

What is Green County?

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Introduction



Green County is a **fantasy map** based on an actual 10×10 km area near [Allensville](#) - [Vinton County](#) - [Ohio](#). As a fantasy map, some aspects can be close to the IRL, but some liberties have been taken for gameplay, technical and financial reasons.

The map is designed to be versatile. Its 10x10km (100km²) size makes for fast gameplay that will delight PVP communities, while its aesthetics and storytelling will appeal to small and medium-sized PVE and Roleplay communities.

Discover the secret origins of Green County and battle infected humans and predators. Uncover the true purpose and mission of the National Guard, hidden by the surrounding chaos.

Official Release - Kraken's Free Trailer

<https://www.youtube.com/embed/0UUGZY2D5ds>

Update 1.1 - Black Whale Trailer

<https://www.youtube.com/embed/bx740tK0RwM>

Support Us !



If you'd like to make your own contribution to the development of Green County, why not consider [making a donation](#) or buying some goodies from [our store](#) to help finance the purchase of 3D models?

Thank you for your support!

Technical & Gameplay

Technical Specs

Terrain Size	<i>10x10km (100km²)</i>
Resolution / Accuracy	<i>1m/px</i>
Heightmap Size	<i>2048</i>
Cell Size	<i>5</i>
Sat/Mask tiles size	<i>512px</i>
Texture layer size	<i>40px</i>
Overlap	<i>192px</i>

- **CFTools Cloud** : [Compatible](#)
- **iZurvive** : [Available](#) - ([click here](#))
- **Release** : *Public*
- **Status** : *Released 21/05/2025*
- **Workshop** : [Green County](#)

Spirit & Gameplay

Green County is a 10x10km map (100km²). It is predominantly rural/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 4 medical buildings (as a result, medicines and treatments are in low/medium quantity depending the area), 3 police stations and 4 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 a vanilla Livonia and its 3 tiers (+ one Unique tier dedicated to Evacuation Points) 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 gameplay more depth.

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

- **PVP**: *45 players maximum*
- **PVE / RP** : *40 players maximum*

Disclaimer

Not being a U.S. citizen, I did my best with the information I could find to try to maintain a consistent “spirit” with the means at my disposal. Furthermore, for gameplay reasons, certain aspects are not historically accurate, such as the presence of castles. Keep in mind that a truly accurate map is not possible without a development team and substantial funding, so please be tolerant.

Roadmap



1.0 Update : Release the Kraken

Released on 2025 Feb 21st

Goals:

- Public release of the map



1.1 Update : Black Whale

Released on 2026 Feb 06th

Goals:

- Rebalance **Tier1** by adding **6 villages**
- "**Lockdown**" : *National Guard Operations Lore/Quest*
- Adding new roads for futures updates
- Adding some caves in forests
- Adding an airstrip ou south



1.2 Update : Knight Octopus

Goals:

- "**Day Zero**" : *Green County Origins Lore/Quest*



1.3 Update : Baby Seal

Goals:

- "**Jenny Perkins**" : Special Character Story
- "**Frank Holloway**" : Special Character Story
- "**Rise or die !**" : *Green County's Future Lore/Quest*



1.4 Update : Great White Shark

Goals:

- Introduction of traffic jams with custom US Cars (can loot)
- Introduction of an enterable OFC / Burger Queen
- Introduction of Trailers Parks/Areas
- Introduction of isolated Motels

Minor updates between these major milestones will aim to refresh/improve the areas that have aged the worst. In addition, we will continue our process of Americanising buildings/clothing/environment with the resources (financial, human and time) at our disposal.

Credits

3D Models

- [Modular Fire lookout tower](#) by yaschan
- [Ambulance](#) by MSWoodvine
- [KFC](#) by kanistra
- [Road Billboards](#) by Armen Manukyan
- [Road Sign](#) by Marc Mons
- [Burned Police Cars](#) by renafox
- [Tank M1A1](#) by Greenbird
- [Urban Traffic lights](#) by Evermotion
- [Cop Sedan 90'](#) by Daniel Zhabotinsky
- [FPV Drone](#) by The_Thorminator
- [Military Locker](#) by Khoa NGuyen
- [M82A1 Barret](#) by hussky9
- [Low poly Stones](#) by rakutin
- [Realistic dead Fallen Tree](#) by OleksiyFoliage
- [Fallen Tree](#) by Danylo Tyupa
- [Mail Letter](#) by Yanez Designs
- M931 Army Truck (404 Url) :(
- [M1A](#) by eforbstudio
- [Army Radio](#) by imonm9
- [Kriss Vector](#) by michaelkarel29
- All not DayZ, and not listed here 3D assets have been made by [Hellmaker2a/Vasquez](#)

These 3D models have been integrated and adapted by [Hellmaker2a](#), and lot of texture modifications have been made by [Vasquez](#).

