Setting:
Custom FEAR 3 lore

Players:
Military
Rogue ATC Security
Rogue Replicas
Civilians
Rogue ATC scientists
Friendly low-tier test subjects

OpFor:
Zombies (People driven crazy by Alma)
Cultists
ATC Security
Replicas
Alma monsters (Generic monsters)
Hostile Test subjects
Alma's spawn (Psychic monsters born from her)
Alma

Military is sent to evacuate civilians from areas, but all areas are under Alma's influence, so they find themselves unable to fully leave. Military members can be from any country, special forces or anything. Can be teleported to the area by Alma.

ATC Security is sent to destroy evidence of ATC involvement and protect assets. They usually protect test subjects in facilities, but sometimes kill them. Rogue ATC can blend in with ATC.

Test subjects are people who are modified with Alma's DNA, in hopes of creating a more stable version of Alma. They are usually heavily mutated and aggressive.

Replicas are sent to destroy ATC assets and defend Alma spawn.

Cultists worship Alma and often group around Alma Monsters or Spawn.

Replicas, Cultists, Monsters, and Spawn are all friendly to each other.

Rogue Replicas can blend in with other Replicas. Replicas go rogue by being severed from Alma's influence one way or another.

Theme:
Half survival horror mind fucking
Half combat

Server can switch to a large variety of maps due to Alma's influence over the terrain, and ability to teleport them, or for players to find teleportation technology from ATC.

Character goals: Similar to MoF AWS but the objective is to escape Alma