

PRIMA'S OFFICIAL STRATEGY GUIDE

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BATTLEFIELD

VIETNAM



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Game Experience May Change During Online Play

BATTLEFIELD

VIETNAM

PRIMA'S OFFICIAL STRATEGY GUIDE

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MULTIPLAYER TIPS FROM THE TESTERS

TIPS FROM TESTER JOSE GONZALES

VEHICLES

- ✘ Teamwork is now necessary to capture the flags. Knowing this, it is always helpful to stick with your buddies (this includes buddies in your vehicle). Friends hanging out in the back of your BTR-60 or M-113 will be effective in turning over those flags quickly.
- ✘ Mobile armored transport is very effective when capturing a flag. Driving into the radius of a CP (Control Point) flag with your BTR-60 or M-113, and jump into one of the rear seats (protected by the vehicles armor). A person sitting in the driver's seat will be exposed for an easy enemy headshot.
- ✘ Airlifts can be used as a weapon. Using the chopper, drop airlifted empty U.S. vehicles to squash enemies below (as a form of bomb), or airlift and drop an enemy driven U.S. vehicle.
- ✘ Exposed infantry with weapons are invaluable when they are your passengers (for example: the soldier sitting in position #2 of the jeep). This is the case with a friendly engineer. When driving into battle with your jeep, make sure you have the exposed soldier continually fixing the vehicle with the wrench. This will make your head-on vehicle assaults more effective.

INFANTRY

- ✘ You don't have to shoot the wooden plank for the spiked log trap to trigger. Be sneaky and plant explosives by the plank (C4, TNT, etc), then hide somewhere within sight of the trap, and detonate it when you see enemy soldiers run by.

- ✘ Take mines and booby traps off vehicles when you see one of your buddies about to get in. Only the person who threw them down can pick them up with the assigned "pick up item" key.
- ✘ N.V.A. Punji Sticks and Caltrops are extremely helpful in holding off infantry. Drop them across infantry entry points to your CP.

MOBILE SPAWN POINTS

- ✘ Mobile spawn points are invaluable to your team. If placed in the right spot, they can help you capture a CP quickly. The N.V.A. can do this by placing the tunnel (with the shovel engineer), or by hovering over a CP with the Mi8 cargo (and having soldiers jump out the back). The U.S. can do the same by airlifting/dropping the ammo crate or TANGO near a CP via helicopter airlift.
- ✘ Mobile spawn tunnels or crates may be dropped near your CP. Be sneaky and steal the N.V.A. shovel from the Engineer's Kit or a U.S. helicopter, and move the spawn point. Now your enemy will have to walk a long way to gain access to a CP or vehicle.

MAPS

- ✘ In "Operation Flaming Dart," be aware that you can stop aircraft from spawning by destroying their airbase guard towers (this goes for U.S. and N.V.A. airbases).

TIPS FROM TESTER SHAN SIMPSON

- ✘ If you are on the N.V.A. side with a spawn tunnel entrance, keep moving it. At least one person on your team should always use the Engineer Kit with the shovel. Never leave it in the same spot for too long. If the U.S. team pays attention, they can track the tunnel entrance and destroy it. Move it to out of the way areas, nothing too obvious. It can mean the difference between the N.V.A. winning or loosing the map.
- ✘ Always take a copilot/extra gunners in your U.S. helicopters. The helicopters can be very powerful with a good pilot, but their lethality instantly goes up with a copilot in the Cobra, Huey Assault, and the Chinook. The only way the Huey Transport can defend itself is with gunners. It is always more effective to wait for your teammates.
- ✘ Utilize the indirect fire feature of the mortar. A lot more kits have binoculars in *Battlefield Vietnam* than *Battlefield 1942*, so use them to scout for your mortar carrying engineers. The mortar is the most versatile artillery, so use it. It's not hard for an organized team to clear out an enemy Control Point from a distance, then quickly swarm it with the mortar engineers.

