Helicopters

Attack helicopters are descendants of the dedicated gunship platform introduced by Bell Helicopters in their Huey Cobra model. Modern attack choppers are capable of carrying various weapons to deal with enemy infantry and armor. Their slow speed, however, makes them very vulnerable to ground attack aircraft, despite what Liquid Snake wants you to think.

In Battlefield 3 both the Russian and the American attack helicopter can seat two people, one pilot and one gunner.

The pilot's primary weapons are rockets that have a small area of effect and do great damage to vehicles, but smaller targets such as infantry could be harder to hit. The pilot can also unlock heat seeking missiles to help combat jets or other helicopters.

The gunner is armed with a cannon that shoots rapid bursts of thirty rounds that explode on contact. The cannon is very powerful and is capable of taking out infantry, armor, and air vehicles.

It is worth noting that both the pilot and the gunner can choose to deploy the craft's flares (counter-measures). By coordinating with your partner, you can easily spoof all attempts to attack your aircraft with missiles.

- AH-1Z VIPER
- MI-28 HAVOC

Attack Helicopters can use the following:

Pilot

Vehicle Upgrades

- Stealth
- Autoloader
- Proximity Scan
- Air Radar
- Maintenance
- Laser Painter
- Guided Rocket

Vehicle Gadgets

- IR Flares
- Extinguisher
- ECM Jammer

Vehicles Weapons

- Heat Seekers

Gunner

Vehicle Upgrades

- Stealth
- Autoloader
- Proximity Scan
- Maintenance

Vehicle Gadgets

- IR Flares
- Zoom Optics
- Thermal Optics

Vehicles Weapons

- TV Missiles
- Guided Missile

AH-1Z VIPER



The AH-1Z Viper is the Attack Helicopter for the United States Marine Corps. It seats two players: the pilot that controls a 14 shot rocket pod and a gunner that operates a 30 shot cannon. Also known as the Super Cobra this helicopter is an updated version of the one used in Vietnam

Here are videos showing AH-1Z Viper multiplayer action.

Availability

Conquest

- Caspian Border
- Gulf of Oman
- Kharg Island
- Operation Firestorm
- Sharqi Peninsula
- Strike at Karkand
- Wake Island

Rush

- Kharg Island
- Wake Island

MI-28 HAVOC



The MI-28 Havoc is the Attack Helicopter for the Russian Army. It seats two players: the pilot that controls a 14 shot rocket pod and a gunner that operates a 30 shot cannon.

Availability

Conquest

- Caspian Border
- Gulf of Oman
- Kharg Island
- Operation Firestorm
- Sharqi Peninsula
- Strike at Karkand
- Wake Island

Rush

- None

Scout Helicopters

Scout helicopters are smaller choppers with fire support ability limited to one gun controlled by the pilot and three additional seats. Since they are less expensive to deploy and have limited function, they are considered more expendable than a tried and true attack chopper.

- AH-6J LITTLE BIRD
- Z-11W

Scout Helicopters can use the following:

Vehicle Upgrades

- Stealth
- Belt Speed
- Proximity Scan
- Air Radar
- Maintenance
- Laser Painter

Vehicle Gadgets

- IR Flares
- Extinguisher
- ECM Jammer

Vehicle Weapons

- Heat Seekers
- Guided Missile

Strategies (Conquest)

The scout helicopters are specialized vehicles to get behind enemy lines and dropping off soldiers to cause distraction so your main force can move forward. A common mistake people make is using the scout to support the front line, rather than use it to move troops around the battlefield to fill in gaps on the front line.

Give your team a chance to load up in the scout helicopter before you take off, and empty scout is not performing up to its capabilities. When you have loaded up with a few troops, begin looking at the front line, and see if any squads needs support. After, begin to plan to get your teammates behind the enemy, give them a chance to cause havoc and force the enemy to turn around and take their full attention away from the front line. This allows your main force to push forward to the next capture point, which in turn helps bleed down enemy tickets.

The primary weapon on the scout helicopters should be used primarily as self defence. After you

have dropped off your team on a flag, take an outter position, helping spot potential threats to your teammates. If there is a sniper causing them trouble, that's when you really get to shine, you flush that sniper out. If you can get the kill, it will help your team, but you are also helping your team by forcing the sniper to poke his head up allowing your ground force to get the kill.

AH-6J LITTLE BIRD



The AH-6J Little Bird is an improved attack version of the MH-6. It's used by the United States Marine Corps. It seats four players: one driver, who controls a minigun, and three passengers.

Availability

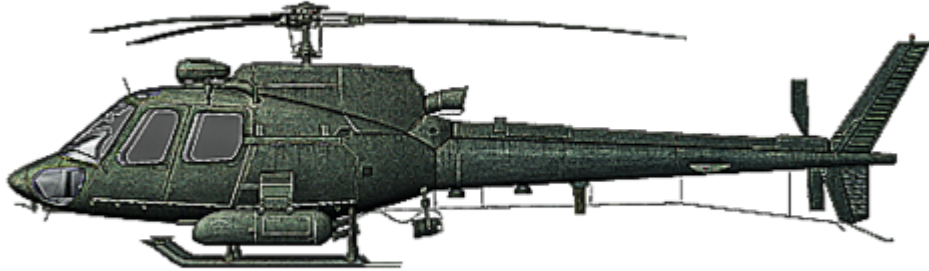
Conquest

- Damavand Peak
- Noshahr Canals

Rush

- Damavand Peak
- Noshahr Canals

Z-11W



The Z-11W is an armed military version of the Chinese helicopter Z-11. It seats four players: one driver, who controls a minigun, and three passengers.

Availability

Conquest

- Damavand Peak
- Noshahr Canals

Rush

- Damavand Peak

Jets

Aircraft in Battlefield 3 are classed into multirole and ground-attack aircraft. Multirole craft like the F/A-18E SUPER HORNET are more suited to anti-air engagements, but are able to strike at ground targets somewhat. Aircraft do have the ability to land in Battlefield 3, but it is advised that you do not attempt it unless prior practising, it is very hard to do and highly risky!! Just make sure to land somewhere flat so you can take-off again.

Ground attack craft like the A-10 THUNDERBOLT are essentially very fast flying tanks. While devastating against surface targets, they have limited abilities in air-to-air engagement.

- A-10 THUNDERBOLT
- SU-25TM FROGFOOT
- F/A-18E SUPER HORNET
- SU-35BM FLANKER-E

It is possible to land a jet on a runway/flat surface. On approach, fly parallel to the runway and fly out a couple of miles before doing a 180 degree turn to approach the landing strip. Start to slow down so your landing gear will deploy. Keep the nose in a position that keeps the plane level (aiming the nose down and moving in a swooping motion may seem right but will generate more speed and you may overshoot the runway). Your plane should be almost stalling. When your almost at the runway, let the plane drop onto the runway making sure all landing gear touches down at the same time. Hold the brake and the aircraft will come to a complete stop.

Jets can use the following:

Vehicle Upgrades

- Stealth
- Belt Speed
- Proximity Scan
- Air Radar
- Maintenance
- Beam Scanning

Vehicle Gadgets

- IR Flares
- Extinguisher
- ECM Jammer

Vehicle Weapons

- Heat Seekers
- Rocket Pods
- Guided Missile

Air Combat Guide

Click this link to see the video

<http://www.ign.com/videos/2011/11/07/battlefield-3-pro-tips-1-advanced-air-combat-guide>

A-10 THUNDERBOLT



The A-10 Thunderbolt(more commonly known as the Warthog) is a United States Air Force Jet. Designed to provide Close Air Support (CAS) of ground forces by attacking ground targets with limited AA capability. Only one player can operate the A-10 and the minigun that's attached to it.

Availability

Conquest

- None

Rush

- Caspian Border
- Kharg Island
- Operation Firestorm

F/A-18E SUPER HORNET



The F/A-18E Super Hornet is a multirole United States Jet Fighter. This plane is suited to an anti air role as it flies faster than the A10 Thunderbolt.

Availability

Conquest

- Caspian Border
- Kharg Island
- Operation Firestorm

Rush

- None

F-35



Product of the JSF program, the F-35 Lightning is a stealth, multirole fighter with STOVL (Short TakeOff Vertical Landing) capabilities.

Controlling the F-35

The F-35 handles considerably different than most other fighter jets. The STOVL allows this jet to hover in the air and take off like a helicopter from a standstill. To accomplish the vertical takeoff, the player must throttle down (brake). After achieving liftoff, then you should use the afterburner to achieve optimal velocity.

Hovering

Hovering in the F-35 is simple. What you have to do is continually throttle down and the jet will enter hover mode. Note however, the ability to hover is temporary, as this is also how the vehicle lands, so a player will have to gain velocity again if he or she wishes to remain airborne.

