

# Battlefield V Phone and Gnome

## Locations

Please add any findings from Battlefield V's multiplayer that haven't already been added to maps or have otherwise not been documented yet here, include a brief description with the name of the map it was found on and screenshots with the minimap enlarged clearly showing locations where needed.

### [Interactable Telephones](#)

[Aerodrome - 5/5 phones found](#)

[Arras - 5/5 phones found](#)

[Devastation - 5/5 phones found](#)

[Fjell 652 - 5/5 phones found](#)

[Hamada - 5/5 phones found](#)

[Narvik - 5/5 phones found](#)

[Rotterdam - 5/5 phones found](#)

[Twisted Steel - 5/5 phones found](#)

[Panzerstorm - 5/5 Phones Found](#)

### [Garden Gnomes - Arras](#)

## Recordings of Phone Audio

Occasionally, interacting with a phone will play an audio clip of a German man saying different variations of "Hello?" and "Is anyone there?". Currently, there is no known way to reliably trigger any of these audio clips playing.

Phone Recording 1: <https://clyp.it/xyeart2i>

Phone Recording 2: <https://clyp.it/hvx0cmb1>

Phone Recording 3: <https://clyp.it/xabp40ck>

Phone Recording 4: <https://clyp.it/scyuv2fb>

Phone Recording 5: <https://clyp.it/sygwnm3k>

Phone Recording 6: <https://clyp.it/ffe43npy>

Phone Recording 7: <https://clyp.it/eyquom0d>

## **Phone Behaviour**

The following is a list of known phone characteristics:

- There are five possible spawn locations for phones on each map
- The phone will only spawn once a round has started (i.e. they are not visible during pre-round)
- The phones are visible in spectator mode
- The phones are non-destructible
- If placed on top of a destructible object, the phone will remain floating in the air if the object it sits on is destroyed
- A phone is present on any given map, regardless of which game mode is taking place at the time. However, because the playable area boundary varies between game modes, the phone may be out of bounds (and thus non-accessible) depending on the game mode being played. All phones on every map can be found within its conquest playable area.
- Holding down the interact button on a phone will lift the handset from the receiver
- The interact prompt can be held for 60 seconds before the ring around the prompt fills and then resets
- Moving away from the phone while the interact prompt is held will return the handset to the receiver and cancel the interaction
- The render distance for the telephone is dependent on graphics settings, but generally will be visible within a few metres. PC players can extend this render distance greatly by enabling the “Render Distant Objects” setting in spectator mode
- Most interactions with the phone will produce static noise, with exceptions to this listed in the section above

## **Advice for searching for missing phones**

The following is a list of tips that may assist you in searching for phones that are yet to be found.

- Search in Conquest games
- Use spectator mode to search more quickly and without fear of dying
- If on PC, turn on the “Render Distant Objects” setting in the spectator mode menu
- Start by checking the each known telephone spawn location on the map. If a telephone is present at one of these locations, then leave the server and join a different one.
- If none of the known spawn locations yield a phone, this means that the phone must have spawned at an unknown location and you can proceed to search the map for a new phone location



- Heed caution in regards to others reporting that they have already searched some area and found nothing. Remember, many people searched the train on Galicia for a symbol used in An Escalation easter egg in BF1 without seeing what was right in front of their eyes!
- Try to retain your sanity

