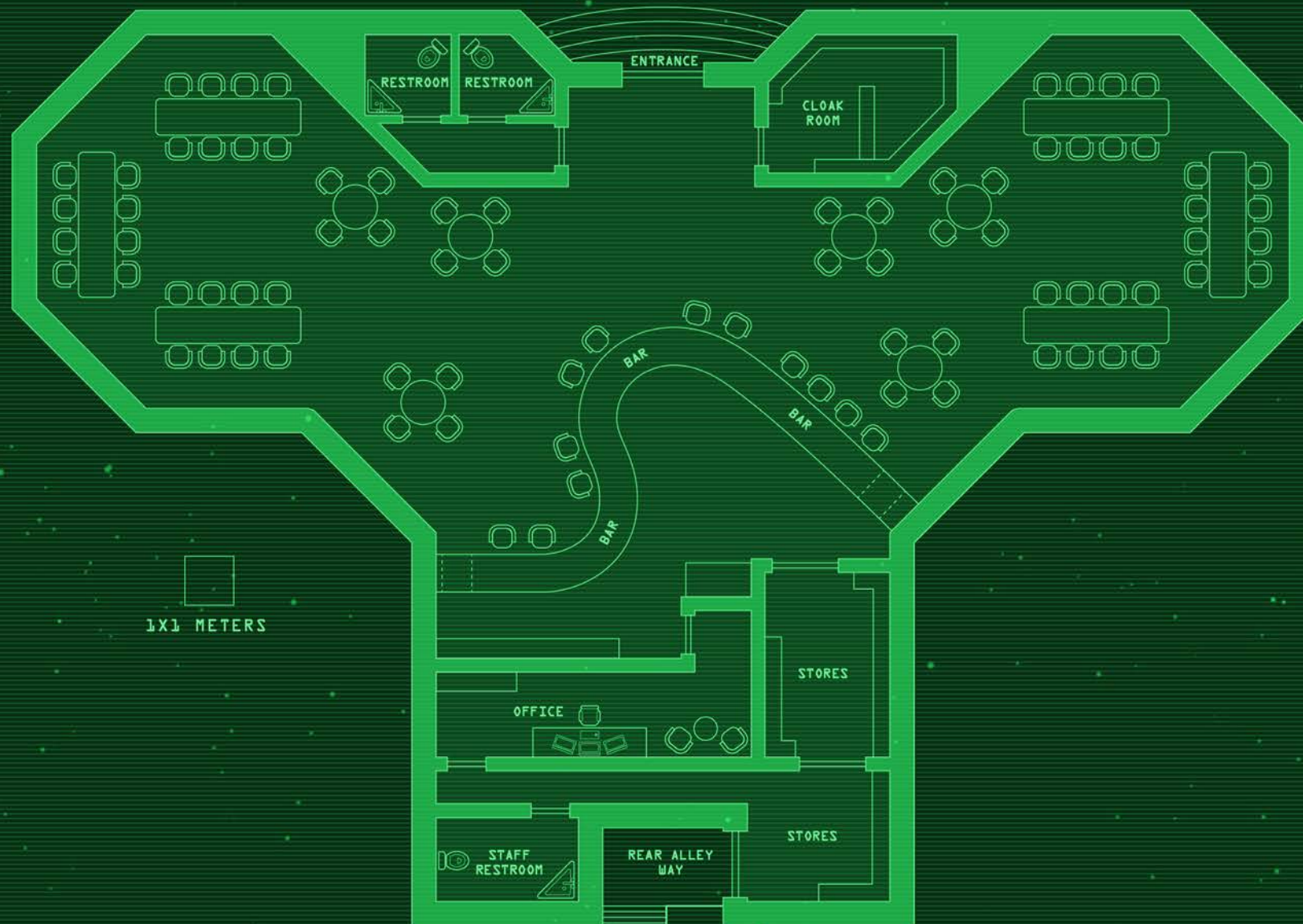


EYE OF OBLIVION

ARIARCUS - DISTRICT SOUTH

45 - DEDRUS AVN.



PLAYER MAP

MARSHAL STATION

ARIARCUS - DISTRICT EAST

128 - CLOAK RD.