Availability

Conquest

- Gulf of Oman
- Wake Island

Rush

The F-35 is not available in Rush.

SU-25TM FROGFOOT



The SU-25TM Frogfoot is a Soviet Close Air Support (CAS) plane. Nicknamed Grach by the Russians and Frogfoot by the United States. Only one player can operate the SU-25TM and the minigun that's attached to it.

Availability

Conquest

- None

Rush

- Caspian Border
- Kharg Island
- Operation Firestorm

SU-35BM FLANKER-E



The Sukhoi SU-35 (NATO reporting name Flanker-E) is a Russian Fighter Jet.

The Su-35 is the next generation fighter jet for the Russian Army, and so far, only two dozen aircraft have been built. The fighter jet is a long range, multipurpose jet capable of air and ground attacks, and is loaded with state of the art technology and guidance systems. There are several variants of the jet, including long range and two-seater versions.

Availability

Conquest

- Caspian Border
- Gulf of Oman
- Kharg Island
- Operation Firestorm
- Wake Island

Mobile AA

Modified or purpose-built vehicles designed to engage and destroy interloping aircraft, be they manned or unmanned.

- LAV-AD
- 9K22 TUNGUSKA-M

Mobile AA can use the following:

Vehicle Upgrades

- Belt Speed
- Proximity Scan
- Air Radar
- Maintenance
- Thermal Camo
- Reactive Armor

Vehicle Gadgets

- IR Smoke
- Zoom Optics
- Thermal Optics

Vehicle Weapons

- Anti-Air Missile

LAV-AD



The LAV-AD is a mobile Anti Air version of the United States LAV-25. Only one player can drive the LAV-AD and use the armor piercing mini-gun attached to it. The mini-gun is great for Anti-Air, but it can also take out IFVs and Jeeps.

Availability

Conquest

- Caspian Border (PC Only)
- Wake Island

Rush

- None

Stationary AA

Static anti-air systems are typically deployed in rear or protected areas. Since weight is no longer an issue, these systems typically have more firepower (and often at greater volume) than mobile systems of the same type.

- CENTURION C-RAM
- PANTSIR-S1

CENTURION C-RAM

File:Centurion c-ram.png
484x389px

The CENTURION C-RAM is the United States Land-based version of the Phalanx CIWS (Close-in Weapon System).

The Centurion is available on maps with Jets.

PANTSIR-S1



The PANTSIR-S1 is Russia's SA-19/SA-N-11 (Tunguska) mobile AA artillery system parked on a stationary platform.

The Pantsir is available on maps with Jets.

Stationary AT

Stationary AT weapons are often designed for a single infantryman to use and fire in times of great distress and disarray (such as during an overrun). Unlike mobile AT systems (basically the MBT or attack chopper), stationary AT systems leave the operator very exposed, hence surprise and ambush are considered when placing these systems on the battlefield.

- M220 TOW LAUNCHER
- 9M133 KORNET LAUNCHER

9M133 KORNET LAUNCHER



The 9M133 KORNET is a Russian Stationary Wire-Guided Anti Tank Missile. You can find it on just about any Rush or Conquest map. Move the optics once the missile is fired to guide it in mid air. The launcher will take seven seconds to reload each missile.

M220 TOW LAUNCHER



The M220 TOW is a United States Stationary Wire-Guided Anti Tank Missile. You can find it on just about any Rush or Conquest map. Move the optics once the missile is fired to guide it in mid air. The launcher will take seven seconds to reload each missile.

Vehicle Upgrades

Vehicles have gone far more in-depth in Battlefield 3. You can now use Upgrades, Gadgets and Weapons for Main Battle Tanks, Infantry Fighting Vehicles, Mobile Anti-Air, Jets, Attack Helicopters, and Scout Helicopters.

The vehicles can only use the selected upgrades.

Land

MBT

- Proximity Scan
- Reactive Armor
- Thermal Camo
- Maintenance
- Autoloader

IFV

- Belt Speed
- Proximity Scan
- Maintenance
- Thermal Camo
- Reactive Armor

Mobile AA

- Belt Speed
- Proximity Scan
- Air Radar
- Maintenance
- Thermal Camo
- Reactive Armor

Air

Jets

- Stealth
- Belt Speed
- Proximity Scan
- Rocket Pods
- Air Radar

- Maintenance
- Beam Scanning

Attack Helicopters (Pilot)

- Stealth
- Autoloader
- Proximity Scan
- Air Radar
- Maintenance
- Laser Painter
- Guided Rocket

Attack Helicopters (Gunner)

- Stealth
- Autoloader
- Proximity Scan
- Maintenance

Scout Helicopters

- Stealth
- Belt Speed
- Proximity Scan
- Air Radar
- Maintenance
- Laser Painter

Air Radar

The range of your minimap increases greatly and reveals all friendly and enemy aircraft.

Autoloader

An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.

Beam Scanning

A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heatseeking or laser-guided missiles.

Belt Speed

An enhanced mechanism decreases the minimum time between firing bursts with your main weapon.

Guided Rocket

The pilot's rockets are equipped with semi-active guidance systems, increasing accuracy and thereby range of effectiveness.

Use Guide

This must see video commentary shows the power of guided rockets on the Viper attack chopper.

Laser Painter

Nose-mounted targeting systems designate an enemy vehicle in your line of sight automatically painting them as a target for teammates using laser-guided weapons.

Maintenance

Preventative maintenance procedures improve your vehicles recovery from damage.

Proximity Scan

External sensors detect and reveal enemy units on your minimap.

Reactive Armor

Reactive armor panels and/or slats absorb the impact from anti-tank weapons, protecting you from damage but becoming destroyed in the process.

Stealth

Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy from being spotted.

Thermal Camo

Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy from being spotted.

Vehicle Gadgets

Vehicles have gone far more in-depth in Battlefield 3. You can now use Upgrades, Gadgets and Weapons for Main Battle Tanks, Infantry Fighting Vehicles, Mobile Anti-Air, Jets, Attack Helicopters, and Scout Helicopters.

The vehicles can only use select gadgets.

Land

MBT

- IR Smoke
- Zoom Optics
- Thermal Optics

IFV

- IR Smoke
- Zoom Optics
- Thermal Optics

Mobile AA

- IR Smoke
- Zoom Optics
- Thermal Optics

Air

Jets

- IR Flares
- Extinguisher
- ECM Jammer

Attack Helicopters (Pilot)

- IR Flares
- Extinguisher
- ECM Jammer

Attack Helicopters (Gunner)

- IR Flares
- Zoom Optics
- Thermal Optics

Scout Helicopters

- IR Flares
- Extinguisher
- ECM Jammer

ECM Jammer

"Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated."

This countermeasure only works before a missile lock (i.e. use before a strafing run). If missile lock is confirmed, using this will not divert the missile (like flares). Works for 6 seconds, then requires 10 second cool down.

Extinguisher

"A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage."

Generally, a jet or helicopter will return to 51% health and no longer remain disabled upon using the extinguisher (assuming health is below 50% and vehicle is disabled- after being hit by a rocket for instance).

This can surprise opposing pilots in air-to-air combat, who often do not expect a disabled helicopter to regain stability and begin a new counter-offensive barrage. It also gives both jet and helicopter pilots a chance to stay in-flight after being disabled- using the extinguisher eliminates the need to land and repair. Combining Extinguisher with Maintenance can be very effective in keeping an air vehicle healthy.

IR Flares

"Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target."

Require 10 second cool down before next use. Must be used just after the missile is fired in order to divert it- using flares too early will simply add to the lock-on time.

In attack helicopters, both the gunner and pilot can equip flares and use them at separate times- tight co-ordination will allow continual defense against missiles.

IR Smoke

"Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates."

Thermal Optics

"A secondary weapon sight with thermal optics that highlights soldiers and vehicles for efficient target identification."

Infantry and vehicles, as well as select environmental features, show brightly in white while all else is dark when using thermal optics.

Zoom Optics

"A secondary weapon sight with up to 3x magnification."

Vehicle Weapons

Vehicles have gone far more in-depth in Battlefield 3. You can now use Upgrades, Gadgets and Weapons for Main Battle Tanks, Infantry Fighting Vehicles, Mobile Anti-Air, Jets, Attack Helicopters, and Scout Helicopters.

The vehicles can only use select weapons.

Land

MBT

- Coaxial LMG
- Canister Shell
- Coaxial HMG
- Guided Shell

IFV

- ATGM Launcher
- Coaxial LMG
- APFSDS-T Shell
- Guided Missile

Mobile AA

- Anti-Air Missile

Air

Jets

- Heat Seekers
- Rocket Pods
- Guided Missile

Attack Helicopters (Pilot)

- Heat Seekers

Attack Helicopters (Gunner)

- TV Missiles
- Guided Missile

Scout Helicopters

- Heat Seekers
- Guided Missile

APFSDS-T Shell

Armor-piercing fin-stabilized discarding sabot (with tracer) ammo which deals more direct damage but has no explosive element.

