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# GAME SPOT UNOFFICIAL GAME GUIDE TO TOM CLANCY'S RAINBOW SIX™

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# INTRODUCTION



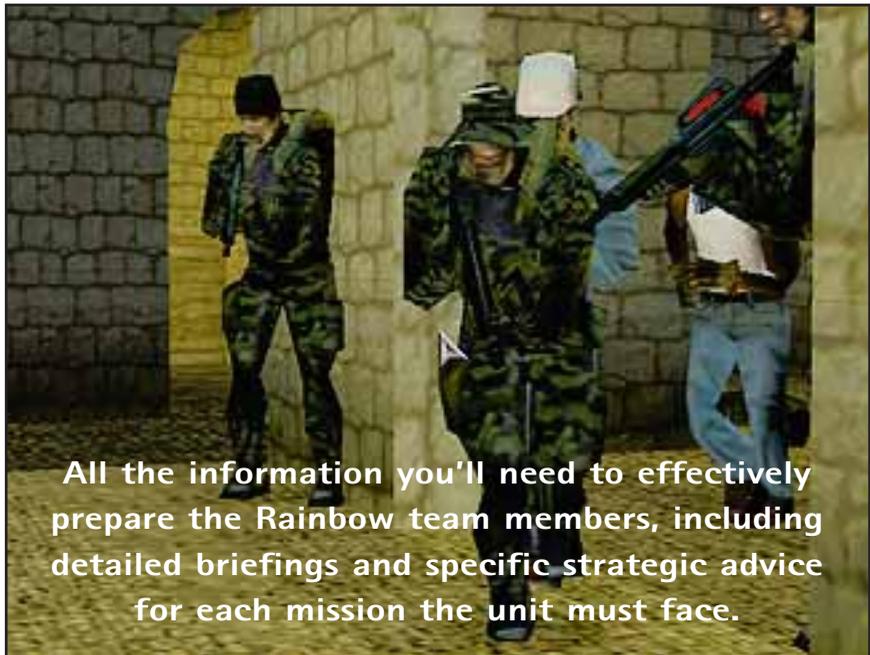
# GETTING STARTED



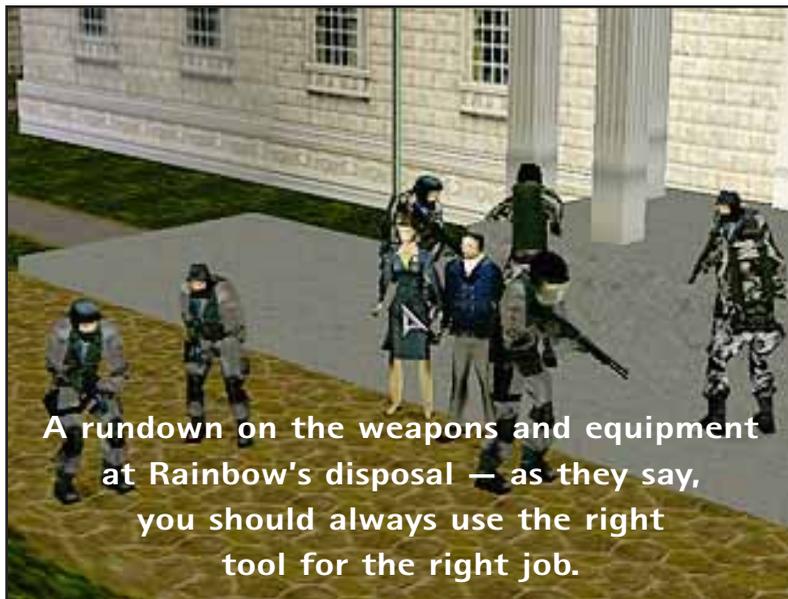


**W**elcome to Rainbow, the world's most formidable antiterrorism military unit. As the commander of this unit, your code name will be "Six." I am Five, your advisor and second-in-command. It's my job to get you up to speed on the way we do things around here, to familiarize you with your troops, and to brief you on all operations. It's your job to plan each mission and coordinate the movements of our soldiers in the field. More importantly, you must do everything in your power to protect the lives of your team members and the innocent civilians they fight to save. We're all about saving lives here, Six—no one is expendable. If you keep that in mind when you sit down to plan each mission, you should do just fine.

## THIS GUIDE PROVIDES:



All the information you'll need to effectively prepare the Rainbow team members, including detailed briefings and specific strategic advice for each mission the unit must face.



A rundown on the weapons and equipment at Rainbow's disposal — as they say, you should always use the right tool for the right job.



Proven tactics and techniques that will best suit Rainbow in the field.

Your job is not easy, Six. But with my help and a proper understanding of the people under your command and the situations they face, I'm sure you'll have this group operating like a well-oiled machine in no time.

# CHAPTER ONE



# RAINBOW TEAM PERSONNEL



**F**irst things first: Let's get you acquainted with the Rainbow team members. As you might expect, each man and woman on the team comes with impressive skills and credentials. Rather than inundate you with extraneous details now, I'll just fill you in on each team member's primary talents and flaws; you can read up on the rest of the personnel data when you sit down to plan a mission.

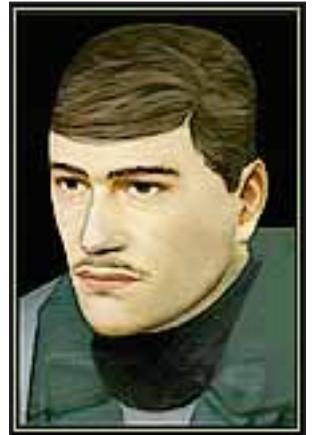
## ARNAVISCA, SANTIAGO

**NATIONALITY:** SPANISH

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:** Firearms (100), self-control (94), teamwork (92)

**DESCRIPTION:** Arnavisca is one of the two elite snipers on this Rainbow team. If he is healthy, you should use him on every mission you can. You may want to team him up with Ding Chavez and another good shooter for any hostage rescue operations.



Arnavisca is one of the two best marksmen on the Rainbow roster.

## BECKENBAUER, LARS

**NATIONALITY:** GERMAN

**SPECIALTY:** DEMOLITIONS

**PRIMARY SKILLS:** Demolitions (100), electronics (91)

**DESCRIPTION:** Beckenbauer is a good man with a bomb, and he can even tackle some tough electronics jobs. Unfortunately, he isn't very handy with a firearm, and his leadership skills are mediocre at best. Just consider this guy a backup in case one of your other demolitions guys goes down.

## BOGART, DANIEL

**NATIONALITY:** AMERICAN

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:**

Firearms (98), stamina (97), leadership (96), teamwork (95)

**DESCRIPTION:** Bogart is one of the three team members who is exceptionally well-suited to lead a fire team in the field. His weapons skills are excellent, also. Put him in charge of another decent shooter or two, and he'll make sure they get the job done.



Bogart is your second best team leader and a crucial member of the Rainbow unit.

## BURKE, ANDREW

**NATIONALITY:** BRITISH

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:** Stamina (94), firearms (93), leadership (85)

**DESCRIPTION:**

Solid and dependable, Burke works well in a support role on any team led by Chavez, Bogart, or Walther. His leadership skills aren't great, but it's good enough for him to fill in for one of your primary guys if he gets taken out.



Burke is a solid support soldier, and he can fill in as team leader in a pinch.

## CHAVEZ, DING

**NATIONALITY:** AMERICAN**SPECIALTY:** ASSAULT**PRIMARY SKILLS:** Leadership (100), firearms (100), stealth (100)

**DESCRIPTION:** This is the best all-around soldier in the outfit. Chavez can handle just about any job, and he is a natural leader. He works exceptionally well on hostage rescue missions when he's teamed up with other good shooters. Chavez is an amazing soldier, but he works best when you give him orders and let him go. If you control him too much, you minimize the team's overall effectiveness.



This is Chavez, your best all-around soldier and your top team leader. Don't let him get killed.



## DUBARRY, ALAIN

**NATIONALITY:** FRENCH

**SPECIALTY:** ELECTRONICS

**PRIMARY SKILLS:** Electronics (100), stamina (91)

**DESCRIPTION:** One of the two electronics specialists on the team, DuBarry is a whiz with anything that plugs into a wall socket. He is not very handy with a gun, however, so you may want to use him sparingly.

## FILATOV, GENEDY

**NATIONALITY:** RUSSIAN

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:** Firearms (91), teamwork (88), self-control (87)

**DESCRIPTION:** If there is such a thing as a grunt on an elite team like this, Filatov fits the role. While not much of a leader, Filatov knows how to handle a firearm, and he works very well under a good leader.

## HAIDER, KARL

**NATIONALITY:** AUSTRIAN

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:** Stamina (96), teamwork (93), firearms (89), aggression (100\*)

**DESCRIPTION:** This is one tough bastard, though he isn't your best assault trooper by any stretch. Teamed up with Chavez, Bogart, or Walther, this guy can provide good support, but his highly aggressive nature can be a liability rather than an asset when he works with other leaders.

## HANLEY, TIMOTHY

**NATIONALITY:** AUSTRALIAN

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:** Stamina (100), firearms (91), leadership (86)

**DESCRIPTION:** Like Burke, Hanley is a good, dependable trooper who works well in a support role on any team. He can also fill in as a team leader, should one of your top guys go down.



Hanley is another good support guy, with solid team-leadership skills that should come in handy.

## LOFQUIST, ANNIKA

**NATIONALITY:** SWEDISH

**SPECIALTY:** ELECTRONICS

**PRIMARY SKILLS:** Electronics (97), leadership (92), teamwork (88), firearms (85)

**DESCRIPTION:** Your other electronics expert, Lofquist has decent firearms skills and also makes a good team leader. Keep her in mind if you ever must split the team members to handle multiple deployments.

## MALDINI, ANTONIO

**NATIONALITY:** ITALIAN

**SPECIALTY:** RECON

**PRIMARY SKILLS:** Stealth (100), stamina (95), firearms (90)

**DESCRIPTION:** A sneaky little guy, Maldini is pretty good on covert solo missions. He can also operate in a support role under a good leader.

## MCALLEN, ROGER

**NATIONALITY:** CANADIAN

**SPECIALTY:** DEMOLITIONS

**PRIMARY SKILLS:** Grenades (100), stamina (98), demolitions (97), firearms (96)

**DESCRIPTION:** There are no weapons that this man cannot use effectively. McAllen, of course, brings good demolitions skills to the party, but he can also handle a gun and help out on any assault team.



With his excellent firearms skill, McAllen is much more than just a demolitions expert.



## MORRIS, GERALD

**NATIONALITY:** AMERICAN

**SPECIALTY:** DEMOLITIONS

**PRIMARY SKILLS:** Demolitions (99), grenades (97)

**DESCRIPTION:** Not as well rounded as McAllen, Morris is nevertheless a top demolitions expert. If you ever must send in more than one team when multiple bombs are in play, make sure you include Morris in the action.

## NORONHA, ALEJANDRO

**NATIONALITY:** BRAZILIAN

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:** Firearms (94), leadership (91), self-control (91)

**DESCRIPTION:** A good man with a gun, Noronha fills in well supporting an assault team. He can also take on a leadership role if any one of your primary leaders goes down.

## RAKUZANKA, KAZIMIERA

**NATIONALITY:** POLISH

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:** Firearms (96), stamina (96), self-control (60\*)



**DESCRIPTION:** Thanks to her firearms skills, Rakuzanka is a good person to have along on an assault team. Her low self-control is a problem, however, so make sure she's teamed up with a very good leader.

