

## **Battlefield 2 Community Update 9/30-2005**

Mandrake, Friday 30 September 2005 - 21:06:30

A new Battlefield 2 Community has been posted over at the [Official Battlefield 2 site](#). This one is about the upcoming 1.03 patch, which looks ready to be released in just a couple of days. This patch will not only come with a lot of fixes, but also a brand new map (or really not), a remake of the classic Wake Island map from Battlefield 2 - looks nice

### **Community Update - 9/30/05 Battlefield 2 1.03 Update Enters Final QA Pass**

That's right, troops. Barring any last minute issues, the 1.03 update is only a few days from release now. We thought this occasion warranted a post covering the major features and fixes coming in 1.03, so settle back and enjoy.

#### Wake Island 2007

That's right, the 1.03 update bundles the first official map release from EA and DICE. In this case the map is a modern-era update of one of the most popular maps from Battlefield 1942 -- Wake Island. The People's Liberation Army has invaded Wake to threaten American supply lines. In response the US Marine Corps has been dispatched to reclaim the island. Pick a side and fight to win!

The new Wake Island map comes to you free of charge thanks to Fileplanet. Visit it at [Fileplanet's new Battlefield 2 Channel](#)

**New Features**

- » Stats compare - view the extended stats details for any other player in your BFHQ simply by double-clicking on their name on the leader board or using the new search feature!

- » Server Favorites and History - find your favorite servers that much easier. No more searching for them through the main server list!

- » Nickname Prefix - Add and change your clan tag to your account name at will. No more creating alternate account names to cover the changes in your competitive lifestyle!

- » Supply Drop Icons - Supply drops now appear on the main map and within the 3D Map. Find that elusive supply drop much, much quicker!

- » Points for Destroying Command Objects - players now receive points for destroying the commander's toys. Special Forces players rejoice!

- » Server Reserved Slots - Server Operators can now set aside slots for their admins to join a full server at any time!

- » Vehicle Passengers - the names of players in a vehicle with you are now displayed when you enter or change seats.

- » Countermeasures - a reload bar has been added for vehicle countermeasures. You'll always know now when you can set off that next flare!

**Tweaks**

- » Point Farming changes - DICE has implemented functionality that makes it significantly harder to point farm on Ranked Servers.

- » Mod Support - Mods now work properly with the Dedicated Server! Additionally, the game will automatically switch mods when joining a server that is running a mod you have installed but do not have activated.

» Map tweaks - Spawn menu map and Commander maps now scale based on the size of the level being played (16, 32 or 64 players). Mini-map also scales automatically based on the vehicle type you are using (manual changes to zoom levels are remembered as well).

» Commander scoring - No more TKs from Artillery!

» Vehicle tweaks - No more accidental kills from bumping a friend with your tank (try to avoid hitting him at speed though) and no more struggling uphill in an APC. Also no more improper TK allocation from vehicle explosions.

» Auto Team Balance tweaks - Commanders and Squad Leaders now immune to team switch.

» Anti-Air Missiles - These are now much more effective against fast-movers. Æ Æ ç Æ ½and much, much more!

See everyone on the Battlefield soon! There you have it, stay tuned for the patch will we'll hopefully will see asap.