

CS:S - SG-2

Map Strategies for:

de_dust | de_aztec | De_Cbble2 | de_chateau | de_dust2 | de_piranesi | cs_italy
cs_office | de_train | cs_compound | de_prodigy | de_tides | de_port | de_inferno
cs_assault

THIS MAUNAL INCLUDES GRAPHIC MAPS OF ALL THE CS:S MAPS THAT ARE ON SG-2 AND INCLUDES DETAILED PLANS TO COMPLETE EACH MAPS OBJECTIVES

I HOPE THAT THESE STRATEGIES BECOME USFULL IN FURTHER COMINGS AND IN ANY POSSIBLE INTER/OUTER CLAN TOURNOMENTS ILLISTRATOR AND AUTHOR

CONTACT TEARSOFBLOOD666SGCMD:
dj_morningstar1@yahoo.com or ICQ: 334-943-268



THIS MANUAL IS NOT FOR DISTRIBUTION OUT OF THE SG_CMD CLAN

Version BETA 2.1.3

Main Information

Best Guns for map:

[de_dust](#)- Zoom weapons for going underpass. Rifles with high accuracy or fast rate of fire

[de_aztec](#)- Zoom weapons for going water and bridge. Rifles for double doors

[de_cbble](#)- Zoom weapons I would not recommend here due to the fact that you will encounter multiple people. Rifles are best for taking out multiple people

[de_chateau](#)-Rifles mostly due to the fact they have high accuracy

[de_dust2](#)- Your best pick weapon is what I'd suggest

[de_piranesi](#)- Your best pick weapon is what I'd suggest

[cs_italy](#)- Zoom weapons on long hall. Rifles or SMs on side hall and apartments.

[cs_office](#)- Rifles only due to the need of fast rate of fire and high accuracy

[de_train](#)- Zoom weapons on Back Side, Rifles for all others

[cs_compound](#)- Your best pick weapon is what I'd suggest

[de_prodigy](#)- Rifles only due to the need of fast rate of fire and high accuracy

[de_tides](#)- Rifles only due to the need of fast rate of fire and high accuracy

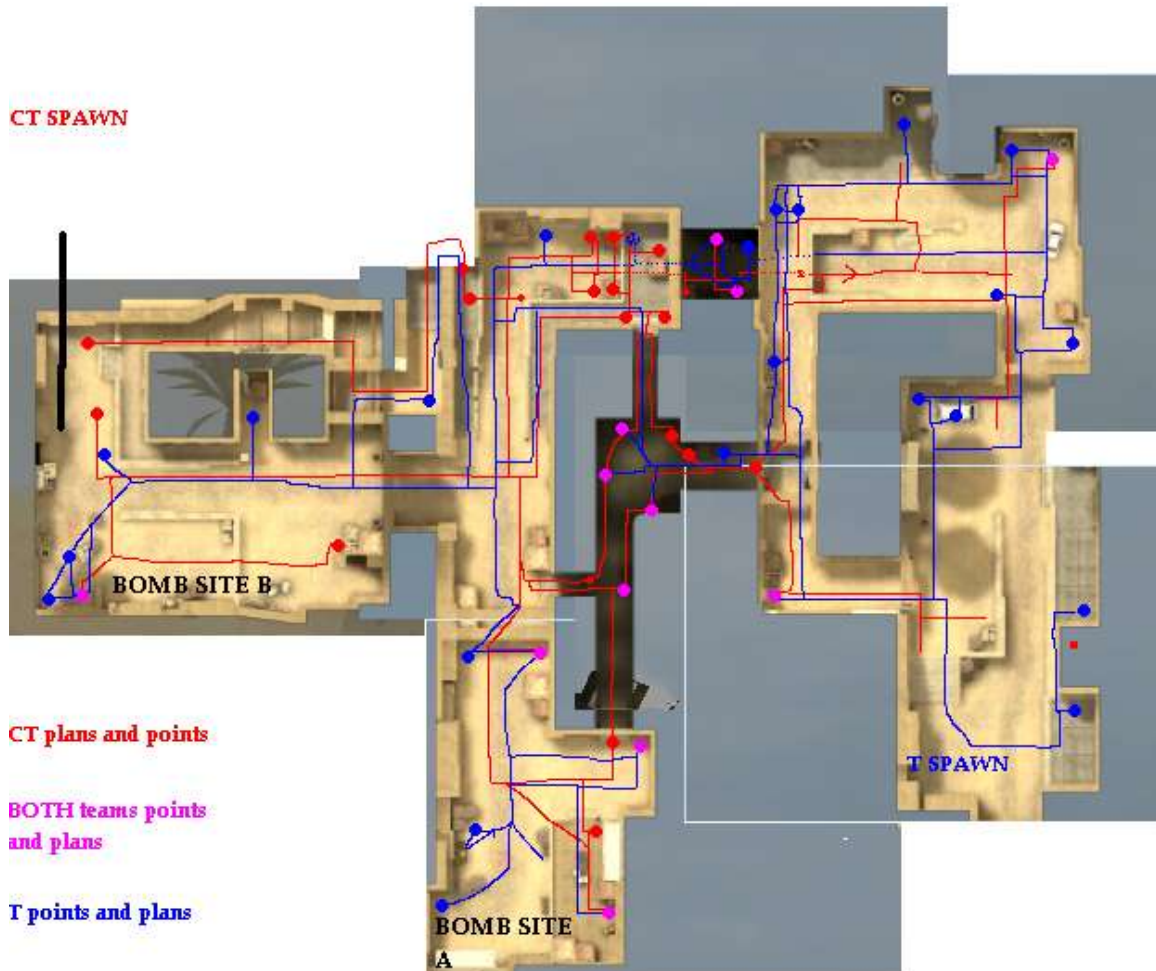
[de_port](#)-Zoom weapons for most people. Those who dislike zoom weapons should resort to rifles

[de_inferno](#)- Zoom weapons for most people. Those who dislike zoom weapons should resort to rifles

[cs_assault](#)- Zoom weapons due to most kills are at long range and there are many dark places that you need to see in

MAPS

DE_DUST



Map Overview

Here is a simple map for both teams, if they know what they are doing. For CTs, the best plan is to start from Spawn, half go to the right, half to the left. Assuming we are doing are normal 8 per team, 1 should (from the left) cover the Ramp from the inlet. 2 more should go through the Under Pass to prevent a retreat of the Ts from the Back. The left over one goes on the side of the ramp as if going to the middle. He has the choice depending on which area needs the most help where to go. This person should be the C.O of that team that day, or the highest KDR player if no person is of a higher ranking. Now for the right, 2 go into Bomb site A. 1 should camp if need be, and one should check the middle hall before preceding to the Middle. Also, the other two should enter in the door way before the Double Doors. One person should throw in a Flash Bang and simultaneously the other should throw in a HE grenade. Be sure to check the boxes there for anyone camping ready for you. They should then assault the middle as the

person from Bomb site A covers up the rear. Make sure to throw a HE grenade into the back if there are Ts there to spread them out. Then the person from Bomb site A and the person who through the HE grenade into the middle should throw a Flash Bang to the left and right in the back and then go through there, while at the same time, those from the underpass go around the rear of the back and attack trapping the Ts. There should be one person who goes to T spawn and checks it to clear anyone who is AFK or is camping. Also can go to the rear and surprise Ts who are waiting there blocking those from Under pass from coming up. This should prevent the Ts from getting to the bomb sites, but remember, this is subject to change as it is war, not a game of cards privets.

If you do find that they have planted the bomb, the person that should have stayed behind in Bomb site A should notify that either A: the bomber is there, or B: the bomber is not there and at Bomb site B. You are to grab out your pistol and run to which ever Bomb site its at. Nearing an entry way to a Bomb site you are to pull out you main weapon. DO NOT try and sneak into a bomb site. Use what ever flashes you have and kill the Ts while someone tries to defuse the bomb. When a Bomb site is clear, but not all Ts are dead, make a cover circle around the defuser, but give him/her room to move if they find they need it.

Now Ts, don't think I haven't forgotten you. This map is just as easy for you. Now, disregard the CTs plan for your own, as that will only make matters like a game of chess. First what must be done is the bomber needs to decide if he is to go to Bomb site A or to Bomb site B (CT spawn).

I'll start with the plan for going to Bomb site A. This takes a team effort and two Ts willing to die in the cause to win. Now, the other 6 must charge to the Middle with knives to move there fast, once you reach the crates witch to your main weapon. There should be 3 people in the front with grenades. 2 of them Flash Bangs and 1 with a HE grenade. The He is to go in first to spread the CTs out if they are in there. Then the flashes are to go down each side hall and the 3 people from the rear are to grab their riffles and fire at any Ct in those halls driving them back as you ALL charge towards Bomb site A. You then have two choices. If you are being hit from inside Bomb site A, then go to the front and enter through the double doors. As the map shows, there is a common camping point behind those crates next to the wall. Be sure to check this spot, no matter if someone else does, do so yourself, because the time you don't check is the time there will be someone there. Then, rush in kill any CT left in Bomb site A and the bomber is to plant the bomb where he feels it is best and covered. The remaining Ts are to camp in Bomb site A with cover of the objects around you. Have someone or a few of you facing the bomb so that a CT wont come in defuse the bomb and then it be too late to kill him.

Now for going to Bomb site B, you can do exactly that plan, but go to the right (coming from the back) and take out those who might be covering the under pass. Then take the front up to Bomb site B or take that side path from the ramp. Do the same as before. Eliminate the targets and then plant the bomb.

Now for going directly to Bomb site B. Again the 6 of you need to run to the Under Pass, run through it, eliminate the CTs that have gone through there. DO NOT stop before the ramp or the ending of the little roof that has protected you thus far. You will be found out and trapped then from the front and the back. So, keep moving. Someone should throw a Flash Bang over the ramp into the middle to flush out any CTs then here, you have two choices. A: go to bomb site A and follow what was said above, or B: go to Bomb site B following what was said above.

Now for those two that have to give up their lives. You are to go in the opposite direction of the bomber to try and draw the CTs to you and give the bombing group time to reach their destination. Follow the opposite plans of above, disregard about the bomb for that will not concern you.

If you find that a bomb site is clean, report it to your team and then give them some cover fire to reach that bomb site. Be sure to cover the door ways into the bomb site to prevent the CTs from gaining access back to the bomb site you are in.

These again are only preliminarily plans and are subject to change on the tactics of the enemy.

