



Battlefield 6: Dry Dock

Version 1.0

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Document Revisions Table

Version	Description	Requestor	Date

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Level Summary

Quick Summary

Dry Dock is an 8v8 Team Deathmatch map designed for *Battlefield 6*, following the standard Battlefield 6 TDM ruleset. Both teams initially spawn at Point A **and** Point B, with spawn locations dynamically shifting as the match progresses. The first team to reach 100 eliminations wins the match.

The map is set within a partially constructed dry dock that has been remotely destroyed by the **PAX ARMATA**. In response, NATO deploys an elite squad to escort cargo trucks and evacuate critical supplies, while **PAX ARMATA** ground special forces simultaneously land in the area, making a direct confrontation inevitable.

The layout emphasizes clear lane separation and readable combat flow. The Shed functions as the primary combat anchor, connecting multiple key areas of the map, while the two flanking corridors provide flexible routes for repositioning and flanking maneuvers. Additionally, scattered trucks and containers throughout the play space form layered cover.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	<ul style="list-style-type: none"> • Pistols <ul style="list-style-type: none"> ○ P-18, ES 5.7, M45A1, M44 • Assault Rifles <ul style="list-style-type: none"> ○ M433, B36A4, SOR-556 MK2, AK4D, TR7, KORD 6P67, NVO-228E, L85A3 • Carbines <ul style="list-style-type: none"> ○ M4A1, M277, AK-205, M417 A2, GRT-BC, QBZ-192, SG 553R • SMGs <ul style="list-style-type: none"> ○ SGX, PW5A3, PW7A2, UMG-40, USG-90, KV9, SCW-10, SL9 • Light Machine Guns <ul style="list-style-type: none"> ○ L110, DRS-IAR, M/60, RPKM, M123K, M250, KTS100 MK8, M240L • Designated Marksman Rifles <ul style="list-style-type: none"> ○ M39 EMR, LMR27, SVK-8.6, SVDM • Sniper Rifles <ul style="list-style-type: none"> ○ M2010 ESR, SV-98, PSR • Shotguns <ul style="list-style-type: none"> ○ M87A1, M1014, 18.5KS-K
AI	Enemies	<ul style="list-style-type: none"> • 1-8 NATO AI • 1-8 PAX ARMATA AI
	Friendlies	<ul style="list-style-type: none"> • 1-8 NATO AI • 1-8 PAX ARMATA AI
Context	Location in Game	<ul style="list-style-type: none"> • Standalone Level

	Challenge Fit	<ul style="list-style-type: none">• Standard Battlefield 6 Team Death Match Map
Aesthetics	Major Visual Themes	<ul style="list-style-type: none">• Industrial, military

Development Schedule

Milestone	Date
LDD	2/2/2026
Whitebox	2/7/2026
Initial Gameplay	2/11/2026
Gameplay Complete	2/16/2026
Aesthetics	2/22/2026
Launch	3/6/2026

Level Details

Level Map

Overview Map

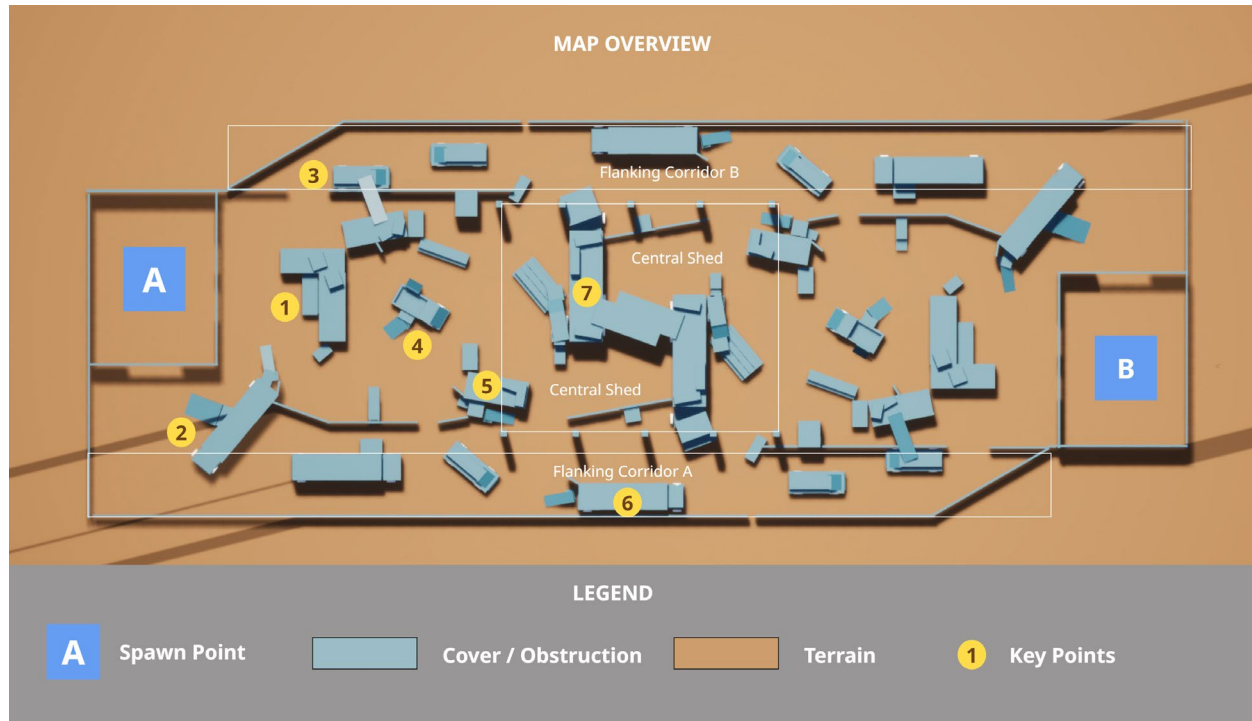


Figure 1: Overview Map [1,2]

