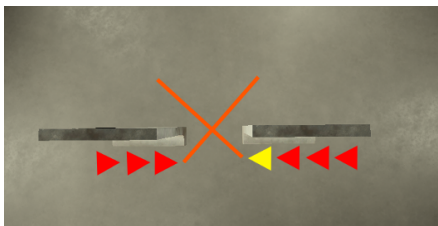




Position Entrance

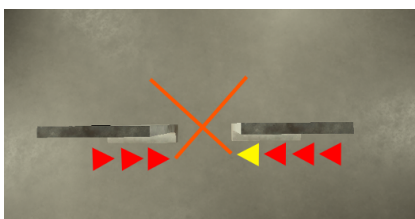
A good factor when you are breaching a room is the angles:



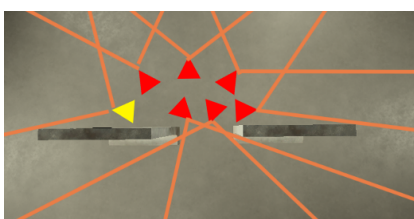
This type of system is used with this.

When you are breaching a door with Position **X** or **U** this are the steps to breach:

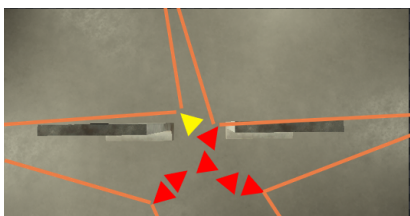
1



4

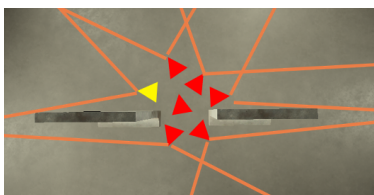


2



Here, when you secured the area you do the others rooms, always the two of the back cover the back and do POI always that you can that is a good option.

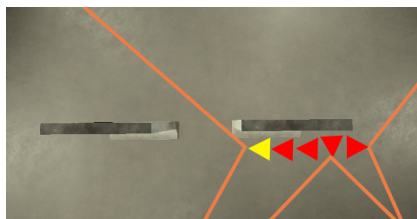
3



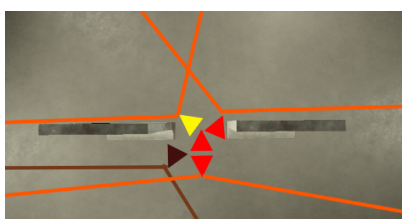


When you are breaching a door with Position Y this are the steps to breach:

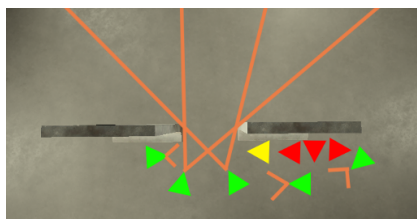
1



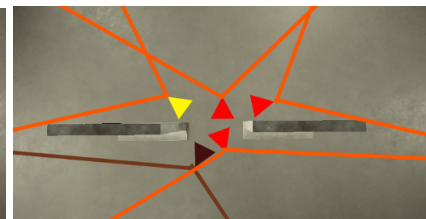
4



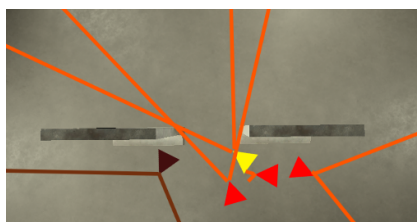
2 [POI, if it's possible]



5



3





Corridor's protection

1



4



2



5

Always somebody protecting front and back, then the rest clear the rooms, if there are more doors, somebody has to cover them.

3