Map Synopsis

Counter Terrorists

- iSpawn or Bomb site B (camp)
- iiFront
- iiiRamp
- ivUnderpass
- vFlash and grenade
- viBack
- viiT Spawn

- iSpawn
- iiFront or Bomb site A (camp)
- iiiFlash and grenade
- ivMiddle
- vBack
- viT Spawn

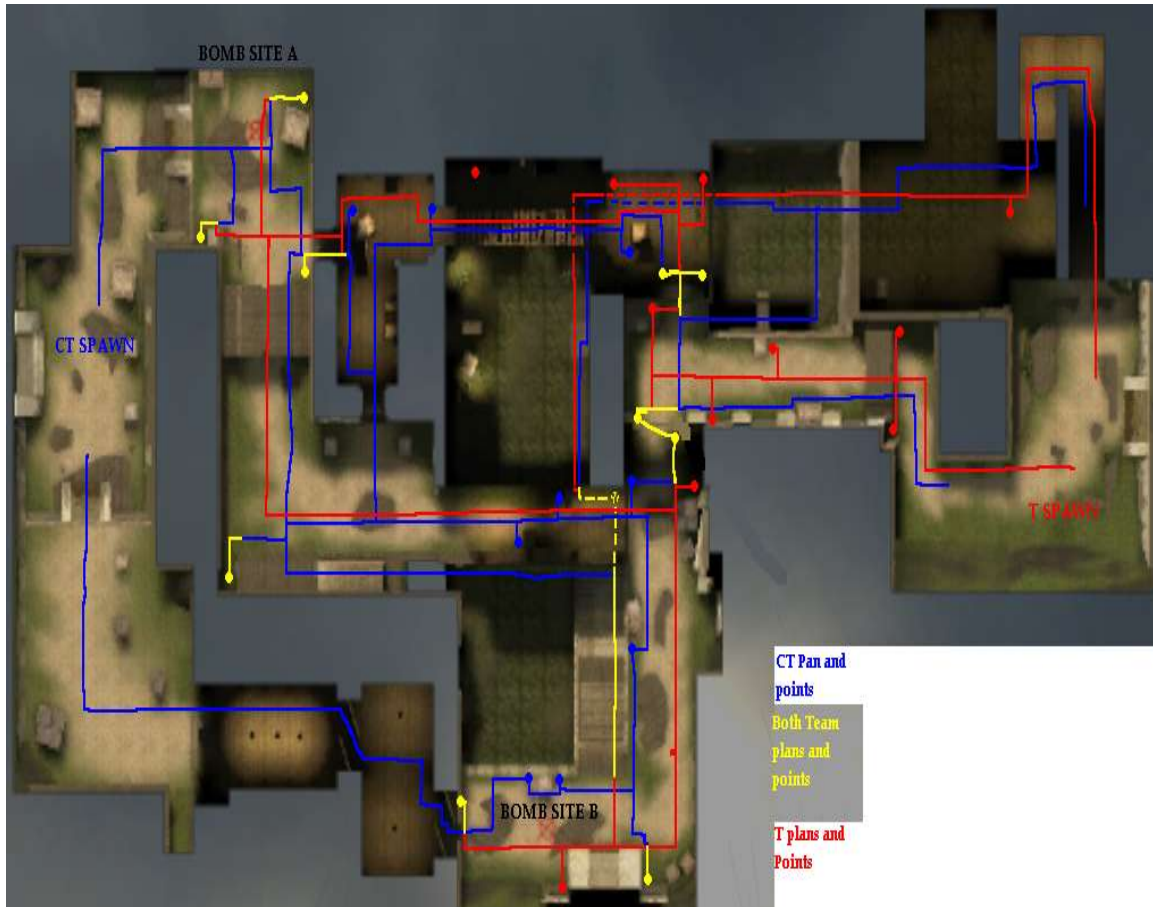
Terrorists

- iSpawn
- iiBack
- iiiFlash and grenade
- ivMiddle and/or to Front

vBomb site A
viPlant bomb

iSpawn
iiT side Ramp
iiiUnderpass
ivFlash and grenade
vRamp
viFront
viiBomb site A or B
viiiPlant bomb

DE_AZTEC



Map Overview

Welcome to one of the most linear maps of the game. Here a map that favors CT but with poor planning can lead to an easy win by even a T team of bots (set at normal or higher).

The CTs are to be split up as on most maps into 7 and 1 (as usual, the 8 on each team configuration).

The 6 are to follow to Bomb site A, there they will split into two forces. Here they will split into 3 and 4. Those 3 are to go across the bridge with one (or two, team should decide) to stay back and provide cover. If two stay back, one is move up and follow the other across the bridge when he/she is half way across. This will prevent all 3 from being killed from below in the water and from in the small room across the bridge. Once a flash has been thrown over the boxes the last person who stayed behind is to move across. Be sure to check the water as Ts may have moved through it after the other two passed. Once there help the attacking force drive the Ts into there spawn. The bridge force is to meet up with the attacking force from B and double doors.

Those that had split off are to do as follows, 2 are to follow up to the double doors and 2 are to go through the water to the rear.

Those who go to double doors are to throw grenades in this order: flash bang, HE, flash bag. This will ensure that the Ts are blind and are spread away from the double doors giving the CTs room to move in. Here they will meet up with those who came from the bridge. If the case comes that the Ts crossed the bridge and killed the CTs that have gone that way, you are to follow down the bridge and go directly to Bomb site A.

Now those that were to go through water are to go cover those going across the bridge from underneath and then proceed forward to stop a possible advancing force of Ts. Once you reach the middle, you are to split up if need be. That is if Bomb site B is under attack from Ts going through the double doors. If not, proceed forward and meet up at T spawn where any remaining Ts will be if no breach in any area happened.

Now the one that has gone to Bomb site B is to stay there for the purpose of intelligence and back-up. He/she is to cover the water in case Ts come from there and is to watch the double doors in case Ts are to appear from there. If the message comes up "The Bomb Has Been Planted" they are to report where it is if possible before dying. This person is also to move into the middle once CTs report that they are headed to T spawn in case they rush a side and run by.

The terrorists have a little harder of a time on this map due to the fact that CTs can cover multiple sides at once with a few people.

Here, on this map the best plan is for the whole team to stick together.

For Ts to go to Bomb site A they have 2 choices. They can go across the bridge and enter Bomb site A there, or go through the double doors.

Here they can either go Bomb site B or A. It all depends on which is clean and what intelligence they may have gathered breaching the double doors.

Once at Bomb site A, plant the bomb and go to the points marked on the map to camp and guard the bomb. Once the bomb has reached the point of no return, leave through the bridge. It is the quickest and easiest way out.

As the map illustrates the Ts can go from water to Bomb site B. Now I'm sure you ask when not water to Bomb site A? Well, that leaves you open to more time for CTs to gather and attack where you are going. Once at Bomb site B plant and then camp at the positions located on the map. Be sure that those in Bomb site use far side and those near the double door go through there to leave. This will leave you with minimal chance of encountering CT forces and will get you away from the blast.

These again are only preliminarily plans and are subject to change on the tactics of the enemy.

Map Synopsis

Counter Terrorists

- iSpawn
- iiBomb site A
- iiiBridge or Double Doors
- ivFlash and grenade
- vMiddle
- viWater or Back
- viiT Spawn

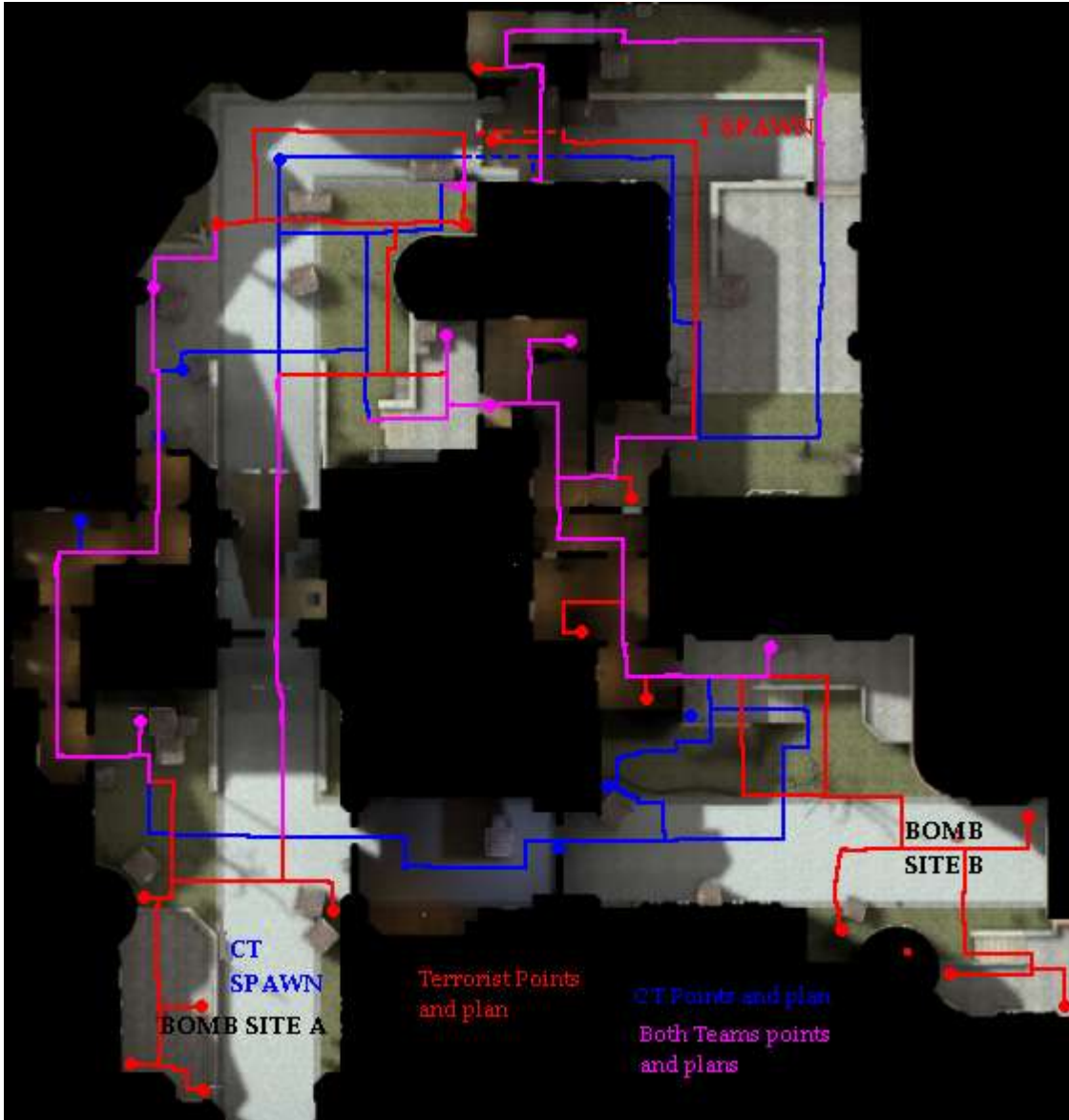
- iSpawn
- iiBomb site B
- iiiWater or Double Doors (the follow above)
- ivBack
- vT Spawn

Terrorists

- iSpawn
- iiBack
- iiiWater or Double Doors
- ivFlash and grenade
- vBomb site B
- viPlant bomb

- iSpawn
- iiBack
- iiiBridge
- ivFlash and grenade
- vBomb site A
- viPlant bomb

DE_CBBLE



Map Overview

This map consists of wide open areas, concentrated hallways, and many areas for using natural cover.

I will start as I have been with the CT plan.

You want to end up having the Ts confined to there spawn (not their towers) and in the middle area that connects the courtyard with T spawn and Bomb site B.

