

# PRIMA'S OFFICIAL STRATEGY GUIDE

STRATEGIES for all  
**15 MISSIONS**

Tom Clancy's

SQUAD-BASED COUNTER TERROR

# RAINBOW SIX 3

## RAVEN SHIELD



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This game has received the following rating from the ESRB





**Tom Clancy's**  
**RAINBOW SIX<sup>TM</sup> 3**  
**RAVEN SHIELD<sup>TM</sup>**

**PRIMA'S OFFICIAL STRATEGY GUIDE**

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# 1

## BASIC TRAINING AND CLOSE-QUARTERS BATTLE TACTICS

Welcome to Tom Clancy's RAINBOW Six 3: Raven Shield—Prima's Official Strategy Guide. As a member of the best and most covert counterterrorist team, you will be assigned to important and dangerous missions. These missions require you to rescue hostages, engage in reconnaissance missions to find evidence, and undertake assault missions to take down terrorists and other hostiles. For each mission, you can command anywhere from one to eight operatives assigned into one to three different teams.

You won't be unprepared. This training course was designed to sharpen your combat skills. It begins with the basics of controlling your character and team, then includes important tactics you need to know to complete your missions.

### WHAT IS A TANGO?

During the course of the game, and throughout this guide, you'll come across the word tango. Tango represents the letter T in the phonetic alphabet. As a result, tango is used by counterterrorism operators as a radio shorthand for terrorist.

## CONTROLLING YOUR CHARACTER

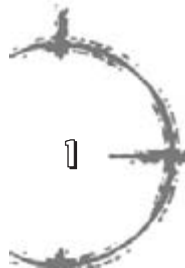
During a mission, you directly control an individual operator and indirectly control other operators who make up your team. Master the control of your character so you can guide the operator through dangerous areas filled with tangos.

### MOVEMENT

*Raven Shield* uses a combination of the keyboard and mouse for controlling your character. Moving the mouse changes the direction and angle of your character's view. To move your character, use **W** and **S** to move forward and backward, respectively, while **A** and **D** strafe left and right.

By default, your character walks when ordered to move. Holding down the right mouse button while moving makes your character run. Running is louder than walking, so tangos will detect you when your team runs down a hallway.

There is no command for jumping. Don't worry; you won't need to jump during a mission.



You may have to get over or under obstacles. To crouch under something, press **[X]**. Crouching also makes it harder for the enemy to detect and hit you because you present a smaller target. You move slower than when you are standing, but you can move faster by holding down the right mouse button. If you press **[X]** again, your operative goes prone. While prone, you move slowly and cannot turn quickly. However, you are harder for the enemy to see and shoot at. To raise your stance, press **[C]**.

To climb a ladder, walk up to it until the action icon appears at the bottom of the screen and press **[Spacebar]**. This is the default Action key; it also opens doors and manipulates your environment. Objectives may include bugging phones, disarming bombs, or arresting people. To do all of these, walk up to the object and press or hold down **[Spacebar]**.

## HOSTAGES

*During some missions, you have to rescue hostages or secure the area around them without killing them. In Raven Shield, the tangos usually execute the hostages under their control if they see your operatives. In addition, other tangos may rush for the hostages and kill them once they see you. When your team rushes into a room with hostages, shoot quickly and carefully so you take down the tangos, but don't hurt the hostages.*

*In some missions, you must escort a hostage or captive to another location. Walk up to the person and he or she automatically follows you. You can use the Action command to order hostages to follow you or order your team to secure and escort the hostages. When hostages are under your control, they are still targets for the tangos. To keep your mission from failing, use extreme caution to ensure the hostages are not killed.*

## STRAFFING AND PEEKING

Strafing and peeking are powerful skills. Using them during a mission can mean the difference between life and death. Tangos wait in ambush as you move around corners. Strafe or peek around corners so you can get in the first shot.

Strafing consists of sidestepping left or right without changing the direction you face—moving laterally while maintaining a facing. When rounding a corner or obstacle, face toward the threat, then strafe *away from* the obstacle. For example, if you must round a corner to the right, face the wall on your right, then strafe left. If a tango waits around the corner, get the enemy in your sights. This saves time and gives you a better chance at a first shot. If you walked to the corner, then turned to face the threat, the time it took you to turn would give the tango a chance to fire first.

Peeking is better than strafing for corners and obstacles such as trees. Rather than move into the open and expose your body, peek to expose only your head, shoulders, and weapon. You can peek more quickly than you can strafe in one direction and back toward another. Tangos are less likely to notice a peeking operative than one strafing into view, and you offer a smaller target.

### TIP

**If you want to slowly peek around a corner or change stance, hold down Left **[Ctrl]**. Move your mouse up or down to change your stance, or left or right to lean in the respective direction. This is useful when you don't want to stick your head around a corner or are trying to shoot out of a low window that is between crouching and standing height.**

## USING WEAPONS AND EQUIPMENT

### FIREARMS

The weapons in *Raven Shield* are modeled after weapons counterterrorist groups use. (Chapter 3 covers weapons in detail.)

During missions, a targeting reticule (a red dot with four lines extending in the four compass directions) is in the center of your view. The reticule indicates where your rounds will hit. Although the center remains the same, the four short lines moving out from the circle reflect the area where your bullets will strike as your accuracy changes. Keep this area as small as possible.

Factors affecting accuracy include health, distractions, and taking hits. As your operative tires or becomes wounded, his or her accuracy decreases for the rest of the mission. Distractions such as flashbangs and tear gas temporarily decrease accuracy.

To fire a gun, left-click the mouse. You may select a rate of fire—the number of rounds you fire each time you click the mouse—for any gun. Each gun has a safety and a single-shot or semi-automatic setting. When the safety is on, the weapon won't fire. The single-shot setting fires one round each time you pull the trigger (click on the mouse). Most submachine guns and assault rifles have two additional settings—three-round burst and full automatic. Three-round burst fires three rounds and stops each time you click on the mouse. Full automatic fires as long as you hold down the fire button, until the clip is empty. To change a weapon's rate of fire, press **[B]**.

Each firearm affords its own level of accuracy. A pistol is less accurate than a rifle because of its shorter barrel. Rate of fire also affects accuracy. For example, when firing at full automatic, the first few rounds will hit the target, but remaining rounds will scatter. This is the reason for the three-round burst setting: accuracy decreases after three rounds are fired. When a gun fires once, its recoil alters a weapon's aim. Multiple recoils in a short amount of time during full-automatic firing change the aim. All rounds of a three-round burst should hit the target, then the shooter can correct the aim and fire again. Full automatic is suited only for spraying a lot of bullets into an area when accuracy and ammunition aren't concerns. A round that misses its target will still hit *something*. Take care that hostages and team members aren't on the receiving end of your stray bullets.

#### TIP

**The three-round burst is the ideal rate of fire for missions. It's as accurate as single-shot, yet it packs a punch that will knock down a target. Use full automatic only when you want to hose down an area with lead and you have ammunition to spare.**

A shooter's motion affects accuracy. It's harder to keep your firearm trained on a target when you're walking than when you're standing still; running increases the difficulty. When you move, your weapon moves up and down and side to side with your body. Forward and backward motion decrease accuracy, turning impacts it most. Avoid turning, and sidestep when you fire.

At times, especially when shooting at medium to long range, you want to get a closer view of your target to help you aim better. Most weapons (except pistols and some submachine guns) allow you to use a zoomed-in sniper view. Press Left **[⇧ Shift]** to zoom the view in and out. Sniper rifles have two zoom levels. Use Left **[⇧ Shift]** twice to zoom in to the maximum.



When you run out of ammo, or if your clip gets low, press **[Z]** to change clips and reload. For shotguns, each time you press **[Z]** you load only a single shell, not an entire clip.

**NOTE:** While zoomed in, your peripheral vision is decreased by the tunneling effect.



**TIP**

If you change out a clip before it is empty, your character does not throw it away. It is counted in the number of clips remaining. During a mission with a lot of shooting, you may load a new clip only to find out it is half empty. This happens when you use all your full clips and only have the partially filled clips remaining.

## GRENADES

You throw grenades instead of firing them. When you select a grenade, no matter what type, the reticule changes to a large circle. To throw a grenade, select it as your active weapon, then press the left mouse button. When you release, the grenade is thrown. For an underhand toss, hold down **[Alt]** as you throw.

You have three seconds from the time you release the grenade until it detonates, so you can throw them around a corner or bounce them off a wall so they land out of sight before they go off. Frag grenades do not come back at you—they kill friend and foe alike.

## BREACHING

Some missions involve combat in urban environments, and nearly all require your teams to enter buildings. Learn how to enter buildings using breaching devices and explosives.

When you confront a closed door, you must choose how to open it. To open a door normally, walk to it and press **[Spacebar]**. It takes a few seconds to open. If it doesn't open, it's locked. If silence is key to a mission, let your character pick the lock. You do this the same way you open the door; it just takes longer. A lock pick kit—either your character's or another team member's—shortens the time it takes to pick a lock.

When stealth isn't a factor, you have more choices. Blasting a door's lock with a shotgun opens it easily. Or use a breaching charge. This involves placing small amounts of explosives around a door, then detonating them to blow it in, removing the door and briefly stunning those beyond it. To use a breaching charge, select it as your active item. Move to a door and click the mouse. It takes time to place a charge: Step back and click the mouse to detonate it. Switch to a gun before running into the room. The blast often stuns enemies on the other side of the door. Use this to your advantage when entering a room.

**TIP**

In a pinch, use a frag grenade to blast open a door. Unlike the breaching charge, a grenade explodes in all directions. Take cover after you throw a grenade at a door.

### HEARTBEAT SENSORS

When you select the heartbeat sensor, you look through what looks like a pair of binoculars. Nearby persons, hostile and friendly alike, show up as white circles representing their heartbeats. The range for the sensor is limited, but it can be used to scan levels above and below the one you are currently on.

### TEAM GEAR

You carry four items as part of your operative's gear. The primary weapon is your default and consists of a rifle, submachine gun, carbine, or such. The secondary weapon is usually a pistol. You have two equipment slots that can carry grenades, kits, explosives, a heartbeat sensor, or other items. To select a weapon or item during a mission, use the appropriate key listed below.

- 1 Primary weapon
- 2 Secondary weapon
- 3 Equipment slot 1
- 4 Equipment slot 2

### WEAPONS STATUS

Monitor the status of your weapons with the weapons display in the screen's bottom left corner. This lists your selected weapon, the number of rounds in the clip, how many clips you have remaining, and your rate of fire.

### NIGHT-VISION GOGGLES

Each of your operators carries a pair of night-vision goggles (NVGs). These are useful for night missions or while operating in dark areas. To activate the goggles, press **[5]**. The screen changes to a black and green display with a circular view area. When using NVGs, you lose part of your peripheral vision, but the goggles let you see the enemies in conditions where they cannot see you. NVGs can also be used with weapons sights, so if you are using a sniper rifle or other weapon with a zoom capability, you can still operate in the dark.

#### TIP

Night-vision goggles are useful during the day. Tangos sometimes hide in shadows, in dimly lit corners, or tunnels. Even though the lights are on, use your NVGs to get a better view of the situation.

### THE MAP

To bring up the map screen during a mission, press **[G]**. Maps show your location and the waypoints from planning. These waypoints form a path in a line matching the color of the team. These paths lead your teams to their objectives.

## GIVING ORDERS TO YOUR TEAM

During a mission, you control one operative at a time. The other members of your team follow you around while other teams execute the orders given to them during the mission's planning phase (see Chapter 4 for more information on planning a mission). However, you may need to take control of different operatives or different teams during the course of a mission. Pressing (Home) or (End) (or (6) or (7)) cycles through the members of your selected team. This is useful when you need to use an item one of your teammates is carrying. You can also take control of your other teams by cycling through the different teams with (Page Up) and (Page Down).

Normally, the members of your team follow you through the mission. At times, you may want to give them specific orders, such as opening a door, clearing a room, arresting a tango, securing a hostage, disarming a bomb, etc. Simple orders like opening a door can be given by pressing the Action key ((Spacebar)) while the action icon at the bottom of the screen is gray. When it is white, your character performs the action. For more advanced actions, such as throwing a grenade or opening a door and clearing the room, hold down the Action key until a menu pops up. Move the mouse up, down, left, or right to highlight the order, then click to select and give the order. For orders using grenades, clicking leads to a second menu where you select the type of grenade to be used. If you right-click on the order instead of left-clicking, you assign a Code Zulu to it. Instead of performing the order right away, your team waits for Zulu to be given. Using this function, you could switch between teams and give them all specific orders for a Go Code while executing the mission—even if you did not plan for it. In fact, Zulu cannot be used during planning. It is the on-the-fly code, giving you greater control of your teams during a mission.

## THE TRAINING MISSIONS

Now that you have an understanding of the different things you can do in *Raven Shield*, try it out during the training missions. The game includes nine different missions that cover the basic skills needed to control your operative, and the close-quarters battle tactics you need for taking on tangos and rescuing hostages.

### BASICS

In this training mission, you learn to control your operative. Aside from moving forward and back, running, and strafing, you also crouch and crawl under obstacles, climb up and down ladders, and practice peeking around corners. One of the coolest features is Fluid Movement. Holding down (Ctrl), then moving the mouse raises or lowers your stance incrementally and lets you peek as little or as much as you want. This is great for avoiding attention and getting into the right position. Use the mouse wheel to open doors a bit at a time as well. When you open a door a crack, you can throw a grenade into the next room without exposing yourself.



Crawl beneath these obstacles.

## CHAPTER 1: BASIC TRAINING AND CLOSE-QUARTERS BATTLE TACTICS



Slowly open doors with the mouse wheel.



Fluid Movement allows you to peek and change posture bit by bit.

### SHOOTING

This training mission takes place in an indoor range and outdoors. Inside use the pistols, submachine guns, and shotguns. Once you know how each operates, head through the back door to the outdoor ranges. Here you get to practice with assault rifles, light machine guns, and sniper rifles. Try the zoom function by pressing **⇧ Shift**. For weapons with scopes, such as sniper rifles, this key brings up your scope instead.

#### TIP

Red barrels will explode if you shoot at them.



Notice that the shotgun reloads one shell at a time.



The sniper rifle lets you fire at long-range targets.



The light machine gun is more stable for long bursts while you are prone.

## EXPLOSIVES

The Explosives training mission is fun and a good way to practice. Spend some time throwing grenades. Try overhand throws (left-click), underhand tosses (Alt), and throw grenades through windows at different ranges and heights. Also, practice with breaching charges, claymores, and explosive charges.



Throw grenades through windows.



The underhand toss is great when you want to put a grenade around a corner or over a short obstacle.



Shatter doors with the breaching charge.

## ROOM CLEARING 1

Work on your room-clearing skills. In this training mission, you control a single team. Practice opening doors and throwing in flashbangs to stun the tangos before rushing in. Also, give orders to your team such as opening a door and clearing the room. This is realistic training, and the opposition shoots back. If your operatives are hit, they are out for the rest of the mission. Order your teammates to regroup (R) after giving an order to clear a room. Otherwise, they will stay where they were after they completed your order.



Get ready to take down tangos when you open the door.



## CHAPTER 1: BASIC TRAINING AND CLOSE-QUARTERS BATTLE TACTICS



Give your teammates orders to open a door and clear out a room. They'll do a good job.



If a tango surrenders, do not kill him. Instead, order a teammate to arrest and secure the tango.

## ROOM CLEARING 2



A teammate throws a flashbang into a room.



Both teams rush into a room at the same time.

