P.O.E

POINTOFEXISTENCE

Point of Existence 2 Manual

This manual is designed to help you understand the basics of Point of Existence 2 gameplay. Select a topic from the navigation bar on the left to get started...

Point of Existence // Battlefield 2 Modification

After a long, bloody war in the Sudan, the governments of the United States and Russia struck an uneasy cease-fire over the fate of Africa and its burgeoning industry. This peace would be short lived, for to the north a new conflict was brewing. Ukraine, a former satellite state of the Soviet Union, sought to gain back the power from which it once reveled in.

As the snow fell in a heavy midwinter storm, Ukrainian troops moved towards the border of Belarus. Without warning, Ukrainian troops attacked with a speed and effectiveness not seen since the blitzkrieg of WWII. With their aggressive tactics, the Ukrainian army reached the capital of Belarus in a matter of weeks. The lightly armed and ill-prepared Belarusian army could do little to stop this onslaught of men and metal.

The fall of Minsk signaled the end of resistance throughout Belarus. The bordering countries of Ukraine and Belarus began to wonder if they were as vulnerable to occupation as Belarus had been.

The United Nations condemned these attacks as unjust and illegal but was unable to pass a mandate to take action against the expansionist aims of Ukraine. The UN's inability to act upon the actions of the Ukrainian army only strengthened Ukraine's resolve that they could not easily be stopped. Six months came to pass with no military action against Ukraine but rumors had started that Ukraine was systematically killing their former political competitors. With

no clear evidence of the assassinations, the United Nations was still reluctant to take action.
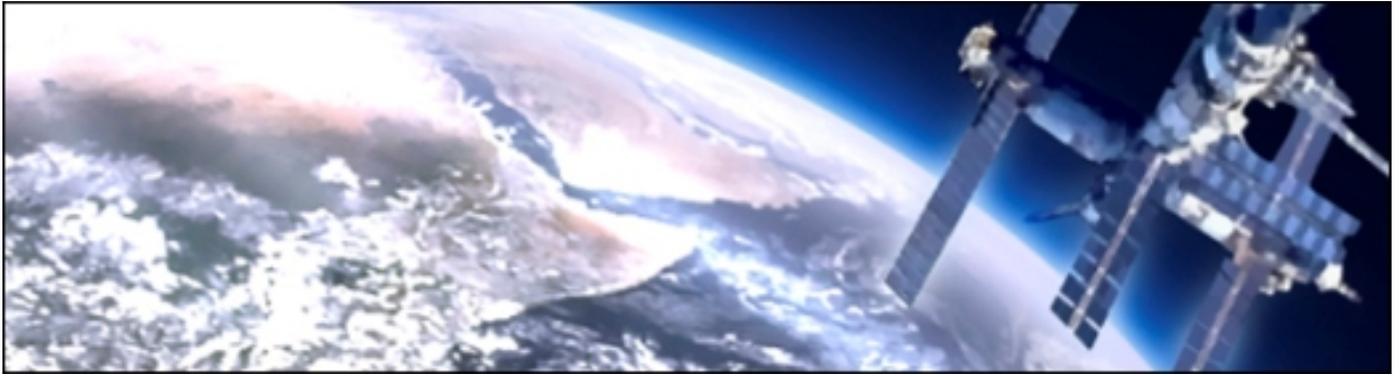
As time passed, more evidence surfaced of executions, illegal imprisonment, and torture; however, it was all unconfirmed information until a Kramaerican Photo reconnaissance satellite passed overhead. The satellite caught pictures of mass graves where the Ukrainian army had been dumping the bodies of political enemies and what appeared to be unarmed civilians.

This information was promptly forwarded to the UN Security Council. With an unprecedented 93% majority, a mandate was drafted and signed. Troops would be sent into Ukraine and Belarus to bring those who had committed these crimes to justice. In an underground bunker, military advisers and command staff from around the world met to plan the attack.

The principal military force to go into Ukraine would be led by Germany and the United States. They planned to hit Ukraine first in the hopes that if the Ukrainian public found out about the war crimes their government had committed in their name, the citizens would lay down their arms and greet the American and German troops as liberators. The plan consisted of a massive airborne assault and armored spear head from Poland. The German forces would rush to

Kiev in the heart of the country, while the United States protected their northern flank from the Ukrainian troops based in Belarus.

On a dim night in September, the invasion of Ukraine was started. Through the darkness came ten thousand airborne troops, dropping from the sky like a heavy rainstorm.

The destiny of Eastern Europe now lies in your hands. It is time for you to choose which side of this epic conflict you shall fight on to prove your Point of Existence.

General Features

-**Armor** – In armor combat, the front of the tank provides the strongest armor, while the rear provides the least amount. Also be aware of the sloped angles on the armor. Some shots will get deflected if they hit a bad angle. Keep this in mind when taking on the enemy and covering a friend while in a tank column. The team that uses tactics and takes advantage of his strengths and his opponents weaknesses will be the victor in PoE armor combat.

-**Tank Rounds** - Tanks generally have two types of rounds: Sabot and HEAP. Sabot is effective against armor targets such as main battle tanks and other armored vehicles. HEAP is effective against soft targets such as jeeps, helicopters, and clearing out a room full of infantry. Choose your round wisely. To switch you can use your up and down arrows on your keyboard or use the mouse wheel scroll.

-**Counter Measures Ground** - In PoE we have provided true smoke counter measures. When in a ground vehicle that has counter measures and you hear a lock on warning that means something big and bad is aiming at you such as a HOT3 AT missile from a Tiger. The timing of hitting X (Your counters) could save your life… or at least prolong it in game. This feature will at least give you a chance to fight back and hopefully force the aggressor into a bad situation where a teammate can put pressure on him or allow you to escape or fire back.

-**Counter Measures Air -** Just like BF2, PoE2 has counter measures for the planes. Once you hear the solid lock tone sound then you know somebody has you locked. The timing of triggering your countermeasures is vital to your survival in the air.

-**PGM** - The PGM (Player-Guided Missile) works much like the TV guided missile in BF2. When in the HUD, place your cross hair on the target. Once you are ready to fire, left click to mark the target and then left click again to attack the target. During flight you can continue to click points for further navigation of the missile. Aim for the rear for maximum damage.

-**Passive Radar** – Passive Radar allows a vehicle to watch a vehicle without locking onto them. When in this mode you can watch the target without alerting them and then switch to your weapon once you are ready to attempt a lock.

-**Squad Hopping** – In PoE2 squad hopping is discouraged. While we understand that sometimes you need to find a new squad, generally we feel that this should not happen often. To combat this abuse we have added a 20 second spawn time penalty after you switch squads more than 3 times. After a couple deaths, the penalty goes away. (This is a server side option for servers who want it only)

-**Dome of Doom** – Each main base that is un-captureable has a radius around it that will kill players from the other team in anything but a plane. So helicopters, tanks, jeeps, and infantry need to stay out of that radius or be punished via loss of health at a rapid pace. (This is a server side option)

-**Flag Capping** – All players on the ground or in a ground vehicle will count towards the flag cap time. You can not capture flags while inside any helicopter, you have to exit the helicopter to do so.

-**Commander** – In PoE2 commander is set up to direct squads in the battlefield and drop supply crates on the battlefield. However going as commander, you get points the same as the rest of your team.

Game Modes

-**Objective Mode** – Like in previous objective modes, the idea here is to either blow something up or defend against somebody trying to blow something up.

- **Nuke** – Nuke mode is a form of objective mode, which pits Germany trying to take down Ukraine's nuclear missiles. The mode is based on a time (Set by server admins) and Germany must rush against the clock to take out the missile before its too late.

- **FrontLine** – Frontline mode is exactly as it sounds… fights are at the front line. Players must capture flags in order to advance. Once a flag is taken that becomes the teams only flag that they can spawn at or that spawns equipment. Win the round by pushing farther into the enemy territory which will cause them to bleed. "We recommend this mode be played with 32 players MAX."

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Game modes
Conquest
Frontline
Nuke Objective

Main Features
Player controlled artillery
Multiple weapon rounds on tanks
Counter measure on tanks
Anti main base camping system (Dome of Doom)
Pickup kits
Strategic commander mode (no artillery or scans)

Levels
Battle of Sambir
Carpathian Mountains
Dnipro Sunrise
Dnister River Valley
Fallen
First Snow
Guardian
Highway to Hell
Lutsk
Orel
Rivne
Rolling Thunder
Zhytomyr

Vehicles:

German
EF2000 Eurofighter
Tornado
Eurotiger ARH
NH-90
Boxer GTK
Marder 1a5

PZH-2000
Dingo II
Wolf
Leopard 2a6
Gepard

Ukraine
Mig-25
Su-24
Su-25
Mi-24p Hind
Bmp-2
Mtlb
Mtlb w/SA-13
M-1974
Dozer
T-84 Oplot
T-55
Shilka
Zu-23 (stationary AA)

Hand weapons:

German
German Binoculars
Dm-61 Hand grenade
German smoke grenade
G36 w/AG36
KM2000 knife
MG3
MG36
P8 pistol
G36C
G36K
MSG-90
Bunkerfaust
Fliegerfaust2 (Stinger)
Panzerfaust3
Panzerfaust3t
G-82
M1014
Mp-7
Mp-7 scoped
Mp-7 silenced

Ukraine
Ukrainian Binoculars
Expeditionary Knife
Rdg-2 Hand grenade
Rgd-5 Smoke grenade
Fort-12 pistol
Pb69p silenced pistol
Aks-74u
PP-2000

Vepr w/GP-25
RPG-7 Frag
RPG-7 Heat
RPG-7 Tandem
Sa-7
Toz-194
As Val
Ntw-20

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Airplanes

-**Counter Measures Air -** Just like BF2, PoE2 has counter measures for the planes. Once you hear the solid lock tone sound then you know somebody has you locked. The timing of triggering your countermeasures is vital to your survival in the air.

Fighters

Mig25 FoxBat (Ukraine)

The Mig is a plane of legend. It's a fast interceptor that can control the flow of aircraft in the air. It has a wicked arsenal of air-to-air missiles for different occasions. In PoE2 the Mig25 has an afterburner from hell... use it at the right moment to break the circle jerk of dog fighting or get to an area fast to provide support to your team.

-Pilot:

  -Primary Fire: Default is to use the main machinegun. Scrolling up and down will allow you to toggle between Machinegun, short-range missiles, and long-range missiles. Choosing the right weapon for the right situation is critical to victory.

    -X (Default Key): Triggers Counter Measures

EF2000 Eurofighter (Germany)

This multi role fighter is a beast in the air. Its fast and agile with an assortment of weapons to take on its enemy.

-Pilot:

   -Primary Fire: Default is machine gun. Scroll to select air-to-air missiles or bombs to drop.

   -X (Default Key): Triggers Counter Measures

Bombers

Su25 Frogfoot (Ukraine)

When an enemy armor column is approaching, you will be glad to have this bad boy on your side. It's mounted machine gun can make swiss cheese out of even the newest of battle tanks and if that does not get them, then you can follow it up with a bombing run.