There will be 3 attacking teams. Two of 2 and one of 4. Those of 2 people will advance on the courtyard. One will go through the under pass and the other

through the side hall to the courtyard. They will report any activity.

If activity in the middle the ones from the underpass are to take out the Ts at close range while those from side hall are to throw HE Grenades to damage a larger number of Ts. Once activity is neutralized, those from side hall are to go through the second underpass to T spawn. And those from the underpass (from CT spawn) are to advance through the middle. Once in the middle, they will split to 1 and 1. 1 will go Bomb site B, the other to T spawn. This will provide intelligence on the Ts position for the others to advance to if needed. They are to then seek and take out the Ts.

Those who have gone Bomb site B are to flash into the middle (advancing into). This will prevent Ts from storming out of the middle and eliminating this attacking squad. Another person is to throw a HE Grenade after the flash to spread the Ts (if any) apart. They most likely will be camping in the middle chamber if flashed. Move in fast so the flash was of use. Take out the Ts there and wait for intelligence from the other squads on the position of the Ts. Once reported move to that location and provide fire and back up. This will prevent the Ts from reaching the bomb sites because you have cut off all routes

NOTE: Civilians (as well as bots) will camp in the towers, hence why they are marked. When entering the courtyard be sure to check the towers from Ts.

NOTE: Smoke grenades are not of a good idea here as a large group of Ts can move using the smoke and attack. Their colors provide better cover in the smoke than the CT skins do.

Now the terrorists, do understand that this map has many ways out of a situation. You have halls that over lap, hall ways that lead (exit) into underpasses as well as walls to throw a well placed grenade off a wall and at the CTs.

As was noted above, you should use smoke here for it provides good cover to hide in. Especially because the CTs when in courtyard have a good field of view and the areas that you can come from are both small. Also, going into Bomb site B use smoke so that you can rush out and eliminate the squad of CTs that are located there.

From T spawn you have two direct choices: Go to courtyard and then go to Bomb site A (CT Spawn). Or go to middle and go to Bomb site B.

The map shows places that CTs camp usually and places to camp once the bomb has been planted.

You are to be divided into 5 and 3. 5 being the bomber and 4 others. 3 being used to pull the CTs to one area leaving a wide area open for the bomb to be planted.

We will start with going to Bomb site A. You have two ways of getting there. One

that will leave an open to Bomb site B, but also leave to opening to a behind attack. The best plan is to go directly to courtyard and advance quickly using flash bangs and HE Grenades. Once here eliminate quickly the CTs and advance to CT spawn. Once here plant the bomb and see the map for suggested camping points.

You can also go through side hall if CTs are coming from the middle for an easy escape to Bomb site A.

Now, going to middle. Once here, again, follow the above plan. If you find that you can't move forward, pull back and go to Bomb site B. You will again encounter more CT forces because of those going to Bomb site B. (this is also the plan for going directly to Bomb site B)

Once through quickly plant the bomb in a non-covered area. This will make it easy for you to spot the CT defusing the bomb and to take him/her out.

NOTE: placing smoke over the bomb is a bad idea unless you are to camp right above it.

NOTE: That the camping points are only suggested and not the best places to be. I've marked these ones because they provide natural cover and a good place to see advancing CTs and Ts.

These again are only preliminarily plans and are subject to change on the tactics of the enemy.

Map Synopsis

Counter Terrorists

- iSpawn
- iiRamp or Side Hall
- iiiCourtyard
- ivFlash and grenade
- vMiddle or T Spawn
- viBomb site B

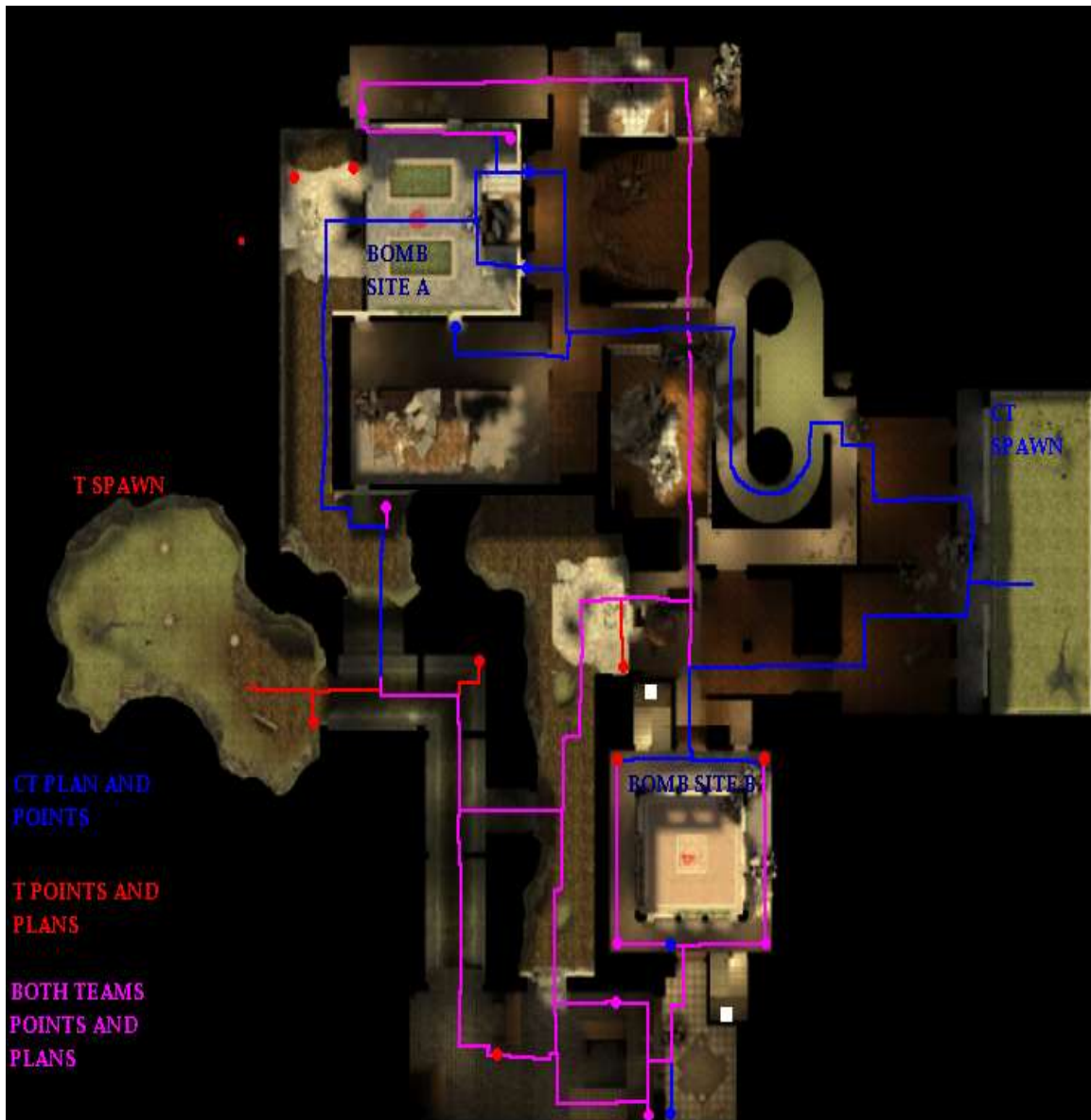
- iSpawn
- iiBomb site B
- iiiFlash and grenade
- ivMiddle
- vCourtyard or T spawn
- viRamp or Side Hall
- viiBomb site A

Terrorists

- iSpawn
- iiCourtyard
- iiiFlash and grenade
- ivRamp or Side Hall
- vBomb site A
- viPlant bomb

- iSpawn
- iiMiddle
- iiiFlash and grenade
- ivBomb site B
- vPlant bomb

DE_CHATEAU



Map Overview

This map is mainly about speed and intelligence. This map needs quick thinking and a notice in the slightest noises.

NOTE: Listen to the water for enemy movements to report to your team mates.

CTs here are to protect two bomb sites. The squads are 5 and 3.

Those that go to B will be of the group of 5. Once in the area before Bomb site B 2 are split off and go to the water ally way outside that leads to the Wine Cellar and Middle.

The 3 that go to Bomb site B are to throw grenades in this order into the Wine Cellar: Flash, HE, Flash. Then they are to enter and eliminate the Ts. Those that went into the water way are there to push back Ts from the Middle into the Wine Cellar or vis versa with those from Bomb site B. This will trap the Ts with one way to move, back to spawn or to Bomb site A.

Those that went to Bomb site A are to go through the stairs to the top floor and blow out the windows at the shown points on the map. They are to then Flash Bang around the corner if no Ts appear at Bomb site A when they reach it or shortly after (within 10-15 seconds). They are then to advance to the middle where they will meet up with those from Bomb site B. At this point the round should be over. If not, proceed to T spawn and eliminate anyone that was AFK or camped and then moved after the sweep.

NOTE: All CTs should buy Flash Bangs for this map. They will come in handy due to the amount of corners there are.

NOTE: Ts will go on the top floor but this plan prevents it if executed fast enough.

Ts, you have to move fast. Your best bet is to go Bomb site A, but if you have a good enough team, I suggest that you go to Bomb site B.

The squads will be 6 and 2. This is because of the close corridors and the need to have a lot of cover in a fire fight.

The 6 of you will advance with pistols until you reach the middle or within "pulling out" of your rifle to an area that might have CTs in it.

Now for going to Bomb site A run until you can pull out your rifle to the sit with pistols. Two people should throw flashes in. One high, one low to blind any CTs. Eliminate them and then plant the bomb, or keep them occupied as the bomber plants the bomb. Cover the area in ares that you can see the bomb as well as areas that CTs might come from.

Now, for going to Bomb site B. I'd suggest to go to Middle then the side ally way to the entry way to Bomb site B. This will be the quickest way and will also prevent you from trapping yourselves against a wall. Move to Bomb site B and camp the 4 corners as the Bomber plants the bomb.

NOTE: CTs are more accessible to this site so it is harder to cover. Also Flash Bangs from the CTs are used easily here to blind you. Use the wood in the windows to shield your player's eyes.

Now the 2 that didn't go with the Bomber are to draw attention to themselves in hopes to loosen the load that the bombing squad has to worry about. Also, these

two should be two of the better players on the team due to that fact that they can probably take out more CTs before dying than bots or novice players.

Note: Be sure to use flashes when entering an active area and when going to typical hot spots in the map.

These again are only preliminarily plans and are subject to change on the tactics of the enemy.