Anti-Air Missile

Anti-aircraft missile launchers are mounted on the turret which will lock on to and track enemy air vehicles.

ATGM Launcher

Wire-guided anti-tank missile launchers are mounted on the turret.

Canister Shell

A tank shell encasing thousands of tungsten balls fired through the cannon muzzle like a shotgun.

CITV Station

Access is available to a 3rd turret position in the tank from which you can laser-designate targets and use a proximity scanner. You can enter a tank in this seat even if other players are occupying both the driver and remote gunner positions.

A 4th vehicle perk unlock, that once unlocked, will always apply to tanks regardless of other perks selected.

This perk can only be applied to tanks if the driver has it, and can only be used by someone who also has the perk unlocked (so both the tank driver and the CITV station operator need to have it, not the gunner).

Coaxial HMG

A heavy machinegun mounted coaxially to your main weapon.

Coaxial LMG

A light machinegun mounted coaxially to your main weapon.

Guided Missile

Laser-guided anti-tank missile launchers are mounted on the turret which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line-of-sight.

Guided Shell

A Smart Target-Activated Fire and Forget shell that can lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line-of-sight.

Heat Seekers

Heatseeking missiles launched by the pilot which lock on to and track enemy aircraft.

Rocket Pods

A set of unguided FFAR Rocket Pods mounted under the wings.

TV Missile

TV-Guided missiles launched by the helicopter gunner which are flown by direct-feed-video.

DLC & Expansions

These are the currently announced/available downloadable content packs and expansions for Battlefield 3.

PlayStation 3 Updates

- 2012 March 27 PS3 Update

Pay Content

- Back to Karkand
- Dog Tag Pack
- Close Quarters

Free Content

- Physical Warfare Pack

Pre-order Bonus Content

- Back to Karkand
- Dog Tag Pack
- Physical Warfare Pack
- SPECAC T Kit

Battlefield 3 Premium

Click this link to see the video

<http://www.ign.com/videos/2012/06/04/battlefield-3-premium-trailer-e3-2012>

Battlefield 3's Premium Service is now available for \$49.99 (US), or 4000 Microsoft Points. It will give you all upcoming DLC & Expansions at no extra cost two weeks before the original console's release date. [1] That includes five different expansion packs:

- Back to Karkand
- Close Quarters
- Armored Kill
- Aftermath
- End Game

At \$15 a piece, Battlefield 3 Premium saves you \$25 right there!

There are other features to the service, of course. From BF3's Website:

Calendar



VIDEOS

Receive playing tips straight from the developers at DICE or get sneak peek footage from an upcoming expansion pack.

IN-GAME CONTENT

Enjoy new weapon and soldier camos and the ACB-90 knife (Advanced Combat Blade model 90). A heavy duty combat blade with a razor sharp edge, partly serrated and complete with a gut hook at its

tip.

RESET STATS

With Premium comes the unique chance to reset your Score/Minute, Kills/Deaths, and Wins/Losses stats if you want a fresh start with your multiplayer soldier.

EVENTS

Rank up faster with exclusive Double XP events and take part in other exclusive Premium only events.

DOG TAGS

Stand out with these unique Premium dog tags in carbon fibre and gold.

STRATEGY GUIDES

Coming soon (Or use ours)

QUEUE PRIORITY

Get priority when queuing for your favorite game server. Queue priority lets you get quicker into the game (VIPs will still go first).

ASSIGNMENTS

Challenge yourself with new and exclusive Assignments.

STAND OUT

Exclusive carbon fiber design to your profile page. New decals and more layers for the Platoon Emblems editor. Save up to 5 Battle Reports as Favorites to your profile.

Rent-a-Server

Battlefield 3 allows players to rent their own servers on the PC, PS3, and Xbox 360. Pay a price to set up a server with your own rules. Tweak the settings or select preset settings from a small list.

As the admin, you have the option to ban or kick certain players for whatever reason you like. You also have the option to select friends as VIPs. This will place them at the top of the queue if the server is filled.

Dog Tag Pack

What's in the expansion?

- Multiplayer-related
- Special Pre-Order Exclusive Dog Tags





Source: Amazon

How do I get the expansion?

The **Dog Tag Pack** is available as a pre-order bonus from Amazon. It is also available for purchase on Origin, PSN and Xbox Live for \$2.99.

See: [Frequently Asked Questions](#)

SPECACT Kit

What's in the expansion?

- Eight multiplayer skins (one per class / side)

Source: GameStop

How do I get the expansion?

The **SPECACT Kit** is available as a pre-order bonus from Best Buy.

See: [Frequently Asked Questions](#)

Physical Warfare Pack

What's in the expansion?

- DAO-12 Shotgun
- Flash Suppressor Weapon Accessory
- Type 88 LMG Machine Gun
- 12G Flechette Ammunition

Source: GameStop

How do I get the expansion?

The **Physical Warfare Pack** is available as a pre-order bonus from GameStop.

Now available for free.

See: [Frequently Asked Questions](#)

Shortcut Packs

Shortcut Packs are DLC Packs that allow you to instantly unlock weapons or vehicles without having to play the game. You can buy packs separately, or get one big pack with everything in it.

The Ultimate Shortcut Bundle

Get all weapons and gadgets unique to all four classes, all upgrades for both air and ground vehicles, and all co-op weapons in the ultimate shortcut bundle! This massive pack immediately unlocks all 119 weapons, gadgets, and vehicle upgrades from all other available shortcut packs. **Price:** 3,200 MSP / \$40

Kit Shortcut Bundle

This bundle immediately unlocks all 39 weapons and gadgets unique to the Assault, Engineer, Recon, and Support Kit in Battlefield 3. **Price:** 2,000 MSP

Assault Kit Shortcut

This pack immediately unlocks all 10 weapons and gadgets unique to the Assault Kit in Battlefield 3. **Price:** 560 MSP

- Defibrillator
- M320
- M26 MASS
- M416
- AEK-971
- M16A4
- F2000
- AN-94
- M16A3 (Russian)
- AK-74M (US)

Vehicle Shortcut Bundle

This bundle immediately unlocks all 73 upgrades for the attack helicopters, scout helicopters, jets, infantry fighting vehicles, tanks, and anti-air vehicles in Battlefield 3. **Price:** 1,440 MSP

Air Vehicle Shortcut

Unlock all 38 upgrades for Jets, Attack Helicopters, and Scout Helicopters. **Price:** 800 MSP

Ground Vehicles Shortcut

This bundle immediately unlocks all 35 upgrades for Tanks, Infantry Fighting Vehicles, and Anti-Air Vehicles in Battlefield 3. **Price:** 800 MSP

Engineer Kit Shortcut

This pack immediately unlocks all 11 weapons and gadgets unique to the Engineer Kit in Battlefield 3. **Price:** 560 MSP

- SA-18 IGLA
- FIM-92 Stinger
- M15 AT Mines
- SCAR-H
- EOD Bot
- M4
- A-91
- FGM-148 Javelin
- G36C
- AKS-74u (US)
- M4A1 (Russian)

Support Kit Shortcut

Unlock all nine weapons and gadgets unique to the Support Kit. **Price:** 560 MSP.

- C4
- M249
- Claymore
- M224 Mortar
- PKP Pecheneg
- M240B
- M60E4
- M27 IAR (Russian)
- RPK-74M (US)

Recon Kit Shortcut

Unlock all nine weapons and gadgets unique to the Recon Kit. **Price:** 560 MSP

- T-UGS
- SV98
- SOFLAM
- MAV
- SKS

- M40A5
- M98B
- MK11 (Russian)
- SVD (US)

Co-op Weapons Shortcut

This pack immediately unlocks all seven weapons from the co-op campaign for your enjoyment in any multiplayer mode in Battlefield 3. **Price:** 400 MSP

- MP412 REX
- KH2002
- MP7
- M39 EMR
- 93R
- SG553
- G3A3

Back to Karkand



What's in the expansion?

- Four Older Battlefield Maps
 - Strike Karkand
 - Gulf of Oman
 - Sharqi Peninsula
 - Wake Island
- 3 Vehicles
 - DPV
 - BTR-90
 - F-35
- 10 Weapons
 - FAMAS
 - G53
 - QBB-95
 - QBU-88
 - PP-19
 - L85A2
 - QBZ-95B
 - MG36
 - L96
 - MK3A1
- Conquest Assault Game Mode
- New Achievements / Trophies

How do I unlock the weapons?