## RAYMOND, RENEE

**NATIONALITY:** AMERICAN

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:** Teamwork (100), firearms (97), stealth (96)

**DESCRIPTION:** The ultimate support trooper, Raymond's exceptional firearms and stealth abilities make her perfect for hostage rescue teams that must move quietly and shoot quickly.

## SWEENEY, KEVIN

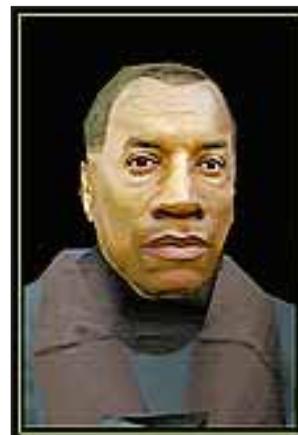
**NATIONALITY:** BRITISH

**SPECIALTY:** RECON

**PRIMARY SKILLS:** Stealth (99), electronics (96), self-control (95), firearms (90)



Next to Arnavisca, Raymond is probably the best, most reliable support trooper you have.



Sweeney is a recon pro with excellent electronics skills – the perfect guy for solo covert operations.

**DESCRIPTION:** Forget about those other electronics experts: Sweeney can not only disarm alarms and bug phones, he can do it with almost absolute stealth. Sweeney is the ideal trooper for covert solo missions. He can also handle a firearm, which is why he makes a great support trooper for assault teams.

## WALTHER, JORG

**NATIONALITY:** GERMAN

**SPECIALTY:** ASSAULT

**PRIMARY SKILLS:** Teamwork (98), leadership (97), firearms (96), stealth (97), electronics (89)

**DESCRIPTION:** Walther is one of your three primary team leaders, along with Chavez and Bogart. Walther is good with a gun, but he's also stealthy and has a knack for electronics, which may come in handy should some solo missions arise.



Jorg Walther is the third of your three exceptional team leaders.

## WOO, TRACEY

**NATIONALITY:** AMERICAN

**SPECIALTY:** RECON

**PRIMARY SKILLS:** Stealth (98), stamina (96), teamwork (96)

**DESCRIPTION:** Although her stealth skills are impressive, Woo is not a gifted leader or marksman. Consider her a reserve, only to be used in the event of an extreme emergency.

## YACOBY, AYANA

**NATIONALITY:** ISRAELI

**SPECIALTY:** RECON

**PRIMARY SKILLS:** Firearms (97),  
stealth (97), stamina (95)

**DESCRIPTION:** Like Raymond, Ayana is an excellent soldier to have supporting any team in the field. She requires a good leader to perform at her best, but you should consider her one of your first-team soldiers.



Way down at the bottom of the roster lurks Yacoby, one of the very best team members at your disposal.

OK, now that you know all the Rainbow team members and their respective talents, it's time to fill you in on the weapons and equipment at our disposal. We have access to many more items than we will ever actually need in the field. Where appropriate, I will point out items that you can safely ignore throughout your tenure as Rainbow Six.



# CHAPTER TWO



## WEAPONS AND EQUIPMENT





**N**ow that you're familiar with the Rainbow operatives and their abilities, let's spend a moment discussing the tools of the trade. We'll start off by introducing you to each of the firearms in our private armory, then give you a complete rundown on the special-purpose equipment we use here.

## THE WEAPONS

Believe me, you will never want for powerful weaponry when you are out in the field with this team. In fact, we have far more weapons than we will ever actually need, but doesn't it give you a warm and fuzzy feeling just knowing that all these steel beauties are readily available?

### H&K MP5A2

One of the most accurate submachine guns in the world, the H&K MP5A2 is one of Rainbow's default weapons. Consider this the weapon of choice for any mission that does not require stealth. It supports single, three-round, and full automatic fire.

### H&K MP5SD5

This weapon is basically the same as the MP5A2, except for the built-in silencer. This gun is exceptionally accurate, silent, and should prove dependable on any Rainbow deployment. Unless you want to make noise, this is the weapon to use on every single mission. It supports single, three-round, and full automatic fire.



## H&K MP5K-PDW

Compact and deadly, the MP5K-PDW is like a miniature MP5A2. Essentially, there is no reason to use this weapon on any Rainbow mission. It supports single and full automatic fire.



Silenced weapons, heartbeat sensors, and medium or heavy armor make an excellent combination for most of Rainbow's missions.

## CAR-15

A smaller, more portable version of the Colt M16A2, the CAR-15 is a good weapon for heavy assault missions where stealth is not a concern. It supports single, three-round, and full automatic fire.



## M16A2

The latest variant of the trusty M-16 assault rifle, this weapon is big and powerful. You may find its exceptional range handy for sniping, but you will never actually need to use the M-16A1 in the field. It supports single, three-round, and full automatic fire.

## BENELLI M1

A 12-gauge military shotgun, the Benelli is often used by demolitions experts. It can be a good tool for blasting open a locked door, but this weapon is anything but subtle. Unless you're looking to call attention to yourself, leave this weapon on the racks when the team deploys.

## H&K MK23, MK23-SD

This .45 is one of Rainbow's standard-issue sidearms. The MK23 is accurate and dependable—but if you must rely on a pistol on our missions, you're in serious trouble. The MK23-SD is the silenced version of the MK23. If you take the time to outfit your troops with silenced submachine guns, make sure they carry silenced sidearms as well (just in case a gun jams or runs out of ammo).

## H&K USP, USP-SD

This is basically a less-powerful version of the MK23. There is absolutely no reason to use this weapon in the field. The USP-SD is the silenced version of the USP.



## BERETTA 92FS, 92FS 9MM-SD

A 9mm sidearm, the Beretta holds more ammo than the MK23, but it also delivers less punch. The 92FS 9mm-SD is the silenced version of the 92FS.

## THE EQUIPMENT

Contrary to what your instincts might tell you, you cannot use a weapon to deal with every situation you encounter in the field. You will occasionally have to employ more subtle tools when fighting the forces of terrorism. Fortunately, Rainbow maintains an inventory of specialized gear for all manner of counter-terrorism exploits.

## HEARTBEAT SENSOR

This is one of the most important pieces of equipment available to Rainbow team members. This device, when used as your active item, will track the heartbeats of all nearby humans, indicating the locations of all terrorists and hostages. It's often a good idea to equip each team leader and one or two other troopers with one of these. If your leader is the only one carrying one, you can't use the device if he goes down.



## DEMOLITIONS KIT

This is used to help disarm explosive devices and can be used by any type of team member. Though you'll most often want to assign it to a demolitions expert, nonexperts will often find it more useful, as the kit can significantly speed up the disarming process.

## LOCKPICKING KIT

This kit is used to — you guessed it — pick locks. This can come in handy when breaching locked doors, as some team members take quite a long time to manually pick a lock.

## ELECTRONICS KIT

This tool is useful for working with any special electronics systems; alarm systems and surveillance systems are two good examples.

## DOOR CHARGES

This explosive rig is used to blow open doors. They should not be used on missions that require stealth, but they are effective at stunning, wounding, and even killing anyone standing near the door when the charge goes off (so just make sure there aren't any hostages nearby when you use this little toy). Door charges are handy, but you can get through every Rainbow mission without using them.



## FLASHBANGS

Here's a fun little toy. Flashbangs do exactly that: they go bang with a big, disorienting flash. Typically, you would throw one of these into a room before entering (while staying out of sight, of course). The ensuing explosion will not seriously harm anyone inside the room, but it will stun everyone nearby, giving you an extra few seconds to enter the room and take down the bad guys. Consider this an essential tool of the trade and try to take some along on each mission.

## FRAG GRENADES

Why stun them when you can blow them to tiny bits? Frag grenades are for clearing rooms — plain and simple. Make sure there are no hostages or friendly troops nearby when you toss one of these suckers because it will put a hurting on anyone in the vicinity when it goes off.

## EXTRA MAGAZINES

If you choose, you can take along extra ammunition for your primary or secondary weapon (or both). However, if you exercise a little discretion when you fire and keep yourself limited to three-round bursts, you should never need any more ammo than your default loadout. If you do, you're in the wrong line of work, soldier.



## MISCELLANEOUS ACCOUTERMENT

A word on uniforms: For most missions, you'll find that the default uniform recommended by Rainbow team members is ideal for the operation at hand. In most cases, this is medium body armor and a camouflage pattern befitting the terrain you will encounter during the mission.

However, if you feel you need to change things up, feel free to experiment with heavier body armor and varying camouflage patterns. I find that heavy armor is very handy for direct assault and outdoor missions, though it sometimes makes a bit too much noise for indoor and stealth operations. Apart from covert solo missions, you should have absolutely no use for light body armor. We are also required to maintain an inventory of biosuits, in case the risk of chemical weapons rears its ugly head. Biosuits combine light-level body armor with a Level IV biohazard containment suit. Hopefully, we'll never have to use these things, but it's nice to know that we have them.



# CHAPTER THREE



## GENERAL STRATEGIES AND TACTICS



**B**efore this unit goes operational, we must discuss a few basics and get you acquainted with the way things are done here in Rainbow. You are the commander, and I'm just an advisor, but believe me, things will go much more smoothly for you if you adopt some of the time-proven practices that the Rainbow team members have spent most of their adult lives perfecting.



The pre-mission briefing screens contain a lot of helpful data about the upcoming mission, the terrorists responsible for it, and any special personalities involved in it.

For starters, even though you've now got a quick-and-dirty briefing on Rainbow personnel, make sure you have a thorough understanding of each team member's capabilities. The mission-



planning computer holds a ton of information on each soldier, including a complete description of his or her skills and even a brief biography. The computer can also feed you key intelligence information on each mission as well as miscellaneous data on the people and organizations involved in each operation.

The mission computer will contain detailed blueprints of each mission site, complete with a rundown of known and suspected terrorist and hostage locations, and the locations of key objects (such as bombs). Do not launch an operation before learning as much information about the setting, the size, and strength of your opposition and the location of each mission objective. This information alone can save countless lives in the field.



Try to resist the temptation to control your best people in the field. Lead the third team, so that your input helps balance out the team's slightly lower skill level.



Also, when it comes time to deploy teams in the field, resist the temptation to exercise too much control over your best soldiers. These guys have what it takes to accomplish the mission goals without your help, so spend your time working with the (slightly) less able troops. For example, if you have Ding Chavez, Jorg Walther, Daniel Bogart, and Tim Hanley assigned as team leaders, you should spend most of your time looking over Hanley's shoulder. Guys like Chavez can walk blindfolded through most missions, so long as you provide them with a solid, workable plan.

## DO-OVERS AND ROE

Of course, any time you go into a terrorist situation, people get killed. It's your job to see that those people are the bad guys. But in the event that one or more of your team members goes down in the line of fire, I strongly urge you to consider trying the mission again. Your plan may have been perfect, but bad luck can spoil that in a second. And, if your plan had a flaw, take the time to rework it. It is not unusual to spend more time in the planning stages than in the actual field of combat. Spending the time up front to plan a perfect assault will result in fewer casualties and more successful missions.

