



## Introduction

Sorry, hippie, this war *is* for oil. At least we can be clear about that from the very beginning. Sure, starting a World War to control a fast-depleting resource on the verge of obsolescence might not seem like the wisest road to the future, but desperate times call for desperate measures.

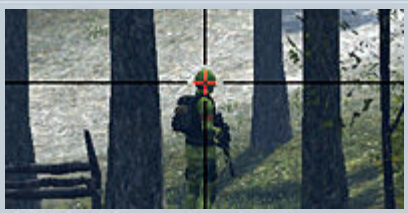

Frontlines boasts some massive multiplayer combat with 64 players squaring off for control and a full-length single player campaign with its own challenges. IGN is here to give you pointers on both fronts.

*In this Frontlines: Fuel of War strategy guide, you'll find:*

- **BASIC TRAINING** // Veteran advice for new soldiers.
- **CAMPAIGN WALKTHROUGH** // Frontlines: Fuel of War walkthrough for the single-player game.
- **MULTIPLAYER** // Breakdown of all the game's maps.

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## Frontlines: Fuel of War Basics

### Organization

Teamwork is definitely a big part of any game like this. While playing with a familiar clan will turn you into a well-oiled machine, that's no reason you can't anticipate your team's needs when playing with strangers. Not every game is going to go down the same way, so think about where you spawn, where the enemy is strongest, and how you're going to approach.



Don't play selfishly. Consider taking up the gunner position in a vehicle. It can make you a lot more effective. Don't always rush to get into the sweet positions unless you think you're going to be the most effective man there. Look at what your team is lacking and try to make up for it. The map is a great tool to help make you aware of the battlefield.

### Take Cover

Learning the rhythm of Frontlines is key to being an effective soldier on and offline. You want to get into the flow of moving from cover to cover, and being able to fall behind cover to reload when needed. There are all kinds of cover, ranging from hilly terrain to trailers you can crawl underneath. Not all apparent cover is sturdy either. Some barriers and even building walls can be taken out by heavy damage, and the sooner you learn to spot these, the less likely you are to be taken by surprise.





## Damage

Like Call of Duty 2 and many games since, Frontlines doesn't have a life meter and health packs, but rather a system of regenerating life indicated by the color and clarity of your vision. This is another reason why getting into the flow of taking cover is very important. After just a few seconds you can recover completely, so being able to minimize the time you are exposed to fire can make you a very effective soldier.



## Offense

In the single-player campaign you'll primarily be playing offense; the enemy won't push you back once you've locked down a location. These skills still translate to multiplayer, so the campaign can make a good warm-up.



The health system makes it tough to chip away at the enemy, and in multiplayer, defenders are going to be prepared for your arrival, and will have time to hide themselves. You don't want to trickle in. Form a squad. You don't need to stick closely together. In fact, it's usually beneficial to fan out, but take the site from a few points at once. This will leave the enemy scrambling to get organized.

It also helps to hit hard early on. When preparing for a difficult strike, calling in an air strike can be a very effective way to soften the enemy up and allow your squad to set their roots down. Sniping a site from a safe distance is likewise an effective strategy, especially if you're supporting another player.

## Defense

Defensive strategies vary wildly depending on what you have to work with. We'll go into specific strategies in the maps section, but keep in mind a few ideas when planning your defense.



You want to stay very aware of the situation. Don't focus too much on frag count, and stay more in tune with making sure every approach is well covered. You can make things somewhat easier on yourself by trying to force the enemy into taking the obvious route, but making other approaches inhospitable. In this way you can bait the enemy into taking what seems to be the path of least resistance and hitting him with an ambush.

It's also important not to show your cards. While some offensive players are reckless, most good players try to do recon ahead of time. You want to try to position as many of your defenders out of the line of site as is effective given what you have to work with.

## Frontlines: Fuel of War Walkthrough

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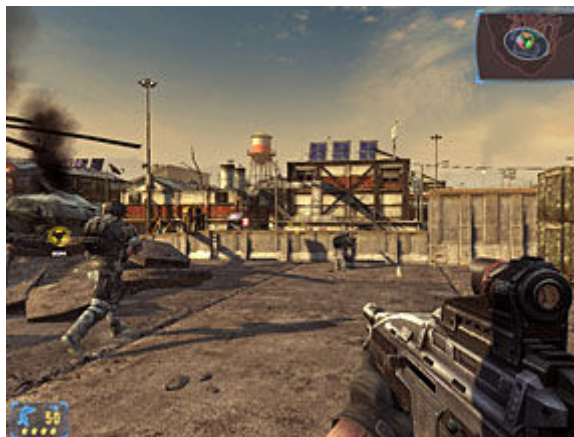
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## Darkness Falls

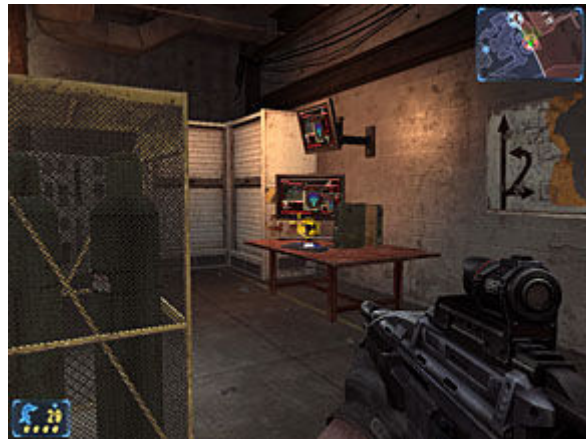
### Secure Crash Site

This is a pretty simple objective. You have some good cover just ahead. Scope in and fire away from behind the wall and you should have no problem thinning out the enemy forces while taking minimal damage. There's also a minigun in the helicopter that can be effective, if you like.



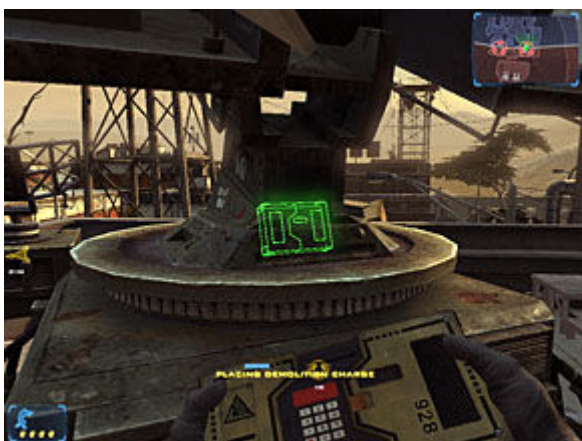
### Secure Armory and Destroy AA

You can complete these two objectives in either order. Securing the armory may be to your advantage, but it doesn't make a big difference.



You can take either alley or move along the rooftops to make your approach. Your grenade launcher should handily dispose of the vehicle guarding the armory. Once that's out of the way, clean out whatever resistance is outside, and make your way in. Expect to be ambushed inside, but the close quarters make for an easy fight if you have good reflexes. You'll find a computer terminal that you can use to secure the area.

The AA is due west on the roof of a building. It's easiest to approach from behind. Once you've made your way up to it, disposing it is just a matter of planting the charge and watching the fireworks. Easy.



### Capture the Motor Pool

The gate to the motor pool is closed and there's no way in, so you'll need to grab a drone from the supply crate outside and fly it into the control room on the top floor in the center of the building ahead. Keep it low on the approach and strafe to avoid fire, and fly it right into the computer terminal in the back of the room. This will open the gates.



Just inside the gate is another kind of drone that travels on land. Grab it and position yourself in a secure location nearby (just outside the gate should do). Pilot the drone to take out some of the resistance before you rush in. The drone is especially helpful in eliminating the men stationed in the upper-floor hallways, but use it to take out troops on the ground as well. When you've exhausted the drone or cleared the way, head inside.



The two towers are just down the hall from each other. Expect to find some enemies inside even if you were a good shot with the drone, but they really have no where to move in this narrow hallway, so use that to your advantage. When



you've captured both towers completely the gate will open.



### Capture Refineries

There are three refineries to secure, and you can tackle them in any order. There's not a particular route that is the most advantageous, but head either west or east and then work your way across all three. You'll have access to LVSSs, and you'll need them to fight off the hostile vehicles. Get used to using your alt-fire while strafing around vehicles to dodge their missiles. Keep an eye out for enemy troops with rocket launchers stationed on the rooftops. To secure each refinery, you just need to position yourself at each site and hold your ground for a few seconds. Remember your friends will bring more vehicles around and you can always hijack one of their rides if you need a fresh set of wheels.



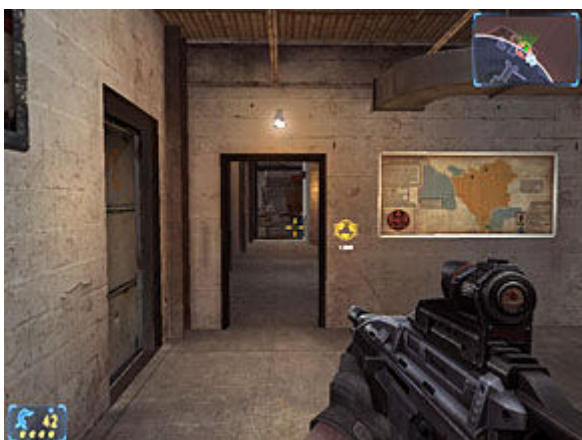
### Rescue the Reporter

The reporter has been captured and is being held in a facility not far from the refineries. Grab a vehicle and head out. There's a tank camped in front of the building, and this will be your main obstacle. You can pick at it from a distance with your LVS, but this isn't very effective. At one of the refinery capture points, you should have found a cluster bomb. Use it to call in the air strike on the tank. With the tank out of the way, your LVS should be able to clear out any embedded Red Star troops.





The reporter is being held in a cell inside. Once you clear out the enemy, place a charge to blow open the door and end the mission.



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## Captains of Industry

### Neutralize Defenders

Veer off to the left a bit as you approach the town, and go up the ladder on the back of one of the buildings. There's a defended area on the roof. Use this position to pick off the troop manning the machinegun on the nearby overpass and then thin out the enemy below.

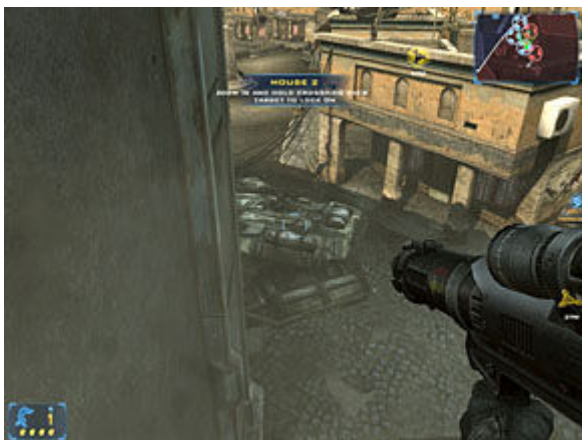


### Capture Ammo Depots

When you approach the depots up ahead, move right to the constrained back alleys. Behind these buildings is the first point to capture. Make sure to grab the Stiletto while you're back there. Swing by the building with the blueprints next. It's just a bit northeast. Go in the front door and up to the second floor and use the computer terminal to grab the blueprints.



The balcony of the building with the blue prints can make a good position to use the missile launcher against the enemy tank. When that's out of the way, swing by the west Ammo Depot. If you approach from the rooftops, you'll have a high ground advantage to take out the defenders. Drop down and pick up the anti-vehicle drones before you head out.





### Destroy the AA

The AA is on the roof of a nearby building. Approach it from the south, and find the open window by the dumpster. There will be some light resistance inside and a stairwell just inside. On the roof you'll find some more Red Star troops, but there are crates nearby that make good cover. When the coast is clear, blow the AA and then drop down. Remember to snag the drones in front of the building before you head out.



### Capture the Rail Depot

An airlift will drop off some tanks for you to play with. Hop in one, and go right of the bridge. You'll have a clean shot of some of the tanks below, which you should be able to take out at a distance. Your drones may be handy here, as well, but be aware of their range.



On the other side of the valley you'll find the capture point guarded by a tank. If you still have your tank you should have no problem taking this out. Otherwise you should be able to use drones. If you're really hurting for supplies, there's a missile launcher by the tower. When you capture the point another tank and plenty of reinforcements will show up. Stay low and take them out from the upper ground. When they're clear the game will load the next part of the stage.



