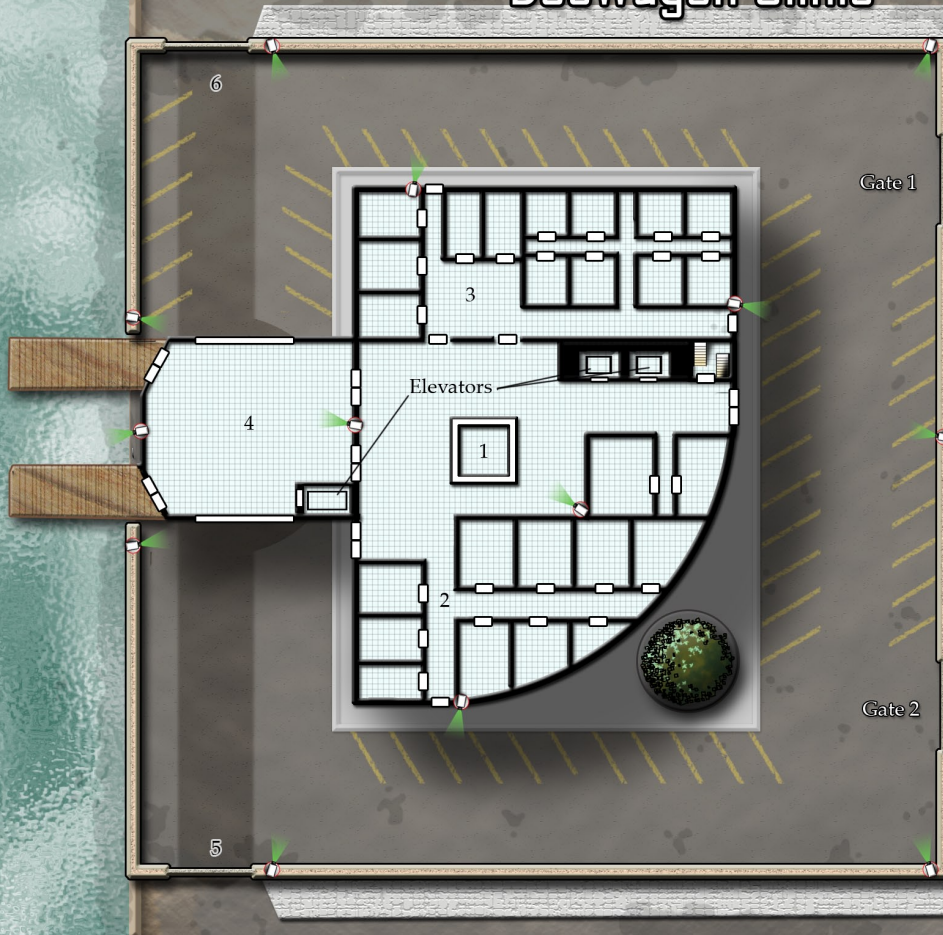
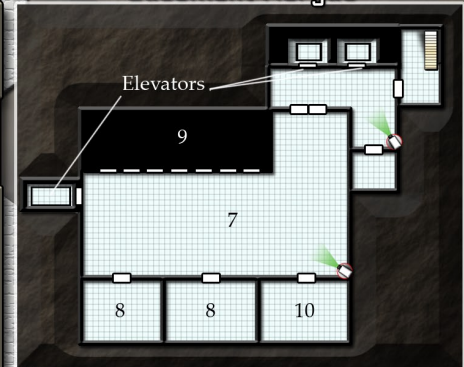


DocWagon Clinic



Basement Morgue



1. Reception Area
2. Clinic Offices & Triage
3. Admin & Temp Housing
4. Garage & Internal Docks
5. Ambulance Entrance
6. Employee Gate
7. Morgue
8. Storage Rooms
9. Cold Storage Lockers
10. Coroner's Office