You will find a new section called Assignments under your Soldier in the Main Menu. There will be challenges you must complete to unlock each weapon.

How do I get the expansion?

The **Back to Karkand** expansion is free to anyone with the Limited Edition of Battlefield 3. For everyone else, it's \$15.

Close Quarters



Close Quarters is the second Expansion Pack for Battlefield 3. It features tight, infantry based environments and something called HD Destruction which enables enhanced destruction of the environment. Everything and anything can be shattered, blown apart, and destroyed by the bullets in your weapon.

This DLC adds ten new weapons, four new maps, new Close Quarters Achievements / Trophies, two new game modes (Gun Master and Conquest Domination), and new Dog Tags.

Click this link to see the video

<http://www.ign.com/videos/2012/06/15/battlefield-3-close-quarters-weapons>

Armored Kill



Armored Kill is a planned Expansion Pack for Battlefield 3, set to release in September of 2012. This Expansion Pack will focus on vehicular warfare.

This DLC will feature five new vehicles and four new maps, including the biggest map on Battlefield 3!

Maps

- Bandar Desert [1]

Aftermath



Aftermath is a planned Expansion Pack for Battlefield 3, set to release in December of 2012.

This DLC will feature four new maps, new weapons, new vehicles, and more.

End Game



End Game is a planned Expansion Pack for Battlefield 3, set to release in March of 2013.

This DLC will feature four new maps, new weapons, new vehicles, and more.

Battlelog

The Battlelog is Battlefield's special system to bring together all your stats, unlocks, friends, and everything else Battlefield. Check out the latest Battlefield news, edit your Profile, create a Platoon with your friends, or visit Battlefield's Forums to give feedback on the game straight to the developers.

Go to <http://battlelog.battlefield.com> to access your Battlelog. You can log in with your e-mail address and password used in your EA or Origin Account.

Visit the IGN Users page to find a list of all IGN User's Battlelogs. You can enter your own, but please use the correct format.

Battlelog - IGN Users

This page is a collection of IGN User's Battlelogs. You can enter your own Battlelog, but please keep the list in alphabetical order and the format the same as the others.

- 1019wii - Battlelog
- ajrulesyou - Battlelog
- bloopONER - Battlelog
- BluntMastermind - Battlelog
- Brawlisforwii - Battlelog
- calvinalx - Battlelog
- Clumsykid13 - Battlelog
- contrax911 - Battlelog
- Crimson Toast - Battlelog
- czle - Battlelog
- Demik702 - Battlelog
- Drummernate - Battlelog
- evanextreme - Battlelog
- genesisOPX - Battlelog
- Ghost_16 - Battlelog
- GhostRider05 - Battlelog
- Hardcore_Hector - Battlelog
- IGNWorstSiteEver - Battlelog
- itsJDZ - Battlelog
- JackFontaine - Battlelog
- jadebear22 - Battlelog
- Jonyblayze - Battlelog
- Lovinmico - Battlelog
- metern1981 - Battlelog
- Min3l - Battlelog
- MisterFryman - Battlelog
- PapaLongLegs - Battlelog
- rivalcycle971 - Battlelog
- Scoober1111 - Battlelog
- SergeantBilly927 - Battlelog
- SpezXVII - Battlelog
- SSJGundam40 - Battlelog
- Star_Dust__ - Battlelog
- TimothyStuder - Battlelog
- WheelieUK - Battlelog
- Zephyius - Battlelog

Fellow IGN and Battlefield 3 (X360) fans can also join our friendly platoon "Platoon Unlocked" through Battlelog (click the link or search for Platoon Unlocked).

2012 March 27 Update

Massive Changes to Battlefield 3 on March 27th for all three systems. Detailed info found [here](#).

Most notably, players can now purchase Shortcut Packs. This means with real currency players can nab several unlock packs.

On top of the new in-game store, DICE and EA have introduced a rent-a-server service. For \$1.49 / \$6.99 / \$24.99 / \$64.99, you can get your very own server for 1 / 7 / 30 / 90 days.

Private servers give players full customization over their matches, from HUD visibility, to number of tickets, and much more. Custom names, descriptions, and logos come as part of the package.

Based on players wants, Wake Island now gets a five flag layout. But due to the big fixes, PS3 players also have to re-download Back to Karkand due to a bug fix. For a full list of every fix, including small tweaks like short fall damage and increased spawn protection, check out the [Battlefield Blog](#).

This page documents official Patches issued for Battlefield 3.

The patch notes described below are not yet issued and, according to a Battlelog blog update the issue date is not yet known. The patch notes apply to PC, PS3 and Xbox 360.

General

- Players should no longer take fall damage from short falls.
- Players now get up from Prone slightly faster, allowing better odds of getting away from a grenade or threat when prone.
- Fixed some situations that would unintentionally make a player un-revivable.
- Reduced the black screen fade in time on spawn. The fade is still necessary for properly streaming in loading content at spawn, but it has been substantially reduced.
- Increased the spawn protection time from 1sec to 2sec. The protection will still be immediately canceled as soon as the player moves or shoots.
- Spawn protection will no longer be canceled by the player looking around.
- Increased the speed at which a player regains accuracy when aiming after moving for a more responsive experience. Firing before fully zoomed will still result inaccurate fire.
- Increased the inaccuracy and recoil added when a player is fully suppressed.
- Shotgun Buck and Flechette rounds now have a less suppressive effect at medium to long range.
- Tweaked the damage levels of Buck and Flechette rounds to balance them with other weapons.
- Improved the suppression of the .44 magnum, .357 magnum, and the 5.8x42mm DAP88 rounds from the Type88 sniper.
- Attempting to Crouch (like Prone) will now properly interrupt Sprint.
- Increased the effectiveness of Suppression Resist Specialization.
- Parachutes now respond to turn and throttle inputs more quickly.

- Switching from primary weapons to sidearms and back now takes less time.
- Increased the effectiveness of explosive resistance.
- Tweaked bipod deploy settings so players can no longer deploy a bipod in places higher than chin level.
- The bipod should now be more reliable when deploying on top of sloped objects like cars and rocks.
- Fixed several issues with vaulting objects, especially for thin railings.
- The Knife now only takes two swipes to kill when attacking from a position where a takedown is not possible.
- CRAM weapons on Carriers now count towards stationary weapon awards.

Vehicles

- The A10 properly gives Jet score again.
- Unguided tank rounds and RPGs will now instantly destroy Jets, Attack Helicopters, and Scout Helicopters.
- Increased the damage the MBT's primary weapon does to the front and side armor of other main battle tanks. Primarily this means 1 less shot to the front, and very good hits to the side can result in a 1 hit to disable.
- Slightly reduced the repair speed of the repair tool.
- Increased the damage done by TOW weapons to armored vehicles.
- Increased the rate of fire and minimum damage of the Coax HMG.
- Increased the damage mounted gunner .50cal HMGs do at long range.
- Increased the power of the repair tool when killing soldiers or destroying vehicles slightly.
- Fixed a problem when locking on to two nearby targets, the locking should no longer jump rapidly between multiple targets. This applies to all locking weapons and Laser Designators.
- Increased the damage of the Javelin and Air to Ground missiles against laser designated targets.
- Javelin missiles fired without Laser targeting now do more damage to the side and rear of MBTs.
- Slightly reduced the locking time of all weapons vs Laser Designated targets.
- Laser Guided missiles can now be distracted by Flares.
- Increased the locking distance for AGM Missiles for Jets when locking on laser designated targets.
- Reduced the locking time for the AGM Missiles for Jets to make them more viable against ground targets.
- Reduced the locking time for AA Missiles for Jets to make them more viable against air targets.
- Flares will no longer break the lock of a vehicle that is locked on, it will only distract the missiles.
- Flares now more reliably distract missiles, especially for Helicopters.
- Flares for Jets and Choppers now reload at 11 seconds again, except for the gunner, which remains unchanged at 20sec.
- AA Missiles are more difficult to dodge in Jets, this was unintended behavior that created an imbalance against skilled pilots.
- AA Missiles should no longer kill the pilot instead of the vehicle.
- AA Missiles should no longer detonate before hitting their target or a Flare/ECM chaff cloud.
- Reduced the damage AA missiles do to jets to 45%.