1x1 METERS



PLAYER MAP

SAN ROCCO

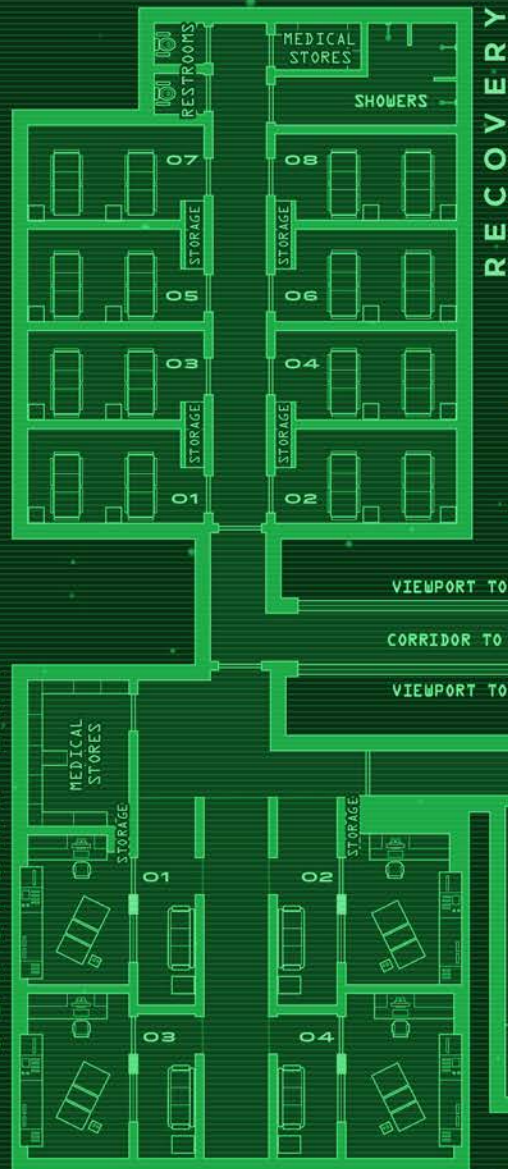
MEDICAL FACILITY

112 - EARWELL RD.