### Capture the Factory Entrance

Take the bridge to approach the factory complex. You'll encounter plentiful enemy tanks. The first entrance point is on the left. Capture it quickly, as it can be helpful to have a forward spawn point if you need to redeploy. From here the remaining points should fall quickly. The last one has a missile launcher, which is helpful for taking out the approaching tanks.

### Neutralize the Enemy Factories

There are two factories. You can tackle them in either order. The first should be right near the third entrance you captured. Once you get inside, drop down the small stairwell to the passages below. The enemy isn't great at close combat so you'll have the advantage down here. You'll find a munitions room where you need to plant charges.



The other factory is just across the way. After you neutralize the first factory (whichever one you might choose) a firefight will break out between the two factories and the main gate will shut. Make sure you take out the tank if you haven't already, and make your way around to the side entrance. The second factory has a control panel that you can approach from a catwalk. The stairs up are in the corners, and the control panel is in the center. Once you detonate it, the mission is yours.





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## Anvil

### Secure Guard Posts

You have some new hardware for this mission; a sniper rifle and a shotgun. The first Guard Post is just ahead. Go around the mountains to the right, and approach from the low road. Take out as many guards as you can from long-range, and fall back if you need to. When the coast is relatively clear, you can clean up with the shotty.



The next two points are roughly equal distance away, but the eastern one is an easier approach. Hug the mountains to the south, and take enemies out at long range, seeking cover as needed. Get the gunner on the roof, and then when you go for the capture, take out the sniper in the tower nearby. When the area is clear, you'll have high ground and a clean view of the next point.

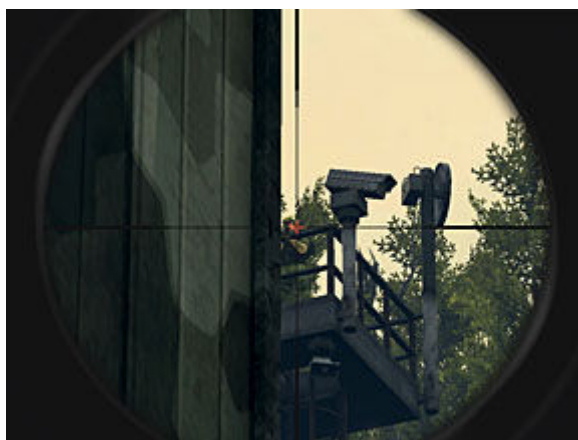


Try to make your way to the barricades between you and the next post. Lay prone and use the rifle to clear out any enemies you find. Remember to strafe the building from a distance to make sure you get all of them. This could be a good time to use the drone you picked up at the first post, if you're having trouble. Move in and make the capture.



### Secure Comms Trailer

The top of the hill ahead is made for sniping. There's some nice cover and a clean overlook of the action below. You should be able to see the trailer from here. Stay low and pick off your enemies from a distance, crouching behind a rock or barricade if you need to recover. There's a sniper in the tower overlooking the trailer, so make sure to pop him from a secure location before he gets a clean shot at you. There are some flyer drones to pick up by the trailer.





### Secure Guard Post

The Guard Post is uphill, and not in a favorable position for sniping. From the Trailer you can take the left or right path to reach the post, but the left path offers better cover for a stealthy approach. One of those Flyer Drones can help turn the odds in your favor and make picking off the remaining troops a lot easier.



### Destroy AA

The AA site is just a little ways ahead. It's defended by two shielded miniguns, which make sniping very difficult. Use a drone to take out one or both of the guns, and then pick off the enemies from a distance. When you plant the charge on the AA, your choppers will be able to bring in reinforcements.



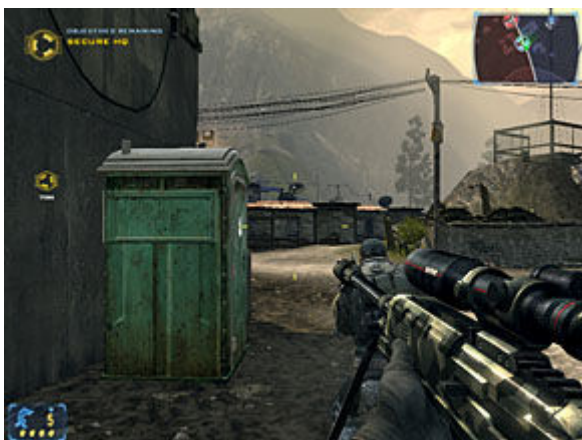
### Capture the Motor Pool

Before your head out, notice your loadout has changed. Grab the sniper rifle by the AA site. The Motor Pool is the eastern of the two objectives you can capture next. It's up a hill. Lay prone on your approach. Pick off enemies with the sniper rifle. This will make it easier to move in for the capture.



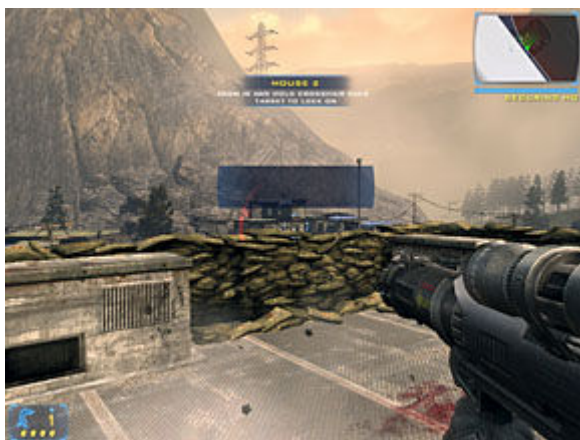
### Capture the HQ

By the Motor Pool, there's a minigun turret that you can use to eliminate the surrounding enemies. It won't give you a clean shot of the defenders stationed in the HQ, but it will help you secure the rest of the area first. Use the Sniper Rifle to take out the troops in the windows and on the roof. With them gone, approach the HQ from the north, and head inside and up the stairs to the roof.



### Hold down the town

There will be two waves of Red Star assault, totaling nine minutes. You'll need to have both the motor pool and the HQ under your control at the time the clock ticks down to zero. This doesn't mean that you cannot lose either at some point and then recapture them.





Focus on the HQ. It's well defended and strategically located. You'll have a minute before the first wave arrives, so go to the motor pool and get the rail gun and the missile launcher, as well as the air strikes on the roof of the HQ. Deploy the rail gun on the roof of the HQ or on its second floor by a blown wall. This is a very powerful anti-vehicular weapon. There will be enemy troops with missile launchers on the hill. If you still have your sniper rifle, they shouldn't be much trouble, but otherwise you might have to fumble around with the minigun to take them out.



Save at least one air strike for when there's about a minute left. Use it to clear out the area around the motor pool and then move in to reclaim it. If you time it well, you won't have to worry much about defending it for long.

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## Graveyard

### Destroy Enemy Tanks

You can't leave your tank during this mission, so this is strictly vehicular combat. The rock formations provide good cover here. The basic technique is to only expose yourself to one tank at a time, and use cover when you're not firing, or strafe and shoot. It's pretty simple, but the timing might take some practice.



The second round will have four more tank and an APC, which you should take out as quickly as possible. The final round has six tanks and two APCs, so you'll need to stay on your toes, even more so. Don't rush in. Isolate enemies and try to get in close for the kill.

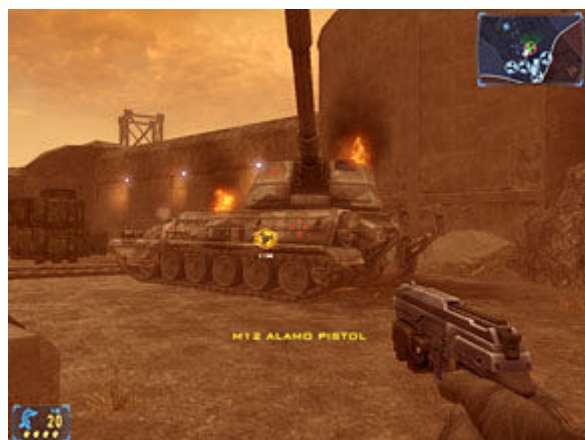
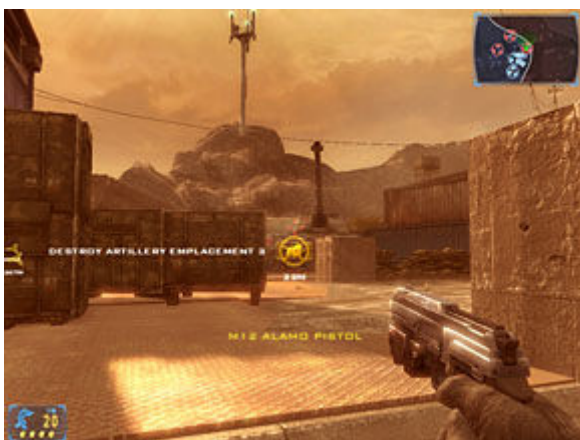


### Neutralize Artillery

There's a capture point that can act as a forward spawn between the four artillery installations. You won't need to leave your tank to do this. The four Artillery installations are each pretty similar. There are two that are a bit closer to the spawn, so tackle these first.



Each of the artillery points is guarded by infantry and guarded from tank fire by blockades. You can still use your tank to thin things out, and getting inside the buildings can give you good cover to pick off troops below. Eventually you will have to get in close for the kill, though. The Artillery can't really do anything to you, so just keep your eyes peeled for soldiers.





### Destroy the Rocket's Fuel System

As you approach the launch complex, an EMP will disable your tank and you'll be forced to hoof it. There's a missile launcher and a couple drones near here, but the drones can't be used with the EMP knocking out your electronics. Make your way around the north side of the complex to stay out of range of the minigunners, and take them out with your missiles if they give you trouble. The control panel isn't far from the Rocket itself. Plant the charge.

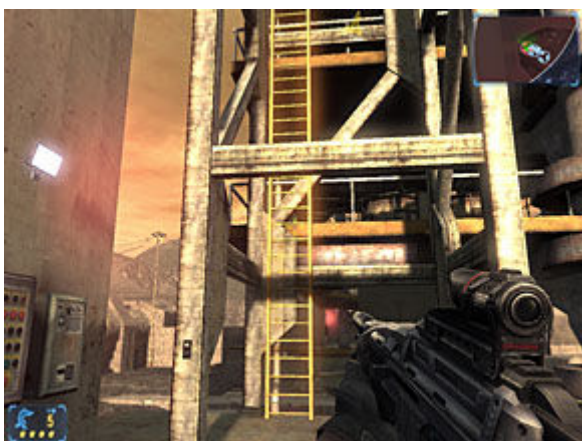


### Destroy the Second Rocket

Apparently that didn't do it. The second rocket is pretty far away, so grab a tank and move out. You don't have to worry about the EMP this time. Since it's a long trip, you'll capture a couple spawn points along the way. Right off the bat you'll encounter an enemy tank and APC. There's not much cover here, so move your turret to the side and strafe back and forth while you fire. When you reach the first capture point, there will be a lot of infantry, but you should be able to take them on with the tank's alt-fire, and you'll get some repairs when the capture is complete.



The next spawn is just a bit down the road. There's a tank guarding the way, but relatively few troops. Make sure to get out and grab the drones lying around here. When you make your way to the second missile complex, you'll find barricades blocking the way. Clear out what you can (including the patrolling tank) from the near side of the barricades and then use your drones to clear out some of the minigun nests and enemy troops. Watch for the sniper tower nearby, too.



When you have the crowd under control approach the rocket tower from the north and climb the ladder the spot to plant the charge is easily visible from here.

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## The Mountain King

### Destroy Tanks

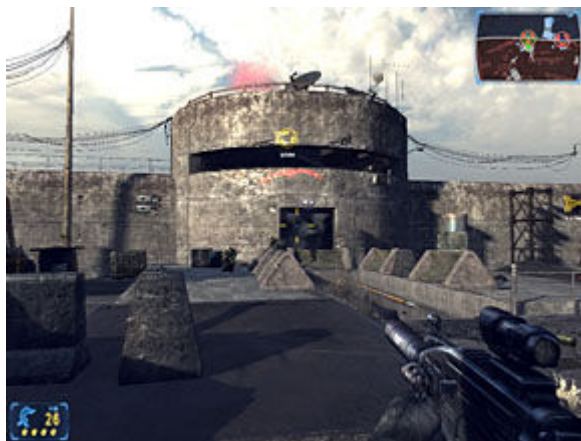
You'll have a choice of helicopter or tank here. The chopper is tempting, and it can be fun to fly, but it'll be an east target and it can be tougher to pilot, so the tank is the safer bet. The same tactics that worked at the beginning of last mission apply here. You'll have plenty of backup too, so take advantage of that.