- Fixed the SU-35 firing Air to Air missiles at a lower rate of fire than other vehicles.
- The IGLA and Stinger now lock on much more quickly and disable an attack aircraft in 1 hit, but have significantly reduced range. This should allow Stingers to mount an effective close range point defense, without dominating an entire airspace.
- Increased the speed of the Helicopter AA missiles lock on to reduce the tedious nature of Helicopter dogfights and improve the Helicopter's defensive abilities vs Jets.
- Slightly reduced the damage of Jet cannons against Aircraft. Damage is now only slightly higher than it was originally at launch.
- Increased RPG and SMAW damage against aircraft.
- Guided Rockets will now only track ground targets, as originally intended.
- Reduced the direct damage done by Attack Helicopter gunners vs Armor.
- Helicopter guns should now suppress correctly.
- Improved the accuracy of the Attack Helicopter's Rocket Pods, both guided and unguided.
- Slightly increased the damage of Attack Helicopter's Rocket Pods vs Infantry and other Helicopters.
- Additional fixes have been made to the TV missile to prevent it from blowing up the launching vehicle.
- The Mi28 has received upgrades to its climbing and yawing abilities.
- Fixed an issue where guided rockets from the Mi28 did not follow the crosshair properly.
- Improved the accuracy of the Mi28 gun to match the AH1 gun.
- Increased the direct hit damage of the APFSDS rounds for the IFVs.
- Decreased the locking time of the IFV Guided Missile to make it more viable as an unlock.
- Miniguns and Helicopter Gunners now more quickly destroy parked cars.
- Increased the power of explosions from cars and other explosive static objects.
- Dying from the explosion of a car or other explosive static object should now correctly credit the player who caused the explosion.
- Adjusted the F35's Center of Mass and Hover Engine for more stable, level flight in all flight modes.
- Updated the F35 weapon systems to be consistent with the other Jets.
- The F35 will now only attempt to enter Hover at low altitudes, though it will maintain the hover until forward flight is resumed, even if it reaches high altitude.
- The F35 and SU35 now properly have Ejection seats to prevent players from being killed when exiting the vehicle.
- Changed the Kornets to TOW launchers on Wake Island and moved the spawn position of the AAV to a more level position.
- Fixed several bugs with air vehicles colliding with objects at high speeds and taking no damage.
- Players will no longer receive suicides or team kills if they crash their vehicle (dying is punishment enough).
- The MAV will no longer destroy vehicles that run into it, instead it should be destroyed.
- Jet and Helicopter collisions should now properly result in the death of both vehicles.
- You can now spot with the EOD bot.
- Increased the base accuracy for AA guns and added a decrease in accuracy over the course of a burst.
- Reduced the damage AA guns (both mobile and stationary) do to infantry.
- The carrier based CRAM stations are now properly tracked as stationary weapons.
- CRAM and Pantsir stationary AA weapons now have Air Radar equipped by default.
- Improved the sound feedback for damage to help players better understand the amount of

damage their vehicle is taking.

- The A10's extinguisher should now function properly.
- Disabled vehicles now have an increased reverse speed to help escape to cover after being disabled.
- The T90's crosshair now more accurately represents the trajectory of the main gun.
- Toggle and Hold zoom settings now also apply to soldier controlled turrets on jeeps, transport helicopters, boats, and IFVs port guns.
- The AAV now has zoom and a 3P camera when using the turret.
- Tweaked the AAV's turret controls to be more useful when the vehicle is moving.
- The Z11w now properly functions with Below Radar.
- Below Radar will now also prevent the lock on of Stinger and IGLA missiles.
- Added Horns to all Jeeps.
- Tanks can no longer drive into the water and cross the Wake Island lagoon completely submerged.

Weapons

- Added Extended Mags to the ASVAL. The Extended Mags can be unlocked at 200 kills with the AS VAL.
- Reduced the recoil of the SKS rifle and increased its maximum damage at close range.
- Fixed aimed firing max accuracy on the Pecheneg to be consistent with other LMGs.
- Semiautomatic and automatic shotguns firing FRAG rounds now do slightly less splash damage.
- The M26 MASS frag and slug rounds are now the more effective pump action versions.
- The M26 MASS and M320 now benefit from the Laser Sight when mounted with an Underslung Rail.
- Fixed the bolt action timer on the L96 that would cause an animation glitch.
- 9x39mm rounds no longer benefit from the Sniper headshot bonus.
- Increased the damage of the 9x39mm rounds at long range.
- Fixed the AKS74u damage at max range, it was incorrectly higher than other carbines.
- Increased the damage of the .357 and .44 magnum rounds at max range.
- All semiautomatic and bolt weapons, including all shotgun slugs, now have their maximum damage out to 15m.
- Semiautomatic weapons will no longer "jam" if the player presses fire faster than the weapon is capable of shooting. Some semi-automatic weapons have had their rates of fire adjusted to fit this change.
- Bolt action sniper rounds now have a chance to kill at close range if the player is hit in the upper chest.
- Semiautomatic sniper rifles, Assault Rifles, LMGs, and shotgun slugs now have more consistent damage over long range. At maximum range shots to the legs will not require more hits to kill.
- The spread for Flechette rounds has been reduced slightly on all shotguns.
- The spread for Buckshot has been reduced on the M1014, DAO-12, and S12k. These weapons have an accuracy advantage over the USAS12 but are not as accurate as the 870.
- Zooming shotguns with Buckshot and Flechette loads will now result in a slightly tighter cone for the pellets.
- Reduced the delay time between quick knife attempts slightly. Attacks with the knife drawn are

still significantly faster.

- Fixed the Rate of Fire when the USAS and MK3A1 are equipped with FRAG rounds. All other shotguns correctly had a reduced rate of fire with frags, except the USAS and MK3A1.
- Fixed an Accuracy bug when the MK3A1 shotgun is equipped with FRAG or Slug rounds.
- Shotguns equipped with slugs will no longer automatically begin reloading if the weapon is zoomed when the clip is empty. This allows players to see where the slug lands before reloading.
- Fixed 12g FRAG rounds not breaking glass at long range.
- Players can now earn the shotgun Ribbon using the M26 MASS.
- The underslung grenade launchers for Russian rifles now properly report GP30 in the kill log.
- Fixed the AEK971 40mm shotgun round listing itself as FRAG in the kill log.
- Fixed the 40mm smoke grenade so it no longer passes through soldiers and unbroken objects before it detonates.
- Several weapons have had recoil or accuracy adjusted in order to balance these weapons in effectiveness and also increase the feeling of individuality in each gun effectiveness and also increase the feeling of individuality in each gun.

Gun	Changes
M27 IAR	No change. The M27 is a heavier version of the M416, giving it good all-around performance though it has worse performance on the move.
RPK-74M	Reduced the initial recoil and vertical recoil. The RPK-74M is a more stable firing platform than the comparable M27, though it lacks the M27's higher rate of fire.
M249	Added an initial recoil. The M249 is the fastest firing belt fed LMG, giving it superior suppressive and damage abilities. The initial recoil makes it a bit harder to run and gun, while making little overall impact on performance.
Type-88	Slightly increased the initial recoil, reduced muzzle drift. The Type88 fires the slowest of the medium caliber LMGs, though what it lacks in rate of fire it makes up for in controllability.
PKP Pecheneg	Reduced recoil but added a slight initial recoil, increased damage at max range. The Pecheneg has a heavy vertical recoil with a hard hitting round and little drift, this makes it excellent at sustained fire.

M60E4	Reduced the initial recoil, increased damage at all ranges. The M60E4 has a very low rate of fire that makes it the most controllable with the powerful 7.62x51mm round.
M240B	Added an initial recoil, increased damage at all ranges. The fastest firing medium MG, the M240 has a substantial muzzle kick and drift that makes all that power difficult to control.
QBB-95	Reduced the total recoil but increased muzzle drift and initial recoil. The QBB-95 should now kick harder but settle into full auto fire better, combined with the bullpup hip fire bonus this makes the QBB-95 a highly mobile LMG.
MG36	Added an initial recoil. The MG36 fires at a fast 750rpm and makes a nice middle ground between the controllability of a clip LMG and the sustained firepower of a belt fed LMG.
870MCS	No change. The 870MCS is a popular and highly effective weapon.
DAO-12	Reduced the total pellets fired from 12 to 9. The DAO-12 has a high magazine capacity with a slow reload that makes it a solid all around shotgun.
M1014	Increased the rate of fire from 200 max to 210 max. Reduced the total pellets fired from 12 to 9. The M1014 was underperforming compared to the USAS12 and 870, it should now be more viable in CQB thanks to a higher rate of fire.
SAIGA-12K	Increased extended mag from 8 rounds to 10 rounds. Reduced the total pellets fired from 12 to 9. The SAIGA-12k larger extended magazine but slower rate of fire should make it stand out against the M1014, while the DAO-12 has a higher capacity over all, but a slowe reload.
MK3A1	Increased magazine capacity to 8 and 12 for normal and extended mag respectively. Reduced the total pellets fired from 12 to 9. The MK3A1 has a lower ROF than the USAS12, giving it slightly more ammo makes this an edge vs the USAS.
USAS-12	Increased the initial recoil. Reduced the total pellets fired from 12 to 9. The USAS 12 has a higher ROF than other shotguns, this recoil change better balances that advantage and the pellets balance its damage output.

