

# Border

## Bans



or





or





**Attack..... 6**


**Armory Lockers & Archives .....7**

 ..... 8


 ..... 9


 ..... 10


 ..... 11


 ..... 12


**Workshop & Ventilation ..... 13**

 ..... 14

 ..... 15

 ..... 16

 ..... 17

 ..... 18

**Customs & Supply ..... 19**



..... 20



..... 21



..... 22



..... 23



..... 24

**Bathroom & Tellers ..... 25**



..... 26



..... 27



..... 28








..... 29



..... 30

**Defence ..... 31**

**Armory Lockers & Archives ..... 32**

	..... 33
	..... 34
	..... 35
	..... 36
	..... 37

**Workshop & Ventilation ..... 38**

	..... 39
	..... 40
	..... 41
	..... 42
	..... 43



..... 45



..... 46



..... 47




















..... 48


















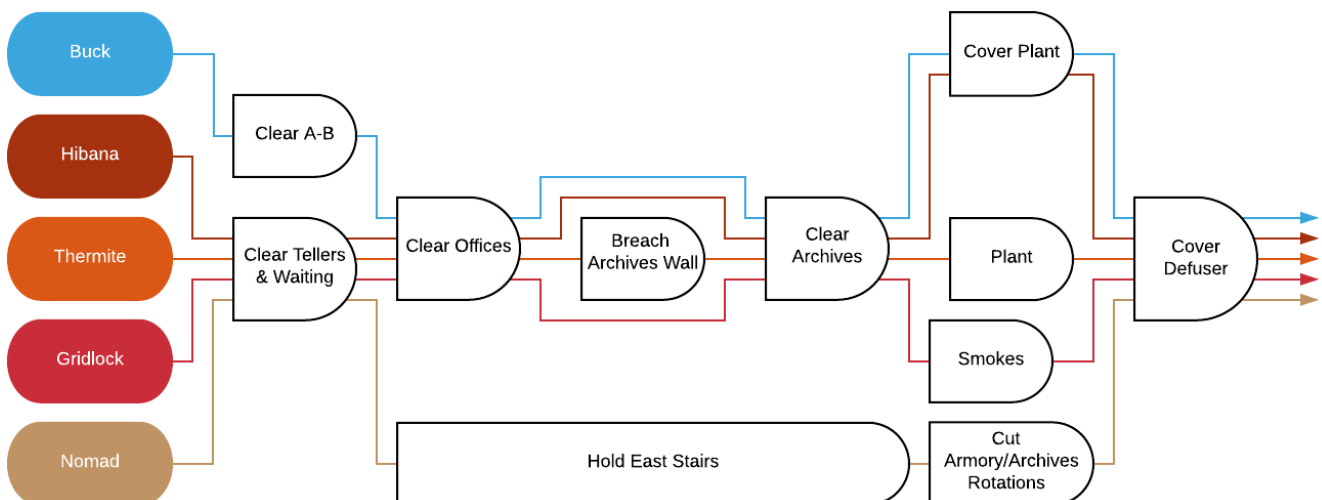
..... 49

# Attack




Operator	Reason	Possible Replacement
	Hard Breach on Wall	 
	Smokes	   
	Hard Hatch Breach	
	Cut Rotations	 
	Anti-Anti-Breach (Mostly Vertical)	  

# Armory Lockers & Archives

Step	Sub Step	Operators Involved
Clearing	Clear Tellers, Waiting Room & East Stairs	   
	Clear A-B	
Setup	Clear Offices	   
	Hold East Stairs	
Breach	Clear Archives	   
	Hold East Stairs	
Plant	Plant	
	Smokes	
	Hold Angle	  





Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Tellers, Waiting Room & East Stairs	Clear <b>Tellers, Waiting, &amp; East Stairs</b> with Buck & RND with Droning from Thermite & Hibana	
Setup	Clear Offices	Clear <b>Offices</b> from <b>Main Hallway</b> with Buck	
Breach	Clear Archives	Clear <b>Archives</b> Post Breach	
Plant	Smokes	Smoke <b>Armory Door &amp; Deep Armory</b>	









Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Tellers, Waiting Room & East Stairs	Drone <b>Tellers, Waiting, &amp; East Stairs</b> for Gridlock, Buck & Nomad	
Setup	Clear Offices	Drone <b>Main Hallway</b> while Offices are being Cleared	
Breach	Clear Archives	Enter Offices from <b>East Balcony</b> and <b>Breach Archives Wall</b>	
Plant	Plant	<b>Plant</b> Behind Bomb	



Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Tellers, Waiting Room & East Stairs	Drone <b>Lobby, Waiting, &amp; Customs</b> for Gridlock, Buck & Nomad	
Setup	Clear Offices	Drone <b>Offices</b> for Gridlock & Buck	
Breach	Clear Archives	Clear <b>Archives</b> from Archives Balcony	
Plant	Hold Angle	Cover Defuser from Archives Balcony	





















Step	Operator Step	Sub-steps	Photograph
Clearing	Clear A-B	Clear <b>Anti-Breach</b> from Workshop	
Setup	Clear Offices	Clear <b>Offices</b> from <b>East Balcony</b> with Gridlock	
Breach	Clear Archives	Clear <b>Archives</b> Through Fountain Door	
Plant	Hold Angle	Hold <b>Defuser</b> from <b>Fountain</b>	

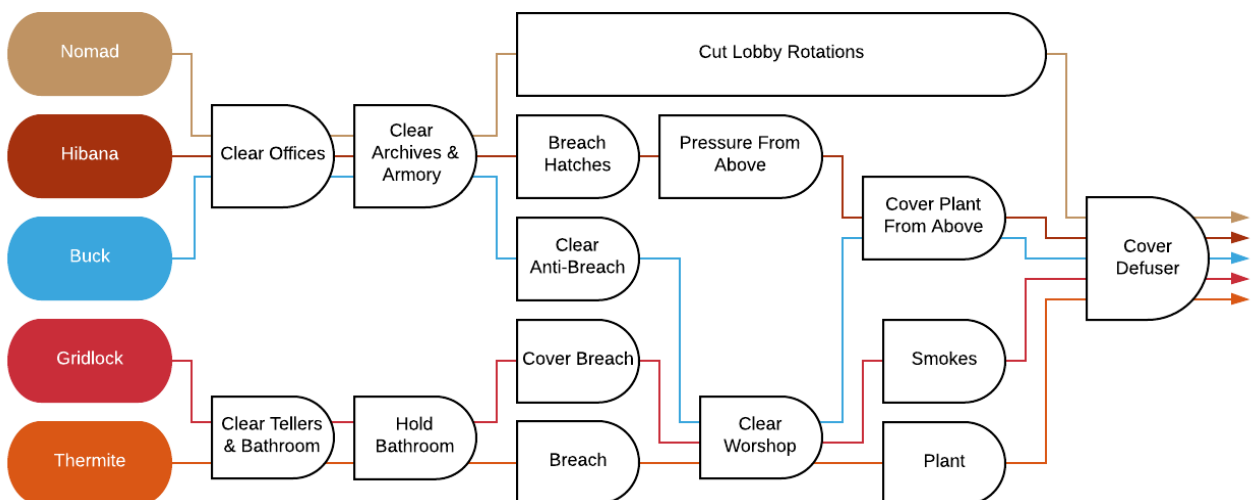






Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Tellers, Waiting Room & East Stairs	Clear Tellers, Lobby, Waiting, East Stairs	
Setup	Hold East Stairs	Hold <b>Main Hallway</b> from East Stairs	
Breach	Hold East Stairs		
Plant	Hold Angle	Hold <b>Rotates</b> into Archives from Main Hallway	

# Workshop & Ventilation

Step	Sub Step	Operators Involved
Clearing	Clear Offices	  
	Clear Tellers & Bathroom	 
Setup	Clear Archives & Armory	  
	Hold Bathroom	 
Breach	Open Floor	 
	Breach Wall	  
Plant	Cover	  
	Smokes	
	Plant	











Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Offices	Clear <b>Offices</b> from <b>East Balcony</b> with Nomad and droning from Hibana	
Setup	Clear Archives & Armory	Clear <b>Archives</b> with Nomad and Hibana	
Breach	Open Floor	Clear <b>Anti-Breach</b> from above	
Plant	Cover	Cover <b>Defuser</b> from above	





Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Offices	Clear <b>Offices</b> with Buck and droning from Hibana	
Setup	Clear Archives & Armory	Clear <b>Archives</b> with Buck & Hibana	
Breach	Breach Wall	Reposition to <b>Waiting Room</b> & Block <b>Rotations</b> through <b>Main Lobby</b>	
Plant	Cover	Block <b>Rotations</b> through <b>Main Lobby</b>	






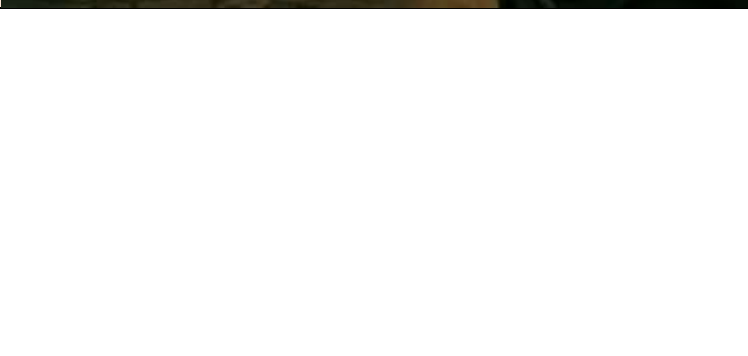
Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Offices	Drone <b>Offices</b> for <b>Buck</b> and <b>Nomad</b>	
Setup	Clear Archives & Armory	Clear <b>Archives &amp; Armory</b> with <b>Buck</b>	
Breach	Open Floor	Open <b>Hatches</b>	
Plant	Cover	Drop <b>Archives Hatch</b> and <b>Hold Defuser</b>	

























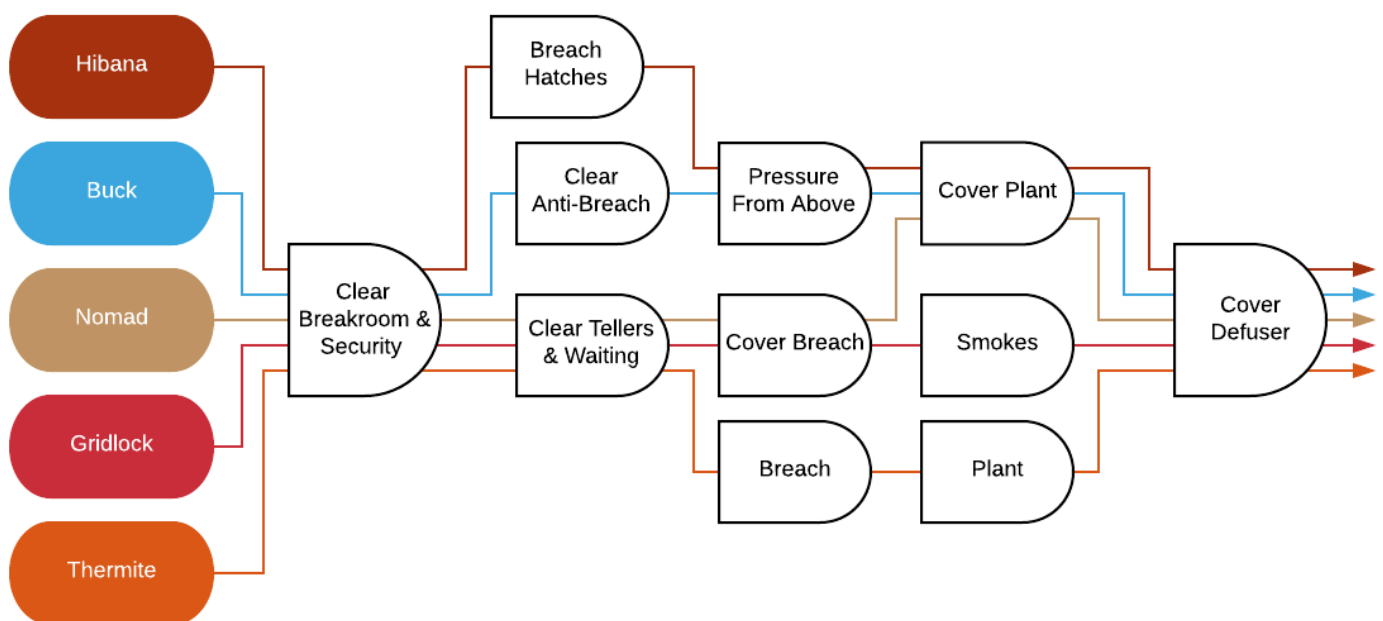
Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Tellers & Bathroom	Drone <b>Tellers &amp; Bathroom</b> for Gridlock	
Setup	Hold Bathroom	Watch <b>Main Lobby Flank</b> to assist Gridlock	
Breach	Breach Wall	Breach <b>Bathroom</b> Wall	
Plant	Plant	<b>Plant</b> behind Blue Box	



Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Tellers & Bathroom	Clear <b>Tellers &amp; Bathroom</b> with droning from Thermite	
Setup	Hold Bathroom	Watch <b>Main Lobby Flank</b> with droning from Thermite while Armory is being Cleared	
Breach	Breach Wall	Cover Breach	
Plant	Smokes	Smoke Server Entances	

# Customs & Supply

Step	Sub Step	Operators Involved
Clearing	Clear Breakroom & Security	    
Setup	Open Floor	 
	Clear Tellers, Waiting & Lobby	  
Breach	Pressure from Above	 
	Breach Wall	  
Plant	Cover	  
	Smokes	
	Plant	








Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Breakroom & Security	Clear <b>Breakroom</b> & <b>Security</b> with Hibana & Nomad with droning from Gridlock & Thermite	
Setup	Open Floor	Clear <b>Anti-Breach</b> on <b>Passport/Customs Wall</b>	
Breach	Pressure from Above	Pressure <b>Customs</b> from <b>Above</b>	
Plant	Cover	Cover <b>Defuser</b> From <b>Above</b>	









Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Breakroom & Security	Clear <b>Breakroom &amp; Security</b> with Buck & Nomad with droning from Gridlock & Thermite	
Setup	Open Floor	Open Hatches	
Breach	Pressure from Above	Pressure <b>Customs</b> from Hatches	
Plant	Cover	Cover <b>Defuser</b> From Hatches	



Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Breakroom & Security	Clear <b>Breakroom &amp; Security</b> with Buck & Hibana with droning from Gridlock & Thermite	
Setup	Clear Tellers, Waiting & Lobby	Reposition to Waiting room & help Clear Waiting Room & Main Lobby	
Breach	Breach Wall	Block <b>Rotations</b> Through <b>Main Lobby</b>	
Plant	Cover	Cover <b>Defuser</b> From <b>Main Lobby</b>	



Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Breakroom & Security	Drone Security Room for Buck, Nomad & Hibana	
Setup	Clear Tellers, Waiting & Lobby	Clear Tellers, Main Lobby, Waiting Room & Passport	
Breach	Breach Wall	Cover Breach	
Plant	Smokes	Smoke Metal Detector & Screening Panel	