Map Label	Gameplay Summary	Description
1	Sniper Position 1	Container Roof
2	Sniper Position 2	Flanking Corridor A Entrance
3	Sniper Position 3	Flanking Corridor B Entrance
4	Defensive Position 1	Abandoned Pickup Truck
5	Defensive Position 2	Container Roof
6	Defensive Position 3	Truck's Cargo
7	Overwatch point	Truck Roof

Detail Maps

Section 1: Sniper Position



Figure 2: Sniper Position 1 [1,2]



Figure 3: Sniper Position 2 [1,2]



Figure 4: Sniper Position 3 [1,2]

Map Label / Stage	Event Summary	Event Details
1	Sniper Position 1	The closest sniper position to each team's spawn point.
2	Sniper Position 2	A sniper position used to engage enemies approaching from Flanking Corridor A.
3	Sniper Position 3	A sniper position used to engage enemies approaching from Flanking Corridor B.

Section 2: Defensive Position



Figure 5: Defensive Position 1 [1,2]



Figure 6: Defensive Position 2 [1,2]



Figure 7: Defensive Position 3 [1,2]

Map Label / Stage	Event Summary	Event Details
4	Defensive position 1	A defensive position that allows players to hold enemies coming from the central lane and Flanking Corridor B.
5	Defensive position 2	A defensive position that allows players to hold enemies coming from the central lane and Flanking Corridor A.
6	Defensive position 3	A defensive position that provides coverage over the central lane as well as Flanking Corridor A and B.

Section 3: Overwatch Point



Figure 8: Overwatch point [1,2]

Map Label / Stage	Event Summary	Event Details
7	Top of the truck	The primary landmark at the center of the map: the top of the truck, which offers visibility across most of the play space.

References

[Cover Image] "Battlefield™ 6 Home - Electronic Arts." Accessed: Jan. 26, 2026. [Online]. Available: <https://www.ea.com/games/battlefield/battlefield-6>

[1] Lu, Jiafan. (2026). Screenshot from Unreal Engine 5, captured by the author. Feb. 2, 2026.

[2] Lu, Jiafan. (2026). Level Walkthrough Map Created by author in Miro Board. RealtimeBoard, Inc, 2011. Feb. 2, 2026.

[3] "Dry Dock 1," USS Constitution Museum. Accessed: Feb. 02, 2026. [Online]. Available: <https://ussconstitutionmuseum.org/locations/dry-dock-1/>

[4] A. Limited, "Floating dry dock in Bergen Stock Photo - Alamy." Accessed: Feb. 02, 2026. [Online]. Available: <https://www.alamy.com/stock-photo-floating-dry-dock-in-bergen-102223447.html>

Appendices

Appendix A: Aesthetic reference

The Dry Dock

A dry dock is a specialized dock or basin used for repairing, maintaining, or building ships.

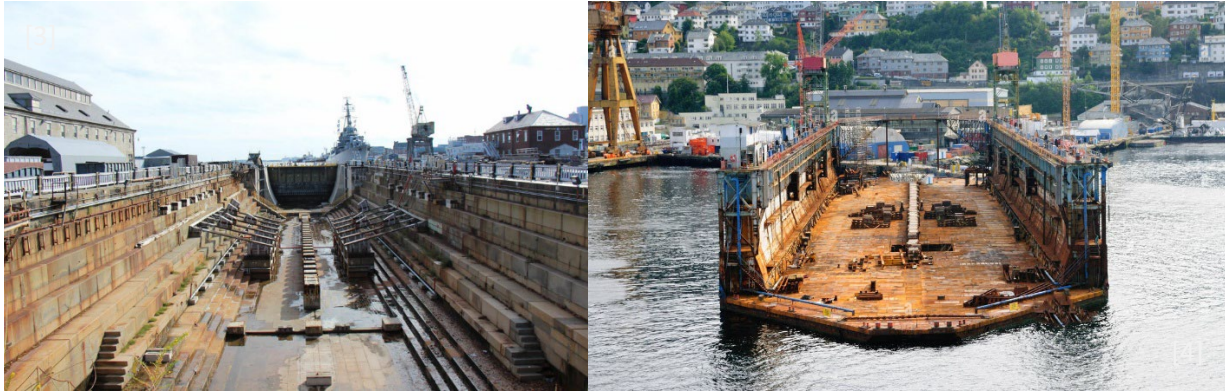


Figure 9: Dry Dock [3,4]