# Interactable Telephones

Aerodrome - 5/5 phones found



Arras - 5/5 phones found



Devastation - 5/5 phones found





DEVASTATION





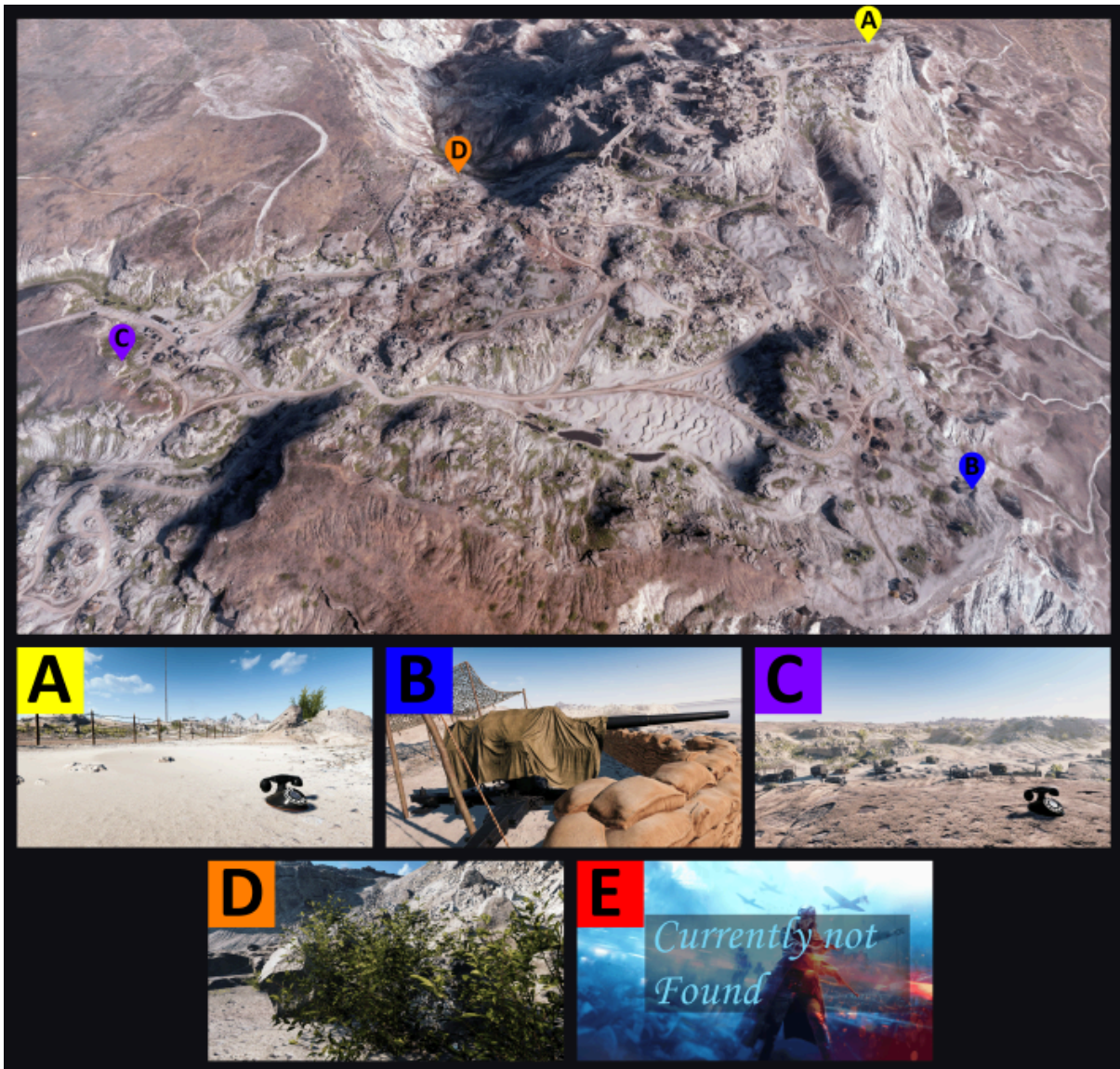
Fjell 652 - 5/5 phones found





# Hamada - 5/5 phones found

Map overview





## At the North-Eastern border of the map near G Flag on Conquest



## On a plateau overlooking the Allies spawn





In the Coastal Plateau area behind the Axis spawn, along the South-Eastern border of the Conquest map

