

The background image shows two Russian soldiers in full combat gear, including helmets, goggles, and balaclavas. They are holding assault rifles and are positioned in a foggy, industrial environment. In the background, there are large cranes and a tall antenna-like structure. The overall color palette is dominated by blues, greys, and muted greens, creating a somber and tactical atmosphere. The soldiers' gear features patches with the Russian flag and a bear logo, along with the word 'RUSSIA'.

Compendium: Maps & Useful Shit

**VI.0
[2020-02-04]**

**Compiled by Anon.
Credits to the respective authors
of original content & many thanks to them!**

ESCAPE FROM TARKOV

Inspired by u/foreverfidel

ESCAPE FROM TARKOV CUSTOMS

- SPAWN POINT
- LOOT
- GROUND STASH
- MEDS
- EXTRACT
- SCAV SNIPER
- SCAV SPAWN
- BOSS (RESHALA)







Customs' Hidden Stashes
by m1ksu

Original map
by Marvelin

Shoreline 3D_{v0.12}

Edited by AleDuFFo
Original by Maksen



SHORELINE HEALTH RESORT

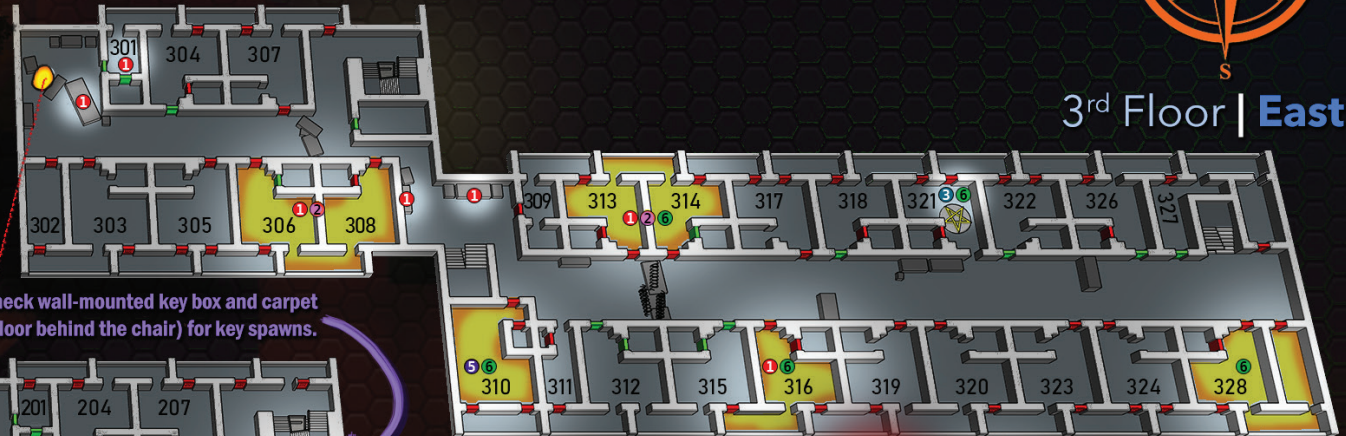
LOOT MAP