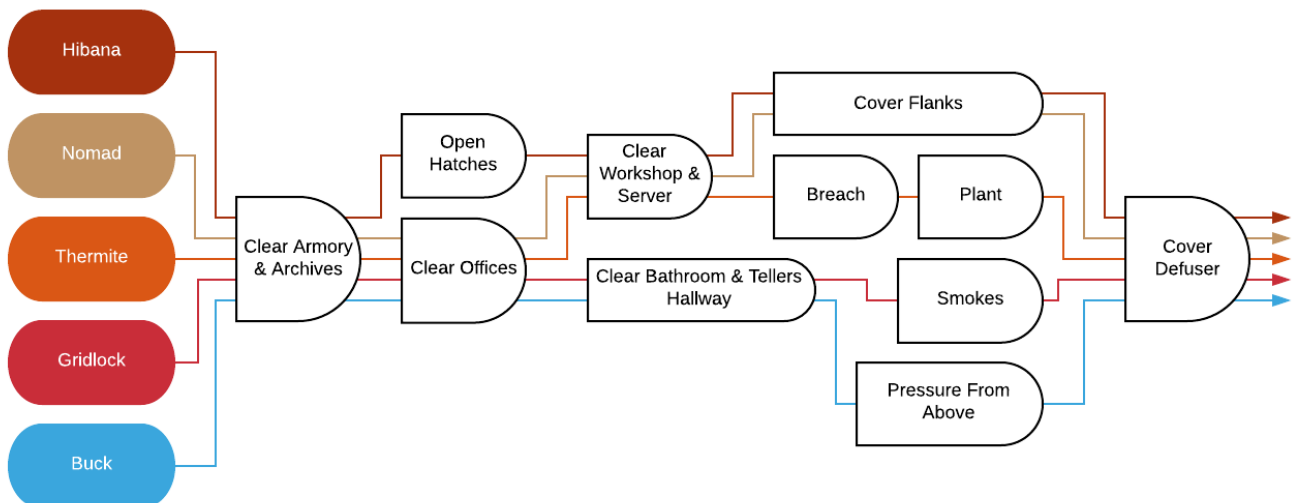


Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Breakroom & Security	Drone Break Room for Buck, Nomad & Hibana	
Setup	Clear Tellers, Waiting & Lobby	Drone Main Hallway for Nomad & Waiting Room for Gridlock	
Breach	Breach Wall	Breach Passport Wall	
Plant	Plant	Plant behind Half Wall	






# Bathroom & Tellers





Step	Sub Step	Operators Involved
Clearing	Clear Armory & Archives	    
Setup	Open Hatches	
	Clear Offices	   
Breach	Clear Bathroom	 
	Breach Wall	
	Clear Workshop/Server Room	 
Plant	Cover	  
	Smokes	
	Plant	









Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Armory & Archives	Clear <b>Armory &amp; Archives</b> with Nomad & Hibana with droning from Thermite	
Setup	Clear Offices	Clear Offices With	
Breach	Clear Bathroom	Clear <b>Bathroom</b> from Above with Gridlock	
Plant	Cover	Cover <b>Defuser</b> from Above	







Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Armory & Archives	Watch Flank from Security	
Setup	Clear Offices	Clear Offices with Buck & Nomad	
Breach	Clear Bathroom	Clear Bathroom & Main Lobby Hallway from Above	
Plant	Smokes	Smoke & Tracks in Main Lobby Hallway	





Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Armory & Archives	Clear <b>Armory &amp; Archives</b> with Buck & Nomad and droning from Thermite	
Setup	Open Hatches	Open <b>Armory Desk &amp; Archives Hatches</b>	
Breach	Clear Workshop/Server Room	Clear <b>Workshop</b> with Nomad and droning from Thermite	
Plant	Cover	Cover <b>Flanks From Exit Hallway &amp; Main Lobby</b>	



Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Armory & Archives	Clear <b>Armory &amp; Archives</b> with Buck and Hibana and droning from Thermite	
Setup	Clear Offices	Clear <b>Offices</b> with Buck and Gridlock and droning from Thermite	
Breach	Clear Workshop/Server Room	Clear <b>Offices</b> with Hibana and droning from Thermite	
Plant	Cover	Cover <b>Rotates</b> through <b>Main Lobby</b>	


























Step	Operator Step	Sub-steps	Photograph
Clearing	Clear Armory & Archives	Drone Armory & Archives for Buck, Nomad & Hibana	
Setup	Clear Offices	Drone Offices for Buck, Nomad & Gridlock	
Breach	Breach Wall	Breach Bathroom Wall	
Plant	Plant	Plant in Shower	