-Pilot:

   -Primary Fire: Default is to use the main machine gun. Switch weapons and you can have control of dumb bombs or rockets.

   -X (Default Key): Triggers Counter Measures

Tornado (Germany)

Tornado can play multiple roles in the sky. It has air-to-air capabilities and can support the Euro Fighter in a dogfight or it can go on bombing runs. The tornado carries a huge amount of bombs just waiting to take out any ground target of your choosing.

-Pilot:

   -Primary Fire: Default is to use the main machine gun. Switch weapons and you have control of the air-to-air missiles.

   -X (Default Key): Triggers Counter Measures

-Bomber:

   -Primary Fire: Default is to use the AT Missiles.

Anti Air

-**Passive Radar** – Passive Radar allows a vehicle to watch a vehicle without locking onto them. When in this mode you can watch the target without alerting them and then switch to your weapon once you are ready to attempt a lock.

-**Proximity Fuse**– Anti Air machine guns use a proximity fuse, which will burst in the air when it's close to its target or once it reaches its maximum range. These bursts will shake the enemy pilot and are a great tool to help lead your shots. As a pilot keep in mind that these machine guns have limited range and so the best evasive maneuver is to fly high and out of their range while maintaining awareness of the battlefield.

Shilka (Ukraine)

The Shilka is Ukraine 's main form of mobile AA. It has good speed and can move right along to keep up with any tank column it is supporting. When threats are not in the air, the Shilka can bring its devastating Quad guns to bear on ground targets and even infantrymen.

-Driver/Gunner:

-Primary Fire: Use of Quad machine guns that if aimed well will shred anything in the sky.

MT-LB SA-13 (Ukraine)

Functioning much similar to the pure dedicated transport MT-LB, the SA-13 mounted on the top allows this troop transport to also be a major threat against anything in the air. You can transport your troops in safety to the front line without the fear of being picked off from the air. Did I mention it's amphibious ?

-Driver:

   -Primary Fire: Default is set to passive radar. Scroll to select your missiles or back to passive radar.

   -X: Triggers Counter Measures

-Gunner Position 2:

   -Primary Fire: To use the machine gun from enclosed turret.

Gepard (Germany)

Functioning as the main AA vehicle for Germany , the Gepard comes with a lethal arsenal of dual cannons as well as anti air missiles to deal with any air threat.

-Driver/Gunner:

   -Primary Fire: Fires off rounds from dual machine gun.

   -Secondary Fire: Fires off anti air missiles.

Zu23 (Ukraine)

This static AA will light up anything in the air that dares get close.

-Operator:

-Primary Fire: Fires off rounds from dual machine gun.

APC's

   -**PGM** - The PGM (Player-Guided Missile) works much like the TV guided missile in BF2. When in the HUD, place your cross hair on the target. Once you are ready to fire, left click to mark the target and then left click again to attack the target. During flight you can continue to click points for further navigation of the missile. Aim for the rear for maximum damage.

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BMP-2 (Ukraine)

A feared troop transport vehicle, the **Amphibious** BMP2 can carry soldiers into combat as well as provide covering fire support. If another vehicle is around the BMP can engage it with its PGM (Player-Guided Missile).

-Driver Gunner:

   -Primary Fire: Use main gun.

   -Secondary Fire: Use of MG located next to barrel.

   -X (Default Key): Triggers Counter Measures

-Turret Gunner:

   -Primary Fire: Fires PGM

Marder (Germany)

Germanys primary fighting vehicle used to transport troops to the front lines. Fast and agile, the Marder is a force to be reckoned with on the battlefield.

-Driver Gunner:

   -Primary Fire: Use main gun.

   -Secondary Fire: Use of MG located next to barrel.

   -X (Default Key): Triggers Counter Measures

-Turret Gunner:

   -Primary Fire: Fires PGM

MTLB (Ukraine)

This pure transport is great to have on your side. Not only is it well armored but it also has a protected gunner turret and is **Amphibious** .

-Driver:

-Primary Fire: Pulls down protective shield for driver

-X (Default Key): Triggers Counter Measures

-Turret Gunner:

-Primary Fire: Fires Turret Machine Gun

-Passenger Position 3:

-Pop out: Player is standing out of the hatch and has full use of his kit weapons.

-Passenger Position 4:

-Pop out: Player is standing out of the hatch and has full use of his kit weapons.

Boxer (Germany)

When Germany needs to get a lot of troops someplace and fast, they call on the Boxer. Well armored and fast, the boxer is a great troop transport.

-Driver:

-X (Default Key): Triggers Counter Measures

-Turret Gunner:

-Primary Fire: Fires Exposed MG3, use control (Default Key) to duck.

Armor

Tips:

  -**Armor** – In armor combat, the front of the tank provides the strongest armor, while the rear provides the least amount. Also be aware of the sloped angles on the armor. Some shots will get deflected if they hit a bad angle. Keep this in mind when taking on the enemy and covering a friend while in a tank column. The team that uses tactics and takes advantage of his strengths and his opponents weaknesses will be the victor in PoE armor combat.

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T84 (Ukraine)

The T84 is a big bad mofo. It's had a ton of upgrades and is the main battle tank for the Ukraine forces. The gunner

gets a remote Kord machine gun, which protects him from enemy fire and allows him to effectively cover the tank from enemy and air threats without the fear of being picked off.

-Driver Gunner:

　　-Primary Fire: Use of Sabot & Heap round switching. Primary Fire to select and fire.

　　-Secondary Fire: Use of MG located next to barrel.

　　-X (Default Key): Triggers Counter Measures

-Top Gunner:

　　-Primary Fire: Fires Kord

T55 (Ukraine)

The T55 is an old workhorse tank with new technology and toys. If you remember this monster from PoE1, the T55 is back with a vengeance in PoE2. While not as heavily armored as the T84, the T55 has a nasty weapon with its PGM. In addition to this extra firepower, the top gunner is protected just like on the T84.

-Driver Gunner:

　　-Primary Fire: Use of Sabot, Heat, & PGM round switching. Primary Fire to select and fire.

　　-Secondary Fire: Use of MG located next to barrel.

　　-X (Default Key): Triggers Counter Measures

-Top Gunner:

　　-Primary Fire: Fires Kord.

Leo (Germany)

Acclaimed to be one of the best modern tanks in the world, the German Leo is a force to be reckoned with. The tank has two positions with the top being an exposed MG3 gunner, which can just eat through most soft targets.

-Driver Gunner:

-Primary Fire: Use of Sabot & Heap round switching. Primary Fire to select and fire.

-Secondary Fire: Use of MG located next to barrel.

-X (Default Key): Triggers Counter Measures

-Top Gunner:

-Primary Fire: Fires exposed MG3, use control (Default Key) to duck.

Artillery

Arty Tips:
 -Line up your shot using the mini map icon in HEAP view.
 -Find a nice spot to camp with a great view of the map.
 -Get a commanders crate.
 -Use small movements when adjusting your shot.
 -You can only spot when a player is in the arty gunner seat.
 - Always spot when asked... you get points for assist kills!

Arty Tutorial Video:
 - *Arty Use*

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Pzh2000 (Germany)

Driver
 -**X** (Default Key): Triggers Counter Measures

Gunner
 -Scroll to select fire mode from normal view to overhead view

M-1974 (Ukraine)

Driver
  -X (Default Key): Triggers Counter Measures

Gunner
  -Scroll to select fire mode from normal view to overhead view

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Spotting for Artillery.

Step 1

 Find a good place to set up to spot for artillery. Once you are ready switch to the binoculars (if your kit has them) scroll and select them.

Step 2

This is your view once you pull up the binoculars. You can alt fire to zoom in more or primary fire to

select the spot for artillery. Once you select the spot a message will appear (5) that informs you to switch to your Walkie Talkie (6) to call in your selected spot.

Step 3

 Simply switching to your Walkie Talkie activates it. Notice on your mini map you see the arty icon. All players on your team can see this and the person in the artillery will use that as a guiding tool.

 For now your role is over. In another 60 seconds the artillery will require another spot, so you just repeat the steps all over again.

Firing the Artillery

Step 1

 First you must find an artillery vehicle. Some maps do not have artillery. Once you find a vehicle, hop in it and drive to a spot that gives you a good view of the possible targets you might want. Be sure to not have any large buildings, trees, or unsuspecting friendly forces in your way.

Step 2
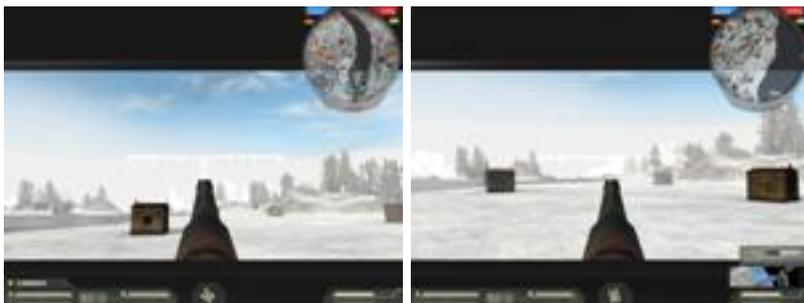
Switch to seat 2. Notice here you have option for a HEAP round or a sat picture. HEAP round will allow you to fire in your normal view. Switch to the sat picture for your arty view.

Step 3

Here you see nothing right now. There is no image to display. You must first get somebody on your team to spot you a target. To ask them, simply use the spotting system and select "Artillery ready". (You can use the com rose to request an arty spot in normal view - You don't have to be in the 'arty view'). **This will send out the message to your team that they have a player awaiting a spot.**

Step 4

Once you get a spot you will see a nice overhead image of the area you want to shoot. You will also get an icon on your mini map informing you of the general location of your target. If the target is good then line up your target as best you can and fire!

Once you get a spot and fire, you can watch your shell travel and see how close you come. Adjust and fire again until you are nailing the target. Once your spot expires call for another one.

Helicopters

Tips:

-Counter Measures – Like in BF2 aircraft get warnings when another player is trying to lock onto them or has a lock on them with an AA weapon. Since our AA actually works, we strongly advise you learn when best to release these life saving counter measures and start some evasive maneuvers when your warning light comes on.

-AT Weapons – Our AT weapons take a twist from PoE1 mixed with new capabilities in BF2. When you switch over to your AT weapon, you will notice a locking indicator will come up. Once you track a ground target you must wait for a lock to fire. Once these bad boys are away it's up to the person you have targeted to drop there counter measures or face the wrath of your missiles.

-AA Missiles – For some variants of helo's, the gunner has the option of air to air missiles. Using teamwork with the pilot this can make the chopper a force to be reckoned with. As a pilot you want to line up the target in your crosshairs and hold steady as if you were getting the lock yourself. You gunner will fire once he gets a lock for a chance for an air-to-air kill.

Attack Helicopters:

Hind (Ukraine)

The hind is one of the most feared attack choppers in the world. While not the most maneuverable helo out there, it makes up for it with its heavy armor, vast weapon load out, and its ability to carry troops into battle. This flying beast on the battlefield is awesome to support and carry your team into the fray.

