

SPEARPOINT MILITIA

PATROL ROUTES GUIDE

CHERNARUS — TOTAL COVERAGE SYSTEM

11	71	~178 km	500 m
NUMBERED ROUTES	LOCATIONS CHECKED	FULL CYCLE DISTANCE	SEARCH RADIUS

“No man left behind, no dead left standing.”

Reusable indefinitely. Run the cycle, log the patrol, repeat.

HOW THIS GUIDE WORKS

Read once. The system never changes.

THE PROBLEM: a three-man team hit the base while everyone was offline. Bases get found by patrolling — so Spearpoint patrols first, on a fixed system, until every settlement, military site and landmark in Chernarus has eyes on it, again and again.

THE SYSTEM

- **11 numbered routes.**
  Every route has a fixed number, a fixed checkpoint order, and a fixed start. A patrol order is one line: “Run R4.” Nothing else needs explaining.

- **71 checkpoints.**
  Every village, town, city, airfield, military site, castle, dam and island in Chernarus is a checkpoint on at least one route. Major locations — Severograd, Krasnostav, Gorka, Zelenogorsk, Balota, Chernogorsk, Elektrozavodsk — are crossed by two or more routes and checked more than once per cycle.

- **500 m search radius.**
  At each checkpoint the patrol checks everything inside 500 m: every building that can hold a base, tents, stashes, fresh walls, gates, and signs of recent occupation. The coverage chart draws this radius around every checkpoint.

- **The cycle.**
  Two routes per week clears all 11 routes in six weeks (Week 6 is the short R11 plus the priority re-sweep). Then the cycle restarts at Week 1. It never ends and never needs redesigning — that is what makes it reusable.

- **Priority sites.**
  Seven military sites carry the best loot and the most likely enemy bases: Tisy, Northwest Airfield, Northeast Airfield, Stary Sobor tents, Myshkino camp, Pavlovo base, Balota Airfield. If a week allows only one extra run, spend it re-checking these.

- **The log.**
  Every patrol is written on the Patrol Log (last page): route, date, team, what was found. A base found twice is a pattern. A base found three times is a target.

STANDING RULES

• Checkpoints are checked in the numbered order printed on the route card. Do not skip one — mark it and report why.

• Lines on the chart run checkpoint to checkpoint. Travel by road between them unless the ground forces otherwise.

• Boat checks (Utes Island, Skalisty Island) are shore observations unless a

THE CYCLE

Six weeks. Then repeat from Week 1, forever.

WEEK 1	R1 Northwest Airfield	R2 Far North
WEEK 2	R3 North Central	R4 Northeast Coast
WEEK 3	R5 East Coast	R6 East Inland
WEEK 4	R7 Central	R8 West
WEEK 5	R9 Southwest	R10 South
WEEK 6	R11 Southeast Link	Priority re-sweep — all 7 military site

A two-squad week is the standard. One squad runs both routes back to back if numbers are short — every route is built to finish inside a single session (1.2–5.2 hours). R9 is the long one; it may be split at Balota Airfield and finished the next day without breaking the cycle.

DISTANCES AND TIMES

Distances are measured on the map and include a road factor; call them accurate to about ±15%. Times assume a 7 km/h moving pace plus 5 minutes of checking per checkpoint. A heavy fight, a vehicle run, or a long stash check moves the time — the distance does not change.

ROUTE CARDS

ROUTE 1 — NORTHWEST AIRFIELD

Loop — start / finish Vybor · 6 checkpoints · ~17 km · ~2.9 h

1	Vybor	start	0 km
2	Kabanino	+2.7	3 km
3	Northwest Airfield	+3.0	6 km
4	Lopatino	+3.6	9 km
5	Pustoshka	+3.2	12 km
6	Vavilovo	+2.5	15 km
7	Vybor (finish)	+1.8	17 km

Note: Closed loop — start and finish at Vybor.

ROUTE 2 — FAR NORTH

Tisy Military Base → Grishino · 6 checkpoints · ~15 km · ~2.7 h

1	Tisy Military Base	start	0 km
2	Sinystok	+5.0	5 km
3	Novaya Petrovka	+1.8	7 km
4	Bashnya	+1.0	8 km
5	Severograd	+3.3	11 km
6	Grishino	+4.0	15 km

Note: Traverse — starts at Tisy, ends at Grishino, where R3 begins.