### Capture Southern Fortress

Take your tank up to the doors of one of the towers (the southern is a bit easier) and use the tank's alt-fire to take on the troops keep your distance so you can shoot enemies coming from inside. Alternatively, you can approach from the side and try to make a quick drop into the entrance, where you should be able to control the flow of combat better.





### Capture Northern Fortress

This one has four points. It might be intuitive to work your way down the line, but you want to tackle the far north and far south points before the other two. These points are accessible to approach by tanks, and they have fresh tanks parked nearby should your wheels become too badly damaged.



The inner points can't be reached by tank, so you'll need to be a bit more careful. There's a tank patrolling inside, so try to lure it to within range of your tank before you move in. Whatever strategy you take, make sure you take this tank out first. The two capture points are on either sides of this symmetrical courtyard. The northern one is a bit easier, since the bays nearby offer good cover. The two towers connect by tunnels and above ground routes, which is helpful for escaping to the other side of the battlefield with minimal conflict.



### Secure Entrance

As soon as this objective is triggered, troops will pour from the main entrance. Once you've gotten them under control, snag the drone by the entrance. Use it to take out the remaining forces inside, including the two sentry guns stationed above. When the way is clear, the terminal in the back will trigger the end of this phase of the level.



### Destroy the Generators

Keep close to your squad-mates for this part. There are some goodies right by the entrance, and a tank waiting for you inside. Neutralize the tank first, and then be thorough with the many enemies. As there's ample cover, this is an easy part, so long as you don't get greedy. Just progress slowly, and stick with the pack. Go left first, then take out the generator to the right.



### Get the Data Core

A doorway will open when the generators are both blown. This leads to a series of catwalks to take you down below. Use the high ground to your advantage, here. It should be easy to go prone for cover whenever you need it and get the drop on your enemies.



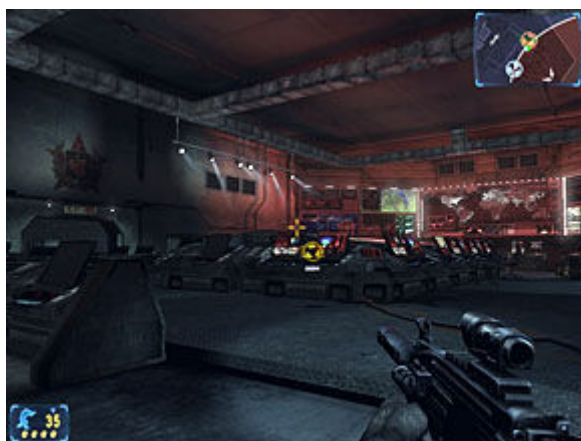
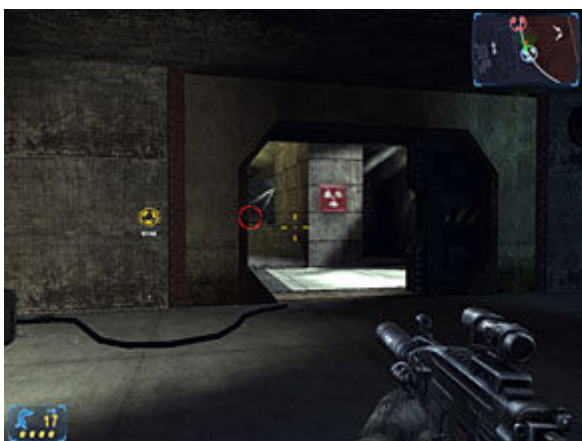


Expect plenty of enemies below, but they aren't aggressive, so it will be easy to fall back for cover. The computer room itself is dark and there's a lot of equipment that enemies will be able to hide behind, so case the joint thoroughly before you head for the controls.



#### Secure the Missile Controls

Just down the hall is the large, impressive control room where the next terminal you need is. This corridor is once again set up in your favor with ample cover. This is where the AI in Frontlines really struggles, so just play it slow and you should have no problem. The control panel you need is in the far left corner.

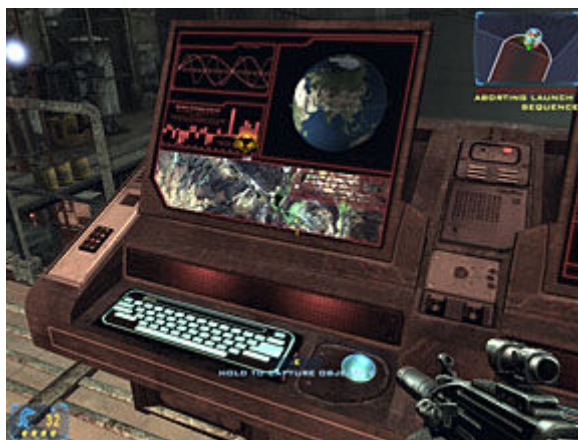


## Secure the Missile Silo

When you first head into the next room to proceed to the silo, keep an eye out for the Assault Drone. In the large passageway leading into the silo, the enemy will get very aggressive and rush you. This is a great place to use the drone you just picked up, and then push into the silo with it to thin out the initial resistance (taking out the minigunner first and foremost).



Just inside the silo off to the left is a drone you can use to fly up to higher levels and take out some of the troops on the catwalks. When your drones are done, move in and take the catwalks up two floors. Proceed carefully. In the back of the room is a large control panel which you can use to stop the launch.



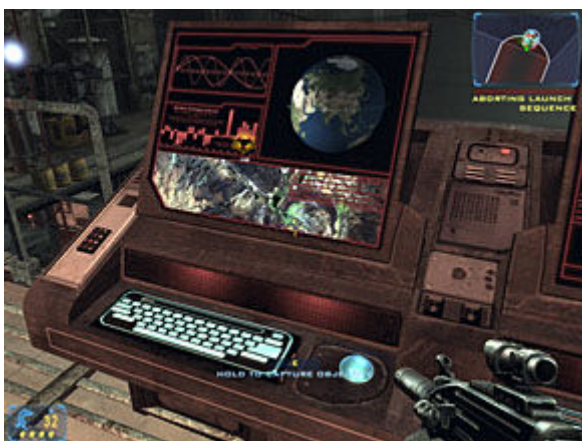
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## Living Quarter

### Neutralize Enemy Outpost

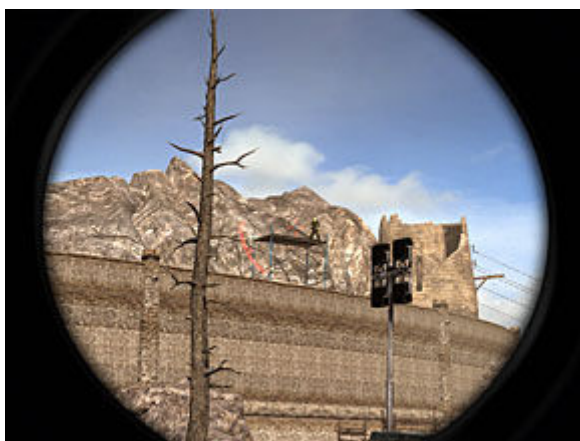
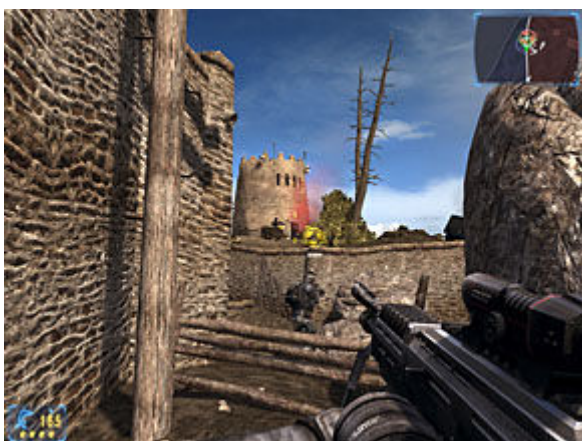
The first capture point is just ahead. It's a slower capture than you're used to so move in quickly and fight the enemies off from the capture. Your machine gun is a fairly accurate piece and there's some cover right around the capture point. Your squad should be of some help, too.





### Secure Tower

When you get to the fortress walls, veer left. Look for the sniper camped up on a perch on the wall along the left side. Use these back routes to control combat and fight at a distance. The drone from the first checkpoint can be helpful here, too.



### Secure Bridge

The bridge isn't far. There's a large boulder about 85 meters away that will be your primary means of cover. There's a tank on the bridge. Use the Missile Launcher to plug it first. There are a lot of enemies perched left of the bridge that you won't be able to take out from here. Eventually you'll have to move in on the right side of the bridge and seek cover while you take out the sentry gun and the gunners on the hill across from you.



### Secure the Tower

Head up the stairs and take the direct route. You can stay on the near side of the hill to keep covered, and mind the sniper in the nest to the right of the tower. At the base of the tower are two sentries. If you don't have missiles to take these out, approach from the entrance side of the tower and attack them up close. When you plant the charge on the roof of the tower, hop down quickly; it's going to blow big.



### Secure Slums

With the tower blown, tank reinforcements will arrive. Chuck your HUD and grab the nearest one. There are three points to secure. Approach the southernmost point (the defense post) from the southeast. There is very light resistance. Mind the rockets from the overpass above, and then make the easy capture on foot.



### Secure Plaza and Municipal Building

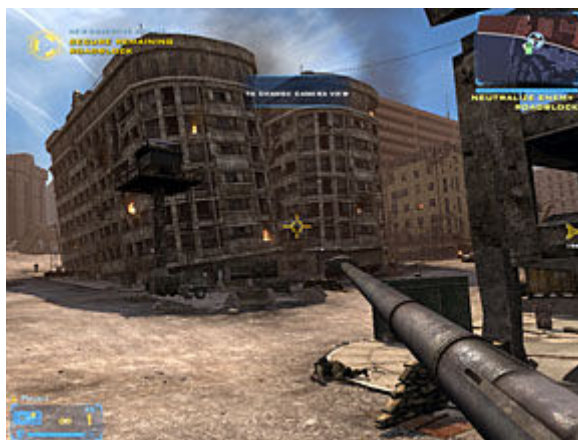
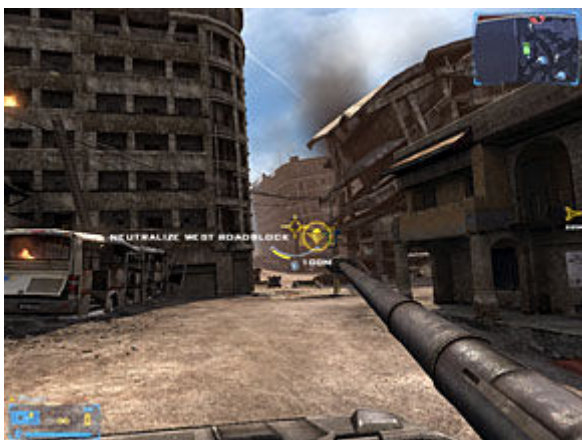
Make your way north. The main menace you'll have to deal with is the helicopters. If you lose your tank, the plaza capture point is poorly defended from the west. The Municipal Building objective is maybe 100 meters from here. Fire a rocket inside to clear the way and rush in.



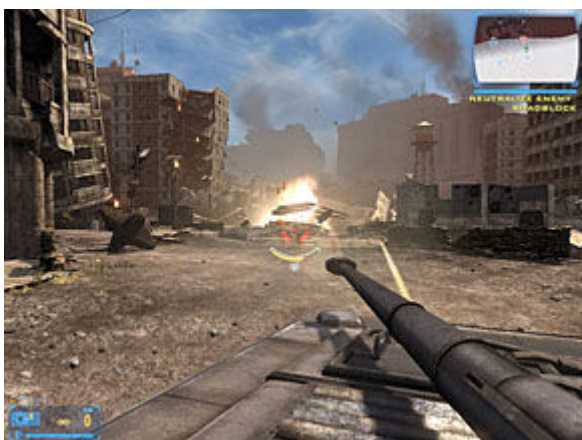


### Destroy Roadblocks

After the loading break, you'll have a lot of goodies dropped in front of you, and a fresh tank to play with. There are two roadblocks, and the closest one is the northern one, due east of your location. As you approach, you might find EMPs make it difficult, but keep shelling the building and lobbing missiles to mix things up. The first roadblock will fall pretty quickly.