-Pilot:

-Primary Fire: Default is to use the fixed main machine gun. Switch weapons and you have control of the rockets.

-X (Default Key): Triggers Counter Measures

-Gunner:

-Primary Fire: Default is to use the AT Missiles. Switch weapons and you have control of the AA missiles.

Tiger (Germany)

Germanys ace in the hole for dealing with armor and supporting troops from the air. The Tiger is a very maneuverable and fast helo that can dish out a lot of damage in a short amount of time. While fast and nimble, the tiger lacks extra thick armor and a huge cache of ammo so pilots must be cautious and not charge in recklessly into battle.

-Pilot:

-Primary Fire: Default is to use the rockets. Switch weapons and you have control of the AT missiles.

-X (Default Key): Triggers Counter Measures

-Gunner:

-Primary Fire: Default is to use the main machine gun. Switch weapons and you have control of the AA missiles.

<u>Transport Helicopters:</u>

Mi17 (Ukraine)

Mi17 is a battle proven transport chopper. Not only can it take a tremendous amount of damage but also it can keep its troops inside safe and make it home to tell the story. Even though the Ukraine has the hind, the Mi17 is their dedicated troop transport.

-Pilot:

　　-X (Default Key): Triggers Counter Measures

-Gunner Left:

　　-Primary Fire: To use the machine gun.

-Gunner Right:

　　-Primary Fire: To use the machine gun.

NH90 (Germany)
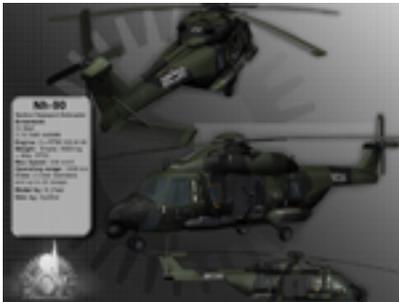
Fresh off the assembly line the NH90 is not combat proven yet but comes with the latest in today's technology.

-Pilot:

　　-Primary Fire: To use side mounted rockets.

　　-X (Default Key): Triggers Counter Measures

-Gunner Left:

    -Primary Fire: To use the machine gun.

-Gunner Right:

    -Primary Fire: To use the machine gun.

Light Vehicles:

Dingo (Germany)

The German army was in need of an armored vehicle that was fast and agile to get troops into battle. Their answer was the Dingo with its armor plating and remote controlled MG3.

-Driver:
   -Primary Fire: -Horn

-Turret Gunner:
   -Primary Fire: -Remote MG3

Dozer (Ukraine)

The Dozer is a jeep that can go about any place yet be armored enough to deal with any small arms fire that might come down on it. Combined with the remote controlled Kord makes the Dozer a serious light vehicle threat to infantry.

-Driver:
   -Primary Fire: -Horn

-Turret Gunner:
   -Primary Fire: -Remote Kord

UAZ Soft Top (Ukraine)

The UAZ is the main light jeep of the Ukraine army. Like the wolf, it's fast and agile which allows it to get in and out of dangerous situations fast. The soft top provides a little more cover for the troops inside.

-Driver:
   -Primary Fire: -Horn

Wolf Soft Top (Germany)

The wolf is the workhorse jeep of the German army. It's fast and agile which allows it to get in and out of dangerous situations fast. The soft top provides a little more cover for the troops inside.

-Driver:
   -Primary Fire: -Horn

Wolf Open (Germany)

The wolf is the workhorse jeep of the German army. It's fast and agile which allows it to get in and out of dangerous situations fast. The open top features a MG3 but loses the cover for its passengers that the soft top provides.

-Driver:
   -Primary Fire: -Horn

-Turret Gunner:
   -Primary Fire: -MG3

Anti Air

(handheld)

Sa7 (Ukraine)

This pick up kit is a lethal form of AA. While it gives the pilot a warning sound, the mobility of this kit allows the user to be stealthy and find a good spot to launch his attack from.

   -Knife: AK Knife

   -Pistol: Fort 12

   -Primary: Sa7

Stinger (Germany)

This pick up kit is a lethal form of AA. While it gives the pilot a warning sound, the mobility of this kit allows the user to be stealthy and find a good spot to launch his attack from.

-Knife: Kampfmesser 2000

-Pistol: P8

-Primary: Stinger

Anti Armor:

Tips

-Damage: Much like tank combat, the anti tank weapons do location specific damage. It's important to make sure you are hitting a "weak" spot on the vehicle. The front of armor is the strongest while the sides offer a little less protection and the rear offers little protection. Waiting for the right shot could make the difference in killing your target or just pissing it off .

RPG-7V (Ukraine)

The RPG-7V anti tank round for the standard AT kit is an all-purpose round. It's effective against armor as well as soft targets and infantry. Keep in mind when engaging targets that's certain areas are weaker than others so its important to think about where you want to land your shot to do maximum damage.

-Knife: AK Knife

-SMG: PP2000

-Primary: RPG-7V

-Explosive: AT Mine

Panzerfaust3 (Germany)

The Panzerfaust3 anti tank round for the standard AT kit is an all-purpose round. It's effective against armor as well as soft targets and infantry. Keep in mind when engaging targets that's certain areas are weaker than others so its important to think about where you want to land your shot to do maximum damage.

-Knife: Kampfmesser 2000

-SMG: MP7

-Primary: Panzerfaust3

-Explosive: AT Mine

RPG-7V Tandem pick up (Ukraine)

The RPG-7V Tandem anti tank round is the pure AT round. This kit's only goal is to take out heavily armored vehicles such as MBT's and APC's. While not very effective against soft targets or infantry, a well placed Tandem round in the rear will send any armor to the scrap yard.

-Knife: AK Knife

-SMG: PP2000

-Primary: RPG-7V Tandem

-Explosive: AT Mine

Panzerfaust3T pick up (Germany)

The Panzerfaust3T anti tank round is the pure AT round. This kit's only goal is to take out heavily armored vehicles such as MBT's and APC's. While not very effective against soft targets or infantry, a well placed 3T round in the rear will send any armor to the scrap yard.

-Knife: Kampfmesser 2000

-SMG: MP7 Scoped

-Primary: Panzerfaust3T

-Explosive: AT Mine

TBG-7V Thermobaric pick up (Ukraine)

The TBG-7V Thermobaric anti personnel round is the pure AP round. This kit's only goal is to take out soft targets like jeeps and infantry. A well placed round in a window of a building is a great way to clear the room before your team moves in to secure the flag.

-Knife: AK Knife

-SMG: PP2000

-Primary: TBG-7V Thermobaric

-Explosive: AT Mine

Bunkerfaust 3 pick up (Germany)

The Bunkerfaust 3 anti personnel round is the pure AP round. This kit's only goal is to take out soft targets like jeeps and infantry. A well placed round in a window of a building is a great way to clear the room before your team moves in to secure the flag.

-Knife: Kampfmesser 2000

-SMG: MP7 Silenced

-Primary: Bunkerfaust 3

-Explosive: AT Mine

Assault:

Vepr with GP25 (Ukraine)

The primary grunt of any team, the assault can take a beating with his body armor as well as dish out damage to infantry and light vehicles with his Vepr with grenade launcher. For best results however with the grenade launcher we highly advise you to stop and take a knee to fire for best accuracy.

-Knife: AK Knife

-Pistol: Fort 12

-Primary: Vepr with GP25

-Smoke Grenade: RDG-2

-Body Armor: Yes

G-36K with AG-36 (Germany)

The primary grunt of any team, the assault can take a beating with his body armor as well as dish out damage to infantry and light vehicles with his G-36k with grenade launcher. For best results however with the grenade launcher we highly advise you to stop and take a knee to fire for best accuracy.

-Knife: Kampfmesser 2000

-Pistol: P8

-Primary: G-36K with AG36

-Smoke Grenade: DM

-Body Armor: Yes

Engineer:

TOZ-194 (Ukraine)

Any good team will have a slew of engineers to back up their arsenal of vehicles as well as lay mines to suppress the enemy vehicles.

-Knife: AK Knife

-Pistol: Fort 12

-Primary: TOZ-194

-Explosive: AT Mine

-HE Grenade: RGD-5

-Smoke Grenade: RDG-2

-Wrench: Yes

Benelli M4 (Germany)

This German Engineer has borrowed a weapon from his ally the US for .1 and is sporting the Benelli M4.   Like any good engineer, he can repair vehicles with his wrench and lay mines to destroy them.

-Knife: Kampfmesser 2000

-Pistol: P8

-Primary: Benelli M4

-Explosive: AT Mine

-HE Grenade: Dm61

-Smoke Grenade: RDG-2

-Wrench: Yes

Medic:

AK74u (Ukraine)

Medics can keep your squad and team alive in the thick of battle. With anti squad hoping features in place, its vital to keep your men alive on the front lines, especially a squad leader.

-Knife: AK Knife

-Pistol: Fort 12

-Primary: Ak74u

-Smoke Grenade: RDG-2

-Medic Bag: Yes

-Shockers: Yes

G36k (Germany)

Medics can keep your squad and team alive in the thick of battle. With anti squad hoping features in place, its vital to keep your men alive on the front lines, especially a squad leader.

-Knife: Kampfmesser 2000

-Pistol: P8

-Primary: G36k

-Smoke Grenade: Dm61

-Medic Bag: Yes

-Shockers: Yes

Sniper:

SVD (Ukraine)

The primary sniper kit for Ukraine consists of the powerful SVD. One shot to the head or two to the body will bring down any infantryman.

-Knife: AK Knife

-Pistol: Pb 69p

-Primary: SVD

-Explosive: Claymore – Primary Fire to place. Trap explodes from the front.

-Binoculars: Yes

MSG90 (Germany)

The German MSG-90 is a semi auto sniper rifle that can hold a ton of ammo. One shot to the head or two to the body will bring

down any infantryman.

-Knife: Kampfmesser 2000

-Pistol: P8

-Primary: MSG90

-Explosive: Claymore – Primary Fire to place. Trap explodes from the front.

-Binoculars: Yes

VSS pick up (Ukraine)

While not having the same power or range as the SVD, the VSS excels in close combat and can fire in both semi and full auto.

-Knife: AK Knife

-Pistol: Pb 69p

-Primary: VSS – Reselect the weapon to switch from single to auto fire. Secondary Fire to zoom.

-Explosive: Claymore – Primary Fire to place. Trap explodes from the front.

-Binoculars: Yes

NTW-20 pick up (Ukraine)
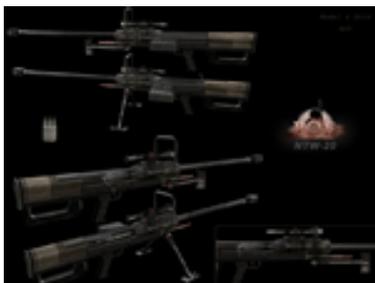
The NTW-20 is an anti material rifle that can do serious damage to light armored vehicles, pierce through windshields, or ruin an infantry mans day. (only fires while in the prone position.)

-Knife: AK Knife

-Pistol: Pb 69p

-Primary: NTW-20

-Explosive: Claymore – Primary Fire to place. Trap explodes from the front.