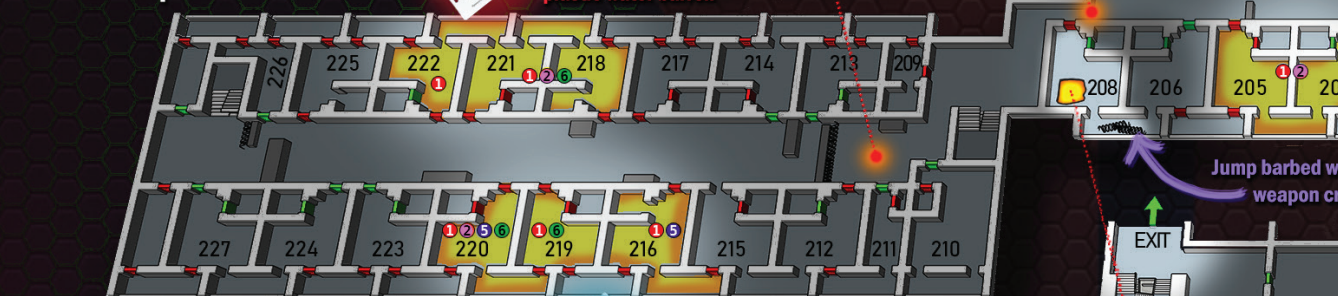
West | 3rd Floor



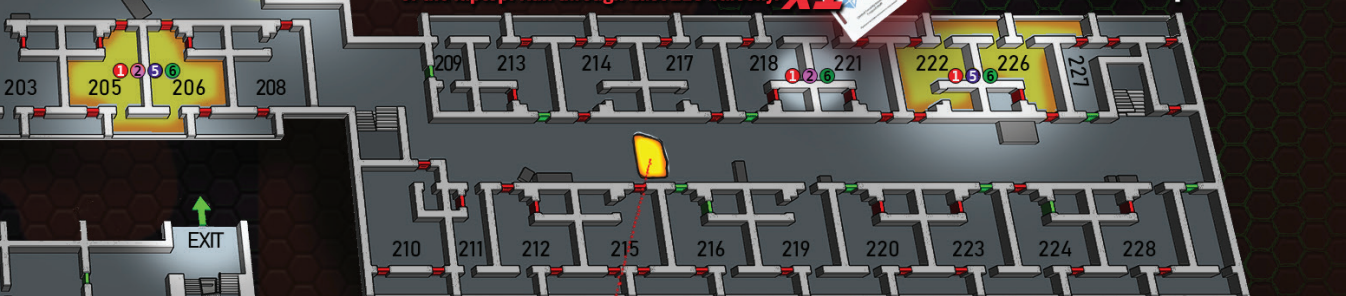
3rd Floor | East



West | 2nd Floor



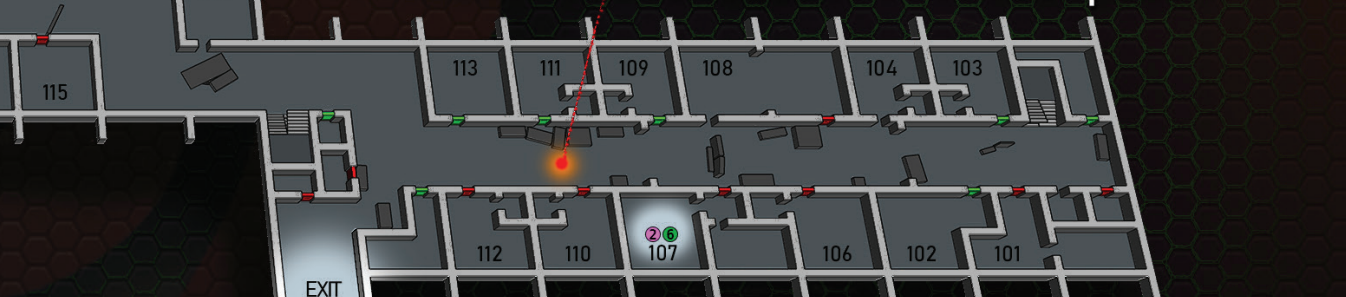
2nd Floor | East



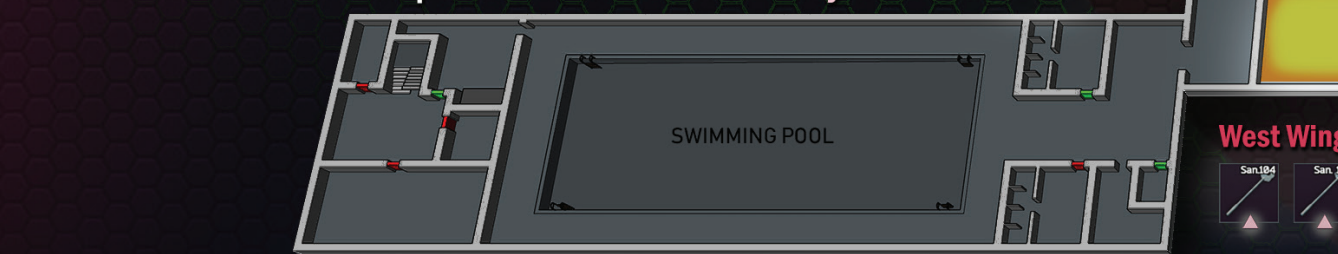
West | 1st Floor



1st Floor | East



West | Basement / Pool / Gym



- 1 CRATE, BOX, WEAPON OR LOCKER
- 2 MEDICALS
- 3 DEAD SCAV
- 4 SAFE
- 5 POTENTIAL RARE ITEM
- 6 RANDOM LOOT/BAGS

West Wing Priority Keys



East Wing Priority Keys

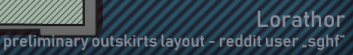