TIPS FROM TESTER CHRIS TOU

- ✘ The RPD (V.C./N.V.A.) and M60 (U.S.) heavy machine guns are excellent infantry-based anti-aircraft weapons, especially versus helicopters. No ZSU? No problem. Spawn in with an M60 or RPD and rip the chopper apart. Just make sure you take cover when the chopper turns to face you!
- ✘ When trying to capture a spawn point, swarm it! The more people you have within a Control Point's capture range, the faster it is capped! Load up a full Huey or Mi8 transport, fly to a Control Point, and hover in capture range for near-instantaneous captures!
- ✘ For the U.S., find and destroy those N.V.A./V.C. mobile spawns, fast! Make sure you capture the Control Points that spawn the mobile spawns too, so that it does not respawn.
- ✘ Drivers and sometimes the passengers in APCs can be killed even while in the vehicles, so be careful.
- ✘ Team up a fighter and an attack chopper. Have the fighter do area sweeps, so that enemies show up on the radar. Then have him communicate the location to a nearby attack chopper. This strategy is especially effective for the U.S., when trying to find N.V.A./V.C. tunnels.
- ✘ The helipad on top of the U.S. TANGO can repair and reload choppers.
- ✘ Watch that foliage! It can be your friend by providing you cover, but also your enemy by providing your attacker cover.
- ✘ Be careful when firing heat-seeking missiles (Cobra/F4/SA-7). They are indiscriminate, and can home in on and hit both friend and foe.
- ✘ Homing missiles can home in on both air and land vehicles.



- ✘ If you don't have a copilot in your Cobra to fire those heat-seekers for you, you can do it yourself! If you're flying high enough, and fast enough, you can switch to the copilot's position, fire the heat-seekers, then switch back to the pilot's seat and recover the chopper's controls.
- ✘ Remember that all U.S. Special Forces kits carry their own med pack. You can heal yourself or your teammates.
- ✘ Both the U.S. and N.V.A./V.C. APC (BTR-60 and M-113) and the PT-76 tank are amphibious. Use them to your advantage to sneak behind enemy lines using a river or waterway.

TIPS FROM TESTER JEFF WOOD

- ✘ Use the 3-D map to show you where your teammates are on the ground. This allows you to drop napalm with excellent accuracy and few accidental friendly fire incidents, all while providing top-notch support for your ground units; for example, if you see your teammates in a fire fight, with the 3-D map on, you can distinguish friend from foe and napalm the enemy units to help your teammates.
- ✘ Helicopter transports are one of your most powerful tools. A fully loaded Chinook, Huey Slick (transport), or Mi8 can land inside an enemy base and capture it in a matter of seconds. If you manage to take over the enemy's main base, you will radically turn the battle to your favor.