This is similar to the previous training mission, but you now have two teams. Use Go Codes to order the other team to start the mission, then assault the same room as you, hitting it from opposite sides and overwhelming the tangos inside. Use the map (G) to keep track of the other team's location.



## ROOM CLEARING 3



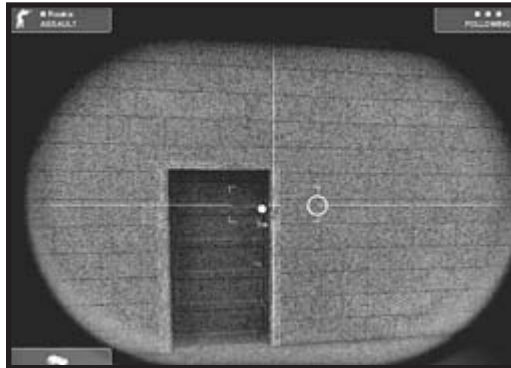
Gold Team is on the second floor.



Take out two tangos from the first window while holding for Bravo.

This time, you get a third team with a sniper. It is on a second floor and helps cover your two teams as they move through their waypoints clearing rooms. The new command you learn here is the sniper release. Sniper teams begin with orders to hold fire. Pressing **T** releases this hold and allows snipers to fire at will. After playing this mission as one of the assault teams, switch to the sniper team and try out this role.

## HOSTAGE RESCUE 1



The heartbeat sensor lets you see what is in the other room.



Give Code Zulu to your team so it rushes in and clears the room at the same time as Green Team does at Bravo. Remember to give both codes.

By now you should have room clearing down. However, during many of your missions, you have to rescue hostages. This means that when you clear a room, do not kill the hostage and clear the room quickly so the tangos do not have time to kill the hostage.

In this mission, you have a heartbeat sensor and breaching charges to test out. The heartbeat sensor gives you an idea of the locations of people in the next room, but you don't know which is the tango and which is the hostage. Use flashbangs to stun the tangos before rushing in. Escort the hostages to the extraction zone at the end of the mission.

## HOSTAGE RESCUE 2



Don't shoot the hostage while clearing the room.



Escort the hostages to the extraction zone.

This training mission adds a second team. It is like clearing rooms, but with the added risk of hostages. Use the Go Codes to send both teams rushing into rooms with hostages. See how well this tactic works in clearing a room before the tangos can execute the hostages.

## HOSTAGE RESCUE 3



Throw a flashbang into a room before giving the Go Codes to send both teams rushing in.



Use a breaching charge to break open a door and stun the tangos inside.

For this training mission, a sniper has been added to assist your two assault teams. Think of this as your final test. Once you can handle this, you are ready for the campaign missions.



# 2

## THE RAINBOW OPERATIVES

*This chapter covers each RAINBOW operative, providing background, personal information, attributes, and suggestions for how to best use him or her.*

### ATTRIBUTES

Attributes fall into two categories—profile and skill. Profiles are inherent or learned attributes that demonstrate psychological makeup and physical endurance. Skills, on the other hand, are learned attributes that relate to using equipment or to movement. The attributes are rated on a scale of 1 to 100.

#### PROFILE

**Aggression:** An operative's basic nature. This comes into play only when an operative “snaps,” or loses self-control. Aggressive operatives may use extreme force, endangering hostages and teammates. In similar circumstances, a passive operative may freeze, or panic and run away.

**Leadership:** Teamwork and self-control attributes. Leaders with low leadership ratings reduce the values of those under their command. The higher the value, the better the bonus. Leadership applies whether the team leader is human or computer-controlled.

**Self-control:** Likelihood that a nonplayer operative will snap during combat. After an operative snaps, his or her level of self-control determines the outcome.

**Stamina:** How many wounds it takes to incapacitate an operative.

#### SKILL

**Assault:** Operative's base accuracy with pistols, shotguns, submachine guns, and rifles, and how actions such as movement and firing affect that accuracy.

**Demolitions:** How long it takes an operative to place a demolition kit, set a breaching charge, or disarm a bomb, and how many shots it takes to breach a locked door with a shotgun. High demolition value means faster time and fewer shotgun blasts.

**Electronics:** Time it takes an operative to place bugs, pick locks, bypass security systems, and splice video.

**Grenades:** Operative's fragmentation grenade and flashbang accuracy and throwing time.

**Sniper:** Operative's base accuracy when using a sniper rifle or a rifle in sniper view or mode.

**Stealth:** How much noise operatives make as they move. The higher the value, the quieter the operative. Those with low stealth values can be heard walking slowly on normally quiet surfaces.

## SPECIALTIES

Each operative has a specialty—an area of expertise reflecting additional training and experience—and shows values for related attributes.

**Assault:** Operatives with the assault specialty have good firearms values. Use them for taking out terrorists and performing other combat actions.

**Demolitions:** Operatives with this specialty are great for breaching doors and creating access for teammates. Use them for defusing bombs and other explosives. They have high demolitions and grenade values.

**Electronics:** Electronics specialists are trained to plant bugs, deactivate security systems, etc. Keep them out of firefights; only two operatives have this specialty.

**Recon:** Use recon operatives for surveillance and scouting. Their job is to locate the enemy without being detected, so their stealth values are high. They usually have high firearms values, but keep them out of the fray when you can.

**Sniper:** These operatives are skilled at sniping and have high stealth values. Use them only for sniping tasks, and give them a good sniper rifle.

## ARNAVISCA, SANTIAGO

### PERSONAL INFORMATION

Nationality: Spanish

Specialty: Assault

Date of Birth: 01 January 1968

Height: 186 cm

Weight: 81 kg

Hair: Brown

Eyes: Blue

Gender: Male

### ATTRIBUTES

Aggression: 72

Leadership: 81

Self-control: 94

Stamina: 83

Assault: 100

Demolitions: 24

Electronics: 34

Grenades: 65

Sniper: 49

Stealth: 82



### BACKGROUND

Born in Málaga, Spain. Although the family's holdings were greatly reduced under Franco's rule, the Arnaviscas still control large tracts of farmland around Córdoba and the Guadalquivir river valley. The second youngest son in a family of eight, his eldest brother is a deputy in the Adalucian Parliament. Attended



University of Seville, 1983–88. Joined the Guardia Civil upon graduation. Served as a brigade commander 1994–96 in the Western European Union (WEU) administration of Mostar in Bosnia, where he was instrumental in rebuilding the local police force. In 1997 he was recruited by the Guardia Civil's counterterrorism unit, the Unidad Especial de Intervención (UEI), as part of its focus on the growing threat of terrorist action within the European Union by former citizens of Yugoslavia.

Arnavisca has competed in shooting competitions since he was a child and is an expert marksman. He speaks English, German, and Italian fluently, as well as his native Spanish, and can make himself understood in most other European languages. Despite his aristocratic bearing, he is more comfortable acting as a lieutenant and advisor than a team lead. Extremely tenacious in combat, he has a reputation for maintaining an air of calm detachment no matter how tense the situation.

## NOTES

Arnavisca is a superb marksman and one of the two best operatives with firearms. You can use him as team leader in a pinch, but he serves better in a supporting role. He stays cool during the hottest firefights. Arnavisca is a perfect addition to your team.

## BECKENBAUER, LARS

### PERSONAL INFORMATION

Nationality: German  
 Specialty: Demolitions  
 Date of Birth: 21 August 1953  
 Height: 176 cm  
 Weight: 87 kg  
 Hair: Blond  
 Eyes: Blue  
 Gender: Male

### ATTRIBUTES

Aggression: 55  
 Leadership: 78  
 Self-control: 77  
 Stamina: 81  
 Assault: 76  
 Demolitions: 100  
 Electronics: 91  
 Grenades: 80  
 Sniper: 31  
 Stealth: 72



## BACKGROUND

Born on a farm near Chemnitz on the Czechoslovakian border in what was, at the time, the German Democratic Republic (East Germany). Drafted into the East Germany Army, 1970. Specialized in bomb disposal and demolitions. Assigned to East German Border Patrol, 1971–76. Arrested by the GDR State Security Service (Stasi) in 1976 under suspicion of involvement in several high-profile defections. Released for lack of evidence and discharged from army in 1977. Movements and activities 1977–84 are unknown. The current German government will neither confirm nor deny rumors that he was a member of the Libellen, an underground group held responsible for several bombings of East German governmental offices in and around Berlin in the summer of 1981. Resurfaced in 1985 when he was granted asylum by West Germany after a risky crossing of the Baltic Sea in a small sailboat. Opened Pyrotechno GmbH, a security consulting firm, in 1989. Since then he has built his reputation as Germany's leading expert on explosives and demolitions. Married, 1995. Two children.

Beckenbauer has an encyclopedic knowledge of all types of explosive devices. Years of working with bombs have made him extremely meticulous. He never overlooks any detail of an operation and leaves nothing to chance. In his relations with the rest of the team he is liable to be somewhat cold and distant, but only because he is so completely focused on his job that he considers personal interactions to be a dangerous distraction.

## NOTES

Beckenbauer is RAINBOW's demolitions expert, and he's also proficient in electronics. His other attributes are normal or low. He is no leader and prefers to work alone. Put him in a team that has a strong leader and will engage in minimal combat.

## BOGART, DANIEL

### PERSONAL INFORMATION

Nationality: American  
Specialty: Assault  
Date of Birth: 12 October 1954  
Height: 188 cm  
Weight: 82 kg  
Hair: Black  
Eyes: Blue  
Gender: Male

### ATTRIBUTES

Aggression: 89  
Leadership: 96  
Self-control: 93  
Stamina: 97  
Assault: 98  
Demolitions: 20  
Electronics: 20  
Grenades: 50  
Sniper: 51  
Stealth: 73



### BACKGROUND

Born in Keokuk, Iowa, USA. Father is a local deputy sheriff, mother a homemaker. Two brothers. Attended University of Iowa on a track and field scholarship, 1972–76. Graduated with honors with a degree in law enforcement. Worked for three years as a patrolman in Keokuk police department. Hired in 1980 by the Federal Bureau of Investigation. Member of FBI Hostage Rescue Team 1987–97. Married since 1979. Wife and two teenage children live in Maine, USA.

Bogart is an excellent team lead. He has exceptional tactical skills and situational awareness from his years with HRT. Extremely cool under fire, he is also a crack shot, having won several marksmanship awards during his tenure at the FBI. His low-key demeanor and dry sense of humor have made him a well-liked member of the RAINBOW team.

## NOTES

Bogart is a good choice for team leader. He is proficient with firearms. Use him for your main assault teams.

## BURKE, ANDREW

### PERSONAL INFORMATION ATTRIBUTES

Nationality: British  
 Specialty: Assault  
 Date of Birth: 12 January 1968  
 Height: 176 cm  
 Weight: 72 kg  
 Hair: Red  
 Eyes: Blue  
 Gender: Male

Aggression: 91  
 Leadership: 85  
 Self-control: 75  
 Stamina: 94  
 Assault: 93  
 Demolitions: 75  
 Electronics: 53  
 Grenades: 67  
 Sniper: 36  
 Stealth: 78



### BACKGROUND

Born in Manchester, England. Whereabouts of father unknown. Mother is a secretary at a plastics processing plant in Leeds. Three siblings, two brothers and a sister. Joined Royal Marines in 1986. Two tours of duty with British Special Air Service (SAS), 1989–91 and 1996–99. Awarded Military Cross, 1998. Has taken part in SAS actions in 22 countries on four continents. Further details of his service record are sealed. Unmarried.

Burke is a seasoned veteran of numerous covert operations. While not reckless, he has a strong can-do attitude and unlimited confidence in his abilities. As a leader he is decisive and demanding. He has a quick sense of humor and is likely to keep his team relaxed by telling jokes before the start of a mission. While he has some contact with his immediate family, he considers the service to be his home.

### NOTES

Burke is a well-rounded operative. He has experience in most areas but excels in none. A poor choice for team leader, he serves well in a support role for assault or other teams needing his firearms skills.

## CHAVEZ, DING

### PERSONAL INFORMATION ATTRIBUTES

Nationality: American  
 Specialty: Assault  
 Date of Birth: 27 September, 1967  
 Height: 176 cm  
 Weight: 72 kg  
 Hair: Black  
 Eyes: Brown  
 Gender: Male

Aggression: 95  
 Leadership: 100  
 Self-control: 92  
 Stamina: 97  
 Assault: 100  
 Demolitions: 71  
 Electronics: 67  
 Grenades: 74  
 Sniper: 63  
 Stealth: 100



## BACKGROUND

Born in Los Angeles, California, USA. Joined U.S. Army, 1983. Served with the 7th Infantry Division, 1984–87. Rose to rank of staff sergeant before being recruited by the American Central Intelligence Agency (CIA) in 1987 for narcotics interdiction operations in South America. Discharged in 1988, he became a full-time CIA employee the same year, working under John Clark. Service records for the years 1989–99 are sealed. Earned BS Political Science, George Mason University, 1995, and an MA in International Relations from the same institution, 1999. Married.

Chavez is an excellent light infantry soldier with an exceptional grasp of small-unit tactics and close-quarters battle. Although small in stature, he is powerfully built, agile, and a formidable opponent with a wide range of weapons and in hand-to-hand combat.

## NOTES

Chavez is operational leader of RAINBOW. Put him in command of the team with the most important objectives. He is expert at firearms and stealth, with good experience in several other areas. His high leadership value boosts other team members with lower self-control and teamwork attributes. Put less-experienced operatives on his team. You will want to control Chavez, but because he will follow your orders better than anyone else, you should leave him under AI control.

## DUBARRY, ALAIN

### PERSONAL INFORMATION

Nationality: French  
 Specialty: Electronics  
 Date of Birth: 27 September 1967  
 Height: 174 cm  
 Weight: 66 kg  
 Hair: Black  
 Eyes: Brown  
 Gender: Male

### ATTRIBUTES

Aggression: 72  
 Leadership: 81  
 Self-control: 76  
 Stamina: 91  
 Assault: 84  
 Demolitions: 76  
 Electronics: 100  
 Grenades: 81  
 Sniper: 66  
 Stealth: 73



## BACKGROUND

Born in Chantilly, France. Father is a manuscript curator at a local museum, mother is a journalist. Four sisters and two brothers. Second oldest sister is a prominent professor of mathematics at the University of Paris. Attended the Ecole Supérieure d'Ingénieurs en Electrotechnique et Electronique (ESIEE) in Paris, 1984–89. Graduated with a degree in Electronics Engineering and Computer Science. Joined the Gendarmerie Nationale in 1990 as an officer in the computer crime division. Instrumental in thwarting a 1994 attempt by a group of Algerian nationals to bring down the French Minitel computer network using a virus spread by telephone switching software. In 1996 he was recruited by the Groupe d'Intervention Gendarmerie Nationale (GIGN), France's elite counterterrorist unit, as a specialist in telephony and electronic surveillance. Unmarried.

DuBarry is an expert on computers and computer nets, as well as more conventional forms of surveillance. Although his role in CT actions is usually intelligence gathering and communications, as a veteran of GIGN's extensive combat training he is fully qualified to participate in armed operations. Introverted and thoughtful, and an excellent tactician, he often makes connections that other team members miss. Off duty he is an avid amateur scuba diver and is an officer in the Confédération Mondiale des Activités Subaquatiques (CMAS).

## NOTES

DuBarry is RAINBOW's electronics expert. He's also proficient in the use of firearms and grenades. He'll do well in a team with a good leader. Keep him out of combat when you can; he is one of only two RAINBOW electronics specialists. His death can seriously hamper future missions.

