**Scenario**

Knowledge is power, and a particularly useful bargaining chip. Countries the world over have heard about the masses of data and resources being stored in the central data bank of the space station. Several countries (up to 6) have sent their best units to get into the station, fight off any competitors and secure access to the command console with orders to copy off any and all data stored inside and to wipe the data banks once finished.

**Asset List**

* Curved metal panels (silver) (walls)
* Space skybox
* Flat metallic panels (silver) (flooring)
* Command console
* Curved rows of computers
* Lifts
* Air ducts
* Floating platforms
* Lifts
* Jump pads

**Weapons / UT4 Pickups**

* Impact Hammer (spawn with) – no pickup
* Enforcer (spawn with) – pickup to enable akimbo
* Shock Rifle
* Link Gun
* Flak Cannon
* Minigun
* Sniper Rifle
* Health (medium size)
* Armour (medium size)
* Berserk
* **Bio Rifle** would be too powerful with so many tight hallways and things to hide behind (plus it would probably melt through metal which is what the space station is made out of primarily).
* This map has verticality at heart and lots of tight hallways to get around the map. The **Translocator** would be an insanely powerful asset to the player who has it as they can travel between floors extremely easily and escape a lot of enemy fire and sightlines. It would also render some of the level design useless, as some areas and weapons are only meant to be achieved with things like wall kicks.
* The scenario for this map’s fight explains that a lot of high value data equipment is being fought over here. Having explosives like the **Rocket Launcher** and **Redeemer** seems that it would typically do huge damage to the vital data and equipment stored on the station. Not to mention the **Redeemer’s** massive AOE would be incredibly over-powered in a small map considering the sight lines in the middle section of the map.
* For much the same reason as the Translocator, the **Jump Boots** would allow for far too easy traversal of the map based around verticality.
* **U-damage** felt like an unnecessary addition to the map. Increasing damage done would likely mean the specially chosen weaponry would be made powerful enough to damage the electrical systems and thus the data they set out to find. Something like **Berserk** which doesn’t increase bullet damage but does increase efficiency of the player’s weaponry is reasonable though and gives a short term edge to encourage competition.