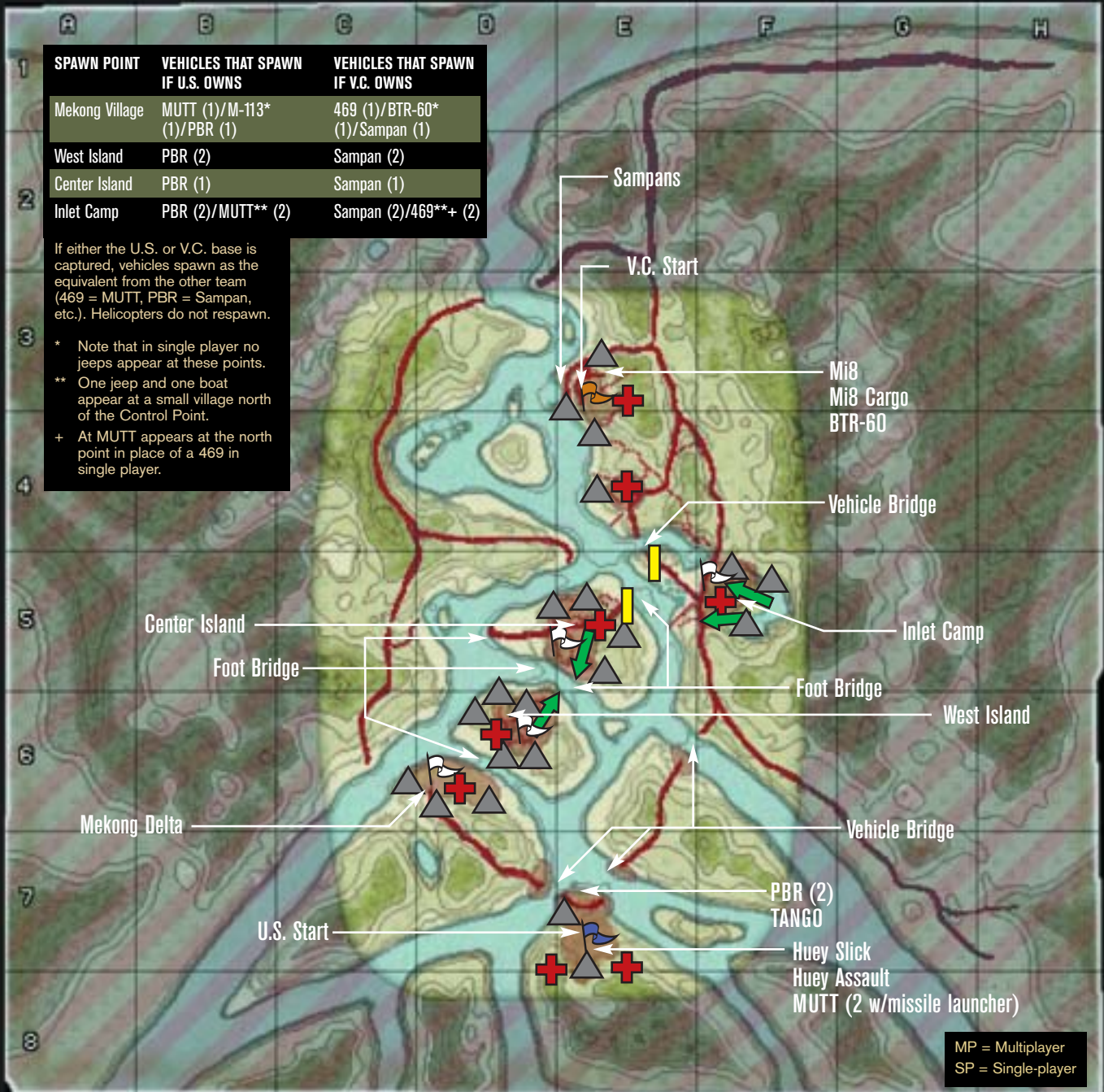
- ✘ The N.V.A. mobile tunnel spawn system is the N.V.A.'s great equalizer. While the U.S. has better all-around fire power, the N.V.A. can typically rely on sneakiness to win a battle. Using the N.V.A. shovel from the Engineer Kit, pick up a mobile tunnel spawn (E), make your way to a major enemy base, equip the shovel, and plant the tunnel. This allows your entire team to spawn right at the enemy base and capture it before the U.S. even realize what is going on.
- ✘ The U.S. mobile spawn system is a bit trickier to use, but just as effective. Since the Air Cav. crate is so large and easy to spot, you can't place it just anywhere. Dropping the crate behind walls, in ditches, behind hills, and away from active spawn points make this crate the most effective. You can't place the crate right inside an enemy base since it will be seen immediately, and destroyed just as fast.
- ✘ Be sure to clean out any leftover mobile spawn objects or vehicles after taking over an enemy base! If the enemy still has a spawn tunnel, crate, helicopter, or boat, they can take their base back, even after you've taken it from them! So destroy those quickly!
- ✘ When no copilots are available to help you fly the Cobra, make use of the copilot's heat seeker missiles by flying decently high into the air, switching to the second seat, firing off a heat seeker or two, then switching back to the pilot's seat. This allows you to utilize both the pilot's main rockets as well as the copilots heat seeker missiles, even with just one person in the vehicle.



