

## BFH PC Maps and Game Modes

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### 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

### 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)
Crosshair	MP_Offshore	Riptide
Rescue	MP_Hills	Hollywood Heights
Crosshair	MP_Growhouse	Growhouse
Rescue	MP_Offshore	Riptide
Crosshair	MP_Glades	Everglades
Rescue	MP_Downtown	Downtown
Crosshair	MP_Desert05	Dust Bowl
Rescue	MP_Bloodout	The Block
Crosshair	MP_Eastside	Derailed
Rescue	MP_Bank	Bank Job
Crosshair	MP_Downtown	Downtown
Rescue	MP_Glades	Everglades
Crosshair	MP_Bank	Bank Job
Rescue	MP_Growhouse	Growhouse
Crosshair	MP_Bloodout	The Block
Rescue	MP_Desert05	Dust Bowl
Crosshair	MP_Hills	Hollywood Heights
Rescue	MP_Eastside	Derailed

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_Precinct7	Precinct
Crosshair	MP_Eastside	Derailed
Rescue	XP2_Cargoship	The Docks
Crosshair	MP_Downtown	Downtown
Rescue	MP_Eastside	Derailed
Squad Heist	XP2_Precinct7	Precinct
Crosshair	MP_Desert05	Dust Bowl
Rescue	MP_Offshore	Riptide
Crosshair	MP_Bloodout	The Block
Rescue	MP_Bank	Bank Job
Crosshair	XP1_Projects	The Beat
Rescue	XP2_Museum02	Museum
Crosshair	MP_Bank	Bank Job
Rescue	MP_Downtown	Downtown
Crosshair	XP1_Mallcops	Black Friday
Rescue	XP2_Coastal	Breakpoint
Crosshair	XP2_Museum02	Museum
Rescue	XP1_Sawmill	Backwoods
Crosshair	XP2_Precinct7	Precinct
Squad Heist	XP2_Cargoship	The Docks
Rescue	XP1_Mallcops	Black Friday
Crosshair	MP_Hills	Hollywood Heights
Rescue	MP_Desert05	Dust Bowl
Crosshair	XP1_Nights	Code Blue
Squad Heist	XP2_Museum02	Museum
Rescue	MP_Glades	Everglades
Crosshair	XP1_Sawmill	Backwoods
Rescue	MP_Growhouse	Growhouse
Crosshair	MP_Offshore	Riptide
Rescue	MP_Hills	Hollywood Heights
Crosshair	MP_Glades	Everglades
Rescue	XP1_Nights	Code Blue
Crosshair	MP_Growhouse	Growhouse
Rescue	MP_Bloodout	The Block

Crosshair	XP2_Cargoship	The Docks
Squad Heist	XP2_Coastal	Breakpoint
Rescue	XP1_Projects	The Beat
Crosshair	XP2_Coastal	Breakpoint

Criminal Mix alternates between Bloodmoney, Heist and Hotwire modes.

Criminal Mix Vanilla has the following distribution:

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

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

Bloodmoney	MP_Bank	Bank Job
Heist	MP_Offshore	Riptide
Bloodmoney	XP2_Precinct7	Precinct
Heist	MP_Glades	Everglades
Bloodmoney	MP_Desert05	Dust Bowl
Hotwire	MP_Offshore	Riptide
Heist	XP2_Precinct7	Precinct
Bloodmoney	XP2_Coastal	Breakpoint
Heist	XP1_Nights	Code Blue
Hotwire	XP2_Cargoship	The Docks
Bloodmoney	XP1_Mallcops	Black Friday
Hotwire	XP2_Precinct7	Precinct
Bloodmoney	MP_Downtown	Downtown
Heist	XP1_Projects	The Beat
Bloodmoney	XP2_Museum02	Museum



