Presentation

Background

> The year 2025, a few years after the end of the COVID-19 pandemic, a new, unknown and seemingly incurable disease strikes the North American continent. Residents of the Green County (Ohio) were evacuated with disorder to the east by the National Guard a few months ago. Persistent rumors of survivors in confined areas, with strange behaviors have been observed and documented, even on animals. Despite signs of anarchic evacuation to the east, Green County seems to have regained a peaceful, and quiet side...

Technical & Gameplay

Specs

Terrain size : *10 x 10 km (100km²)*
Resolution : *1m/px*
Heightmap : *2048*
Cells size : *5*
Sat/Mask tiles size : *512px*
Texture layer size : *40px*
Overlap : 192px

Compatible CFTools Cloud : *Yes*
Available on IZurvive : *Planned*

Usage : **Public**
Status : **Work in progress - Public release : MAY 2025.**

Steam Workshop : [Green County](#) (Map), [Green County Immersive](#) (Mandatory additional content)

Spirit & Recommandations

Green County is a 10x10km map (100km²).
It is predominantly forested, containing mainly small villages, detached houses and farms. It also has one medium-sized town (Louisville) and a larger capital (Leaftown). To achieve a balanced gameplay, we have chosen to place only 3 medical buildings (as a result, medicines and treatments are in low/medium quantity depending the area), 3 police stations and 2 fire stations. Two military zones located close to player spawn points have been placed under permanent gas for balancing reasons. These two bases will play an important role in the future of the map.

The loot based on Livonia and its 3 tiers (+ one Unique tier) has been completely redesigned (for weapons and related items) to make the gameplay more interesting. Dynamic event mechanics have been added to give the map more depth, so you'll be able to see the classic police car wrecks and helicopter crashes, as well as :

- Medical ambulance wrecks
- Fire ambulance wrecks
- Police roadblocks
- National Guard checkpoints
- Abandoned trailers

This map is suitable for different types of server, and we recommend the settings below:

PVP: *45-50* players underlined
PVE / RP: *35-45* players underlined

> **Green County is a map!** You won't find any third-party mods added/imposed in order to avoid any problems when DayZ is updated, but also because, like open-source tradition, we

Difficulty

The difficulties in Green County are as follows:

- **Water** : *All stagnant water, waterbottles, canteens and even watertanks can give you Cholera. Only stone wells (Sakhal) are clean. So you'll have to think twice before drinking anything at the start of your adventure.*
- **Diseases** : *Due to the lack of medical stuff in spawn areas, getting sick can quickly reveal fatal.*