- ✗ On air maps, disabling the enemy's airfield gives you a major advantage over your enemy. On maps with air control towers, destroying the towers destroys the enemy's ability to spawn at that location. Vehicles will no longer spawn there, and players can no longer spawn there.
- ✗ On the same note, enemies can destroy your air control towers and cripple your defenses. You can repair air control towers, so keep them in good shape if you want to win!
- ✗ Mobile spawns come in many shapes, the U.S.'s TANGO and the N.V.A.'s Mi8 Cargo are important assets to victory. Keeping the other team's mobile spawns neutralized and utilizing yours effectively is key to victory.
- ✗ As a sniper, stay mobile. Muzzle flashes are easy to spot. If you stay in the same position for more than a few kills, you'll be spotted and eliminated.
- ✗ On linear maps such as Ho Chi Minh Trail or Cambodian Incursion, don't limit yourself to the common assault path. Sneak around the side of the battle and work your way behind the enemy to capture their rear bases without firing a shot.
- ✗ As Special Forces, don't forget that you have a med pack! Use it!
- ✗ When flying, occasionally cycle through your external camera views. This gives you a good view the battlefield and helps you spot enemy aircraft before they spot you.
- ✗ Heat seekers don't discriminate, they kill teammates just as readily as they kill enemies.
- ✗ Just because you don't have a surface-to-air missile doesn't mean you can't defend against air assaults. Your machine gun or rifle does respectable damage to most air vehicles, especially jets.
- ✗ If an enemy helicopter is holding you down, grab a machine gun (M60 or RPD). Shoot at the helicopter from cover whenever it is not facing you. When the helicopter turns around to look for you, stop firing. Your muzzle flash will give away your location, and a good pilot will kill you immediately.
- ✗ Machine guns make better anti-air weapons than rockets or missiles, use them accordingly.
- ✗ Assault rifles and machine guns are the bread and butter of Vietnam.



OPERATION GAME WARDEN



January 15, 1965. Operation Game Warden and other operations like it were part of early attempts by the U.S. to help the South Vietnamese combat the movement of supplies along the Mekong Delta. The North would move supplies through Laos and Cambodia, then down the rivers near the Mekong. Operation Game Warden is a Head On Map. Each force begins with one Control Point. The force that controls the majority of Control Points causes the other team to begin a constant ticket loss.

Ammo	Health Kit
Bunker	Tower
Control Point	
V.C. Control Point	
U.S. Control Point	

U.S. VEHICLES

VEHICLE	TYPE	WEAPONS	USAGES
Huey Slick	Helicopter	M60 machine guns (2)	5
Huey Assault	Helicopter	9-shot missile launchers (2), M134 auto cannons (2), M5 40mm grenade launcher	5
M-113	APC	Roof-mounted machine gun	10
PBR	Boat	Front- and rear-mounted machine guns	4
TANGO	Boat	20mm cannon, machine guns (2)	2
MUTT	Jeep	Missile launcher	10

U.S. KITS

OPTION	ASSAULT	ENGINEER	HEAVY ASSAULT	RECON
Option 1	M16, grenades	M14, torch, Claymores, wrench	M60, M79	M40 smoke grenades, binoculars
Option 2	Mossberg 500, grenades	M14, mines, mortar, wrench	M60, L.A.W.	M16 Sniper, smoke grenades, binoculars

V.C. VEHICLES

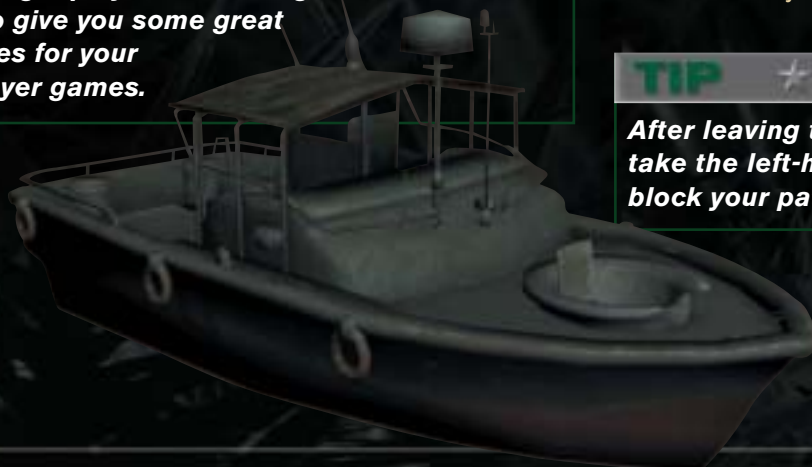
VEHICLE	TYPE	WEAPONS	USAGES
Sampan	Boat	None	3
Mi8	Helicopter	Pod-mounted missile launchers (4)	5
Mi8 Cargo	Helicopter	None	2
BTR-60	Amphibious APC	Roof-mounted machine gun	7
469	Jeep	Rear deck-mounted machine gun	11

