BATTLEFIELD 1™
DICE™
EA™

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1914-1918. THE GREAT WAR.

World War 1—or, the "the war to end all wars"—would set the stage for armed conflict in the modern era. Just as Europe became saturated with new (and terrifying) weapons forged in the age of industrialization, the fragile alliances between these empires would completely unravel, ushering in the most destructive war the world had ever seen.

In *Battlefield™ 1,* players will experience some of the war's most important battles, big and small. Join your fellow comrades and experience the First World War.

CONTROLS

PC CONTROL INFORMATION

Battlefield 1 on PC allows you to play the game on a variety of control devices. The controls listed throughout the manual assume that you are using a keyboard and mouse. We have also provided controls for the Xbox One Wireless Controller for players who wish to use a gamepad.

KEYBOARD CONTROLS

ON FOOT

Move	W / S / A / D (QWERTY layout)
Look	mouse
Jump/Vault/Open parachute	SPACEBAR
Reload/Interact	R
Pick up	E
Switch weapon	mouse wheel up/down
Crouch	left CTRL
Prone	Z (hold)
Sprint	left SHIFT
Melee	F
Grenade	G
Use Binoculars (Single Player only)	Q (hold)
Spot	Q (tap)
Aim	right-click (hold)
Peek Over/Lean (behind cover)	right-click (hold)
Commo Rose (Multiplayer only)	Q (hold)
Fire	left-click
Accessory	T
Gadget 1	3
Gadget 2	4
Fire Mode	V
Throw Distraction (Single Player only)	C
View Map (Multiplayer only)	M
Game menu	ESC
Scoreboard (Multiplayer only)	TAB (hold)

ON HORSEBACK

Move	W / S / A / D (QWERTY layout)
Look	mouse
Reload	R
Mount/Dismount	E (hold)
Sheathe/Unsheathe Cavalry Sword	2
Increase speed	left SHIFT
Grenade	G
Use Binoculars (Single Player only)	Q (hold)
Tag enemy (Single Player only)	Q (tap)
Change camera (while aiming)	C
Aim	right-click (hold)
Commo Rose (Multiplayer only)	Q (hold)
Fire/Swing Cavalry Sword	left-click
View Map (Multiplayer only)	M
Game menu	ESC
Scoreboard (Multiplayer only)	TAB (hold)

IN VEHICLE

Steer	W / S / A / D (QWERTY layout)
Look	mouse
Switch seat	F1 / F2 / F3 / F4 / F5
Reload	R
Exit	E (hold)
Switch weapon	mouse wheel up/down
Switch camera	C
Fire	left-click
Spot	Q
Commo Rose (Multiplayer only)	Q (hold)
Brake/Reverse	S
Accelerate	W
Zoom	right-click
Gadget 1	3
Gadget 2	4
View Map (Multiplayer only)	M
Game menu	ESC
Scoreboard (Multiplayer only)	TAB (hold)

IN PLANE

Yaw	A / D
Throttle Up/Down	W / S
Pitch	up/down/left/right arrow
Roll (Multiplayer) / Turn (Single Player)	mouse
Switch seat	F1 / F2 / F3
Exit	E (hold)
Spot (Multiplayer only)	Q
Commo Rose (Multiplayer only)	Q (hold)
Aim	right-click
Fire	left-click
View Map (Multiplayer only)	M
Game menu	ESC
Scoreboard (Multiplayer only)	TAB (hold)

XBOX One WIRELESS CONTROLLER

NOTE: The control instructions in this manual refer to the Xbox One Wireless Controller configuration.

ON FOOT

Move	L
Look	R
Jump/Vault/Open parachute	A
Reload/Interact	X
Pick up	X (hold)
Switch weapon	Y
Crouch	B
Prone	B (hold)
Sprint	L
Melee	R
Grenade	LB
Use Binoculars (Single Player only)	RB (hold)
Spot	RB (tap)
Aim	LT (hold)
Peek Over/Lean (behind cover)	LT (hold)
Commo Rose (Multiplayer only)	RB (hold)
Fire	RT
Accessory	
Gadget 1	
Gadget 2	
Fire Mode	
Throw Distraction (Single Player only)	View button
View Map (Multiplayer only)	View button
Game menu	Menu button
Scoreboard (Multiplayer only)	Menu button (hold)

