

# The Comprehensive “Runway” Map Guide

## About the Map Creator

Tatoskok is pronounced “tah – toe – skog”.

Tatoskok is the Abenaki word for the great horned serpent living in the mysterious depths of Lake Champlain. Now, locals call our lake monster “Champ” (short for Champlain) and we have a minor league baseball team called Vermont Lake Monsters.

## About the Map

The map began as a military training base for role playing purposes. Two of the original ideas were the recreation of the Call of Duty Killhouse (found in Hanger 1) and recreation of the Rainbow Six Presidential Plane. Additionally, the runway provides the longest possible shot distance (1000 meters) in Onward.

The military airfield has lots of open areas which require teams to work together with solid tactics and communications. The MARSOC (counter-terrorists) team must move methodically and cautiously forward to secure their objectives. While the Volk (terrorists) team can entrench themselves holding defensive positions to protect the objective and prevent the MARSOC team from crossing open areas such as the runway that divides the map.

## Current Version

1.04

## Callouts

Tatoskok’s most up-to-date callout maps will always be at <https://www.tatoskok.com/portfolio/runway-onward-map/>

## Map Notes

### Runway and Base Size

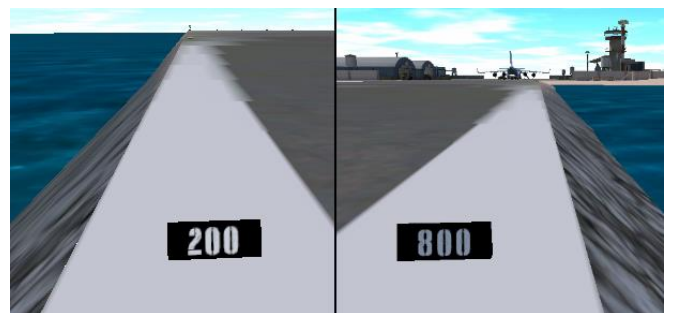
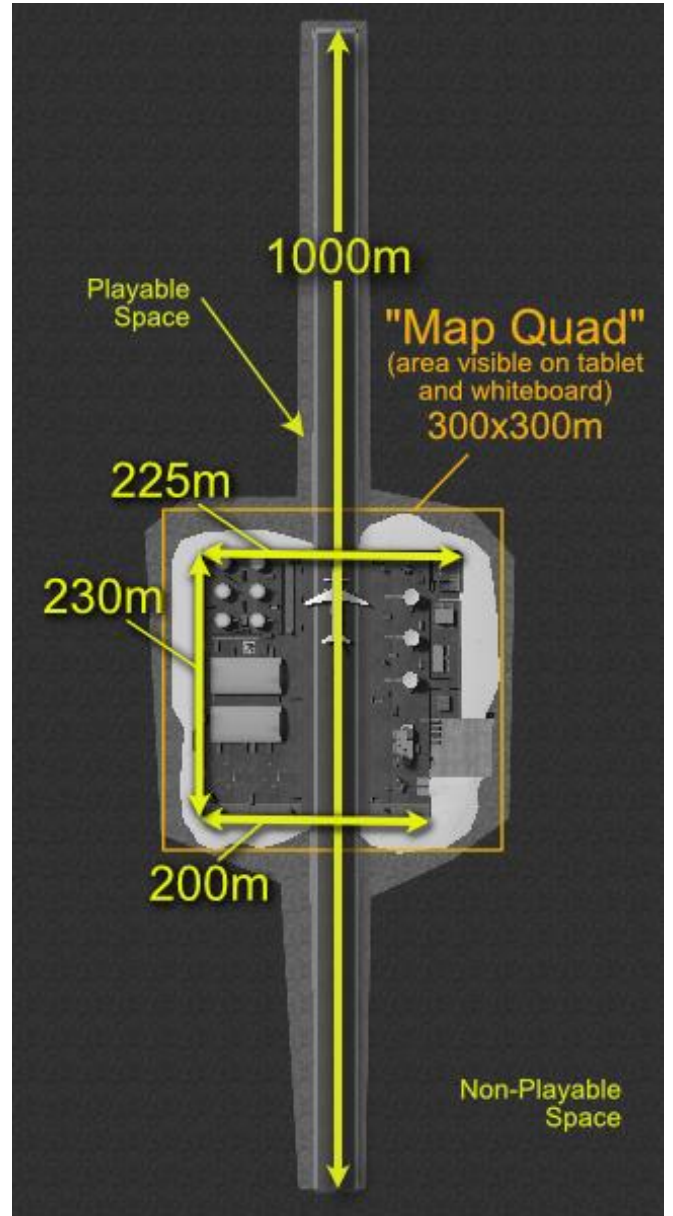
The Runway is just over 1,000 meters long and just under 40 meters wide. The entire runway is accessible to players. Players may also wade several dozen meters into the ocean from the beach, but there are invisible walls to prevent them from going too far from the island mainland and runway.

The "Map Quad," which is the area visible on players' tablets and on the tent's whiteboard, is 300x300 meters. For comparison, Downfall is 400x400 meters.

Additionally, there are shooting targets on each end of the runway at exactly 1,000 meters apart.



There are double sided distance markers at 200, 300, 500, 700, and 800 meter intervals. The numbers shown on the marker indicate the distance towards the target you are facing. On the opposite side of the marking is the distance towards the other target.



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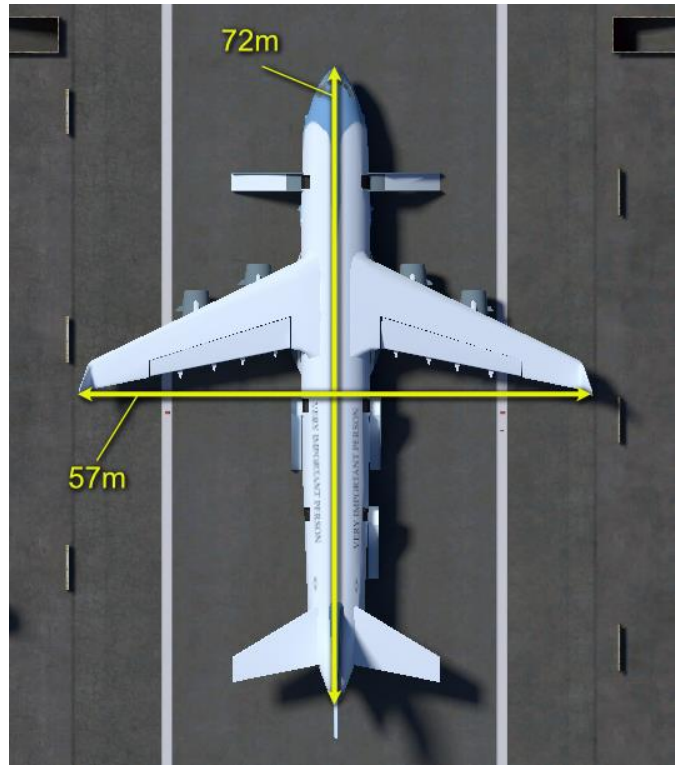
### Plane Size

The plane is sized similar to the military version of the Boeing 747 called "VC-25A". The current (2021) United States "Air Force One" is a VC-25A.

For comparison sakes, the Boeing VC-25A measurements are 71 meters length x 60 meters wingspan.

### Hanger Size

The two hangers are 62m x 32m.



