

BF4 PC Maps and Game Modes

Base game maps

These are the different maps that are available in the Battlefield 4 PC base game. Each map is available in every base game mode.

Engine name	Human-readable name
MP_Abandoned	Zavod 311
MP_Damage	Lancang Dam
MP_Flooded	Flood Zone
MP_Journey	Golmud Railway
MP_Naval	Paracel Storm
MP_Prison	Operation Locker
MP_Resort	Hainan Resort
MP_Siege	Siege of Shanghai
MP_TheDish	Rogue Transmission
MP_Tremors	Dawnbreaker

Base game modes

These are the different game modes which are available for the Battlefield 4 PC base game maps.

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
ConquestLarge0	Conquest	Up to 64 + 2 + (4)
ConquestSmall0	Conquest	Up to 32 + 2 + (4)
Domination0	Domination	Up to 20 + (4)
Elimination0	Defuse	Up to 10 + (4)
Obliteration	Obliteration	Up to 32 + 2 + (4)
RushLarge0	Rush	Up to 32 + 2 + (4)
SquadDeathMatch0	Squad Deathmatch	Up to 20 + (4)
TeamDeathMatch0	Team Deathmatch	Up to 20 + (4)

China Rising game maps

These are the different maps that are available in the Battlefield 4 PC China Rising expansion pack. Each map is available in every game mode.

Engine name	Human-readable name
XP1_001	Silk Road
XP1_002	Altai Range
XP1_003	Guilin Peaks
XP1_004	Dragon Pass

China Rising game modes

These are the different game modes that have been added with the China Rising expansion pack. All China Rising maps can be played on the base game modes as well.

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
AirSuperiority0	Air Superiority	Up to 24 + 0 + (4)