

BFH PC Maps and Game Modes

Base game maps

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

Engine name	Human-readable name
mp_bank	Bank Job
mp_bloodout	The Block
mp_desert05	Dust Bowl
mp_downtown	Downtown
mp_eastside	Derailed
mp_glades	Everglades
mp_growhouse	Growhouse
mp_hills	Hollywood Heights
mp_offshore	Riptide
xp25_bank	Night Job
xp25_sawmill	Night Woods

Base game modes

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

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
TurfWarLarge0	Conquest Large	Up to 64 + 2 + (4)
TurfWarSmall0	Conquest Small	Up to 32 + 2 + (4)
Heist0	Heist	Up to 32 + 2 + (4)
Hotwire0	Hotwire	Up to 32 + 2 + (4)
Bloodmoney0	Blood Money	Up to 32 + 2 + (4)
Hit0	Crosshair	Up to 10 + 0 + (4)
Hostage0	Rescue	Up to 10 + 0 + (4)
TeamDeathMatch0	Team Deathmatch	Up to 64 + 2 + (4)

Criminal Activity (Expansion Pack 1) maps

Engine name	Human-readable name
xp1_mallcops	Black Friday
xp1_nights	Code Blue
xp1_projects	The Beat
xp1_sawmill	Backwoods

Criminal Activity (Expansion Pack 1) game modes

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
CashGrab0	Bounty Hunter	Up to 64 + 2 + (4)

Robbery (Expansion Pack 2) maps

Engine name	Human-readable name
xp2_cargoship	The Docks
xp2_coastal	Breakpoint
xp2_museum02	Museum
xp2_precinct7	Precinct

Robbery (Expansion Pack 2) game modes

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
SquadHeist0	Squad Heist	Up to 10 + 0 + (4)

***NOTE:**

Hotwire is NOT available for the following maps: mp_bank, mp_bloodout, mp_growhouse, mp_hills, xp1_mallcops, xp1_nights, xp1_projects, xp2_museum02

Conquest Large is NOT available for the following maps: mp_growhouse

Bounty Hunter is just available in XP1 and XP2 maps.

Squad Heist is just available in XP2 maps.

BFH PC Server Experiences

There are several server experiences that set's a specific game mode and set's a premade map rotation for that game mode. These experiences are set by using the **+vars.mpExperience** command

Here are the different experience available:

Engine name	Human-readable name
HST_VAN	Heist in vanilla maps
HOT_VAN	Hotwire in vanilla maps
BM_VAN	Bloodmoney in vanilla maps
HOS_VAN	Rescue in vanilla maps

HIT_VAN	Crosshair in vanilla maps
TWS_VAN	Conquest Small in vanilla maps
TWL_VAN	Conquest Large in vanilla maps
TDM_VAN	Team Deathmatch in vanilla maps
SWM_VAN	Swat Mix (Rescue and Crosshair) in vanilla maps
CRM_VAN	Criminal Mix (Heist, Hotwire and Blodmoney) in vanilla maps
HST_XP1	Heist in XP1 maps
HOT_XP1	Hotwire in XP1 maps
BM_XP1	Bloodmoney in XP1 maps
HOS_XP1	Rescue in XP1 maps
HIT_XP1	Crosshair in XP1 maps
TWS_XP1	Conquest Small in XP1 maps
TWL_XP1	Conquest Large in XP1 maps
TDM_XP1	Team Deathmatch in XP1 maps
CG_XP1	Bounty Hunter in XP1 maps
SWM_XP1	Swat Mix (Crosshair and Rescue) in XP1 maps
CRM_XP1	Criminal Mix (Bloodmoney, Heist and Hotwire) in XP1 maps
HST_XP2	Heist in XP2 maps
HOT_XP2	Hotwire in XP2 maps
BM_XP2	Bloodmoney in XP2 maps
HOS_XP2	Rescue in XP2 maps
HIT_XP2	Crosshair in XP2 maps
TWS_XP2	Conquest Small in XP2 maps
TWL_XP2	Conquest Large in XP2 maps
TDM_XP2	Team Deathmatch in XP2 maps
CG_XP2	Bounty Hunter in XP2 maps
SQH_XP2	Squad Heist in XP2 maps
SWM_XP2	Swat Mix (Crosshair and Rescue) in XP2 maps
CRM_XP2	Criminal Mix (Bloodmoney, Heist and Hotwire) in XP2 maps
HST_ALL	Heist in all maps
HOT_ALL	Hotwire in all maps
BM_ALL	Bloodmoney in all maps
HOS_ALL	Rescue in all maps
HIT_ALL	Crosshair in all maps
TWS_ALL	Conquest Small in all maps
TWL_ALL	Conquest Large in all maps
TDM_ALL	Team Deathmatch in all maps
CG_ALL	Bounty Hunter in all maps
SWM_ALL	Swat Mix (Rescue and Crosshair) in all maps
CRM_ALL	Criminal Mix (Heist, Hotwire and Blodmoney) in all maps

Swat Mix alternates between Crosshair, Rescue and Squad Heist.