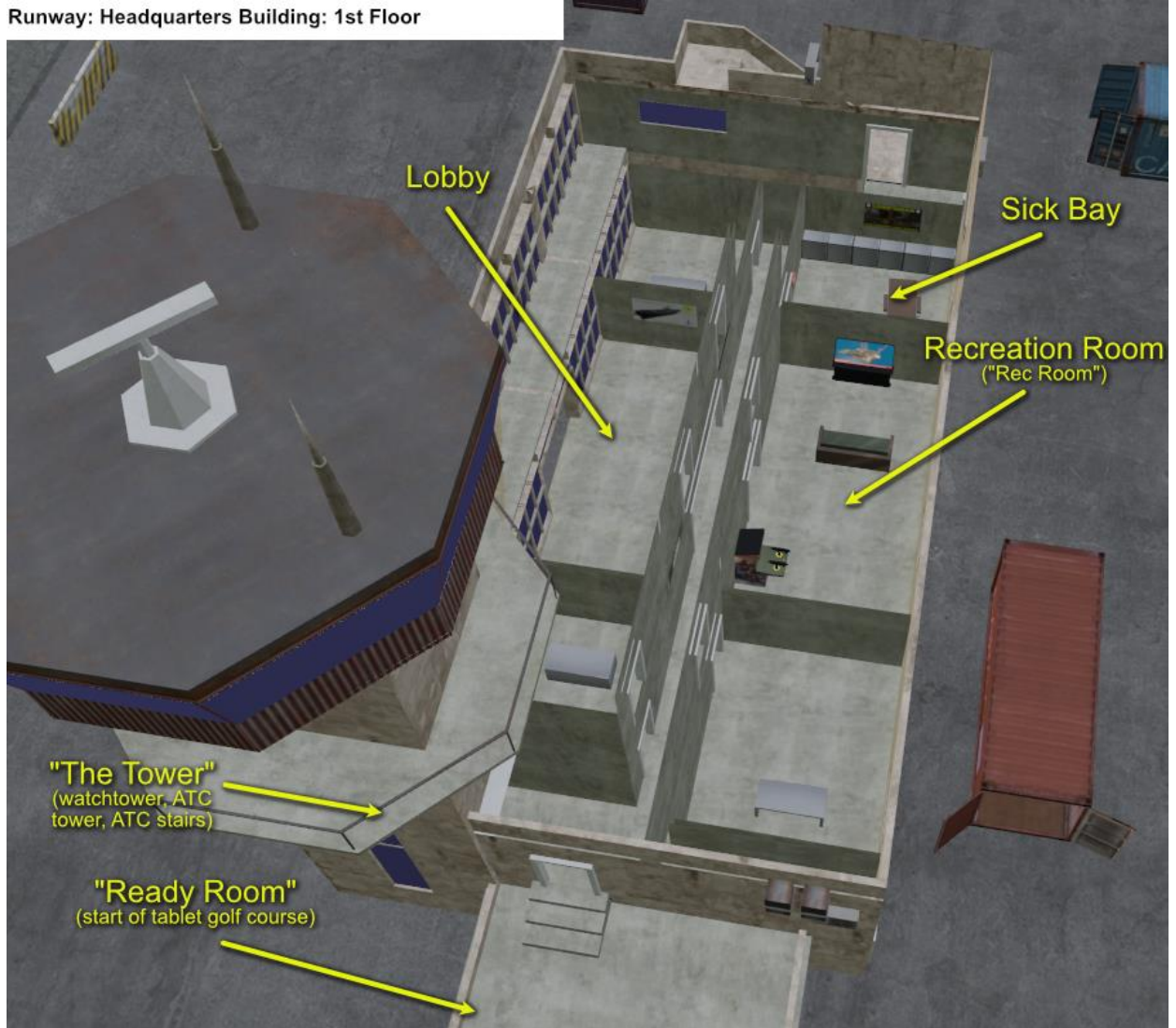
# The Comprehensive "Runway" Map Guide

## Map Locations

### Headquarters/Terminal Building

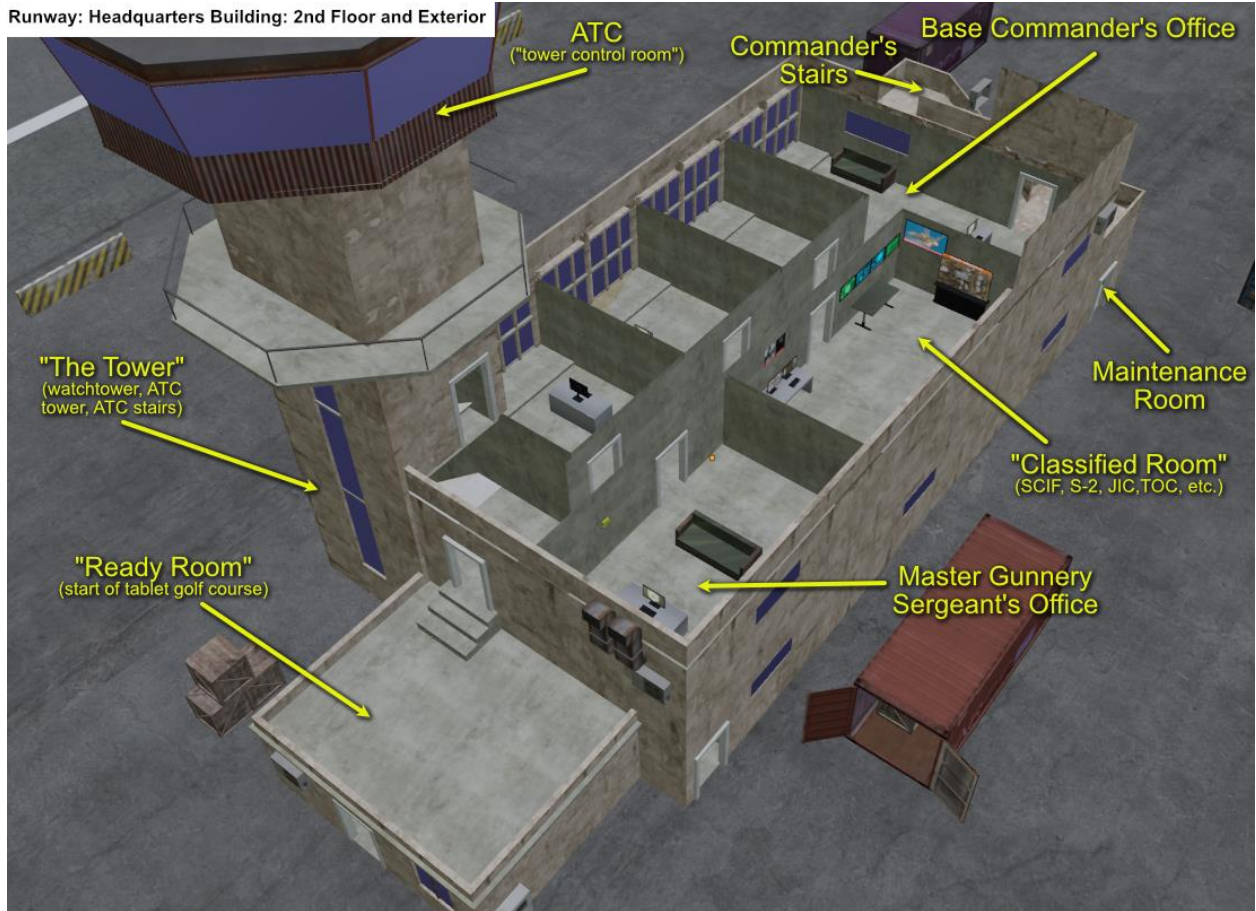


Runway: Headquarters Building: 1st Floor



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Runway: Headquarters Building: 2nd Floor and Exterior



### The "Tower"

The "Tower" will have many names including ATC Tower, Watchtower, ATC Stairs, etc. The tower contains stairs going from the headquarters' first floor to the second floor, the roof, the tower's balcony, and the ATC room at the top.