V.C. KITS

OPTION	ASSAULT	ENGINEER	HEAVY ASSAULT	RECON
Option 1	AKMS, grenades	MAT-49, Pungi Sticks, mortar, wrench	Type56, RPG2	M91/30, Caltrops, binoculars
Option 2	Type 53, grenades	MAT-49, shovel, landmines, wrench	SA-7, Expack	Type56 Bouncing Betty, timebomb

TIP

These single-player walkthroughs can also give you some great strategies for your multiplayer games.



U.S. TEAM TACTICS



You begin at the southern tip of the Mekong Delta. After the Huey Slicks drop their personnel at the landing pads, you can proceed by land or water. If you'd rather ride into battle, jump in one of the two MUTTs near the landing pads. Be sure to pick up at least one soldier to man the rocket launcher. Or, you can follow the main force across the bridge.

Another choice is to board the TANGO at the dock (the northernmost spawn point) and proceed carefully to the north. If the boat leaves before you arrive, you can grab an empty PBR. This ride is faster, and dual machine guns, front and rear, are excellent against enemy troops lurking at the shoreline. However, when V.C. armored vehicles take aim as you make your way through the narrow inlets of the delta, you'll miss the 20mm cannon on the TANGO. No matter which craft you choose, don't linger in the boat when you reach shore, or you are dead meat.



TIP

After leaving the dock, bear to the right. If you take the left-hand inlet, rocks and debris will block your path.

Although it is tempting to zoom around the delta in your PBR, the V.C. are everywhere and they can easily pick you off from a bridge or hillside. Motor slowly through the inlets, stopping periodically to sweep the surrounding hills and tall grass for enemy troops.



Scan the opposite shoreline before wading across the river. You can't fire from the water, so travel unseen, or you won't survive the trip.

NOTE



As you and your squad move from island to island, the main force presses ahead, and they should acquire at least two Control Points on their own.



The bamboo towers along the river look like excellent ambush positions, but think again. If the V.C. sees you occupy a tower, you'll come under heavy fire.



A better strategy is to find an elevated position that offers a clear line of sight to the river. If you are lucky enough to catch a V.C. squad wading across, you'll score some easy kills, especially if you stay prone in the tall grass.

TIP



Standing still is an excellent way to die. If you need to pause, lay down, preferably in tall grass. Better yet, find some rocks or a structure where you can place a barrier behind you. It's much easier to respond to advancing enemies when you don't have to watch your six.

After securing the first Control Point northwest of your opening position, take a narrow plank bridge to the next Control Point. Like the first location, this one may already be in U.S. hands by the time you arrive. Look for a north-facing bunker that provides an excellent (and protected) view of the river and opposite hillside. You've had an easy time up to now, but you can expect heavy V.C. activity as you move to the north.



After scanning the shoreline and hills, go across the bridge or ford the river. The V.C. like to patrol the shoreline with a 469 and plenty of infantry support, so get ready to hit the ground. Just north of the bridge you'll find a smoldering helicopter wreck. Use it for cover as you scan the Control Point for V.C. before proceeding. This center island is critical to controlling the delta. Monitor this island throughout the battle, returning to defend it if necessary.





Another plank bridge on the left will take you across the river to the east. Watch for concealed ground troops and enemy helicopter fire as you cross the river, continue through the rice paddies, and approach the Control Point.

CAUTION

Enemy soldiers bail out of disabled helicopters, and they like to fire at you on the way down, so don't lose track of the parachutes. When an enemy lands, you'll have a second or two to take him out before he can aim his weapon.

Gather your troops and wade across the river to the northeast (or take the bridge if the area is clear). It is important to occupy this Control Point, because the main V.C. camp is just to the north. Look for a vicious counterattack from the hills to the west, and from circling helicopters, as the V.C. try to retake the Control Point. Don't move on until you clear the hillside of V.C. snipers, or your trip north will end before it begins.