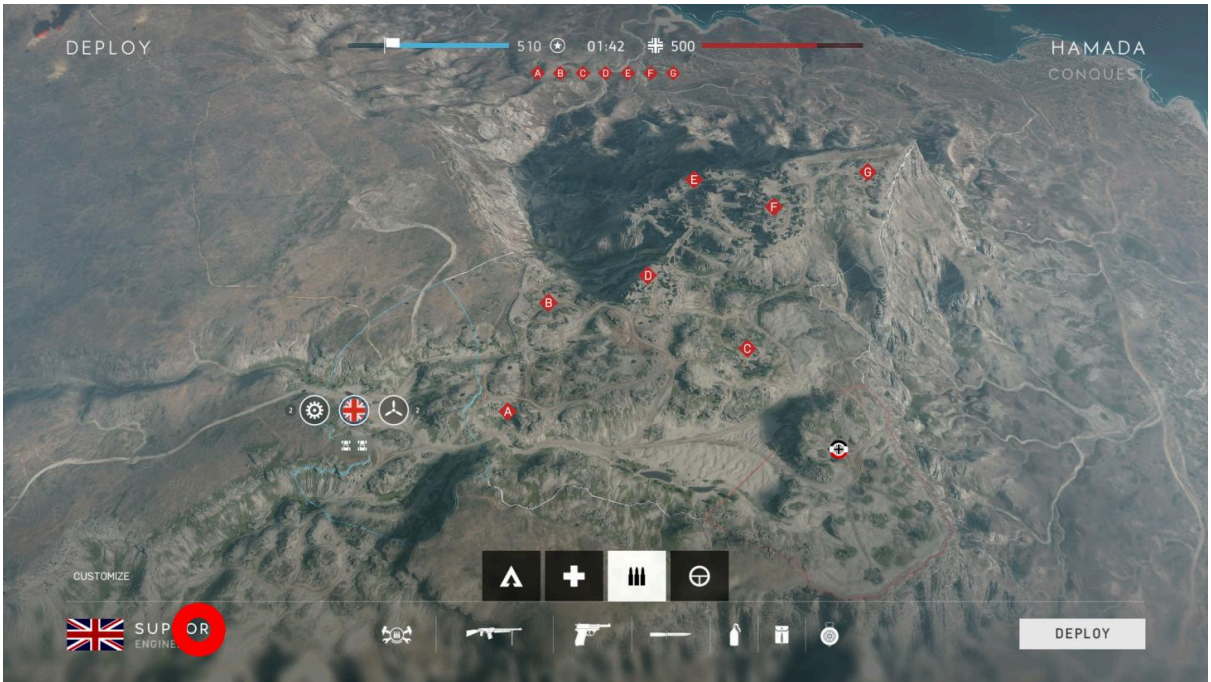


Along the Northern Border of the map, North of B Flag on Conquest



In the far south-west of the map only accessible on certain game modes







Narvik - 5/5 phones found





Rotterdam - 5/5 phones found



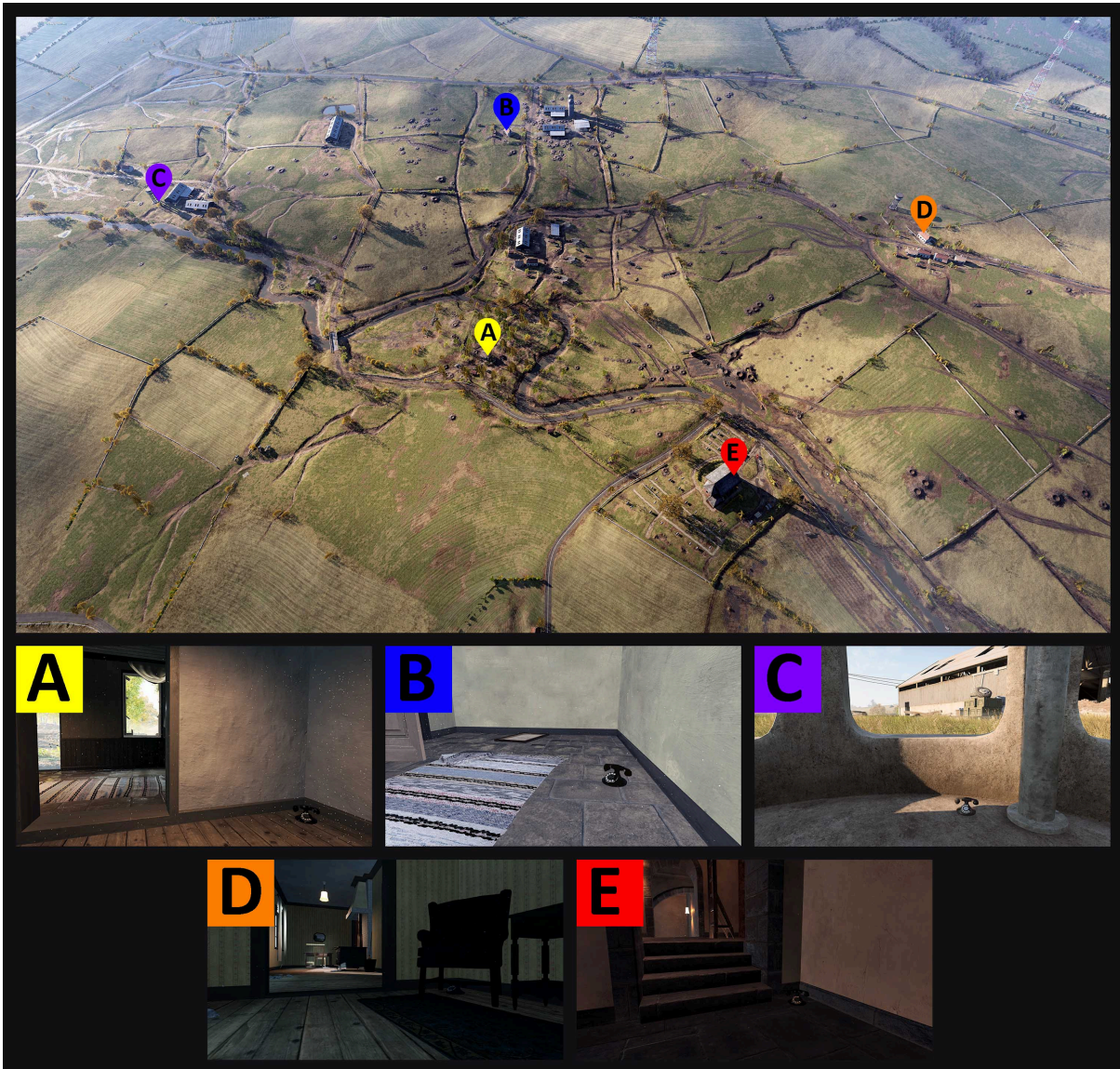


# Twisted Steel - 5/5 phones found





# Panzerstorm - 5/5 Phones Found





## Garden Gnomes - Arras

*Note: Once destroyed, gnomes can be reconstructed via fortification building, using a trowel in the animation.*



