

# Droning

## Droner Selection

When 2 or more squad members are clearing or pushing an area, if droning is required, a Droner must be selected. The following diagram indicates the who in the group will be the Droner.

		Gunner							
		Hard Support	Soft Support	Flex	Second Frag	Entry Frag			
Droner	Role								
	Hard Support								Drone for Self
	Soft Support								Drone For Teammate
	Flex								Droned by Teammate
	Second Frag								
	Entry Frag								

The diagram ensures that no unnecessary ‘double droning’ occurs when 2 or more members are droning simultaneously while no ground is being gained, resulting in a slow push and wasted time.

An easy way to think about it is: Left Role – Action (indicated by colour) - Top Role.

Examples:

- Hard Support drones for Flex / Flex is droned by Hard Support
- Second Frag drones for Entry Frag / Entry Frag is droned by Second Frag
- Entry Frag drones for self, Entry Frag / Entry Frag is droned by self, Entry Frag

## Following a Drone

When Being droned by a teammate, hold position outside the target area until the entire area has been droned and the Droner has proper Line-Of-Sight on the next area. This ensures you cannot be unexpectedly pushed from the next area while acquiring the Target area.

Examples:



In the above example, Cigar Lounge has been completely droned and the Droner has Line-Of-Sight on White Corridor.



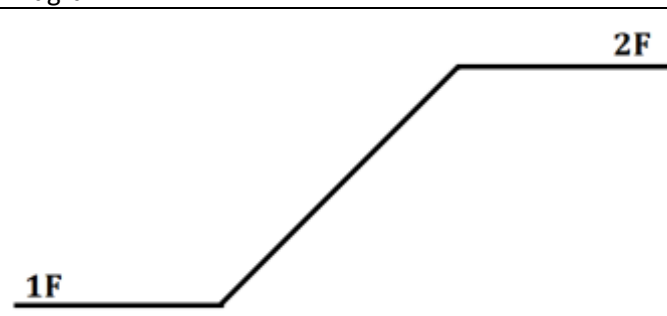
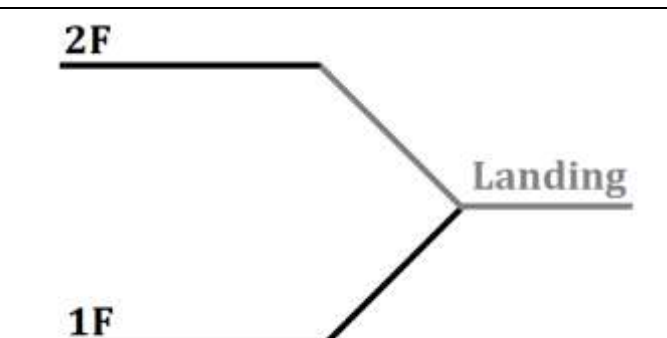
Again, in the above Example, White Corridor has been Completely droned and Droner has Line-Of-Sight into Cocktail Lounge.

# Terminology

## Callouts

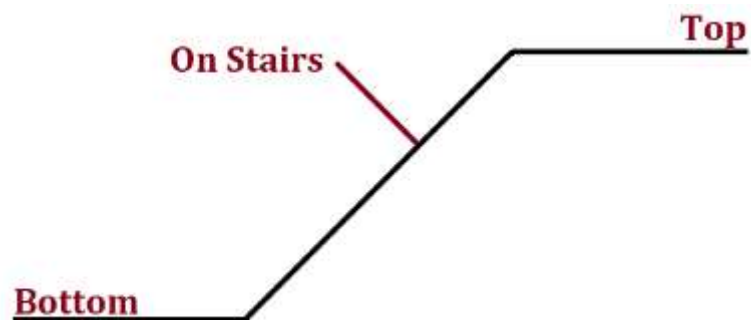
### Stairs

There are 2 common types of stairs.

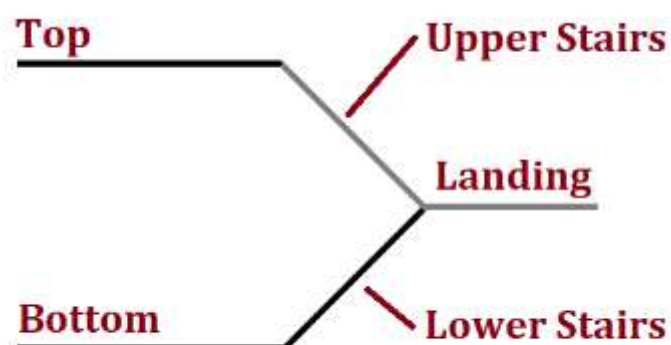
Name	Characteristics	Diagram
Straight	These stairs have <b>no landings or hard angles</b> . <b>Spiral stairs</b> also fall into this category.	
Dog-Leg	These Stairs have a <b>definite hard angle</b> , most commonly 90 or 180 degrees, accompanied by a <b>landing</b> .	