-Binoculars: Yes

G-82 pick up (Germany)

The G-82 is an anti material rifle that can do serious damage to light armored vehicles, pierce through windshields, or ruin an infantry mans day. (only fires while in the prone position.)

-Knife: Kampfmesser 2000

-Pistol: P8

-Primary: G-82

-Explosive: Claymore – Primary Fire to place. Trap explodes from the front.

-Binoculars: Yes

Special Ops:

As Val (Ukraine)

The special ops player has a wide range of tools he can use to help his team. The As Val provides excellent close combat firepower and his C4 is great to take out structures and vehicles. Also the special ops have the ability to spot a target for the team artillery, which can turn the tide of battle.

-Knife: AK Knife

-Pistol: Pb 69p

-Primary: AS Val

-Explosive: C4 – Primary Fire to place. Secondary Fire to bring up detonator and Primary Fire to detonate.

-HE Grenade: RGD-5

-Binoculars: Yes

G-36 Silenced (Germany)

The special ops player has a wide range of tools he can use to help his team. The G-36 Silenced is a great close and medium ranged weapon. This kit comes with C4, which is great to take out structures and vehicles. Also the special ops have the ability to spot a target for the team artillery, which can turn the tide of battle.

-Knife: Kampfmesser 2000

-Pistol: P8

-Primary: G-36 Silenced

-Explosive: C4 – Primary Fire to place. Secondary Fire to bring up detonator and Primary Fire to detonate.

-HE Grenade: Dm61

-Binoculars: Yes

Support:

RPK (Ukraine)

Support plays a vital role on the battlefield. He can lay down suppressive fire as well as re-supply his teammates. He also has been given a little bit extra body armor to take some extra abuse.

-Knife: AK Knife

-Pistol: Fort 12

-Primary: RPK

-Smoke Grenade: RDG-2

-Ammo Bag: Yes

-Body Armor: Yes

MG-36 (Germany)

Support plays a vital role on the battlefield. He can lay down suppressive fire as well as re-supply his teammates. He also has been given a little bit extra body armor to take some extra abuse.

-Knife: Kampfmesser 2000

-Pistol: P8

-Primary: MG-36

-Smoke Grenade: Dm61

-Ammo Bag: Yes

-Body Armor: Yes

MG-3 pick up (Germany)

The MG3 support kit allows players to use a more powerful support weapon to suppress enemy troops.

-Knife: Kampfmesser 2000

-Pistol: P8

-Primary: MG-3

-Smoke Grenade: Dm61

-Ammo Bag: Yes

-Body Armor: Yes

Battle of Sambir

Storyline: Ukraine holds a vital air base in the south west of Ukraine's mountains. German troops assaulting from the south have established a small airstrip and are launching an attack to secure the area.

Type of Map combat: Mix of air and ground (16 player is air only)

Vehicle Loadout:

Ukraine:	German:
- UAZ	- Wolf
- BMP2	- Dingo
- MI-24p Hind	- EurotigerARH
- Mi17	- NH-90
- SU25 M8	- EF2000
- Mig25	- Tornado
- Dozer	- Leopard
- T-84 Oplot	- BoxerGTK
- T-55	- Gepard
- MTLB	- PzH2000
- MTLB-SA13	- Marder1A5
- Shilka	- ZU-23
- M1974	
- ZU-23	

16 player:

32 player:

64 player:

Here are some random shots of the bases and landscape:

Carpathian Mountains

Storyline: On a tip, Germany sent out three reconnaissance squads to the Carpathian Mountains region. When only one squad returned after suffering heavy casualties Germany's worst fears were confirmed. Ukrainian troops were moving to set up a SS-25 launch site in the mountains as retaliation for the invasion. German troops must move fast to eliminate this threat before its too late.

Type of Map combat: Ground only, and objective mode

Vehicle Loadout:

| Ukraine:	German:
- UAZ	- Wolf
- BMP2	- Dingo
- T-84 Oplot	- Leopard
- T-55	- BoxerGTK
- MTLB	- Marder1A5
- Dozer	

16 player version:

32 player version:

64 player version:

16 player nuke version:
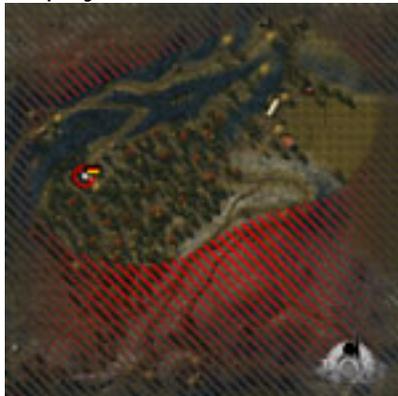
32 player nuke version: 64 player nuke version:
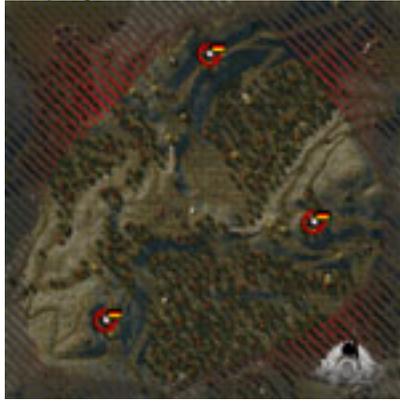
Here are some random shots of the bases and landscape:

Dnipro Sunrise

German forces have pushed deeper into enemy territory and established a makeshift airfield near a small Ukraine air base, north of Kiev. They have used the night to prepare for a full assault in the hazy morning sun.

Vehicle Loadout:

Ukraine:
- UAZ
- BMP2
- MI-24p Hind
- Mi17
- SU25 M8
- Mig25
- Dozer
- T-84 Oplot
- T-55
- MTLB
- Shilka
- M1974
- ZU-23
- Dinghy

German:
- Wolf Open Top
- Dingo
- EurotigerARH
- NH-90
- EF2000
- Tornado
- Leopard
- BoxerGTK
- Gepard
- PzH2000
- Marder1A5
- ZU-23
- Dinghy

The 16 player version:

The 32 player version:
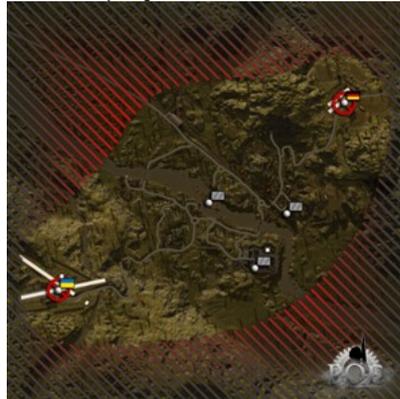
The 64 player version: Frontline version:
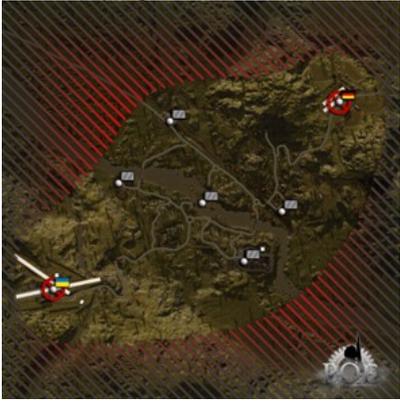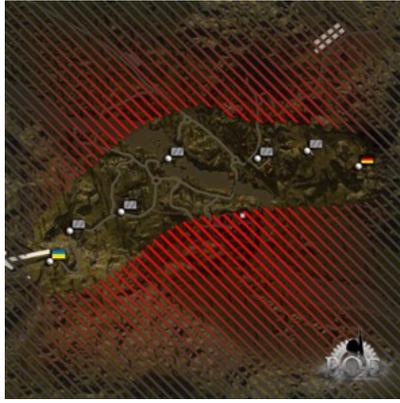

Here are some random shots of the bases and landscape:

Dnister River Valley

The Dnister River Valley is a strategic spot for Ukraine as it houses a vital military base, which both teams want to control. The icy river divides the map with just 1 major bridge connecting the sides.

Vehicle loadout:

Ukraine:
- UAZ
- BMP2
- MI-24p Hind
- Mi17
- Dozer
- T-84 Oplot
- T-55
- MTLB
- Shilka
- M1974
- ZU-23
- Dinghy

German:
- Wolf Soft Top
- Dingo
- EurotigerARH
- NH-90
- Leopard
- BoxerGTK
- Gepard
- PzH2000
- Marder1A5
- ZU-23
- Dinghy

16 player version:
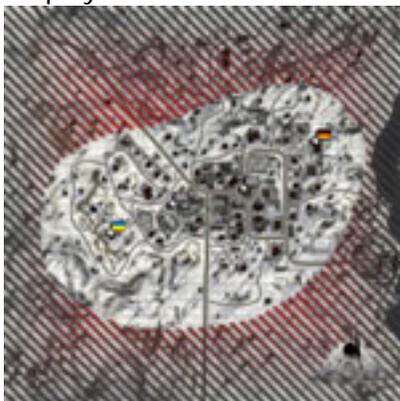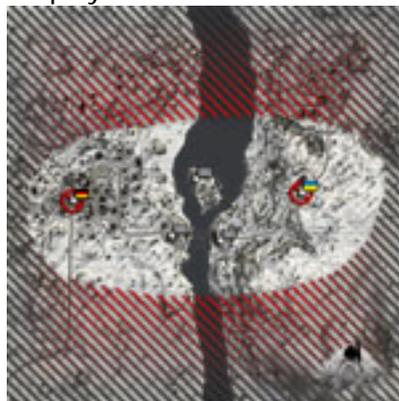
32-player version:
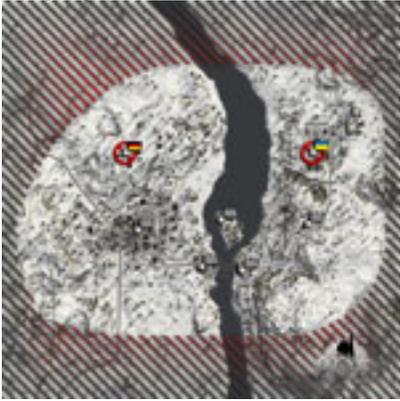
64-player version: Frontline version:
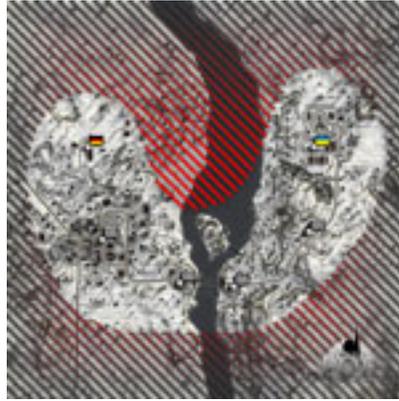
Here are some random shots of the bases and landscape:
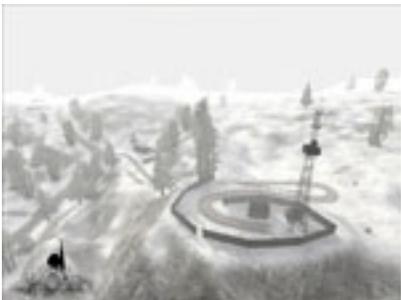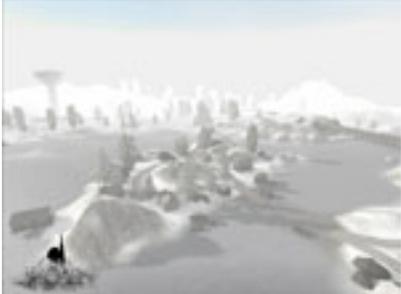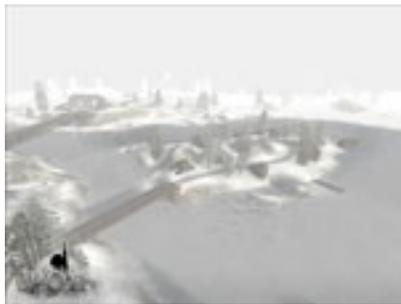
Fallen

Fallen is a PURE infantry map with no vehicles at all. The closest thing to a vehicle you might find is some static machine guns in some key areas. The whole area is forest with a stream on a slight incline.