ON HORSEBACK

Move	L
Look	R
Reload	X
Mount/Dismount	X (hold)
Sheathe/Unsheathe Cavalry Sword	Y
Increase speed	L
Grenade	LB
Use Binoculars (Single Player only)	RB (hold)
Tag enemy (Single Player only)	RB (tap)
Change camera (while aiming)	B
Aim	LT (hold)
Commo Rose (Multiplayer only)	RB (hold)
Fire/Swing Cavalry Sword	RT
View Map (Multiplayer only)	View button
Game menu	Menu button
Scoreboard (Multiplayer only)	Menu button (hold)

IN VEHICLE

Steer	L
Look	R
Switch Seat	A
Reload	X
Exit	X (hold)
Switch weapon	Y
Switch camera	D-pad
Fire	RT
Spot	RB
Commo Rose (Multiplayer only)	RB (hold)
Brake/Reverse	L
Accelerate	L
Zoom	LT / R
Gadget 1	R
Gadget 2	R
View Map (Multiplayer only)	View button
Game menu	Menu button
Scoreboard (Multiplayer only)	Menu button (hold)

IN PLANE

Yaw	⟨L⟩/⟨L⟩
Throttle Up/Down	L↑/L↓
Pitch	R↓/R↑
Roll (Multiplayer) / **Turn** (Single Player)	⟨R⟩/⟨R⟩
Switch Seat	A
Exit	X (hold)
Spot (Multiplayer only)	RB
Commo Rose (Multiplayer only)	RB (hold)
Aim	LT (hold)
Fire	RT
View Map (Multiplayer only)	**View** button
Game menu	**Menu** button
Scoreboard (Multiplayer only)	**Menu** button (hold)

MAIN MENU

Highlights Start your *Battlefield 1* experience with a set of personalized gameplay recommendations, friend updates, community videos, progression hints, and editorial content.

Multiplayer From Operations to Quick Matches, this is where to find the game's suite of online Multiplayer options.

Campaign Choose from six story-driven War Stories, each with distinct locations and challenges.

Soldier Keep track of your online Multiplayer stats and accomplishments, or customize your loadout.

More Find your Codex's selection, Options, RSP, Credits, and Premium upgrades here.

CAMPAIGN

WAR STORIES

From the peaks of the Italian Alps to the sands of the Nefud Desert, the *Battlefield 1* campaign depicts the far-reaching scope of World War 1 through a series of episodic War Stories.

NOTE: Completing optional Challenges and finding hidden Field Manuals will yield visual weapon and vehicle modifications for use in Multiplayer.

PROLOGUE: STORM OF STEEL

Join the Harlem Hellfighters in a knock-down, drag-out battle of attrition.

FRIENDS IN HIGH PLACES

Take to the skies with two aviators as they dogfight over the Western Front, the war's primary battleground.

NOTHING IS WRITTEN

Ride with the legendary T.E. Lawrence on a mission to break the Ottoman Empire's stranglehold on the Arabian Peninsula.

THROUGH MUD AND BLOOD

Operate a tank, a then-nascent technology, with a squad of unlikely companions as you travel deep behind enemy lines.

AVANTI SAVOIA

Scale the Italian Alps and challenge the Austro-Hungarian army for an essential point of command.

THE RUNNER

Race through the chaos of the Gallipoli landing to deliver critical messages on behalf of your ANZAC commanders.

GAME SCREEN

RETICLE

The reticle in the center of the screen indicates where you are aiming. Its appearance changes depending on the type of weapon you have equipped.

EQUIPMENT

This indicates the currently equipped gadgets and selected fire mode for your current weapon.

MINI-MAP

The mini-map shows your current location along with any enemies you have spotted. The mini-map border blinks yellow or red to represent the enemy's alert level. To track an enemy on the mini-map, view an enemy through the Binoculars and press and hold **Q**. An arrow will appear over their head in-game to track them. Enemies on other levels will have translucent icons.

PLAYER STATUS

Here you'll find your current magazine, total ammo, firing mode, grenade count, and health.

PLAYING THE GAME

WAR STORY SCREEN

The briefing before each War Story lets you examine the situation, objectives, and collectables.

SPOTTING

Tap **Q** to permanently spot enemies in your crosshairs. Or, hold **Q** to use your Binoculars for long-range spotting abilities.