ROUTE CARDS

ROUTE 3 — NORTH CENTRAL

Grishino → Krasnostav · 6 checkpoints · ~13 km · ~2.4 h

1	Grishino	start	0 km
2	Devil's Castle	+2.7	3 km
3	Severograd	+1.9	5 km
4	Gvozdno	+4.2	9 km
5	Ratnoe	+2.9	12 km
6	Krasnostav	+1.7	13 km

Note: Traverse — Grishino to Krasnostav. Severograd is checked again here by design.

ROUTE 4 — NORTHEAST COAST

Loop — start / finish Krasnostav · 7 checkpoints · ~13 km · ~2.4 h

1	Krasnostav	start	0 km
2	Northeast Airfield	+1.8	2 km
3	Kamensk	+1.1	3 km
4	Svetlojarsk	+0.7	4 km
5	Pobeda Dam	+0.8	4 km
6	Rify Shipwreck	+3.5	8 km
7	Khelm	+0.2	8 km
8	Krasnostav (finish)	+4.6	13 km

Note: Closed loop at Krasnostav. Pobeda Dam is an out-and-back at the top of the loop.

ROUTE CARDS

ROUTE 5 — EAST COAST

Krasnostav → Solnichniy Quarry · 7 checkpoints · ~15 km · ~2.8 h

1	Krasnostav	start	0 km
2	Dubrovka	+4.3	4 km
3	Gorka	+1.6	6 km
4	Berezino	+4.0	10 km
5	Nizhnoe	+1.9	12 km
6	Solnichniy	+3.0	15 km
7	Solnichniy Quarry	+0.7	15 km

Note: Traverse — Krasnostav to the Solnichniy quarry. Gorka and Berezino are the working hubs.

ROUTE 6 — EAST INLAND

Gorka → Tulga · 12 checkpoints · ~22 km · ~4.2 h

1	Gorka	start	0 km
2	Dolina	+2.0	2 km
3	Polana	+0.8	3 km
4	Malinovka	+1.2	4 km
5	Orlovets	+1.6	6 km
6	Malinovka (again)	+1.6	7 km
7	Shakhovka	+2.6	10 km
8	Staroye	+2.5	12 km
9	Pusta	+2.4	15 km
10	Topolka Dam	+1.4	16 km
11	Zub Castle ≈	+1.5	17 km
12	Msta	+1.8	19 km
13	Tulga	+3.2	22 km

Note: The long inland sweep. Orlovets is an out-and-back off Malinovka.

ROUTE CARDS

ROUTE 7 — CENTRAL

Loop — start / finish Stary Sobor · 7 checkpoints · ~17 km · ~3.0 h

1	Stary Sobor	start	0 km
2	Stary Sobor Military Tents	+0.5	0 km
3	Stary Sobor (again)	+0.5	1 km
4	Novy Sobor	+1.8	3 km
5	Guglovo	+2.5	5 km
6	Mogilevka	+3.3	9 km
7	Vyshnoye	+2.1	11 km
8	Pulkovo	+2.7	13 km
9	Stary Sobor (finish)	+3.7	17 km

Note: Closed loop at Stary Sobor. The tents are checked first, before the town wakes up.

ROUTE 8 — WEST

Myshkino Military Camp → Rog Castle · 10 checkpoints · ~13 km · ~2.7 h

1	Myshkino Military Camp	start	0 km
2	Myshkino	+0.4	0 km
3	Pustoshka	+2.0	2 km
4	Sosnovka	+3.3	6 km
5	Zelenogorsk	+1.4	7 km
6	Drozhino	+1.1	8 km
7	Green Mountain	+1.9	10 km
8	Pogorevka	+1.5	12 km
9	Rogovo	+0.8	12 km
10	Rog Castle ≈	+0.5	13 km

Note: Traverse — starts at the Myshkino camp, ends at Rog Castle above Rogovo.