## FILATOV, GENEDY

### PERSONAL INFORMATION

Nationality: Russian  
 Specialty: Assault  
 Date of Birth: 12 February 1964  
 Height: 183 cm  
 Weight: 84 kg  
 Hair: Blond  
 Eyes: Hazel  
 Gender: Male

### ATTRIBUTES

Aggression: 82  
 Leadership: 82  
 Self-control: 87  
 Stamina: 83  
 Assault: 91  
 Demolitions: 62  
 Electronics: 36  
 Grenades: 85  
 Sniper: 59  
 Stealth: 70



## BACKGROUND

Born in Pskov, Pskovskaya Oblast, Russian Federation. No information on family available. Served in army of former Soviet Union, 1981–85, including tour of duty in Afghanistan. Recruited by Alfa counterterrorist group in 1987. Operated in all major territories of the former Soviet Union and eastern Europe. Resigned from Alfa in 1991 in response to that organization's ambiguous response to the failed Soviet coup. Director of operations for private security firm, 1991–96. Returned to Alfa during its 1997 restructuring under the Russian Federal Security Service. Married, no children.

Filatov is a solid counterterrorism operative. Although his training and background are unorthodox by western standards, he has a wealth of real-world experience from his years in the security forces of the former Soviet Union, plus numerous contacts across eastern Europe and Asia. His steady nerves and methodical approach to any threat make him a particularly valuable asset in combat situations. Team commanders should not be misled by his world-weary manner; he is not a pessimist but a realist, and he prides himself on being the voice of reason and conservatism in any debate.

## NOTES

Filatov is an average operative with good values in all attributes except electronics. Although he is not a leader, he does well in a support role.



# GALANOS, KURE

## PERSONAL INFORMATION

Nationality: Greek  
 Specialty: Sniper  
 Date of Birth: 25 July 1975  
 Height: 167 cm  
 Weight: 58 kg  
 Hair: Black  
 Eyes: Brown  
 Gender: Female

## ATTRIBUTES

Aggression: 100  
 Leadership: 88  
 Self-control: 90  
 Stamina: 90  
 Assault: 50  
 Demolitions: 45  
 Electronics: 22  
 Grenades: 83  
 Sniper: 96  
 Stealth: 99



## BACKGROUND

Born in Nicosia, Cyprus. Galanos was thrust into the ethnic tensions on Cyprus from an early age, when her family lost their homes during widespread clashes between Turkish and Greek rioters. The Galanos family, while never physically harmed by the tensions, continued to suffer difficult times for many years due to the unrest. Eventually they fled the city, and Galanos's father, an ex-ELDYK sniper, taught her his trade in extended hunting trips through the center of the island. Galanos attempted to join the Greek MYK force, but was denied because of her gender. Instead, she joined the civilian police force and quickly rose to prominence as a sniper with a reputation for precise shooting in less than optimal conditions.

Galanos is, at times, a sheer force of nature. What she cannot achieve by skill alone, she often completes by force of will. Teammates often claim her piercing gaze does more damage than her bullets. She displays no antipathy towards Turks, or indeed any other nationality or criminal. She treats assignments as problems to be solved, and solves them with a single, clean trigger pull.

## NOTES

Galanos is one of the best snipers, and she stays cool no matter what. This attribute is important to snipers because excitement ruins their accuracy.



## HAIDER, KARL

### PERSONAL INFORMATION

Nationality: Austrian  
 Specialty: Assault  
 Date of Birth: 10 September 1975  
 Height: 196 cm  
 Weight: 117 kg  
 Hair: Black  
 Eyes: Blue  
 Gender: Male

### ATTRIBUTES

Aggression: 100  
 Leadership: 75  
 Self-control: 71  
 Stamina: 96  
 Assault: 89  
 Demolitions: 42  
 Electronics: 55  
 Grenades: 71  
 Sniper: 61  
 Stealth: 74



### BACKGROUND

Born in Graz, Austria. Father is a petroleum distributor, mother a homemaker. Two siblings, a brother and a sister, both still in school. Joined the regular Austrian army in 1992. Transferred to Gendarmerieeinsatzkommando Cobra (GEK Cobra) in 1996. Trained with Germany's GSG-9 and Israel's Sayeret Mat'kal. Participated in GEK Cobra raid on Deissenmayr GmbH headquarters in Vienna in 1998, and was credited with single-handedly saving the lives of seven hostages. Married 1999, no children.

In combat situations Karl is unstoppable. He is extremely aggressive and will not hesitate to use whatever methods are necessary to complete his mission. He is fanatical about protecting the lives of hostages and innocent bystanders, even to the point of jeopardizing his own life. Off the job he is soft-spoken and private, but has an iron determination.

### NOTES

Haider is one tough soldier, but he needs a strong leader. He provides good support for Chavez's team.

## HANLEY, TIMOTHY

### PERSONAL INFORMATION

Nationality: Australian  
 Specialty: Assault  
 Date of Birth: 14 April 1965  
 Height: 187 cm  
 Weight: 85 kg  
 Hair: Blond  
 Eyes: Brown  
 Gender: Male

### ATTRIBUTES

Aggression: 93  
 Leadership: 86  
 Self-control: 84  
 Stamina: 100  
 Assault: 91  
 Demolitions: 75  
 Electronics: 65  
 Grenades: 84  
 Sniper: 43  
 Stealth: 85



## BACKGROUND

Born in Margaret River, Australia. Father is a winery foreman, mother is a homemaker. Two siblings, a brother and a sister. Attended Australian Defense Forces Academy in Canberra, 1983–87. Upon graduation was recruited into newly formed 1st squadron of the Special Air Service Regiment (SASR), and remained with this unit when it was reorganized into the Australian Tactical Assault Group (TAG) shortly thereafter. His entire career has been with TAG, with the exception of one tour of duty with the Australian Intelligence Corp (AustInt), 1993–96. Has led counterterrorist teams on three continents and cross-trained with the U.S. Delta Force and British Special Air Service. Unmarried.

Hanley is a career CT officer. He is a veteran of dozens of assaults and approaches even the most dangerous missions with the easy-going good humor that has become his hallmark. Off duty he is an experienced backpacker and mountaineer, and has taken part in amateur expeditions to many of the world's major peaks. He is in superb physical condition and has demonstrated an ability to endure even the most extreme physical hardship.

## NOTES

Hanley is another good support operative with good values across the board. In a pinch, you can use him for demolitions work.

## JOHNSTON, HOMER

### PERSONAL INFORMATION

Nationality: American  
 Specialty: Sniper  
 Date of Birth: 23 August 1972  
 Height: 183 cm  
 Weight: 73 kg  
 Hair: Blond  
 Eyes: Brown  
 Gender: Male

### ATTRIBUTES

Aggression: 89  
 Leadership: 83  
 Self-control: 87  
 Stamina: 98  
 Assault: 42  
 Demolitions: 55  
 Electronics: 50  
 Grenades: 70  
 Sniper: 100  
 Stealth: 100



## BACKGROUND

Born in Boise, Idaho, USA, on 23 August 1972. Father local logger, mother secretary at lumber mill. Brought up in true mountain man fashion, he shot his first deer at age 10. Former Green Beret and Delta member. Part of 101st AirMobile Fort Campbell, Kentucky, he found his way into Black Ops by 1989. Definitive distance runner, relies on stealth and speed to set up his sniper locations. Expert with all forms of rifles. Spends free time hunting with Weber and spending time with his parents. Unmarried.

## NOTES

Johnston is one of RAINBOW's snipers. As such, he has great sniper and stealth skill levels. With the PSG-1 rifle, he's deadly at long range. Assign Johnston to a team that must pick off tingos from a distance. He'll give you a new understanding of the sniper motto, "One shot, one kill."

## LOFQUIST, ANNIKA

### PERSONAL INFORMATION

Nationality: Swedish  
 Specialty: Electronics  
 Date of Birth: 02 November 1966  
 Height: 179 cm  
 Weight: 68 kg  
 Hair: Blond  
 Eyes: Blue  
 Gender: Female

### ATTRIBUTES

Aggression: 80  
 Leadership: 92  
 Self-control: 77  
 Stamina: 82  
 Assault: 85  
 Demolitions: 61  
 Electronics: 97  
 Grenades: 69  
 Sniper: 58  
 Stealth: 69



### BACKGROUND

Born in Göteborg, Sweden. Father was a retired admiral in the Swedish Navy, now deceased. Mother is a professor of Romance languages at Göteborg University and is active in Miljöpartiet de Gröna, the Swedish Green Party. Three brothers. The entire family sails avidly. Attended Stockholm University 1984–87, graduated with a BS in Physics. After a stint as an engineer with the Swedish semiconductor giant Microelektronik AB (1988–92), Lofquist joined the Stockholm police force as an expert on electronic surveillance. In 1994 she was recruited into Ordningspolisens Nationella Insatsstyrka (ONI), the national rescue unit of the Stockholm Police Department. From 1997 to 1999 she led ONI intelligence and surveillance teams in over a dozen different counterterrorist actions, including the high-profile 1998 Red Cell occupation of the trading floor of the Stockholm futures exchange. Unmarried.

Lofquist is an electronics genius. Her name is on 14 different patents held by Microelektronik, her old employer, and she continues to consult with their engineers while serving as a member of the RAINBOW team. Most of her innovations have been in the area of electronic eavesdropping. She is extremely confident and courageous, although at times her lack of military training can lead her to overestimate her ability to handle a situation. Off duty she keeps to herself, living alone on a sailboat in Saltsjobaden outside Stockholm.

### NOTES

Lofquist is proficient in electronics and makes a good team leader. She is good with a gun, but as with DuBarry, keep her safe.



## LOISELLE, LOUIS

### PERSONAL INFORMATION

Nationality: French  
 Specialty: Assault  
 Date of Birth: 06 June 1968  
 Height: 178 cm  
 Weight: 68 kg  
 Hair: Black  
 Eyes: Brown  
 Gender: Male

### ATTRIBUTES

Aggression: 90  
 Leadership: 85  
 Self-control: 100  
 Stamina: 85  
 Assault: 94  
 Demolitions: 49  
 Electronics: 70  
 Grenades: 70  
 Sniper: 50  
 Stealth: 78



### BACKGROUND

Born in Paris on 6 June 1968, married to Elaine, three years. Father is a former commercial pilot, mother is a clerk at local a department store in Montpellier. Former member of the French Parachute Division, he was detailed to DGSE. Part of action group Service 7. Involved in tactical espionage and counterespionage throughout Europe. Began training DGSE recruits in 1985. On assignments he is a utility player, and he doesn't get shaken easily. He is a marksman with pistols and rifles, although he is experienced in all forms of counterterrorism. He spends most free time reading and spending time with his wife.

### NOTES

Loiseau is a good choice for an assault team in the support role. He'll cover your back during a mission, and he stays calm, even in hectic situations. Place him in a team's second slot.

## MALDINI, ANTONIO

### PERSONAL INFORMATION

Nationality: Italian  
 Specialty: Recon  
 Date of Birth: 14 October 1966  
 Height: 179 cm  
 Weight: 68 kg  
 Hair: Blond  
 Eyes: Blue  
 Gender: Male

### ATTRIBUTES

Aggression: 50  
 Leadership: 60  
 Self-control: 80  
 Stamina: 95  
 Assault: 90  
 Demolitions: 65  
 Electronics: 65  
 Grenades: 50  
 Sniper: 38  
 Stealth: 100





## BACKGROUND

Born in Milano, Italy. Father is the manager of a textile factory, mother is a homemaker. Five siblings. Attended Università degli Studi di Ferrara, 1984–88. Graduated with a degree in Chemistry. Joined L'Arma dei Carabinieri in 1989 and after completing training was assigned to the Comando Carabinieri Antidroga, the Carabinieri's antinarcotics agency. Transferred in 1995 to the Gruppo Intervento Speciale (GIS), Italy's elite counterterrorist team. Married since 1990. Three children.

Maldini's specialty is stealth. At GIS his ability to occupy positions undetected by the enemy resulted in the nickname "The Invisible Man." He is in excellent physical condition and is exceptionally quick on his feet. His demeanor is calm and somewhat aloof. Although a solid team member, he is too introspective to be a truly effective commander. Off duty he is an amateur marathoner and has competed in races across Europe. Extremely intelligent and well-spoken.

## NOTES

Maldini is stealthy and can sneak up on enemies undetected. Use him for quiet strikes and to gain intelligence on enemy locations. He is no leader, but is useful in a support role or alone.

## McALLEN, ROGER

### PERSONAL INFORMATION

Nationality: Canadian  
 Specialty: Demolitions  
 Date of Birth: 06 June 1964  
 Height: 185 cm  
 Weight: 95 kg  
 Hair: Brown  
 Eyes: Hazel  
 Gender: Male

### ATTRIBUTES

Aggression: 70  
 Leadership: 70  
 Self-control: 70  
 Stamina: 98  
 Assault: 96  
 Demolitions: 97  
 Electronics: 71  
 Grenades: 100  
 Sniper: 65  
 Stealth: 70



## BACKGROUND

Born in Toronto, Ontario, Canada. Father is a senior officer with the Royal Bank of Canada. Mother is deceased. One sister, still a resident of Toronto. Joined the Canadian Army as a field engineer, 1981. Served one tour of duty, 1981–85. Received advanced training in both combat diving and explosive ordnance disposal. Upon discharge joined the Royal Canadian Mounted Police (RCMP) and in 1988 became a member of the Special Emergency Response Team (SERT), the RCMP's elite counterterrorism unit. When SERT was disbanded in 1993, he helped coordinate the transition of counterterrorist responsibilities to the Canadian Armed Forces' newly formed Joint Task Force Two (JTF-2). McAllen re-enlisted in 1994 and became a full member of JTF-2 the same year. He has participated in counterterrorist actions on three continents, including the JTF-2 extended operations in 1996–97 against war criminals in Bosnia. Married in 1984, divorced in 1992. One child, a daughter, born 1986, lives with her mother in London, Ontario.

McAllen is a specialist in multiple areas. He is an excellent shot and is extremely aggressive in combat situations, making him a good choice as a member of an assault team, but he also has extensive experience with bomb disposal and demolitions. He is an amateur power-lifter, and his strength and stamina make him a formidable opponent. Team leads should be warned that he performs better in a subordinate rather than a command position. He has a hearty, good-natured manner and spends his off-duty time socializing with a wide circle of friends, most of them current or ex-military men.

## NOTES

McAllen is proficient in demolitions and firearms and expert with grenades. Although he is not a leader, he is helpful as support when breaching doors and for additional firepower.

## MORRIS, GERALD

### PERSONAL INFORMATION

Nationality: American  
Specialty: Demolitions  
Date of Birth: 24 December 1965  
Height: 186 cm  
Weight: 96 kg  
Hair: Black  
Eyes: Brown  
Gender: Male

### ATTRIBUTES

Aggression: 40  
Leadership: 72  
Self-control: 80  
Stamina: 79  
Assault: 80  
Demolitions: 99  
Electronics: 54  
Grenades: 97  
Sniper: 63  
Stealth: 71



### BACKGROUND

Born in Birmingham, Alabama, USA. Father is a retired furniture salesman, mother is a homemaker. Two younger sisters, both still living in Birmingham. Valedictorian of his high school class, National Merit Scholar, 1982. Attended Rice University in Houston, Texas, 1983–87, graduating with a BS in Material Science and a BA in Russian Literature. Joined the American Bureau of Alcohol, Tobacco and Firearms (BATF) in 1988 as an agent in the Explosives Division. Earned an MS in Inorganic Chemistry from the University of New Orleans during a leave of absence from BATF, 1992–94. His thesis, “Applications of Micro-stress Analysis in Accelerant Identification” is considered to be a landmark in the forensic analysis of bomb debris. Upon return to active duty in 1995, he was assigned to the BATF’s International Response Team (IRT). Since 1998 he has been on extended assignment in South Korea with the Korean counterterrorism task force, the National Police 868 Unit, training them in techniques of bomb detection, bomb disposal, and post-bombing investigation. His wife and two daughters currently live in Seoul, South Korea.