ENEMY PERCEPTION, DISTRACTION, AND STEALTH

Located above enemies' heads, the Awareness Meter shows how close an enemy is to spotting you. The higher the meter gets, the closer the enemy is to discovering your location. The meter changes from a neutral white, to yellow to indicate enemies are searching the area, and finally to red to indicate you've been spotted. Stay low and out of sight, moving slowly to avoid detection, or press **C** to throw a shell casing in another direction to distract enemies. Once the Awareness Meter is red, the enemy will attack. If detected, avoid enemy line of sight to reduce their awareness level.

MULTIPLAYER

GAME SCREEN

RETICLE

Located at the center of the screen, the reticle indicates where you are aiming. Its appearance changes depending on the type of weapon you have equipped.

This reticle indicates the general accuracy of your weapon when firing from the hip—notice the shape and size changes based on certain conditions in-game.

MATCH STATUS

This is your current objective, time remaining, and score for the current match. Sometimes, you'll find additional game mode-specific information here as well.

MINI-MAP

The mini-map shows the position of objectives, teammates, enemies, Elite Class Pickups, and vehicles in a Multiplayer match. Enemies will only appear on the mini-map if you spot them, or if they have been spotted by one of your allies. Other icons related to gadgets or gameplay can show up here as well.

SQUAD MEMBERS

Identify the current class and status of the members assigned to your squad. A star icon indicates the current Squad Leader at the top of the list.

PLAYER STATUS

Here you'll find your current ammo, grenades, firing mode, and health.

EQUIPMENT

This indicates the currently equipped gadgets and selected fire mode for your current weapon.

KILL FEED

A notification appears when a player is killed during a Multiplayer match, showing the attacker, the player killed, and the weapon type. This option is hidden by default.

CONNECTING TO SERVER

Connect to Multiplayer via Quick Match to be randomly matched with other players. There are three different server types for *Battlefield 1*:

OFFICIAL

Official servers have strict default settings that are tailored for new players.

RANKED

Ranked servers change the standard settings of default servers to challenge more experienced players.

UNRANKED

Unranked servers use settings that drastically change how the game is played. Rank progression is not awarded on unranked servers.

SQUAD SETUP SCREEN

Whenever you connect to a Multiplayer session, you may choose to join a squad or create a new squad. A squad can at most consist of five players. The members of a squad can deploy on each other.

PRIVATE SQUAD

Private squads only allow friends of the players to join.

SQUAD LEADER

All squads have a Squad Leader, identified by a star next to their player name. The Squad Leader is the only one who can give orders to the squad.

DEPLOY SCREEN

The Deploy screen provides an overview of the map for the current match. Select a squad member, base, or vehicle using the mouse, and then left-click to spawn at that location.

You can quickly choose your class and loadout via the menu bar at the bottom of the screen, or open the Customize screen to further configure your equipment.

CUSTOMIZE SCREEN

CLASS

Each class has a specific role. Read through the descriptions and choose the one that best fits your play style. The Tanker and Pilot classes are new to *Battlefield 1*, and they can control Tanks and Planes, respectively.

NOTE: Play Multiplayer matches to "rank up" and earn Warbonds. You can then use Warbonds to purchase new weapons, gadgets, and Vehicle Packages, giving you even more customization options for your preferred classes.

WEAPONS

Find the gun that best suits your combat style and modify it to your liking.

GADGETS

Read up on, select, and purchase new gadgets.

VEHICLES

Customizing your vehicles is a key component to winning your matches. Unlock and buy upgrades for your vehicle to create the tool you need for the job.

NOTE: In *Battlefield 1*, Support, Pilot, and Tanker classes can repair vehicles from the outside. Pilot and Tanker classes can also repair from the driver position given that the correct Vehicle Package is applied. These vehicles can neither shoot nor move during the self-repair process, however.

TEAM SETUP

Choose a squad to join, or switch teams. You can only switch teams if you're killed in combat—choose REDEPLOY from the menu to do so.

GADGETS, VEHICLE PACKAGES, AND ELITE CLASSES

GAS MASK

Use the gas mask to protect yourself from harmful gas, but be careful: wearing the mask not only compromises your field of vision, but also restricts you to shooting from the hip.