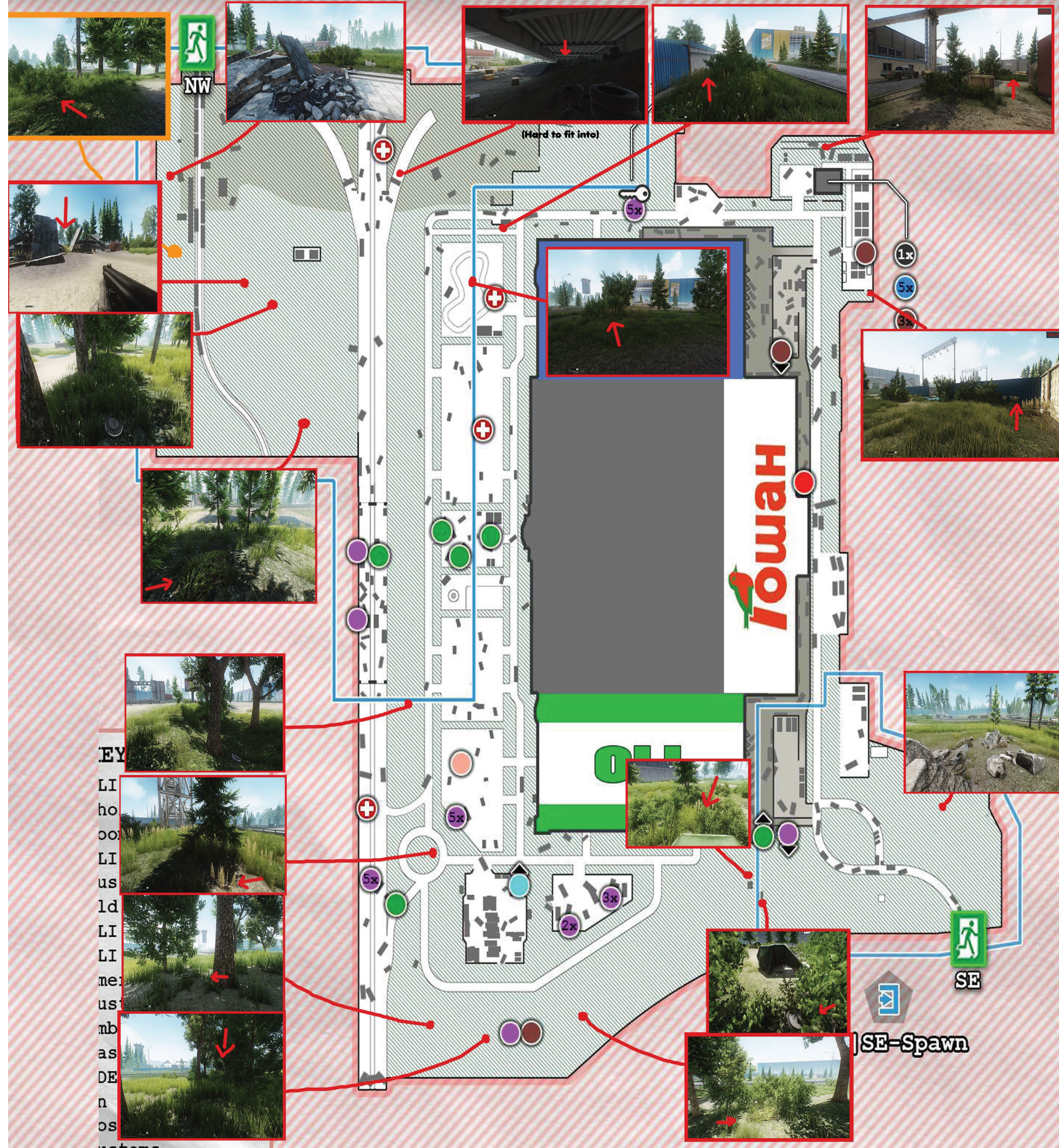
UNKSO



INTERNAL CLAN MATERIAL
www.clanunknownsoldiers.com

Map version 1.4
Game version 0.12.2.5633



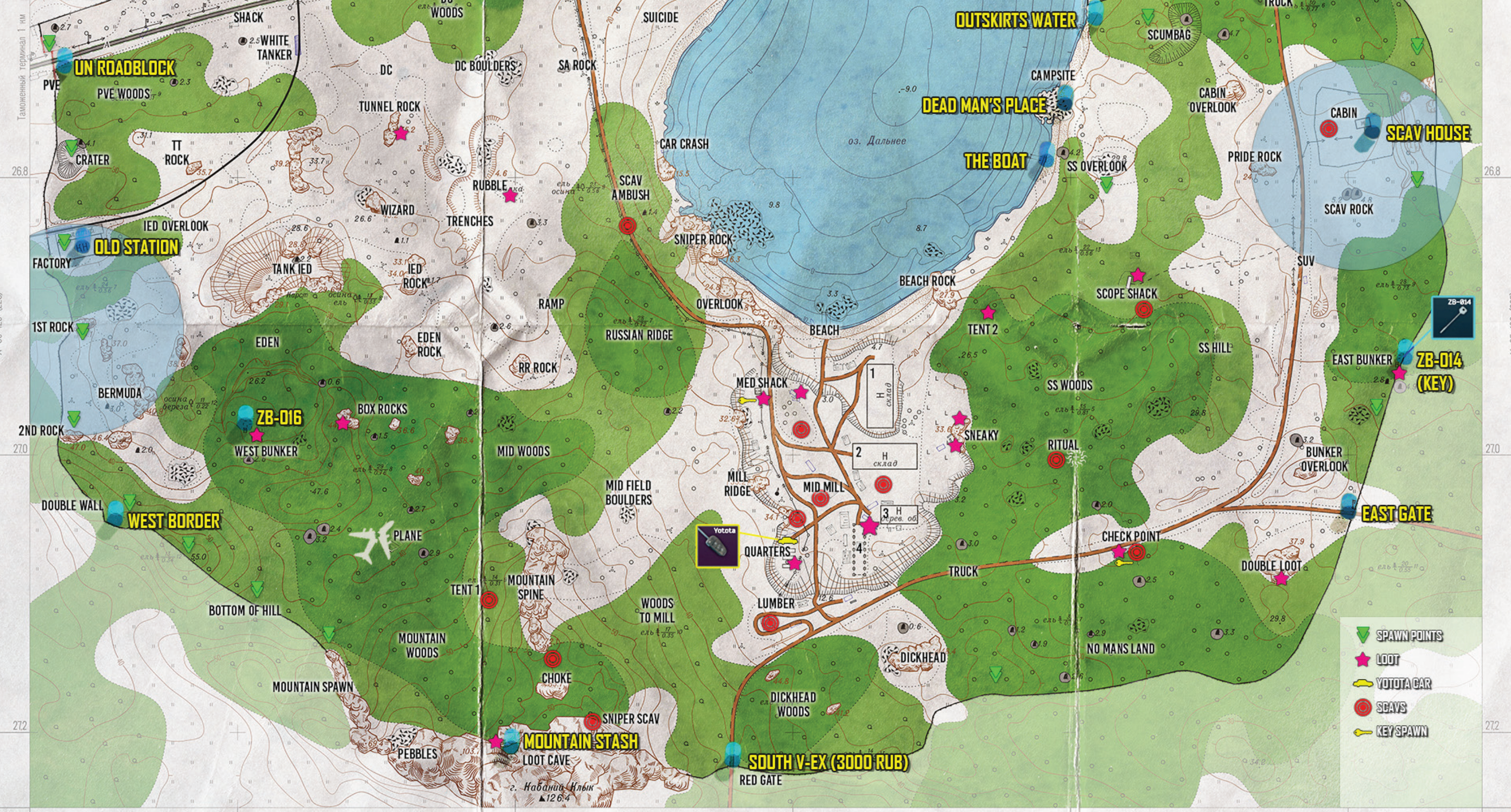




LEGEND

● GREEN WEAPON BOX	■ SAFE	▼ PMC SPAWN	👤 PMC EXTRACT
● BLACK WEAPON BOX	■ REGISTER / MONEY	✖ BOSS	👤 SCAV EXTRACT
● WEAPON CASE / BOX	■ JACKET	✖ SCAV	👤 BOTH EXTRACT
● AMMO BOX	■ SPORT BAG / TOOLBOX	✖ SNIPER SCAV	🔒 LOCKED
● LOOSE LOOT	■ COMPUTER		
● MEDICAL SUPPLIES	■ FILE CABINET		
● BURIED CACHE	■ DEAD BODY		
▲ KEY SPAWN			