The key to any successful mission plan is a good understanding of the rules of engagement (ROE). ROE govern how your teams will behave in the field. For example, you will spend most of your field time using the "engage" ROE; your teams will move toward their goal engaging and eliminating any and all hostile forces they encounter. Should you need a team to move



Rules of Engagement (ROE) govern the way your troops behave in the field. Here, red team watches blue team employ the escort ROE to get this hostage back to safety.

from one point to another without discharging their weapons, have them operate in the "advance" ROE. The "clear" ROE is useful for small teams in indoor or otherwise enclosed areas, as team members will fan out upon entering a room, engaging and eliminating all enemy opposition before rejoining the team leader in a movement formation. When running a hostage rescue operation, the "escort" ROE tells your team members to lead hostages to safety. When your troops move using escort, any hostages they encounter will automatically follow them wherever they go. Finally, you can employ the self-explanatory "halt" ROE, which can be handy when you must keep a team from racing headlong to its death.



## GO-CODES, IMPROVISATION, AND CUTTING YOUR LOSSES

Of course, the best way to prevent such disasters is to set up a good mission plan. While there is no hard-and-fast rule for planning an operation, I can offer some very basic suggestions that might help you out in the field. First, make use of go-codes. These are coded command words that tell teams when to execute specific moves. There are a few different ways to employ go-codes, but I prefer the "phased attack" system. In this system, all teams in a mission are tied to the same go-codes. In other words, blue and red teams move into position on opposite sides of a building, but they wait for the same go-code to enter and attack. When that go-code is given, the teams move simultaneously, which can be a huge asset when you're trying to maintain the element of surprise.

The other go-code system ties one go-code to each team. Since you can issue go-codes over and over again, you can assign one code to blue team and another code to red team. Every time blue team reaches a mission milestone, you can have them wait for you to issue its specific go-code. I find this system more confusing and less effective than the phased-attack system, but each commander has his own preferences.

In general, improvisation is a bad thing in antiterrorism operations; things are always better when they go exactly as planned. On most occasions, however, things will most definitely not go the way you envisioned them. If you see a mission falling apart—or just spot one terrorist who's in a particularly awkward spot—take over for each of your team leaders,



maneuver the teams to safe spots and halt them until the unforeseen circumstance can be dealt with by the closest team.

Typically, you can get a mission back on track with a well-placed sniper bullet, but sometimes you must rethink your entire strategy. If things look particularly bad, or you've already taken heavy casualties, it's time to try this mission again—possibly with a new plan. There is no penalty for making another attempt at a botched mission, so take advantage of that and make sure you get it right before moving on to your next operation.

## FORGET WHAT YOU THINK YOU KNOW

Since you got this assignment as Rainbow Six, I assume that you've put in plenty of time on all the popular personal combat simulators—some folks call these “first-person shooters.” Well, if you plan to succeed in this position, you can forget all about the combat techniques you learned in those simulators.

Stealth is almost always the key to success with Rainbow, so don't even ask where the rocket launchers are kept, because we don't use those sorts of things around here. This is especially true of hostage rescue missions: If a terrorist hears gunfire, he'll know that a rescue operation is underway and will very likely kill the hostages before you can reach them. For that reason, the suppressed H&K MP5SD5 is the perfect weapon for hostage rescue missions.

You and your Rainbow soldiers must be in complete control and ready to discharge your weapons at all times. For that reason, jumping and moving while crouched are not acceptable



forms of movement. Even running is discouraged, as you can generate a considerable amount of noise carrying all that equipment. Also, beware of ladders, as you are completely vulnerable when climbing. Make sure you scan the area for bad guys before moving up or down a ladder.

Even more basic than that, you must make sure that your weapon is loaded at all times. Swapping out a new magazine takes time and makes noise, both of which can jeopardize your health and your mission objectives. Similarly, do not get caught in someone's crosshairs holding something like a demolitions kit or a heartbeat sensor. These are valuable tools, but you must show discretion when using them—or at least make sure you have a team member or two watching your back.

Last, you simply must resist the temptation to do everything yourself. In most cases, letting your team leaders execute their mission plans without interference will enhance your chances at success. There will be times when you must step in and alternatively work with each team on a single mission, but you should only do this if the team leaders display gross incompetence.

## PLOTTING AN EFFECTIVE PATH

If the Rainbow soldiers have a weakness, it's that they have an annoying tendency to walk themselves into corners and other inconvenient spots. You'll find that even when you take extra special care in planning a team's path through a mission area, at least one team member will lose his way. This can often result in a mission failure, especially if you were counting on the lost team members to cover your movement, for example. Don't despair, there are ways of dealing with your scatterbrained soldiers.



First, when planning a team's path, make sure you avoid as many narrow hallways and outdoor paths as possible. Team members can often lose their way on narrow strips, as they do not move in perfectly straight lines and can get thrown off by seemingly insignificant obstacles. You can tell when something like this is happening when your mission status screen reports one team as "stacking" for an extended period of time.

While it's not always easy to spot potential problem areas on the mission planning maps, it's helpful to know that you can extricate the hapless team by simply taking control of the situation directly. Take control of that team directly and move it back toward the lost trooper. Once you have him in tow again, walk—don't run—back to a position from which the team can again continue on its own.

Don't run because your teammates have a harder time following your lead when they're moving at top speed. This is a common problem indoors and is especially true of staircases, which seem to cause endless confusion for these highly trained soldiers.

Also, try to avoid using four-man teams in your operations. The best mix on most missions is a pair of three-man teams and one two-man team. Alternatively, you can use four two-man teams. The fewer soldiers on a team, the better that team will maneuver through a mission.



# CHAPTER FOUR



## MISSION WALK-THROUGHS





Looks like you're about ready to take this unit into the field, Six. Just in time, too, because the threat board is lighting up like a Christmas tree. We have reports of increased terrorist activity all over the globe, so I doubt that your team members will get much rest in the coming weeks.

In fact, it looks as though we already have an assignment—something about the Belgian embassy in London. Before you deploy the troops on this and every subsequent mission, I will fill you in on the situation, the team members best suited for dealing with it, the weapons and equipment you'll want to use, and finally my own suggestions for deploying the Rainbow team members in the field. From there, it's all up to you and your team. Good luck, Six.

## MISSION 1: OPERATION STEEL WIND

**LOCATION:** LONDON

**SITUATION:** Members of the terrorist organization Free Europe have taken over the Belgian embassy in London. The ambassador and one embassy worker are being held hostage inside the building. The building contains three floors and, according to our intelligence reports, armed terrorists patrol every floor. We believe that there are at least nine terrorists inside the building. The main front door is barricaded, so your teams must enter the building through the back, the two side doors, or the upstairs entrance to the fire escape.

**OBJECTIVE:** Rescue ambassador and embassy worker

**BLUE TEAM:** Chavez, Arnavisca, Yacoby

**RED TEAM:** Bogart, Burke, Hanley



**GREEN TEAM:** Walther, Raymond

**WEAPONS:** H&K MP5SD5, H&K .45 MARK-SD

**EQUIPMENT:** Flashbangs (optional), heartbeat sensor

**UNIFORM:** Urban medium

## MISSION WALK-THROUGH

This is your first test, but it is not a difficult assignment. With red and blue teams positioned just outside the side doors to the embassy and waiting for go-code Alpha, take control of green team and move it up the fire escape toward the rear of the building (on the left side). Use your heartbeat sensor outside the door to the fire escape and pick the lock to enter when the path is clear. Take out the two terrorists on this level (you may have to wait for one of them to walk into view) and move to the room where the ambassador is hiding. Switch green team to the escort ROE and lead the ambassador back the way you came, down the ladder and out to the extraction zone. Watch out for a wandering terrorist who often come down the steps just outside the ambassador's room.

Once green team is clear, take control of one of the other teams (or let them run on autopilot, whichever you prefer) and issue go-code Alpha. Both teams should use engage ROE to enter the building (they must pick the locks first). Blue team should simply enter the building and clear out the one or two terrorists moving about directly inside the doorway. One typically moves into the room to the left of the door, while the other roams from one side of the first floor to the other (he may actually run into red team instead of blue). After taking out the visible terrorists, position blue team against the left-



**As green team escorts the ambassador back down the fire escape, red team stands ready to enter the side door and inflict some serious pain.**

hand wall in the hallway facing the door to the room holding the embassy worker and have it wait for go-code Bravo.

Path red team straight down the hallway and into the large O-shaped room in the middle of the embassy. Red team should move clockwise around this room, eliminating all opposition along the way. Once it has taken out the one or two terrorists in this area, it should take up a position on the other side of the wall from blue team, facing the door to the room holding the embassy worker. Have red team wait for go-code Bravo at this point. There is a lone terrorist in the embassy's foremost room (the one with the barricaded door)—ignore him unless you have a clear shot at him without entering the room. He almost always has an ideal ambush position and can take out one or two of your guys easily.



This terrorist waits in ambush inside the large front room of the embassy. Fortunately, you don't have to engage him in order to accomplish the mission.

Once both teams are in position, issue go-code Bravo. At this point, blue team should enter the hostage room in clear ROE, taking out the lone terrorist and moving close to the hostage before switching to escort ROE. You can now path blue team out of the building via the same route it entered, then back to the extraction zone. Red team can either hold position outside the hostage room (providing cover for blue team) or exit the building at go-code Bravo.

**MISSION ACCOMPLISHED.**



## MISSION 2: OPERATION COLD THUNDER

**LOCATION:** CONGO

**SITUATION:** Hutu rebels have taken over a scientific research station operated by the Horizon Corporation. The rebels are holding two hostages inside: Dr. Catherine Winston and a relief worker who is yet to be identified. We believe Dr. Winston is being held on the top floor of an old villa, while the relief worker is being kept in the basement. In all, there appear to be 12 terrorists, including seven on roaming sentry duty in the grounds outside the villa.

**OBJECTIVE:** Rescue Dr. Winston and relief worker

**BLUE TEAM:** Chavez, Arnavisca, Yacoby

**RED TEAM:** Bogart, Burke, Hanley

**GREEN TEAM:** Walther, Raymond

**WEAPONS:** H&K MP5SD5, H&K .45 MARK-SD

**EQUIPMENT:** Flashbangs (optional), heartbeat sensor

**UNIFORM:** Camo heavy

## MISSION WALK-THROUGH

Another relatively easy mission, though you must be careful to accomplish it without losses. With red and blue teams standing by for go-code Alpha near the end of the forest path, take control of green team and move slowly toward the villa with

the sniper scope active on your MP5SD5. You should also have your weapon set to three-round burst. Take down each of the five terrorists on the near side of the villa as they come into view (one will be off to your right near the group of tents, the rest are all near the villa itself). If you can't see them, keep moving forward until you have a clear shot.



After taking out all five terrorists on the near side of the villa, move green team through this opening so that they can pick off the two guys standing guard on the far side.

Once these five are eliminated, move toward the opening in the wall to the left of the villa and head toward the far side of the building. Stop at the edge of the wall and face the villa (and the wall). With sniper scope active, strafe slowly to your left until you can take down the two guards on the front porch.

Once they're disposed of, move green team into position outside the villa's front door (in between the two recently deceased porch guards) and have it halt.

Switch control to blue team and issue go-code Alpha. At this point, red team should move forward along the left side of the farm building and head directly into the basement where one terrorist and the relief worker await. Once the bad guy in the basement is dead, red team can safely escort the relief worker back to the extraction zone.