ROUTE CARDS

ROUTE 9 — SOUTHWEST

Loop — start / finish Zelenogorsk · 9 checkpoints · ~31 km · ~5.2 h

1	Zelenogorsk	start	0 km
2	Kozlovka	+3.3	3 km
3	Bor	+3.2	6 km
4	Komarovo	+1.3	8 km
5	Kamenka	+3.0	11 km
6	Utes Island ≈	+3.1	14 km
7	Kamenka (again)	+3.1	17 km
8	Komarovo (again)	+3.0	20 km
9	Balota Airfield	+2.2	22 km
10	Pavlovo Military Base	+5.5	28 km
11	Pavlovo	+0.7	28 km
12	Zelenogorsk (finish)	+2.7	31 km

Note: The longest route. Split at Balota Airfield if the session runs short. Utes Island is a shore check from Kamenka.

ROUTE 10 — SOUTH

Balota Airfield → Novoselky · 7 checkpoints · ~15 km · ~2.7 h

1	Balota Airfield	start	0 km
2	Chernogorsk	+3.1	3 km
3	Dubky	+1.2	4 km
4	Chernogorsk (again)	+1.2	5 km
5	Nadezhdino	+2.0	7 km
6	Prigorodki	+1.7	9 km
7	Elektrozavodsk	+3.9	13 km
8	Novoselky ≈	+1.6	15 km

Note: Traverse — Balota to Novoselky. Dubky is an out-and-back off Chernogorsk.

ROUTE CARDS

Elektrozavodsk → Skalisty Island · 3 checkpoints · ~7 km · ~1.2 h

1	Elektrozavodsk	start	0 km
2	Kamyshovo	+3.9	4 km
3	Skalisty Island	+2.8	7 km

Note: Short link route. Skalisty Island is a shore check from Kamyshovo unless a boat is available.

COVERAGE INDEX

Every location in Chernarus, and the route that checks it.

Balota Airfield	**R9+R10**	Novy Sobor	**R7**
Bashnya	**R2**	Orlovets	**R6**
Berezino	**R5**	Pavlovo	**R9**
Bor	**R9**	Pavlovo Military Base	**R9**
Chernogorsk	**R10**	Pobeda Dam	**R4**
Devil's Castle	**R3**	Pogorevka	**R8**
Dolina	**R6**	Polana	**R6**
Drozhino	**R8**	Prigorodki	**R10**
Dubky	**R10**	Pulkovo	**R7**
Dubrovka	**R5**	Pusta	**R6**
Elektrozavodsk	**R10+R11**	Pustoshka	**R1+R8**
Gorka	**R5+R6**	Ratnoe	**R3**
Green Mountain	**R8**	Rify Shipwreck	**R4**
Grishino	**R2+R3**	Rog Castle ≈	**R8**
Guglovo	**R7**	Rogovo	**R8**
Gvozdno	**R3**	Severograd	**R2+R3**
Kabanino	**R1**	Shakhovka	**R6**
Kamenka	**R9**	Sinystok	**R2**
Kamensk	**R4**	Skalisty Island	**R11**
Kamyshovo	**R11**	Solnichniy	**R5**
Khelm	**R4**	Solnichniy Quarry	**R5**
Komarovo	**R9**	Sosnovka	**R8**
Kozlovka	**R9**	Staroye	**R6**
Krasnostav	**R3+R4+R5**	Stary Sobor	**R7**
Lopatino	**R1**	Stary Sobor Military Tents	**R7**
Malinovka	**R6**	Svetlojarsk	**R4**
Mogilevka	**R7**	Tisy Military Base	**R2**
Msta	**R6**	Topolka Dam	**R6**
Myshkino	**R8**	Tulga	**R6**
Myshkino Military Camp	**R8**	Utes Island ≈	**R9**
Nadezhdino	**R10**	Vavilovo	**R1**
Nizhnoe	**R5**	Vybor	**R1**
Northeast Airfield	**R4**	Vyshnoye	**R7**
Northwest Airfield	**R1**	Zelenogorsk	**R8+R9**
Novaya Petrovka	**R2**	Zub Castle ≈	**R6**
Novoselky ≈	**R10**		

71 locations. Every one is checked at least once per cycle; the eight marked with two or more routes are checked more than once. ≈ = position fixed from the map by inspection; the checkpoint is the named place itself, so the check is the same.

PATROL LOG

One line per patrol. Reprint this page as needed.

DATE	ROUTE	TEAM	FOUND — bases, stashes, sign	BY