Morris is a team player who likes his operations to run strictly by the book. His primary specialty is forensics, but he is also an expert at the setting and disarming of all types of explosive devices. Although he knows a fair amount about conducting counterterrorist assaults from his years working with the 868 Unit, in hostage situations he prefers an indirect approach. Morris likes to spend his off-duty hours with his family. In his spare time he collects antique blues recordings and memorabilia.

## NOTES

Morris is good with demolitions and grenades. Use him for support, much as you would McAllen.

## MURAD, JAMAL

### PERSONAL INFORMATION ATTRIBUTES

Nationality: Egyptian

Specialty: Assault

Date of Birth: 03 April 1971

Height: 170 cm

Weight: 74 kg

Hair: Black

Eyes: Black

Gender: Male

Aggression: 99

Leadership: 86

Self-control: 99

Stamina: 65

Assault: 87

Demolitions: 16

Electronics: 50

Grenades: 78

Sniper: 42

Stealth: 88



## BACKGROUND

Born in Bani Suwayf, Egypt. Murad is the son of an influential moderate Muslim cleric, and he grew up learning a great deal about both the religious and secular worlds. To the dismay of his pacifistic parents, Murad joined the Egyptian armed forces rather than continue his scholarship. Privately upset by the reputation of Egypt's Unit 777, Murad set out to change the organization from within. His contacts with U.S., British, and German training units convinced him there was a better way, but that Egypt would not be taking that path soon enough for him. His exceptional skills, both linguistic and military, landed him a frequent cross-training position with SAS, where he came to the attention of RAINBOW.

In combat, Murad is a swift and lethal presence. Once he has committed a plan to memory, nothing stands in his way to accomplish that plan. Prior to the mission, Murad questions every detail of every plan, often infuriating the planning officers, but ensuring that every possible consequence and complication has been well thought out. His insistence that there is a Right Way has won him many admirers, if few friends.

## NOTES

Murad is great as an assault team member. However, his leadership skills are not as high as others, so put him in second or third position in a team.



# NARINO, EMILIO

## PERSONAL INFORMATION

Nationality: Colombian  
 Specialty: Sniper  
 Date of Birth: 12 January 1967  
 Height: 164 cm  
 Weight: 82 kg  
 Hair: Black  
 Eyes: Brown  
 Gender: Male

## ATTRIBUTES

Aggression: 95  
 Leadership: 80  
 Self-control: 54  
 Stamina: 84  
 Assault: 39  
 Demolitions: 60  
 Electronics: 56  
 Grenades: 67  
 Sniper: 97  
 Stealth: 90



## BACKGROUND

Born in Cartagena, Colombia, Narino's early activities are shrouded in mystery, a situation he enhances with conflicting stories regarding his training and upbringing. At various times, Narino has claimed to be the nephew of a Colombian drug lord, a failed university professor, an ex-police officer, and a freedom fighter. Most team members believe that he learned his trade as a CIA assassin, a belief that Narino alternately encourages with outrageous stories or flatly denies with cold stares. Regardless, everyone agrees that Narino is a cool and composed marksman with a disquieting ability to sneak into exposed positions without being seen.

Narino is a study in unpredictable mood swings. One minute joking and talkative, the next tight-lipped and silent. This never interferes with his professionalism on the job, but it has kept Narino at arm's length from the easy camaraderie pervading most of the team. This distance is especially noticeable during planning sessions, where he doesn't contribute unless it is to point out an unorthodox sniping position.

## NOTES

Narino is a good, capable sniper. Use him if the other snipers need to rest because they are fatigued by the last mission.

# NORONHA, ALEJANDRO

## PERSONAL INFORMATION

Nationality: Brazilian  
 Specialty: Assault  
 Date of Birth: 08 June 1959  
 Height: 175 cm  
 Weight: 70 kg  
 Hair: Brown  
 Eyes: Brown  
 Gender: Male

## ATTRIBUTES

Aggression: 91  
 Leadership: 91  
 Self-control: 91  
 Stamina: 82  
 Assault: 94  
 Demolitions: 50  
 Electronics: 32  
 Grenades: 75  
 Sniper: 56  
 Stealth: 73



## BACKGROUND

Born in Belo Horizonte, Brazil. His late father ran an import business. His mother is a homemaker. One older brother, two younger sisters. Attended college at the Brazilian military academy, Colégio Militar do Rio de Janeiro (CMRJ), 1977–81. Served two terms of duty with the regular Brazilian army before being recruited into the Counter-Terrorist Detachment (CTD) of the 1st Special Forces Battalion in 1987. Since 1995 he has commanded one of CTD's three squadrons. He has cross-trained with the U.S. Delta Force, Chile's Unidad Anti-Terroristas (UAT), Argentina's Brigada Especial Operativa Halcon, and Colombia's Agrupacion de Fuerzas Especiales Urbanas (AFEU). In 1997 he was one of a group of senior Brazilian CTD operators who assisted the Peruvian armed forces in ending the occupation of the Japanese embassy by the Tupac Amaru Revolutionary Movement (MRTA). Married since 1985. His wife and two daughters live in Rio de Janeiro.

Noronha has spent the majority of his military career as a CT operator. He is well-known in the CT community, particularly in North and South America, and has a reputation as a stern taskmaster. Although he has conducted actions in a wide variety of terrain and circumstances, he is particularly proficient in jungle operations and long-range intelligence gathering. In combat situations he is extremely aggressive, and he expects the same from any team that serves under him. He has no sense of humor and considers it unprofessional in others. His only passion in life (aside from his work and his family) is classical music, especially opera.

## NOTES

Noronha makes a good team leader. Although he is an assault specialist, you can assign his teams to other objectives, such as electronics or demolitions actions. He provides good leadership and protection for other types of specialists.

## NOVIKOV, ARKADI

### PERSONAL INFORMATION

Nationality: Russian  
 Specialty: Assault  
 Date of Birth: 24 May 1966  
 Height: 201 cm  
 Weight: 125 kg  
 Hair: Black  
 Eyes: Brown  
 Gender: Male

### ATTRIBUTES

Aggression: 74  
 Leadership: 99  
 Self-control: 80  
 Stamina: 83  
 Assault: 94  
 Demolitions: 32  
 Electronics: 85  
 Grenades: 60  
 Sniper: 75  
 Stealth: 70



## BACKGROUND

Born in Minsk, in what is now Belarus. Novikov is the son of a career army officer; his family is very well connected politically and has made the transition from the USSR to the CIS well. Novikov enjoyed the finest education and living standard available, including an Engineering degree from the University of Moscow.



He spurned the regular army to take a prized field position in the enforcement arm of the KGB, only to find it disintegrating beneath him. When his coworkers joined the forming Russian Mafias, Novikov left the city to return to Minsk, where the newly independent Belarus army offered him a chance to lead a CT team of his own creation. A series of low profile, but well-planned and executed missions brought him to the attention of RAINBOW, which Novikov gladly joined.

Novikov combines the broad build of the Russian athlete with an incisive mind and stern leadership. He is capable of working much higher in the organization but prefers field duty, even if it means taking more orders than he gives. Other team members feel comfortable with Novikov in charge, as his personal bravery combines with sharp planning to virtually guarantee success.

## NOTES

Novikov makes an excellent leader, nearly on par with Chavez. Use him to lead one of your assault teams.

## PAK, SUO-WON

### PERSONAL INFORMATION

Nationality: South Korean  
Specialty: Recon  
Date of Birth: 12 December 1973  
Height: 159 cm  
Weight: 45 kg  
Hair: Black  
Eyes: Brown  
Gender: Male

### ATTRIBUTES

Aggression: 60  
Leadership: 70  
Self-control: 88  
Stamina: 100  
Assault: 89  
Demolitions: 25  
Electronics: 67  
Grenades: 65  
Sniper: 51  
Stealth: 99



## BACKGROUND

Born in Kangnung, South Korea. Pak is a member of a large family of fishermen; he has four brothers and three sisters. He entered the South Korean army at the youngest age he could, so long as he would not have to serve on a boat, ever again. Despite (or perhaps because of) his slight build, Pak developed a reputation for physical prowess, particularly endurance. He was accepted into the 707th Special Mission Battalion, making battalion history by being the only inductee to exceed every one of the punishing physical tests exacted upon the battalion during training. He further built up his reputation by succeeding at lengthy solo infiltration missions behind North Korean lines, often in disguise for extended periods of time.

Pak is cheerful and optimistic at all times. While recon operatives are not used in all missions, Pak manages to be in the center of the planning and discussion stages all the same.

## NOTES

Pak is an average specialist. Even though he can move without making a sound, his firearms and leadership skills are only average for a RAINBOW operative.

## PETERSEN, EINAR

### PERSONAL INFORMATION

Nationality: Norwegian  
 Specialty: Sniper  
 Date of Birth: 14 September 1970  
 Height: 189 cm  
 Weight: 73 kg  
 Hair: Brown  
 Eyes: Brown  
 Gender: Male

### ATTRIBUTES

Aggression: 88  
 Leadership: 75  
 Self-control: 100  
 Stamina: 98  
 Assault: 36  
 Demolitions: 24  
 Electronics: 49  
 Grenades: 75  
 Sniper: 99  
 Stealth: 89



### BACKGROUND

Born in Hamar, Norway. Parents owned and operated a ski resort high in central Norway. Began skiing at an early age; soon added hunting and shooting, becoming an accomplished biathlete. Attempted and failed to win entry to Norway's Olympic Biathlon Team in 1988 and 1992, missing by fractions of a point each time. Joined Beredskapstroppen in 1990, after a sister traveling in the Middle East was wounded in a terrorist attack.

Petersen is a nearly unstoppable sniper if allowed the proper setup time. He projects an air of icy calm at all times, prompting teammates to devise various pranks and embarrassing situations to disturb that calm. All attempts so far have failed. While aloof, his unerring accuracy has endeared him to the rest of the team. When not on duty, Petersen often embarks on lengthy solo cross-country skiing trips, disappearing into dense terrain for days at a time.

### NOTES

Petersen is an excellent sniper. He is extremely accurate and patient, waiting hours for the perfect shot.

## PRICE, EDDIE

### PERSONAL INFORMATION

Nationality: British  
 Specialty: Assault  
 Date of Birth: 21 September 1958  
 Height: 186 cm  
 Weight: 84 kg  
 Hair: Brown  
 Eyes: Green  
 Gender: Male

### ATTRIBUTES

Aggression: 80  
 Leadership: 95  
 Self-control: 90  
 Stamina: 87  
 Assault: 96  
 Demolitions: 71  
 Electronics: 63  
 Grenades: 77  
 Sniper: 52  
 Stealth: 89



## BACKGROUND

Born in London, England, 21 September 1958. Father deceased, mother living in Cambridge, retired nurse. Price is a former color sergeant who served in the 22nd SAS at Hereford. Spot-promoted to sergeant major, he spent time in Northern Ireland for the 14th Intelligence Company. Highly trained in techniques such as CQB, IR photography, and covert surveillance, “The Company,” as it is known, performs in Northern Ireland, monitoring known IRA terrorists and preemptively striking against terrorist targets. Involved in a hostage rescue in Colombia, 1984, where a scientist was on a research expedition. Extremely physically fit, and an expert marksman. Enjoys reading, smoking his pipe, and working out with Weber. Unmarried.

## NOTES

In the Tom Clancy novel *RAINBOW Six*, Price is the first sergeant of Chavez’s team. With more experience than any of the other operatives, Price makes a great team leader. He has great leadership skills, and he’s very proficient with firearms.

## RAKUZANKA, KAZIMIERA

### PERSONAL INFORMATION

Nationality: Polish  
 Specialty: Assault  
 Date of Birth: 29 February 1964  
 Height: 165 cm  
 Weight: 61 kg  
 Hair: Blond  
 Eyes: Brown  
 Gender: Female

### ATTRIBUTES

Aggression: 85  
 Leadership: 85  
 Self-control: 60  
 Stamina: 96  
 Assault: 96  
 Demolitions: 50  
 Electronics: 52  
 Grenades: 70  
 Sniper: 73  
 Stealth: 80



## BACKGROUND

Born Kazimiera Koziol in Gdansk, Poland. Her father and brothers worked in the shipyards, and she was active from an early age in the movement that later become known as Solidarnosc. In 1981, when she was 17, she was beaten seriously enough by police to require hospitalization, and in 1982 she was arrested during a street demonstration and spent the following year in jail. Upon her release in 1983 she resumed activity in the Solidarity underground while working odd jobs in and around Gdansk. Married in 1986 to Andrzej Rakuzanka, a fellow underground activist. With the shifting of political winds in 1989 and the founding of the Republic of Poland, she was able once again to make public her affiliation with Solidarity. In 1990 she joined the reconstructed Gdansk police force and quickly moved into undercover work to battle the growing organized crime problem in the newly liberated country. In 1993 she was recruited by the Grupa Reagowania Operacyjno Mobilnego (GROM), Poland’s newly formed counterterrorist unit. Initially she was involved purely in intelligence-gathering activities, but in 1994, when her unit took part in Operation Restore Democracy, the

American-led invasion of Haiti, she was promoted to full-fledged CT operator. In 1998 she led her first assault team and has since cross-trained with the U.S. Delta Force, Norway's Beredskapstroppen, and Finland's Osasto Karhu. Her husband and two daughters reside in Gdansk.

Rakuzanka is a survivor. Despite her unassuming appearance she has an iron constitution and is capable of enduring extreme hardship. She is a strong team player and an excellent shot. She has a sarcastic way of speaking, but always reserves her sharpest barbs for the rich and powerful. She is called "Kazi" by friends and family, and "Kamikazi" by her colleagues, although never to her face.

## NOTES

Rakuzanka is a good assault specialist in a support role. She is best at firearms, average in other areas.

## RAYMOND, RENEE

### PERSONAL INFORMATION

Nationality: American  
 Specialty: Assault  
 Date of Birth: 30 March 1968  
 Height: 172 cm  
 Weight: 64 kg  
 Hair: Black  
 Eyes: Brown  
 Gender: Female

### ATTRIBUTES

Aggression: 75  
 Leadership: 79  
 Self-control: 90  
 Stamina: 91  
 Assault: 97  
 Demolitions: 30  
 Electronics: 23  
 Grenades: 85  
 Sniper: 68  
 Stealth: 96



## BACKGROUND

Born in Kansas City, Missouri, USA. Father is a retired U.S. Army colonel, mother is a homemaker. Two older brothers. Attended University of Oklahoma, 1986–89 under Reserve Officers Training Corp (ROTC) program, majoring in Political Science. Entered regular U.S. Army upon graduation. Served in Kuwait, 1991. Recruited into U.S. Special Operations Psychological Operations (PSYOPS), 1992. Served in Bosnia, 1996–97. In 1998 was selected to take part in U.S. Army trial introduction of women into special operations ground combat forces. Trained with 1st Special Forces Operational Detachment-Delta (1st SFOD-D, Delta Force). Married since 1993. Husband is a lieutenant in U.S. Army, stationed in Frankfurt, Germany. One child, a daughter, born 1995.