Blue team, on the other hand, should move forward along the right side of the farm building and head for the villa's ruined patio (which sits on the right side of the building when



You have to move quickly to nail this last terrorist before he waxes Dr. Winston. Try tossing a flashbang into the room before entering, if you can't seem to catch him off guard.



you first emerge from the forest). Outside the patio door, use your heartbeat sensor to verify the location of the first-floor terrorists. Enter through the patio door and take out these two bad guys, starting with the one on your left. After they are dead, have either blue or green team move upstairs, stopping at about the midpoint of the second flight of stairs. Here, you should again use your heartbeat sensor to verify the location of the remaining two terrorists. Once you know where they are, move to the top floor and take them down. A flashbang may prove useful in the final room where Dr. Winston is being held. After you eliminate the bad guys, move toward Dr. Winston and switch to escort ROE. You can now safely escort her back to the extraction zone.

**MISSION ACCOMPLISHED.**

## MISSION 3: OPERATION ANGEL WIRE

**LOCATION:** NORTH SEA

**SITUATION:** A previously unknown terrorist group calling themselves The Phoenix Group has taken over a Petromech offshore oil drilling rig in the North Sea. Two crewmembers are being held hostage, and the terrorists have apparently wired the rig with at least two sets of explosives. There are at least 14 terrorists on the platform, including several patrolling the underside walkways (where you'll go aboard the rig). Be especially careful of the terrorist leader, as he will move to detonate the bombs at the first sign of trouble.



- OBJECTIVES:** Rescue the oil rig crewmembers and disarm the bombs
- BLUE TEAM:** Chavez, Arnavisca, Morris
- RED TEAM:** Bogart, Burke, McAllen
- GREEN TEAM:** Walther, Raymond
- WEAPONS:** H&tK MP5SD5, H&tK .45 MARK-SD
- EQUIPMENT:** Flashbangs (optional), heartbeat sensor, demolitions kit for McAllen and Morris
- UNIFORM:** Black medium

## MISSION WALK-THROUGH

This one is tricky, but if you move quickly and deal only with the terrorists you must engage, you'll make it through without a scratch. Start out with red team in the insertion zone on the far side of the rig. Move it all the way up to level 9 (it must use at least two sets of stairs and a ladder to do this). Red team should then move through the door into level 9's interior, maneuvering through the narrow corridor to get to the level's central hallway area. Head the team straight down this hallway toward the location of the terrorist leader (see the mission planning computer for his exact location). Have red team hold for go-code Alpha around the corner and out of the terrorist leader's line of sight.

Blue and green teams should enter the rig from the near the insertion zone, heading up the stairs to level 7, then climb the ladder to level 8. At this point, someone on blue or green team should take out the terrorist patrolling the walkways above level 8. Both teams should then move through the nearby door



Looking up this ladder, all you can see is the terrorist's feet on the walkway above. Luckily, that's all the target a good marksman like yourself needs to take him down.

into a room containing two large piles of crates. Have blue team hold here for go-code Alpha, making sure that the entire team is out of sight from the adjoining hallway.

Taking control of green team, use your heartbeat sensor to verify the location of the terrorist patrolling the adjoining hallway. Take him out as he comes into view from the crate room. Then, move through the door into the hallway and head left toward the closed door near the end of the hall. Again, use your heartbeat sensor to pinpoint the two terrorists inside the series of rooms beyond this door. Enter and take out both bad guys, then escort both hostages back the way you came until you hit the stairs that lead to the roof (again, see the mission planning computer). Head up those stairs to the extraction zone.



Take control of red team and issue go-code Alpha. Lead red team quickly around the corner and take out the terrorist leader before he can make a break for the detonator. Then switch to clear ROE and enter the bomb room, taking out first the terrorist immediately across the room from the door, then the bad guy in the middle of the checkered tanks. You may want to toss a flashbang into the room before entering. Once they're dead, move over to the bomb and have McAllen disarm the device.

At go-code Alpha, blue team should move out of the crate room, hanging a right into the hallway and then moving through two adjoining rooms that lead to the second bomb room. Switching to clear ROE, move blue team into the bomb



Once you clear the bomb room of terrorists, have your demolitions expert disarm the explosive.



room and take out both terrorist guards inside. You may want to toss a flashbang into the room before entering. Once they're down, move toward the bomb and have Morris disarm it.

## MISSION ACCOMPLISHED.

# MISSION 4: OPERATION SUN DEVIL

**LOCATION:** BRAZIL

**SITUATION:** A known drug trafficker, Ramon Calderon, has taken two hostages from a Horizon Corporation construction site in the Brazilian rainforest. According to our intelligence, they are being held in the basement of Calderon's personal estate. The building is like a fortress, guarded by at least 14 terrorists—including two on the roof who can see most angles of approach. Calderon himself is in the house, holed up in an upstairs bedroom.

**OBJECTIVES:** Rescue the construction workers and eliminate Calderon

**BLUE TEAM:** Chavez, Arnavisca, Yacoby

**RED TEAM:** Bogart, Burke, Hanley

**GREEN TEAM:** Walther, Raymond

**WEAPONS:** Red and blue teams: H&K MP5SD5, H&K .45 Mark-SD; green team: M-16A2, H&K .45 Mark-SD

**EQUIPMENT:** Red and blue teams: flashbangs (optional), heartbeat sensor; green team: frag grenades, heartbeat sensor

**UNIFORM:** Camo heavy



## MISSION WALK-THROUGH

This mission is a lot easier than it first appears, but you can suffer heavy casualties if you make even the slightest mistake. Start off with the red and blue teams taking up a position behind the huge perimeter wall that surrounds Calderon's estate. These teams should both hold for go-code Alpha. Now, move green team up toward the entrance in the middle of this wall and switch on your sniper scope. As you inch toward the edge of the wall, you should see at least one terrorist up on the patio walkway and possibly a second patrolling on the right side of the house. Either way, take out as many as you can see, then move forward just enough to establish a clear line of sight with the left side of the building.

If you wait a few seconds, you should see five terrorists come out to investigate the gunshots. Take them all down as they come into view. If you don't see them all, strafe slowly to the left side of the building to make sure you get all five. You may also want to strafe to the right side, in case the terrorist over there does not show himself voluntarily.

Next, move green team over to the left side of the house (where all the curious terrorists appeared) and move forward to the far end of the building. Take care, as there might be a bad guy or two lingering just inside the open doors. When you reach the far end of the building, inch your way around the corner until you can take out the upstairs guard on this side of the house. Once he's down, move green team into the nearby open room and have it hold for go-code Bravo.

Issue go-code Alpha. Red team should now move forward through the entrance and proceed to the right side of the building (which is actually the front). When it reaches the main plaza

area, have it move toward the first door on its left and wait for go-code Bravo. Blue team should move in the opposite direction, heading for the left (back) side of the building and entering through the first open door along the back wall (this door opens into the kitchen). Have blue team move through the kitchen and into the hallway beyond, where it will wait for go-code Bravo.

Issue go-code Bravo. Red team should switch to blitz mode and clear ROE, then enter the room in front of it and take out all terrorists inside (there will be at least one, possibly two). After the room is cleared, have red team hold its position. Blue team should move forward, taking care to watch for terrorists in the rooms on either side of the hallway.



Meet Ramon Calderon, he's an evil drug trafficker in one of those funky sweat suits. Before you underestimate this fellow, notice that he's packing a MAC-10 and is waiting oh-so-patiently for you to enter his room.



At the end of the hall, blue team will move downstairs and pause outside the doorway to the basement. Using the heartbeat sensor, blue team can verify the location of the downstairs terrorists and enter when the roaming bad guy is moving away from the door. Once he's down, blue team should move quickly to the hostage room and take out the lone terrorist in there. The team can then escort the two construction workers back to the extraction zone, following the same route it used to enter the building.

Meanwhile, green team gets the task of eliminating Calderon. Moving forward out of the room and into the hallway that leads toward the front of the house, green team will eliminate one last terrorist in the foremost room before moving to the stairs. These stairs lead directly to Calderon's bedroom, so be careful as you ascend. Use the heartbeat sensor about halfway up to verify his location. If he is near the top of the stairs, try taking him out with a short frag grenade toss into his room. If he's too far from the top of the stairs for grenades to work, strafe into the room while running and take him out using your M-16A2 on full auto.

**MISSION ACCOMPLISHED.**

## MISSION 5: OPERATION GHOST DANCE

**LOCATION:** SPAIN

**SITUATION:** Terrorists have seized the Pirate Adventure ride in the WorldPark amusement park. They are holding at least five hostages inside—including women and children. According to



our intelligence, there are at least 14 terrorists inside the facility, with several in good position to execute the hostages should things turn ugly.

- OBJECTIVE:** Rescue all hostages
- BLUE TEAM:** Chavez, Arnavisca, Yacoby
- RED TEAM:** Bogart, Burke, Raymond
- GREEN TEAM:** Walther, Hanley
- WEAPONS:** H&tK MP5SD5, H&tK .45 MARK-SD
- EQUIPMENT:** Heartbeat sensor
- UNIFORM:** Urban light or medium

## MISSION WALK-THROUGH

This is another one of those missions that looks a lot harder than it really is. If you have trouble with this one, try letting blue and red teams go through their tasks without interference—they can almost always eliminate all the terrorists without your help.

The key to the mission is the rear entrance to the ride, which grants blue team access to the upstairs catwalks. Move blue team upstairs from the rear insertion zone and have it immediately conduct a sweep of the catwalks, from which it can eliminate two or three upstairs bad guys, as well as most of those down guarding the hostages. Blue team can take out one or two of the terrorists in the ride's control rooms. Once blue team has completed a sweep of the catwalks, have them take up a position overlooking the hostage room.

Red team should move to the central door at the front of the building, pick the lock, and enter. Moving to the right, red team should head for the staircase closest to the middle of the



The key to this mission is getting blue team into the back entrance and up onto those catwalks.

building, being careful to eliminate any terrorists who are easily visible in the two large rooms on either side of the hall leading to that staircase. Once upstairs, red team should move first toward control room 1, taking out the terrorist inside, then backtrack over to control room 2. After taking out the terrorist in this room, red team can hold position here.

Green team should enter the front door right behind red team, moving off to the left to enter that first large room through the open doorway around the corner. Take care to drop the terrorist inside the room, if red team hasn't already done so. Next, move into the water and take up a position near the hostage room, but out of sight of all terrorists. Use your heart-beat sensor to verify their locations—and to see how many are still alive.



Once upstairs, blue team can often take out all of the terrorists guarding the hostages, as well as those patrolling the catwalks.

Once blue and red teams have accomplished their goals, move green team into the hostage room, keeping any eye out for any lingering terrorists (keep a sharp lookout on control room 1, as red team does not always get that guy). Then switch to escort ROE and lead the hostages to the extraction zone via the same route you used to enter the building.

**MISSION ACCOMPLISHED.**



## MISSION 6: OPERATION BLUE SKY

**LOCATION:** HUNGARY

**SITUATION:** Our old friends from The Phoenix Group have taken over a dam on the border between Slovakia and Hungary. They have threatened to destroy the facility, and we believe they have planted three bombs deep inside the structure. More importantly, we have been in contact with a member of the group—Roland Kunst—who has offered to turn informant if we can get him out of the dam alive.

**OBJECTIVES:** Rescue Roland Kunst, disarm all three bombs

**BLUE TEAM:** Chavez, Arnavisca, Morris

**RED TEAM:** Bogart, Raymond, McAllen

**GREEN TEAM:** Walther, Burke

**WEAPONS:** H&tK MP5SD5, H&tK .45 MARK-SD

**EQUIPMENT:** Flashbangs (optional), heartbeat sensor, demolitions kit for Morris and McAllen

**UNIFORM:** Urban medium

## MISSION WALK-THROUGH

This mission is a bit complex, but it isn't terribly difficult so long as none of your troops gets stuck in a tight spot. You may have to play with the pathing a few times to make sure everyone can get where they must go.