This map is a total meat grinder where death comes from any direction. The action is fast paced whether you enjoy defending a flag or assaulting it, expect to see a LOT of close combat as wave after wave of enemy troops assault your position.

16 player version:
Small yet still has the
same awesome gameplay,
16 player version is just that…
a 16 player version of this map.
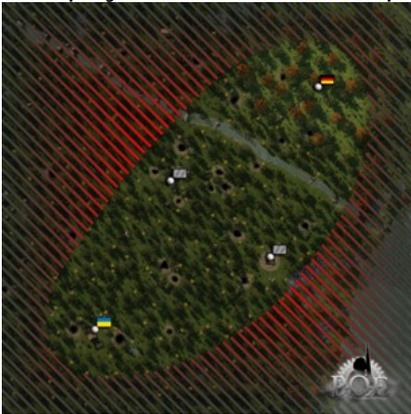
32 player version:
Expanding a bit and adding
a new flag,this map changes
the focused area of combat
slightly with the non cap mains.
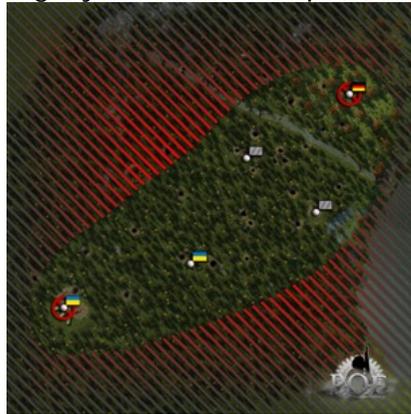
64 player version:
The full version of the map,
the way its meant to be played.
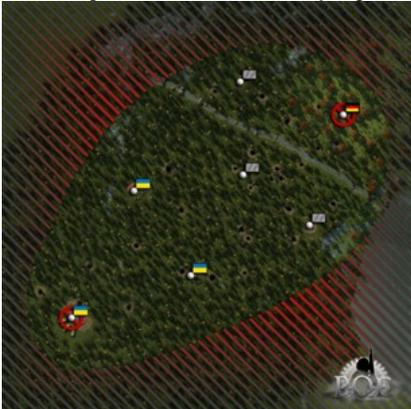
Here are some random shots of the bases and landscape:

First Snow

Storyline: After the initial success of the German army, the unforgiving Ukrainian winter set in cutting off the supplies and isolating the German troops. As Germany tries to hold onto their strategic position, Ukraine launches a counter attack.

Type of Map combat: Snow environment, Mostly ground with Helo support

Vehicle Loadout:

| Ukriane:	German:
- UAZ	- Wolf
- BMP2	- Dingo
- Dozer	- Leopard
- T-84 Oplot	- Marder1A5
- T-55	- BoxerGTK
- MTLB	- PzH2000
- MTLB-SA13	- Gepard
- M1974	- NH-90
- Shilka	- EurotigerARH
- Mi17	- ZU-23
- MI-24p Hind	
- ZU-23	
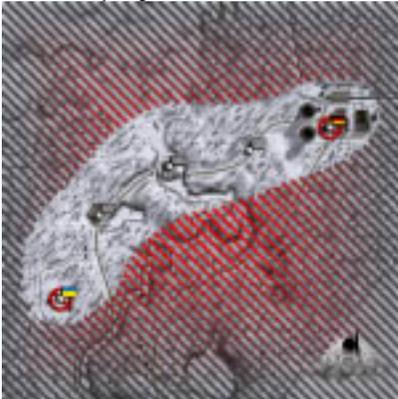
The 16 player version: The 32 player:
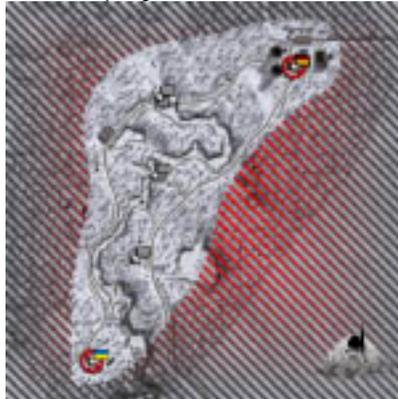
The 64 player: The Frontline version:
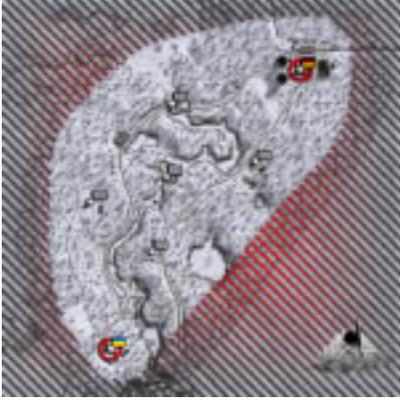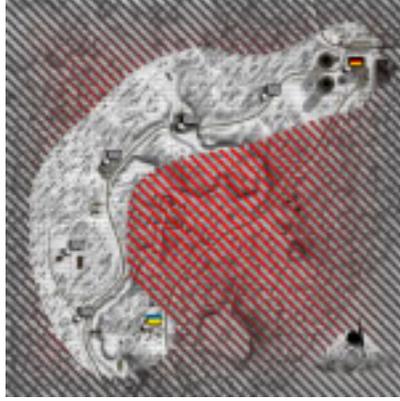
Here are some random shots of the bases and landscape:

<u>Guardian</u>

German forces have reached the first staging area for Operation Guardian Angel. Ukraine forces are aware of the incoming German presence and have fortified the snow covered mountain range that provides them with a natural blockade. The two forces will collide in a fierce armor battle as a hostile snow storm begins to form in the area, threatening to halt the German advance.

<u>(Please note that Gaurdian will CTD if run on low terrain textures. We are aware of this issue and will address it in a patch.)</u>

Vehicle Loadout:

| Ukraine:	German:
- UAZ	- Wolf Soft Top
- BMP2	- Dingo
- MI-24p Hind	- EurotigerARH
- Mi17	- NH-90
- SU25 M8	- EF2000
- Dozer	- Tornado
- T-84 Oplot	- Leopard
- T-55	- BoxerGTK
- MTLB	- Gepard
- Shilka	- PzH2000
- M1974	- Marder1A5
- ZU-23	- ZU-23

16 players:

32 player:
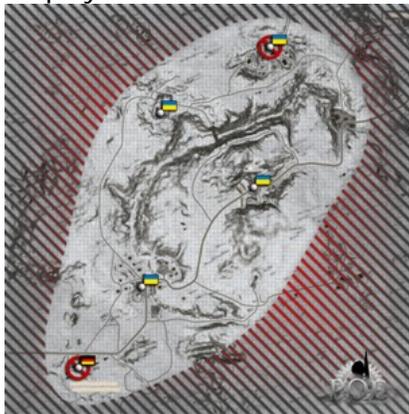
64 player:

Frontline version:

Here are some random shots of the bases and landscape:
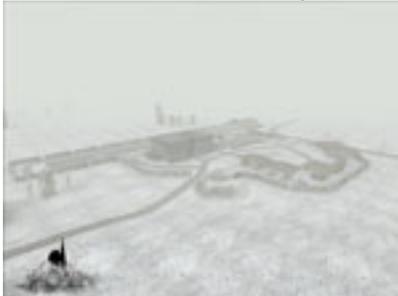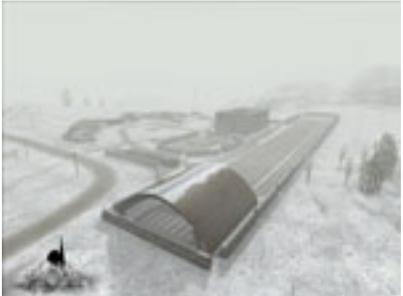
Highway to Hell

Storyline: A German armor column has been advancing along the E40 highway towards a Ukrainian outpost. Scouts have reported back on the advancing Germans and the Ukrainians are planning to ride out and meet them head on in what will be a brutal battle.

Type of Map combat: Mix of air and ground

Vehicle Loadout:

Ukraine:
- UAZ
- BMP2
- MI-24p Hind
- Mi17
- SU24
- Mig24
- Dozer
- T-84 Oplot
- T-55
- MTLB
- MTLB-SA13
- Shilka
- M1974
- ZU-23

German:
- Wolf
- Dingo
- EurotigerARH
- NH-90
- EF2000
- Tornado
- Leopard
- BoxerGTK
- Marder1A5
- Gepard
- PzH2000
- ZU-23

16 player:

32 player:

64 player:

The Frontline version:

Here are some random shots of the bases and landscape:

Lutsk

Storyline: The German troops have been ordered to secure this area near Lutsk to help provide a supply line and reinforcements to the troops who landed at Rivne. Ukraine is desperate to defend their homeland and deny this valuable strategic position to the Germans.