Raymond is extremely self-reliant and resourceful. An excellent combat soldier, she is also well-versed in a variety of types of psychological warfare, and understand how both soldiers and civilians react under the stress of combat. Although an experienced officer, she is too much of a loner to be at her best as a team lead, and will be used to maximum advantage in a support role. She doesn't talk much, and weighs her words carefully when she does speak.

## NOTES

Raymond is excellent in combat, with great firearms and grenades attributes, and her great stealth renders her useful for reconnaissance. Keep her in the support role; other team members are better leaders.

# WALTHER, JORG

## PERSONAL INFORMATION

Nationality: German  
 Specialty: Assault  
 Date of Birth: 17 May 1974  
 Height: 190 cm  
 Weight: 105 kg  
 Hair: Brown  
 Eyes: Blue  
 Gender: Male

## ATTRIBUTES

Aggression: 76  
 Leadership: 97  
 Self-control: 90  
 Stamina: 96  
 Assault: 96  
 Demolitions: 71  
 Electronics: 89  
 Grenades: 83  
 Sniper: 71  
 Stealth: 97



## BACKGROUND

Born in Saarbrücken, Germany. Father is a safety engineer with Lufthansa, mother is a homemaker. Three younger siblings, two sisters and a brother. Amateur archer, competing in Germany junior national championships, 1990. Entered the German Federal Border Police Force (Bundesgrenzschutz) in 1994 at the top of his cadet class. Stationed at Saarbrücken, 1994–98. Recruited into Germany's elite counterterrorist force, Grenzschutzgruppe 9 (GSG-9) in 1998. Completed GSG-9 training in record time, again at the top of his class. Temporarily attached to GSG-9/1, the group's primary CT strike unit, before reassignment to RAINBOW. Married since 1996. No children.

Walther is currently the newest member of the RAINBOW team. His lack of experience in the field is balanced by his extraordinary drive and determination. He is a quick learner and an exceptional team member, following every order without hesitation or question. Although his primary training was as a member of an assault team, he is also well-versed in wiretapping and electronic surveillance. He is clearly being groomed for advancement by the Bundesgrenzschutz command, and his assignment to RAINBOW reflects the German government's long-term commitment to international CT collaboration.

## NOTES

Walther makes a great team leader. He is good with firearms and useful for electronics work.





## WEBER, DIETER

### PERSONAL INFORMATION

Nationality: German  
 Specialty: Sniper  
 Date of Birth: 09 July 1971  
 Height: 191 cm  
 Weight: 98 kg  
 Hair: Blond  
 Eyes: Brown  
 Gender: Male

### ATTRIBUTES

Aggression: 93  
 Leadership: 73  
 Self-control: 84  
 Stamina: 100  
 Assault: 45  
 Demolitions: 53  
 Electronics: 61  
 Grenades: 72  
 Sniper: 95  
 Stealth: 96



### BACKGROUND

Born in Munich 09 July 1971. Father ironworker, mother deceased. Graduate of German Army's Bergführer or Mountain Leader schools, one of the physically toughest schools in the world. Came from German GSG-9 team, which was part of the former Border Guards, the Federal Republic's counterterrorism team. Fluent in English and German, his marksmanship matched by only a few members on the team. Spends free time hunting, working out with Price, and practicing tai kwon do. Unmarried.

### NOTES

Weber is another one of RAINBOW's snipers. Although he has great firearms and stealth levels, he's not the best leader. You may want to control him, however, since he is an excellent sniper. Either put him in charge of a small team, or keep him alone at a distance from the action to supply fire support.

## WOO, TRACY

### PERSONAL INFORMATION

Nationality: American  
 Specialty: Recon  
 Date of Birth: 14 July 1971  
 Height: 155 cm  
 Weight: 44 kg  
 Hair: Black  
 Eyes: Brown  
 Gender: Female

### ATTRIBUTES

Aggression: 50  
 Leadership: 75  
 Self-control: 85  
 Stamina: 96  
 Assault: 80  
 Demolitions: 30  
 Electronics: 85  
 Grenades: 50  
 Sniper: 61  
 Stealth: 98



## BACKGROUND

Born in Los Angeles, California, USA. Father is a doctor, mother a lawyer. No siblings. Amateur gymnast, competing in West Coast Regional Championships 1987–88. Attended UCLA 1989–92, graduated with a BA in Psychology. Joined Los Angeles Police Department in 1992, transferred to Metro Division S.W.A.T. Team in 1994, where she specialized in surveillance and negotiation. Awarded commendation for bravery for role in ending the New Millennium occupation of L.A. City Hall in 1999. Unmarried.

Woo is an expert on reconnaissance and surveillance. She can move quickly and quietly through terrorist-controlled areas and is well-versed in the installation and removal of a wide variety of electronic intelligence-gathering devices. She handles command well, but she has an independent nature and has been known to argue with her superiors. Her combat skills are average. Outspoken and self-reliant.

## NOTES

Woo is a good support operative in recon missions. Although she is stealthy, her combat and other skills are below average, except for electronics, in which she is fairly proficient.

## YACOBY, AYANA

### PERSONAL INFORMATION

Nationality: Israeli  
 Specialty: Recon  
 Date of Birth: 03 March 1973  
 Height: 163 cm  
 Weight: 57 kg  
 Hair: Brown  
 Eyes: Brown  
 Gender: Female

### ATTRIBUTES

Aggression: 95  
 Leadership: 65  
 Self-control: 70  
 Stamina: 95  
 Assault: 97  
 Demolitions: 30  
 Electronics: 86  
 Grenades: 60  
 Sniper: 54  
 Stealth: 97



## BACKGROUND

Born in Tel Aviv, Israel. Father is a greengrocer, mother died when she was three. One younger brother, plays professional soccer for Beitar Jerusalem. Joined the regular Israeli army, 1992. Transferred to Sayeret Mat'kal in 1995, where she served in the general staff reconnaissance unit. Recruited in 1997 by the Mossad. Specialization in infiltration and intelligence gathering. Speaks fluent English and Arabic. Unmarried.

Ayana is a master of the silent kill. Her training has prepared her for moving stealthily into hostile territory and neutralizing whatever threats may confront her. She is extremely intelligent with little tolerance for fools. The quintessential professional, she has been known to complain about the “cowboy attitude” of some of the other members of the team. Ruthless in combat, in nonmilitary situations she may err on the side of excessive force.

## NOTES

As with most recon specialists, Yacoby is no leader. However, she is an expert in firearms and stealth. Her relatively low self-control value means you should use her in support of good leaders.



# 3

## THE RAINBOW ARSENAL

*An important part of preparing for any mission is putting together the gear for your operatives. Gear is the equipment you issue to help an operative accomplish the mission objectives. Each operative's gear includes a uniform, primary and secondary weapons, and two slots you can fill with different items.*

*When assembling the gear, tailor each to the individual operatives and their unique roles in the mission. For example, a sniper's gear will differ from an assault operative's gear. Even operatives within a single team may need different items, depending on their duties.*

*When planning a mission, assign the operatives to teams and give them their orders, then return to the Gear room and issue the appropriate equipment.*

### FIREARMS

Firearms in the RAINBOW arsenal are selected based on accuracy, firepower, and reliability. Each team member carries a primary weapon and a pistol. The mission and its objectives determine which weapons you assign. Sometimes stealth and silence are paramount, while other circumstances call for long-range firepower. Give your team members the best weapons for their tasks.

### PRIMARY WEAPONS

Primary weapons comprise five categories: submachine guns, assault rifles, sniper rifles, shotguns, and light machine guns. Read on for a look at each and the situations for which they're best suited.



**NOTE:** Statistical information is provided for each firearm. Ammunition gives the size and caliber of the round fired, Rounds per Mag lists how many rounds are in magazine, Mags tells how many magazines are issued with the weapon, and Fire Selection indicates how the weapon can be fired. SA represents semi-automatic, where each pull of the trigger fires a single shot. TRB is three-round burst, where each pull of the trigger fires three rounds. FA is full automatic, where the weapon continues to fire as long as the trigger is pulled or until the weapon's magazine is empty. Attachments lists the add-ons for each weapon. Only one attachment can be used at a time. The Weapons Stats tables show the capabilities of each weapon, illustrating the base values of the weapon on a scale from 1 to 100, as well as the new values when various attachments are used.

## SUBMACHINE GUNS

Submachine guns are best used in close-quarters battle (CQB) when you need a smaller weapon with a high rate of fire and good maneuverability. Because the shorter barrels render submachine guns less accurate at medium and long range, sniper mode view is limited or nonexistent for these weapons. They can all be fitted with sound suppressors or high-capacity magazines.

### MP5A4

Ammunition: 9mm parabellum

Rounds per Mag: 30

Mags: 7

Fire Selection: SA, TRB, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	21	44	75	95
High-capacity magazine	11	21	44	83	92
Sound suppressor	7	8	53	91	92

The preferred submachine gun of counterterrorist operatives around the world, the 9mm MP5A4 SMG is known for its reliability and accuracy, even when firing on full automatic.

### NOTES

This is the standard RAINBOW firearm, and it's one of the most accurate ones available to your operatives. Unless you need long-range fire, greater stopping power, or stealth, this is the weapon to use.

## MP5SD5

Ammunition: 9mm parabellum

Rounds per Mag: 30

Mags: 7

Fire Selection: SA, TRB, FA

Attachments: High-capacity magazine, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	7	8	47	91	93
High-capacity magazine	7	8	47	94	90

Terrorists throughout the world fear the 9mm MP5SD5 SMG. Its integral silencer is so effective that the report of the bullet is minuscule compared to the click of the bolt operating. RAINBOW uses the 9mm MP5SD5 when both accuracy and stealth are essential.

### NOTES

While you can attach a sound suppressor to any of the SMGs, the MP5SD5 is the best option when you need a silenced SMG—especially when you need to attach a mini scope or high-capacity magazine for a mission.

## MP5K PDW

Ammunition: 9mm parabellum

Rounds per Mag: 30

Mags: 7

Fire Selection: SA, TRB, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	18	23	73	95
High-capacity magazine	11	18	23	81	92
Sound suppressor	7	8	35	89	92

The 9mm MP5K PDW SMG is a compact version of the classic MP5. Its folding stock and low weight make it an ideal choice when a full rifle or submachine gun would be unmanageable.

### NOTES

The PDW is RAINBOW's close-quarters submachine gun. Although not as accurate as the MP5A4, it's good for clearing rooms with full-automatic bursts. Use caution with this weapon around hostages. During a long full-automatic burst, the rounds can go wild.



## MP5/10A2

Ammunition: 10mm auto

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, TRB, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	10	39	43	44	94
High-capacity magazine	10	39	43	64	89
Sound suppressor	7	14	53	82	91

The MP5/10A2 SMG is an MP5 chambered for a 10mm round. The increased stopping power of the heavier round is offset by increased recoil.

### NOTES

Use the MP5/10A2 if you want easy handling, but more punch. If terrorists wear light body armor, this is a good choice.

## UMP

Ammunition: .45cal auto

Rounds per Mag: 25

Mags: 6

Fire Selection: SA, TRB, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	10	26	43	66	96
High-capacity magazine	10	26	43	87	85
Sound suppressor	8	21	52	78	92

The UMP is a .45-caliber SMG based on the MP5. The stopping power of its round comes at the price of an increased recoil and lower rate of fire.

### NOTES

This weapon fills the gap between submachine gun and assault rifle. Its size makes it difficult to handle in close quarters, but it's better than a rifle. Use it when the enemy is wearing medium body armor. After you fire the first rounds, the recoil causes the rest to go wild. Use the three-round burst selection or don't hold the trigger on full automatic, especially when hostages are nearby. The UMP is better than the MP5/10A2 with its higher stopping power. Its performance with a sound suppressor is also better.

## M12

Ammunition: 9mm Parabellum

Rounds per Mag: 40

Mags: 5

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	25	39	70	93
High-capacity magazine	11	25	39	77	90
Sound suppressor	7	8	45	90	91

The 9mm M12 SMG is a recoil-operated, select-fire weapon, firing from an open bolt. It has a low rate of fire compared to other SMGs and is less accurate, but its small size and weight make up for it.

### NOTES

Small size makes the M12 easy to conceal, but this is not necessary for RAINBOW operations. Try this gun, but the P90 is a better choice if you want something small.

## P90

Ammunition: 5.7x28mm

Rounds per Mag: 50

Mags: 4

Fire Selection: SA, FA

Attachments: Sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	14	17	39	72	93
Sound suppressor	5	4	48	94	90

The 5.7mm P90 SMG is a blowback-operated, select-fire weapon with 50-round box magazines located on top and made from translucent polymer. It was developed in the late 1980s and a forerunner of the PDW (personal defense weapon) concept.

### NOTES

This is a great weapon for operations within buildings where long-range accuracy is not as important as raw firepower. The 50-round magazine provides plenty of shots before you have to reload.

## TMP

Ammunition: 9mm parabellum

Rounds per Mag: 30

Mags: 7

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	15	31	75	99
High-capacity magazine	11	15	31	78	98
Sound suppressor	7	8	46	87	95

The 9mm TMP is a modern, compact SMG. It uses a blowback-operated, locked-breech design with a rotating barrel. The TMP is a controllable and comfortable weapon to fire.

### NOTES

This weapon is easily concealed, but it's only accurate at close range. Experiment with it, but there are other submachine guns that do a better job than the TMP.

## Uzi

Ammunition: 9mm parabellum

Rounds per Mag: 32

Mags: 7

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	21	40	75	92
High-capacity magazine	11	21	40	77	91
Sound suppressor	7	8	55	90	89

The Uzi is the primary submachine gun of several of the world's militaries. The overall ruggedness and relative simplicity of the Uzi has given it a reputation as a reliable weapon, capable of operating under the severest conditions.

### NOTES

The Uzi is a good submachine gun to have fun with, but there are better choices in the arsenal.

## CZ-61

Ammunition: 7.65mm auto

Rounds per Mag: 20

Mags: 3

Fire Selection: SA, FA

Attachments: High-capacity magazine



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	6	6	21	85	86
High-capacity magazine	6	6	21	87	86

The CZ-61 Skorpion machine pistol is a dual-purpose weapon, intended for both close combat and personal defense. Its small size makes this weapon suitable for concealed carry or for use in confined spaces, such as cars or aircraft. This gun became popular with police, security and counterterrorist units, and some terrorist organizations.

### NOTES

Don't waste your time with single-shot mode. Instead, when you see a target, let loose with full auto.

## MAC 11/9

Ammunition: 9mm parabellum

Rounds per Mag: 16

Mags: 4

Fire Selection: FA

Attachments: High-capacity magazine



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	17	1	69	86
High-capacity magazine	11	17	1	73	85

The Mac 11/9 machine pistol was developed in 1970 when Special Forces and police units adopted it. Its high rate of fire and small size make it ideal for close combat.

### NOTES

Try it for custom missions or multiplayer games, then use something larger and better. RAINBOW is not concerned with concealability.

### MICRO-UZI

Ammunition: 9mm parabellum

Rounds per Mag: 20

Mags: 3

Fire Selection: SA, FA

Attachments: High-capacity magazine



#### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	14	19	60	86
High-capacity magazine	11	14	19	64	86

The Micro-Uzi was developed as a personal defense weapon. Police and military of more than 90 countries have adopted this weapon due to its compact size and reliability.

#### NOTES

This works better as a secondary weapon, but it is available.

### SR-2

Ammunition: 9x21mm

Rounds per Mag: 20

Mags: 3

Fire Selection: SA, FA

Attachments: High-capacity magazine



#### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	12	20	26	59	85
High-capacity magazine	12	20	26	63	85

The SR-2 is a modern machine pistol used by Special Forces. Its special 9x21mm Gurza ammunition can penetrate most forms of body armor.