Send blue team down the stairs on level 15, then along the waterside ledge to the first set of stairs on the left. If it gets hung up outside the door at the top of the steps, take control



of green team and open the door for it. Have blue team descend to level 6 and await go-code Alpha at the foot of the stairs. Red team should move out onto the dam, taking out the two terrorists on level 15—one in the near guard tower and one patrolling the dam. Then, have this team descend a ladder to level 14 and move to the second-to-last staircase. A red team member sometimes gets stuck on these ladders, so keep an eye out for any pathing glitches. Have it take the stairs down to level 6 and wait for go-code Alpha.

When go-code Alpha is given, blue team should move in blitz mode out into the hallway leading to the level 6 bomb, killing all terrorists in the vicinity. Once all the bad guys are neutralized, blue team should disarm the first bomb. When the bomb is disarmed, route the blue team to the stairs that red team used to enter level 6, have it descend to level 2, and await go-code Bravo.

At go-code Alpha, red team should also move out into the hall, but away from the bomb room on its way to the staircase at the farthest end of the dam structure. Have red team move in normal mode, so that blue team hits the bomb room first and covers red team's back. Red team should then descend the stairs to level 2 and await go-code Bravo.

At go-code Bravo, move blue team into the detonator room and clear it of terrorists before entering the winding hallways that lead down to level 1. In these hallways, there are three staircases, two near the center of the dam and one toward the end nearest the insertion zone—have blue team take that staircase down to level 1 and await a final go-code (Charlie) in the hallway that leads to the final bomb room.

Also at go-code Bravo, red team should move toward the detonator room before entering the winding hallways via the



Blue team won't always get a clear shot at the terrorist closest to the first bomb. As a last resort, you can try having them walk completely around the generator before disarming the bomb.

entrance nearest the second bomb. Taking out all terrorists along the way, move red team to bomb 2 and disarm it. Then, move the team down to level 1 using either one of the centrally located staircases (one of the two that blue team did not take). Red team should then move through the middle generator room, out into the hallway, and toward the last bomb room, where it will wait for go-code Charlie outside the first door.

At the final go-code, have both teams enter the room, with blue team moving toward the bomb and red team moving in the opposite direction. Blitz mode and clear ROE may prove useful in this room. After eliminating all four terrorists, have blue team disarm the final bomb.



Green team doesn't have much to do in this mission, but feel free to have them take out any targets of opportunity to help clear the way for red and blue teams.

While all this is going on, green team should take the most direct path to Roland Kunst. Using the stairs at the farthest end of the dam (level 14), descend to level 10, take out any terrorists you encounter, and escort Kunst back to the insertion zone.

**MISSION ACCOMPLISHED.**



## MISSION 7: OPERATION FIRE WALK

**LOCATION:** IDAHO

**SITUATION:** Roland Kunst, the informant you rescued in the last operation, has given us the location of a secret Phoenix Group biological warfare lab—in Idaho, of all places. Initial intelligence reports that the facility housed researchers only and that they would be ill prepared for a Rainbow assault team. This now looks extremely doubtful. Instead of clipboard-toting scientists, be on the alert for 20 or more heavily armed terrorists in and around the facility. Also, make sure that none of the terrorist leaders escapes using the Hummer parked near the main gate.

**OBJECTIVES:** Eliminate all terrorists and prevent the leaders from escaping

**BLUE TEAM:** Chavez, Filatov

**RED TEAM:** Bogart, Raymond

**GREEN TEAM:** Walther, Arnavisca

**GOLD TEAM:** Burke, Haider

**WEAPONS:** Blue and red: H&K MP5SD5, H&K .45 MARK-SD; green and gold: CAR-15, H&K .45 MARK-SD

**EQUIPMENT:** Frag grenades, heartbeat sensors

**UNIFORM:** Biosuit

## MISSION WALK-THROUGH

This is one of the most difficult missions in the game. It's easy to let a terrorist leader slip by, and even if you get them both, you still must survive the tight, twisting interior of the main building.



Using green team members as your long-range snipers, move them into position on the far side of the map, behind the building nearest the main gate. You may run into two terrorists along the way—take them down, but be ready to issue go-codes to the other teams when you do. Either way, take up a position so you can see into the loading dock. Keep an eye out for fleeing terrorist leaders and make sure you get them both before they reach the idling Hummer near the main gate. From here, you should also edge your way across the map (toward the Hummer) and eliminate the two terrorists on guard inside the loading dock as well as any others who come into view. Green team can also usually snipe the two terrorists inside the smaller building closest to the insertion zone.



Here comes one of the terrorist leaders. Too bad your team has a perfect sniper position between him and his Hummer.



While all this is going on, red and gold teams should be waiting for go-code Alpha. When green team takes out the first two terrorists patrolling outside, issue this go-code. Red team should move to the loading dock area and wait for go-code Charlie. Gold team should move to clear the larger of the two outer buildings (the one directly in front of the insertion zone). Frag grenades and clear ROE may prove useful for this job. Once that building is clear, have blue team move to the main building's side entrance and wait for go-code Charlie.

Leading either red or blue team, use your heartbeat sensor to verify the location of all nearby terrorists, then issue go-code Charlie. Have blue team open the door, head down the hallway, and hang a right into the small locker room, taking out all terrorists it encounters. Have it wait here for go-code Delta—but make sure the team doesn't get close enough to the automatic door to open it.

Red team should move straight down the hallway and into the long narrow room beyond, taking out the two or three terrorists it encounters. Beyond the long narrow room, have red team turn right and move toward the similar room on the opposite side of the lab. Use your heartbeat sensor to verify the location of the terrorist in the next room, then take him out with your MP5SD5 or a frag grenade (or both). Next, move red team toward the final cluster of rooms and have it wait for go-code Delta, so it can enter the area at the same time as blue team.

At go-code Delta, blue team should move into the final room cluster in blitz mode and clear ROE. Red team should do the same, though the biggest threat for red team is the pair of terrorists in the room immediately to the right. Have red team shoot out the windows and toss a frag grenade into that room or strafe quickly across the window and take them both out.

Blue team will have its hands full taking out the other two terrorists—one of whom is typically waiting for the team to come through the door.



A well-tossed frag grenade can ruin the day for the last pair of terrorists on this mission.

Count on replaying this mission numerous times before you get it right. Even with a perfect plan, the terrorists often behave unpredictably. Also, the mission can often come apart in the early stages, either when gold team tries to clear the first building or when green team is trying to take out the terrorist leaders. Trust me, though, if you keep at it, you will accomplish this mission's objectives with minimal losses.

**MISSION (EVENTUALLY) ACCOMPLISHED.**



## MISSION 8: OPERATION WINTER HAWK

**LOCATION:** IDAHO

**SITUATION:** Despite your success at the Phoenix Group's compound, a handful of terrorists have escaped and are heading to a nearby airstrip to make their escape in a Lear jet. You must deploy the same team members for this mission, though you no longer must rely on those skimpy biosuits.

**OBJECTIVES:** Eliminate all terrorists and prevent both leaders from escaping

**BLUE TEAM:** Chavez, Arnavisca, Haider

**RED TEAM:** Bogart, Raymond, Burke

**GREEN TEAM:** Walther, Filatov

**WEAPONS:** Blue and red: CAR-15, H&K .45 MARK23; green—H&K MP5SD5, H&K .45 MARK-SD

**EQUIPMENT:** Heartbeat sensor, frag grenades

**UNIFORM:** Wood heavy

## MISSION WALK-THROUGH

Compared to the last mission, this one is a walk in the park—but terrorists have a knack for throwing in some random behavior that screws up the best-laid plans, so be careful. The key team here is green, which will do most of the work.

Start out with green team moving along the back wall of the nearby hangar and stopping before it comes into view of the control building. Red team should move into position behind green and wait for go-code Alpha. Blue team should

move south along the hangar's side wall, but wait for go-code Alpha before rounding the corner.

Controlling green team, work your way slowly around the corner and look for a single terrorist wandering the halls inside the control building. Take him down using your sniper scope, then move toward the control building while keeping your sights on the opening in the fence that leads to the airstrip. Take out all three terrorists on patrol out there, then keep a sharp eye out for any additional fleeing terrorists who may come pouring out of the control building. One of the terrorist leaders will also come running out of that building, so make sure you get him before he reaches the Lear jet. Green team's



Once you nail the first two or three bad guys outside the control building, the first terrorist leader and possibly one more terrorist will make a break for the jet.

Take them down before they reach it.

final task is to strafe slowly around to the front of the control building, keeping weapons trained on the upstairs window and the terrorist behind it. Take him out with a head shot, then issue go-code Alpha and move back to cover the side door out of the first hangar (a terrorist may try to escape this way when blue team comes after him).

Blue team should use blitz mode and clear ROE to round the corner and enter the first hangar, taking out both terrorists inside. Proceed through the hangar to the side door (which is now covered by green team), then head out across the airfield to the second hangar, taking up a position outside of the front door (the one facing the first hangar). Have blue team wait here for go-code Bravo.



Once the control building and the first hangar are clear, move red and blue teams into position around the second hangar. Then have them move in to wipe out the remaining bad guys.



Red team can do one of two things: it can either move immediately for the second hangar or make a final sweep of the control building and then move for the second hangar. Either way, have it wait for go-code Bravo outside the side door of the second hangar.

When you issue go-code Bravo, both red and blue teams should enter the room in blitz mode, clearing out the last few hostages and the second terrorist leader.

## MISSION ACCOMPLISHED.

# MISSION 9: OPERATION RED WOLF

**LOCATION:** BELGIUM

**SITUATION:** Free Europe is at it again. This time, the group has seized control of a mint in Brussels. The mint was producing the first run of the new European Union currency. Unfortunately, three dignitaries were on hand for the occasion, and they are all now being held hostage. We believe that there are at least 13 terrorists inside the building, and it appears the front entrance is particularly well guarded.

**OBJECTIVE:** Rescue all the hostages

**BLUE TEAM:** Chavez, Arnavisca, Raymond

**RED TEAM:** Bogart, Yacoby, Burke

**WEAPONS:** H&K MP5SD5, H&K .45 MARK-SD

**EQUIPMENT:** Flashbangs (optional), heartbeat sensor

**UNIFORM:** Black medium



## MISSION WALK-THROUGH

Here is another mission that is much easier than it first appears. You only need two teams of three for the job (actually, you can do it with two teams of two).

Have both red and blue teams enter the mint through the side entrance that leads to the loading dock. Only one terrorist guards this dock, so if you have both teams enter the area at once (using go-code Alpha), he's pretty much toast. Next, move red team up onto the loading dock and have it use the heart-beat sensor to verify the location of the single downstairs terrorist in the next room. When he's moving away from the door, have red team enter the printing press room and take him down—but be very careful to stay out from under those grated floors. Four more terrorists guard the room from this floor and can see you easily if you move into the open. Have red team hold in the press room and wait for go-code Bravo.

Blue team should follow red team into the press room and move across to the opposite side toward the front of the mint—again, make sure it does not move into view of the upstairs gunmen. Taking control of blue team, snipe the two terrorists on your side of the room by shooting through the grated floor. Once they're down, hold for go-code Charlie and take control of red team. With red team, take out the two bad guys upstairs on your side of the room, then issue go-code Bravo and move forward into the hallway at the far end of the press room.