REPAIR TOOL

The Repair Tool is essential for keeping vehicles battle-ready. The more damage a vehicle has taken, the longer you'll need to make the necessary repairs. In Multiplayer, the Support, Pilot, and Tanker classes carry the Repair Tool by default.

CAVALRY SWORD

Usable on foot or on horseback, the Cavalry Sword is critical to dispatching enemies without causing a commotion.

BAYONET

Your primary weapon can be equipped with a Bayonet, which can be used to perform a lethal charge while sprinting.

ELITE CLASSES

New to *Battlefield 1* are Elite Classes, which can be found at various places across the map, and act as single-use pickups that provide you with a new loadout, custom gear, and an alternate uniform. The Elite Class upgrade cannot be configured via the Customize screen, and only lasts until you're killed or the match ends.

MORE GADGETS

Bandage Pouch	Regenerates health for a single soldier.
Medical Syringe	Revives teammates.
Medical Crate	Regenerates health to nearby teammates.
Ammo Pouch	Replenishes ammo for a single soldier.
Ammo Crate	Replenishes ammo to nearby teammates.
Mortar	Provides various types of artillery support.
Tripwire	Used to trigger various types of anti-personnel mines.
Anti-Tank Grenade	Powerful anti-vehicle grenade.
Dynamite	Explosive with trigger used against vehicles and structures.
Anti-Tank Mine	Severely damages vehicles when driven upon.
Limpet Charge	Mine that can stick to vehicles and will explode shortly after being deployed.
AT Rocket Gun	A deployable, stationary gun that fires armor-piercing shells.
Rifle Grenade	Launches various types of grenades for range.
K Bullets	Armor-piercing bullets that can damage vehicles.
Flare Gun — Spot	Spots enemy soldiers and deployed gadgets in a circular radius.
Flare Gun — Flash	Blinds enemy soldiers.
Trench Periscope	Spot enemy soldiers from long range on your teammates' behalf.
Sniper Decoy	Players who shoot decoys will be spotted by the opposing team.
Sniper Shield	Deploy a shield for extra cover.

VEHICLE PACKAGES

Each Vehicle Package features a unique equipment loadout and visual design. Choose the Vehicle Package that best fits your play style.

Tank Hunter Landship	Instant Repair; Deploy Gas Cloud
Mortar Landship	Fire Smoke Barrage; Fire Gas Barrage
Squad Support Landship	Track Repair; Drop Supplies
Heavy Flamethrower Tank	Track Repair; Deploy Gas Cloud
Heavy Breakthrough Tank	Emergency Repair; Drop Supplies
Heavy Assault Tank	Track Repair; Deploy Smoke Cloud
Light Flanker Tank	Track Repair; Deploy Anti-Tank Mine
Light Howitzer Tank	Emergency Repair; Deploy Smoke Cloud
Light Close Support Tank	Track Repair; Drop Supplies
Armored Anti-Aircraft Truck	Emergency Repair; Deploy Smoke Cloud
Armored Artillery Truck	Emergency Repair; Deploy Anti-Tank Mine
Armored Mortar Truck	Fire Smoke Barrage; Fire Gas Barrage
Firestorm Bomber	Wing Repair
Barrage Bomber	Spotting Camera
Torpedo Bomber	Wing Repair
Tank Hunter Attack Plane	Wing Repair
Ground Support Attack Plane	Deploy Flares
Airship Buster Attack Plane	Deploy Speed Boost
Trench Fighter	Deploy Flares
Dogfighter	Emergency Repair
Bomber Killer	Deploy Speed Boost

SPOTTING

Press **Q** when an enemy is in your sights to spot them, marking their location on the mini-map for you and your teammates to track.

COMMO ROSE

The Commo Rose system gives you the ability to quickly send basic commands and requests to your teammates. Hold **Q** to bring up the Commo Rose menu, move the mouse to select a message, and then release **Q** to send it.

Players also have the ability to send contextual messages in-game by pointing at a teammate and pressing **Q**. Let your teammates know you need ammo, health, or a ride with this feature.

Squad Leaders have an additional functionality: assigning objectives for their squad to complete. Completing these squad orders rewards players with extra points, so assign these objectives frequently.

GAME MODES

OPERATIONS

Operations are new to the *Battlefield*™ series, giving players the chance to take part in a large-scale war on multiple fronts. In Operations, the outcome of the current round carries over to the next map, giving your squad the opportunity to fight a sequence of interconnected battles.