#### NOTES

Take this as a secondary weapon—not a primary weapon.



## ASSAULT RIFLES

Military forces use assault rifles on the battlefield. They're more accurate at medium and long ranges, and the view in sniper mode is good. Rifles also have more stopping power because many of them fire a larger, more powerful round. Use assault rifles for outdoor missions where firing range can be long, and for interior missions where you need the additional firepower and stealth isn't necessary. Give assault rifles to your teams that provide fire support for other teams.

### TIP

Though assault rifles can be fitted with sound suppressors, they often decrease the damage and range values of the weapons, making them less effective than silenced SMGs.

### M4

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	56	49	47	96
High-capacity magazine	39	56	49	66	92
Sound suppressor	4	2	59	99	92

A compact version of the M16, use the 5.56mm M4 AR when the firepower of an assault rifle is needed but the weight and size are not.

### NOTES

Issue the M4 to firepower support teams. It functions best outside, but its compact size allows it to be effective inside buildings as well.

### G3A3

Ammunition: 7.62mm NATO

Rounds per Mag: 20

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	49	87	65	42	86
High-capacity magazine	49	87	65	65	76
Sound suppressor	8	18	82	91	81

The G3A3 is a standard assault rifle. It fires the powerful 7.62mm NATO round, making it both accurate and deadly.

### NOTES

This is a good choice for long-range, nonsniper shooting. Give it to teams providing cover from a distance when you need more firepower than a sniper rifle can offer. Because of its size, it's not as good as the M4 carbine for close-quarters battle.

### G36K

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, TRB, FA

Attachments: High-capacity magazine, sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	56	59	43	92
High-capacity magazine	39	56	59	60	88
Sound suppressor	4	2	72	99	88

The 5.56mm G36K AR is a modern weapon. Its compact design makes it useful in close quarters, while its 5.56mm round penetrates most body armor.

### NOTES

Firing the same round as the M16, the G36K gives added punch to assault teams working at short range with little room to maneuver. Use this against tangos wearing body armor when you must advance through narrow corridors or similar areas. This assault rifle functions like a submachine gun (with various firing options), but it packs the punch of a rifle.



## L85A1

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, TRB, FA

Attachments: High-capacity magazine, sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	58	63	53	90
High-capacity magazine	39	58	63	66	86
Sound suppressor	4	2	75	100	86

The 5.56mm L85A1 AR is a standard infantry weapon. Its bullpup design decreases its size and increases its usefulness in close-quarters situations.

### NOTES

With the magazine built into the stock, the L85A1 provides a longer barrel in a shorter gun. Similar to an M16 in firepower, it is easier to use in close quarters, where accuracy is less important. This weapon comes equipped with a mini scope, allowing you to also add a high-capacity magazine.

## AUG

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	57	59	54	90
High-capacity magazine	39	57	59	66	86
Sound suppressor	4	2	73	100	86

The 5.56mm AUG AR is a futuristic-looking assault rifle with a compact bullpup design. It is well suited for missions requiring the maneuverability of a submachine gun combined with the punch of an assault rifle.

### NOTES

Less accurate than the L85A1, the AUG is a good choice for both indoor and outdoor missions.

## M16A2

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, TRB

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	66	74	38	90
High-capacity magazine	39	66	74	56	86
Sound suppressor	4	2	86	99	86

When extra range or firepower is called for, RAINBOW turns to the M16A2, which proves itself over time as its 5.56mm round easily penetrates body armor.

### NOTES

The M16A2 is RAINBOW's heavy firepower. Although it's the standard infantry weapon of the U.S. military, it's large by RAINBOW standards. Use it for support-fire teams and outside, where range is a factor. It's difficult to use in room-to-room combat because of its size. This is the only assault rifle that can't be fired in full-automatic mode; the A2 version uses the three-round burst. U.S. Army studies found that after the third round in a full-automatic burst, remaining rounds fired were off-target. To maintain accuracy and save ammo, this fire mode was removed. If you like to hose down an area with lead, this is not the weapon for you.

## M14

Ammunition: 7.62mm NATO

Rounds per Mag: 20

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	49	100	76	40	83
High-capacity magazine	49	100	76	62	73
Sound suppressor	8	18	91	92	78

The M14 AR fires a 7.62mm round with extreme accuracy. It entered service in 1957 and is still used by Special Forces.

### NOTES

The M14 fills the gap between assault rifle and sniper rifle in both accuracy and firepower. This is an outdoor weapon. It fires a larger round than any of the assault rifles at a longer range, but its rate of fire is slower.

## FAMAS G2

Ammunition: 5.56mm NATO

Rounds per Mag: 25

Mags: 7

Fire Selection: SA, TRB, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	56	60	52	91
High-capacity magazine	39	56	60	66	87
Sound suppressor	4	2	73	99	87

The FAMAS G2 AR fires the 5.56mm NATO round. It fires 950 rounds per minute—the highest among RAINBOW's assault rifles.

### NOTES

The FAMAS assault rifle is comparable to the G36K or the L85A1 with its three modes of fire selection. The FAMAS G2 is the best of the three, a great choice for missions requiring firepower heavier than a submachine gun.

## FAL

Ammunition: 7.62mm NATO

Rounds per Mag: 20

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	49	99	74	33	85
High-capacity magazine	49	99	74	60	76
Sound suppressor	8	18	89	91	80

The FAL is the most used battle rifle of the 20th century. Due to its heavy recoil in full-auto mode, it's often issued in semi-auto.

### NOTES

The FAL has been around for decades. While it has some stopping power thanks to its large-caliber round, its poorer accuracy during full-automatic fire is detrimental during RAINBOW operations.

## FNC

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	62	72	57	86
High-capacity magazine	39	62	72	67	82
Sound suppressor	4	2	84	100	82

Once called the “free world’s assault rifle,” the FNC incorporates the best ideas and characteristics of the Galil, AK, and FAL.

### NOTES

Although not as good as some of the other assault rifles, the FNC is a decent choice for operations requiring this type of weapon.

## GALIL ARM

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	60	71	55	88
High-capacity magazine	39	60	71	66	84
Sound suppressor	4	2	83	100	83

The Galil is a re-creation of the AK-47 design chambered for the NATO 5.56mm cartridge. The gun has a rate of fire of 650 rounds per minute.

### NOTES

This is a decent assault rifle, with fairly good accuracy.



## M82

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	57	55	48	92
High-capacity magazine	39	57	55	63	88
Sound suppressor	4	2	68	99	88

The M82 AR is based on AK/AKM internal design, but chambered in 5.56mm NATO round. It has a polymer frame and a rate of fire of 750 rounds per minute.

### NOTES

This futuristic-looking assault rifle is similar to the AUG. It is smaller than some of the other assault rifles, making it easier to use in close-quarters combat.

## AK-47

Ammunition: 7.62mm M43

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	37	80	56	34	90
High-capacity magazine	37	80	56	57	83
Sound suppressor	8	17	72	89	85

The AK-47's accuracy after the first round is questionable, but the first shot is reasonably accurate. By single- and double-tapping hostiles, you are sure to come out on top. Aim for the chest and double-tap. This gun is superior to most every other gun for medium-long range.

### NOTES

This is a fun weapon to try. However, it is loud and has quite a kick.

## AK-74

Ammunition: 5.45mm 7N6

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	37	53	64	49	91
High-capacity magazine	37	53	64	64	87
Sound suppressor	4	2	78	99	86

The AK-74 assault rifle comes from the AK-47, but is chambered for a 5.45mm round similar to the 5.56 NATO round. When compared to the M16, the AK-74 shows worse accuracy, but better reliability in battle environment and lower maintenance requirements.

### NOTES

The AK-74 is more accurate than the AK-47. The AK-74 can be identified by its brownish-orange plastic magazines.

## TAR-21

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	52	57	49	89
High-capacity magazine	39	52	57	64	85
Sound suppressor	4	2	70	99	84

The TAR-21 has a modern bullpup design and is offered in four configurations. The TAR-21 is designed as a basic infantry rifle.

### NOTES

Not a bad assault rifle, but not the best. Try it and see how it compares.

## TYPE 97

Ammunition: 5.56mm NATO

Rounds per Mag: 30

Mags: 6

Fire Selection: SA, FA

Attachments: High-capacity magazine, sound suppressor, mini scope



## WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	53	41	31	98
High-capacity magazine	39	53	41	55	93
Sound suppressor	4	2	53	98	93

The Type 97 assault rifle entered service in 1997. This carbine version is designed for Special Forces, police, and vehicle crews.

## NOTES

This weapon is a cross between an SMG and an assault rifle. While it has good damage, its accuracy is poor.

## SNIPER RIFLES

Sniper rifles are intended for use at long and very long ranges. They can be accurate, especially in the hands of an operative with a high sniper skill level. These rifles are single-shot. Most snipers need only a single round to drop the tango in sight. Due to the weapon's length, snipers usually carry their secondary weapon when they move around.

When under the control of the AI, snipers on your team will use their sniper rifle only when they receive the order to Snipe. For Cover and Defend orders, they use their pistols. Also, snipers will not fire in sniper mode until you release them by pressing **[T]**. When you control a sniper, be sure there are no tangos nearby. When you are zoomed in on a target, your peripheral vision is nil, and it's easy for tangos beyond your narrow field of vision to approach and attack.

## M82A1

Ammunition: .50cal M33

Rounds per Mag: 10

Mags: 3

Fire Selection: SA

Attachments: Sound suppressor, thermal scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	100	100	89	1	9
Sound suppressor	17	90	100	82	1

The M82A1 SR was the first .50-caliber sniper rifle to achieve widespread use. Its massive length (1.55 m) and weight (13.4 kg) make it the largest sniper rifle in RAINBOW's arsenal. Extreme care should be used in employing this weapon, as its high-powered .50-caliber M33 round can tear through multiple targets as easily as it can rip through an engine block.

### NOTES

This sniper rifle is an outdoor weapon. Its long barrel makes it hard to use indoors. It has a range of over a mile, so you can position your snipers away from the terrorist fire and still have plenty of stopping power.

### PSG-1

Ammunition: 7.62mm NATO

Rounds per Mag: 10

Mags: 3

Fire Selection: SA

Attachments: Sound suppressor, thermal scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	49	98	83	60	42
Sound suppressor	8	20	95	94	35

The PSG-1 is the most accurate semi-automatic sniper rifle off the shelf. A favorite of police forces around the world, the PSG-1 comes standard with a 6x sight and fires the NATO 7.62mm round.

### NOTES

This will be your standard sniper rifle for most missions. It fits between the other two sniper rifles in terms of range and maneuverability. The semi-automatic firing mode allows you to shoot off rounds quicker than a bolt-action sniper rifle.

### WA-2000

Ammunition: .30cal magnum

Rounds per Mag: 6

Mags: 5

Fire Selection: SA

Attachments: Sound suppressor, thermal scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	87	100	67	1	52
Sound suppressor	10	21	79	93	45

The shortest sniper rifle used by the RAINBOW team. The WA-2000's bullpup design and light weight make it a favorite of snipers who need to move stealthily into difficult positions. Its powerful .30-caliber magnum round has more punch than the more common 7.62mm NATO round.

### NOTES

This sniper rifle is a good choice for indoor missions. Its length and weight allow it to be carried in close quarters, although it should still be used for long-range shooting.

### SSG-3000

Ammunition: 7.62mm NATO

Rounds per Mag: 5

Mags: 6

Fire Selection: SA

Attachments: Sound suppressor, thermal scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	71	78	80	58	52
Sound suppressor	11	20	92	93	42

The SSG-3000 is a bolt-action sniper rifle that fires the powerful 7.62mm NATO round. It is accurate and has a magazine capacity of five rounds.

### NOTES

You can use the SSG-3000 in any situation where you would use the PSG-1. It has a longer range but slower rate of fire.

### AW COVERT

Ammunition: 7.62mm NATO

Rounds per Mag: 10

Mags: 3

Fire Selection: SA

Attachments: Thermal scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	8	20	83	90	52

The AW Covert is a silenced sniper rifle firing the 7.62x51mm subsonic round. This round is less powerful than the standard 7.62x51mm round, making this rifle less powerful and accurate than other sniper rifles. This reduced effectiveness is offset by the fact that the rifle is silenced by default.

### NOTES

This weapon provides the long-range firepower of a sniper rifle with the silence of a submachine gun. This gives you new options when planning a mission and allows you to position your snipers in more threatening positions, where they can strike without being detected. To take out tingos at long range, take along a sniper armed with the AW Covert. This weapon also offers benefits for multiplayer missions.

### DRAGUNOV

Ammunition: 7.62x54mm R

Rounds per Mag: 10

Mags: 3

Fire Selection: SA

Attachments: Sound suppressor, thermal scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	61	100	83	1	60
Sound suppressor	12	24	94	86	53

The Dragunov was designed not as a standard sniper rifle, but as a light support weapon to extend the effective range of an infantry squad up to 600 meters. As a sniper rifle, the Dragunov is lightweight, accurate, and capable of semi-auto fire. It is reliable in almost all conditions.

### NOTES

The Dragunov is a good sniper rifle—experiment with it. However, others do a better job.

### VSS VINTOREZ

Ammunition: 9x39mm SP6

Rounds per Mag: 10

Mags: 3

Fire Selection: SA, FA

Attachments: Thermal scope





## WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	9	25	54	76	70

The VSS Vintorez (Special Sniper Rifle) was designed for special operations in 1987. This rifle has an integrated sound suppressor and uses special subsonic ammo—9mm long cartridges.

## NOTES

This rifle is comparable to the AW Covert. It has a longer range, but lower damage and accuracy values.

## SHOTGUNS

Shotguns can be useful in the correct situations. They're effective at close range against tangos lacking body armor, but it will take several shots to neutralize a tango equipped with a helmet and other protection. In most cases, shotguns are great for breaching doors. Issue a shotgun to a team member (usually not the team leader) who must get through obstacles that require breaching.

### TIP

When reloading a shotgun, you load a single shell at a time. The bottom number in the weapons display represents how many shells the operative is carrying, not the number of magazines. Whenever you get a chance, top off a shotgun so it will have a full load when you need it.

## M1

Ammunition: 12ga

Rounds per Mag: 6

Mags: 34

Fire Selection: SA

Attachments: Mini scope



## WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
Buck	8	100	1	5	91
Slug	32	100	49	1	91

Whether used for door breaching or highly lethal close-quarters combat, a good tactical shotgun is an essential part of all antiterrorist teams. RAINBOW uses the 12-gauge M1, largely because of its superb recoil characteristics and reliability.

## NOTES

Although the M1 is a good weapon, it is best to take the SPAS-12 on missions requiring a shotgun.

## SPAS-12

Ammunition: 12ga  
 Rounds per Mag: 6  
 Mags: 34  
 Fire Selection: SA  
 Attachments: Mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
Buck	8	100	1	5	91
Slug	32	100	49	1	91

The 12-gauge SPAS-12 SG is a dual-operation shotgun with an eight-shell capacity. This weapon is ideal for clearing a room.

### NOTES

This is an excellent weapon for close-quarters combat against terrorists that are wearing no body armor. If stealth and range aren't factors, try this shotgun.

## USAS-12

Ammunition: 12ga  
 Rounds per Mag: 20  
 Mags: 2  
 Fire Selection: SA, FA  
 Attachments: Mini scope



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
Buck	8	100	1	46	77
Slug	32	100	45	36	79

The USAS-12 is a fully automatic shotgun based on the M16 design. Due to its weight with 20-round detachable drum magazines, the USAS-12 is said to be controllable in full-automatic mode.