Map Synopsis

- iSpawn
- iiMiddle
- iiiBomb site B or Water
- ivFlash and Grenade
- vWine Cellar
- viSide Hall
- viiT Spawn or Bomb site A

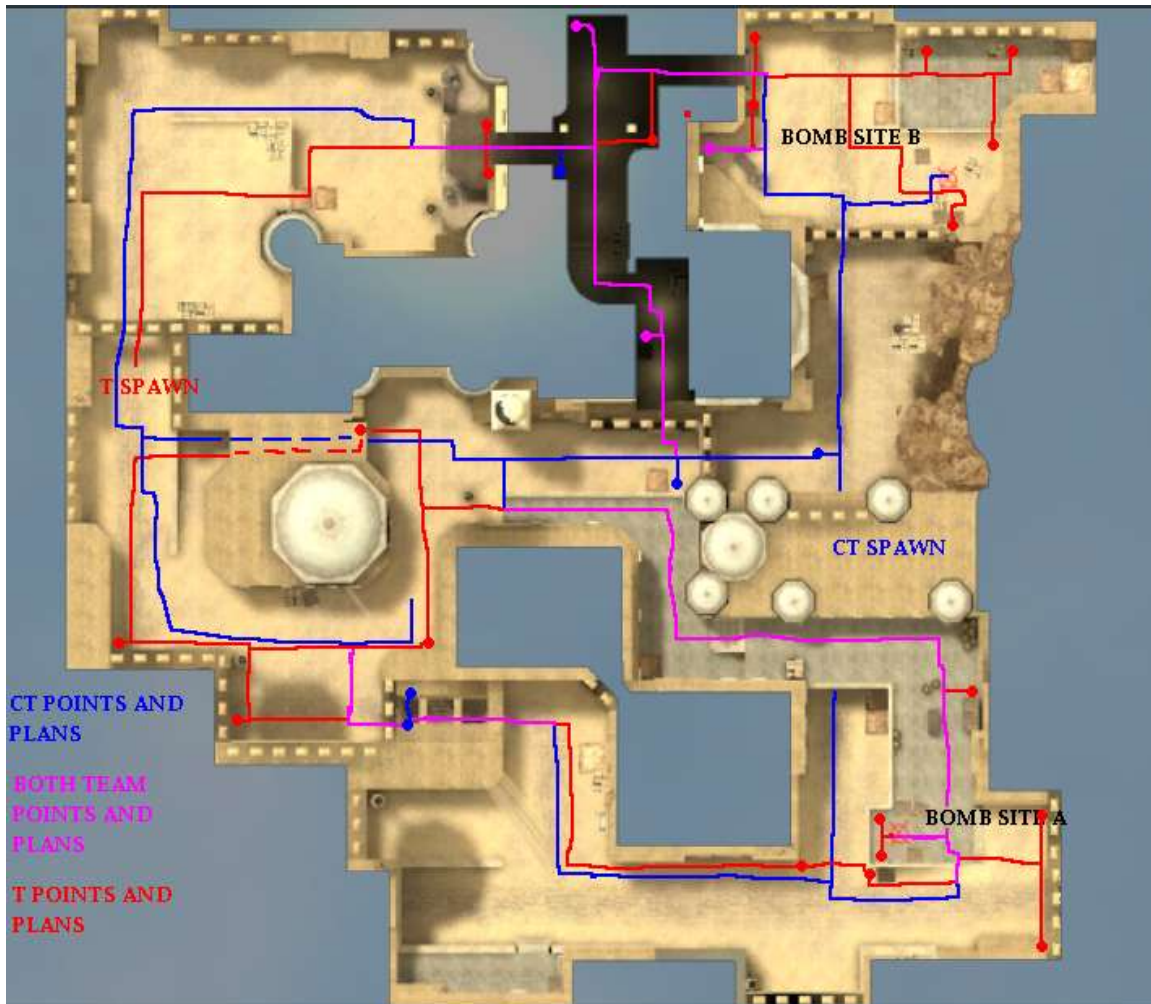
- iSpawn
- iiStairs or Middle
- iiiBomb site A
- ivFlash and grenade
- vT Spawn
- viWine Cellar
- viiBomb site B

Terrorists

- iSpawn
- iiBomb site A
- iiiFlash and grenade
- ivPlant bomb

- iSpawn
- iiSide Hall
- iiiWine Cellar
- ivFlash and grenade
- vBomb site B
- viPlant bomb

DE_DUST 2



Map Overview

This map is one that requires fast movement and knowledge of all ways and areas of cover.

The squads for CT will be 3, 3, and 2.

3 are to go to Bomb site B, 3 are to go on Long A, and 2 are to go to Short A.

The 3 that go to Bomb site B are to have one camp (here on the map). The other 2 are to enter into the Tunnels. Here they will eliminate any presence of terrorists and then move on down the side to T SPAWN. Once the presence of the enemy is gone in the Tunnels, the one that stayed behind to camp is to then move to the Tunnels and follow those in the Tunnels to T SPAWN. Here they will spot down Short A into the Middle and eliminate any remaining terrorists.

The team that went Long A is to go through the double doors here, throwing in combination Flash, HE, Flash into the open area. Then they are to enter and

sweep out blinded terrorists and then move down Short A meeting with the 2 that went through Short A.

Those that went Short A are only there to provide a blocking point for Terrorists that might have rushed Short A. They are to go through and meet up with those from Long A. They are then to go to the Tunnels/Bomb site B if those from Bomb site B are pinned down.

If in the result that any squad becomes pinned down, radio in (or over TS) your position and those from Short A will come to help. That is their secondary function besides following with the squad from Long A.

If Bomb site B is not pinned down the A squads are to move through T SPAWN and eliminate any threat that is there.

For the Terrorists your squads are 5 and 3. the 5 will consist of the bomber and 4 other members of the Ts and the other 3 should be heavy assault people (those with grenades).

As the map shows there are 2 routes to going to Bomb site A. The quickest and easiest is going Short A. This is because there are 3 ways out of it. Tunnels, CT SPAWN, and Double Doors. It also leads the back route to going to Bomb site B if bomb site A is covered.

Going this way you must throw grenades in this order into the bomb site: Flash, HE, Flash. Then rush in take out the blinded targets and plant the bomb. Then move to your camping points (see map)

Now of course there is the possibility that CTs will come from the back so watch it. Also, CTs will most likely be coming from Short A so don't all have your grenades out.

Going to Bomb site A from Long A is a little different. It is of course safer in respects to not being attacked from behind, but you result in the fact that more CTs go this way. Once in Bomb site A follow the above instructions (from the grenade order and on).

Going Bomb site B is a bit different. Here, you have to go through a narrow entrance. The grenade order here is: Flash, HE, He, Flash. The extra HE is to damage anyone around the sides of the entrance. Move in and eliminate the CT forces. Plant the bomb and go to your camping points (see map).

NOTE: Never use the Middle/Double doors way through CT SPAWN to enter Bomb site A. This leads you open to forward and above attacks.

Now those that were not going with the bombing squad are to go one of two places. One is to the tunnels if the bomber is going Bomb site A. If bomber is

going Bomb site B, you 3 go through Short A.

Both of these tactics will draw the CT forces to you giving to bomber less to deal with upon arrival at the bomb site.

NOTE: When entering a bomb site, use the sequence given to the bombing squad.

Map Synopsis

Counter Terrorists

- iSpawn
- iiDouble Doors
- iiiFlash and grenade
- ivMiddle
- vT Spawn
- viBomb site B or A depending on where the bomb is at

- iSpawn
- iiLong A
- iiiMiddle
- ivFollow above from v

- iSpawn
- iiBomb side B
- iiiTunnels
- ivFlash and grenade
- vT spawn
- viFollow plan 1 from vi.

Terrorists

- iSpawn
- iiMiddle
- iiiDouble Doors
- ivLong A or Short A
- vFlash and grenade
- viBomb site A
- viiPlant bomb

- iSpawn
- iiTunnels
- iiiFlash and grenade
- ivBomb site B
- vPlant bomb

DE_PIRANESI



Map Overview

Here a map that is one in favor of the Terrorists.

Being as such, the CTs must use camping points to cover the bomb sites.

This will be the squad of 2. They are to be at the relevant points shown on the map. The other 6 are to be put into 3 and 3.

The first 3, + 1 from the squad of two are to go to Bomb site B. Here that “+1” will split off and camp at Bomb site B. The other 3 will go around the corner throwing grenades in this order: HE, Flash, Flash. This will ensure that the HE takes what ever group is there by surprise and be sure to push the Ts back as well as with the Flashes blind them in the open courtyard. This squad is to them move into the courtyard eliminate any threat and then move to the middle area of the courtyard. Here they will split 2 and 1. The 1 is to go to T SPAWN and the other

2 are to go inside the building and eliminate any Ts there are arriving with the other Squad. They are not to join together mind you. The squad that went to Bomb site B is to now move to the middle double doors and then to Bomb site A where they will stay. The 1 that went to T SPAWN will meet with another 1 from the other squad. They will join together for the rest of the round.

They will go to the inside middle and stay there moving throughout the inside building to prevent the Ts from gaining ground and also to provide intelligence.

The other squad is to go from CT SPAWN and to Bomb site A. Here 1 will stay behind and protect the CTs as they go across the middle to the entrance into the building. Before entering they are to throw grenades as: HE, Flash, Flash. Again same reason as before. They will enter and eliminate any Terrorist. At the same time however, the 2 from Bomb site B will come as support (if not under attack at Bomb site B). At this point they will split off. The Squad will send 1 man to T SPAWN. The other 2 will go into the middle courtyard and head to Bomb site B this protecting both of them while making a clean sweep through the bottom floor of the building.

NOTE: Players should use top overpass if one bomb site is under attack.

NOTE: If a bomb site is under attack, complete the room your squad is in and move to the attacked bomb site and provide back up/cover.

NOTE: The one that is to go to the middle and protect Bomb site A might wish to camp the over pass to provide with a wider range of view.

The terrorists have the advantage here mainly because the CT numbers are spread thin and thus if attacked by a large force will prove an easy opponent.

Two squads are to be formed. 5 and 3. The 5 is with the bomber, and 3 is the fake bombing squad. Here it is best to act as though the non bombing squad is the bombing squad to pull CTs to one bomb site. It is noted that if one attack with many CTs is at one bomb site while the bomb is planted at the other, most of the times CTs wont be able to attack the other bomb site quickly enough to defuse the bomb in time.

With that in mind, the brings up one two plans for Ts. The first is to go Bomb site B. Go from T SPAWN to courtyard. When entering Bomb site B, throw grenades as: Flash, HE, Flash. This order is different from CTs because CTs need to be moving in and then out as Ts only need to move in and then plant. Eliminate any camping CTs or ones that were of an attacking force and plant the bomb. Then move to the suggested points on the map to guard the bomb. Meanwhile, the other squad will be at Bomb site A trying to gather as many CTs there as they can.

The plan for going Bomb site A is of two. Go through the middle and around the back way which is preferred. Or through the door and down the middle to Bomb site A.

Either of which will get you there. When entering Bomb site A area throw grenades as: Flash, HE, Flash. Again, same reason as before. Eliminate the CTs there and be sure to check the windows and overpass for camping CTs as well as any that might appear to provide "sniping" and cover fire. Plant the bomb and move to the suggested areas to camp and protect the bomb.

With this plan the other squad is to follow the above plan and seem like they are planting at B. Like wise for bomber going B, make it look like A.

NOTE: Being inside the building be sure not to stop or evidently you will be found.

NOTE: Be sure to camp in areas with cover to your back and to one side if you can and face the bomb (if at all possible, i.e. cover on is protecting you so you can face the bomb with out looking at a wall). Don't be afraid to smoke the entire bomb site if you haven't eliminated enough CTs to defend effectively.

NOTE: All Ts should carry the max number of grenades of every type.