1X1 METERS

ZONE BORDER

EXAMINATION/
SURGICAL BAY



RECOVERY

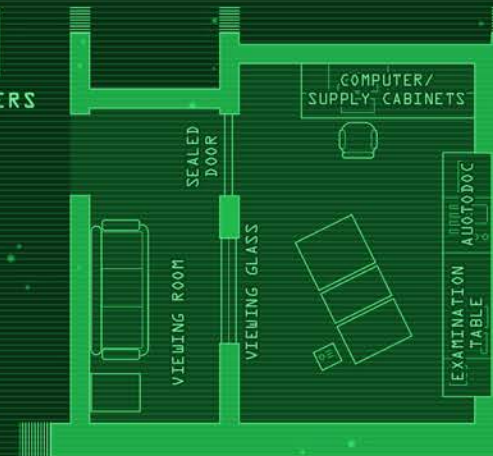
VIEWPORT TO OUTSIDE
CORRIDOR TO RECOVERY
VIEWPORT TO OUTSIDE

MORGUE

LOBBY

DETAIL OF EXAMINATION/ SURGICAL BAY 04

1X1 METERS



04

PLAYER MAP

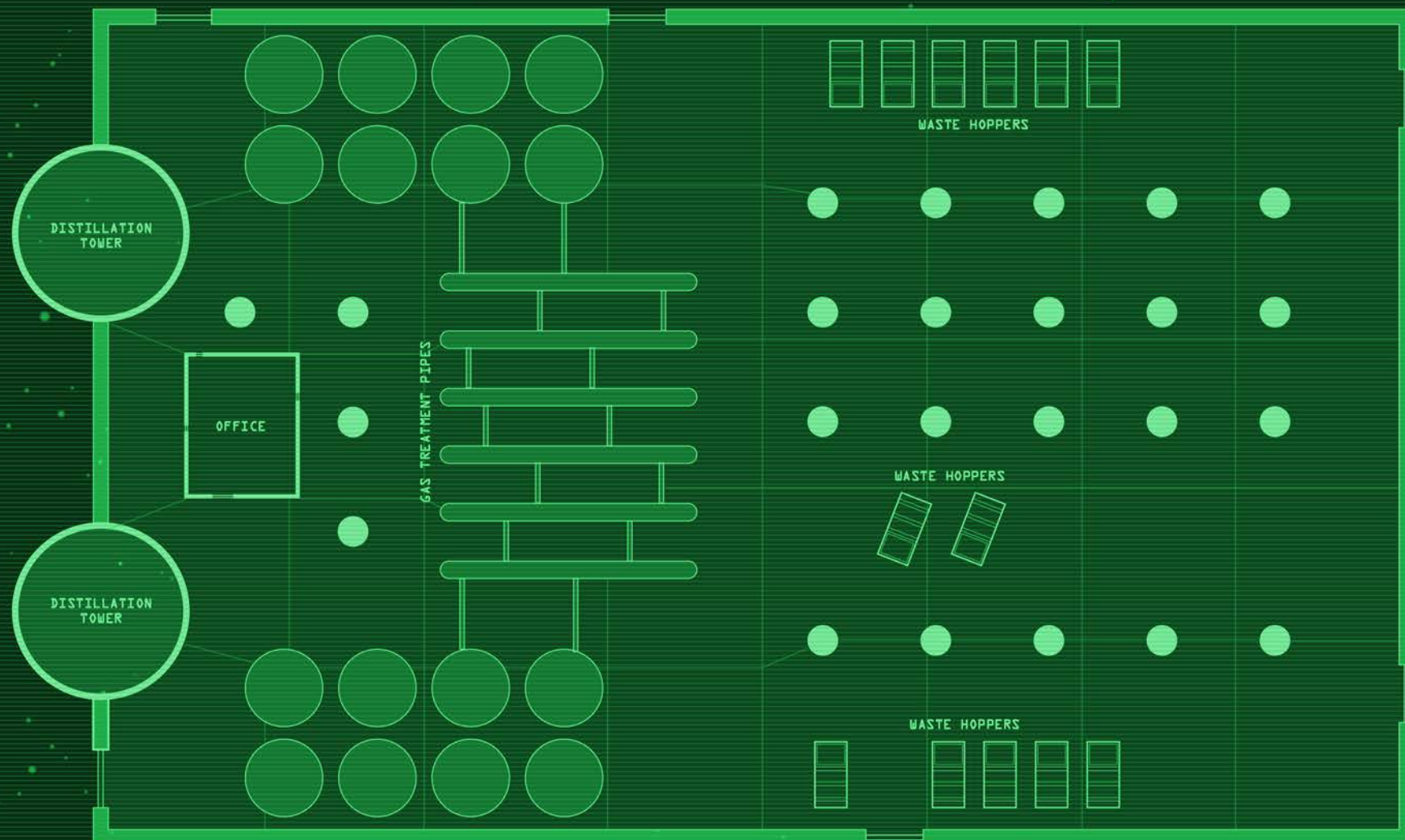
OIL REFINERY

ARIARCUS - DISTRICT NORTH

63 - PIPE LANE

5X5 METERS

ZONE BORDER



PLAYER MAP

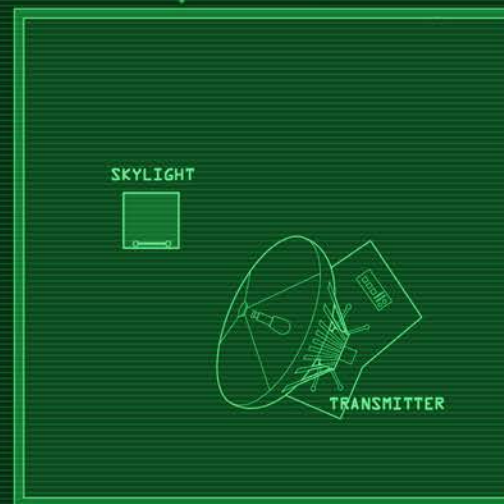
INSURGENT COMPOUND

ARIARCUS - DISTRICT WEST

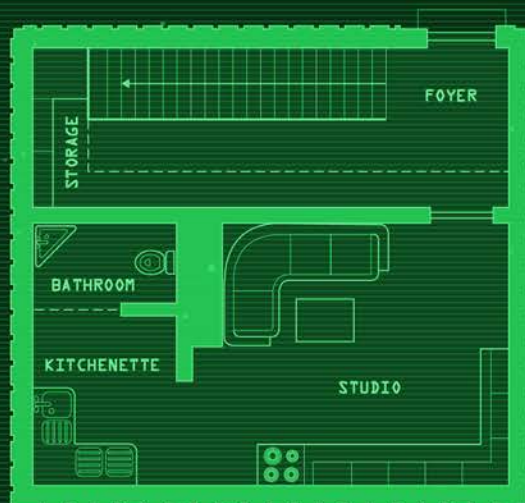
244 - CAMDEN RD.



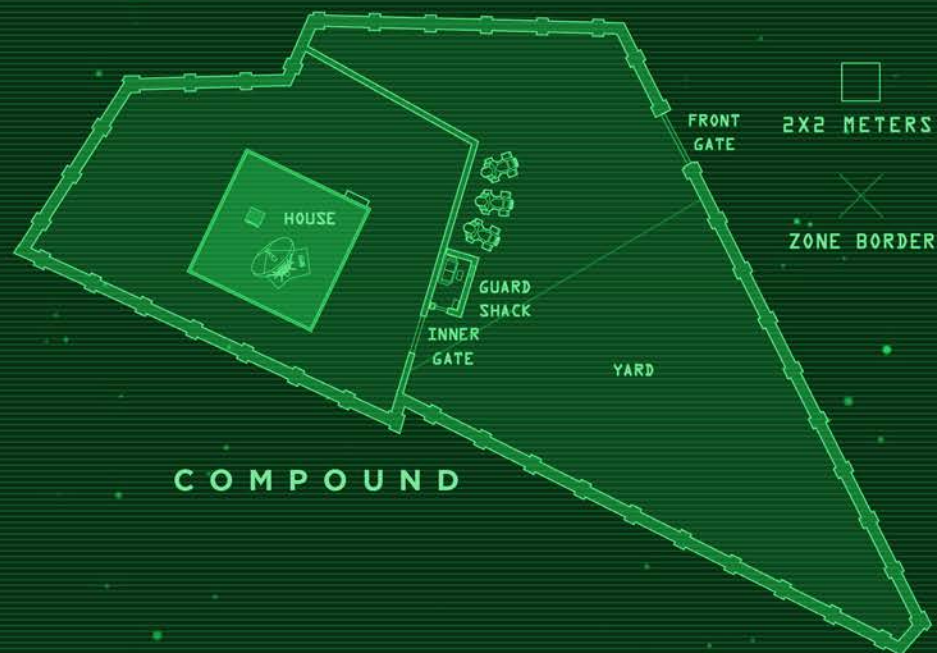
SECOND FLOOR



ROOF



GROUND FLOOR



PLAYER MAP

OUTBREAK ON YAOPHORA STATION

Responding to reports of an unidentified outbreak on Yaophora station, your CBRN platoon found everyone aboard dead. Examining the bodies, you found that whatever had afflicted the space truckers had manifested as some kind of tumor. In each case, the growth had expanded until it exploded out of the impregnated person's chest, killing them instantly. The rest of the victims had inexplicably suffered severe cranial trauma—i.e. their skulls were crushed by extreme external force. That's when something aboard started stalking your platoon, taking you out one-by-one. Eventually only you and your Lieutenant remained. When the alien pounced on him, you lost it and ran. Of the thirty-nine CBRN marines sent in, only you survived. A relief team evaced you and initiated viral containment protocols—i.e. they nuked the station out of existence.