### NOTES

This weapon literally knocks down an enemy when using slugs.

## LIGHT MACHINE GUNS

Light machine guns are heavy weapons that put out a lot of firepower. Often they have a magazine containing 100–200 rounds of ammunition. Light machine guns fire the same ammunition as assault rifles. These rounds have a lot of stopping power and are capable of penetrating any type of body armor. The main drawback to machine guns is their poor accuracy while you're moving. To improve accuracy, an operative should be in a crouched position. Machine guns are best used as fire support for the other teams, and teams should be positioned in a spot with a good field of fire over an open area. Machine guns are a poor choice for interior operations or when stealth is a factor.

### M60E4

Ammunition: 7.62mm NATO

Rounds per Mag: 100

Mags: 3

Fire Selection: FA

Attachments: None



#### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	49	100	47	60	63

The 7.62mm M60 light machine gun was designed in the late 1940s, and its initial design strongly borrows from the German MG-42. It uses 100-round belts and has a fire rate of 575 rounds per minute.

#### NOTES

The M60 was the main squad-based machine gun during the Vietnam War and is the most powerful machine gun in the game. As with all machine guns, it is best used by a crouched operative in a secure location with a good field of fire. If your teams need heavy fire support, the M60 is the weapon for the job.

### M249

Ammunition: 5.56mm NATO

Rounds per Mag: 200

Mags: 2

Fire Selection: FA

Attachments: None



#### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	55	52	72	70

The 5.56 M249 is a light machine gun firing the 5.56mm NATO round. It comes with a 200-round box magazine. It packs tremendous firepower, but is only accurate from a crouched stationary position. Used this way, it is an effective covering weapon.

**NOTES**

This weapon packs a lot of firepower and helps keep the heads of tangos down, if not take them out altogether. The only drawback is that the firing operative must be crouched or prone and stationary to be accurate. Give this weapon to a team that can position itself, then cover an area. Since this weapon is not effective while moving, don't assign it to a team leader. Have the other operatives in the team carry weapons for protection while moving into position.

**RPD**

Ammunition: 7.62mm M43

Rounds per Mag: 100

Mags: 4

Fire Selection: FA

Attachments: None



**WEAPON STATS**

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	37	77	41	61	70

The 7.62mm RPD light machine gun dates back to the end of World War II. It fires the 7.62x39mm round from 100-round drum magazines. This weapon is less accurate than either the 5.56mm M249 or the 21E3. It is lighter than either of the other two, and returns to an accurate state after firing more rapidly.

**NOTES**

This is a good light machine gun for an assault team required to do some firing on the move, but also needs the heavy firepower at some point during a mission.

**21E**

Ammunition: 7.62mm NATO

Rounds per Mag: 100

Mags: 3

Fire Selection: FA

Attachments: None



**WEAPON STATS**

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	49	99	54	61	62

Based on the G3A3, the 21E light machine gun fires the 7.62mm NATO round from a 100-round box magazine. The 21E is more accurate than the M249, but is harder to control when moving around. As with all LMGs, this weapon is best fired from a stable-firing stance.

**NOTES**

This is an excellent LMG, as long as the shooter can remain prone and use the bipod for stability.

## 23E

Ammunition: 5.56mm NATO

Rounds per Mag: 200

Mags: 2

Fire Selection: FA

Attachments: None



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	39	60	45	75	66

The 23E is similar to 21E in almost every respect, except that it is chambered to take the 5.56mm NATO round. It also has a slightly shorter barrel length.

### NOTES

With a shorter range, lower damage, and less accuracy than the 21E, you are better off choosing the larger caliber variant.

## SECONDARY WEAPONS

Your team members will rarely use their secondary weapons—usually only if a primary weapon jams or runs out of ammo. They may also be used when you want to maintain stealth at times, then use an assault rifle or other nonsuppressed weapon once stealth is no longer necessary.

### PISTOLS

Pistols are inaccurate at medium or long range. If you must use one, fire several times at your target; pistols allow only for single shots, and it may take more than one to drop a terrorist, especially one in body armor.

## 92FS

Ammunition: 9mm parabellum

Rounds per Mag: 15

Mags: 4

Fire Selection: SA

Attachments: High-capacity magazine, sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	19	34	34	89
High-capacity magazine	11	19	34	46	88
Sound suppressor	7	12	42	67	86

The 92FS is RAINBOW's 9mm pistol of choice. Its primary advantages are low recoil and a large magazine compared to the bulkier .45-caliber.

### NOTES

The 92FS fires a smaller-caliber round than the MK23, so its magazine can hold more ammunition. If you're going to use a pistol a lot during a mission, this is a good choice. The 92FS is the standard sidearm of the U.S. military.

### USP

Ammunition: .40cal auto

Rounds per Mag: 13

Mags: 4

Fire Selection: SA

Attachments: High-capacity magazine, sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	10	20	32	17	90
High-capacity magazine	10	20	32	37	89
Sound suppressor	7	16	39	51	87

The .40-caliber USP pistol is a favorite among those desiring a balance between weapon size and firepower.

### NOTES

Although similar to the MK23, this pistol fires small-caliber ammunition and is lighter. It's usually a better idea to take an MK23 because of its greater punch.

### MK23

Ammunition: .45cal auto

Rounds per Mag: 12

Mags: 4

Fire Selection: SA

Attachments: High-capacity magazine, sound suppressor





### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	10	19	35	53	88
High-capacity magazine	10	19	35	62	86
Sound suppressor	8	19	42	62	85

The ruggedness, reliability, and match-grade accuracy of the .45-caliber Mark ACP has made it a handgun of choice for western Special Forces. A specially designed sound and flash suppressor virtually eliminates muzzle flash and provides more than 35dB of sound reduction. It is an essential part of any RAINBOW mission requiring both firepower and discretion.

### NOTES

The Mark 23 is one of the best pistols available to RAINBOW operatives. The weapon is accurate and the .45-caliber round has the necessary stopping power. Even if you need to attach a sound suppressor, this is the pistol you should turn to.

### DESERT EAGLE .50CAL

Ammunition: .50cal pistol

Rounds per Mag: 7

Mags: 4

Fire Selection: SA

Attachments: High-capacity magazine, sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	20	70	36	1	81
High-capacity magazine	20	70	36	7	80
Sound suppressor	10	34	44	54	78

The .50-caliber Desert Eagle pistol is a very powerful handgun. It is capable of punching through body armor, but has a limited seven-round magazine.

### NOTES

Although the Desert Eagle has only a seven-round magazine, this shouldn't be a problem given the limited use a secondary firearm gets. If you must resort to your secondary weapon, this is one you can count on. With a .50-caliber round, it takes only a single shot to drop your target even if you don't hit the tango in the head. Unless you must stay quiet, take one of these pistols along. This is a good pistol to assign a sniper for personal protection.

### DESERT EAGLE .357CAL

Ammunition: .357cal magnum

Rounds per Mag: 9

Mags: 4

Fire Selection: SA

Attachments: High-capacity magazine, sound suppressor



#### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	15	34	37	32	86
High-capacity magazine	15	34	37	45	85
Sound suppressor	7	12	44	78	84

The 0.357-caliber Desert Eagle punches through body armor at close range. It carries a limited nine-round magazine.

#### NOTES

This pistol is a bit smaller and easier to handle than the .50-caliber Desert Eagle. It also carries an additional two rounds in the magazine.

### AP ARMY

Ammunition: 5.7x28mm

Rounds per Mag: 20

Mags: 3

Fire Selection: SA

Attachments: High-capacity magazine, sound suppressor



#### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	14	14	35	19	90
High-capacity magazine	14	14	35	37	90
Sound suppressor	5	4	43	78	88

The AP Army was designed as an army pistol with high armor-piercing capabilities. Low recoil and high magazine capacity make this handgun a good defensive firearm against personnel in bulletproof jackets or in unarmored vehicles.

#### NOTES

The AP Army fires a smaller caliber round than any of the other pistols. However, it carries more rounds in the mag than most.

## P-228

Ammunition: 9mm parabellum

Rounds per Mag: 13

Mags: 4

Fire Selection: SA

Attachments: High-capacity magazine, sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	17	32	33	90
High-capacity magazine	11	17	32	45	89
Sound suppressor	7	12	40	63	87

In addition to being one of RAINBOW's favorites, the P-228 is also a popular law enforcement handgun used by many police departments throughout the world.

### NOTES

This pistol is very similar to the 92FS.

## SPP

Ammunition: 9mm parabellum

Rounds per Mag: 13

Mags: 4

Fire Selection: SA

Attachments: Sound suppressor



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	15	21	60	87
Sound suppressor	7	20	31	58	85

First appearing in 1989, the 9mm SPP is bigger and heavier than most pistols, but it's a little more precise. This makes it a great option for RAINBOW's operatives.

### NOTES

This pistol is like a mini-submachine gun, except that it can only fire in semi-automatic mode. However, it is quite accurate for a pistol, an excellent choice for a secondary weapon.

## MACHINE PISTOLS

Machine pistols are small submachine guns. Some are the same as those offered as primary weapons. However, the primary weapon variants include a stock, better sights, and/or a longer barrel. Machine pistols give your operatives a secondary weapon capable of full-automatic fire.

### CZ-61

Ammunition: 7.65mm auto

Rounds per Mag: 20

Mags: 3

Fire Selection: SA, FA

Attachments: High-capacity magazine



#### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	6	6	21	85	86
High-capacity magazine	6	6	21	87	86

The CZ-61 Skorpion machine pistol is a dual-purpose weapon, intended for close combat and personal defense. Its small size makes this weapon concealable for use in confined spaces, such as cars or aircraft. This gun has become popular with police, security and counterterrorist units, and some terrorist organizations.

#### NOTES

One of the least capable weapons you can carry, it has a low damage value. You have to hold down the trigger and get lots of hits if you want to defeat someone.

### MAC 11/9

Ammunition: 9mm parabellum

Rounds per Mag: 16

Mags: 4

Fire Selection: FA

Attachments: High-capacity magazine



#### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	17	1	69	86
High-capacity magazine	11	17	1	73	85

The Mac 11/9 machine pistol was developed in 1970 when Special Forces and police units adopted it. Its high rate of fire and small size make it ideal for close combat.

#### NOTES

This is probably the worst weapon you could choose; with an accuracy level of only one out of a possible 100, you had better be really close to your target if you want a hit.

## MICRO-UZI

Ammunition: 9mm parabellum

Rounds per Mag: 20

Mags: 3

Fire Selection: SA, FA

Attachments: High-capacity magazine



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	11	14	19	60	86
High-capacity magazine	11	14	19	64	86

The Micro-Uzi was developed as a personal defense weapon. Police and militaries of more than 90 countries have adopted this weapon because of its compact size and reliability.

### NOTES

The Micro-Uzi is actually a decent secondary weapon, a good choice when you need automatic fire to supplement your primary weapon.

## SR-2

Ammunition: 9x21mm

Rounds per Mag: 20

Mags: 3

Fire Selection: SA, FA

Attachments: High-capacity magazine



### WEAPON STATS

ATTACHMENT	RANGE	DAMAGE	ACCURACY	STABILITY	RECOVERY
None	12	20	26	59	85
High-capacity magazine	12	20	26	63	85

The SR-2 is a modern machine pistol currently in use with Special Forces. Its special 9x21mm Gurza ammunition is powerful enough to penetrate most forms of body armor.

### NOTES

The SR-2 is the best machine pistol and a good choice for a secondary weapon when stealth is not an issue. While not as accurate as a normal pistol, its automatic rate of fire makes up for this, especially at close range.

## ATTACHMENTS

*Raven Shield* allows you to select from a variety of attachments which you can use with various firearms. Not every attachment is available for each weapon and only one attachment may be used at a time.

### HIGH CAPACITY MAGAZINE



This attachment replaces the standard magazine of the weapon with a larger one. The results are two fold: 1) The weapon doesn't jump as much when shooting and you don't have to reload as often; 2) The weapon's reticle recovery rate decreases due to the extra weight and you have less overall ammunition for the weapon.

### SOUND SUPPRESSOR (SILENCER)



Sound suppressors reduce the amount of noise produced when you fire a weapon. They only reduce the sound of weapons and never completely silence them. Two side effects of silencers are increased weapon weight and decreased damage due to special subsonic ammunition.

### THERMAL SCOPE



A thermal scope attachment allows you to see through solid objects such as walls and doors. This vision mode works when zoomed in, and displays "heat signatures" of objects in the world. To activate this vision mode press the Secondary Fire/Toggle Weapon Attachment key (**Alt**).

### MINI SCOPE



The mini scope is a 3.5x power scope that easily attaches to most weapons. While it is very useful for long-range shots, it occupies considerable screen space reducing your field of vision.

## AMMUNITION

*Raven Shield* allows you to select the type of ammunition your operatives use in their firearms during a mission. Some firearms (except shotguns) can fire either full-metal-jacketed or jacketed hollow-point rounds. Shotguns can fire buckshot or slugs.

### FULL METAL JACKET (FMJ)

This is the common military round. The soft lead projectile is covered, or "jacketed," by a harder metal. This prevents the round from breaking up when it hits something, allowing the full impact to strike at a small point. This increases the round's penetrating power.



Full-metal-jacket ammunition has a longer range than jacketed hollow-point and is better against body armor. It's the default selection for all weapons.

## JACKETED HOLLOW POINT (JHP)

This round is often used by law enforcement. Similar to the full metal jacket round, the jacketed hollow point surrounds a lead center with a harder metal jacket. However, instead of the round coming to a pointed tip, it has a cone-shaped depression at the tip. When this round strikes a target, it flattens, creating a larger surface and causing a lot more damage. As the round flattens, it also becomes less able to penetrate body armor, because the force is spread across a larger area.

Because of the shape and ballistics of the round, jacketed hollow-point bullets have a shorter range, so don't use them for long-range firing. However, they're very effective for short- to medium-range firing and serve best against terrorists wearing no body armor.

## .00 BUCKSHOT

This is the standard load for RAINBOW's shotguns. The shell contains a number of small round projectiles that separate and spread out after leaving the barrel. Although ineffective for penetrating body armor at medium and long range, buckshot is great for unarmored targets in close-quarters combat. The spread increases the chance of hitting the target. It is also effective for shooting out locks and breaching doors.

## SLUGS

A shotgun shell can also contain a single large projectile. Ineffective against body armor, slugs will knock targets off their feet. Although buckshot is often a better choice, slugs are great when you must avoid hitting nearby hostages with the spread of buckshot.

## EQUIPMENT

In addition to two firearms, each operative also has two slots for equipment: grenades, explosives, heartbeat devices, kits, and other items.

## GRENADES

### FLASHBANG GRENADE



Capable of stunning observers with a combination bright flash and loud report, flashbangs are commonly tossed into rooms to "prepare" them prior to entry. The valuable seconds gained while potential hostiles recover from the stun effects can mean the difference between life and death to a RAINBOW team.

### NOTES

All members of each team should carry flashbang grenades, because clearing a large building may require a number of these devices. As a rule, use a flashbang if there's a chance an enemy occupies any room you're about to enter.

## FRAG GRENADE



The M61 fragmentation grenade is the standard issue offensive grenade used by infantry throughout the world. Its blast radius is small but lethal.

### NOTES

Frag grenades can clear a small room with a single blast. Take care when you use them during hostage rescues, unless you're certain that the targeted room contains no hostages. Bounce them off of walls to round a corner. Should this grenade detonate in view of the operative who launched it, it stuns and often wounds the operative (if it doesn't kill the operative outright). You can also use frag grenades to blow in some doors.