Map Synopsis

Counter Terrorists

- iSpawn
- iiSide Hall
- iiiBomb site B
- ivFlash and grenade
- vMiddle
- viT Spawn
- viiInterior
- viiiBomb site A

- iSpawn
- iiBomb site A
- iiiInterior
- ivOver pass (1)
- vT Spawn or Middle
- viFlash and grenade
- viiBomb site B

Terrorists

- iSpawn
- iiInterior
- iiiFlash and grenade
- ivBomb site A
- vPlant Bomb

iSpawn
iiMiddle
iiiFlash and grenade
ivBomb site B
vPlant bomb

CS_ITALY



Map Overview

This map cs_italy, is mostly in favor of the CTs but with a well planned strategy as the one I have drawn the Ts can win win minimal damage taken.

I have outlined the main routes to the house (hostage point). I have also as I have in the other maps outlined many strategic areas to camp where you have a wide field of view and a wall behind you protecting your back.

I'll start of with the CT rescue plan as I have in the other maps.

You are to split into 5 on 3, following the usual 8 person team. I'll start with the four that are to go towards Long Hall. They are to spit the apartments into 2 and 3. 2 are to go through the Apartments and the other 3 are to go into the Market Place. After entering the Market Place, one person is the flash around the building as the other two go around the back of them. They are to eliminate the Ts here and then 2 are to follow up the Long Hall. The other one is to follow into the middle to rendezvous with the other squad. The ones in the long hall are to sneak up to the House and eliminate/ bring out the Ts from the house.

The ones that went to the side hall are to leave 2 behind to stop an advancing group of Ts from the wine cellar. The remaining one is to meet up with the one from the Market Place. They are to move up the middle. One is to stay in the Wine Cellar and move in with the two from Side Hall to eliminate any and all Ts in the Wine Cellar. The one from middle is to group up with the group from Long Hall and infiltrate the House. Use flashed to flush out the Ts. Don't use HE Grenades because they will damage the hostages. This should have prevented

any Ts from reaching CT spawn, but in the case that you have not eliminated all the Ts, gather the hostages and create a ring around them to protect from the back and front any T that might come up. Be sure to have flashed down into CT spawn to blind any camping Ts and move in. But the one with the hostages (if not the only one left) is to stay back to prevent more bodies being there in that small corridor than is needed. Once they are killed, or on the run, move the hostages to the rescue point.

Now I'll explain the Ts plan. Please though, disregard the above plan for it will present a conflict of prior knowledge.

As you start from spawn, 4 are to camp the House, and 4 are to move out and slow the CT from entering the House. You will split 2 and 2. Two are to go down Long Hall and 2 are to go to the Side Hall. Once there, one is to go through the Apartments and the other is to go down the Side Hall. They are to meet at CT Spawn and camp. The 2 from Long Hall are to follow through to Market Place, one is to stay there (see map) and the other is to follow to CT spawn. Now there will be CTs on these paths so be attentive. Though understand that you are on a suicide mission and only helping your team win. Use Flash Bangs to blind the CTs and HE Grenades to spread out the CTs.

Those in the house are to camp as followed. One in window, one near the entrance (either point as noted on map) and 2 inside the House, one above the Stairs and one where he/she feels they need to be (see map for points). If you are flashed, stay where you are as you should be okay. Note though that the entrance person and the window person if flashed move to the inside of the House for protection. The 2 points that have windows will provide areas to see the CTs coming and a chance to eliminate them before reaching the House. NOTE: if you crouch under a window, you are still visible, so you have to more or your head is still visible and thus and Head Shot.

NOTE: This plan works well if the persons in the House have an accurate weapon.

NOTE: Terrorists should try to hide in dark places to remain hidden when camping CT Spawn.

These again are only preliminarily plans and are subject to change on the tactics of the enemy.

Map Synopsis

Counter Terrorists

- iSpawn
- iiApartments
- iiiMarket Place
- ivFlash and grenade
- vLong Hall
- viT Spawn
- viiHouse (hostages)
- viiiFollow back same way

- iSpawn
- iiApartments
- iiiSide Hall
- ivT Spawn
- vFollow Above from vii

- iSpawn
- iiSide Hall
- iiiWine Cellar
- ivSteps
- vT Spawn
- viFollow above from v

Terrorists

- iSpawn
- iiCamp Long Hall
- iiiCamp House

CS_OFFICE



Map Overview

This is a hostage rescue map. This map is one of the more favorable maps for CTs. I say that because there are no areas of cover for Ts to hide in nor are there places to hide without being found.

There are two squads of CTs for this map, 6, and 2. This odd number is due to that fact that entering through the front has two entrances. Once entered in the office building the squads are 4 and 4.

When entering through the front 3 are to enter through the stair way and 3 through the side way using the ladder. Both teams grenade in this order: Flash, HE, Flash. This will make it so that the hall way is clear of Ts and/or with blinded Ts. Watch out for fire from them for they while blinded might fire in the relative area of the entrance point where CTs will come through. Enter through your area and eliminate any T that you see in that area. You will meet in the middle and split into 4 and 2, those 2 going to the back to return to their squad they are

supposed to be with. 4 will go down long hall, flashing into side hall to blind any T there, and then enter to T SPAWN to take the 2 hostages. They will exit through the same route they came in. Those from the back will enter through the storage room, flashing in the projector room and storage room. Enter here and eliminate any Ts that are present. Be sure to check the far corners of the projector room and plants for camping (hiding) Ts. They will gather the hostages and exit the same way they came through the back.

NOTE: Flash bangs are an essential here due to the fact that the small hallways make it easy for a player to be hit entering from a corner.

The terrorists have two plans they can do, as well as sub-plan.

The first plan is to camp the hostages at the points shown on the map. Be sure to watch for incoming flash bangs and to turn away from them. 4 will cover each hostage point. Also be sure to have a weapon of high accuracy. Try to find points where you can see well but still be covered. Use flash bangs to slow the CT rescue of the hostages. Do what you must to eliminate the CTs.

The second plan is for the Ts to go through the back to the hostage rescue points. Here they should find areas of cover like before. 4 will cover each point. This is also the sub-plan, in which when the hostages are taken Ts are to run to these spots to hold off the CTs from entering these points.

NOTE: Again, watch for flashes. Here in the garage you are more susceptible to the Flash Bang effect.

Map Synopsis

Counter Terrorists

- iSpawn
- iiFront
- iiiSteps
- ivFlash and grenade
- vMiddle or Long Hall
- viFlash
- viiSide Hall
- viiiT Spawn (hostages)
- ixProjector Room
- xBack or Front
- xiHostage Rescue Points

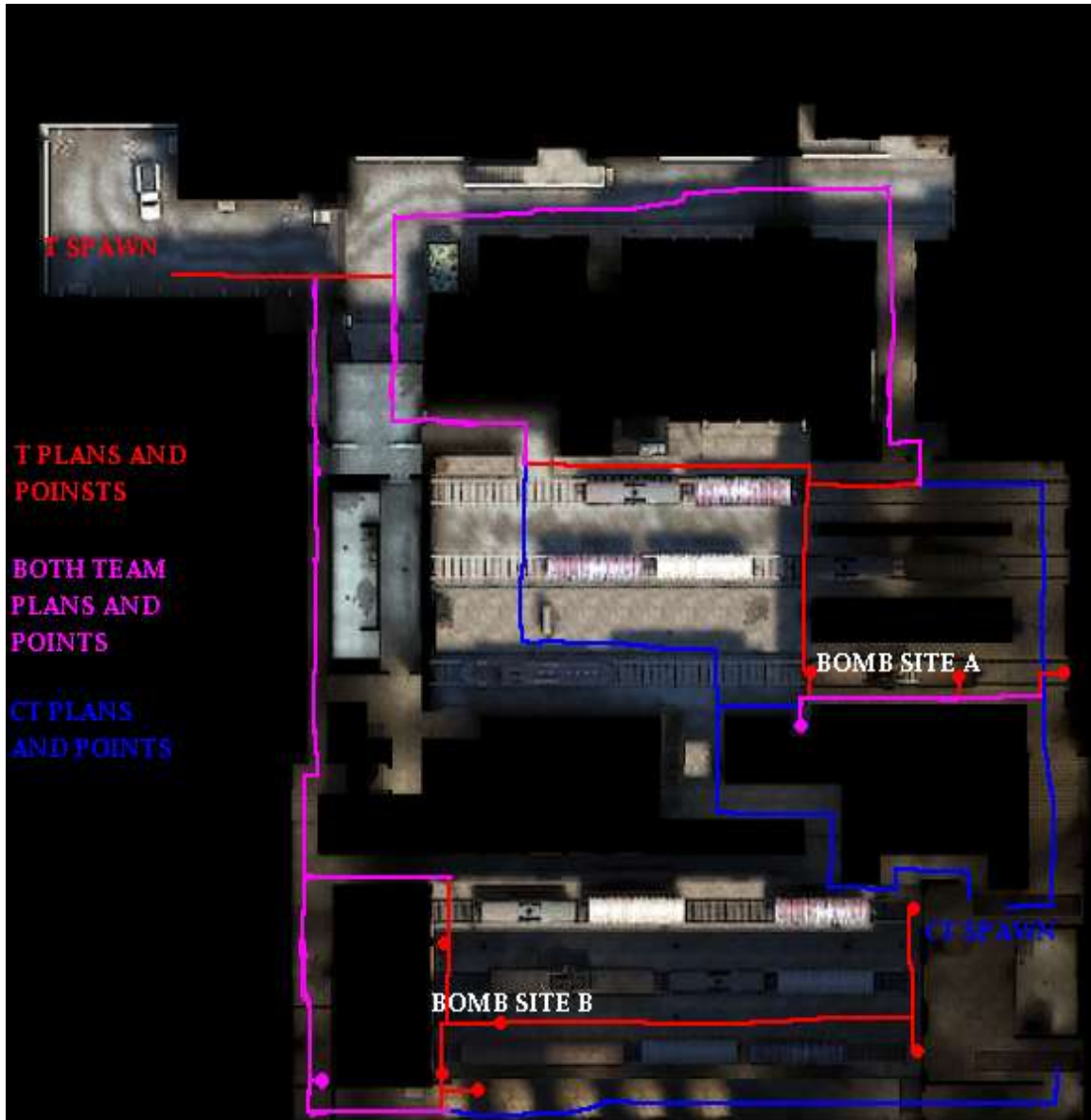
- iSpawn
- iiBack
- iiiFlash and grenade

- ivMiddle
- vStorage Room
- viProjector Room (hostages)
- viiFollow from above at x.)

Terrorists

- iSpawn
- iiCamp hostages
- iiiProjector Room
- ivCamp hostages

DE_TRAIN



Map Overview

Here is another bombing map. This map does favor the CTs but a well planned attack by the Ts can win for the Ts.

The CTs are to be split up into 2, 3, and 3.

The 2 are to go around the back (far right on map) to the to the back (far top of the map). When going around into the back, throw grenades as: Flash, HE, Flash. Then enter and go to the middle area near T SPAWN. Here, you'll wait for either a "bomber spotting" or "the bomb has been planted" messages from your team. Then you will go to the reported siting of the bomber or the planted bomb

site. Either go through the side (far left) to Bomb site B, or go back through the middle to Bomb site A. Here, you'll meet up with other team mates. Your primary objective is to defuse the bomb.