10 Meters

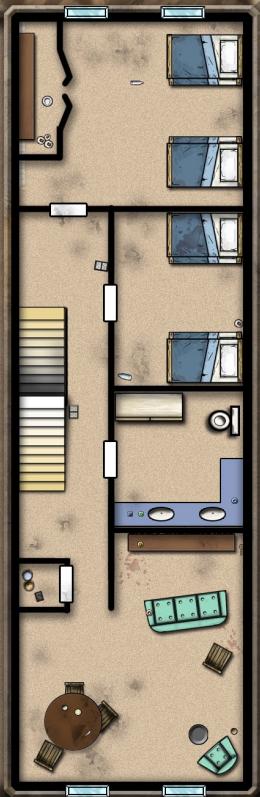


SCM

Caine's Den



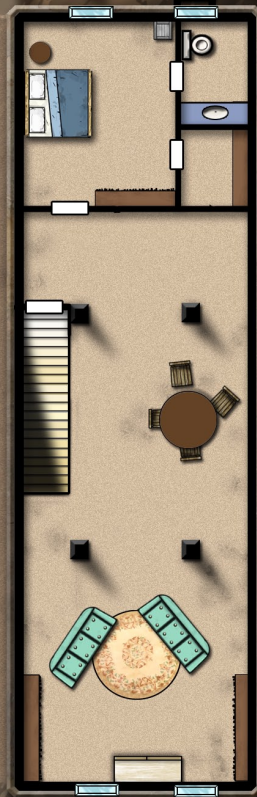
1st Floor



2nd Floor



3rd Floor



4th Floor

10 Meters

SCM

Garden of Eden

(Backroom)

- 1. Casino
- 2. Admin Offices
- 3. Stairs to Basement
- 4. Private Game Room
- 5. Interrogation Room
- 6. Casino Kitchen
- 7. Storage
- 8. Employee Entrance
- 9. Sewer Pipe