Go through the two jail-style doors in this hall and have your team halt while you move slowly toward the front room of the mint. Activate your sniper scope and pick off any terrorists in the front room that could jeopardize red team's movement up



Since these terrorists seem to be partially deaf and blind, you can safely take out all four through the grated floor from the lower level of the printing press room.

the adjacent stairs. Once all visible terrorists are down, rejoin with the team and move quickly upstairs. Open the jail-style door at the top of the steps and strafe quickly into the hallway to take out the sole terrorist at the far end. Hold red team here and issue go-code Charlie.

Now, back in charge of blue team, move forward and up the steps to the upper section of the press room. Hang a right and walk to the rearmost wall of the room, before turning right and moving straight at the hostage room door. There should be one terrorist guarding this room just inside the entrance, and you can usually take her out before entering. Once she's down, face right and strafe sideways into the hostage room, squeezing off a quick three-round burst as soon as the other terrorist comes into view.



If you move quickly into the last room, you can nail this last terrorist and save the hostages.

Once he's down, escort the hostages back to the extraction zone by moving back out through the loading dock entrance.

**MISSION ACCOMPLISHED.**

## MISSION 10: OPERATION RAZOR ICE

**LOCATION:** SOUTHAMPTON HARBOR

**SITUATION:** Dr. Catherine Winston has been kidnapped (again) and is being held hostage on a ship in Southampton Harbor. As you might imagine, our pals at The Phoenix Group



are responsible. They're holding her in the ship's engine room and have also wired the vessel with explosives. We believe that the detonator is in a forward compartment—but you are not to approach this area for any reason. Rescuing Dr. Winston is our top priority. The welfare of the ship is immaterial.

**OBJECTIVE:** Rescue Dr. Winston

**BLUE TEAM:** Chavez, Yacoby

**RED TEAM:** Bogart, Arnavisca

**GREEN TEAM:** Walther, Raymond

**WEAPONS:** H&K MP5SD5, H&K .45 MARK-SD

**EQUIPMENT:** Flashbangs (optional), heartbeat sensor

**UNIFORM:** Urban medium

## MISSION WALK-THROUGH

You only need six team members for this mission, but you may need to run through it a dozen times to get it right. Remember, the explosives onboard the ship are meaningless to you—all you must worry about is getting Dr. Winston out safely.

Have red and blue teams hold for go-code Alpha in the two insertion zones at the rear of the ship. Use green team to quickly take out the terrorist on deck, then issue go-code Alpha and have green team move forward to the door at the rear of the superstructure. Move into this door and take out the terrorist standing guard in the computer room just off the hallway. Having accomplished this, green team can hold position here and let the other two teams handle the rest.

At go-code Alpha, blue and red teams should move forward to opposite sides of the superstructure. Each team should



encounter a single terrorist along the way before entering the superstructure through the side doors. Have both teams move down the central stairs in safety mode—this can help prevent your team members from getting stuck in tight spots. Once down to level 3, switch back to normal or blitz mode and position both teams in the hallway just outside the stairwell, facing aft and waiting for go-code Bravo.

At go-code Bravo, red team should move forward in clear ROE, turning left into the next hallway and taking out the one terrorist wandering the halls in the area. There will be another bad guy in the room to the left and one more around the corner and at the far end of the hall. After taking all these guys down, red team should move aft through the hallway and into the room at the far end. Blue team should follow red during this time to provide backup.

Move both teams through the room at the end of the hall until you reach the left-hand door into the room farthest aft on this level. Avoid the two small rooms off to the right, each of which contains a terrorist. Have red and blue teams enter the aft-most room and take up positions at either end of the cargo containers in the middle of the room. Have them wait for go-code Charlie and use the heartbeat sensor to see when the terrorists are facing away from you. When they are, issue go-code Charlie and have both teams blitz toward the back of the room, moving in opposite directions around the cargo stacks. Once both bad guys go down, have blue team move quickly down the ladder and take out the lone gunman in the engine room.

This terrorist will shoot Dr. Winston as soon as she sees you come down the ladder, so don't waste time climbing—just walk over the opening and fall right down while facing for-



The terrorist in the engine room is the key to this entire mission. Jump down through the ladder opening and take her out quickly, or she will kill Dr. Winston.

ward. You should get off a three-round burst before the terrorist can react.

Once that terrorist is down, move down the steps to the bottom level, retrieve Dr. Winston, and escort her back up the extraction zone. Just be careful to follow the exact same path you used to get down to the engine room (you left a few terrorists alive, so try to avoid them when you have Dr. Winston in tow).

**MISSION ACCOMPLISHED.**



# MISSION 11: OPERATION YELLOW KNIFE

**LOCATION:** VIRGINIA

**SITUATION:** Anne Lang, the presidential science advisor, has been implicated as a security leak and may have ties to The Phoenix Group. We must get someone into her home in Alexandria so we can tap her phones and figure out exactly what she's up to. If your team members are discovered in any way, the mission is a failure. Also, the use of deadly force is not sanctioned on this mission.

**OBJECTIVES:** Deactivate security, bug downstairs and upstairs phone, and get back to the extraction zone

**BLUE TEAM:** Sweeney

**WEAPONS:** H&K MP5SD5, H&K .45 MARK-SD

**EQUIPMENT:** Electronics kit, heartbeat sensor

**UNIFORM:** Urban light

## MISSION WALK-THROUGH

Stealth is everything on this one, so make sure you are not detected by any of the six terrorists guarding the house. This is a one-man mission, and Kevin Sweeney is the best guy on the team for handling stealth and electronics.

From the insertion zone, make sure you put your weapon on safety—you don't want to screw up and fire off a round by

mistake. Next, move across the creek and then to the far right of the property. Move slowly toward the house using the sniper scope on your rifle to watch the guard at the rear of the building. As he moves clear, move quickly (but quietly) to the door on your right as you approach the house. Go through the door and close it behind you. Inside this door is the security console—disarm it. Then, using your heartbeat sensor, make sure the guard out back is still out of the picture. When the coast is clear, go back outside, close the door behind you and move to the next door at the rear of the house. Enter this room carefully, as a bad guy patrols the hallway overlooking the room. Your heartbeat sensor won't help you here, so you must trust your instincts and go in when you can (just don't forget about the guy patrolling the backyard—get back inside before he comes back).



Use your sniper scope to watch this patrolling terrorist. Once he moves far enough away from you, make a dash for the back of the house.

When you get inside, again close the door behind you and bug the phone while crouching by it. Make sure you keep an eye on the door to the hallway, because another bad guy wanders around out there and will often enter this room. Once the bug is placed and the coast is clear in the hallway, move into the hallway, turn right, and go directly onto the staircase closest to the front of the house. Stop about halfway up – crouching to make sure you are out of sight from the bad guy who patrols on the first and second floor – and look for him to pass by (the heartbeat sensor probably won't help you until you go all the way up to the second floor). When he's moving down toward Anne Lang's bedroom, move up into the hallway behind him and duck into the first room on your right. Wait in here for him to walk back past you and down to the other end of the



Place the upstairs bug quickly, before the bad guy in the hallway comes back this way and spots you.



hall, then quickly move back into the hallway and enter the upstairs office (where the second phone is).

Bug this phone and again use the heartbeat sensor to check the bad guy's location. When he's moving back toward the far end of the hall again (the one nearest the garage), go back into the hallway and duck back into that room near the top of the steps. Hide in there until he passes back on his way toward Anne Lang's room, then bolt for the far end of the hallway and the stairs leading to the garage. These open onto the room where the security console is. Wait here and use the heartbeat sensor one more time to see where that backyard bad guy is. When the coast is clear, go outside and make a break for the extraction zone by moving along the left-hand side of the property.

This one may take several attempts, as the timing must be perfect, but it can be done.

**MISSION ACCOMPLISHED.**

## MISSION 12: OPERATION DEEP MAGIC

**LOCATION:** SAN FRANCISCO

**SITUATION:** Thanks to the bugs you placed on Anne Lang's phone, we can now link the Horizon Corporation to The Phoenix Group. You must now infiltrate Horizon's headquarters building and retrieve as much data on The Phoenix Group as you can from John Brightling's computer. Again, your team members cannot be discovered or the mission is a failure. Also, the use of deadly force is not sanctioned on this mission.



- OBJECTIVES:** Deactivate security, download files, and return to the extraction zone
- BLUE TEAM:** Sweeney
- WEAPONS:** H&K MP5SD5, H&K .45 MARK-SD
- EQUIPMENT:** Electronics kit, heartbeat sensor
- UNIFORM:** Urban light

## MISSION WALK-THROUGH

Don't be intimidated by this mission, it's actually much easier than the last one. Start off on the roof and move down a ladder and over to the smaller of the two entrance structures. Pick the lock and descend the staircase to level 7. Then, take the two ladders down until you reach level 3. Use your heartbeat sensor here to verify the location of the patrolling terrorist, then pick the lock to exit the ladder access area and move across the hall to the security control room. Pick that lock, enter the room, and deactivate the security cameras. As in the previous mission, make sure you close all doors behind you.

Once the cameras are down, use your heartbeat sensor to see where the level 3 terrorist is patrolling. When the path is clear, move toward the outer stairwell and head up to level 5. Before opening the door that leads from the stairs to the hallway on level 5, use your heartbeat sensor again to check the location of the terrorists on this floor. There should be two of them on this level. Occasionally, one gets stuck in the hallway facing the door you're about to move through. If that happens, you simply have to restart. When they are clear, make your way into the hallway and move to your left and follow the corridors around until you reach Brightling's office. Enter through the



Use this stairway to enter the building from the rooftop. It leads to a pair of ladders that will place you near the security camera control room.



Use this staircase to move up to the floor where Brightling's office is located. After you retrieve the files, you can then use the same staircase to get back up to the roof.



locked double doors and download the files off his computer. Using the heartbeat sensor to check your route, make your way back to the outer stairwell and move up to the roof and the extraction zone.

## MISSION ACCOMPLISHED.

# MISSION 13: OPERATION LONE FOX

**LOCATION:** AUSTRALIA

**SITUATION:** The Horizon computer files you retrieved indicate that The Phoenix Group plans to release a lethal virus at the closing ceremonies of the Sydney Olympics. The security for the games is being coordinated by Global Security, which appears to be in league with Horizon and The Phoenix Group. You must capture the head of Global Security, Bill Hendrickson, and bring him back for interrogation.

**OBJECTIVE:** Capture Hendrickson

**BLUE TEAM:** Walther, Yacoby, McAllen

**RED TEAM:** Lofquist, Sweeney, Morris

**GREEN TEAM:** Green—Hanley, Filatov

**WEAPONS:** Blue: M-16A2, H&K .45 MARK23; red and green: H&K MP5-A2, H&K .45 MARK23

**EQUIPMENT:** Frag grenades

**UNIFORM:** Wood or desert heavy



Due to concurrent missions being conducted in Brazil, you must organize two separate operations using the standard Rainbow roster. Any team members sent to Australia will be unavailable for Operation Black Star (Mission 14). Plan and balance your teams carefully.

## MISSION WALK-THROUGH

This is a tough one, made even tougher because you must keep some of your best people in reserve for a very difficult mission in Brazil. Getting Hendrickson is the easy part of this operation—staying alive afterward is the hard part.