The first squad of 3 is to go through Bomb site B to the side (far left on map) and cover the bomb site. One will stay back to provide intelligence. The other 2 go through the hall to T SPAWN. Here meet up with the other squad of 2. Most likely, if the map is played right, you will go to the middle where Ts are trapped and will provide the final piece to corner them in.

The second squad of 3 are to go directly to the middle. They will throw grenades over the train car as: Flash, then HE. You will move across the middle and go through the middle. Once in the back near T spawn (if no Ts present in the middle) go to which ever squad reports the bomber and provide back up. If there are Ts in the middle call in support and hold them off as long as possible. Your primary objective is report the bomber.

NOTE: Watch your Flash Bangs in this map as you are all headed to T SPAWN to trap the Ts in it.

The Ts have it hard on this map. There are 2 routes to Bomb site A, and one route to Bomb site B.

The squads are 6 and 2. The 2 are mainly to draw the CTs to them. Again, as with the other bombing maps, they go to the opposite bomb site.

The plan for Bomb site B is to go down the hall (far left of the map) directly to Bomb site B. Plant the bomb and go to the points suggested to protect the bomb.

To go to Bomb site A, there are two plans.

One is to go through the long hall to the side hall. Be sure to flash in the middle to give the bomber time to plant the bomb. Once done, camp the area and eliminate any CTs that try to come and defuse the bomb.

The other plan is to go through the middle. Throw 3 flashes into the middle to thoroughly blind the CTs. Go to Bomb site A and plant the bomb. Then follow the above plan to protect the bomb.

NOTE: Flash bangs are an essential for Terrorists

Map Synopsis

Counter Terrorists

iSpawn

- iiMiddle
- iiiFlash and grenade
- ivSide Hall
- vT Spawn
- viSpawn
- viiBomb site A
- viiiFlash and grenade
- ixLong Hall
- xT Spawn

- iSpawn
- iiBomb site B
- iiiCamp Bomb site B
- ivSide Hall
- vT Spawn

Terrorists

- iSpawn
- iiLong Hall
- iiiFlash and grenade
- ivBomb site A
- vPlant bomb

- iSpawn
- iiMiddle
- iiiFlash and grenade
- ivBomb site A or B
- vPlant bomb

- iSpawn
- iiSide Hall
- iiiBomb site B
- ivPlant bomb

CS_COMPOUND



Map Overview

Here is another hostage map. The hostages are located by the 3 yellow markers. The Hostage rescue point is marked in black print.

The CTs will split into 2 squads. One of 3, and one of 5.

The squad of 5 are to go across the cars into the middle. Before going over the wall, Flash the middle area and then enter. This will ensure that you wont be

being fired at as you jump over. Once over, enter the middle and eliminate and Ts that are there. Here they will split as 2 and 3. 3 will go around the cooling tower to the left (from view of map) and enter near the shack. Your main objective is to eliminate any Ts. The other two will go through the hall next to T SPAWN and go to the shack. Their main objective is to rescue the hostages.

Those that were not in that squad will go from CT SPAWN to the double doors. They should throw a flash bang over the doors to blind any Ts. They will enter the middle and eliminate any Ts. They are to then go along the side of the building to the back. They should flash the back open area to blind any Ts. Their primary objective is to eliminate Ts.

NOTE: Flash Bangs are a must here.

The Terrorists here are to protect the Hostages.

I have listed some good camping points to stay at to guard the Hostages. Watch for flashes and if need be enter into the shack, but be mindful to keep the door closed by A: sitting in front of it, or B: camping next to it and once opened, close it. One should camp on top of the shack to “snipe” on camping CTs.

Be attentive and make sure that if the CTs do get the Hostages to kill the one carrying them.

Map Synopsis

Counter Terrorists

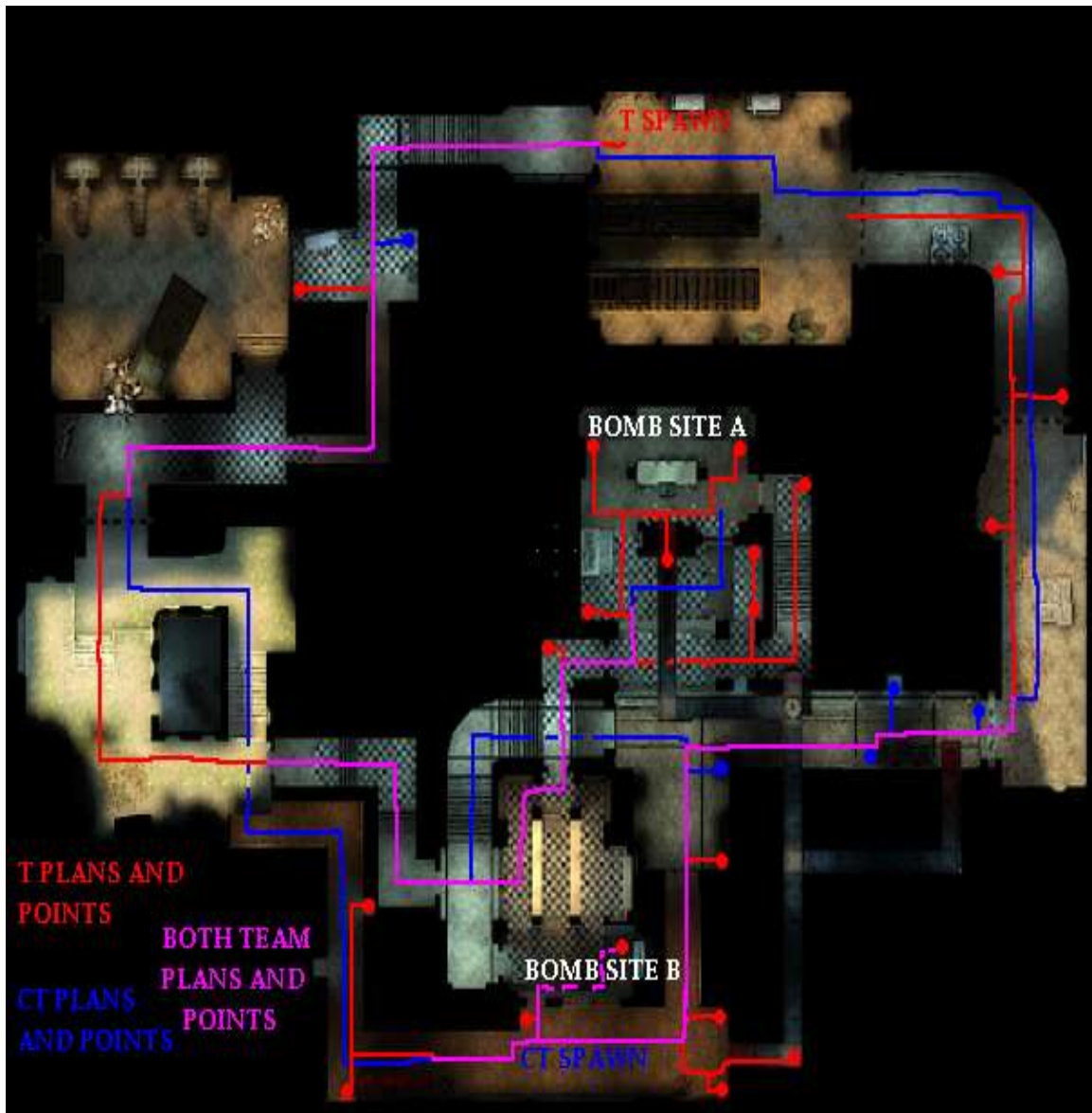
- iSpawn
- iiCars or Side entrance near Cooling Tower
- iiiFlash and grenade
- ivMiddle
- vBack
- viHostages
- viiFollow plan back
- viiiHostage Rescue Points

- iSpawn
- iiWhite Gate
- iiiFollow above from iii

Terrorists

- iSpawn
- iiBack
- iiiCamp hostages

DE_PRODIGY



Map Overview

Here is another bombing map. The CT SPAWN is near both sites which provides them a slight advantage, though, once away from here, getting back proves difficult.

The main objective I've selected for CTs to do is trap the Ts in their spawn.

To do this 2 squads will be formed, 4 and 4.

The first of the 4 are to go down Long Hall to the far side. Before entering, 2 men need to be set up at 2 of the 4 points I've labeled on Long Hall. This will provide cover in case CTs are rushed, or if CTs need to fall back. To enter into the far side, there will be 2 grenadiers, one that will throw a Flash bang while the

other throws a HE Grenade in. This will push back the Ts. Then right before entering, throw another Flash Bang in and as soon as it goes off you enter and eliminate any Ts there are. As soon as the first set of grenades are thrown, the 2 that were set to cover fire move up and enter with the squad as the last flash is thrown. Move up to T SPAWN. Here you will wait to regroup if the other squad is just about to T SPAWN. If not, move to help the other squad as chances are another group will have gone to the Security Doors and to the Guard House area. When entering this area do not use any grenades as you run the risk of Team Attacking and/or blinding your own team mates.

The other squad is to go to the Guard House area going left out of CT SPAWN (from view on map), They will throw grenades into the Security Doors area as: Flash Bang, HE, Flash Bang. This will push the Ts into the small garage or into the small halls that are the security doors that lead to T SPAWN. Enter this area and eliminate any Ts. Check the windows inside the garage for any camping Ts. Also, 2 persons will enter the garage and make a quick sweep to be sure it is clear. They will then enter through the windows. The other 2 will enter the small halls and move to T SPAWN. When going down the stairs jump so that the Ts will have less time to have spotted you, if they have moved back into T SPAWN, and or left a person to camp it. Do not throw grenades into T SPAWN for you run again the risk of Team Attacking and/or blinding team mates that might have been in T SPAWN. Regroup here with the other squad, or if the other squad is under attack, move to help them by going down the side hall and into Long Hall. Here, hopefully ending the round. If not, move to Bomb site A. The other squad will move to bomb site B (CT SPAWN). This will do one of two things, A: run out the clock, or B: prevent the Ts from planting the bomb.

NOTE: All CTs should carry an HE Grenade and a Flash Bang.

NOTE: Use your radar if flashing into a bomb site to be sure no friendly forces are already inside. The areas are tight and a flash bang will blind them if they are not looking at a wall.

The terrorist disadvantage here is the same as that of the CTs when moving back to the bomb sites.

Here, there will not be splitting up due to the fact that the bomb sites have many entrances and need to be covered.

For going to Bomb site B (CT SPAWN) follow through the side hall. Set persons at the suggested points. This will provide cover if CTs flash in. The flash will not hit if behind the boxes, on the ramp, or in the corner where the wall unusable door is. Wait a few seconds (about 5-8) to see if the CTs will flash in. If not, move 2 people up to throw 3 flash bangs in. This will make sure that any CT is blinded. Once the flashers move up those that were on the ramp move down to enter with the rest of the squad. Once the last flash goes off enter and rush through eliminating any CT on your way to Bomb site B. Before entering, throw 2 flashes in to blind any camping CTs. Enter, check the air ducts, and the control

panel room (room that the bomb is planted in). Once planted. Move to the positions located on the map (suggested spots).