The road to the next roadblock is pretty populated. Barrel forward and take out everyone you can along the way, never stopping for long. Stationed by the southern roadblock is a Red Star tank. Take it down quickly and the rest should be cake.



## Destroy Information Node

Your final target is about 150 meters to the east. Approach from the southern path and stay to the outside. There's a large camp stationed outside of the entrance to the alley to the information node. If you climb the rubble you have a perfect vantage point to snipe at the troops below. Don't try to rush in. Just be patient.



When you have the camp under control, move on the alley. This is a great place to deploy the drone you have. Focus on the gun installation and guarded miniguns while thinning out the enemies. If you get those ballistics-resistant targets out of the way, you can camp in the bus and safely pick off the rest. The large satellite dish is your target. Plant the charge and move out.



<<

Chapter 5

Chapter 6

Chapter 7

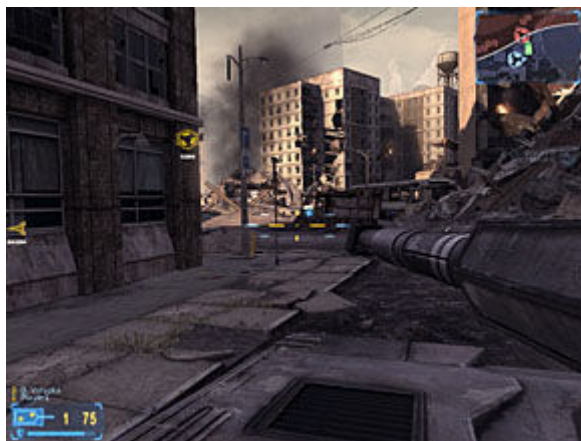
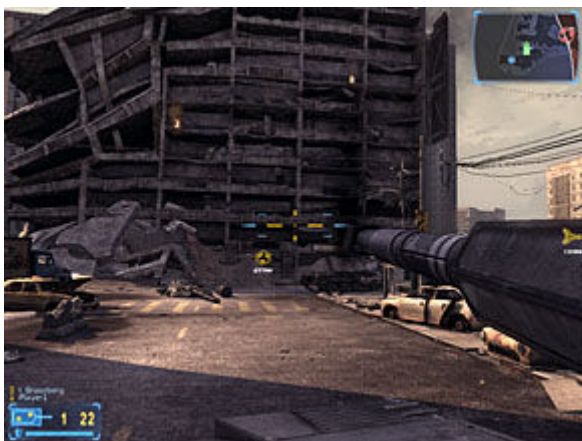
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## History Repeats

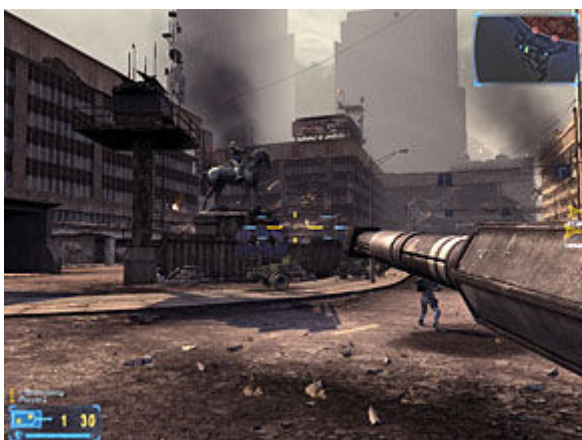
## Secure Plaza and Communications Tower

The plaza is just a bit to the northeast, but the alley you're dropped into is not a friendly place. It's difficult to pick off the defenders in the building at such a distance, and the whole place is crawling with troops. The two drones nearby can help (the Assault Drone with the troops, and the mortar if the tank shows up). When your tank pulls in on the far side of the street, make a dash for it, and use this to proceed to the plaza.



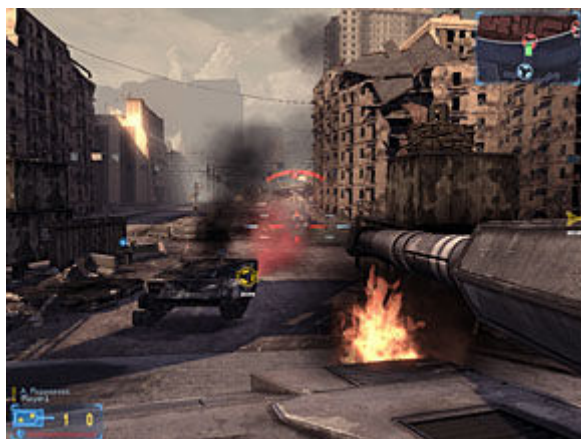
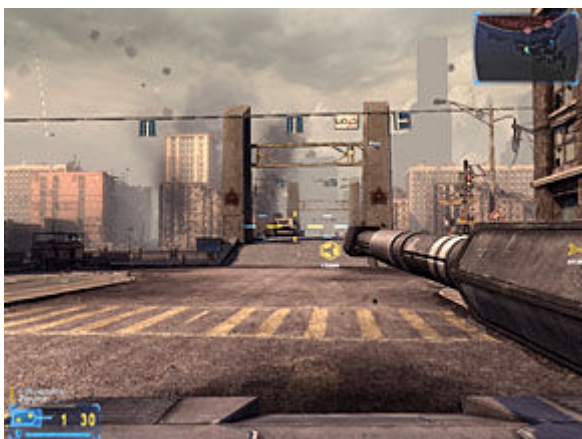


The plaza itself is moderately well defended, and you'll find tanks patrolling the streets. The key to success is just to keep moving and play aggressively with the enemy tanks. You can secure the plaza without leaving your tank. This will give you a forward spawn if you die, and new tanks will show up here if that happens. The comms trailer is a bit further northwest. There will be some fire from the buildings nearby, but you can use the trailer for cover. Plant the charge and wipe the sweat off your brow.



### Capture a Bridge

Assuming you captured the comms tower second, the northern bridge is right nearby. There's an EMP blast on the far end, which will knock out your tank. Don't be discouraged; you should be able to shell it from where you are. When the EMP is down, move across.

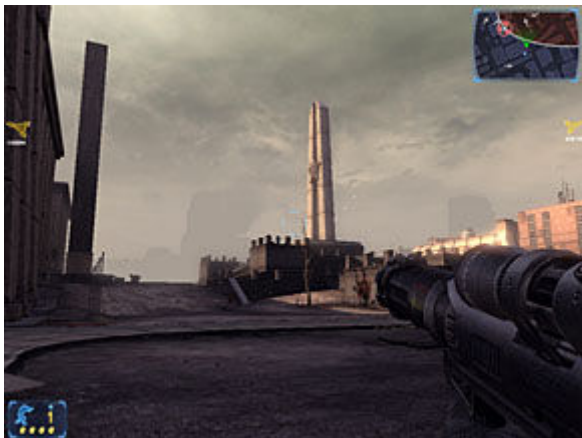


On the far side, you'll encounter some pretty heavy-duty resistance. Your biggest menace will be enemy tanks. If you

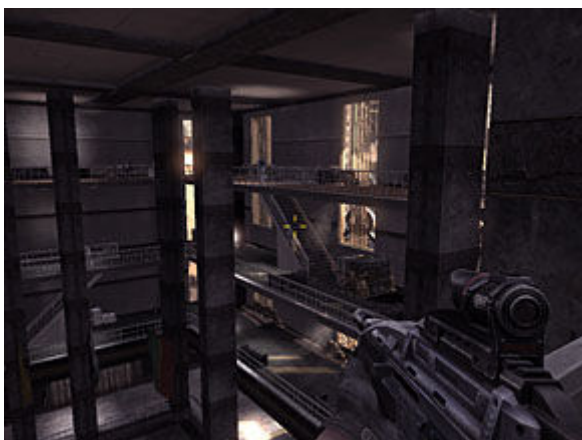
still have drones lying around, this is a perfect place to deploy them. Once you move forward enough to camp on the capture point, this phase will end and the next section of level will load, so don't worry too much about taking some abuse as long as you can hold out for the capture.

### Secure the Ministries

Head for the northernmost objective in your tank. You'll experience some moderate resistance along the way, but plow through. The ministry itself is guarded by a tank that you'll need to eliminate first. There are a few more troops stationed outside, which you can pick off carefully while you wait for your squad-mates to arrive. When they do, you can begin pushing forward. Grab the drones outside to the left.



Inside, you'll need to work your way up to the top floor. You're not going to be able to clear out all the enemies above from the bottom floor, so stick with your squad, stay against the wall, and keep your eyes peeled. On the top floor you'll find a ladder leading up. Use the table for cover in this hallway and then find your way into the rooms off to the left. The area to secure is just beyond here.

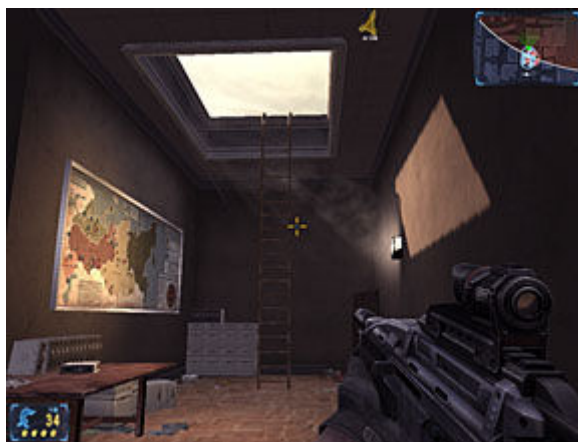
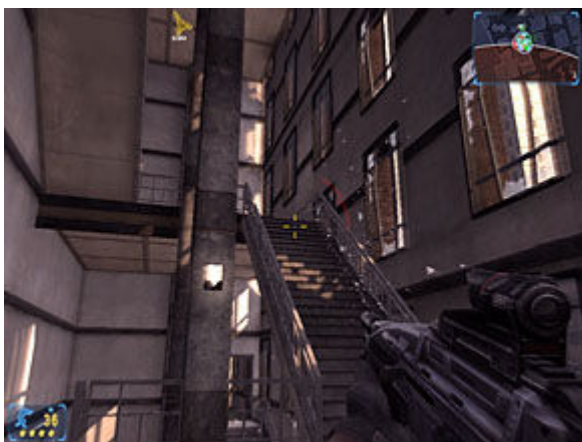


The next ministry is a longer and more complicated assault. You won't really be able to bring a tank up close, and there will be tanks defending the outside, as well as a camp of enemy troops, miniguns, and rocket launchers. Approach from the south and then do what you can with your tank.

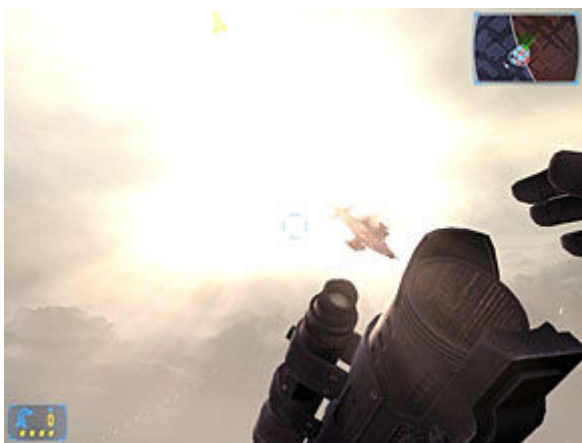




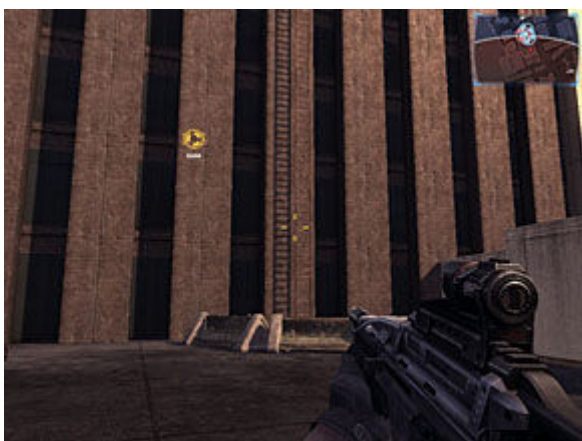
The walled off area of the camp in front of the ministry has an ammo crate if you need, as well as a rail gun that can easily neutralize any tank threat. With the tanks gone, your squad will be able to move in. With your forces rallied, move inside. The ascent upstairs is a bit easier this time, since the stairwell is small, and you'll know where your enemies are.