ESCAPE FROM TARKOV WOODS





MAIN EXIT HALL

5

GENERATORS

ENGINE ROOM

BRIDGE STAIRS

BELOW BRIDGE

BRIDGE LOCKERS



Key

BREACH RAMP

BREACH ROOM

FORK LIFTS

CELLARS (NEEDS KEY)

2nd FLOOR

DOUBLE LOOT BOX

PVE STAIRS

MIDDLE

SUPER

SILOS (TUNNELS)

SUPER

SILO MAIN FLOOR

LOCKER ROOM

BREACH ROOM 2

3rd FLOOR

OFFICE

E IN WALL

~~BLUE 7~~
CONTAINER

**STAGE
UPPER/
LOWER**

**BARREL
SPAWN**

PVE RAFTERS

RED LIGHT

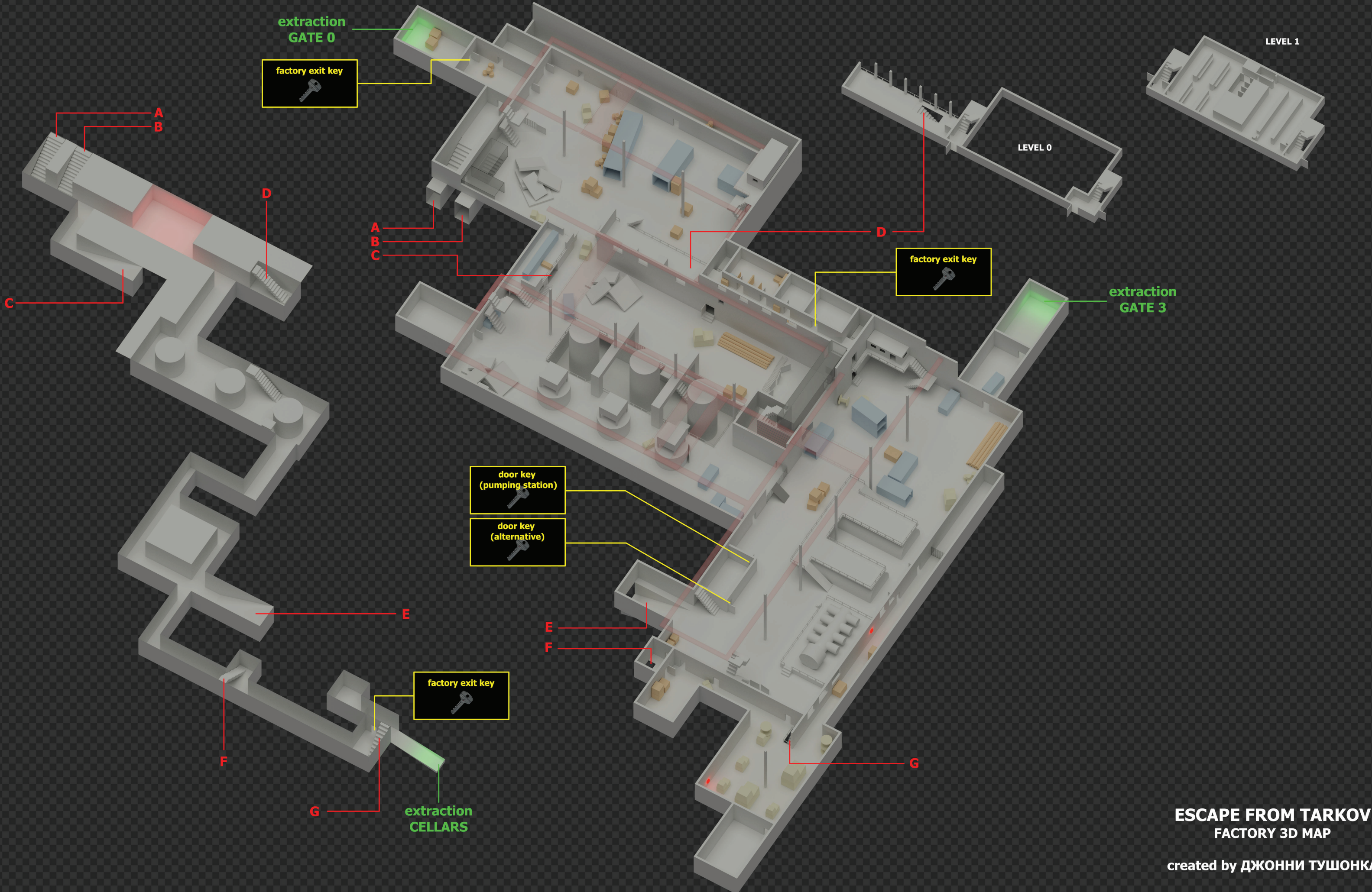
CAMERA BUNKER DOOR (TUNNELS)