This mix of Conquest, Assault, and Rush has players fighting for control of different sectors. Behemoth-class vehicles—which include Airships, Armored Trains, and Dreadnoughts—will appear to assist the losing team.

CONQUEST

A classic *Battlefield* mode, Conquest tasks each team with capturing and controlling several key points on each map. Stand within the capture point radius to capture it for your team. Control the majority of the flags and defeat enemies to ensure your team's victory.

DOMINATION

Domination closely resembles Conquest mode, but players have fewer respawn locations and no access to vehicles.

WAR PIGEONS

This new mode has teams competing to send messages via carrier pigeon. Once you've found a pigeon, write a message and send it off. These pigeons can be shot down mid-flight, so seek out the opposing team's pigeons as a last resort. The first team to successfully deliver all messages wins the round.

RUSH

In Rush mode, another *Battlefield* series classic, the offensive team assaults the defending team's telegraphs, which can call artillery strikes. The offensive team must destroy every telegraph to win, while the defending team wins if the offensive team runs out of tickets before completing their objective.

TEAM DEATHMATCH

These matches pit infantry teams against each other on small maps. There are no specific objectives beyond defeating the other team.

SPECTATOR MODE

Watch intense battles between rival armies. Try individual player spectating in both first- and third-person to make yourself part of the fight, or use complete camera control for an easy way to see the mayhem from any angle. It's a visceral experience showing the massive scale of The Great War.

SUPPORT

BATTLEFIELD 1 SUPPORT FAQ

Q: WHERE CAN I FIND MY GAME MANUAL OR A LISTING OF GAME CONTROLS?

The official *Battlefield 1* manual is available on the title's EA Help page right at launch. There you'll be able to find basic controls, minimum specifications, and other bits of information. You'll also be able to find technical troubleshooting and beginners' guides for *Battlefield 1*.

You can also find more information at Battlefield.com.

Q: WHERE CAN I LEARN HOW TO LOG ONTO A SERVER, CHANGE MY ACTIVE AGENT, AND ACCESS LOADOUTS AND OTHER CUSTOMIZATION OPTIONS?

Head to Battlefield.com to check your stats, see what unlocks are coming up next, view match results, customize your loadouts, check your place in the leaderboards, and challenge your friends. PC players can also join a server there.

Q: WHY CAN'T I CONNECT TO MY GAME?

If you're having problems getting into your game, first check the *Battlefield 1* page on EA Help: http://help.ea.com/en/battlefield/battlefield-1/. There you'll learn more about issues the EA Help team is investigating, workarounds to ongoing issues, and other useful information that can enhance your game experience.

If you're specifically having trouble connecting, look for an orange stripe alerting you to any active issues, such as server malfunctions or maintenance windows, or other info about what's blocking your access.

If you think it's your system or connection getting in the way, try some of these common connectivity troubleshooting steps:

- Reset your router
- Flush your DNS cache
- Activate Universal Plug & Play (UPnP) on your router
- Disable firewalls or opening up any specifically-blocked ports your game is using
- Make sure you're not running any conflicting programs, like antivirus or proxies.

See http://help.ea.com/article/not-able-to-connect-to-online-play for additional information.

Q: WHERE CAN I FIND MORE ABOUT THE GAME'S BACKGROUND AND FEATURES?

Visit Battlefield.com for news, screens, videos, and forums related to *Battlefield 1*.

Q: WHERE CAN I SUBMIT BUGS OR THOUGHTS?

The *Battlefield 1* forums are the best place to have your voice heard about the game. There you'll have a chance to post on game-, discussion-, and platform-specific boards about topics like weapon balance and more.

If you're running into a problem you think others are having, or have figured out a way around an issue that was bothering you, head to the *Battlefield 1* board at Answer HQ (http://answers.ea.com), where a community of EA fans and experts is constantly talking.

Q: WHERE CAN I FIND HELP?

If you have a problem or gameplay issue and want advice from your fellow players and our EA experts, Answer HQ is your destination. You can help us out by submitting bug reports and help others out with in-game tips, tricks, and self-discovered troubleshooting steps.

Otherwise, head to EA Help to find troubleshooting tips and workarounds in our articles, or contact one of our advisors if you need one-on-one assistance.