Once you reach the first rooftop level you'll be confronted with a helicopter. There's a rocket launcher nearby, and an ammo crate. A few well placed rockets will take down the chopper, so use the lock-on and fire away. Getting cover can be difficult here, so don't be afraid to drop back down inside if you have to. As you work your way around the roof, you'll encounter more Red Star Troops, but as long as you don't rush it, you shouldn't get yourself surrounded with all the cover available.



Make your way up the long ladder to the highest roof level. There are a number of troops here, but the lowered area at the top of the ladder is a good spot to keep below their line of sight. Move up to fire, and then drop back down here as needed. When the area is clear you can plant the charge and celebrate your win.



### Secure the Plaza

The final stage of this mission involves defending the area around the nearby monument. There are a lot of weapons, drones, and other goodies to grab around the base of the monument and the nearby spawn point. You'll have access to a tank nearby, as well. There are also a couple deployable weapons, namely a Rail Gun and a Sentry.



For the most part, you want to stay in your tank. Occasionally you will want to get out and use the Rail Gun strategically to take out the tanks and your Stiletto to take down the chopper that shows up a few minutes in. The infantry shouldn't pose much of a threat to you, and if they do you have plenty of tools at your disposal.



The final battle will only last a few minutes. It might be a bit of an anticlimax, but that's it. You win.

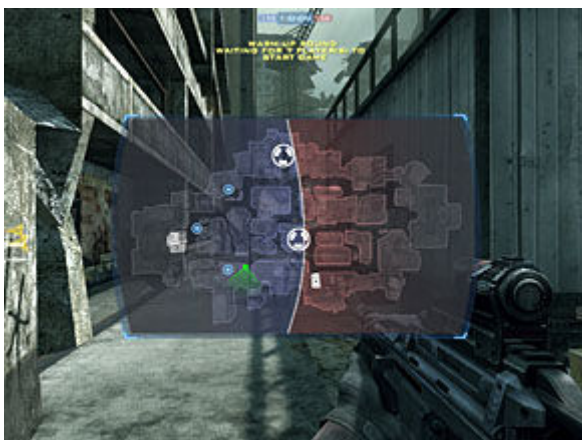


## Frontlines: Fuel of War Mutliplayer

<<	Gnaw	Invasion	Mountaintop	Oilfield	>>
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### Western Base

There are north and south approaches to the base, and you'll need to make sure to have defenders monitoring both. The southern approach is a long, straight road, and ideal for snipers. The northern approach has better cover, and can be good for ambushing enemies, as well as providing good access to the airdrop capture point. Make sure to pay attention to where you spawn and keep both arteries defended.



### Airdrop Site

This bombed out structure in the northwest provides ample cover which can aid the sneaky defender, or foil a would-be sniper. This point is a very short distance from the western base, and you can bring a vehicle in for the capture, though it's somewhat awkward. Having a vehicle take up a defensive patrol is generally more effective.



### Anti-Aircraft Site

Located in the southwest, the AA sits atop a large ramp, big enough to bring vehicles up to. The high ground makes it easy to defend, but infantry are still going to be very vulnerable to attacking vehicles. If you hope to defend this area, some kind of anti-vehicular equipment is a must, be it a Stiletto, a vehicle of your own, or an air strike.



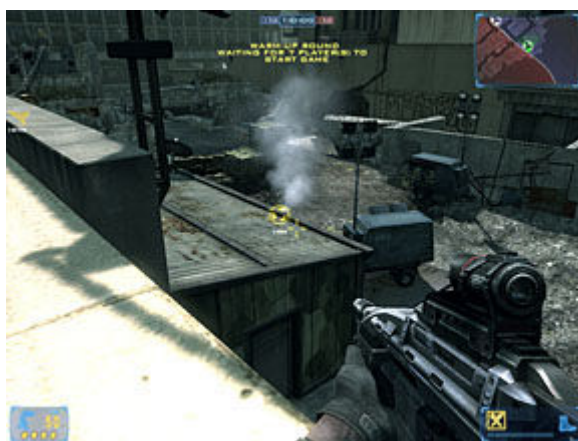
### City Center

This objective is neutral at the start of the mission. It can be a big boon to maintain this capture point, but it's always hotly contested due to its central location. While there is some cover, it's fairly exposed, as well, and the recessed area makes it so attackers have a high ground advantage. Because of this, a successful capture requires cooperation. The good news is that once it turns your way, it's not as difficult to defend.



### Radio Outpost

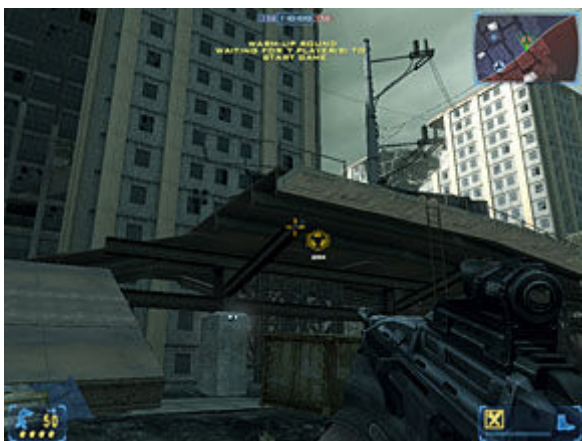
The other mid-field neutral point is the radio outpost. This area favors defenders a bit more, since it's surrounded on three sides, and the defenders must approach from the south. Vehicles are ineffective here. It's best to approach cautiously, use grenades or even an air strike and then get your roots in.





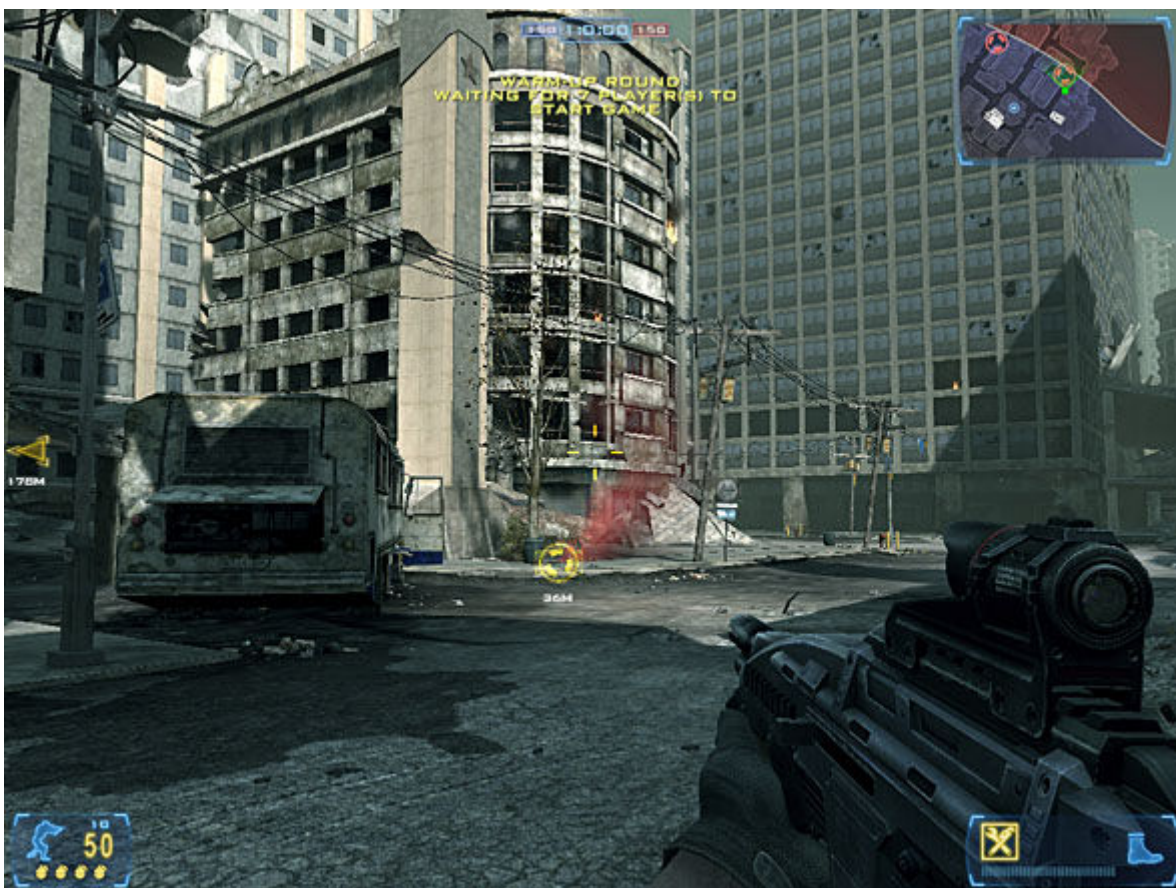
### Rail Reserves

This can be a tough point to take. The Red Star control it at the start of the match, and the ramp position gives defenders an advantage. Vehicles won't be effective here, either. Since it needs to be actively captured, some cooperation will likely be needed to take it effectively. Make sure to note the ladders as well as the ramp approach.



### Memorial Park

While not quite as close as the Rail Reserves, this site is close to the Red Star base, and is a fairly easy site to capture. Vehicles work best here, but a few troops can also capture it effectively. Defense is a bit harder. Once this point comes into play it can easily change hands, but its one of the later objectives, so by this point the Red Star will likely be focusing more intently on the base.



## Red Star Base

The Red Star Base is exposed, wide-open, and guarded by a number of vehicles. There are two main roads and a smaller alley approach to the base. Try to concentrate forces in the corners of the square to keep this alley out of play. Your nearby vehicles will be your greatest asset. Red Star defenders should make an effort to reclaim Memorial Park as quickly as possible to begin pushing their enemy back.



<<	Gnaw	Invasion	Mountaintop	Oilfield	>>
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This is a unique map with an asymmetrical design that has Western Coalition forces invade with helicopters. This is a good chance for pilots to shine. Red Star troops should keep their eyes peeled for opportunities to hijack a Coalition chopper and really mix things up, too.

## Coalition Base

This area is defended completely from on-foot assault, thanks to the surrounding mountain range. Get organized, hop into the choppers, and make sure to bring a gunner along. If you're not an experienced pilot (and those choppers are tricky) take up the gunner spot yourself.



## Anti-Air Station

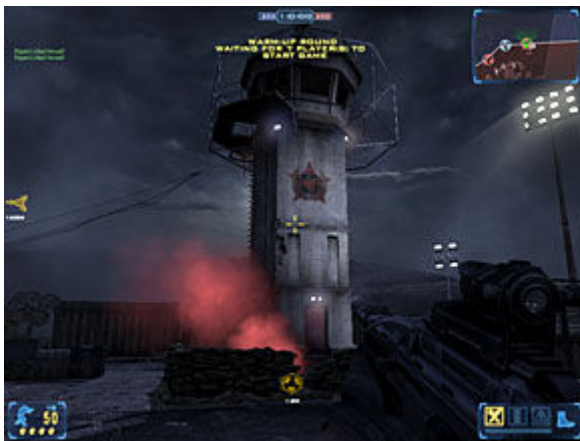
The central of the first three objectives for Coalition players. This point becomes easier when you take one of the other two sites along the first frontline, but a concentrated aerial assault can make a direct capture possible.





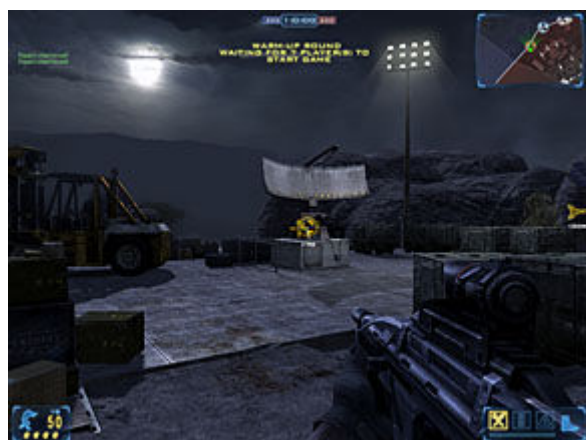
### Watchtower

This is a good starting point for the Coalition assault, since it's a passive capture. The sniper tower is a great location to hold down, not just for the obvious assault on infantry, but also for strategic anti-air purposes. Vehicles spawn near here, so the can be a good spot for trading those choppers in, too.