M4A1	No Change. Well-rounded carbine, with good rate of fire and controllable recoil.
M4	Increased vertical recoil, reduced horizontal recoil. The Burst only M4 should now feel different to its automatic sibling, the reduced horizontal recoil emphasizes the greater control you have in burst fire.
AKS-74U	Reduced initial recoil and vertical recoil. The AKS-74u's low rate of fire is paired with great controllability. The overall increase in sustained fire control should help this carbine stand out, while the first kick gives it character.
SG553	Reduced initial recoil and vertical recoil. The SG553 is a lower rate of fire carbine with greater controllability than the G36C. The change to initial recoil should better highlight this difference.
A-91A91	No Change. The A-91's high rate of fire and bullpup from the hip accuracy is offset by a poor controllability on full auto.
G36C	Reduced initial recoil. The G36C is a well-rounded carbine, with a medium rate of fire and a medium recoil. The 2 round burst mode gives this weapon an edge at mid-range.
SCAR-H	Increased damage at maximum range and increased max range. The SCAR-H fires a heavier round than all other carbines, giving it better stopping power at range at the cost of a low fire rate that penalizes it in CQB.
G53	Reduced recoil and drift, recoil settle times now similar to other carbines. The HK53 is a short carbine with a lot of initial kick but a stable recoil pattern and a medium rate of fire. The changes give it more character compared to the G36.
QBZ-95B	Reduced muzzle sway, recoil settle times now similar to other carbines. A bullpup like the A91, the QBZ-95B is steady on the move with a lower rate of fire for controllable shots at longer range. The built in foregrip is now properly reflected in the weapon's stats.
AK-74M	Reduced initial recoil and vertical recoil. The AK-74M sacrifices rate of fire for controllable automatic fire, the initial recoil was negatively affecting the feeling of controllability.

M16A3	No Change. The M16 (both A3 and A4) provide a well-rounded stable firing platform with a high rate of fire that is relatively controllable.
M16A4	Increased vertical recoil, reduced horizontal recoil. The Burst only M16A4 should now feel different to its automatic sibling, the reduced horizontal recoil emphasizes the greater control you have in burst fire.
M416	No change. The M416 is the middle ground AR, blending a medium recoil and rate of fire.
AEK-971	Increased initial recoil, reduced aimed accuracy slightly. The AEK has a very high rate of fire, and also a large muzzle drift that makes control difficult. The low initial recoil allowed a player to kill before the weapon's weaknesses kicked in while the reduced accuracy highlights its close range role.
F2000	Reduced vertical recoil, increased zoomed accuracy slightly. As a bullpup, the F2000 has a bonus to accuracy on the move and from the hip while its high rate of fire sacrifices controllability for saturation. The previous changes were an overreaction, this is a corrective update.
AN-94	Reduced vertical recoil. The AN-94's 2 round burst mode is incredibly accurate, but it suffers from a low rate of fire on fully automatic. The recoil in full auto has been reduced somewhat to offset this penalty and make the AN94 more attractive.
G3A3	Increased damage at all ranges, reduced vertical recoil. The G3A3's heavy recoil and heavy round are offset by a low rate of fire and a small magazine. The G3A3 was clearly outclassed at all ranges.
KH2002	No Change. The KH2002 is locked to burst fire, with a high rate of fire and a large muzzle drift the weapon favors accurate mid-range fire.
L85A2	Increased accuracy, reduced muzzle drift. The L85 differs from other bullpup style ARs by having a low rate of fire, the accuracy and controllability were too low to offset the rate of fire.
FAMAS	The FAMAS combines an extreme rate of fire with extreme recoil making it very difficult to use at anything other than close quarters combat. Due to update restrictions, the FAMAS had different stats on all 3 platforms. The FAMAS is now uniform on all platforms and now has the correct 25 round magazine.

PP-2000	Reduced the initial recoil. The PP-2000 has a lower ROF than other PDWs and needed the controllability to be balanced.
UMP-45	Reduced accuracy loss during full auto. The UMP-45 hits hard and has a controllable recoil at the cost of a heavy initial recoil kick.
MP7	No Change. The MP7 has a very low recoil and a high muzzle drift that favors longer bursts than the P90.
AS VAL	Increased vertical recoil, reduced first shot recoil, reduced accuracy on the move. The AS VAL fires a long range, highly accurate, high damage projectile that favors short bursts or single fire when stationary. While still quite good from the hip, the AS VAL will suffer if fired while moving and aimed.
PDW-R	Reduced the initial recoil. The PDW-R has high recoil and favors burst fire, the added initial recoil was making it less effective in small bursts.
P90	Reduced the initial recoil. The P90 favors a run and gun play style using long bursts to control muzzle drift, the initial recoil was making bursting ineffective.
PP-19	Slightly reduced the initial recoil when firing, increased base damage. The PP-19's high initial recoil was over penalizing the burst fire needed to be effective on the low damage, high capacity weapon.

Weapon Accessories

Scopes

- Fixed the 7x scope not zooming to the full 7x on all weapons.
- Corrected the M39's laser sight so it points at the point of impact and aligns with scopes when zoomed.
- Fixed a misaligned scope crosshair on the G3A3 using the Rifle Scope 6x.
- Fixed the PKA and PKA-S scopes on the M416 having swapped zoom levels.
- The L96 Straight Pull bolt now functions properly.
- The L96 ironsights have been adjusted for a clearer aiming picture and correct use of the integral front sight.
- The L96 now properly shows scope glint when using the 8x, and 12x scopes.
- Tweaked IRNV to be more consistent across all levels.
- Fixed a rendering issue with IRNV view when taking damage.
- Tweaked the IRNV zoom times and scope visible areas to be the same across all weapons (some were faster than others).
- Fixed the QBU-88 sniper and the L96 IRNV scopes to use the proper sniper reticule

Bipod

- The Accuracy increase and Recoil reduction of the Bipod has been significantly improved for Assault Rifles and Carbines.
- The Bipod now provides similar Accuracy and Recoil benefits no matter if the weapon is fired while aiming or without aiming for all weapons. Previously only LMGs were worked this way. This especially improves the speed at which snipers can make follow up shots, and also allows effective unaimed suppressive fire with Assault Rifles and Carbines.
- Increased the Speed at which a bipod is deployed, allowing the user to obtain the bipod's bonus sooner after the deploy has started and allowing the weapon to be aimed in a far shorter time. The speed has been increased 40-50%, depending on the weapon and animation.

Heavy Barrel

- The Vertical Recoil penalty of the Heavy Barrel has been reduced. The value has been changed from a global percent increase to a weapon specific value.
- A small Hip Accuracy penalty has been added to the Heavy Barrel to represent the added weight of the accessory, as well as focus the attachment on accurate mid and long range fire. The exact penalty amount is a weapon specific value.
- Several weapons with low default bullet speed now have their bullet speed increased when the Heavy Barrel is equipped. This is in effect for the A91, G3A3, AKS-74u, G36C, M4A1, SCAR-H, SG553, G53, and QBZ-95B.
- The Heavy Barrel is now also paired with Match Rounds which increase the maximum range of the weapon. The minimum and maximum damage are unchanged, weapons with the Heavy Barrel will be more effective in mid range.
- The Aimed Accuracy bonus provided by the Heavy Barrel has been increased. This will increase the effectiveness of the Heavy Barrel for small bursts, as originally intended.

IRNV

- Tweaked IRNV to be more consistent across all levels.
- Fixed a rendering issue with IRNV view when taking damage.
- Tweaked the IRNV zoom times and scope visible areas to be the same across all weapons (some were faster than others).
- Fixed the QBU-88 sniper and the L96 IRNV scopes to use the proper sniper reticule.

Foregrip

- The Horizontal Sway reduction has been changed from a global percent reduction to a weapon specific value reduction. For most guns this means very little change, for guns which have a large horizontal recoil the change is more substantial. The FAMAS, F2000, and AEK971 are most effected, the AK-74, M16, and M416 are nearly unchanged.
- A small long range Aimed Accuracy penalty has been added to the Foregrip. Players who generally find themselves fighting at mid to long range may want to change their accessory, while players fighting in CQB will go largely unaffected. Combining the Foregrip with a Silencer or a Heavy Barrel will offset this penalty.

Laser Sight

- The Hip Accuracy bonus provided by the Laser Sight has been increased. Some PDWs have had their crouch and prone base stats adjusted to prevent hip firing being more accurate than aimed fire when using a laser sight.
- The bonus is now a weapon specific value instead of a global percentage, some guns receive larger or smaller bonuses, though all bonuses are better than they were previously.

