

# BATTLEFIELD 1

**Game DLC, PS4, Xbox One  
Cheats, Tips, Guide  
Unofficial**



**T H E Y U W**

# Battlefield 1 Game DLC, Ps4, Xbox One Cheats, Tips, Guide Unofficial

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# Getting Started Tips

## Learn the location of the elite classes and use them correctly

Elite Classes are the Battlefield 1 replacement for all the pick-ups that featured in both Battlefield 4 and Battlefield Hardline – and they're a very powerful, tide-changing stuff.

There's three Elite Classes in the game: The Sentry, the Tank Hunter, and the Flame Trooper.

## Sinai Desert Map Elite Class Locations

The Sentry Elite Class can be found near the F capture point. Its spawn point will be definitely marked on your map. He has a huge machine gun and very heavy armor plating. You must know that he can spray death quicker than anybody else, but he can't aim down sights and can't equip a gas mask.

The Tank Hunter Elite Class is located out in the middle of the desert near to the E capture point. He mostly uses the anti-tank rifle. This is usually slow firing and can be used on a much weaker vehicles or infantry but is really for taking down heavy armor from a far distance. The lighter the vehicle is the easier they are to take down. The gun can only be fired when mounted behind cover or when in prone, meaning this is a more static class.

The Flame Trooper Elite Class is found near the B capture point near a half-destroyed building. This class has a flamethrower and incendiary grenades that is making him lethal against the infantry. However, his vision is often impaired by a gas mask but is also more potentially vulnerable. You need to know that he's bloody deadly up close, though so don't forget that.

We happen to think the Flame Trooper is the best of the bunch – though it's a more vulnerable class, the stopping power it has with its flamethrower is really quite something. The Tank Hunter is the one we've had the least luck with. Keep in mind that only one of each Elite Class can be on the map at any given time, and also keep in mind that while these classes are very powerful, they're highly specialized – using them incorrectly will only lead you to a swift death. And if you used them right, then they can definitely change your team's fortunes.

## **Flying? Get the Bomber Killer load-out for the fighter plane**

Battlefield 1 features have many different types of airborne attack vehicles – the Attack Plane, the Fighter, and the Bomber. Our favorite by far is the Fighter.

The fighter is the fastest and lightest out of the planes, but you also need to keep in mind that it's the least survivable of the bunch. If you run into some strong anti-air or an accurate Tank Hunter elite class player you might just run yourself into some serious trouble.

If you ever happen to pick the fighter then we have a further recommendation for you –you will need to hit up the 'Bomber Killer' load-out for the vehicle. The bomber killer features manually aim-able rockets that have a large hit box. They're bloody good. You can definitely lay some serious waste with this thing for sure.

## **Use gas grenades to deal with snipers**

While gas grenades won't help you in no way to clear out snipers that are from a very long, long distance, so you should know that once you're within the range of a good throw or if you've managed to sneak up on them then they can prove very important.

Gas can easily be avoided anytime in Battlefield 1 because all the soldiers typically carry gas masks. Gas masks tend to have a little catch, however – you really can't just aim down the sights when you've got one on. Often times a well-placed gas grenade will definitely force a sniper to either make a hasty move, outing them, or they will force them to put on their gas mask.

If a gassed sniper moves, often times this will force them from a good position and is usually an ideal shot to take them down. If they happen to stay put with a gas mask on then they can no longer raise their unwieldy one-shot weapon to aim, which is most times basically a death sentence – that will eventually let you get in close and finish them off very quickly. Damn snipers.

## **Fighting a mounted soldier? Focus on the rider, not the horse**

One of Battlefield 1's most significant new additions thanks to its time period is that of mounted combat – many of the players will spend a lot of time on horseback trying to ride up on the enemy to slice them with their sabres. Even if the rider is dead, if happens you to see a horse running at you then you need to

get the hell out of the way – because if you ever get trampled, then it'll hurt or It'll kill you.

Horses are actually very pretty hard to use incase you never know, and we've got an entire page detailing how it is best for you to use them, but if you happens to come across somebody with some decent skills one day then you're in for a nasty surprise. And if you're fighting somebody on horseback there's only one key tip you will need to remember: aim for the rider, not for the horse. The rider will die more quickly, so aim for them. Don't forget that.