Hendrickson's convoy will hit the barricade a few minutes after your insertion. He will be escorted by at least four terrorists. By moving green team up the vines across the road and onto the ledge, you can put it in a perfect sniper position. After you maneuver green team to this location, have it wait for go-code Bravo. Complement this team with blue team, which should position itself at the top of the slope, but off the road. Blue team will wait for go-code Alpha, then move up onto the road behind the convoy as it passes by to take it from behind when the cars stop. All this time, red team should wait near the bottom of the slope for go-code Bravo.



Have green team climb up these vines and take up a sniper position overlooking the ambush spot.

After green and blue teams take out the terrorists escorting Hendrickson, issue go-code Bravo and have both blue and green team blitz their way back along the road until they are within range of the large clearing in which the 18-wheeler is parked. Blue team will move along the road, and green team will stay on the ledge. After you attack Hendrickson, he will call in his troops to ambush you on the way to the extraction zone—and this is the first ambush location. The trick is to get your teams into position to ambush the ambushers. Once you have them in good positions, have them wait for go-code Charlie.

With blue and green team in place, red team should now move up to where Hendrickson is covering (usually near the rear Hummer, if he survived the firefight—if he didn't, you'll



have to start over). Switch red team to escort ROE, have it pick up Hendrickson, then wait for go-code Charlie.

Once the two Hummers full of ambush troops arrive, green and blue team should take them out quickly and with minimal losses. If you get hit hard at this point, try stopping your troops a bit further from the ambush zone and using the sniper scope to take out the bad guys. Once this wave of bad guys is down, issue go-code Charlie.

At this point, you should take control of blue team and move down the road until you can see both ends of the overpass clearly through your sniper scope. More ambush troops should arrive here. Try to take them all out with your M-16A2 at long range. If that fails, have blue and green teams blitz their way up the slopes on either side of the road, taking out any surviving bad guys along the way. Make sure you stop green team here, while you snipe with blue team. Issue green team a go-code if necessary, so that it does not cross your field of fire.

Have both teams continue on until they reach the final bend in the road, just around the corner from the extraction zone. Use the same tactic you used at the overpass, inching blue team into a good shooting position and using the M-16A2's sniper scope to take out the last batch of bad guys. Use green team for support if necessary.

As blue and green teams are clearing the way to the extraction zone, red team should move slowly behind them, careful not to get ahead of the shooters. Have red team wait for go-code Delta in a safe spot until you are sure the last terrorists are down, then issue the go-code and have it dash for the extraction zone.



If you move quickly and use your M-16A2's powerful scope, you can observe and neutralize the terrorist reinforcements as they try to ambush you and your troops.

This mission can take several attempts to get right, especially because you cannot afford to take any casualties at this stage of the campaign. If you get your troops into good firing positions, however, you shouldn't have too much trouble.

## MISSION 14: OPERATION BLACK STAR

**LOCATION:** BRAZIL

**SITUATION:** The Phoenix Group has taken a research station in Brazil and is holding Anne Lang and two other VIPs hostage. We believe this is an attempt to cover Anne Lang's disappear-



ance, since we have definitively tied her to Phoenix and Horizon. Lang is being held in the main building, covered by at least three terrorists on the ground floor. Two more terrorists are believed to be upstairs, while two more stand guard outside the building's main entrance. The other two hostages are in the smaller, single-story building toward the rear of the compound. They are guarded by two terrorists. At least five more terrorists are believed to be on patrol around the buildings. This will not be an easy task.

**OBJECTIVE:** Rescue all hostages

**BLUE TEAM:** Chavez, Arnavisca, Rakuzanka

**RED TEAM:** Bogart, Raymond, Haider

**GREEN TEAM:** Noronha, Burke

**WEAPONS:** H&tK MP5SD5, H&tK .45 MARK-SD

**EQUIPMENT:** Flashbangs (optional), heartbeat sensor

**UNIFORM:** Camo Heavy

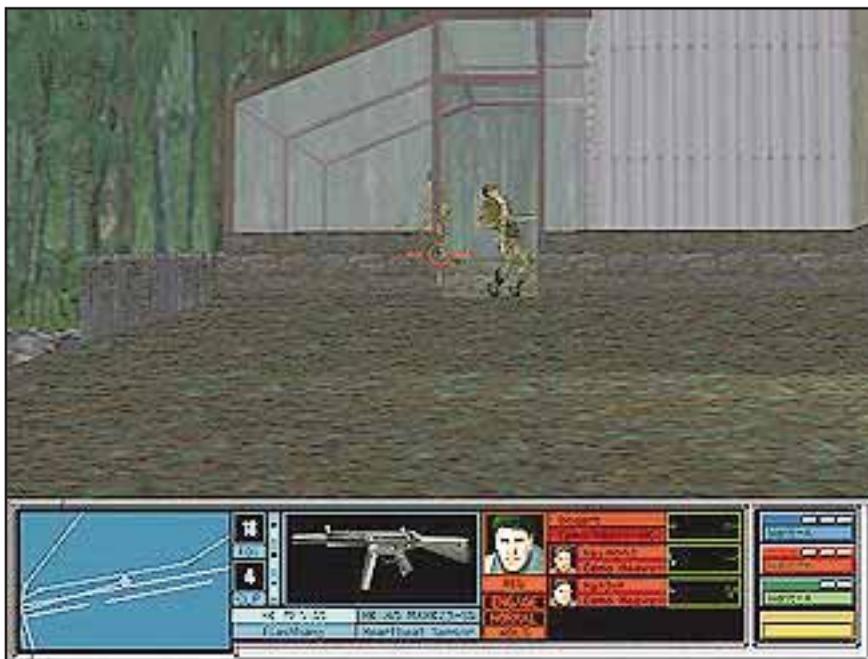
## MISSION WALK-THROUGH

This is one of the toughest missions in the game—not because it's difficult to accomplish, but because it's difficult to accomplish without heavy losses. Be prepared to try this one several times. Again, you cannot afford any heavy casualties, but if you escape with minor injuries consider it a victory.

Have red team move up the ladder first, followed by blue, and then green (you can control this without go-codes by simply arranging the starting positions at staggered distances from the ladder). Red or blue team (or both) should encounter and dispatch at least one terrorist near the top of the ladder.

Move red team along the left-hand path and have it wait by the end for go-code Alpha. Move blue and green teams along the right-hand path, with both of them also waiting near the end for go-code Alpha.

At this point, you want to alternatively control the team leaders for red and blue team. First, go with the red leader. Tell your team to hold, switch your weapon to three-round burst, activate your sniper scope, and inch your way forward until you can see the main building clearly. You should see at least three terrorists (including one on the roof) and possibly a fourth on patrol around the perimeter of the building. Take them all out from long range, but try to get the two on the patio without



Sniper fire can eliminate most of the terrorists in this mission, but try not to break the glass near these two—it could bring other bad guys running and spell the end of the hostages inside.



breaking that glass—any unwanted noise could spell death for those hostages. Once you've dropped all visible terrorists, have your team unhold and switch over to blue team.

As blue leader, tell your team to hold, switch to three-round burst mode, and activate your sniper scope. Then, inch forward toward the end of the path until you can see all three terrorists patrolling near the smaller building. Take out the one who's moving near the right side of the building first—wait if necessary to hit him when he's away from the other two. Now, when you take down one of the other two, his pal will make a break for it. So take aim on the left-hand bad guy and drop him. Then, take out his partner when he tries to reach the smaller building's side door. Once they're all down, unhold your team and issue go-code Alpha.

At go-code Alpha, red team should move forward toward the glass-covered patio and the door at the far end of it. Pause red team here and have it wait for go-code Bravo outside the door to the room in which Anne Lang is being held.

Blue team should move forward toward the smaller building and enter through the side door. Take control of the team leader and strafe quickly into the two rooms occupied by terrorists (use your heartbeat sensor outside the building to verify their locations), then pick up the hostages and hold position for go-code Charlie inside the hostage room, but facing the door.

Green team should move to the door next to the ladder on the near side of the main building. Using the heartbeat sensor to verify the location of all interior bad guys, green team should enter the building when the third terrorist is moving away from this door. Upon entering, take him down and hold position for go-code Bravo.



At go-code Bravo, red team should enter the main building's hostage room in clear mode, taking out one or both terrorists inside. Green team should enter the room from the other side at the same time, taking out any of the bad guys red team missed. Once they are all down, have red team escort Anne Lang back out the way the team came in, backtracking all the way to the extraction zone.

Green team should now move upstairs, taking out another terrorist waiting in the radio room, then move onto the ledge upstairs to pick off the two new bad guys who pop up near the smaller building. If green team cannot get off a shot from here, have blue team move out in engage ROE to get the two additional terrorists, then go back to retrieve the hostages and escort them to the extraction point.

**MISSION ACCOMPLISHED.**

## MISSION 15: OPERATION WILD ARROW

**LOCATION:** AUSTRALIA

**SITUATION:** The Phoenix group managed to plant at least two virus bombs in the athlete's village at the Sydney Olympics. The bombs are set to go off just before the closing ceremonies, so you must get a team in there to disarm them—fast. Now you know why we took the two demolitions experts on our last Australian mission. Here's the tricky part—the bombs are tied



into the computer system, so you must disable that before tampering with the bombs. Mess with these things in the wrong order, and you've got a major catastrophe on your hands. Just to make things interesting, we believe there are at least 16 terrorists inside the facility, including a pair roaming the tunnels near your insertion point. There are also a series of alarm panels scattered throughout the facility—if a terrorist manages to reach one of those, the gig is up.

**OBJECTIVES:** Disable security computer and disarm both virus bombs

**BLUE TEAM:** Walther, McAllen, Sweeney

**RED TEAM:** Lofquist, Morris, Yacoby

**GREEN TEAM:** Hanley, Filatov

**WEAPONS:** H&tK MP5SD5, H&tK .45 MARK-SD

**EQUIPMENT:** Heartbeat sensor, demolitions kits for Morris and McAllen

**UNIFORM:** Urban medium

## MISSION WALK-THROUGH

If you time your moves in this operation just right, it often works out to be one of the easiest in the game. But you must watch out for those roving patrols—rely on the heartbeat sensor to spot them and issue halt commands when necessary to keep team members out of danger.

All three teams should move to different stairways out of the sewer area. Blue team should move forward from the insertion point, taking out the two terrorists who patrol the sewer area. Have this team cross the bridge and move into the stair-



well on the other side. Have blue team wait for go-code Bravo at the top of these stairs just inside the door to the facility's central hallway. Red team should move down the hallway to the right of the insertion zone, heading for the stairway at the far end. Have it move up to the top, then wait for go-code Alpha before opening the door.

Green team is key to this operation, though it has very little to do. Move it up the only other stairway on the near side of the sewer bridge and have it hold before opening the door at the top. You should control green team as it enters this room, taking out the lone terrorist inside before moving into the security computer room on the far side. Position green team in front of the computer, then have it wait for go-code Charlie to disable it.

At go-code Alpha, red team should move out of the stairwell and begin a long, clockwise path around the building to the virus bomb on the other side. You should control this team as it moves around the facility. Use your heartbeat sensor frequently to verify the location of terrorists. The team is likely to encounter several terrorists along the way, so make sure you keep your eyes open. Once red team is in position by the virus bomb, have it hold for go-code Delta before disarming it.

At go-code Bravo, you should take control of blue team and move it out into the central hallway whenever the coast is clear. You may have to take out one or two roaming terrorists in the immediate vicinity. Move left out the door and hang your first left down the hallway leading toward the series of rooms where the other virus bomb is set. Take out the one terrorist when you emerge from the hallway and move quickly to the bomb. Once in place, have blue team wait for go-code Delta before disarming it.