Suppressor

- The Suppressor no longer reduces the maximum damage of a weapon when equipped. Instead the Suppressor reduces the minimum and maximum range of the weapon, making it ideal for CQB and Stealth. This change will make the Suppressor slightly more effective at long range, where the bullet drop and speed makes shots difficult already, and reduces the power of the suppressor at mid range slightly.
- The Suppressor's recoil bonus remains unchanged at a global 10% decrease. This is less than the Flash Suppressor's bonus for all weapons.
- The Hip Accuracy penalty of the Suppressor has been changed from a global percentage to a per weapon value. Generally this penalty is higher now, but not for all weapons. Specifically, the belt LMGs and bolt Snipers do not have any additional hip fire penalty, as their penalty is already at the maximum possible value.
- Reduced the Aimed Accuracy bonus of the Suppressor from 50% to 25%. A Suppressor and Foregrip combo will have similar accuracy to a weapon without any Accessories, at the penalty of worse Hip Fire Accuracy and Range and with the benefit of much improved Stealth and reduced Recoil.

Flash Suppressor

- The Flash Suppressor no longer reduces accuracy for Automatic Fire.
- The Flash Suppressor now also works as a recoil compensator, reducing the Vertical Recoil by a weapon specific value. This bonus is larger than the bonus provided by the Suppressor.
- A small Hip Accuracy penalty has been added to the Flash Suppressor to represent the added weight of the accessory. The exact penalty amount is a weapon specific value.

Gadgets

- Reduced the spot times on C4 and Claymore projectiles from 30 to 15 sec.
- Tweaked the controls and physics for the EOD bot to improve its handling and aiming capabilities.
- The Radio Beacon, Mortar, MAV, EOD bot, T-UGS, and SOFLAM should now be much easier to deploy.
- The MAV will now be destroyed when running into a soldier or vehicle at high speed. It is still possible to strategically sacrifice your MAV on a soldier; it will be destroyed in the process.
- The MAV now properly shows up in the Kill Feed. Previously it simply displayed "KILLED."
- The MAV can no longer be used as an elevator.
- Matched the motion sensor sweep frequency and range on the MAV to the TUGS.

- Players will no longer auto enter SOFLAM, MAV, and EOD bots after they are deployed.
- Players may now use their knife to destroy enemy equipment.
- C4 will no longer be detonable after a player respawns, if the player is revived within 5 seconds he can still detonate his C4.
- The player may now have a maximum number of mines which will persist after the player's death. Deploying more than the maximum of 6 mines will remove a previous mine from the world.
- Claymores now live up to 5 seconds after a player dies, the player can have a max 2 claymores planted at the same time.
- Claymores can now detonate from vehicles and can be used to disable jeeps or kill the passengers in light jeeps. Claymores will not do any damage to heavy vehicles.
- Ammo bags now stay until the user redeploys them like Medkits.
- Ammo bags resupply bullets more quickly, but explosives resupply more slowly, especially 40mm grenades.
- Slightly reduced the effective blast radius of the RPG, SMAW, and 40mm grenade projectiles against infantry.
- Reduced the total number of RPG and SMAW missiles carried from 5 to 4. Players desiring more rockets will want to use the Explosive spec.
- Slightly increased the heal rate of the Medical Crate.
- The MAV now will also descend by pressing the Crouch Toggle key. (PC)
- The M224 Mortar can no longer be deployed in an area that is out of combat for another team like a home base or other protected spawn.
- Tweaked M224 exit points so the player faces in the direction of the mortar when he exits.
- Mines, Claymores, C4 and other deployable items will now only appear on the minimap when spotted by a teammate.

Team Deathmatch

- Fixed a bug where players would spawn close to the enemy team at the start of the round.
- Tehran Highway playable area has been doubled and is now the same as the Squad Deathmatch set up. Spawn points have been tweaked, and an extra spawn zone has been added north of the footbridge.
- Kharg Island has a new spawn zone layout, along with a bigger playable area and new cover objects. Spawn points have also been tweaked.
- Strike at Karkand spawns zones have been tweaked to improve player flow. Spawn points have been tweaked to improve safety upon spawning.
- Sharqi Peninsula spawn zones have been adjusted to optimize player movement. Spawn points have been tweaked so players spawn more safely.
- Seine Crossing spawn zone set up has been improved. There is a new spawn zone by the alleyway to the northwest with additional spawn points.
- Caspian Border spawn zones have been tweaked slightly.

Squad Deathmatch

- Fixed a bug where players would spawn close to the enemy team at the start of the round.

- Damavand Peak layout and spawn zones have been tightened to reduce the spread of players across the map
- Tehran Highway now features an extra spawn zone north of the footbridge, along with tweaked spawn points.
- Noshahr Canals spawn zones have been tweaked. Removed unsafe spawn points in the Northeast corner, and in the middle of the container area to the Southwest.

Source: Battlelog

2012 April 3 Update

Another huge update. Changes made from community feedback and general fixes. [Click Here](#) for full changes.

2012 June 4 Update

Another huge update. Changes made from community feedback and general fixes. [Click Here](#) for full changes.

Extras

Battlefield 3 Spoilers, Easter Eggs, and Cool Videos from players and fans. Click on the triangular marker to the left of "Extras" to see the associated pages.

This is simply an index to extra content for the Battlefield community to enjoy, without mucking up the wiki navigation window.

Spoilers

Battlefield 3 Ending

Below is video of Battlefield 3's Ending, including the final boss fight with Solomon.

Click this link to see the video

<http://www.ign.com/videos/2011/10/24/spoiler-battlefield-3s-final-cut-scene>

Easter Eggs

Found anything interesting outside of normal gameplay in Battlefield 3? Add it to the **Easter Eggs** list.

Wake Island

On the hill overlooking the Northeastern most point of Wake Island there's a small memorial for every Battlefield game that the map has appeared in. Battlefield 3 marks the fifth time that Wake Island has made the rounds.



Sharqi Peninsula

In the TV STATION [E] on the stairs to the roof, past the Flag. If you turn the volume up you can hear the Battlefield 2 theme playing. For Playstation 3 it is playing by default, but for computer press the **E** (default USE function). It's possible the Xbox 360 may or may not have access to this area (maps are smaller on the console). The console use keys are X (blue button) or Square for the Xbox 360 and PlayStation 3, respectively.

Tanks: M1A2 Abrams

In the multiplayer portion of Battlefield 3 if players look closely they will see "Crunch Time" written on the barrel of the M1A2 Abrams tank. Crunch time is most likely referring to the point in the development cycle of videogames in which the developers are working, usually grueling, hours in order to finish their product in time for the scheduled release date.

Operation Métro

The photo;booth near B can take your picture if you go inside and press E (Default PC use button, So X for Xbox and Square for PS3). Unfortunately you do not get to see your picture, it only flashes.

Mass Effect Easter Egg

On the map Donya Fortress in the Close Quarters DLC, there is a small model of the Normandy SR-2 from the Mass Effect series.

Cool Videos

Find any **Cool Videos** for Battlefield 3 on the Internet? Embed them below with a quick description so we can collect the best stuff online. Please add the latest video to the top of the page. Thanks!

Double Helicopter C4 Kill

Go to about 4:00 to see the kill.

Merry Christmas, Battlefield Style

Anti-Air Trolling

These guys are pretty bad helicopter pilots.

Mid-air Jet Kill

Helicopter kill with M416 Rifle

I take on a helicopter with only my bare hands and rifle. Who will win?

Fun with C4

Support guy having a lot of fun. Starts at 18 seconds.

Aggressive Sniping montage, WW2 style

Creative Engineer Trolling

There is more than one way to kill someone as an engineer. This engineer trolls the game with his antics.

Attack Chopper Spree

This guy is an amazing chopper driver. Watch him capture a point and kill (and freak out) a bunch of people.

Double Takedown

Two teammates shoot at the same time for a coordinated chopper takedown.

Amazing Heli Takeout

Watch this guy take out the pilot of an AH-6J LITTLE BIRD and then BASE jump on to the freakin' chopper.

Chopper Pro Demonstration

This guy is an awesome chopper pilot. Maybe he read up on the Flight Controls.

Jet Pro Demonstration (2 Parts)

Battlefield 3 Montage Teaser

Watch this epic BF3 Teaser by FaceKarma.

Amazing Helicopter Pilot

Probably the best I've ever seen. This guy flies like butter.

Heli vs C4

Base jump Heli take out like a boss.

Glitches

Big guy glitch

Giant man running across the map

MAV and EOD BOT

If you don't entirely destroy a MAV or an EOD BOT you'll get a vehicle assist instead of a "Equipment Destroyed". This has the potential of getting you a lot more than 20 points (equipment destroyed) but it can get you less if you are unlucky.