Type of Map combat: Mix of air/ground/infantry
- 16 player is infantry
- 32 player is armor with heli support
- 64 player is air/ground

Vehicle Loadout:

Ukriane:	German:
- UAZ	- Wolf
- BMP2	- Dingo
- Dozer	- Leopard
- T-84 Oplot	- BoxerGTK
- T-55	- Marder1A5
- MTLB	- PzH2000
- MTLB-SA13	- Gepard
- M1974	- EurotigerARH
- Shilka	- Tornado
- MI-24p Hind	- ZU-23
- SU24	
- ZU-23	

16 player: 32 player:
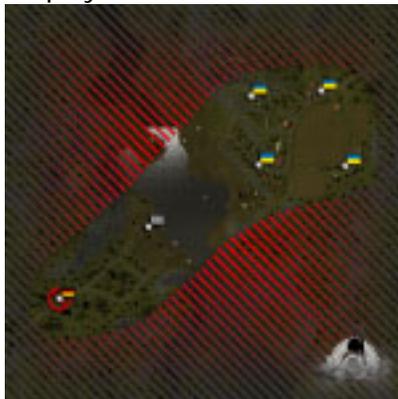
64 player: Frontline:

Here are some random shots of the bases and landscape:

Orel

Storyline: German troops have taken over a border station into Orel and use it for a staging ground to push further into Ukraine

Type of Map combat: Infantry combat

Vehicle Loadout:

Ukriane:	German:
- UAZ	- Wolf
- Dozer	- Dingo

16 player version: 32 player version:
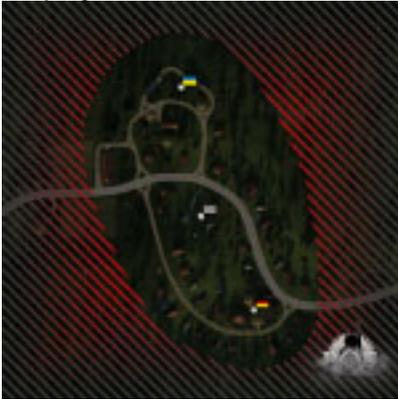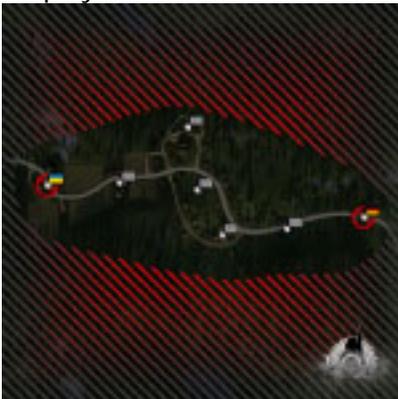
64 player version: Frontline version:

Here are some random shots of the bases and landscape:

Rivne

When you load this map you can expect a good mix of ground equipment and tactics to prevail. There will be great armor clashes in the open fields while infantry hide in the darkness of the thick wooded areas lying in wait to open fire on an unsuspecting convoy or moving house to house to secure the villages.

Vehicle Loadout…

Ukraine:
- UAZ
- BMP2
- Dozer
- T-84 Oplot
- T-55
- MTLB
- M1974
- Dinghy

German:
- Wolf Open Top
- Dingo
- Leopard
- BoxerGTK
- PzH2000
- Marder1A5
- Dinghy

16 player version:

32 player version:

64 player version:

Frontline version:
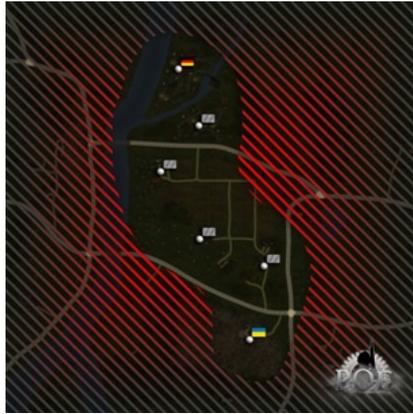
Here are some random shots of the bases and landscape:

Rolling Thunder

Storyline: As the snow melts in the western part of Ukraine, German troops begin to advance again. In an attempt to strengthen their lines, Germany sets its sights on a vital train station near Korosten before their final push to Kiev. To secure the area an entire Panzer Division is sent to eliminate any resistance. Ukraine reinforces their position and braces for a massive armor onslaught.

Type of Map combat: Armor with heli support

Vehicle Loadout:

Ukriane:	German:
- UAZ	- Wolf
- BMP2	- Dingo
- Dozer	- Leopard
- T-84 Oplot	- Marder1A5
- T-55	- PzH2000
- BMP2	- EurotigerARH
- M1974	- ZU-23
- MI-24p Hind	
- ZU-23	

16 player version: 32 player version:

64 player version:

Here are some random shots of the bases and landscape:

Zhytomyr

After the initial assault at Rivne, the Germans had made gains against the Ukrainians valiantly defending their homeland. The German front slowly edged its way east towards Kiev, but many attacks on supply lines were hindering their successes. The battalion headed east along the main highway from Zhytomyr to Kiev was progressing well, but their resupply convoy had been attacked a day earlier, and they were now forced to hold position and wait for supplies. Seeing the opportunity to exact revenge for Rivne and deal a serious blow to the forces headed for their capital, the Ukrainians have prepared to attack the German position in the rolling plains of Zhytomyr.

16 player is just a small battle focused on the center farm. Much like the larger versions, expect to see a lot of players sneaking through the tall grass infiltrating the flag. Don't forget about your main base though, as the enemy can swoop in and capture it if all your resources are at the center flag.

32 players adds 2 new flags to the map with the village area and the grain elevator. Lots of room to maneuver fighting from flag to flag though the fields and using all the cover and concealment that you can.

64 players add yet another 2 flags with the goat and chicken farms. These farms make all the bases relatively close which allows infantry to move freely among them as the armor battles it out in the fields and supports its troops on the ground. Teamwork and holding strategic flags is the key to this map.

| Ukraine:	German:
- UAZ	- Dinghy
- BMP2	- Wolf Open Top
- Dozer	- Dingo
- T-84 Oplot	- Leopard
- T-55	- BoxerGTK
- MTLB	- PzH2000
- M1974	- Marder1A5

16 Player:

32 Player:

64 Player: Frontline:
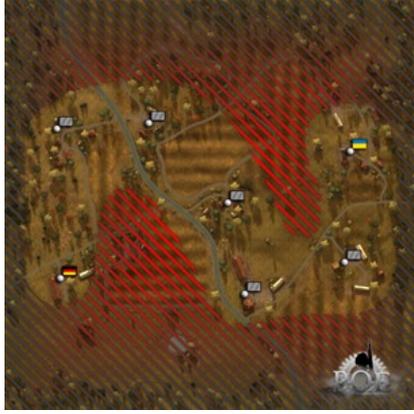
Here are some random shots of the bases and landscape:

PoE2 Info For Windows Server Installs

Installing Battlefield 2 Server and Point of Existence:

Section 1: Installing Battlefield 2 Server
----

1. Download and install Battlefield Server version 1.3 (default location is C:Program Files EA Games Battlefield 2 Server.

Section 2: Installing BF2CC (www.bf2cc.com)
----

1. Download lastest BF2CC Daemon (version 1.2.2303)
2. Extract files to C:Program FilesEA GamesBattlefield 2 ServerBF2CC (to keep everything centralized)
3. Download ModManager Scripts (from BF2CC website)
4. Extract ModManager Scripts to C:Program FilesEA GamesBattlefield 2 Server
5. Double click C:Program FilesEA GamesBattlefield 2 ServerBF2CC f2ccd.exe (this will start the daemon on your server).

Section 3: Installing Point of Existence v1.0.0 Server Files
----
1. Download PoE2_v1.0.0-windows-server.zip
2. Extract PoE2_v1.0.0-windows-server.zip to C:Program FilesEA GamesBattlefield 2 Servermods
3. To specify if your server will use the below settings, edit:
C:Program FilesEA GamesBattlefield 2 Servermodspoe2settingspoe2settings.con

Dome of Death (anti-base camping for Conquest) will bleed a player too close to enemy non-caps
Select 1 for enabled, or 2 for disabled.

Nuke Timelimit (round time for Nuke Objective game mode), enter minutes in multiples of 10 (example 30 for 30 minute round).

Demo Recording (enables admins for your server to start/stop demo recording while the game is playing using chat commands)
1 for enabled, 2 for disabled.

4. If you plan to use Demo Recording, edit this file and put in the names of the admins you wish to grant access to the Demo
Recording system. Enter each name on a seperate line, and include any clan tags (example [POE2] Mach10)
C:Program FilesEA GamesBattlefield 2 Servermodspoe2settingsdemoRecording.con

Section 4: Connecting and staring your PoE2 Server
----

1. Download the latest BF2CC Client Files (version 1.2.2303).
2. Extract these files to C:BF2CC
3. Double click bf2cc.exe

4. Select BF2CCDaemon from the Connection Type.
5. Enter the IP Address for your server.
6. Click the login button to connect to your server.
7. Select the Maplist icon int eh toolbar.
8. In the Mod drop-down menu, select poe2
9. Add the your desired maps by highlighting them, then clicking the ">>" button.
10. Select the map size for you maps in the Current Maplist window (16/32/64).
11. When satisfied, Click the disk (save) icon in the lower "Dashboard".
12. Click the "Start BF2 Server Button"

Additional information, advanced setups and screen images coming soon...

PoE2 Info For Server Managers

Map Names, Sizes and Gamemodes

Maps	Conquest 16	Conquest 32	Conquest 64	Frontline 16	Frontline 32	Frontline 64	Nuke 16	Nuke 32	Nuke 64
Battle of Sambir	X	X	X						
Carpathian Mountains	X	X	X				X	X	X
Dnipiro Sunrise	X	X	X		X				
Dnister River Valley	X	X	X		X				
Fallen	X	X	X						
First Snow	X	X	X		X				
Guardian	X	X	X		X				
Highway to Hell	X	X	X		X				
Lutsk	X	X	X		X				
Orel	X	X	X		X				
Rivne	X	X	X		X				
Rolling Thunder	X	X	X						
Zhytomyr	X	X	X		X				

Basic Server Options:

How to modify custom PoE2 server settings:
Open up the POE2Settings.con file found in your mods/poe2/settings/ folder in notepad or any other text editing software. Here you will seesettingsfortheDomeofDoom(1=on/2= off), time it takes to launch the nuke in nuke objective mode (minutes) andasettingforthedemorecording(1=on/2=off). Simply change the setting for any of these features, and then close and save the file.

BF2CC Running Custom Gamemodes:
Add the desired maps and their sizes (as noted in the available gamemodes and sizes above.)
Then goto File; Apply Custom Gamemode and enter either: gpm_nuke or gpm_fl
Then click save, and start your server.

Note only apply gpm_nuke or gpm_fl to maps and sizes that have that option (as noted Above).

Demo recording:
PoE2 comes with a simple to use in game chat system for people wanting to do demo recordings on their server. To get this working on your server open up the mods/poe2/settings/demoRecording.con file in notepad or any other text editing software. Add the in game name (username) of any people you want to be able to use the demo recording and then close and save the file. Next you have to make sure that demo recording is enabled on the server. To do this open up the POE2Settings.con file found in your mods/poe2/settings/ folder in notepad or any other text editing software and make sure that the number for demo recording is 1 (on).

PoE2 Info For Linux Server Installs

For those of you that wish to set up a linux dedicated PoE2 server, this tutorial is for you. Keep in mind that this was done on a RedHat Linux ES Operating System. BF2CC will also be configured for DAEMON mode in this tutorial, which makes configuration easier and more robust.

Again, this was created on a RedHat ES system, many other linux distros should work just fine with these settings, or might require small tweeks. BSD might be the only flavor in the linux world that might be different. I am not familiar with BSD so if there are differences, I don't know them off hand.