Once all three teams are in place, issue go-code Charlie for green team to disable the computer, then issue go-code Delta for blue and red teams to disarm the bombs.



Once green team gets into position near the computer system, carefully move red and blue teams to their respective virus bombs.

**MISSION ACCOMPLISHED.**

## MISSION 16: OPERATION MYSTIC TIGER

**LOCATION:** BRAZIL

**SITUATION:** John Brightling and the surviving members of The Phoenix Group have holed themselves up inside the Horizon Ark in Brazil. This self-sustaining facility was intended to protect



Phoenix Group members from the deadly virus they planned to release at the Olympics. We know that they still have the ability to release the virus, and it may have already been released inside the Ark (we assume the Phoenix Group members to have a vaccine for the virus). For that reason, you must enter the facility wearing biosuits. To make matters worse, we believe that there are at least 29 heavily armed—and armored—terrorists inside the structure.

- OBJECTIVE:** Capture John Brightling
- BLUE TEAM:** Chavez, Arnavisca, Rakuzanka
- RED TEAM:** Walther, Burke, Raymond
- GREEN TEAM:** Hanley, Yacoby
- WEAPONS:** H&tK MP5SD5, H&tK .45 MARK23
- EQUIPMENT:** Frag grenades, heartbeat sensor
- UNIFORM:** Biosuit

## MISSION WALK-THROUGH

This is easily the most difficult mission you must face—and, most likely, you must try it several times before you complete it successfully. The Ark's long narrow corridors and automatic doors add to the danger already presented by the heavily armed Phoenix Group terrorists inside. The key to this mission is mutual support, so instead of splitting up your team members, have all three teams enter the Ark via the same insertion zone. You should then have them follow the same basic path through the Ark, splitting up only to clear key points before rejoining for the final assault. Keep in mind that this is the final conflict, so if you lose team members along the way, you must accept



those losses. It's a small price to pay for defeating Brightling and The Phoenix Group once and for all.

Although you can enter at any of three insertion zones, try starting out from the zone at the very bottom of your mission planning map. Move blue team through the door first, followed by red team and then green. If you have trouble spacing these teams out a bit, have red and green teams follow a slightly zig-zaggy path around the corridors—this will put some space between them and blue team.

Once through the first door, have all three teams move to the right around the hallway to the first internal door. Be on the alert for at least one terrorist patrolling the halls in this area. Another bad guy is probably waiting for you on the other side of that inside door, so enter the room carefully. Again, move all three teams into and through this room to the long, sloping corridor beyond. At the end of this corridor is the first security checkpoint—a room that will be crawling with terrorists. Have blue and red teams stop near the middle of the corridor (one on the left side and one on the right) and wait for go-code Alpha. Lead green team slowly forward toward the automatic door.

Without getting close enough to open the door, use your heartbeat sensor to verify the location of the terrorists on the lower floor of the security checkpoint. Keep in mind that there will be at least one additional bad guy on the catwalk above the room. There are several ways to approach this room, but most result in a quick, bloody death for your team. One way to tackle it is to use green team to clear one side of the room. Halt your teammate a good distance back and move solo toward the door, keeping well to the left side while doing so. If you time things just right, you can inch close enough to open the door



Oops. If you rush wildly into one of these security checkpoints, prepare to take a cruel beating.

and take out the terrorist on the right side of the room in addition to the guy patrolling the catwalk. If you go down, use your teammate to finish the job.

Once those two bad guys are down, issue go-code Alpha to bring blue and red teams charging in blitz mode to clear the room. Having accomplished that with minimal losses, move both teams up the stairs to the right and have them hold for go-code Bravo outside the door leading to the catwalks. You may want to have one team wait at the bottom of the steps and the other at the top, so they don't bunch up on each other.

Next, lead green team out into the hallway beyond the security checkpoint and take out another terrorist patrolling this area—note that he may come in to investigate the noise



As red and blue teams move across these catwalks, green team can cover them from below by taking out any terrorists they see.

from the checkpoint, so stay on your toes here. Move left through the hallway until you come to the entrance of a large room with a series of catwalks overhead. Use your sniper scope to find and pick off any visible terrorists on these catwalks, then issue go-code Bravo.

At go-code Bravo, have blue and red teams blitz forward along the catwalks to the large staircase entrance on the right side of the room. Blue team should use the stairs to move up to level 8 and enter the laboratory room that connects four small circular rooms (the upper entrance on the mission planning map). Have this team hold for go-code Charlie here, after it neutralizes the lone terrorist standing guard.

Red team should move down the stairs to level 4 and make its way to the small room just outside the final security check-



point. Beware of another terrorist or two inside the stairwell and make sure red team stops well away from the automatic door leading to the checkpoint. Have it hold here for go-code Delta.

Green team, meanwhile, should also make for that central staircase in the catwalk room, moving up to the same location as blue team (and also holding for go-code Charlie). Once both blue and green teams are in position, issue go-code Charlie to send them forward and down opposite sides of the catwalks on the second floor of the lab entrance room. There should be at least three terrorists in position here, so make sure that both teams move in blitz mode. You may even want to make them complete a circuit of the catwalks, so that the two teams cross paths on their way back to the upper entrance room. Once the catwalks are clear, path both teams back to the central staircase and down to the area where red team is holding. Instead of moving to the room where red team is waiting, however, hold blue and green in the hallway just outside it. Have both teams wait here for go-code Alpha and make sure that neither is positioned close enough the automatic hallway door to open it.

You are now at the final obstacle in this operation. Take command of red team and use your heartbeat sensor to locate all terrorists on the other side of the door. There should be five or six terrorists in there, with at least one on the catwalk overlooking the room. There's no guaranteed way to get through here without losses, so you may as well try the same method you used in the first checkpoint.

Edge close enough to the door to open it, but stay all the way to the left side of the room. Take out as many terrorists on the right side of the room (and the upper catwalk) as you can before you get hit. If you go down, and your teammates are still alive, switch to them quickly and try again. If red team gets



These catwalks overlook the Lab Entrance area and can result in a bloody death for your entire squad if you don't clear them.

wiped out, wait for the door to the checkpoint to close and try the same thing with blue or green team. Once the right side of the room is cleared, call in blue and green teams to blitz and clear the left side. Believe me, this method is not pretty, but it should work well enough to keep at least one team member alive, and that's all you need to accomplish your mission.

Simply move your surviving team members forward through the checkpoint and head for the lab entrance. Once you begin picking the lock to Brightling's room, you have successfully accomplished the mission. Unfortunately, you can't take Brightling down with a well-placed three-round burst, but at least you've saved the world. Good work!



# CHAPTER FIVE



# MULTIPLAYER TIPS



**M**ultiplayer Rainbow Six may seem like your typical deathmatch in some ways, but it is actually very different. To survive, you must master the art of teamwork and stealth. You may even need to become proficient at camping in this game. The best way to stay alive is to be conscious of the elements that set Rainbow Six apart from other multiplayer games.



Do NOT get caught flat-footed outside a door. If you're going to play the sniper, make sure you establish an easily defensible position.

## BE PATIENT AND ALERT

For starters, you cannot respawn in this game. If you go down, you're down for good. So keep that in mind when you're think-



ing of rushing wildly into a heavily defended room. In addition, for the game's survival variants, you will most often work alone or with only one or two team members to back you up. In these situations, it becomes important to remain especially alert when approaching the enemy. Of course, the team members you work with will be human, so it's also important for every one on the team to understand the mission goals and agree to a specific strategy. Three individuals acting on their own are easy targets when compared to a team executing a well-conceived plan.

Also, the AI in the single-player campaign of Rainbow Six is not very bright. Terrorists will let you take down comrades all around them and still not react. This will not be the case in multiplayer games. If you have another player lined up for a kill shot, you can bet his pal will notice the way he slumps to the ground and oozes blood all over the carpet. Make sure you can switch targets quickly (because that comrade is almost certain to let loose on full auto) or have a team member nearby to cover you.

## SETTING UP CAMP

Of course, in other games, the act of sniping from a well-protected spot is frowned upon and even considered offensive by some. This is not the case in Rainbow Six. If you don't like sniping or camping, you are simply playing the wrong game. That being said, it is quite difficult to take up a good sniper position in this game, as the heartbeat sensor can reveal every player's location. So, if you do want to move into a good campsite, make sure you are good distance from or on a different level than your target. The heartbeat sensor has limited range and only detects people on the same level as you.

Speaking of the heartbeat sensor, make sure you don't become too reliant on the thing in multiplayer games. Try to check it quickly, then switch back to your weapon as soon as possible. Otherwise, you risk running into a terrorist without your trusty weapon at the ready. Ouch.

## STEALTH AND SURPRISE

In most missions, stealth is key, so make sure you use silenced weapons. If you are leading a team, make sure everyone is using silenced weapons: You don't want one loose cannon to announce the entire team's presence with an ill-considered bang.



Sometimes you can't help leaving yourself exposed to attack, but if you're going to climb a ladder, make sure you scan the area for snipers first.



Finally, try not to leave yourself open for too many surprises. If you must climb a ladder, make sure you scan the area thoroughly for any signs of snipers first. If you move to look down over a balcony, make sure there isn't an open doorway behind you—and so on. Try to maintain a high state of situational awareness while in the field, and you will survive more often than not in multiplayer Rainbow Six matches.



# CHAPTER SIX



# CHEAT CODES





**F**or those of you who need a little more help beating Rainbow Six—or who just like to hear soldiers make flatulent noises when they walk—here's a rundown of the game's cheat codes. To use these codes, pull up the chat window by pressing the apostrophe key and type them in.

## TEAMGOD

Team god mode, all the Rainbow Six team members are invulnerable.

## BIGNOGGIN

The ever-popular big-head mode.

## AVATARGOD

Player god mode, only the player you control is invulnerable.

## MEGANOOGGIN

For those of you who thought big heads were too small, I give you mega-head mode.

## STUMPY

Stumpy mode changes the appearance of the characters in the game.

## 5FINGERDISCOUNT

Provides a fresh supply of ammo.

## CLODHOPPER

Enlarges the hands and feet of the characters in the game.

## NOBRAINER

Turns on or off the AI in the game. You cannot move through doors, stairs, or ladders with this code in effect.



These Rainbow soldiers are the best of the best, but they sometimes let success go to their heads.

## DEBUGKEYS

Debug keys enabled or disabled.

## TURNPUNCHKICK

Changes all characters from 3D to 2D. This is a very odd thing to behold.

## 1-900

Causes all characters to breathe heavily—weird, but funny.

## SILENTBUTDEADLY

I'll let you guess what this one does. Just make sure you move around some after you type in the code (otherwise you'll miss the joke).

## EXPLORE

Turns on or off the mission's victory conditions. This one is great on Operation Yellow Knife because it lets you take out the terrorists and Anne Lang. Ummm... wanton violence.



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## **QUAKE II GAME GUIDES**

<http://www.gameguides.com/guides/quake2/index.html>

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## **TOMB RAIDER II GAME GUIDES**

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The greatest treasure and peril await. Are you up to the task? Lara is, and so will you with GameSpot's compliment of Tomb Raider II strategy guides!

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<http://www.gameguides.com/guides/strcraft/index.html>

Terran, Protoss, or Zerg, this humongous guide features comprehensive race overviews, multiplayer strategies, walk-throughs for all 30 missions, and cheats!