BACK EXIT

GATE 0 (NEEDS KEY)

VERSION 1.0

ESCAPE FROM TADPOLE FACTORY



ESCAPE FROM TARKOV
FACTORY 3D MAP

created by ДЖОННИ ТУШОНКА

RESERVE

3D BY PHOTONREADY
BASED ON THE MAP BY ROFLWOFFL

ESCAPE FROM
TRONKY WIKI

1-13-2020
VERSION 0.12.2.5485
MOST RECENT EDIT WILL
ALWAYS BE ON THE WIKI



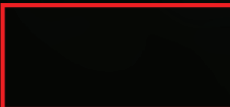
DON'T ALTER OR REPOST WITHOUT CONSULTING THE WIKI ADMINS. IF THERE ARE UPDATES OR CHANGES THAT NEED TO BE MADE, JOIN THE [DISCORD](https://discordapp.com/invite/7ZeEyfU) AND LET THEM KNOW.
[DISCORDAPP.COM/INVITE/7ZeEyfU](https://discordapp.com/invite/7ZeEyfU)

“Braindead
simple!”
Version 2.0

EZ AMMO CHART

BY:  

	5.45x39	5.56x45	7.62x39	7.62x51 (.308)	7.62x54R	9x39	5.7x28	9x19	4.6x30	12x70	9x18	
	AK-74 family 	M4 family/MDR 	AKM family/SKS 	Various high caliber rifles 	Mosin/SVDS 	VAL/VSS 	P90/5-7 	9mm SMGs 	MP7 	12 gauge shotguns 	9mm Makarov guns Klin/PM  Kedr/Kedr-B 	
\$ Budget friendly. Use this at minimum	 BP BT	 M855A1  M856A1	 PS	 M80	 LPS Gzh	 SP- 6	 SS190	 Pst gzh	 FMJ SX	 8.5mm Magnum Buckshot  Poleva-6u Slug  RIP 	 PMM	 PBM
\$\$\$ More expensive and higher performance	 BS  7N39 Igolnik	 M995	 BP	 M62  M61	 7N1  SNB	 BP	 SB193	 AP 6.3  RIP 	 AP SX	 Flechette  AP-20 slug 	 The Kedr does not accept PMM; PBM is the next best option	

 = Use this if possible. Best generalist round in slot, factoring in performance and cost effectiveness.

Notes:
-This chart is meant as an overly simplified easy reference tool. Ammo selections are my subjective recommendations.
-Most of the rounds absent from the chart are too low performance for me to ever recommend and I would not use them.
-Uncommon weapons and others are omitted on purpose.
-For more detailed ballistics data reference NoFoodAfterMidnight's ballistics chart and the Tarkov Wiki.