To go to Bomb site A, head to the Security Doors. Once here. Split 4 and 4. One will stay in the windowed room to cover. 4 will go through the windows into the garage and into the Guard house area. Before moving into that area. This group of 4 will throw 4 Flash bangs, 2 to the left and 2 the front-right. This providing all areas will cover that the CTs are blind. Once the first Flash is thrown, the other 4 and the one that was in the room to cover move through the small hall and out the security doors. Then all move into the Guard House area and eliminate any CT presence. Move through to the middle. Break the glass and move on. Before entering the bomb site, throw 2 flash bangs and an HE to blow out the glass and move the objects around for easier walking. Enter the bomb site, eliminate any CTs and plant the bomb. Move to the suggested points and protect the bomb.

NOTE: Flash bangs and HE grenades are to be bought by all Ts

NOTE: Be sure to have one person cover the air ducts so to block off any CT that may come through by this method.

Map Synopsis

Counter Terrorists

- iSpawn
- iiGuard House
- iiiFlash and grenade
- ivSecurity Doors
- vT Spawn
- viSide Hall
- viiLong Hall
- viiiBomb site B (CT Spawn) or A

- iSpawn
- iiLong Hall
- iiiFlash and grenade
- ivSide Hall
- vT Spawn
- viSecurity Doors
- viiBomb site A

Terrorists

- iSpawn
- iiSide Hall
- iiiFlash and grenade
- ivLong Hall
- vBomb site B (CT Spawn)
- viPlant bomb

iSpawn
iiSecurity Doors
iiiGuard House
ivBomb site A
vPlant bomb

DE_TIDES



Map Overview

Here, another bombing map. This is by far the only even map for both teams. This is due to that fact that Bomb sites are in relative equal distance (say Bomb site B). It takes equal effort to over take an area.

The CTs will not camp in Bomb site B, as this is where they start. They are to split up into squads of 4 and 4. The first 4 will leave going to the middle. Before entering the middle, one person is to throw a Flash bang into the far back to blind any Ts there. Then the squad will move out, leaving one to provide cover. Move and jump over the ledge and enter the small under pass to T SPAWN. Here, go the small open room that faced the middle from T SPAWN, eliminate any Ts here (if not done already). After this, move back into the middle and await instructions from the other squad.

The other squad will go down side hall to Bomb site A area. One person will stay back and provide cover fire as the other 3 move up to the back. This will stop the advancing of the Ts. Once the 3 have reached Bomb site A, the one that provided cover is to join 1 that will go through to the middle as the other 2 go to T SPAWN. When entering the small halls leading to T SPAWN, be sure to flash in it.

This plan should prevent the Ts from planting the bomb.

The Ts have two plans. They are to have 2 squads. One of 2, and another of 6.

The 2 are to camp where the small tower of sorts is in the middle area and are to stay there.

The other 6 are to go to the bomb sites.

To go to Bomb site A, go from T SPAWN to the small halls and to the back area of Bomb site A. Be sure to throw a flash bang far in to blind on coming CTs. Then eliminate them while the bomb is being planted. Once planted, protect the bomb from the spots shown on the map.

To go Bomb site B, follow the squad of 2 and jump over the ledge. Go over the walk way into the halls that lead to CT SPAWN. Before entering the halls there, throw a Flash band and HE grenade into the upper hall that also leads to CT SPAWN to damage and give time to plant the bomb. Once planted move to the sports on the map and eliminate the CTs that may have been in the upper hall.

NOTE: Flash bangs should be thrown carefully here.

Map Synopsis

Counter Terrorists

- iSpawn
- iiSide Hall
- iiiLong Hall
- ivBomb site A
- vBack
- viFlash and grenade
- viiT Spawn

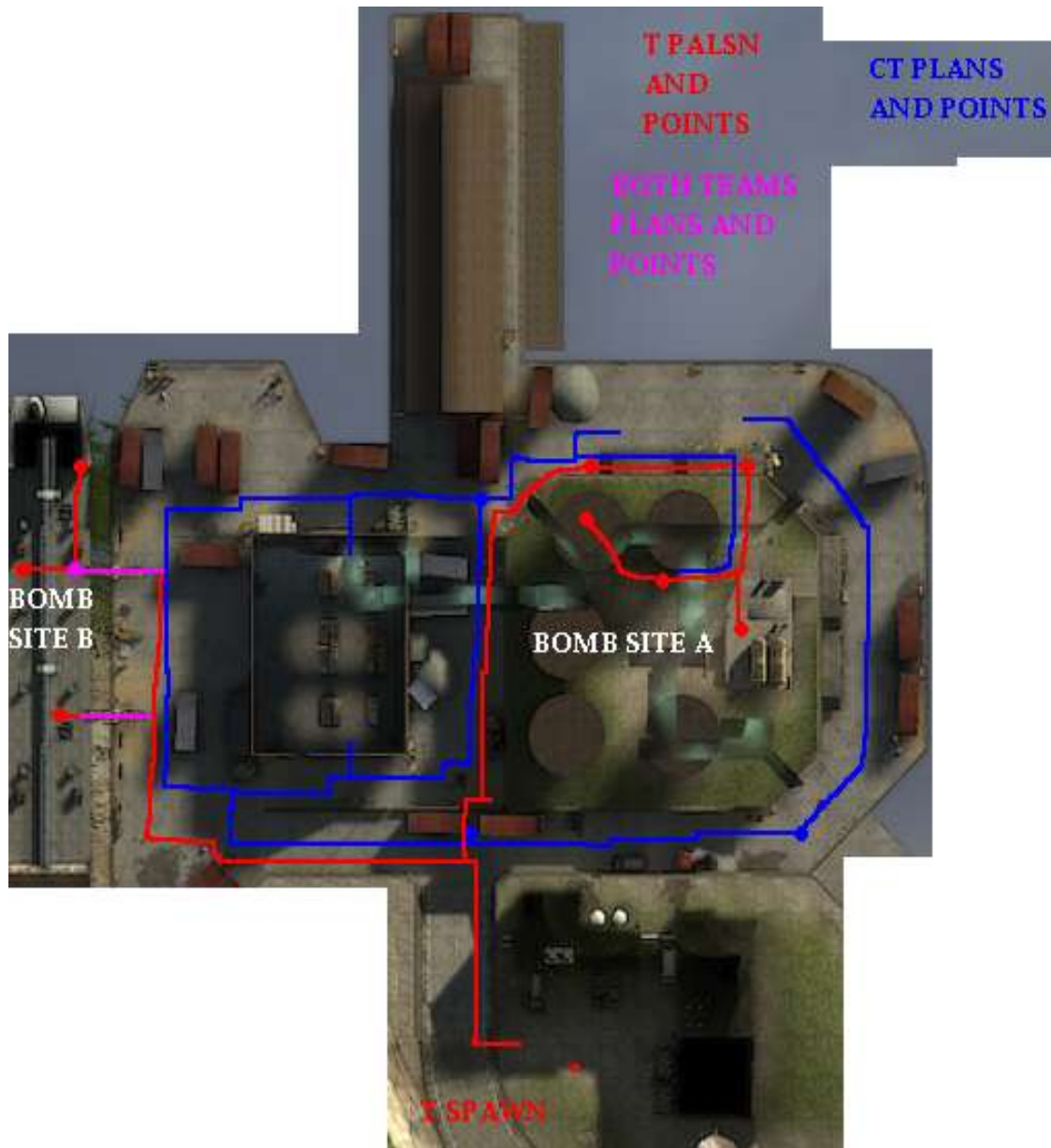
- iSpawn
- iiMiddle
- iiiFlash and grenade
- ivBack
- vT Spawn

Terrorists

- iSpawn
- iiMiddle
- iiiFlash and grenade
- ivBomb site B (CT Spawn)
- vPlant Bomb

- iSpawn
- iiBack
- iiiLong Hall
- ivFlash and grenade
- vBomb site A
- viPlant bomb

DE_PORT



Map Overview

Here is a map that had many strategies in it, but now has but one and it works.

The CTs are to be in 2 squads. Again, as other maps, 4 and 4.

One group will go to the Long Hall. 2 stay here and camp, “sniping” off the Ts that come down this way. The other 2 will follow to Bomb site B. Here they will cut off any attempt by Ts to plant the bomb. They will do what they can to push Ts into the other side as they get blocked off by the other squad.

The other squad will go around the other side and flash into the middle to help out the other squad. They will then move up the ramp to the middle/T SPAWN. They will attack the back of the Ts, or be the front heads of the assault of the Ts as the other squad moves to their back.

I've explained it this way with minimal detail due to the fact that this map is mainly one that should be played with a basic plan and then adjusted to that of the attack by the Ts.

NOTE: Watch the tunnels for Ts that come that way.

The Ts however have a more set plan off attack.

They will not split up on this map due to that fact of the many ways that CTs can sneak up on them.

There is only one plan to reach each bomb site.

For Bomb site B and Bomb site A, start from T SPAWN. Go to the middle and leave 2 people here in between the trailers to provide intelligence and to "snipe" any CTs they can, or at best damage.

To go to Bomb site B, head off to the boat going down the ramp. Hug the fence and throw 2 flash bangs out into the open and then rush to the boat. Once there, set up a perimeter and plant the bomb. Once done, protect the bomb. This spot is best due to the fact that you can see the CTs as they come at you so they can't sneak up on a well placed team.

To go to Bomb site A, start to at the middle and go down the Long Hall to the double doors. Throw flash bangs to the left and right and watch the top of the oil towers for "snipers." Once the flashes are thrown move to the stairs and enter Bomb site A. Plant the bomb and 2 should go to the top of the oil tower to "snipe." The rest should camp at the points shown.

Note: 4 of the members on the team should have Zoom weapons.