(Re) Texturing

- All items (re)textured in Green County have been made by [Hellmaker2a/Vasquez](#)
- All building/structures (re)textured in Green County have been made by [Hellmaker2a/Vasquez](#)

Video & Sfx

- Green County : Official Release Trailer have been made by [Damigo](#).
- Green County : Update 1.1 Trailer have been made by [Damigo](#).
- Drone Crash Sound have been made by [Damigo](#).
- Wolves Sounds have been modified by [Damigo](#).
- Bears Sounds have been modified by [Damigo](#).
- Beacon Sounds have been made by [Damigo](#).
- Locker Sounds have been made by [Damigo](#).
- [US National Anthem](#) "The Star Spangled Banner"
- [US National Guard Anthem](#) "Always Ready, Always There"

Animations

- Weapons IK Animations by [Dweenix](#)

Playtest 05/2025

Access Conditions

- People with a lot of bans (BE, EasyCheat, Valve) are not allowed.

Data

Below are the data collected during the Playtest prior to the official release.

Tools used

We have used tools below :

- Heatmap by [affenb3rt](#)
- Deathmap by [Sumrak](#)



PLAYTEST DATA 2025

15/05 - 21/05

SINGLE PLAYERS

4 531

SERVEUR 1 : 2156
SERVEUR 2 : 2375

MOST REPRESENTED COUNTRY



NUMBER OF DEATHS

13 911

SERVEUR 1 : 7485
SERVEUR 2 : 6426



CURRENT SUBSCRIBERS

6 631

GREEN COUNTY - IMMERSIVE



VIEWERS

+ 28 K

MORE THAN 30 STREAMERS

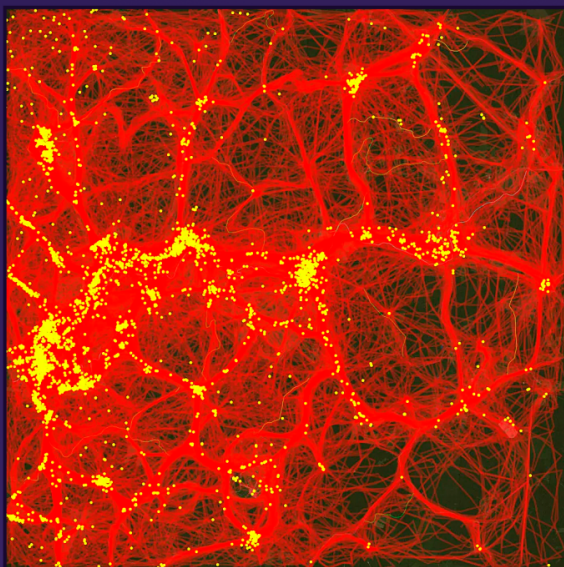


VIDEOS

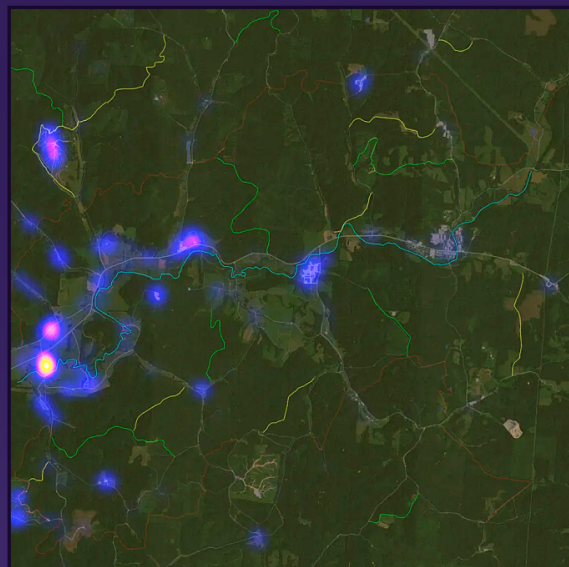
+ 350 K

ENGLISH / FRENCH / SPANISH

MOVEMENTS AND STAGNATION



DEATHMAP



Playtest 02/2026

Access Policies

To ensure fair play for everyone, access restrictions are necessary. You can find the restrictions in effect for this playtest below:

Access will be systematically denied to:

- Private Steam profiles
- Players who have been banned (*VAC, Battleye, Easycheat, etc.*) less than two years ago
- Players already on my personal ban list
- Steam account with less 1 months old

Access may be suspended/denied retroactively for:

- Players who have been banned by the CFTools community (*at our discretion*)
- Players who engage in toxic behavior (*trolling, drama, etc.*)
- Players whose actions suggest cheating (*cheats, speed hacks, etc.*)
- Players who try to join with alternate steam account when the main account is refused

We reserve the right to exclude players for reasons not listed above whenever we deem it necessary.

Tickets

Tickets are not a place to drop your bitterness, and we are not a community server. As such, the words compensation, refund, teleportation and similar things do not exist in our vocabulary. All request of this nature will be sent directly to the trash.

Opening a ticket to report a potential cheater is a serious matter, and any ticket without evidence, or that is incomplete or unclear, will simply be ignored.

You can report any bugs you find on our Discord in the "Report-a-Bug" channel provided for this purpose. Please provide detailed information.

Streamers

We cannot (and don't have the time for) monitor streamhacking, so we ask that you broadcast with a reasonable delay to ensure a more enjoyable gaming experience.

You can request priority queue access during the period from **13/01/2026 10:00pm CET** to **30/01/2026 00:00am CET**. We therefore invite interested parties to submit a request via [this form](#). Please keep in mind that places are limited and we will have to turn some people away.

Data

No data published at this time.

Tools used

We have used tools below :

- Heatmap by [affenb3rt](#)
- Deathmap by [Sumrak](#)