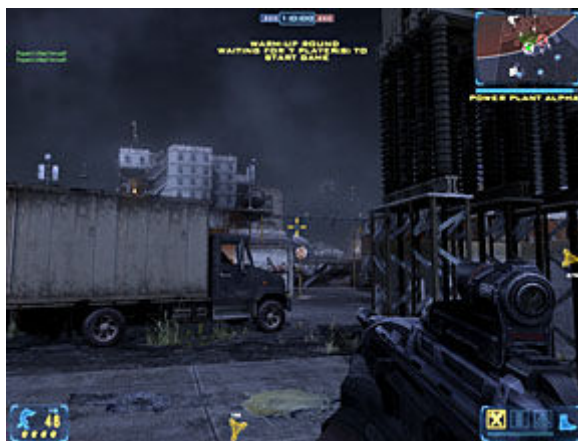
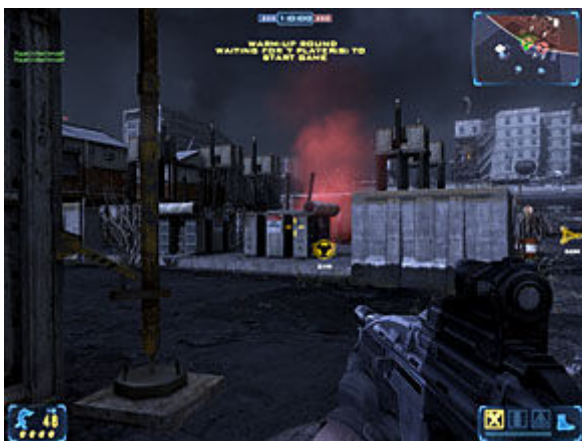
### Radar Station

The easternmost capture point on the first frontline. This position is vulnerable to vehicular assault, so it's best to either try for a quick capture while the Red Star is poorly organized, or to take the Watchtower first, and pull in the vehicular support from there. There's solid Anti-aircraft support here, so a helicopter assault is less than ideal.



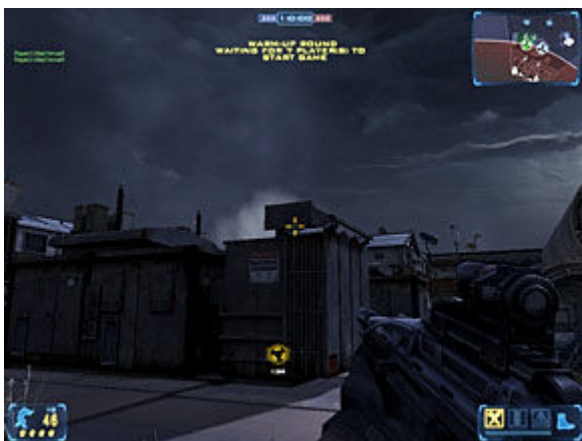
### Power Plant Alpha

We recommend saving this until after you've captured the Beta site, since Beta is helpful for bringing reinforcements to alpha. There are heavy machineguns within range, and the nearby buildings are good camping ground for Red Star Defenders.



### Power Plant Beta

This is a somewhat thorny area to defend. Being surrounded by pipes makes it an easy site to sneak up on, and you'll be very prone to ambush. When assaulting this area, grenades can be a great tool.



### Supply Depot

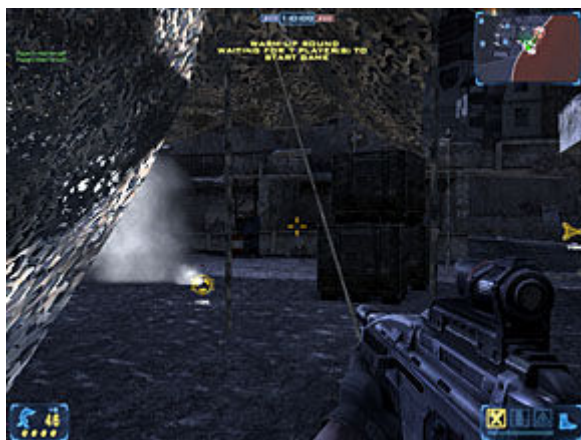
This is one half of the final frontline. AA vehicles spawn here, so holding this point down is crucial for the Red Star. There are a pair of heavy machineguns here that can make an assault by infantry difficult, but if you bring in the heavy weaponry or vehicles, you should be able to make the capture.





### Red Star Base

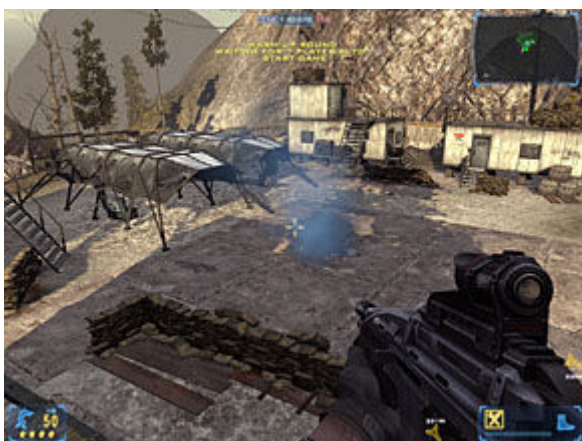
The trailer here is the key structure that distinguishes this point. This provides good cover for attacking troops, but it also obscures the line of those trying to rush in. There's an AA vehicle that spawns near here as well, but it might be wiser for Red Star players to use an EMP to take the Western vehicles out of the game altogether here.



<<	Gnaw	Invasion	Mountaintop	Oilfield	>>
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### Coalition Base

One of the two control points needed to secure a Red Star victory, this is a generally difficult area to defend, thanks to the ample sniper cover nearby. When it comes time to push on the final frontline, this will usually be the first site the Red Star will press on. It's very difficult to get your momentum back if you reach this point in the match, so the best strategy is simply to be aggressive early on and not let it happen.



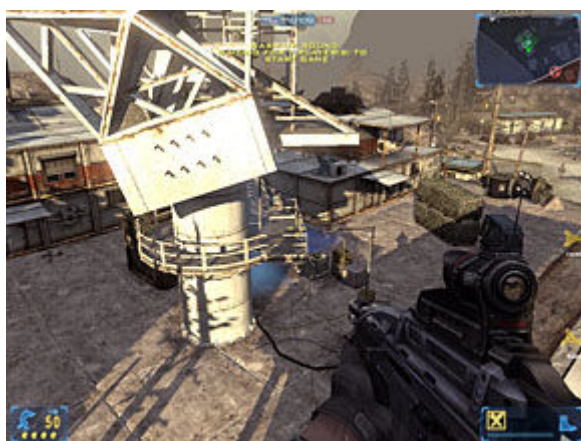
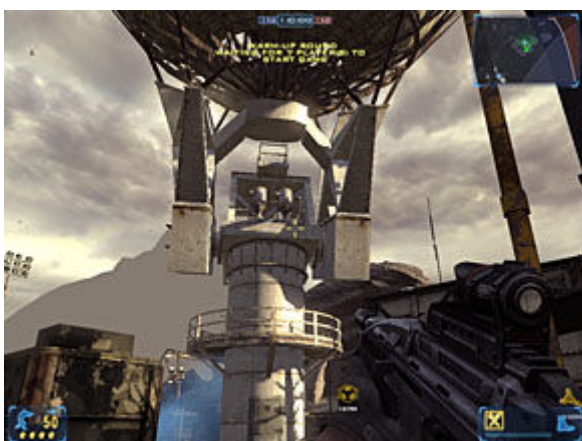
### Vehicle Depot

Although it's behind the first frontline, make sure to pay attention to this location. It's not only an important vehicle spawn, but a vulnerable target, thanks to its position at the bottom of a large hill. Prevention is the best defense here; try to keep enemies from getting too close to begin with.



### Satellite Uplink

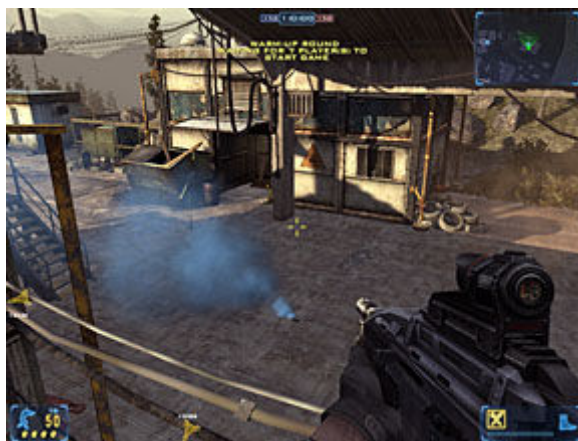
This central control point is usually the first to be contested, and a heavy, organized push will help turn things in your favor. EMPs can be a big help for defenders, and the layout of this area is such that there is little need to camp the control point itself. Spread out for good cover and have snipers camp high ground. Attackers likewise shouldn't stay too close to each other, but try to focus on fanning out and clearing the defense.





### Repair Bay

This area is usually an easy capture for attackers, but that doesn't mean you should take it first. The Satellite Uplink requires a more organized assault, so focus your attentions there, and send a smaller group here at the same time, while their defenders are distracted.



### Power Station

The Power Station area is partially walled off by large generators that cover those at the capture point from long range attackers. Close combat tactics apply. When attempting to clear out defenders, an air strike or even some grenades can help to flush out the area for a fairly easy capture.



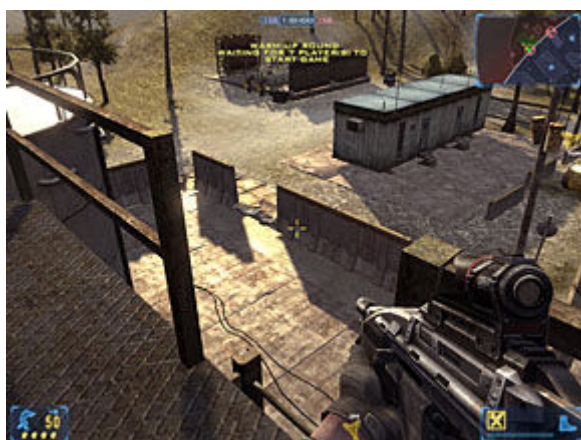
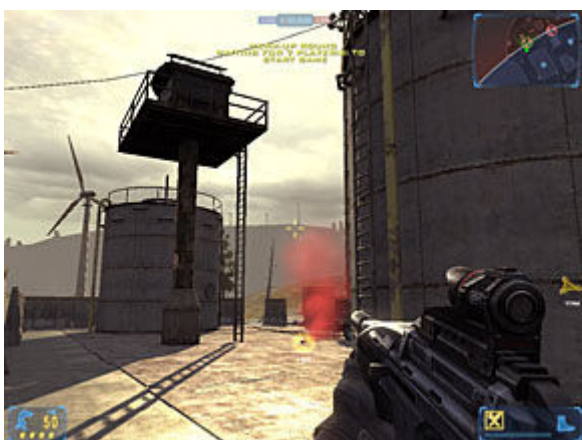
### Power Generator

This is the map's only completely indoor objective, and it can be a tricky one. Since this is an active capture surrounded by catwalks and cover, you'll really need to clear out the area before attempting a capture. It helps to have a few people with you to keep watch on the three entrances while you make the capture.



### West Red Star Base

In order to make a clean attack, it really helps to have an air strike clear the way. Also be on the lookout for troops camped under the trailer. Once you clear out the defenders they'll have a difficult time regrouping.



### West Red Star Base

This area is ideal for sniping, which can make it difficult to approach. This is the last line of defense, but the favorable high ground will help skilled defenders hold down the fort while others can reclaim lost ground and try to push the line back. This is the only way you can realistically hold out.