FORT NEBRASKA



AMMUNITION DEPOT AND
WEAPONS TESTING FACILITY

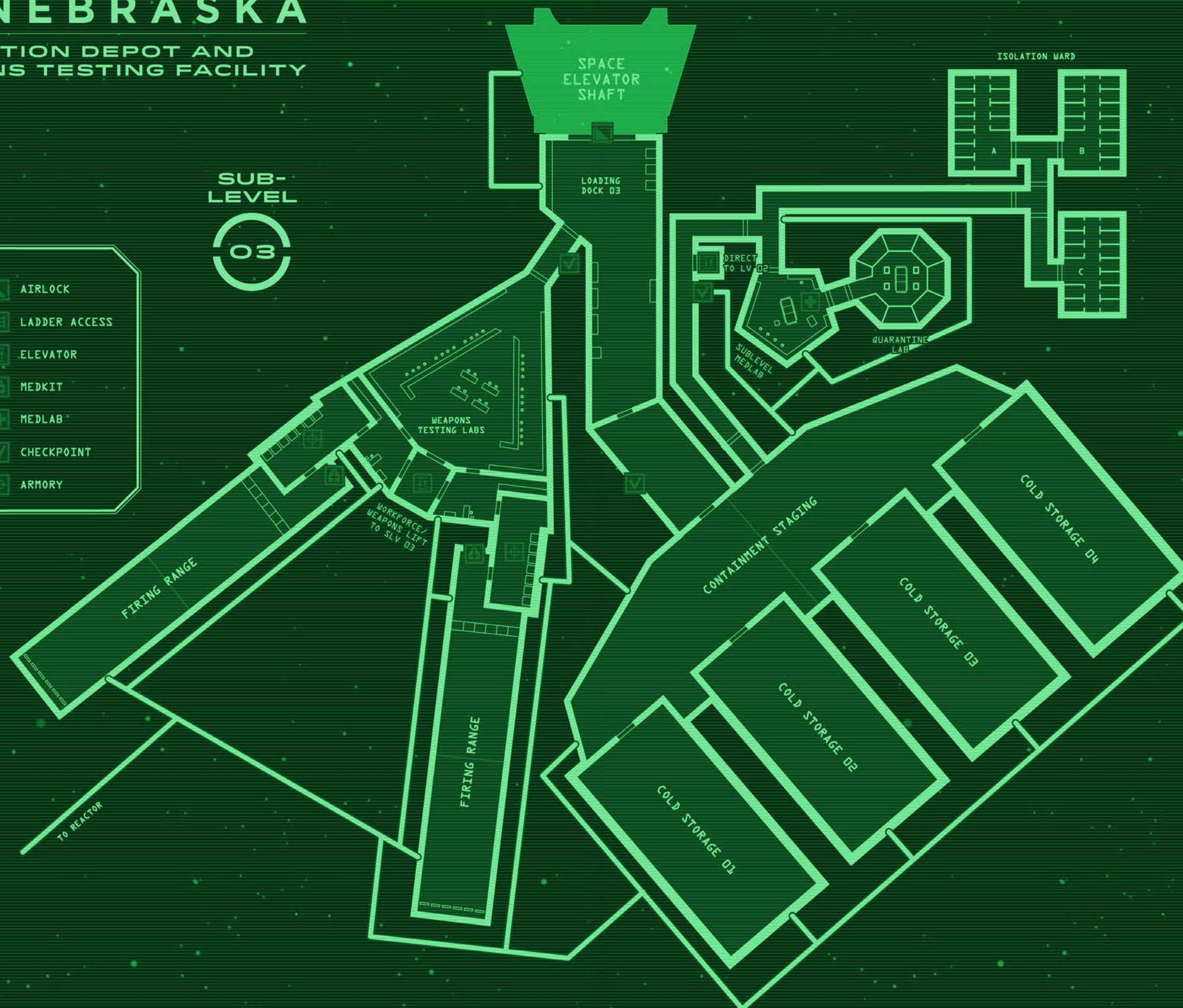
5X5 METERS

MAP LEGEND

- | | | | |
|--|-----------------------------------|--|---------------|
| | SERVICE TUNNEL | | AIRLOCK |
| | SERVICE TUNNEL
PASSAGE UP/DOWN | | LADDER ACCESS |
| | ZONE MARKER IN
SERVICE TUNNEL | | ELEVATOR |
| | ZONE BORDER | | MEDKIT |
| | | | MEDLAB |
| | | | CHECKPOINT |
| | | | ARMORY |

SUB-
LEVEL

03



PLAYER MAP