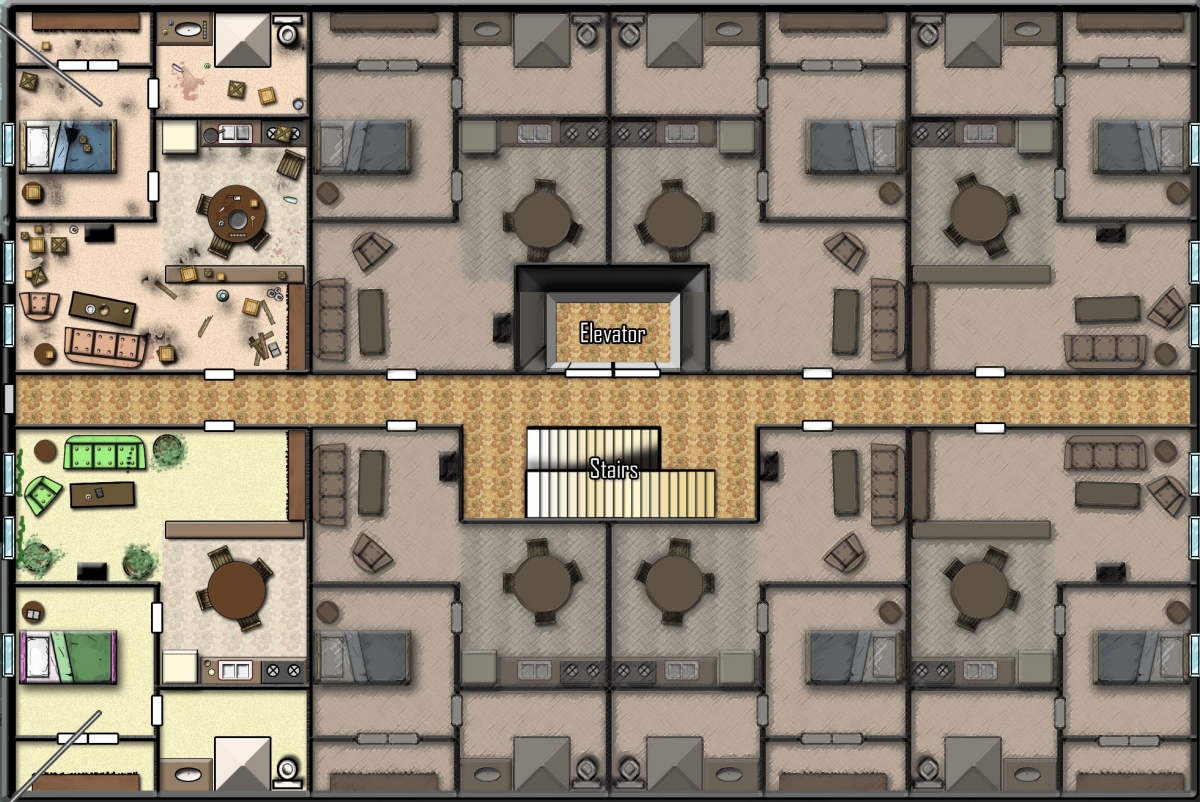
Vilamoura's Apartments

Drug Lab Apartment



Fire Escape

Vilamoura's Apartment

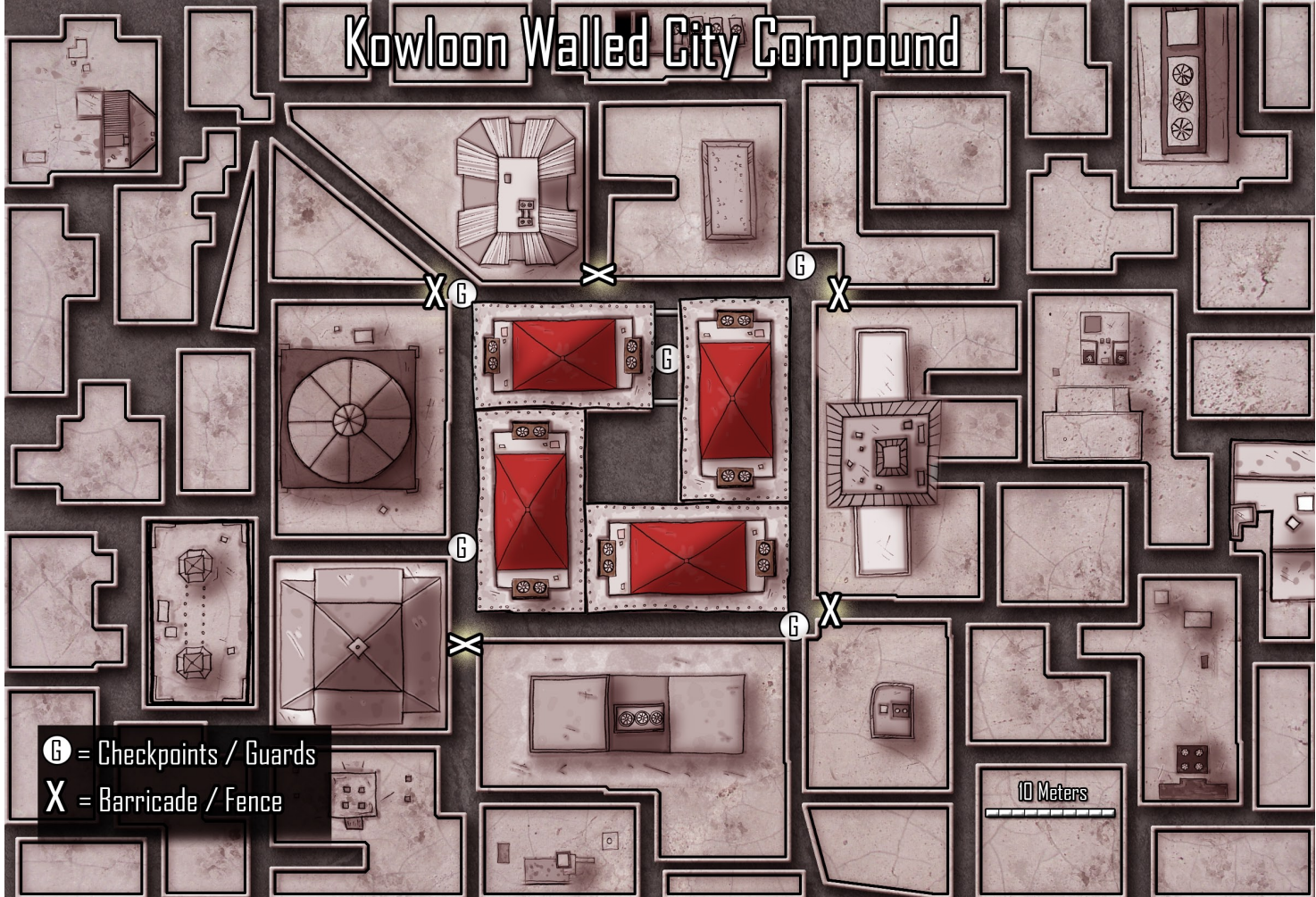


10 Meters



SCM

Kowloon Walled City Compound



G = Checkpoints / Guards

X = Barricade / Fence

Kodachi Stronghold



1st Floor

2nd Floor

3rd Floor

10 Meters

SCM

Baltimore Towers

- 1. Conference Room
- 2. Dining Room
- 3. Improvised Drug Lab
- 4. Office Suite
- 5. Small Offices
- 6. Emergency Drop Pods
- 7. Elevators
- 8. Reception Desk
- 9. Public Restroom
- X** Attackers' Entry Point



SCM

10 Meters

Salazar's Hacienda

1. Salazar's Home
2. Staff Housing
3. Temporary Offices
4. Pool / Pool House
5. Tennis Courts
6. Gazebo
7. Helipad
8. Garage



Primeira Vaga Terreiro



1. Fazenda/Main House
2. Old Coffee Mill/Tempo Storage
3. Senzala/Magical Lodge
4. Terreiro/Ritual Area
5. Gameleira Orchard
6. Shooting Range

10 Meters

SCM