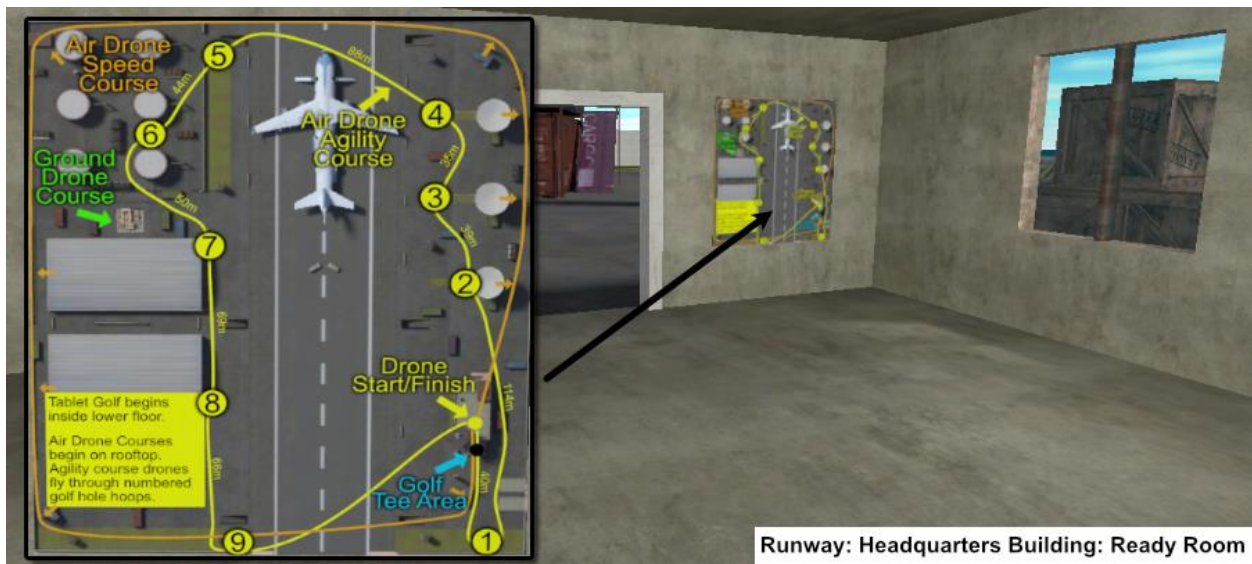
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Runway: Headquarters Building: Lobby



### Lobby

The lobby is just within the main front doors. Posters for the "USS Quest" and "Teamwork: Teamwork divides the task and multiples the success" hang in the north east corner and a MARSOC flag hangs on the southern side. Additionally, images of two MARSOC individuals hang on the south wall with "KIA: MARSOC Remembers" above them.



Runway: Headquarters Building: Ready Room

### The "Ready Room"

The "Ready Room" is the "side room" on the south side of the terminal building. Tatoskok calls it the ready room since he imagines it could be used to stage gear or Marines before heading across the runway to a helicopter or plane. This room also has a wall map showing the tablet golf course.

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### Runway: Headquarters Building: Recreation Room



### Recreation Room ("Rec Room")

The Recreation Room is just beyond the front lobby. Within the room, there's an arcade version of "Onward", a satirical poster saying "Teamwork: Teamwork gives the enemy someone else to shoot," frosted and plain donuts with coffee on the table, and a couch and TV showing "Breaking News: Terrorist cell takes over Quexxon Corp offshore oil platform in international waters." The "Offshore Platform" map, shown on TV, is also created by Tatoskok (creator of "Runway" map).



### Runway: Headquarters Building: Sick Bay

### Sick Bay

The Sick Bay is the corpsman's domain. With a sink, cabinets of medical supplies, and exam table (reclining bed), the corpsmen take care of the injured and hand out Motrin. A poster hangs on the northern wall saying "Corpsman: Even Marines have heroes."

## The Comprehensive "Runway" Map Guide

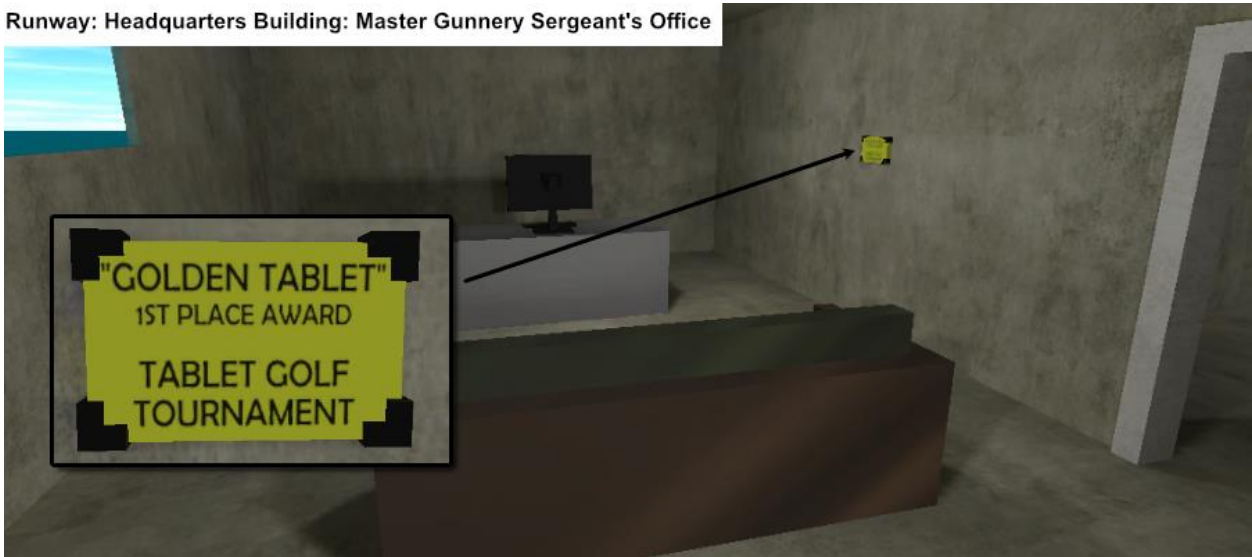
### Runway: Headquarters Building: Base Commander's Office



#### Base Commander's Office

The Base Commander's office is the largest office in the headquarters building. It has windows facing both north, east, and west with two couches and a desk. It also has an exterior door leading to the building's northern exterior stairs to the roof and ground with a small deck outside the office. It has the second-best view of the map, after the Tower's views.

### Runway: Headquarters Building: Master Gunnery Sergeant's Office



#### Master Gunnery Sergeant's Office

The Master Gunnery Sergeant's office is the second largest office in the headquarters building. In addition to the desk and couch, the Master Gunny showcases the "Golden Tablet" awarded for 1<sup>st</sup> place in the base's tablet golf tournament.



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Runway: Headquarters Building: Classified Room



Runway: Headquarters Building: Classified Room

### "Classified Room"

The "Classified Room" goes by numerous names such as SCIF (Sensitive Classified Information Facility), JIC (Joint Intelligence Center), S-2 (USMC intelligence section for divisions and lower), TOC (Tactical Operations Center), and more. The "classified room" designation is used to simplify callouts. Maps on the walls, monitors, and TV maps may change over time.