Things you will need before getting started

1. A Linux machine that has an Internet connection
2. The root password for your system
3. A user account which will run the actual BF2 binaries (non-root)
4. A group created for gaming
5. A directory on your system where you want to put the PoE2 server
6. The Linux BF2 dedicated server, mono, and bf2cc (I will have a link for these below)
7. A directory to store the archives after installing, OR, you can delete them
8. A working version of the linux utliity **screen**

* **For the purpose of this document, we will use the following criteria:**

User Account Name for #3 above: **poe2**

Directory We Will Install To : **/var/bf2**

Group We Will Create : **frag**

Let's Begin

Step 1: Become root

```
[eq@gamesrv03 ~]$ su -
Password:
[root@gamesrv03 root]#
```

Step 2: Create group **frag**

```
[root@gamesrv03 bf2]# groupadd bf2
[root@gamesrv03 bf2]#
```

Step 3: Create user **poe2**

[root@gamesrv03 bf2]# **useradd -d /var/bf2 -c PoE2 -g bf2 poe2**
[root@gamesrv03 bf2]#

(You can check /etc/passwd and /etc/group to verify that everything was added ok)

Step 4: Create BF2 Root Directory - **/var/bf2**

[root@gamesrv03 bf2]# **mkdir -p /var/bf2**
[root@gamesrv03 bf2]#

Step 5: cd to /var/bf2 and download **neccessary linux files**

[root@gamesrv03 bf2]# **cd /var/bf2**
[root@gamesrv03 bf2]#

Now, we need to download the all important files

Note: These files are in their original form which means unmodified, feel free to
test their integrity using md5sum

Download LINUX BF2 Files HERE - (Includes bf2 linux dedicated, mono, and bf2cc server and client)

Download PoE2 Linux Server HERE

---- **OR** ----

You can also download them straight from the linux server itself using wget (Recommended)

[root@gamesrv03 bf2]# **wget http://209.179.23.33/bf2_cc_mono.tar**
[root@gamesrv03 bf2]# **wget http://209.179.23.33/PoE2_v1.0.0-linux-server.zip**

Step 6: Untar the files we just downloaded - **bf2_cc_mono.tar**

[root@gamesrv03 bf2]# **ls -l**
total 448516
-rw-r--r-- 1 root root 78692297 Aug 22 16:40 PoE2_v1.0.0-linux-server.zip
- rw-r--r-- 1 root root 380129280 Aug 23 17:13 bf2_cc_mono.tar

[root@gamesrv03 bf2]# **tar xvf bf2_cc_mono.tar**
BF2CCD_1.2.2303.zip
BF2CC_Client_1.2.2303.zip
bf2-linuxded-1.1.2878-710-installer.sh
mono-1.1.12.1_0-installer.bin
[root@gamesrv03 bf2]#

Step 7: Install the linux Battlefield 2 binaries - **bf2-linuxded-1.1.2878-710-installer.sh**

[root@gamesrv03 bf2]# **chmod 755 bf2-linuxded-1.1.2878-710-installer.sh**

[root@gamesrv03 bf2]# **./bf2-linuxded-1.1.2878-710-installer.sh**
Verifying archive integrity... All good.
Uncompressing Battlefield 2 Dedicated Linux Server 1.1.2878-710...
....
....

You will now be shown the EULA for the BF2 dedicated Linux server.
Press return to continue.

*** **Hit ENTER and then SPACEBAR through the EULA**

Please type 'accept' or 'decline': **accept**

You will now be shown the EULA for PunkBuster. Press return to continue.

*** **Hit ENTER and then SPACEBAR through the Punkbuster EULA**

Would you like to install the PunkBuster software now?
Please type 'yes' or 'no': **yes**

The target installation directory is where the bf2 directory will be created
and must be an existing directory.
Enter your target installation directory: **/var**
Installing BF2 to /var/bf2...
Installing PunkBuster...

Installation complete.
[root@gamesrv03 bf2]#

Step 8: Install mono (Needed by BF2CCD to run) - **mono-1.1.12.1_0-installer.bin**

[root@gamesrv03 bf2]# **chmod 755 mono-1.1.12.1_0-installer.bin**
[root@gamesrv03 bf2]# **./mono-1.1.12.1_0-installer.bin**

Welcome to the Mono Setup Wizard

Please read the following License Agreement. You must accept the terms of this
agreement before continuing with the installation.

Press [Enter] to continue :

*** **Hit ENTER 38 TIMES To scroll through their EULA**

Do you accept this license? [Y/n]: **Y**

Please specify the directory where Mono will be installed

Installation Directory [/opt/mono-1.1.12.1]: **/var/bf2**

The directory /var/bf2/bin needs to be added to your path in order to run Mono. Setup will modify your ~/.bashrc, ~/.profile files as required. Alternatively you can choose 'No' below, and add the directory manually after installation. [Y/n]: **Y**

Setup is now ready to begin installing Mono on your computer.

Do you want to continue? [Y/n]: **Y**

Please wait while Setup installs Mono on your computer.

Installing
0% _____ 50% _____ 100%
###############################

Setup has finished installing Mono on your computer.

View Readme file? [Y/n]: **n**

[root@gamesrv03 bf2]#

Step 9: Install BF2CCD - **BF2CCD_1.2.2303.zip**

[root@gamesrv03 bf2]# **unzip BF2CCD_1.2.2303.zip**
Archive: BF2CCD_1.2.2303.zip
inflating: Linux_Readme.txt
inflating: Readme_1.2.2290.txt
inflating: BDSoft.BF2.Server.dll
inflating: bf2ccd.exe
inflating: modmanager-v1.2.zip
[root@gamesrv03 bf2]#

*** Now we need to also unzip modmanager-v1.2.zip

[root@gamesrv03 bf2]# **unzip modmanager-v1.2.zip**
Archive: modmanager-v1.2.zip
inflating: ModManager.txt
inflating: admin/mm_utils.py
inflating: admin/modmanager.py
creating: admin/modules/
inflating: admin/modules/mm_announcer.py
inflating: admin/modules/mm_autobalance.py
inflating: admin/modules/mm_banmanager.py
inflating: admin/modules/mm_bf2cc.py
inflating: admin/modules/mm_clanmatch.py
inflating: admin/modules/mm_kicker.py
inflating: admin/modules/mm_logger.py
inflating: admin/modules/mm_rcon.py
inflating: admin/modules/mm_reserver.py

```
inflating: admin/modules/mm_sample.py
inflating: admin/modules/mm_tk_punish.py
inflating: mods/bf2/settings/modmanager.con
inflating: mm_licence.txt
[root@gamesrv03 bf2]#
```

Step 10: Install Point Of Existence 2**PoE2_v1.0.0-linux-server.zip**

```
[root@gamesrv03 bf2]# mv PoE2_v1.0.0-linux-server.zip mods
[root@gamesrv03 bf2]# cd mods
[root@gamesrv03 mods]# ls -l
total 76936
-rw-r--r-- 1 root root 78692297 Aug 22 16:40 PoE2_v1.0.0-linux-server.zip
drwxr-xr-x 6 root root 4096 Aug 23 17:30 bf2
drwxr-xr-x 6 root root 4096 Aug 23 17:29 xpack
[root@gamesrv03 mods]#
```

```
[root@gamesrv03 mods]# unzip PoE2_v1.0.0-linux-server.zip
Archive: PoE2_v1.0.0-linux-server.zip
creating: poe2/ai/
inflating: poe2/ai/aibehaviours.ai
inflating: poe2/ai/aidefault.ai
inflating: poe2/ai/aidefaultstrategies.ai
inflating: poe2/ai/aidefaultstrategiesadd.ai
inflating: poe2/ai/aipathfinding.ai
inflating: poe2/ai/airadiomessages.ai
inflating: poe2/ai/botnames.ai
inflating: poe2/ai/soldier.con
inflating: poe2/ai/vehicle.con
inflating: poe2/bst_archive.md5

…

inflating: poe2/serverarchives.con
creating: poe2/settings/
extracting: poe2/settings/demorecording.con
extracting: poe2/settings/maplist.con
inflating: poe2/settings/poe2settings.con
inflating: poe2/settings/serversettings.con
inflating: poe2/std_archive.md5
inflating: poe2/std_archive_mod.md5
[root@gamesrv03 mods]#
```

Step 11: Clean up files and move original download files to storage, or delete

*** NOTE: You can choose whatever directory you want to store these files, or you can delete them

```
[root@gamesrv03 mods]# mkdir /var/gamefiles ; chown poe2:frag /var/gamefiles
[root@gamesrv03 mods]# mv PoE2_v1.0.0-linux-server.zip /var/gamefiles/
[root@gamesrv03 mods]# cd ..
[root@gamesrv03 mods]# rm *.desktop
```

(NOTE: *.desktop files are created by mono on install and are NOT needed)

[root@gamesrv03 mods]# **mv BF2C*.zip /var/gamefiles/**
[root@gamesrv03 mods]# **mv bf2-linuxded-1.1.2878-710-installer.sh /var/gamefiles/**
[root@gamesrv03 mods]# **mv mono-1.1.12.1_0-installer.bin /var/gamefiles**
[root@gamesrv03 mods]# **rm -f bf2_cc_mono.tar**
[root@gamesrv03 mods]# **mv modmanager-v1.2.zip /var/gamefiles/**

Step 12: Make minor changes to bf2 serversettings.con and to PoE2 configs

[root@gamesrv03 bf2]# **cd mods/bf2/settings/**
[root@gamesrv03 settings]# **vi serversettings.con**

*** NOTE: There are only a few things to change in here. Changing the settings in here will make setting your server up through BF2CC easier and will ensure that you have it set to INTERNET, and also PUNKBUSTER ENABLED, along with the MaxPlayers that you will have at any given time.

*** I am assuming you know how to use basic commands in vi. If you have not used vi before, it can be quite confusing. There are many basic tutorial on how to use this word processor, google.com is your friend.

Otherwise, if you simply cannot get the file edited correctly, you may skip this step and you will need to make sure through BF2CC that you have INTERNET selected and PUNKBUSTER enabled. I recommend you figure out how to use vi to make the below changes, it will make your life easier. BF2CC loads up a default profile which is read from this initial serversettings.con file. After that, you can use BF2CC to create new profiles as needed.

Change the variables in serversettings.con to reflect the below changes

sv.serverName "Your server name here"
sv.internet 1
sv.punkbuster 1
sv.maxPlayers 64

Save the file now.

PoE2 Configuration files to change

[poe2@gamesrv03 bf2]$ **cd /var/bf2**
[poe2@gamesrv03 bf2]$ **cd mods/poe2/settings**
[poe2@gamesrv03 bf2]$ **vi poe2settings.con**

#Bleed player close to enemy base 1=On 2=Off
1
#Timelimit for Nuke Object game mode in minutes, use multiple of 10
30
#Demorecording 1=On 2=Off
1

The file is layed out for 3 different configurations. In this default example, we see that **Bleed player close to enemy base is ON, the timelimit for Nuke Object game MODE is set to 30 minutes (in multiples of 10 like it says), and finally, whether or not DEMO RECORDING can happen**. In this case we see it is enabled.