Horses are of course very vulnerable, but they've got significantly more HP than your average soldier, even those who are more heavily armored. Playing Assault? Prioritize unlocking the Automatico M19 submachine gun

This is by far is more of a personal preference, but of all the weapons we've used so far in Battlefield 1 the Beretta Model 1918 – aka the Automatico M1918 – is one of the most striking and fun to ever use.

There are three different variations of it that is readily available. The trench variation with reduced accuracy and control but a ludicrous hip fire rating unlocks at class level 1. A factory variant is also available for 40 war bonds from the very start of the game. The best and most balanced variant is the Light Infantry version. This is available once only when you hit class level 3 with assault.

### **Don't forget Smoke Grenades when you play Rush – they're really useful**

Battlefield is such a wide-open game that often plays in favor of grenades that can do some deadly killing or even destroy cover that forget the likes of smoke grenades. That's not entirely the right approach you should take to take, please bare in mind that in the right situation smoke grenades can actually prove to be pretty useful.

The Rush game mode is pretty much tighter and more directed than most other game In Rush, in particular, smokes grenades can really end up being very pretty useful to you so you need to try taking them along with you once or twice, or everyday to see how they can help you. You need to know that any class can equip smoke grenades in place of normal grenades via the customization screen, and the medic will definitely unlock a rifle-mounted variant later on only if you keep leveling that class up.

### **Defenders can now call in artillery in Rush mode**

One of the changes that we made to more accurately represent the nature of the First World War can be found in the objectives of rush mode, which is the 24-player objective-driven battle. The defenders must properly protect telegraph poles, which are in turn used to make call in artillery strikes. If you're planning on defending, then please don't forget this! You need to make sure to actually use the artillery strikes throughout the game. so please Keep in mind you can't aim these attacks – you can just order them and then the game will finally decides. And If you're attacking, then your job is to just destroy all the poles, but please keep in mind that once you've placed the explosives then they can be heavily disarmed if you don't protect them.

### **Don't run away from capture points as soon as you take them – you might miss something**

This is a tip with more seasoned and they need to know that battlefield players may well be familiar with it, but it's still a little tidbit that bears repeating with new players joining the fold. So please don't run off from capture points as soon as you take them! Why, you ask? Well, a freshly captured point will often spawn in some vehicles for the team that just captured it. Please keep an eye open after hoisting your flag to see if a jeep or tank has appeared in the base after you took it over – if it did, it's going to make your journey to the next capture point a whole lot easier. Fire your Flare Gun upwards in an arc

The Flare gun is an excellent way for you to spot players whether they are indoors or outdoors, provided you can land the flare in their general area. It's only available to the Scout Class players, and there's always a way to make each shot count.

So when you're using it please make sure to arc your shots upwards so that they can take a bit of time to fall down, maximizing the time that their enemies are spotted. This also expands the coverage area.

Although it's sometimes tempting to fire it at an enemy to set them on fire (yes, you can do that!), it's always best used as a tool to help your teammates – or yourself if you're really struggling to find any targets to pick off.

You can easily change the ADS zoom level on most weapons anytime you want, you can do so even without scopes

Although it may not make much sense, you can adjust weapon zoom levels when aiming-down-sights without having a scope equipped on your weapon. If you happen to click the little cog icon to customize your weapon, then you will see an

option to set a zoom level if you look keenly. There's the regular zoom, 1.25X, 1.50X, and another for 2.0X. This is really great for a couple of reasons.

First, weapon customization is limited in Battlefield 1 due to the WW1 setting. As a result, I can tell you that you won't find a selection of scopes that you can attach to any weapon that you want. Please be mindful that weapons come pre-modified and each variant carries a different prefix.

Sometimes the one that handles better doesn't offer a scope, which is where this option comes in. Another great reason why this is convenient is that it really helps players find a good ADS level where enemies in the distance don't always appear too small, or too big.