### Runway: Headquarters Building: Air Traffic Control

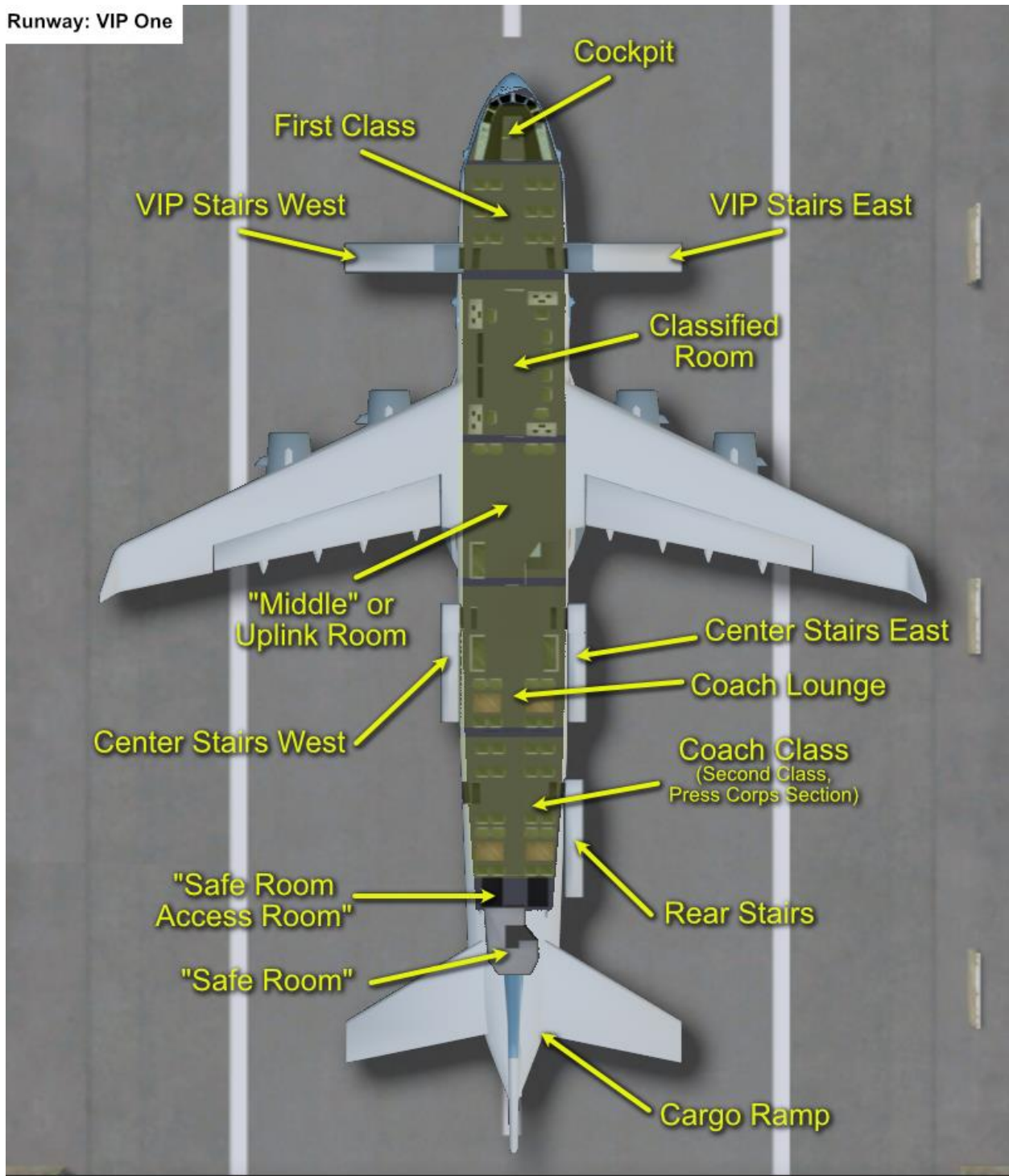


### Air Traffic Control

The top floor of the ATC control room is 17.5 meters above the runway surface. Players' sight level would be between 19.25 and 19.5 meters above the runway. The ATC has a 360 degree view.

VIP One

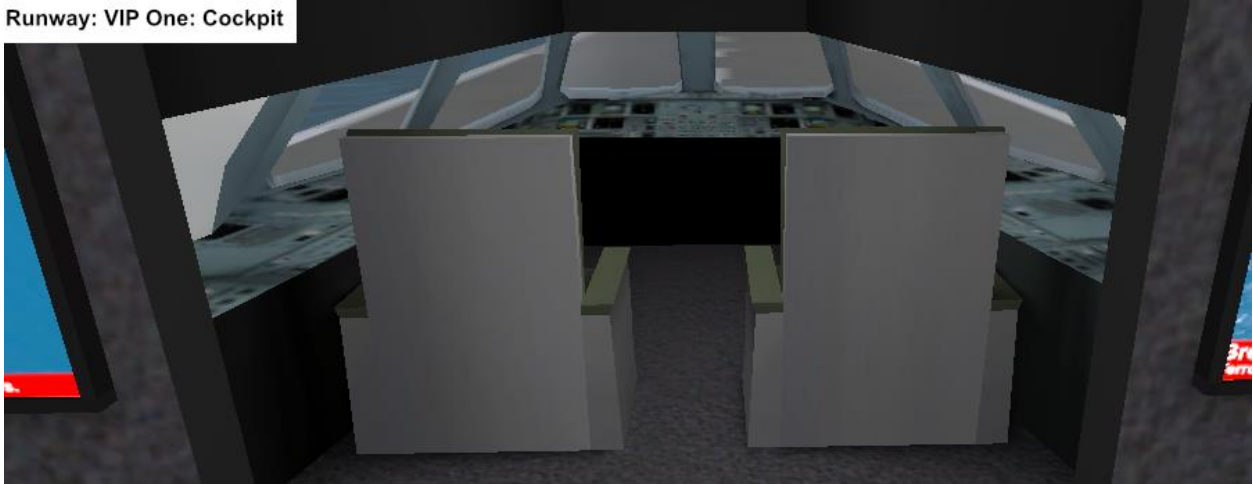
Runway: VIP One



The name "VIP One" was chosen because the first map submission was rejected by Monorchid due to the plane having Air Force One and US Presidential Seal text and graphics.

## The Comprehensive "Runway" Map Guide

Runway: VIP One: Cockpit



Cockpit

Players cannot get between the pilot seats or in front of the seats.