Weapon type	Ammo	Overall best	Best budget	Best from lvl 1 traders
Rifle	5.45x39	7n39 / BS	BP / BT / PP	T / PS
	5.56x45	M995	M856A1 / M855A1	M855
	7.62x39	BP	PS	PS
	7.62x51	M61 / M62 / M80	M80 / TPZ SP	TZP SP
	7.62x54R	7N1 / 7BT1 / 7n37	LPS Gzh	LPS Gzh
	9x39	7n12 BP / SPP	SP5 / SP6	---
	.366	EKO / Geksa	EKO / Geksa	FMJ
	12.7x55	PS12B	PS12	---
Shotgun	12x70	AP-20 / Flechette	Flechette / .50 BMG	7mm Buckshot
	20x70	Star Slug / Buckshot 7.3	Star Slug / Buckshot 7.3	Buckshot 7.5
SMG	9x18	SP7 / PMM	SP8 / PMM	PPT GZH
	9x19	AP 6.3 / RIP	Pst Gzh / PSO Gzh	Pst Gzh / PSO Gzh
	4.6x30	AP SX	Subsonic SX / FMJ SX	Action SX
	5.7x28	SB193 / L191 / SS190	L191 / SS190	---
Pistol	9x18	SP7 / PMM	SP7 / PMM	PPe GZH
	9x19	AP 6.3 / RIP	AP 6.3 / Pst Gzh	Pst Gzh / PSO Gzh
	9x21	SP13 / SP10	SP10	---
	7.62x25	LRNPC / Pst Gzh	LRNPC / Pst Gzh	AKBS
	5.7x28	SB193 / L191 / SS190	L191 / SS190	---
Green = Effective against class 4+ armor				Version 3
Orange = Effective against class 2-3 armor				Updated for 0.12.2
Red = Flesh damage round, not effective against class 3 armor				
Purple = 80+ flesh damage, will one-tap unarmored chest				Have fun!
Blue = 80+ flesh damage AND effective against class 4+ armor				// RuneMaster :)

Prapor

MR-133

x2

GLM

x6

Mask

x10

A-2687

x10

AK-74N

x3

545x39

x3

M4A1 Standard

x3

556x45 NATO

x5

9x18PM

x5

Digital

x10

M67

x10

Tank battery

x1

OPZ

x10

Keys To Locate:

Key

Machinery KeyFactoryCustomsKey

Room 214

Room 203

Dorms Room 214 Key

Dorms Room 203 Key

Therapist

Sawed-off

x5

GasAn

x1

Gas mask

x4

Morphine

x5

Tushonka

x15

Battery

x4

Plug

x8

Gunpowder

x3

Optical

x3

LED

x3

Bribe

x400,000

Keys To Locate:

206 Key

Dorms Room 206 Key114 KeySan 306 KeyStorageCheckpointZB-014 Key303 KeyDoor Key

Skier

TARBAR

x4

Any % Dura

x4

Flash

x2

MB55

x2

AV5

x1

Gold chain

x9

Resp

x5

Bloodstain

x5

762x51

x1

Ruler

x1

Roubles

x1,000,000

Bribe

x6,000

Keys To Locate:

Unk key

Unknown KeyRoom 220MESSan 112303 KeySan 216

San 306

San 308

East Wing 306 Key

East Wing 308 Key

Peacekeeper

MRE

x5

Wipe

x1

Wipe

x2

Bleach

x2

Dish soap

x8,000

Morphine

x4

Alkaline

x2

Hose

x6

Propane

x2

San 318

x2

Virtex

x3

Keys To Locate:

Mark Key

Marked KeySan 219San 220San 306San 308San 328Store room

Mechanic

Set

x2

Cord

x5

T-Plug

x5

Circuit

x6

Graphics card

x7

CPU Fan

x7

CPU

x3

Rechargeable

x3

GPhone

x3

Cigarettes

x7

Cigarettes

x7

Cigarettes

x7

Of each type

x7

RFID

x2

Wireless

x2

Wireless

x5

Cap

x5

Bribe

x50,000

Keys To Locate:

Customs

Customs Office Key

Gunsmith

MR-133

x2

MPS

x2

9x18PAPA

x2

M4A1 Standard

x2

556x45 NATO

x2

DVL-10 Saboteur

x2

762x51

x2

RSASS

x2

762x51

x2

M870

x2

12g

x2

AKM

x2

762x39

x2

AKS-74N

x2

545x39

x2

AK-105

x2

AS VAL

x2

9x39

x2

AK-102

x2

556x45 NATO

x2

MPX

x2

9x18PAPA

x2

AKMN

x2

762x39

x2

MSA

x2

762x51

x2

Ragman

Ushanka

x7

Chat

x7

Ghost

x1

Shemagh

x1

RayBench

x1

Rollax

x1

ComTac2

x2

6B47

x2

25/25

x2

6B43 GA

x2

1x >50% Dura

x2

1x <37.5 AP

x2

1x <50% Dura

x2

2x Any Dura

x2

Fond

x4

Lion

x3

Figurine

x3

Cat

x2

Bitter

x1

Teapot

x3

Vase

x2

Keys To Locate:

Log Office

OLI Logistics Office KeyGoshan

Fence

Firesteel

x1

Axe

x1

Book

x1

#Fireman

x1

Rooster

x1

Ratchet

x1

Beard oil

x1

WiPhone

x1

Mayo

x1

Scraps

x1

Mustache

x1

Kotton

x1

100/100

x1

100/100

x1

Jaeger

Lunchbox

x7

Fuel

x4

Sawry

x3

Water

x2

TT

x1

762x51

x1

Mask 15th

x1

6B43 GA

x1

AKS-74N

x1

Flashlight

x3

Kovalev

x3

M700

x3

Surv12

x3

15/15

x3

Empty

x6

Derbent

x2

Tushonka

x3

very low gear - you probably can defend yourself...	
<i>Suits these goals:</i>	learning the map, killing scavs, fast loot runs / quest item runs.
<i>Body-Armor & Helmet:</i>	none, maybe a PACA
<i>Weapon:</i>	pistol, SKS, Mosin
<i>Backpack:</i>	none, Slingbag / T-Bag, duffle bag.

budget gear - you can defend yourself, but be wary.	
<i>Suits these goals:</i>	loot runs, safer quest item runs, scav kills, opportunistic PvP engagements.
<i>Body-Armor & Helmet:</i>	Class 3 armor + army helmet, cheap class 3/4 armored rig.
<i>Weapon:</i>	Slightly modded AK, any 9x19MP, SKS, ADAR, Vepr.
<i>Backpack:</i>	MBSS, Scav BP or Berkut

Page 27 + 28 from the unofficial tarkov handbook

Written by user: AngryCentrifuge

tiny.cc/etfhandbook

effective high gear - you can fight anyone, but may have problems with juggernauts	
<i>Suits these goals:</i>	everything above, playing for fun
<i>Body-Armor & Helmet:</i>	large class 4 armored rig, 6b47 helmet or class 4 helmet without faceshield
<i>Weapon:</i>	modded AK and mid-tier ammo, P90, SVD or slightly modded M1A. Depending on your playstyle, you can also upgrade your 5.45 / 5.56 ammo choice to be a more cost efficient juggernaut killer.
<i>Backpack:</i>	Trizip, Beta or Mechanism.
full juggernaut gear - you can challenge anyone, but may not be profitable!	
<i>Suits these goals:</i>	everything above, playing labs, actively looking for PvP engagements
<i>Body-Armor & Helmet:</i>	class 5-6 body armor in good condition
<i>Weapon:</i>	M4/HK416, modded AK with high tier ammo, AS Val / VSS, MP7, any 7.63x51Nato DMR.
<i>Backpack:</i>	Pilgrim, Attack2, Paratus, Blackjack50

CUSTOMSSICC

Q SICC

Gdesk	104 Key	105 Key	110 Key	114 Key
Gas statio	Factory	USEC key	Storage	Key
303 Key	306 Key	308 Key	315 Key	Customs k
Room 214	Room 220	108 Key	Room 118	Checkpoint
Mark.Key				

RESERVE SICC

INTER/WOODSSICC

Q SICC

OLI Office	OLI Ut.	OLI	Pow. Ut.	Log. Offic
Pharmacy	IDEA	MES	KIBA	KIBA 2
Goshan	ZB-014	Yotota		

SHORELINE SICC

LAB Docs

Q Docs

Yellow	Black	Green	
Violet	Blue	Red	
Lk.TA(w)	Lk.ASR	Lk.MO	

Q SICC

				RB-KPRL
RB-AK	RB-MP11	RB-MP21	RB-MP22	RB-AM
RB-AO	RB-GN	RB-OP	RB-ST	RB-TB
RB-RH	RB-PSP1	RB-PSP2	RB-PS81	RB-PS82
RB-BK	RB-VO	RB-ORB1	RB-ORB2	RB-ORB3

Q SICC

San.206	San.222	San.306	San.310	San.314
San.316	San.205	San.216	San.218	San.219
San.220	San.301	San.306	San.104	San.107
San. 112	Safe	Safe	Safe 321	HEPS
Storeroo	Cottage			