The main V.C. Control Point is at the northern edge of the map. It is surrounded by jungle, which is at the same time a danger and an ally. A MUTT or 469 will get you there very quickly via the road, but you may run into an ambush. Drive carefully to the outskirts of the base, and then approach on foot. Watch for V.C. on the outskirts of the buildings.

CAUTION

Watch out for helicopters taking off from the V.C. base as you approach.



The V.C. will likely recapture one or more of the southern Control Points during your push to the north, so the battle is not over when you capture the northern Control Point. Load up a BTR-60 and go back to the south, where you'll encounter heavy V.C. activity. If you keep the V.C. from getting a foothold in the center of the map, you will eventually win.



V.C. TEAM TACTICS

When commanding the V.C., work your way from north to south, and time is of the essence. Unlike the armed watercraft available to U.S. troops, you have the Sampans or the BTR-60 with which to navigate the Mekong Delta. The BTR-60 is available at the main V.C. base. This is the best way to navigate the river.



Quickly move to the east before the U.S. troops arrive in force in the center of the map. When you see a U.S. squad approaching, find a concealed spot in the grass and stay prone. Let the enemies come to you, rather than trying to slug it out in the open.



TIP ★ ★ ★ ★ ★ ★ ★ ★

You can also parachute in, but be careful not to outdistance your main force, or you may find yourself in the middle of a U.S. squad.



Your best strategy is to use the cover of the jungle as you move south with the main force toward the center island. You can take this Control Point without a fight, and hook up with a BTR-60 or 469.

TIP ★ ★ ★ ★ ★ ★ ★ ★

The standard issue V.C. AK47 has a slower rate of fire and is less accurate than the M16, so swap packs with a departed U.S. soldier. If you want more firepower, look for an M60.



Follow the bridges to the main U.S. base and occupy the Control Point. V.C. helicopters can land while the base is under your control. You can find a MUTT if you quickly traverse the jungle, but watch out for enemy soldiers carrying rocket launchers.

TIP ★ ★ ★ ★ ★ ★ ★ ★

If you reach the center island with a small squad in tow, you have an excellent, elevated sight line to the next island (D, 5). Use the bunker for cover as you pick off the U.S. troops trying to get across the river.



TIP ★ ★ ★ ★ ★ ★ ★ ★

If you die repeatedly in your attempts to reach the main U.S. base, load up a helicopter and parachute in south of the base, then work your way back to the north.

BATTLEFIELD

VIETNAM

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After occupying the main U.S. base, concentrate on getting your armor deep into U.S.-occupied areas. Look for a BTR-60 and take advantage of its ability to move back and forth across the delta. When fully loaded with four soldiers, this vehicle cuts through ground troops like butter. However, its armor is thin, so watch out for U.S. soldiers toting rocket launchers. With your helicopters operating from the south, and armor controlling the middle of the map, victory is inevitable.



Use the eastern and western paths to move north and south across the map, staying away from the center island. There are elevated positions on the island, and on the surrounding shores, where enemy troops can ambush your team.

MULTIPLAYER TIPS



Lead Designer Tip

Organization is the key to victory. Coordinate attacks and defenses.

Make sure you keep an eye on the main base. Losing control of the main base will allow the opposing team to control the skies.

—AJ Marini

U.S. TEAM



If you move carefully through the delta, the PBR is very effective at clearing out the shoreline and hillsides of V.C., in advance of your ground troops.

V.C. TEAM



You can inflict serious damage against U.S. troops by monitoring the rivers from elevated positions. Watch for U.S. squads coming across the river (they can't fire while in the water).

With only Sampans to navigate the delta, you must use helicopters to deploy soldiers quickly to the center island where you can control the movement of the U.S. troops to the north. On the ground, use BTR-60s to move quickly from island to island.



WELCOME TO THE JUNGLE



■ Huge maps detailing health and ammo locations, control points, ambushing/sniping spots, and more!

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- Vehicle details, including map locations and crucial strategies for their use
- Thorough single-player maps and walkthroughs for both sides



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