Runway: VIP One: First Class

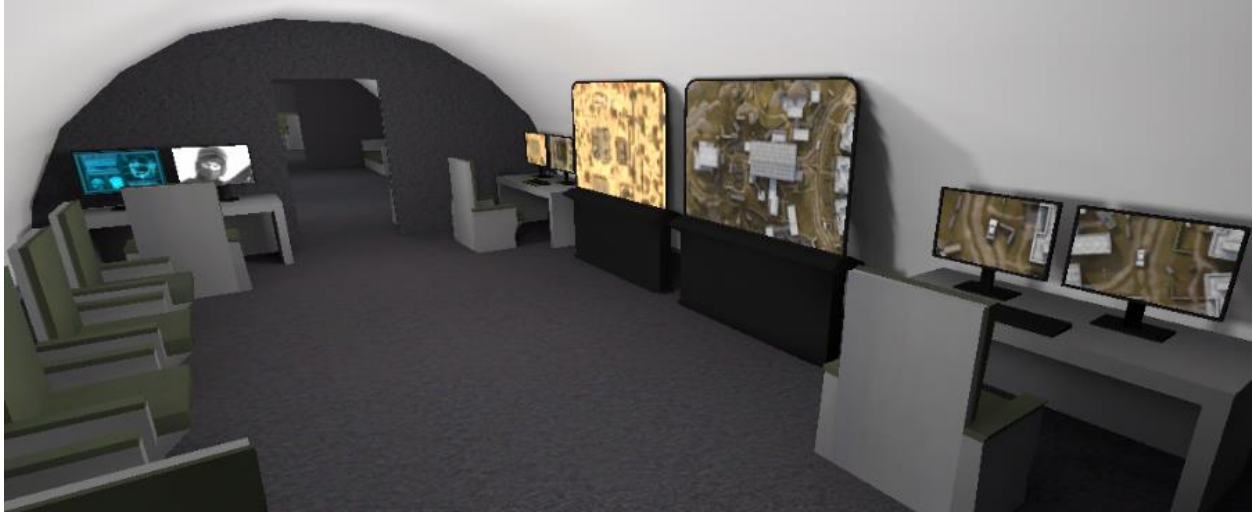


First Class

There's enough (leg room) spacing between the seat rows for players to get between the rows. The seats are too close on other parts of the plane. All of the TVs on the plane show "*Breaking News: Terrorist cell takes over Quexxon Corp offshore oil platform in international waters.*" The "*Offshore Platform*" map, shown on TV, is also created by Tatoskok (creator of "Runway" map).

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### Runway: VIP One: Classified Room



### "Classified Room"

Maps on the walls, monitors, and TV maps may change over time.

### Runway: VIP One: Middle Room



### Middle Room

The Middle Room is a large space where an Uplink objective can be positioned. There are also stairs leading to the cargo hold.

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Runway: VIP One: Coach Lounge



### Coach Lounge

The Coach Lounge has two couches with two tables and chairs.

Runway: VIP One: Coach Class

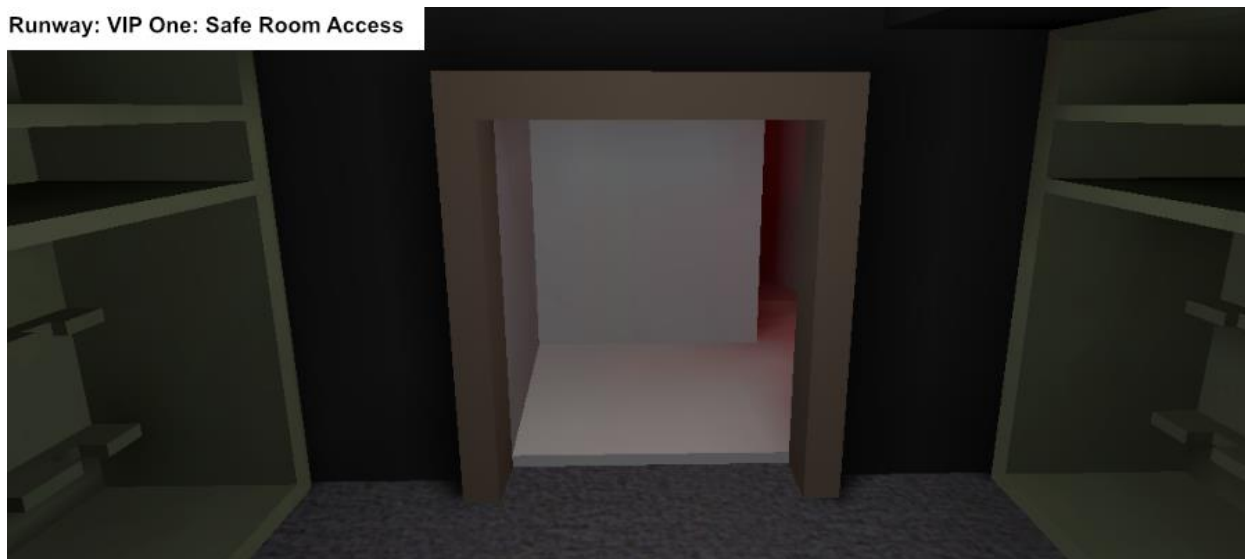


### Coach Class

The Coach Class compartment is similar to the First Class compartment, but with less spacing (leg room) between the rows.

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Runway: VIP One: Safe Room Access

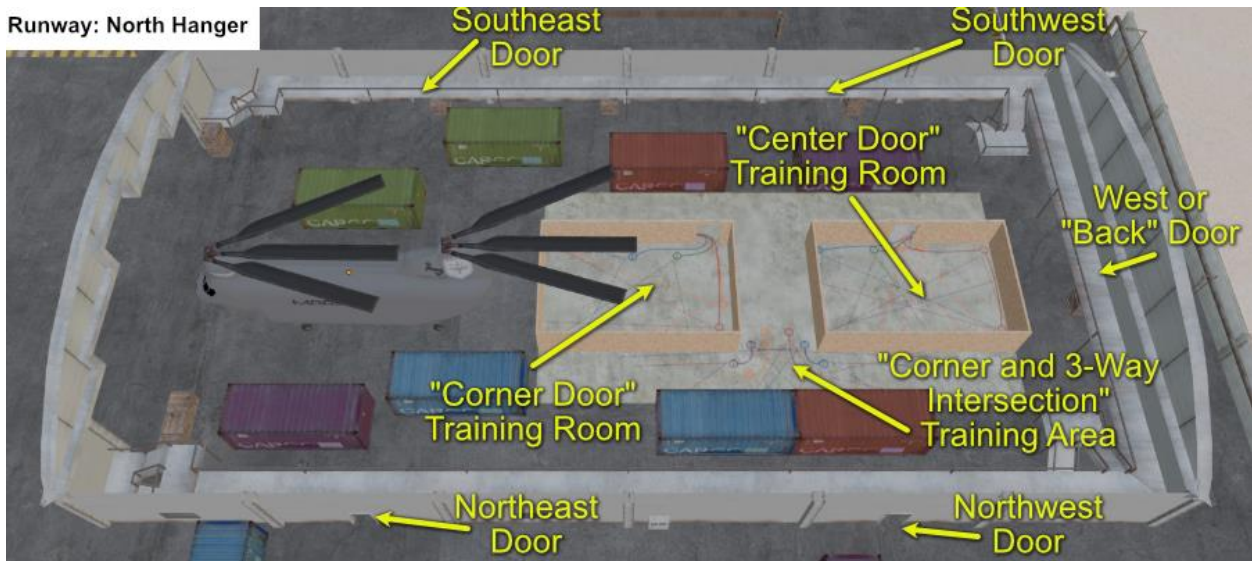


"Safe Room" Access and "Safe Room"

The "Safe Room" Access Room is the rear compartment of the plane. It has two empty gun racks with a small access door leading to the "Safe Room."

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Runway: North Hanger



### North Hanger

The training room and area floor markings are taken from the Army Ranger Handbook from Chapter 8: Battle Drills, Enter and Clear a Room Section for a four-person fireteam. Coop is limited to four players.