Map Synopsis

Counter Terrorists

- iSpawn
- iiFlash and grenade
- iiiSide Hall
- ivMiddle or T Spawn
- vLong Hall or Warehouse
- viBomb site B

- iSpawn
- iiLong Hall
- iiiFlash and grenade
- ivBomb site A (camp)

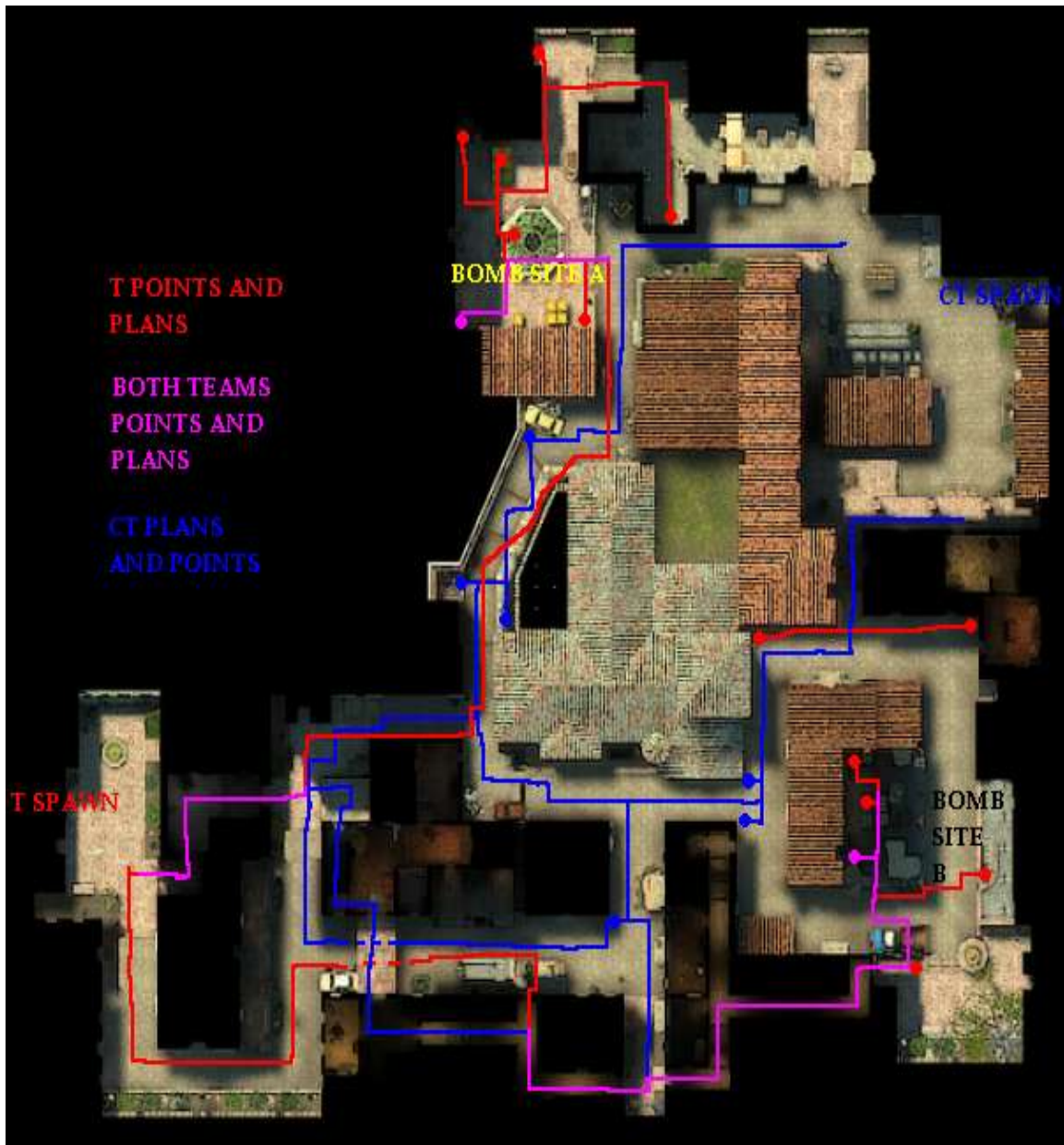
- iSpawn
- iiWarehouse
- iiiBomb site B (camp)

Terrorists

- iSpawn
- iiMiddle
- iiiSide Hall
- ivFlash and grenade
- vBomb site A
- viPlant bomb

- iSpawn
- iiMiddle
- iiiBomb site B
- ivPlant bomb

DE_INFERNO



Map Overview

Here, another bombing map.

The CTs are to be split up into 2 squads of 4 and 4.

One squad will start out going to Bomb site A. They will go here, and one will camp at Bomb site A. This will be so that they can report if the bomber comes by or if they need back up. The CTs are to advance to the middle. Before getting the middle, the 3 are to take up the points shown and throw grenades in the back area as: Flash bang, HE, Flash bang. This will ensure that they are blind and provide a clear path to eliminate any Ts located there. Be sure to check behind

the hay stack in the corner before turning. A Terrorist located here can't be seen unless faced at. Once here, one will be sent to T SPAWN to check it is clear. The other 2 will go inside the house, cross the bridge and follow through the buildings to Bomb site B. Here they will stay until the bomber comes or Bomb site A has been planted. The one that went to T SPAWN will head up the middle hall making sure it is clear then going to Bomb site B with the rest of their squad.

The other squad will go from CT SPAWN to Bomb site B. Here, they will go down they will look down the long hall. 2 will camp to see enemy activity. One will camp Bomb site B for the same reasons as the other camped Bomb site A. The remaining one will go to the side hall and look for enemy activity. Whether this be going up this hall or going through the buildings, this person is responsible for checking both. After the 2 that were checking down the Long Hall, they are to move forward to the middle to assist the other squad forward. Do not follow them though. You will go to Bomb site A and camp there until the bomb has been planted at B or the bomber comes by.

NOTE: Flash bangs need to be carefully thrown. Watch your step and don't push your team mates.

The terrorists have it a bit harder here as the CTs have access faster to the bomb sites.

The squads are 5 and 3. 5 being with the bomber.

To go to Bomb site A go to the middle using the statue room. Throw 2 Flash bangs into the middle (one left, one right) and a HE Grenade to the left to push back CTs. Once done move forward through this side hall eliminating any CTs and flash into Bomb site A. This will ensure that the bomber won't get any nasty surprises. Enter the bomb site and plant the bomb in the water. This will confuse the CTs when trying to find it, buying the Ts some time. Eliminate any CT trying to enter the bomb site. Camp at the points suggested. These are selected due to that one flash won't be able to blind all.

To go Bomb site B, start to go to the side hall (one to the right of the middle on map). Move up it and watch the back wall for grenades and CTs that jump out. To prevent this, flash over the broken wall to hold off any CTs. Then go to the door, open it and go through the building. Go through this to the balcony and jump over to the car and into Bomb site B. Be sure to flash the area to blind any camping CTs for the same reason as before. Plant the bomb and move to the points shown.

NOTE: Flash bangs need to be carefully thrown. Watch your step and don't push your team mates

Map Synopsis

Counter Terrorists

- iSpawn
- iiBomb site A
- iiiSide Hall
- ivFlash and grenade
- vBack
- viT Spawn or other Side Hall
- viiBomb site B (camp)

- iSpawn
- iiBomb site B
- iiiLong Hall
- ivMiddle
- vBomb site A (camp)

Terrorists

- iSpawn
- iiBack
- iiiSide Hall (leading to Bomb site B)
- ivFlash and grenade
- vBomb site B
- viPlant bomb

- iSpawn
- iiBack
- iiiLong Hall
- ivFlash and grenade
- vSide Hall
- viBomb site A
- viiPlant bomb

CS_ASSAULT



Hostage Points

- Ct plan
- ct camping point
- CT and T camping point
- T plan
- T camping point

Map Overview

I understand that the map I drew up is a little hard to see. Though using windows magnifier or copying the photo and putting into paint and then using the zoom tool might help.

First off, the major action in this map is at the entry points and inside the warehouse. So advice to all is the save your ammo and grenades until you get to this point. Smoke grenades offer both teams an advantage. Whether its Ts rushing out to kill the CTs, or vis versa so the CTs can grab the hostages. They work, so use them.

I'll also add that the loop rail (yes, thats what its actually called because I live in this city Chicago) and the roof top offer good intelligence points.

There is basically one major plan that the CTs can set, and generally works.

You start off in spawn. I recommend that they buy the max # of grenades that they can before moving on as well as night vision for one person. That one person is to be set hidden in the smoke and "snipe" off those they can see while remaining hidden. NOTE: once vision becomes bright it means that the smoke has cleared. Now, from CT spawn. 4 are to go to the front door and the other four to the far right side of the map (this from the perspective of looking at the building from CT spawn).

I will discuss the plan of the four that have gone to the entry way here. 2 are to stay on the ground. The map illustrates 4 paths That one person goes. One person takes the loop track to "snipe" Ts from there. One goes on the roof to enter the warehouse to the middle or goes up a small latter to the hostage store point. The other two go to the entry way and enter the door there. One is to have night vision and the other is to throw a smoke grenade under the door and the person with the night vision is to "snipe" Ts from there until the smoke clear. They are to meet before the door to where the hostages are held.

The other 4 are to go to the far right. 2 are to go up the stairs and one to the roof and follow the one of from the other group. Then the other one is to enter the door at the top of the steps. He/She is to enter and take out targets that are being attacked by those at the entry door. They are then to eliminate any targets in the warehouse and regroup before taking the hostages. One person is to open the doors, 2 others are to throw in Flash Bangs and then the others are to rush in, eliminate the Ts that are located in there (if any). They are to take the hostages and return to CT spawn. Two people are to run ahead of the rest and to go to CT spawn and clear it if necessary. They are to also prevent the Ts from taking control of CT spawn. The other 6 will remain with the hostages and protect them as well as the leader of the hostages. They will all return to CT spawn upon rescuing of hostages.

NOTE: There might be no need to rescue the hostages if all Ts are killed when

trying to retrieve the hostages.

Now, once again, the terrorist plans for attack. They can easily win this map. Remember the note at the beginning that Smoke Grenades work both ways no matter who throws them. So when a CT throws a Smoke grenade to rush out and eliminate the threat of the CTs attacking. Or use an HE Grenade to push them back or spread them out a bit.

The terrorist plan is simple. I have noted on the map the best places to camp to take the CTs by surprise. They happen to be unnoticed corners or dark areas in the map that a T can hide well. They also are near cover so when under fire you can run for cover to reload or call for back up.

NOTE: cover the entrance ways to the warehouse and cover the hostages. One person should stay in the little room in front of the hostage room.

NOTE TO ALL: this map has multiple entry ways, such that should be guarded and do watch for Flash Bangs. Also, HE Grenades work well here to spread people out or move the Ts from there camping points.

These again are only preliminarily plans and are subject to change on the tactics of the enemy.

Map Synopsis

Counter Terrorists

- iSpawn
- iiSide Hall
- iiiFlash and grenade
- ivSmoke entrance
- vMiddle
- viUpstairs
- viiFlash into Hostage Room
- viiiHostages
- ixHostage Rescue Point

- iSpawn
- iiLong Hall
- iiiStairs
- ivRoof or Door
- vVents or upstairs
- viFollow above from vii

Terrorists

- iSpawn
- iiCamp at points located on map

LIST OF CHANGES

Version 1.0.1

- Maps with colored plans added
- High detailed plans for both Counter Terrorists and Terrorists
- Most default maps included. Missing maps cs_havana and cs_office_extended
- Maps have camping points located, bomb sites noted and spawn locations located
- List of best weapons listed on the Main Information page

Version 1.1.2

- Map name listed at top of each new map chapter
- Synopsis of map on each chapter
- List of Changes page added
- Font changed from Courier New to Univers Condensed
- Added Sections to each Map Chapter
- Warning added
- Deleted my name and added my sig strip
- Added Hyperlinks to cover page and second page. Added for easy navigation.

VERSION 2.1.2

- Last bullet not indented error fixed
- New Sig Strip added
- Contact info added
- File name changed

BETA 2.1.3

- PDF format
- New Sig Strip added
- **WILL NEED FEEDBACK ON THE BETA – CONTACT INFO ON 1ST PAGE**