# Defence

Order	Site
1	Workshop & Ventilation
2	Armory & Archives
3	Customs & Supply

Operator	Reason	Possible Replacements
	Map-Wise Intel	
	Anti-Breach	 
	Site-Wise Intel & Plant Denial	
	Roam	 
	Roam Hold	
	Anchor with Impacts	  
	Door Denial	
	Anti-Breach	 
	Anti-Nade	

# Armory Lockers & Archives








Role	Sub Role	Operators Involved
Anchor	Intel	
	Active	 
Roam	Soft	
	Hard	





Step	Description	Photograph
Walls	Armory West Wall	
Primary Gadget		
Secondary Gadget	Nitro Cell	Use When Applicable
Action Phase	Keep West Wall Closed	







Step	Description	Photograph
Walls	Archives Walls	
Primary Gadget	Cams Top of Offices/ Main Hallway wall Above fan in Security Room Top of Archives/ Offices Wall	  
Secondary Gadget	Nitro Cell	Use When Applicable
Action Phase	Watch Cams and Give Callouts while Everyone is Alive	  




Step	Description	Photograph	
Walls			
Primary Gadget			
Secondary Gadget			
Action Phase			










Step	Description	Photograph
Walls		
Primary Gadget	E7D	Use When Applicable
Secondary Gadget		 
Action Phase		







Step	Description	Photograph
Walls		
Primary Gadget		
Secondary Gadget	Nitro Cell	Use When Applicable
Action Phase		

# Workshop & Ventilation








Role	Sub Role	Operators Involved
Anchor	Intel	
	Active	
Roam	Soft	 
	Hard	



Step	Description	Photograph
Walls	Bathroom Walls	
Primary Gadget	Armour	Place Immediately
Secondary Gadget	Server/Ventilation Rotation & Server Hatch	 
Action Phase	Hold Server & Workshop	








Step	Description	Photograph
Walls	Bathroom Walls	
Primary Gadget	Main Hall Cam & Security Cam & Main Lobby Cam	  
Secondary Gadget	Nitro Cell	Use When Applicable
Action Phase	Watch Cams & Give Calls	  









Step	Description	Photograph
Walls	Fountain Walls	
Primary Gadget	E7D	Use When Applicable
Secondary Gadget	Fountain/Central Stairs Rotation & Valk Cams Hole in Security	
Action Phase	Hold Offices/Fountain	








Step	Description	Photograph
Walls	Armory West Wall	
Primary Gadget		
Secondary Gadget	Nitro Cell	Use When Applicable
Action Phase	Keep West Wall Closed and Hold Ventilation from Above	







Step	Description	Photograph
Walls	Archives Walls	
Primary Gadget	Main Corridor Doors & Armory West Door	
Secondary Gadget	Vertical LOS in Armory Floor/Ventilation Ceiling	
Action Phase	Hold Ventilation from Above	

# Customs & Supply




Role	Sub Role	Operators Involved
Anchor	Active	
Roam	Soft	
	Hard	  





Step	Description	Photograph
Walls	Detention Wall	
Primary Gadget	Supply & Customs Cams	
Secondary Gadget	Supply/Central Stairs Rotation & Open Customs Desk Walls	
Action Phase	Watch Cams and give Calls	







Step	Description	Photograph
Walls	Tellers Walls	
Primary Gadget	E7D	Use When Applicable
Secondary Gadget	Supply Customs Rotation & Bathroom Rotations	
Action Phase	Roam	



Step	Description	Photograph
Walls	Security Wall & Electrify	
Primary Gadget	Electrify Walls in Detention	
Secondary Gadget	Nitro Cell	Use When Applicable
Action Phase	Hold Security & Break Room and Deny Plant from Above	








Step	Description	Photograph
Walls	Passport Walls	
Primary Gadget	Lobby Wall & Security Window & Walls	
Secondary Gadget	Security Corner & Below Security Window	
Action Phase	Hold Security & Breakroom and Plant spots from Above	





Step	Description	Photograph
Walls	Passport Wall	
Primary Gadget	Magnets mostly in Supply to Protect Evil-Eyes	
Secondary Gadget	Shield in Supply Door	
Action Phase	Hold Supply Room	