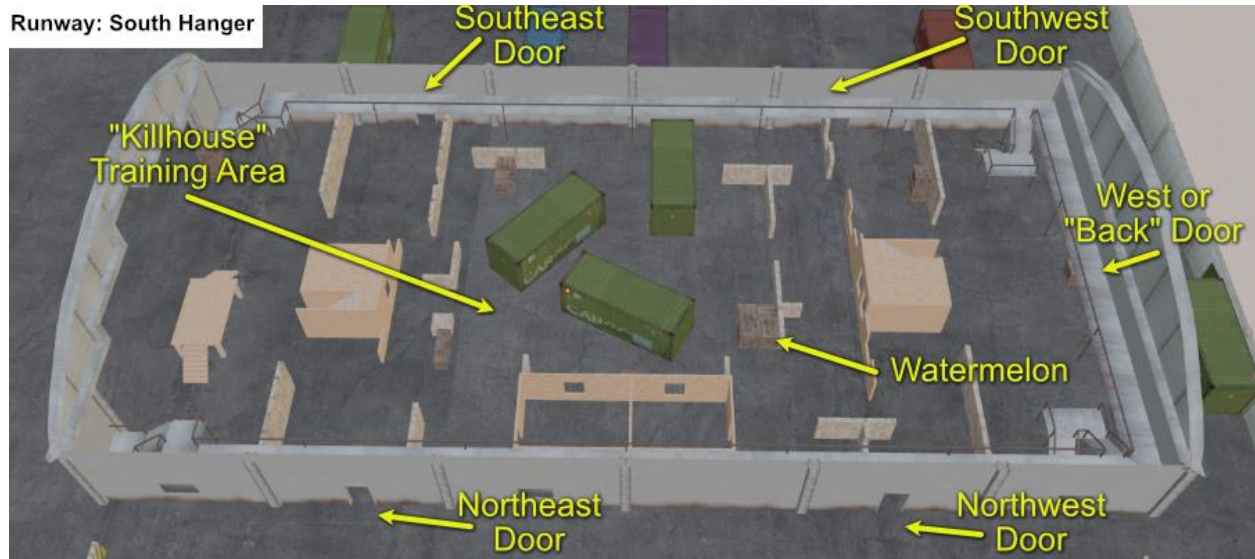
Runway: North Hanger: Helicopter



### North Hanger Helicopter

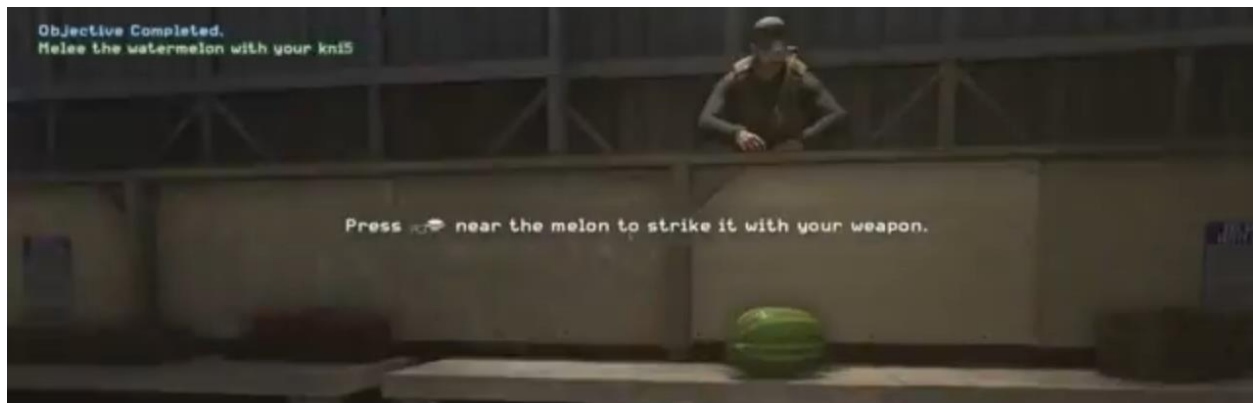
When the map was originally created, the map creator (Tatoskok) had the callsign of Guardian-5 within Fireteam Guardian of the Task Force 511 milsim unit. Currently, Tatoskok has the designation of Patriot-5 within Fireteam Patriot of the Task Force 511 milsim unit.

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### South Hanger

The layout of the hanger is inspired by the Modern Warfare 4 Killhouse.



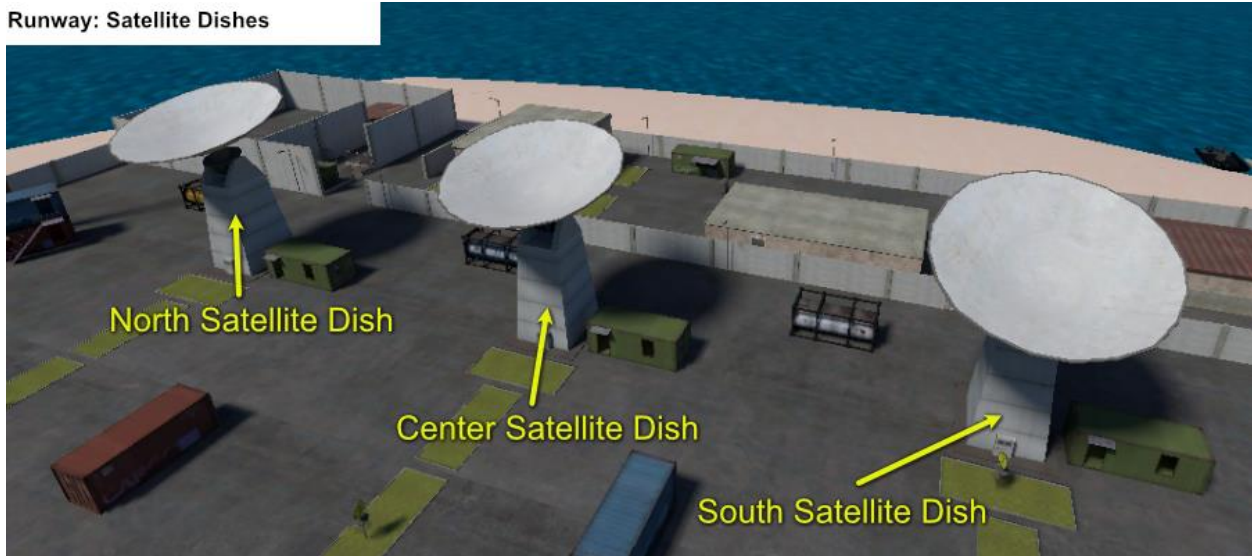
Watermelon – “Your fruit killing skills are remarkable.”

The watermelon is an egg relating to the “Killhouse” inspiration. Refer to <https://www.youtube.com/watch?v=ojNMli4W9NA> for the scene from the Modern Warfare 4 Killhouse level for a detailed explanation.



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### Runway: Satellite Dishes



### Satellite Dishes

All three satellite dish structures and control rooms are identical. Callouts will vary by player, but most commonly are North Dish, Middle/Center Dish, and South Dish.