## 2 Floors

### Straight

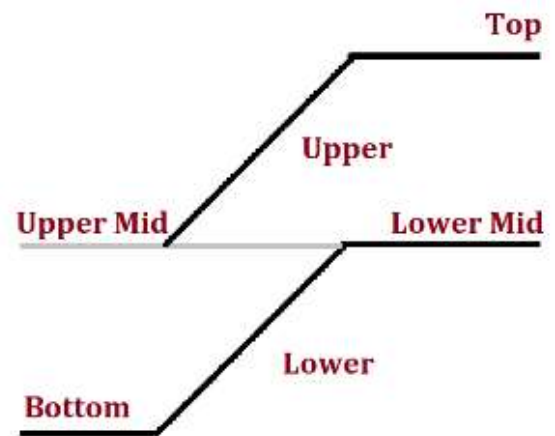
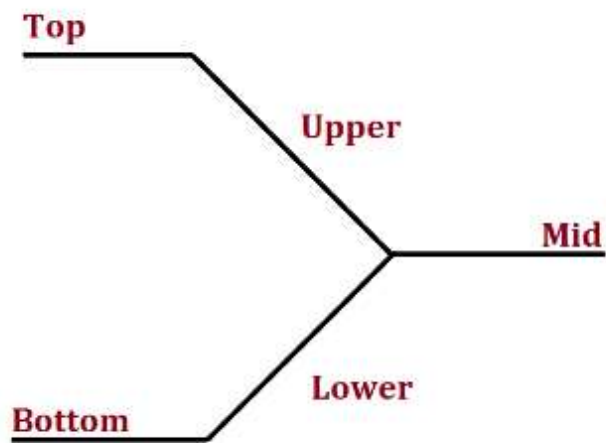


### Dog-Leg

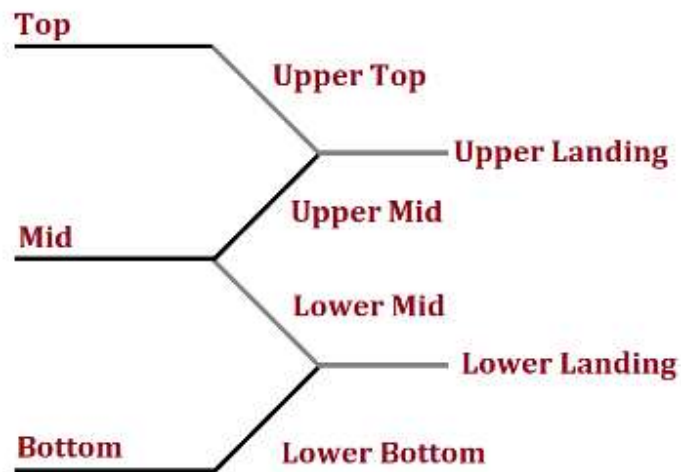


### 3 Floors

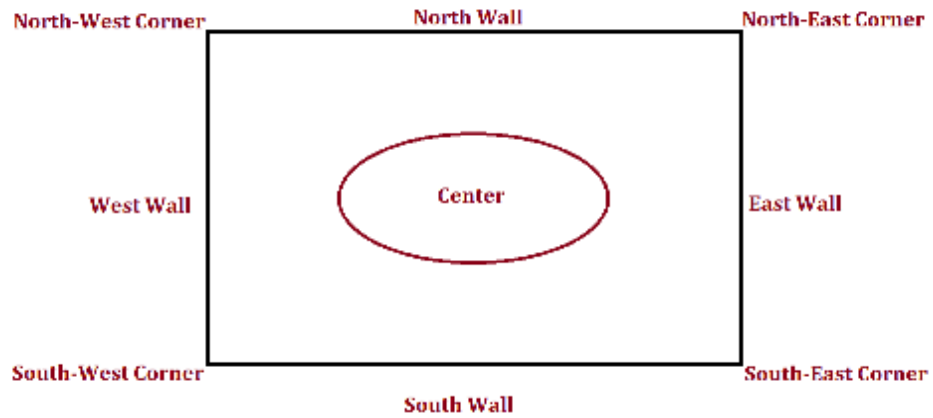
Straight



Dog-Leg



Rooms  
General



Relative to Player