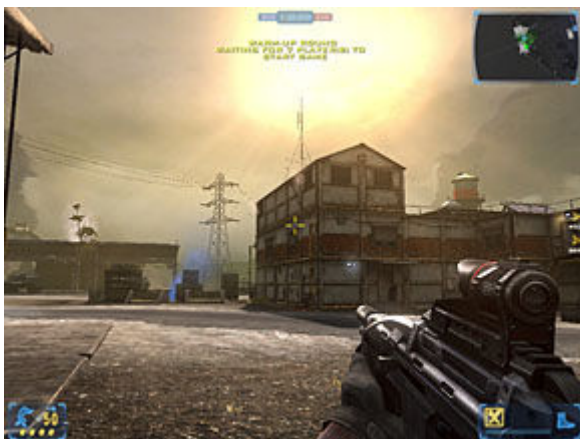




<<	Gnaw	Invasion	Mountaintop	Oilfield	>>
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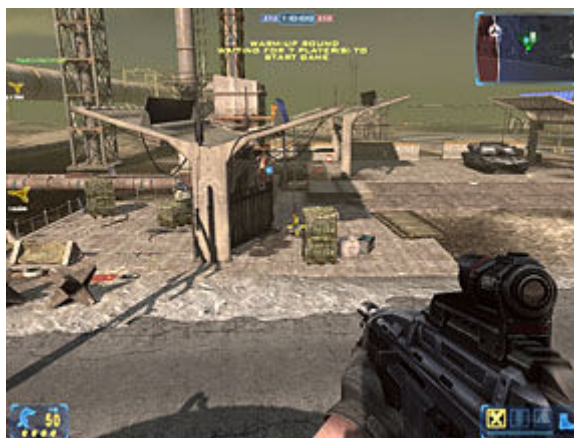
### Western Coalition Base

This is the main source of vehicles for the Coalition. The heavy weaponry makes it a tough place to assault actively until the end of the match, but snipers can safely pick off spawn from a safe distance, though the benefits of spawn kills are somewhat limited in a game like this. When making an actual assault, air strikes can be a big help in neutralizing the vehicular threat.



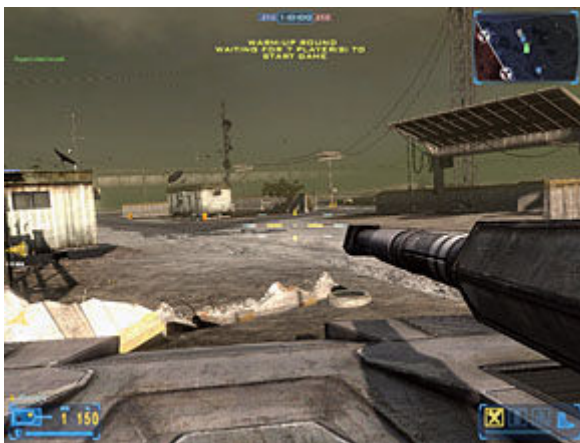
### Storage Plant

This is a great tank spawn that is pretty close to the first front line; a valuable asset in the Western Coalition cause. It's an active capture so it can be tough to take. An organized effort and an element of stealth can help a great deal. Try to slip in and pick off defenders unaware.



### Pumping Station

This is a difficult spot to defend, so rely on reinforcements from the Coalition Base and Storage Plant. This point often has a pretty high turnover rate, so having support is the only way to hold it for long.



### Storage Plant

This neutral point earns the team that captures it a valuable vehicle spawn. It's an open area with the ladders leading up some of the surrounding containers for snipers (though you won't exactly be hidden up there). There will likely be some vehicular clashes here, but quarters can be a bit tight for tanks, making air strikes a real threat.



### Comms Station

This is an active capture point, so it'll take some cooperation, but luckily the Storage Plant usually drawn most of the action, making this one more manageable. Stay low while making the capture and have your allies spot you. You can get on top of the oil containers for long range sniping if you like.





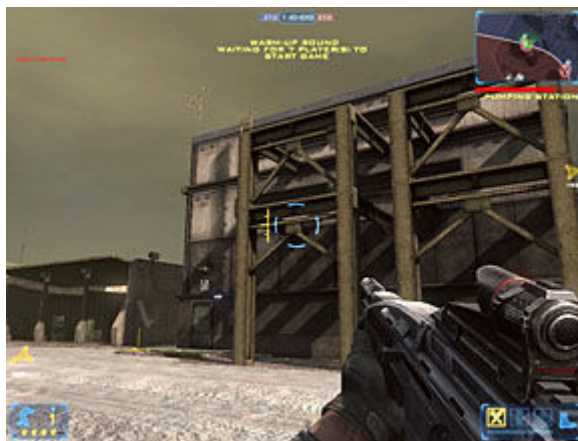
### Power Plant

Adequate barricades prevent vehicles from being able to capture this point, so you'll mostly have to concern yourself with close and mid-range combat. Vehicles can, however, be useful in aiding the attack or defense, even if they can't actually make a capture themselves.



### Pumping Station

Be prepared for a high turnover in this area. It's wide open, and there's really very little specific strategy other than having good organization and coverage on the part of your team. It helps to use the building to mask your approach and maybe catch your enemy off guard, but it's going to be a rough fight no matter what.



### Red Star Base

The Red Star Base is sniper heaven. The place is absolutely loaded with high catwalks for snipers and rocket launchers. Counter-snipers will be an important part of the Western Coalition's assault. When respawning, Red Star defenders should take care not to focus too much on the same spawn point, since it can make it easier for the Coalition to anticipate your attack. Try spawning back behind them, where they may not be looking for you.



<<	Roundabout	Solar Farm	Street	Village	>>
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### Western Base

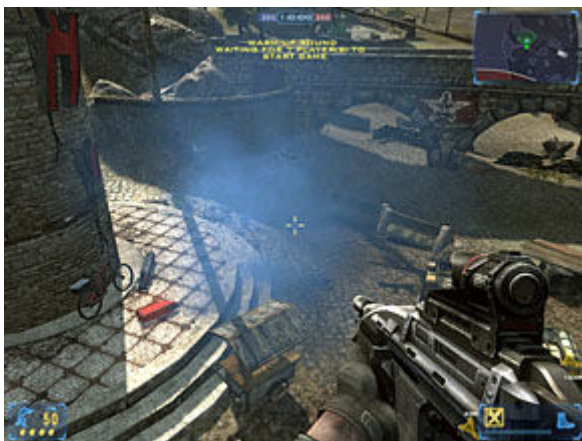
The train yard is a tough area to defend. The minigun will definitely help those on foot, but it won't do much against an armored assault or an air strike. There's some cover around here, but also a lot of open space. This whole map is designed for faster matches, so don't expect to be able to hold down here for long. A light vehicle and a tank spawn here.



### Air Drop Site

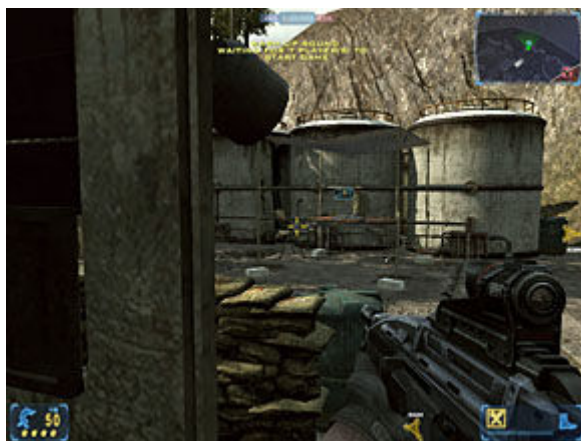
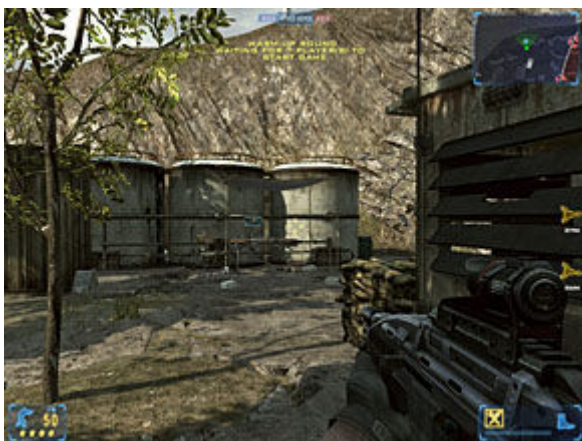
This area is very accessible to infantry coming from the Western Base, but somewhat more difficult for heavy vehicles that may need to come in from the north. This helps a bit to know what to expect when defending, but it's a brutal place to hold down for any length of time because it's so easy to steamroll.





### Water Filtering Plant

This is an active capture by computer terminal, and it's fairly well covered except for the small shed immediately across from it that is generally easily cleared out. You won't have good visibility of the rest of the field, however, which makes this site vulnerable to ambushes. Have one person make the capture while others patrol the area leading up to the site.



### Checkpoint

This is an exposed capture point adjacent to a large wall. It's a good spot to use drones, since you can keep out of the way. The nearby high ground and small covered area and sandbags help favor defenders a bit.



## Anti-Air Station

This is an active capture point by detonation. The trailer provides for some good cover, and you can get underneath it and shoot from there if you're defending (attackers should pay attention to this, too, of course). Nearby sniping towers offer another major defensive advantage. Air strikes and counter-sniping are going to be essential to taking this site with minimal losses.



## Red Star Base

The Red Star base has a heavy machine gun and a light armor and tank spawn, just like the western base, and it's a similar objective overall. There's a slight high ground advantage, but it's also not as well suited for pushing on nearby objectives. When trying to force the Red Star out make sure to have a missile to take out the gunner, and the usual air strikes do wonders to clear the way.



<<	Roundabout	Solar Farm	Street	Village	>>
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## Western Coalition Base

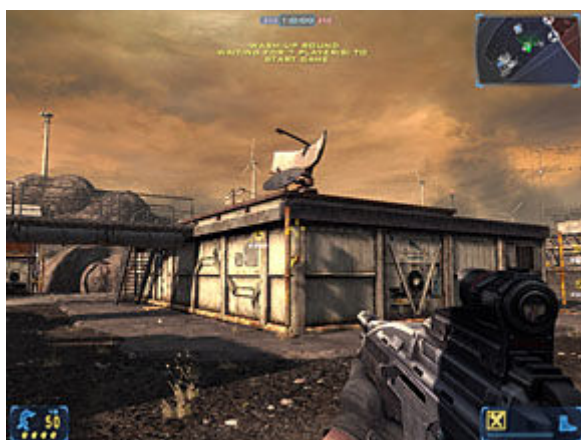
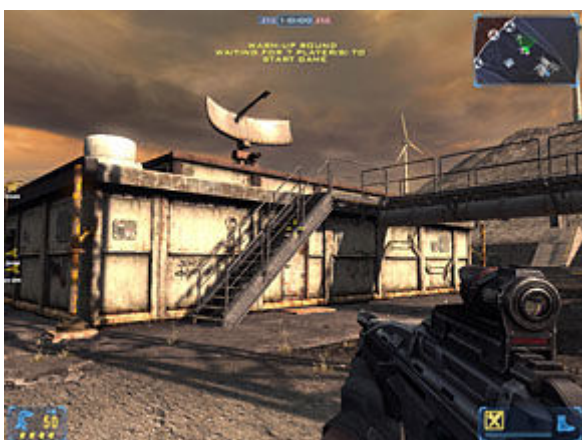
Both bases have a huge selection of vehicles, especially the aerial units you don't get to play with as much. There are four helicopters and two jets. Having skilled fighter pilots is a big boon here. Since jets are rare in this game, many players aren't as comfortable with them, but they can be used to maintain air superiority and cut through enemy helicopters, clearing the way for your land-bound transports. Defending the actual base is pretty tricky; it's wide open, but there are some good sniping towers, which also help for keeping watch.





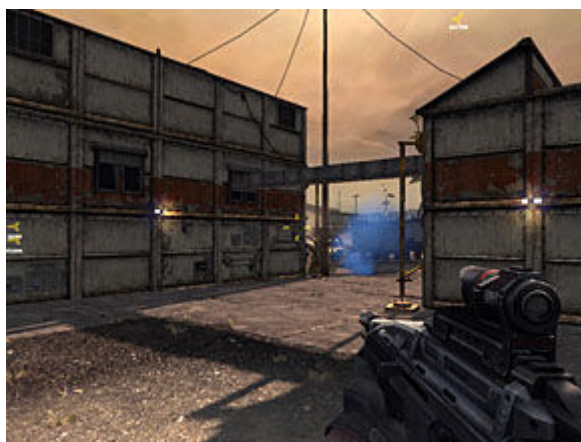
### Coalition Radar Dish

This small dish offers a light and medium vehicle spawn, and can be handy to have. It's an active capture, and the one doing the capturing will be horribly exposed, so you'll have to make sure to clear the area completely.



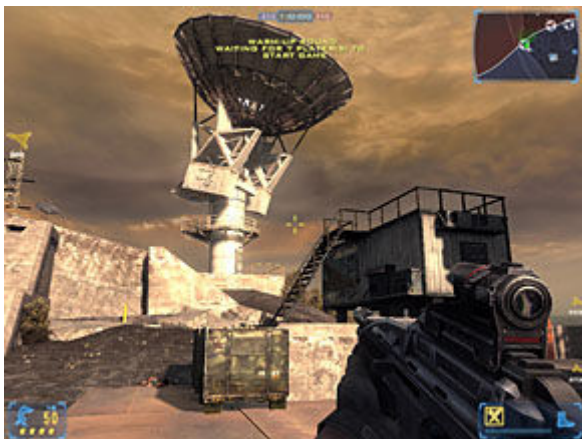
### Beta West

Another vehicle spawn. Interestingly it doesn't spawn as many vehicles when the Red Star have it compared to the West, which prevents them from using this site to overwhelm the coalition base.



