[Sick nasty Outfit logo and intro provided by SkyAero]

Welcome to Deathwatch Gaming’s building breach tutorial. In this short video, we aim to provide clear and concise instructions on how to properly execute a building breach, and then defend it after capture.

The squad advances towards the building, laying down suppressive fire on the doorway and windows as they advance. Once they reach the doorway, they adopt the standard breaching formation. With 4 squad members located at positions 1&2 on the right and the others located at positions 3&4 on the left. This technique is known as “slicing the pie”.

These 4 individuals are able to fire into the room to keep the enemies pinned inside, without exposing themselves to return fire. Notice how none of them actually stand directly in the door way.

When soldier 1 sees an opening, he takes the initiative, preparing to throw a concussion grenade into the room, whilst alerting the rest of the squad. The soldiers at position 1&3 throw their grenades through the door in one swift motion, to limit the amount of fire they take. Once the grenades detonate, they move into the building.

Notice how 3&4 stay to the left, and 1&2 stay to the right. This allows them to have a clear field of fire against opponents inside the room, while also keeping the door way clear for the rest of the squad to move in.

1&2 move up to the stairs on the right hand side of the room, and again, throw grenades up the staircase. Once the grenades detonate, they push up. With 1 hugging the left wall and 2 on the right, again providing a clear line of fire down the middle of the stairs for allies to advance.

Notice how there is limited sprinting, this allows their squad mates to stay tight behind them, and provide additional fire support.

Now here is what their opponents would see. You’ll notice that the concussion grenade would stun all enemies within the large entry hall of the building. Notice again how they stay out of the centre of the room to avoid cutting across each other’s lanes of fire.

Once the entry room is secure, they stack up on the stairs, 1&2 on the left, 3 on the right. 4 moves behind them, covering their rear in the event of enemy counter attack.

As the squad approaches the door way to the second room upstairs, 1&2 they assume a breaching position and “slice the pie” again, this technique can be used on every doorway in the game.

Take note of how 3&4 provide covering fire on the roof access staircase, and the stairs behind them, to keep the squad covered from all angles.

Soldier 3 moves up to throw a grenade. Once the concussion is in and it detonates, soldier 1&2 move in. Once again, they hug the wall to provide clear lines of fire.

Sometimes heavier equipment is required to breach a particularly well-fortified enemy position. A friendly scythe provides suppressive fire on the doorway, as our MAX unit assumes position 1 outside the door.

Take note of how he does not frame himself in the doorway, limiting the amount of hostile fire he can receive at any one time.

When the squad lead issues the order, the MAX uses its charge ability, to barrel straight through enemy lines.

This is effective as a MAX is a large threat, and WILL draw enemy fire away from the door, allowing the rest of the squad to breach the room with minimal causalities.

Once you’ve taken a building, you’ll need to defend it. Building defences are conducted in stages, allowing you to fall back gradually as hostiles push in. This ensures that we are able to whittle the opponents down gradually, so we don’t have to face their full strength at once.

Take note, of the positions 1&2 are in. They are covered by the stairs wall, but are able to peek out to fire into the entrance room. This allows them to quickly and efficiently neutralize small groups of hostiles attempting to enter the building.

When their position is compromised, either due to a large wave of incoming hostiles, or MAX units, they pull back up the stairs. Notice that 3&4 are covering their retreat back up the stairs. With 3 moving back behind cover to allow 2 to take his position. We now have 4 guns trained down the stair case, rather than two.

When defending, you need to be aware of your surroundings at all times. An open window could provide a point of attack for enemy light assaults or vehicles. Balconies, unguarded doorways and roof access stairways are also vulnerable and if you can see a potential entrance that is unguarded, you should setup overwatch to cover that entrance point.

This has been a Deathwatch gaming tutorial on building breach and defence, subscribe, like, apply to join outfit etc.

[Sick nasty credits thanking Vatelfak, Silent, Banelos, Jkmb and Skyaero followed by outfit logo and stuff, provided by SkyAero]