A lot of weapons can be fired in full-auto, this may be WW1, but it's a video game WW1. And contrary to what you may think, many of the weapon variants have many full-auto firing modes. The weapon stats page will actually display the firing modes that each gun has on the right side. Full-auto will be represented by an icon that tends to look like a clip, or a few bullets stuck together. The only issue is that you will have to switch to it after you finish spawning. You need to know that many of the guns that offer full-auto will default to semi-auto, so you will definitely need to change it. A huge part of why it does this is because of how inaccurate auto fire can really get compared to semi-auto, which you will tend to have more control over.

You won't have to do this every single time you spawn, as the weapon will remember your preference, only the first time you use it. Whatever was DICE's reasoning behind this quirk, the weapon you're currently using more than likely has a full-auto mode, so I advise you to please try it out.

When you die, check to see if there's a Medic close by

Battlefield 1 will definitely show you if there are any Medics around on the death screen that located in the lower left corner, just above your killer's name, it will show how many are around you and how far away they are from you.

So at this point all you need to do is just sit tight until someone come and revives you. Although you can just skip this and go back to the deployment screen if you want, you're actually not saving any time by doing so. There's a set time that has to pass before you can eventually respawn, so it's always much better to take your chances with nearby Medics than to sit around and stare at a countdown. This doesn't guarantee you that someone will come to your aid right away, of course, but the revive icon is always much easier to spot now than in the beta, so



there's always a good chance a Medic will pick you up.

The Cavalry Class can drop ammo and health packs, use them

The Cavalry Class is the one that you will spawn as if you are riding a horse. In case you never know This bad boy has more health than any other regular infantry, but what he often tends to carry can be even more useful than his large HP pool.

For example, he can throw an ammo pack and also a health pack. They're the small ones, but they can really do wonders in supporting their teammates that is around you. Cavalry units also tends to carry Light Anti-Tank Grenades, which do a decent amount damage to armored targets, not to mention make it makes you look pretty cool so please don't put all your focus on swiping enemies with your sword; because cavalry units can be a great help to their teammates.

### **Don't waste your War bonds early on**

War bonds are earned through simply leveling up your character, but you need to bare in mind that you don't always get many of them. Early on, when you have more locked than unlocked, you're going to need to prioritize unlocks for the classes you use most. Because of this, we highly recommend not spending them on less-important items like the different melee weapons, or the various guns for the Tanker and Pilot classes, since these will be used less than the main four classes.

Later on, when you've successfully unlocked all the necessary stuff, then you are free you can splurge all you like.

### **Battle packs are earned only by finishing matches**

Battle packs are loot boxes that get you weapon skins of different rarities, as well as melee weapon parts. In Battlefield 1, Battle packs are random drops, and they tend to only drop at the end of the match.

On the end-of-match screen you'll be able to see the names of the lucky few that won them if you look very keenly. Your name could be on that list if you want, so you will just need to stick it out until the match ends. As of this writing, these drops are rare, and you staying until the end of the game doesn't really guarantee you that you will get one, but I guess it's your only choice. You can buy Battle packs using Scraps, the other in-game currency. However, Scraps are earned by

dismantling skins you don't want. Skins you got from Battle packs that dropped in the first place – I hope you see where we're going with this?

Operations mode is only available through matchmaking

Operations are the new game mode in Battlefield 1. It's a series of matches that is played together to form a narrative, complete with in-game cut-scenes and much different narration depending on the side that you're playing on.

Operations are a mix of Rush and Conquest. Basically, you're attack or defend to occupy two or three flags at a time in various sectors through the map. The only trick is that all of them have to be captured/defended at the very same time.

This mode is just only available by clicking on the Multiplayer, and then by just choosing the Operations tile. Please bare in mind that you can't use the server browser to join Operations games at this time.

### **You can have multiple load outs for each class**

Battlefield 1 allows will allow you to create and name multiple load outs for each of the four classes. You just need to simply click the class you want, and then you will be able to choose which one you want to activate at the top.

Once you've created a few, you then won't even have to get into that screen to choose any of them. Right from the deployment screen, simply just click the class icon and then you will be able to select the one you really want.

I can tell you that it's pretty handy; especially if you have two or three favorites you can switch between all the times.

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