### Runway: Satellite Dish: Control Room

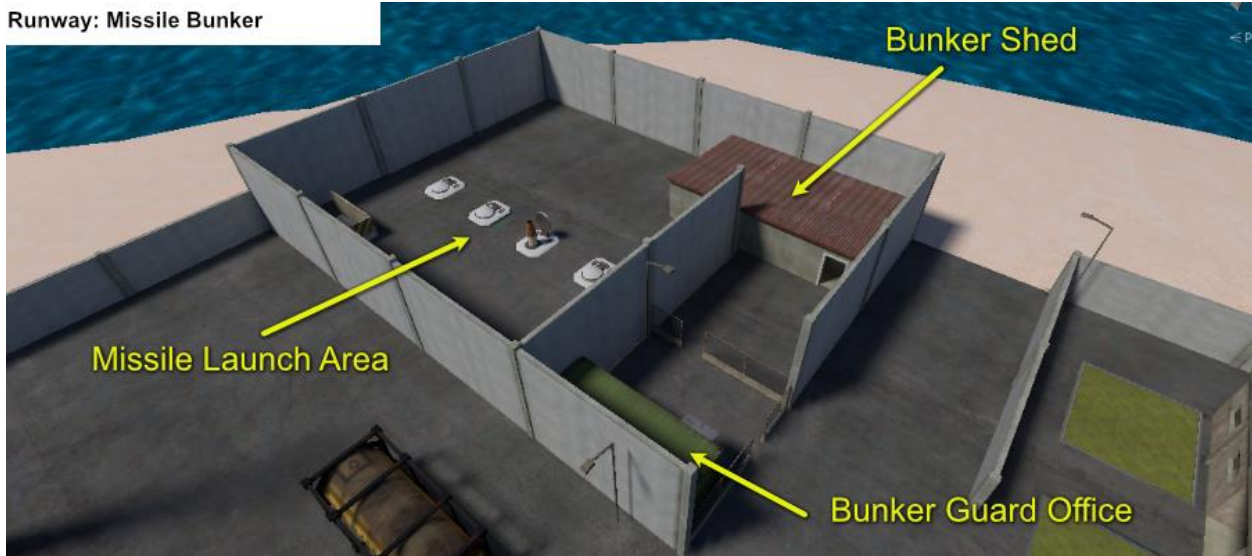


### Satellite Dish Control Room

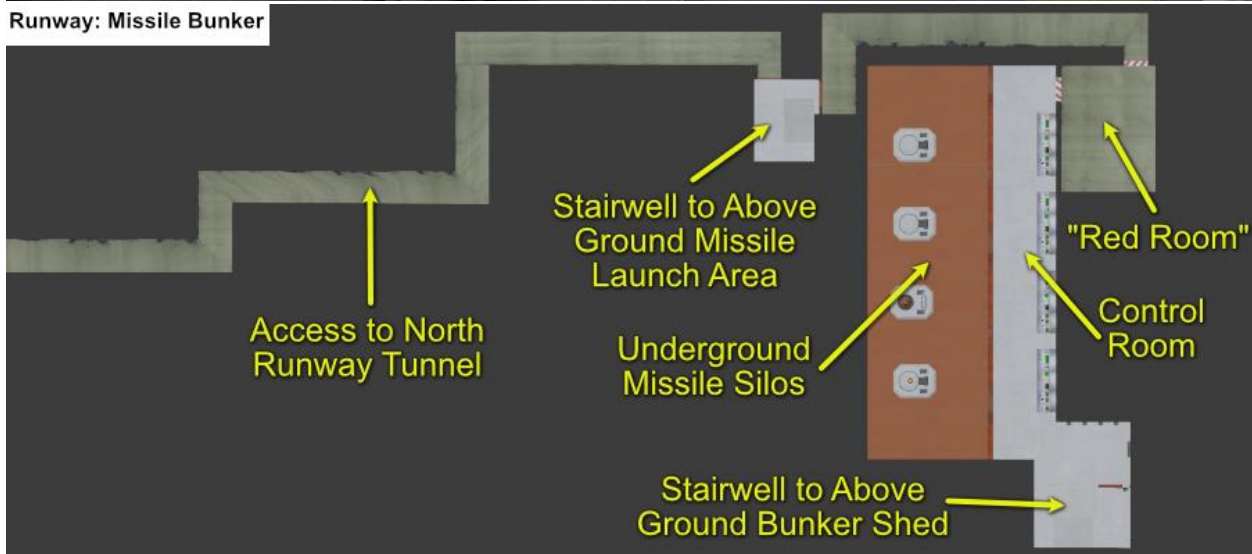
The Satellite Dish structures contain small control rooms. All three control rooms are identical.

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Runway: Missile Bunker



Runway: Missile Bunker



### Missile Bunker

The missile bunker area has an above ground shed, guard office, and launch area.

### Bunker Shed

The Bunker Shed has access to the missile launch area and a stairwell to the missile bunker's underground control room.

## The Comprehensive "Runway" Map Guide

Runway: Missile Bunker: Control Room



Missile Bunker  
Control Stations

Missile Bunker Underground Control Room

The control room contains four control stations, one per each missile silo.

Runway: Missile Bunker: Missile Silos



Missile Bunker Underground Silos

The missile silos are accessible from the control room.

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Runway: Missile Bunker: Red Room



### “Red Room”

The sole purpose of the “Red Room” is to provide an empty space large enough for the AI Spawn object to be placed without the AI Spawn object intersecting other geometry.

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Runway: Fuel Depot



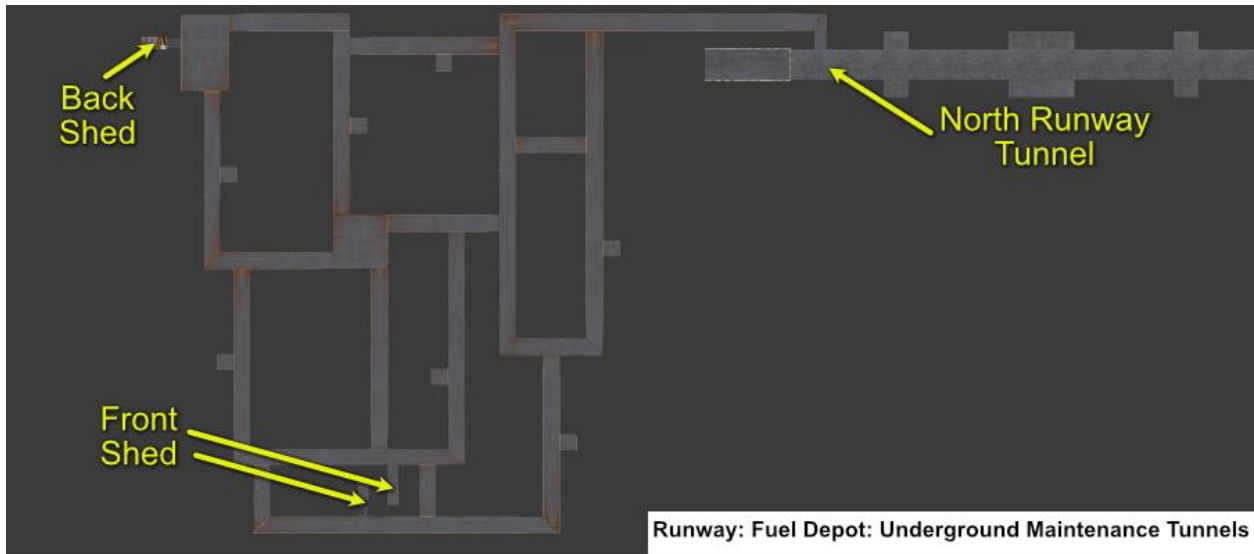
Fuel Depot

Back Shed

The Back Shed has a ramp leading to the underground fuel depot maintenance tunnels.

