

# ARMA II

## CHERNARUS - THE REAL COUNTRY

Inspired by reality, based on real world landscape



### ARMA2 ENVIRONMENT CHERNARUS

North-Eastern Chernarus is a hilly area with rocky coastlines; the biggest hilltops reach over 700 m above sea level, covered by temperate forests. The environment is still relatively untouched from logging and mining. The biggest cities and industry are concentrated on the southern coast. There are mostly smaller villages inland, situated in deep valleys, hidden in forested ridges or on elevated plateaus with lush meadows.

- 225 km<sup>2</sup> of real world data
- 1 million 3D objects
- 350 kilometers of roads
- 50 cities and villages
- Hilly rural landscape with rocky coastline
- Living environment including civilian population and wild life



**„CHERNARUS IS A FICTIONAL POST-SOVIET COUNTRY, ACCURATELY RECREATED FROM GEOGRAPHICAL DATA OF REAL LANDSCAPE.“**



Mountainous wilderness



Industrial cities



Rural countryside



Military installations