Swat Mix Vanilla has the following distribution:

Mode	Map (Engine)	Map (Human)
Rescue	MP_Bank	Bank Job
Crosshair	XP25_Bank	Night Job
Rescue	MP_Bloodout	The Block
Crosshair	MP_Offshore	Riptide
Rescue	XP25_Bank	Night Job
Crosshair	MP_Growhouse	Growhouse
Rescue	MP_Desert05	Dust Bowl
Crosshair	MP_Eastside	Derailed
Rescue	MP_Hills	Hollywood Heights
Crosshair	MP_Bloodout	The Block
Rescue	MP_Glades	Everglades
Crosshair	MP_Hills	Hollywood Heights
Rescue	XP25_Sawmill	Night Woods
Crosshair	MP_Desert05	Dust Bowl
Rescue	MP_Growhouse	Growhouse
Crosshair	MP_Downtown	Downtown
Rescue	MP_Eastside	Derailed
Crosshair	XP25_Sawmill	Night Woods
Rescue	MP_Downtown	Downtown
Crosshair	MP_Glades	Everglades
Rescue	MP_Offshore	Riptide
Crosshair	MP_Bank	Bank Job

Swat Mix XP1 has the following distribution:

Mode	Map (Engine)	Map (Human)
Rescue	XP1_Sawmill	Backwoods
Crosshair	XP1_Nights	Code Blue
Rescue	XP1_Projects	The Beat
Crosshair	XP1_Mallcops	Black Friday
Rescue	XP1_Nights	Code Blue
Crosshair	XP1_Projects	The Beat
Rescue	XP1_Mallcops	Black Friday
Crosshair	XP1_Sawmill	Backwoods

Swat Mix XP2 has the following distribution:

Mode	Map (Engine)	Map (Human)
Squad Heist	XP2_Cargoship	The Docks
Rescue	XP2_Precinct7	Precinct
Crosshair	XP2_Coastal	Breakpoint

Squad Heist	XP2_Museum02	Museum
Crosshair	XP2_Precinct7	Precinct
Squad Heist	XP2_Coastal	Breakpoint
Crosshair	XP2_Cargoship	The Docks
Rescue	XP2_Museum02	Museum
Squad Heist	XP2_Precinct7	Precinct
Rescue	XP2_Coastal	Breakpoint
Crosshair	XP2_Museum02	Museum
Rescue	XP2_Cargoship	The Docks

Swat Mix All has the following distribution:

Mode	Map (Engine)	Map (Human)
Rescue	XP2_Museum02	Museum
Crosshair	MP_Eastside	Derailed
Rescue	MP_Downtown	Downtown
Squad Heist	XP2_Precinct7	Precinct
Crosshair	XP1_Projects	The Beat
Rescue	XP1_Mallcops	Black Friday
Crosshair	XP25_Bank	Night Job
Rescue	MP_Growhouse	Growhouse
Crosshair	XP1_Nights	Code Blue
Rescue	XP25_Bank	Night Job
Crosshair	XP2_Cargoship	The Docks
Rescue	XP1_Nights	Code Blue
Crosshair	MP_Bank	Bank Job
Squad Heist	XP2_Cargoship	The Docks
Rescue	MP_Glades	Everglades
Crosshair	XP1_Sawmill	Backwoods
Rescue	XP1_Projects	The Beat
Crosshair	MP_Glades	Everglades
Rescue	MP_Desert05	Dust Bowl
Squad Heist	XP2_Coastal	Breakpoint
Crosshair	MP_Desert05	Dust Bowl
Rescue	MP_Hills	Hollywood Heights
Crosshair	XP2_Precinct7	Precinct
Rescue	MP_Eastside	Derailed
Crosshair	MP_Offshore	Riptide
Squad Heist	XP2_Museum02	Museum
Rescue	XP2_Cargoship	The Docks
Crosshair	MP_Growhouse	Growhouse
Rescue	MP_Offshore	Riptide
Crosshair	XP25_Sawmill	Night Woods

Rescue	XP1_Sawmill	Backwoods
Crosshair	MP_Downtown	Downtown
Rescue	MP_Bank	Bank Job
Crosshair	XP2_Coastal	Breakpoint
Rescue	XP25_Sawmill	Night Woods
Crosshair	XP2_Museum02	Museum
Rescue	XP2_Coastal	Breakpoint
Crosshair	MP_Hills	Hollywood Heights
Rescue	MP_Bloodout	The Block
Crosshair	XP1_Mallcops	Black Friday
Rescue	XP2_Precinct7	Precinct
Crosshair	MP_Bloodout	The Block

Criminal Mix alternates between Bloodmoney, Heist and Hotwire modes.