### Communications Station

The Comms Station is easy to spot from a distance by the large satellite dish nearby. This site can become a potential stronghold, so it's best to try to keep the enemy from settling in here to begin with. The capture point is on the roof of the tower, which forces players to leave their vehicles, climb up the rocky approach to the tower, and fight their way through the indoor area up to the rooftop (which is exposed the fire from the many helicopters in this stage). It's a difficult capture, so once you secure it, it should be easy to hold down.



### Sattelite Dish

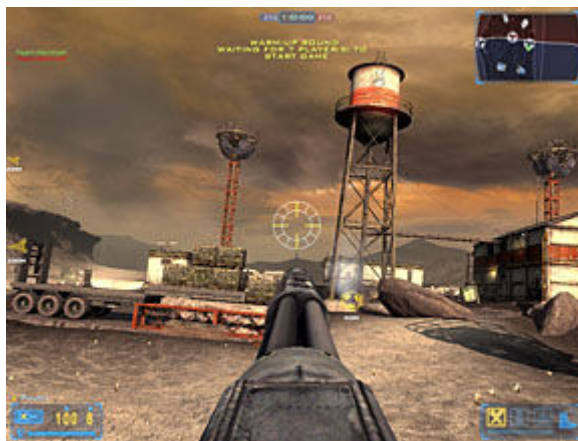
This one is an odd one. It's a capture point in the middle of a giant, open, recessed area. This point is square in the center of the map, and almost always results in a large vehicular skirmish. Vehicles on land, and even low-flying helicopters can make the grab, so anti-vehicular troops are a big asset here.



### Water Tower

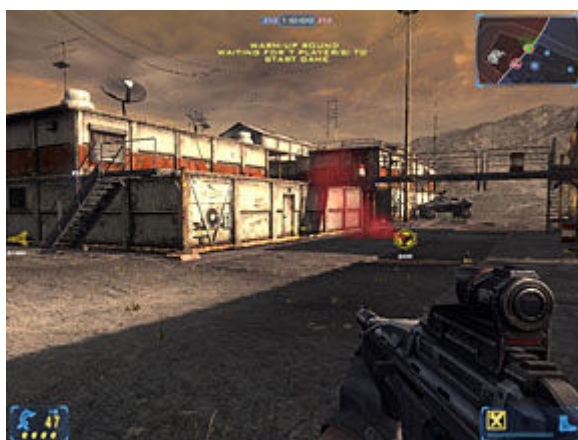
This location is neutral to start with, but usually falls to the Red Star team pretty early on. It only provides a light vehicle and shouldn't be considered very important, and as a result it usually goes fairly neglected.





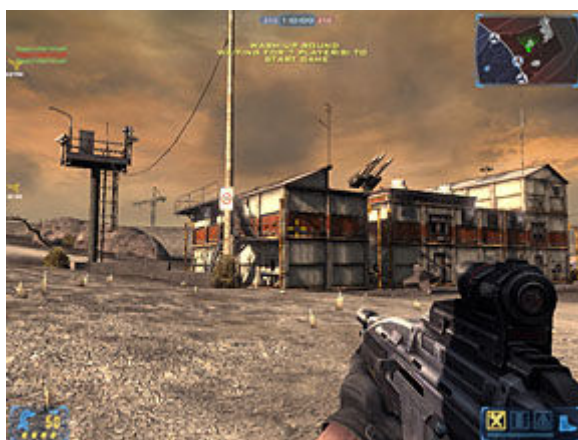
### Outpost Alpha

This is a pretty easy site to capture, since it's a wide open point accessible to vehicles. When it comes into to play Red Star defenders will just have to try to overwhelm the coalition since they can bring in vehicles from closer.



### Anti-Air Station

This is an active capture, flanked by a pair of towers that will likely have snipers or missiles. Aerial support will make a difference in trying to take this site. Nearby here is a point of interest. There are a series of cables leading to one of the three tall posts around the satellite dish. You can actually tightrope walk up there to get a very high perch from which to menace the enemy below.



## Red Star Base

The Red Star have a bit more to work with defensively than Coalition, but the same hardware available. There are some trailers for cover, and you can hide underneath, and a few sniper nests guard the entrance to the complex. If the Coalition has pushed the Red Star back this far, though, they'll have trouble turtling here for long, even with the extra help.



<<	Roundabout	Solar Farm	Street	Village	>>
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## Coalition Base

If it comes down to this point, you're really going to have a lot of trouble. Street is a small, fast paced map, and once you lose the final frontline, you're going to lose unless you can reclaim one of the forward points immediately. This is also one of you main spawn points, so make sure to keep the area clean of any sneaky Red Star under the trailers or sniping from down the street.



## Tent City

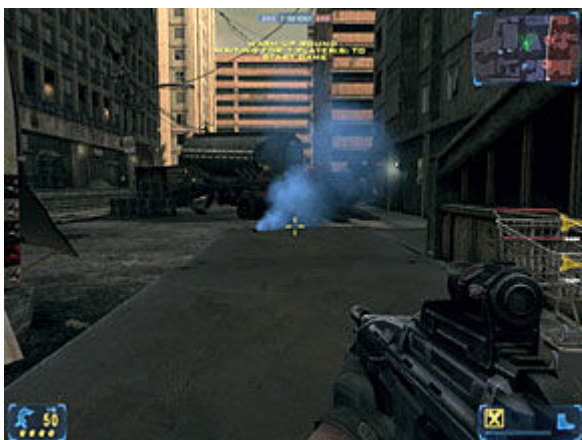
Right by the Coalition Base is a capture point by a burned-out bus. The Bus is really the only interesting feature of this area, but it provide some great cover for defenders and snipers alike, and this area can get very busy late in the match.





### Subway Station

The Subway tunnel connects the Fueling Station and this capture point, and will be the main line of attack for early rushers. The tunnels are very dark, which can be disorienting, but also affords you an element of stealth. This is a great opportunity to deploy sentry guns, which will better allow you to take on attackers approaching above ground.



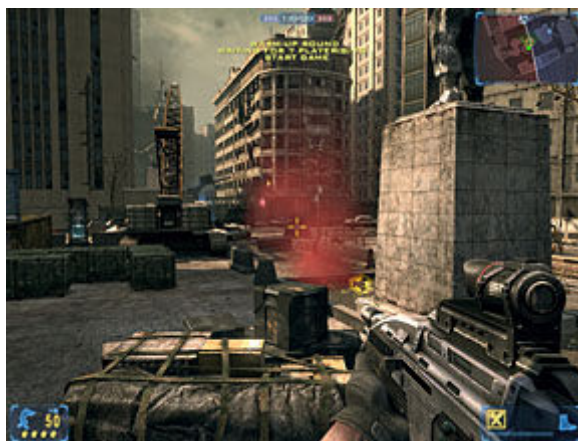
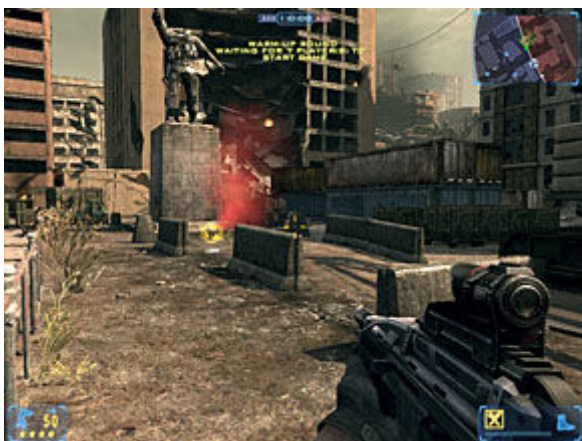
### Fueling Station

This capture point suffers from somewhat poor visibility for defenders and, like most of this map, it can be difficult to hold down. Defenders need to fan out, since they won't have a clean line of site, and the subway tunnel provides one more route for the coalition to approach with little warning.



### Votypkov Memorial Park

The memorial itself is clearly visible from the Fueling Station, and this area can get pretty intense as exposed as it is. There is some low cover thanks to the crates lying around, so crouching down can be a good way to stay covered and draw your enemy closer for an ambush.



### Red Star Base

This area offers a few defensive opportunities that the Coalition base does not. The overpass here offers an excellent spot for snipers to cover enemies approaching from all side. The main approach is from the north, but the southern corners offer access as well, and are often favored by attackers. Rounding the corner from the east allows you to get closer without being seen, and snipers won't have much time to react.



<<	Roundabout	Solar Farm	Street	Village	>>
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### Western Coalition Outpost

One of two points on the final front against the Coalition, the base offers a medium and light vehicle—among the few on this map. This is one of the more exposed objectives on this map, but there is plenty of room to snipe, and a little bit of cover for an ambush, too. The approach will be the most difficult part for attackers, since it will be difficult to get within range without being seen.





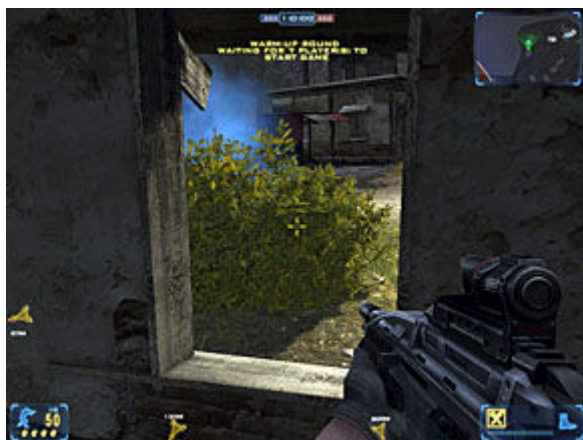
### Radar Site

This is a great point to camp at as a defender. Situated on the final frontline, this has a clean line of sight downhill, a light vehicle spawn, a machinegun emplacement, and it's sniper heaven. You can definitely have some fun here. Attacking troops should consider this one of the best uses of an air strike on this map.



### Woodbine

This is not a great place to try to capture early because the approach is so exposed. If you make take it after the Lookout and the Comms Station, you'll have an easier time making an approach without exposing yourself to Coalition forces up the hill at the Radar Site.



### Lookout Point

Like Woodbine, this is easier to approach if you've already taken the Comms Station, or you have some solid vehicular support. The buildings on either side here provide some cover, and you can also get up to the second floor for sniping, which helps in defense.



### Communications Station

This is an interesting point that can be of great strategic value. The machinegun offers great coverage of the road, and there's some solid cover here to boot. It's an active capture, which means it will take a few people, and you'll have to approach it from the side to be effective. Holding down this emplacement makes taking the Lookout a lot easier.



### Slippery Rock

There are a number of objectives on this map that can be captured from within the buildings if you hug the walls nearest the point. Because of the nearby AA site that can cause trouble, this is an advisable way to capture this point. Be careful, though, these walls can also make for an easy ambush, so have your close quarters gear at the ready.





The path to this point, like the one west of it, is covered by a heavy machinegun that will favor defenders. Fortunately, much like Slippery Rock, this area can be captured from inside, and there's an opportunity to get up on the second floor to snipe or lob grenades. Like the western line, it helps to capture one of the objectives that flank this one before moving in.



#### Old Siren timer

There's a makeshift ramp to get up onto the roofs here, which can help a bit if you're looking to ambush players, but this is mostly a simple objective that should feel familiar by the time you reach it. Its proximity to the final frontline make it a good place to have when making your push on the last frontline.



### Anti-Air Station

This area overlooks Slippery Rock, and its high ground make it a good location to fight from, with a clean line of sight of approaching attackers. This is an active capture, as well, which further complicates matters for attackers. There are some low walls around for cover, and its generally one of the best defensive positions on the map. For this reason it's probably best to take the outpost first.



### Red Star Base

The high ground here and ample rooftop space make for good, clean coverage of the area below, but counter-snipers can also be effective. There's a light vehicle spawn here, as well as a gun emplacement on one of the rooftops. The approach is somewhat controlled, so you'll need to come on strong. If you pull your vehicles all the way up here it can definitely help make things a lot easier, but the Red Star have their own armor nearby.

