Chalet

Snowmobile Garage & Wine Cellar

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| **Step** | **Sub Step** | **Operators Involved** |
| **Clearing** | **Clear 2F** |  |
| **Clear Gaming, Bar, Great Room** |  |
| **Setup** | **Clear Anti-Breach** |  |
| **Hold 1F** |  |
| **Breach Hatches** |  |
| **Breach** | **Breach Garage Wall** |  |
| **Hold Acquired Ground** |  |
| **Push Snowmobile Corridor** |  |
| **Plant** | **Plant** |  |
| **Smokes** |  |
| **Hold Angle** |  |

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|  | **Operator Step** | **Sub-steps** | **Photograph** |
| **Clearing** | **Clear 2F** | Spawn **Cliffside** |  |
| Enter **Office** Window |
| Help Buck **Clear 2F** with Droning from Thermite |  |
| **Setup** | **Clear Anti-Breach** | Breach **Floor** in **Great Room** to gain **LOS on Bandit Battery/Mute Jammer** (Kaid will Be Banned) |  |
| **Breach** | **Hold Acquired Ground** | **Cover** **Flank** from **Dining** Room |  |
| **Plant** | **Hold Angle** | Apply **Pressure** from **Above** |  |

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|  | **Operator Step** | **Sub-steps** | **Photograph** |
| **Clearing** | **Clear 2F** | Spawn **Campfire** |  |
| Enter **Bedroom** Door/Window |
| Help Sledge **Clear 2F** with Droning from Thermite |  |
| **Setup** | **Hold 1F** | **Watch Flank** from **Dining** Room & Gaming **Hallway** while **Sledge** Clears Anti-Breach |  |
| **Breach** | **Push Snowmobile Corridor** | Push Down **Snowmobile** Corridor with Droning From Gridlock |  |
| **Plant** | **Hold Angle** | **Block Rotates** through Storage Room (**Connecter**) and possible **Rotation** **hole** from **Wine** Cellar |  |

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|  | **Operator Step** | **Sub-steps** | **Photograph** |
| **Clearing** | **Clear Gaming, Bar, Great Room** | Spawn **Lakeside** |  |
| **Enter Gaming Room** Door/Window |
| **Clear Gaming, Bar** & **Great Room** with Droning from Gridlock |  |
| **Setup** | **Breach Hatches** | **Breach** Bar & Great Room **Hatches** |  |
| **Breach** | **Hold Acquired Ground** | **Watch Flank** from **Great Room** |  |
| **Plant** | **Hold Angle** | **Block Rotates** throughgj **Rotation** **hole** from **Wine** Cellar & Storage Room **(Connecter)** |  |

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|  | **Operator Step** | **Sub-steps** | **Photograph** |
| **Clearing** | **Clear 2F** | Spawn **Cliffside** |  |
| **Drone 2F** for Buck & Sledge |
| **Setup** | **Hold 1F** | **Watch Dining Flank** to assist Buck |  |
| **Breach** | **Breach Garage Wall** | **Breach Garage Wall** |  |
| **Plant** | **Plant** | **Plant** |  |

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|  | **Operator Step** | **Sub-steps** | **Photograph** |
| **Clearing** | **Clear Gaming, Bar, Great Room** | Spawn **Lakeside** |  |
| **Drone Gaming, Bar, Great Room** for Hibana |
| **Setup** | **Hold 1F** | **Watch Gaming Hall Flank** to assist Buck |  |
| **Breach** | **Push Snowmobile Corridor** | Drone Snowmobile Corridor for Buck |  |
| **Plant** | **Smokes** | **Smoke** Storage Room **(Connecter)** & **Rotation** From Wine Cellar |  |