Save The File If You Made Changes

Now, we will look at the file called **demorecording.con**. This file is used to allow players to record demos from this server. The format is:

CLAN TAG <seperated by space> PLAYER NAME

[i]As an example, I have added myself to this file to allow myself to record demos:

(***** Note: This file is case insensitive. Upper or lower case does not matter.**)

Pwn* BludGeonT

Save The File If You Made Any Additions or Changes

Step 13: Set Permissions on all bf2 files to be the user we created in Step 3 - **poe2:frag**

```
[root@gamesrv03 settings]# cd /var
[root@gamesrv03 var]# chown -R poe2:frag bf2
[root@gamesrv03 var]# cd bf2
[root@gamesrv03 bf2]# ls -l
total 5376
-rw-r--r-- 1 poe2 frag 319488 Apr 22 02:31 BDSoft.BF2.Server.dll
-rw-r--r-- 1 poe2 frag 496 Apr 6 18:59 Linux_Readme.txt
-rw-r--r-- 1 poe2 frag 23807 Apr 20 19:12 ModManager.txt
-rw-r--r-- 1 poe2 frag 29599 Apr 9 21:37 Readme_1.2.2290.txt
drwxr-xr-x 4 poe2 frag 4096 Aug 23 17:53 admin
drwxr-xr-x 4 poe2 frag 4096 Aug 23 17:29 adminutils
-rw-r--r-- 1 poe2 frag 258048 Apr 22 02:31 bf2ccd.exe
drwxr-xr-x 4 poe2 frag 4096 Aug 23 17:44 bin
drwxr-xr-x 3 poe2 frag 4096 Aug 23 17:44 etc
drwxrwxr-x 2 poe2 frag 4096 Aug 23 17:44 html
drwxr-xr-x 3 poe2 frag 4096 Aug 23 17:44 include
drwxr-xr-x 14 poe2 frag 4096 Aug 23 17:44 lib
-rwxr-xr-x 1 poe2 frag 1410 Aug 23 17:30 lowercaseDir.py
-rw-r--r-- 1 poe2 frag 4891 Jul 9 2005 mm_licence.txt
drwxr-xr-x 5 poe2 frag 4096 Aug 23 18:09 mods
drwxr-xr-x 4 poe2 frag 4096 Aug 23 17:30 pb_amd-64
drwxr-xr-x 4 poe2 frag 4096 Aug 23 17:30 pb_ia-32
-rw-r--r-- 1 poe2 frag 2872597 Aug 23 17:30 pylib-2.3.4.zip
drwxr-xr-x 3 poe2 frag 4096 Aug 23 17:30 python
drwxr-xr-x 3 poe2 frag 4096 Aug 23 17:30 python_xpack
drwxr-xr-x 2 poe2 frag 4096 Aug 23 17:30 readmes
-rw-r--r-- 1 poe2 frag 468 Aug 23 17:30 rotate_demo.cfg
drwxr-xr-x 16 poe2 frag 4096 Aug 23 17:44 share
-rwxr-xr-x 1 poe2 frag 378 Aug 23 17:30 start.sh
-rwxrwxrwx 1 poe2 frag 1892442 Aug 23 17:44 uninstall
[root@gamesrv03 bf2]#
```

*** NOTE: As we can see, the last chown -R command went through the whole bf2 tree and set the proper permissions. Running game servers as root is a BAD idea. Always run game servers as a non-root user.

Step 14: Start up a screen session as the poe2 user

[root@gamesrv03 bf2]# **su - poe2**

(Do some setup stuff for screen to work with our setup)
[poe2@gamesrv03 bf2]$ **echo "multiuser on" >> /var/bf2/.screenrc**
[poe2@gamesrv03 bf2]$ **echo "acladd root" >> /var/bf2/.screenrc**

[poe2@gamesrv03 bf2]$ **screen -dmS PoE2**
[poe2@gamesrv03 bf2]$ **ln -s /var/bf2/.screen /tmp/screen-poe2**

(Detach from the screen session - holding down CTRL, hit a, then hit d)
[poe2@gamesrv03 bf2]$ **CTRL A D**
[root@gamesrv03 bf2]#

Step 15: Attach to the poe2 screen session and set the proper path for mono binary

(**List the screen session for user poe2 while logged in as root**)

[root@gamesrv03 tmp]# **screen -ls poe2/**
There are several screens on:
32012.PoE2 (Multi, detached)
2 Sockets in /tmp/screen-poe2.

[root@gamesrv03 bf2]#

(**Attach to the screen session for user poe2 while logged in as root**)

[root@gamesrv03 bf2]# **screen -r poe2/32012**

(NOTE: The 32012 stands for the PID of the screen session, each time you create a new screen, this number will change. Change your entry accordingly when attaching

[poe2@gamesrv03 bf2]$

Now, we need to add the location of the mono program into our PATH variable

[poe2@gamesrv03 bf2]$ **sh**
sh-2.05b$ **echo $PATH**
/bin:/usr/bin:/usr/local/bin:/usr/bin/X11:/usr/X11R6/bin

sh-2.05b$ **PATH=$PATH:/var/bf2/bin**
sh-2.05b$ **export PATH**

Now, we need to make sure that mono is functioning, if you see output like the below, you know you have it done right.

sh-2.05b$ **mono**
Usage is: mono [options] program [program-options]

Development:
--aot Compiles the assembly to native code

--debug Enable debugging support
--profile[=profiler] Runs in profiling mode with the specified profiler module
--trace[=EXPR] Enable tracing, use --help-trace for details
--help-devel Shows more options available to developers

Runtime:
--config FILE Loads FILE as the Mono config
--verbose, -v Increases the verbosity level
--help, -h Show usage information
--version, -V Show version information
--optimize=OPT Turns on or off a specific optimization
Use --list-opt to get a list of optimizations
--security Turns on the security manager (unsupported, default is off)
sh-2.05b$

Step 16: Fire up first time configs for bf2ccd.exe via mono

sh-2.05b$ **mono bf2ccd.exe -configdaemon**
Root Game Folder [/var/bf2]: **enter**
Game executable [start.sh]: **enter**
Game executable arguments: **enter**
Daemon listen IP [0.0.0.0]: **Put The Listening IP Address Of Your Machine Here**
Daemon listen port [4712]: **enter**
Admin Password [Blank to skip]: **Enter a PW and Write it DOWN**
Confirm Password: **Re-enter the PW you just set in the previous step**

BF2CCD Initalized. Use 'mono bf2ccd.exe -help' for additional options.

* You are now able to connect to your server via BF2CC client that is installed on your game machine, or any other Windows based machine. The login will be **admin** and the password will be what you set above.

If you stay attached to the screen, you will see the server fire up in the screen session. It will look something like this:

Battlefield II Dedicated Server v1.1.2878-710.0(IA-32)
"PoE2-West01 Earthlink Ultimate Gaming" Average FPS: 25 [d:0, o:117]
IP: 209.179.23.13 Port: 16567 (PB) Map: zhytomyr
Game mode: gpm_cq/64 Mod: poe2
Players: 0/54 (4 r) (0 connecting) Round: 1/3 Status: [playing]

Loaded 16%
Loaded 17%
Loaded 18%
Loaded 19%
Loaded 20%
Loaded 21%
Loaded 22%
Loaded 23%
Loaded 24%
Loaded 25%
Loaded 26%
Loaded 27%
Loaded 28%
Loaded 30%

Loaded 31%
Loaded 100%
PunkBuster Server: pb_sv_SsNext = 606284 (0 to 999999)
PunkBuster Server: pb_sv_LogCeiling = 1000 (10 to 999999)
PunkBuster Server: pb_sv_LogNext = 5 (1 to 999999)
PunkBuster Server: 0 Power Players loaded from /ms/svc/earthquake/game_images/bf2/pb/pbpower.dat
PunkBuster Server: 0 PB Rcon Filters loaded from /ms/svc/earthquake/game_images/bf2/pb/pbrcon.dat
PunkBuster Server: 0 Map lines loaded from /ms/svc/earthquake/game_images/bf2/pb/pbsvmaps.cfg
PunkBuster Server: Attempting to resolve master7.evenbalance.com
PunkBuster Server: Resolved to [216.240.146.139]
PunkBuster Server: PunkBuster Server (v1.247 | A1365 C1.259) Enabled
PunkBuster Server: Game Version [1.1.2878-710.0]

If you would like to have people immediately connect now, you will first need to get punkbuster updated to current versions or it will kick people while it is still updating. Enter the commands below to update punkbuster manually (quicker than automatic)

> **pb_sv_update**
PunkBuster Server: Master Query Sent to (MASTER6.EVENBALANCE.COM) 69.59.149.240
PunkBuster Server: Received Master Security Information
>

You will see messages that Punkbuster is receiving htm or other files. It will take around 5 to 10 minutes to fully update to current versions. This is completely normal. Alternatively, you do not have to do this, but it may take one to several hours for the server to automatically update itself.

Now Detach from the screen session (Holding down CTRL hit a then d):

CTRL A D

Step 17: Set MAP to activate PoE2

[i]Now, you just need to configure your server from within BF2CC, everything else is already set for you. To activate PoE2, either check out the other Tutorial on this forum, or simply goto MapLists and choose **poe2** from the mods selection, and then choose your maps, then restart the server.

**** YOURE DONE ****

Whew!

I hope this helps someone out, there may be slight variances in the setup, but from a RedHat point of view, this is how I get things working.

Keep in mind that if you run multiple servers on one machine that there will be changes to some of the prompts throughout this tutorial. This tutorial is basically to set up one BF2 game server instance on one machine.

pz

BludGeonT[EUG]
Earthlink Ultimate Gaming

www.EarthlinkUltimateGaming.com
Architect / Head Admin

Team

Point of Existence Development Staff
(Alphabetical Order)

Department Managers

- **Geledonutt** 3D Art, Founder, Skinner 🇺🇸 Personal Website

- **[tR]Greasy_Mullet** Level Designer 🇺🇸

- **Hathcock** Project Leader 🇺🇸

- **Macht_Tot** Animator, 3D Modeler 🇺🇸

- **=RAV=Daarken** Lead Tester 🇺🇸

- **Seigman** Coder 🇳🇴

- **Ziggy** Webmaster 🇺🇸 Personal Website

Development Staff

- **AgentX** Animator/Modeler/Skinner 🇺🇸

- **busy** Music Composer & Engineer 🇫🇷

- **CMikey** Coder 🇦🇹

- **Devil** GFX/2D Art 🇺🇸 Personal Website

- **D_FAST** Coder, Modeller 🇺🇸

- **DrunkenPirate** Forum Administator 🇬🇧

- **Ga-Knomboe Boy** Level Designer 🇦🇺

- **IllicitFilms** Mapper/Movie Maker 🇺🇸

- **jilted** Environment Modeler/Skinner Personal Website
- **KCT** Modeler/Skinner
- **KmKz** Coder Personal Website
- **Mach10** Coder Personal Website
- **[EA]Matt** Programming, Scripting
- **Melugo** Coder
- **Nello** Modeler Personal Website
- **ProZac** Sound Engineer
- **|WSS|Raptor** Coder
- **Sarge** Skinner
- **Sgt. Wedge** Level Designer
- **Spitfire** Skinner
- **Squirrelly** Environmental/Texture Artist
- **Wuzit** Coder

Testing

- **Yomo** (Euro)

Research & Development

- **Airborne** Military Advisor
- **Arkane** Military Advisor
- **CW2. Wells** Military Advisor

- **Hickman** Military Advisor

- **Grennie_Dirk** Public Relations, Military Advisor