

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 alot 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. It's a new Battlefield 2 Channel. 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 ª ª 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.