Criminal Mix Vanilla has the following distribution:

Mode	Map (Engine)	Map (Human)
Hotwire	MP_Downtown	Downtown
Heist	MP_Eastside	Derailed
Bloodmoney	XP25_Sawmill	Night Woods
Heist	MP_Desert05	Dust Bowl
Hotwire	MP_Eastside	Derailed
Heist	MP_Glades	Everglades
Bloodmoney	MP_Bloodout	The Block
Heist	MP_Growhouse	Growhouse
Bloodmoney	MP_Offshore	Riptide
Heist	MP_Bank	Bank Job
Bloodmoney	MP_Eastside	Derailed
Heist	XP25_Bank	Night Job
Bloodmoney	MP_Desert05	Dust Bowl
Heist	XP25_Sawmill	Night Woods
Bloodmoney	MP_Downtown	Downtown
Hotwire	MP_Glades	Everglades
Heist	MP_Offshore	Riptide
Hotwire	MP_Desert05	Dust Bowl
Bloodmoney	MP_Hills	Hollywood Heights
Heist	MP_Bloodout	The Block
Bloodmoney	MP_Growhouse	Growhouse
Heist	MP_Hills	Hollywood Heights
Bloodmoney	XP25_Bank	Night Job
Heist	MP_Downtown	Downtown
Bloodmoney	MP_Glades	Everglades
Hotwire	MP_Offshore	Riptide

Bloodmoney	MP_Bank	Bank Job
Hotwire	XP25_Sawmill	Night Woods

Criminal Mix XP1 has the following distribution:

Mode	Map (Engine)	Map (Human)
Hotwire	XP1_Sawmill	Backwoods
Heist	XP1_Mallcops	Black Friday
Bloodmoney	XP1_Projects	The Beat
Heist	XP1_Sawmill	Backwoods
Bloodmoney	XP1_Nights	Code Blue
Heist	XP1_Projects	The Beat
Bloodmoney	XP1_Mallcops	Black Friday
Heist	XP1_Nights	Code Blue
Bloodmoney	XP1_Sawmill	Backwoods

Criminal Mix XP2 has the following distribution:

Mode	Map (Engine)	Map (Human)
Hotwire	XP2_Coastal	Breakpoint
Heist	XP2_Precinct7	Precinct
Bloodmoney	XP2_Coastal	Breakpoint
Hotwire	XP2_Precinct7	Precinct
Bloodmoney	XP2_Museum02	Museum
Heist	XP2_Cargoship	The Docks
Bloodmoney	XP2_Precinct7	Precinct
Heist	XP2_Museum02	Museum
Bloodmoney	XP2_Cargoship	The Docks
Heist	XP2_Coastal	Breakpoint
Hotwire	XP2_Cargoship	The Docks

Criminal Mix All has the following distribution:

Mode	Map (Engine)	Map (Human)
Hotwire	XP1_Sawmill	Backwoods
Bloodmoney	XP25_Sawmill	Night Woods
Heist	XP1_Sawmill	Backwoods
Hotwire	XP2_Coastal	Breakpoint
Bloodmoney	XP1_Nights	Code Blue
Heist	MP_Growhouse	Growhouse
Bloodmoney	XP2_Coastal	Breakpoint
Heist	MP_Bank	Bank Job
Bloodmoney	MP_Desert05	Dust Bowl
Heist	XP2_Precinct7	Precinct
Bloodmoney	MP_Hills	Hollywood Heights
Heist	XP25_Bank	Night Job
Bloodmoney	MP_Bloodout	The Block
Hotwire	MP_Offshore	Riptide

Bloodmoney	XP2_Museum02	Museum
Heist	XP25_Sawmill	Night Woods
Bloodmoney	MP_Downtown	Downtown
Hotwire	XP2_Cargoship	The Docks
Bloodmoney	MP_Glades	Everglades
Heist	MP_Eastside	Derailed
Bloodmoney	MP_Bank	Bank Job
Heist	MP_Downtown	Downtown
Bloodmoney	MP_Eastside	Derailed
Heist	XP2_Coastal	Breakpoint
Bloodmoney	MP_Growhouse	Growhouse
Hotwire	XP25_Sawmill	Night Woods
Heist	XP1_Nights	Code Blue
Hotwire	MP_Glades	Everglades
Heist	MP_Desert05	Dust Bowl
Bloodmoney	XP1_Mallcops	Black Friday
Hotwire	XP2_Precinct7	Precinct
Heist	MP_Offshore	Riptide
Hotwire	MP_Desert05	Dust Bowl
Bloodmoney	MP_Offshore	Riptide
Heist	XP1_Projects	The Beat
Bloodmoney	XP1_Sawmill	Backwoods
Heist	XP2_Museum02	Museum
Hotwire	MP_Eastside	Derailed
Heist	XP2_Cargoship	The Docks
Bloodmoney	XP25_Bank	Night Job
Heist	XP1_Mallcops	Black Friday
Hotwire	MP_Downtown	Downtown
Bloodmoney	XP2_Precinct7	Precinct
Heist	MP_Bloodout	The Block
Bloodmoney	XP1_Projects	The Beat
Heist	MP_Hills	Hollywood Heights
Bloodmoney	XP2_Cargoship	The Docks
Heist	MP_Glades	Everglades