Achievements / Trophies

Accolades are listed alphabetically for ease of indexing.

Platinum Trophy

Collect all other Battlefield 3 Trophies

30G

1st Loser

Finish as 2nd MVP in a ranked match

30G

Army of Darkness

Shoot out the 4 lights with 4 bullets in Night Shift

50G

Army of Two

Complete all co-op missions on Hard

15G

Between a Rock and a Hard Place

Beat Solomon, flawlessly, in The Great Destroyer

20G

Bullseye

Reach and save the hostages without alerting any enemies in Drop 'em Like Liquid

25G

Butterfly

Take down the jet in one attempt in Rock And A Hard Place

20G

Car Lover

Complete the mission without losing a humvee in Operation Exodus.

50G

Colonel

Achieve rank 45

50G

Decorated

Obtain one of each Ribbons in the game

10G

FlashForward

Completed Semper Fidelis

20G

In the Nick of Time

Disarm the bomb in under 20 seconds in The Eleventh Hour

30G

Infantry Efficiency

Obtain all 4 weapon efficiency Ribbons

25G

Involuntary Euthanasia

Kill the 2 soldiers before the building falls on them in Uprising

30G

It's Better Than Nothing!

Finish as 3rd MVP in a ranked match

30G

Lock 'n' Load

Unlock all unique co-op weapons

20G

MIA

Obtain your first enemy Dog Tag

30G

Most Valuable Player

Finish as MVP in a ranked match

20G

Ninjas

Reach the VIP without setting off the alarm in Exfiltration

30G

No Escape

Captured Kaffarov

25G

Not On My Watch

Protect Chaffin from the soldiers in the street in Operation Swordbreaker

30G

Ooh-rah!

Complete the campaign story

15G

Practice Makes Perfect

Headshot each of the targets in the gun range in Kaffarov

20G

Push On

Reach the garage without going into man-down state in Hit and Run

20G

Roadkill

Kick the car to kill the soldiers in Uprising

25G

Scrap Metal

Destroy 6 enemy tanks before reaching the fort in Thunder Run

50G

Semper Fidelis

Complete the campaign story on Hard

15G

Shock Troop

Survive the quake

30G

Support Efficiency

Obtain all 4 support efficiency ribbons

30G

The Professional

Complete the street chase in Comrades in under 2 minutes 30 seconds without dying

20G

This is the End

Failed to prevent the attack

15G

Two-for

Take down 2 enemies with 1 bullet in Night Shift

30G

Two-rah!

Complete all co-op missions

20G

Untouchable

Complete the mission without using the fire extinguisher in Fire From The Sky

30G

Vehicle Warfare

Obtain all 3 vehicle warfare ribbons

20G

Wanted: Dead or Alive

Captured Al Bashir

20G

What The Hell Are You

Take a Russian Dog Tag in the forest ambush in Rock And A Hard Place.

20G

Where are the other two?

Found the nuke

30G

You Can Be My Wingman Anytime

Complete Going Hunting in a perfect run

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.

Back to Karkand Achievements / Trophies

The following are achievements / trophies specific to the Back to Karkand Expansion Pack.

- 30G
Complete Warrior
Got a kill with the following weapons in a single life: Assault Rifle, Jet and Tank. (Back to Karkand DLC)
- 20G
Gunslinger
Get 10 kills with every B2K weapon. (Back to Karkand DLC)
- 20G
Jaws
Take a swim in the Oman Hotel's swimming pool. (Back to Karkand DLC)
- 30G
Like a Boss
Get a kill with the skid loader. (Back to Karkand DLC)
- 20G
Third Tour
Get a kill with each of the following vehicles: BTR-90, DPV and F-35. (Back to Karkand DLC)

Close Quarters Achievements / Trophies

The following are achievements / trophies specific to the Close Quarters Expansion Pack.

30G

Deadly tools

Without dying, get a kill with a Carbine, Pistol and Rocket Launcher

20G

Dominator

Won a round of Conquest Domination

20G

Grinding the Crack

Fell over the edge on Ziba Tower

20G

Men of Calibre

Complete a round of Gun Master

30G

Show of Force

Got 10 kills with all ten CQ weapons

Frequently Asked Questions

Which maps have jets?

- Caspian Border
- Operation Firestorm
- Kharg Island

How many online players does Battlefield 3 support?

The PC version allows up to 64 players online, while the console version of Battlefield 3 allows up to 24 players online.

What's different between each version of Battlefield 3?

Battlefield 3 is available on Xbox 360, PC, and Playstation 3. There are subtle differences between each version due to the differences in platform hardware.

Xbox 360 Texture Pack

The Xbox 360 version of Battlefield 3 will be shipped in two DVD-format discs, one of which will have textures available for installation on the Xbox 360 hard drive. Without the texture pack installed, the game will have details equivalent to "standard def."

Disc 1 has the texture pack install (1.5 GB) and is used for multiplayer and the two player cooperative missions.

Disc 2 has the singleplayer campaign. When installing the texture pack, the system will prompt you to manually eject and place the texture disc (disc 1) into the Xbox 360 tray, and close the lid.

After installation, you may continue playing MP or Co-Op without disc swap, or switch discs again to go back to the campaign.

Source: 360 Battlefield 3 is 'Standard-Def' without Texture Pack

What is the release date for Battlefield 3?

- **US:** October 25, 2011
- **Europe:** October 27, 2011
- **Australia:** October 27, 2011

Source: Battlefield 3 Release Date

Will there be a multiplayer beta?

Yep. EA says a Battlefield 3 beta will start in September 2011. Access to the beta is limited to invite only and owners of the Medal of Honor Limited Edition, but a public beta is not out of the question.

Source: Battlefield 3 Beta Details Revealed

Update

On September 27, 2011, the Battlefield 3 beta opened to all players who pre-ordered the PC version of Battlefield 3. As well, the beta was made available to anyone who purchased limited edition of Medal of Honor.

The beta opens publicly to everyone on September 29. The Battlefield 3 beta will close on October 25 in the US and on October 28 in the UK.

Source: Battlefield 3 Beta Opens Today

How to Get into the Battlefield 3 Open Beta

PlayStation 3 and Xbox 360 players can find the beta in their respective online shops--PSN Store and Xbox Live Marketplace. PC gamers need to download EA's Origin software and then log into Battlefield.com.

Source: EnterBF3.com

What pre-order bonuses are available?

Retail Outlet	Pre-order Bonus
GameStop	Back to Karkand expansion, Physical Warfare Pack, Achievements / Trophies
Amazon	Back to Karkand expansion, Dog Tag Pack
Best Buy	Back to Karkand expansion, SPEC ACT Kit
Wal-Mart	Back to Karkand expansion

System Requirements

Minimum System Requirements

- **OS:** Windows Vista (Service Pack 2) 32-Bit
- **Processor:** 2 GHz Dual Core (Core 2 Duo 2.4 GHZ or Althon X2 2.7 GHz)
- **Memory:** 2 GB
- **Hard Drive:** 20 GB
- **Graphics Card (AMD):** DirectX 10.1 compatible with 512 MB RAM (ATI RADEON 3000, 4000, 5000 OR 6000 series, with ATI RADEON 3870 or higher performance)
- **Graphics Card (NVIDIA):** DirectX 10.0 compatible with 512 MB RAM (NVIDIA GEFORCE 8, 9, 200, 300, 400 OR 500 series with NVIDIA GEFORCE 8800 GT or higher performance)
- **Sound card:** DirectX compatible
- Keyboard and Mouse
- DVD ROM Drive

Recommended System Requirements

- **OS:** Windows 7 64-Bit
- **Processor:** Quad-Core CPU
- **Memory:** 4 GB
- **Hard Drive:** 20 GB
- **Graphics Card:** DirectX 11 compatible with 1024 MB RAM (NVIDIA GEFORCE GTX 560 or ATI RADEON 6950)
- **Sound Card:** DirectX compatible
- Keyboard and Mouse
- DVD ROM Drive

Sources

- VE3D

Online Latency / Lag

For players experiencing **Online Latency / Lag** in Battlefield 3 Multiplayer matches, input lag or otherwise, EA has issued the following advice:

PC

If you are playing on PC, please enable the following online ports on your connection:

TCP	80, 443, 9988, 20000-20100, 22990, 17502, 42127
UDP	3659, 14000-14016, 22990-23006, 25200-25300

PlayStation 3

If you are playing on PS3, please enable the following online ports on your connection:

TCP	80, 443, 9988, 10000-10100, 17502, 42127
UDP	3659, 14000-14016

Xbox 360

If you are playing on Xbox 360, please enable the following online ports on your connection:

TCP	53, 88, 3074
UDP	53, 88, 3074

Source: EA