HQ

Floors

1st Floor (Lobby)

* Map of Base with information on each building
* Refugee Desk
* Emergency communications for the Base

1st Floor (Long Building)

* Research different collected intel (phones, documents, hardrives)
* Research global events and the status of the US as a whole

2nd Floor (Security)

* Activate artillery guns around the island
* Activate underwater mines
* Activate AI vehicles to attack or defend a location

3rd Floor (Briefing Room)

* Begin next story mission
* Observe personal stats with each character in story
  + - Host collects personal stats from users based on each character when playing online Campaign, Spec Ops, and Multiplayer

4th Floor (Marine Command)

* Spawn targets and dummy mines in the ocean
* Spawn and regenerate naval ships in the harbors

5th Floor (Balcony)

* Observe Base

6th Floor (General’s Office)

* 360 view of Base