Front Shed

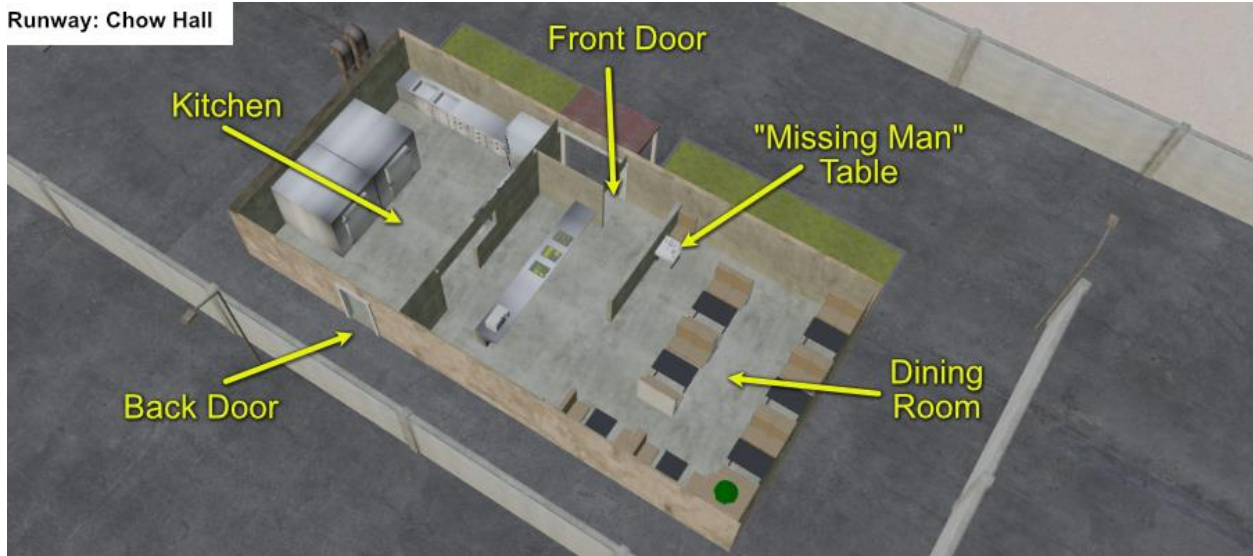
The Front Shed has two ramps leading to the underground fuel depot maintenance tunnels.



Runway: Fuel Depot: Underground Maintenance Tunnels

Underground Maintenance Tunnels

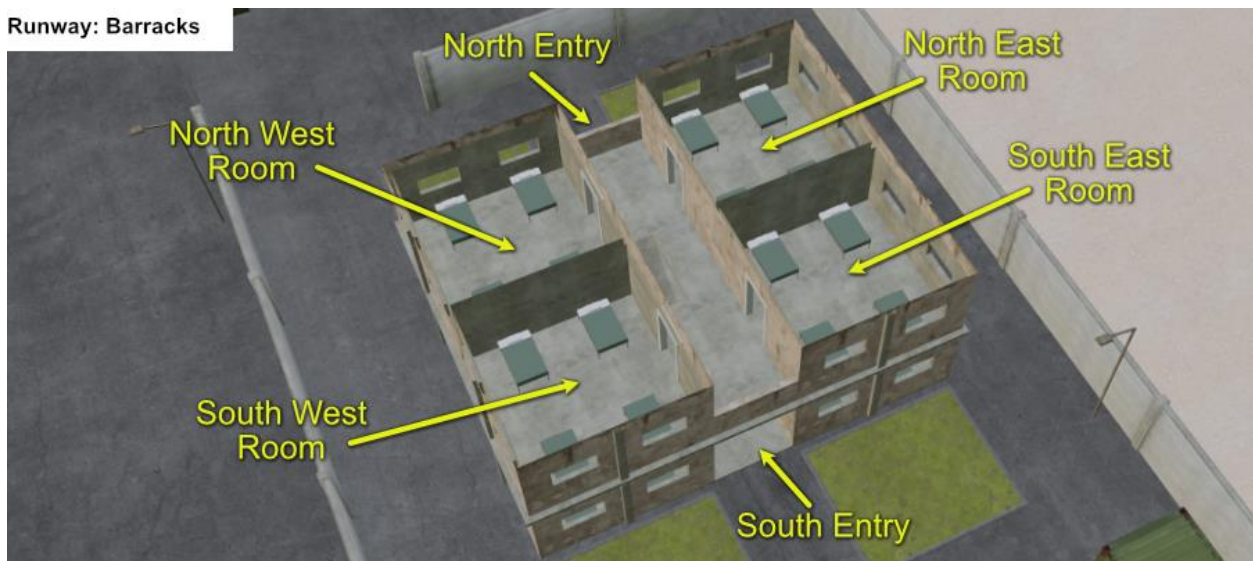
Runway: Chow Hall



Chow Hall

The Chow Hall has two entries and two main rooms. Cheeseburgers, hot dogs, and tacos are served on the countertop. The "Missing Man" ("Fallen Comrade") table can be found in the dining room. For more information on the table, refer to [https://en.wikipedia.org/wiki/Missing\\_man\\_table](https://en.wikipedia.org/wiki/Missing_man_table).

Runway: Barracks



Barracks

The Barracks have two floors with four room each (eight total rooms). There's a ramp in the middle of the building providing access to the top floor. Each room layout is identical with four bunk beds and windows.

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Runway: Motor Pool



Motor Pool

### Runway Tunnels

#### North Runway Tunnel

The North Runway Tunnel provides access to the underground fuel depot maintenance tunnels and the underground missile control room.

#### Center Runway Tunnel

#### South Runway Tunnel



Other Locations



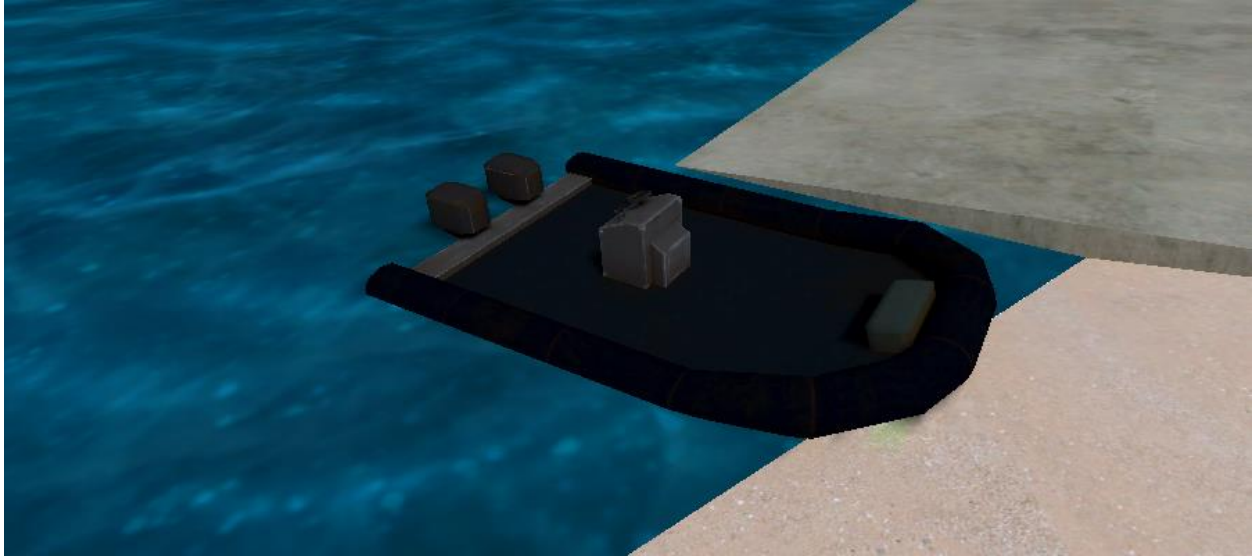
Cargo Office



Double Cargo Office



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Zodiac Boat



Helicopter Frame

The Comprehensive "Runway" Map Guide



Obstacle Course

## Acknowledgements

I’d like to thank all of the members of Task Force 511 for providing original ideas, continual improvement suggestions, assistance with map improvements and testing, and help with callout designations.

I’d like to also thank all of the members of the #custom-map-creators and #custom-map-discussions discord channels on the Onward discord servers for technical assistance with map design.

If there’s any comments, suggestions, or bugs discovered on the map, please post them to #custom-map-discussions and tag @Tatoskok.