## SMOKE GRENADE



Smoke grenades release a cloud that obscures vision. Moving with the wind, the cloud causes no damage to people.

### NOTES

If you are having trouble crossing an area because tangos or snipers are covering it, throw a smoke grenade or two. This will block the line of sight for the tangos and allow you to move without being seen.

## TEAR GAS GRENADE



This grenade creates a dense cloud of CS tear gas. Breathing CS gas makes victims cough, while their eyes water and burn. This effectively reduces the fighting ability of any person caught in the cloud. Wearing a gas mask counters this effect.

### NOTES

If you are going to use this type of grenade, your entire team should be wearing gas masks so they are not affected. Tear gas grenades are great because they are silent and force a tango to leave a hiding place. Use these when a tango is aiming directly at a doorway or other passageway you must enter. Throw in the tear gas grenade and then rush in, or wait for the tango to run out.

## EXPLOSIVES

### BREACHING CHARGE

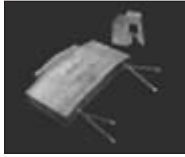


Breaching charges are used to explosively remove doors for rapid entry. Flashbangs do not need to be used in conjunction with a breaching charge as they already stun or wound anyone nearby.

### NOTES

You do not have to use these charges only on locked doors. It is a great way to blast your way into a room full of tangos.

## CLAYMORE MINE



This is a remotely detonated antipersonnel mine. Place this device anywhere on the ground and detonate it from anywhere on the map. It functions similar to a frag grenade, but the blast only goes in the frontal hemisphere (+/- 75 degrees from center). This item can be destroyed.

### NOTES

You won't use these during the campaign missions, though you can take them along. They are best used during multiplayer missions as a defensive role.

## REMOTE CHARGE



This is a small (less than one kg) block of C-4 plastic explosive with an attached radio detonator. Place this device anywhere on the ground and detonate it from anywhere on the map. It functions similar to a frag grenade, but it can be detonated remotely. This item can be destroyed.

### NOTES

This is often used for multiplayer missions where the enemy will be coming to you. Hide it in a corner or next to a wall so it is not obvious to your enemy.

## HEARTBEAT DEVICES

RAINBOW has access to some great devices that allow you to sense heartbeats during a mission. However, there are several devices you can use during multiplayer missions to foil the enemy's sensors.

## HEARTBEAT SENSOR



The heartbeat sensor is capable of tracking a human heartbeat even through thick layers of concrete. It works by detecting the characteristic ultra-low-frequency electric field given off by a beating heart. When in use, the heartbeat sensor scans for heartbeats in a cone straight ahead. It does not, however, differentiate between friends and foes.

### NOTES

The heartbeat sensor is very valuable. If the character you control carries one, select it as the active item. You will then look through a binocular-type device that shows heartbeats as white circles. However, you cannot tell if it is a friend or foe. Use this sensor to see if a room is occupied before you enter it and to help determine the piece of force or restraint to use.

At least one operative on each team should carry a heartbeat sensor. However, you have to take control of that operative to use it. If you are a veteran of the RAINBOW Six series, the new sensor offers a major change. It also allows you to scan different levels, not just the one you are on.

## HEARTBEAT SENSOR JAMMER



This is a handheld device that prevents other players from picking up heartbeat sensor information within a 15-meter radius of the player holding it. In team multiplayer games, the jammer only jams the enemy's heartbeat sensors, not the ones of the team using the jammer.

### NOTES

This handheld device prevents other players from picking up heartbeat sensor information in a radius from the player holding it. To activate it, make it the current item. This item is useful in setting up ambushes. Some players consider the heartbeat sensor cheating, so the jammer is a cheat against a cheat. Only one member of a team needs to carry the jammer because it operates over a small radius. As long as your team stays together, all are invisible to enemy sensors.

## SA HB SENSOR JAMMER



This device operates identically to a heartbeat jammer, except that it must be placed on the ground. This item can be destroyed.

### NOTES

This item is useful for defender roles. Place them around an ambush point to prevent the enemy from detecting your defenders. Once you place it, you cannot pick it up and move it.

## FALSE HEARTBEAT PUCK



When placed on the ground, this puck emits a heartbeat similar to other players. The heartbeat varies between 80 and 90 beats per minute. This item can be destroyed.

### NOTES

This is another useful item for defensive tasks, especially if your opponent relies on heartbeat sensors. Place it away from your operatives, but within their sight. Use it with a heartbeat jammer. When enemies detect the false heartbeat, they will enter the room or throw a grenade at it, thinking it's you. While they go one direction, hit them from the other direction.

## KITS

Kits are small cases containing tools that help your operatives complete certain tasks much quicker than without them.

### DEMO KIT



This kit speeds the placing and disarming of explosives. It contains basic electrical diagnostic equipment along with the essential mechanical tools needed to perform the job. Extra primer, detcord, and a variety of adhesives complete the kit. You do not have to equip this item; it is used automatically when you place or disarm a bomb.

### NOTES

Take this along only if explosives will be disarmed. Assign it to a demolitions specialist.

## ELECTRONICS KIT



This kit speeds up placing bugs, rewiring security cameras, and related electrical tasks. It contains a high precision multimeter, miniature power supplies, a breadboard, and digital analyzer. Jumpers, clips, and miscellaneous electrical parts round out the kit. You do not have to equip this item because it is used automatically when you place or interact with electronic devices.

### NOTES

This kit is essential for bugging devices. Assign it to electronics specialists.

## LOCK PICK KIT



This kit speeds the picking of locks. Its primary component is a highly sophisticated auto-pick capable of opening most mechanical locks in a few seconds. Electrical keycard or swipe locks are handled using a classified system containing presets for all major keycard variations. You do not have to equip this item; it is used automatically when you attempt to open locked doors.

### NOTES

Your team will need lock pick kits to get through some doors quickly and quietly (as opposed to a shotgun breach or breaching charge). Although your operatives can pick locks without a kit, it takes longer.

## OTHER ITEMS

### GAS MASK



Gas masks counter the effects of toxic gas and CS gas grenades. You do not have to equip this item; it is automatically worn.

### NOTES

Wear these only if you will be using tear gas grenades, and only for those teams that will be moving through areas where they are used.

### PRIMARY MAGS



Extra magazines for your primary weapon.

### SECONDARY MAGS



Extra magazines for your secondary weapon.

## UNIFORMS

RAINBOW operatives have access to several uniform patterns, each designed for a certain environment or lighting condition. The patterns help make the teams as inconspicuous as possible so they can take down the enemy before they're seen.

Each pattern is available in three weights. Light uniforms are for recon or other teams uninvolved in firefights. They're quieter and allow the wearer to move about stealthily. Heavy ("breaching") uniforms incorporate the most body armor. However, they're bulky and make noise, limiting wearer mobility and stealth. Breaching and demolitions teams should wear these. The medium-weight uniform is the standard. It's appropriate for assault and other teams that need a balance of protection and ease of movement.

As the commander, you must outfit your team members appropriately for the tasks they must perform.

## UNIFORM CLASSES

### LIGHT

This class is perfect for nighttime missions and recon specialists. It consists of a lightweight level 1 tactical vest capable of stopping low-powered pistol rounds, and it is rounded out with the standard soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves.

The light armor offers minimal protection to an operative. Since it is light, it does not hinder the operative's action speed. This is the default armor. It covers most parts of the body: abdomen, knees, and elbows.

### MEDIUM

This class consists of a level II waist-length tactical vest and a Kevlar helmet, soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves. The vest stops pistol and submachine gun fire.

The medium armor offers average protection to an operative. Since the medium armor is heavier than the light armor, it slightly hinders the operative's action speed for things such as reloading. This armor covers the abdomen, legs, elbows, and head.

### HEAVY

This class consists of level III body armor extending to the groin; it can stop all but the highest-powered rifle rounds. This is the preferred uniform of demolitions experts because the faceplate on the Kevlar helmet offers excellent protection from flying debris. Some heavy uniforms don't include the helmet with faceplate, and the body armor extends only to the waist because you'll use these uniforms mainly for outdoor missions.

Heavy armor offers very good protection to an operative. Being the bulkiest armor, it reduces the operative's action speed for things such as reloading. Heavy armor protects the abdomen, legs, arms, and head.





# 4

## MISSION PREPARATION

*The adage “If you fail to plan, you plan to fail” applies to this game more than to any other. The planning stage is the most important, and it’s where you’ll spend the most time during operations. Most missions take only a few minutes to execute, but often take an hour or more to plan and fine-tune. The planning stage is broken down into four screens. Each screen contains important information or requires you to do something to prepare for the mission. In the following sections, we’ll look at each screen, then go over mission-planning basics.*

### THE BRIEFING ROOM

This is the first screen in the planning stage, where you receive information regarding your missions. Your objectives lie on the left side of the screen.

Above your objectives are buttons for selecting briefings from Control, John Clark, Kevin Sweeney, a Newswire with a report of your previous mission, and finally your mission orders. Study each carefully; they may contain important information to help you complete the mission.

Although the Newswire briefing isn’t vital for completing your mission, it provides the background story for the campaign. It displays your past mission success and shows how it affects the campaign.



The Briefing Room screen

## THE TEAM ROOM

For veterans of the *RAINBOW Six* series, the Team Room screen combines three previous screens, allowing you to select your operatives, organize them into teams, and equip them. The screen is divided into three parts. The left side lists the available operatives and those assigned to one of three different teams. The center part shows the currently selected operative and what equipment he or she is carrying. The right side of the screen changes to display information on operatives or equipment depending on what you have selected.

When selecting operatives for your missions, the right side of the screen displays background information on the members of RAINBOW, including their abilities and health status. To choose an operative, click on the plus sign (+) for the desired team. Use the up and down arrow buttons to change position within the team. The team leader is listed first for each team. You organize your operatives into teams from this screen. You can take only eight people with you, divided into a maximum of three teams—Red, Green, and Gold. Teams can be composed of no more than four operatives each. You can create two teams of four, two teams of three with a third team of two, or some other combination. You do not have to take eight operatives. In fact, in one of the campaign missions, you need only a single operative.

After you assemble your team, arm your operatives. For each, select primary and secondary weapons, additional items to carry (these fit into slots one and two), and a uniform. Although you can assign everyone the same things, you'll need to customize individual kits for specific jobs.



The Team Room screen

## THE PLANNING ROOM

You'll spend the most time at the Planning Room screen. It provides probable locations of hostages, terrorists, and mission objectives. Plot waypoints for each of your teams here, and give them special orders or commands. After the action starts, you control only one of the teams at a time. At each waypoint, you can change the Rules of Engagement (RoE) regarding speed and mode—how fast the team moves to the next waypoint and how it responds to others on the way. You can also give specific instructions at waypoints.

You can acquire some control over other teams using Go Codes. There are four in all—three of which you order during planning. When a team reaches



The Planning Room screen

a waypoint with a Go Code, it waits for you to issue that code before advancing. This way you can synchronize your teams' activities. The "Planning a Mission" section covers the Planning Room screen in greater detail.

## THE EXECUTE MISSION ROOM

Use the Execute Mission Room to choose which team you would initially like to control and start the mission. Another option is to begin the mission in Observer mode. When you select this, you can cycle through all of the team operatives, but you do not control any of them. This is a good way to observe how the AI follows your orders and see where shortcomings may occur that get operatives killed.



The Execute Mission Room screen

## PLANNING A MISSION

Mission planning is difficult and time-consuming. If you fail a mission or are unhappy with the results, return to the planning stage and try it again. Rarely will you execute a perfect mission your first time through, but the better your plan, the better the execution.

Take the following steps when you plan a mission (not necessarily in this order).

### BRIEFING

First, read through all of the briefings to learn about the situation and determine the purpose of your mission. You'll find the latter in the mission orders and objectives. Listen to Control, John Clark, and Kevin Sweeney. They may offer some insights.

### RECON

Go to the Planning Room screen to learn the actual or probable locations of hostages and terrorists, as well as mission objectives such as bombs or computers in the mission area. For now you are skipping the Team Room, but you'll come back to it later. Learn as much as you can about what you face, then decide how many teams you need to accomplish the mission and what their tasks will be.

#### TIP

Each mission walkthrough contains detailed maps illustrating the locations of all tangos, hostages, and other mission-related items such as bombs and security systems. Use these maps to help plan your mission.

## SET WAYPOINTS

Giving orders to your teams is easy. First, select a team and begin plotting waypoints. The first waypoint must be within an insertion zone. For missions that require you to escort hostages or get your team out of the area, place your final waypoint for each team within an extraction zone. Determine the team's entry into a building, its route to that area, how it'll reach its objective, and how it'll get out.

There are several types of waypoints. A normal waypoint is the standard type. Nothing happens when your team reaches it, unless you give an order to throw a grenade or something similar. Milestone waypoints are assigned a number between 1 and 10. When a computer-controlled team reaches a milestone point, it sends you a radio message that it has reached that particular point, then continues on. This is a good way of keeping track of the progress made by other teams during a mission. Go Codes are the third type of waypoint; they order a team to stop at that point until you provide further instruction.

### TIP

If you press the 3D button on the left side of the screen, a 3D window opens that shows you what the map looks like from the selected waypoint. Click and hold the mouse button within the 3D window and move the mouse to look around that waypoint. This is a good way to see what to expect at that point.

## GO CODES

Use Go Codes to coordinate team activity. For example, it's good to have all teams enter a building at the same time. But in some cases, one team may have to complete a task before another team can continue.

How you use Go Codes depends on your preferences and the mission. You may choose to assign each team a unique Go Code (for example, Red Team uses Code Alpha, Green Team uses Code Bravo, and so forth) or use the same Go Codes for all teams sequentially throughout the mission (Alpha is the first code, Bravo is second, and so forth).

Go Codes act as stopping points for a team during a mission. Teams move through their waypoints until they come to a Go Code. Then they halt, assume a defensive posture, and wait for the code to be issued. Only those teams waiting for a certain code are released when that code is given. If another team arrives at a Go Code waypoint after you give the code, it must wait until the code is given again.

Assigning Go Codes throughout a mission allows teams to better work together. For example, use a Go Code when entering a structure. The code allows all of the teams to get into position, then rush in at the same time to maximize the element of surprise. When using multiple teams to storm into rooms with hostages, Go Codes help coordinate the action so you can get the maximum amount of firepower into the area in the least amount of time. Use Go Codes to order teams escorting hostages to wait until the pathway to the extraction zone is clear and safe.

There is a fourth Go Code—Zulu. Zulu is ordered during a mission using the orders menu only. This allows you to organize your teams for a coordinated action you did not order during the planning phase.

You need several teams for each mission. Since you cannot control all of them at once, use Go Codes to maintain order during a mission.

### TIP

Each of the four Go Codes has a corresponding key: Alpha [J], Bravo [K], Charlie [L], and Zulu [;]. You can use each Go Code more than once.

## ORDERS

You can also give teams orders at each waypoint. For example, you can order them to use a flashbang or frag grenade, or even a breaching charge. Giving orders is important, because computer-controlled teams won't do these things unless they're instructed to. Set these orders for your own team, as well. If you want a demolitions specialist on your team to breach a door a certain way, order it at that waypoint. If you don't, you'll have to breach it yourself with the equipment you're carrying or issue an order to the operative during the mission.

## SNIPE

"Snipe" is the final order and is only assigned with a Go Code. Usually you should issue the Snipe order to a team containing a sniper, but you can give it to any team. The sniper (or the team member with the best sniping skill) takes aim at the point you designate on the planning map with sniper view activated. Do not expect a sniper to cover a large area. Meanwhile, the other team members assume a defensive posture providing protection for the sniper.

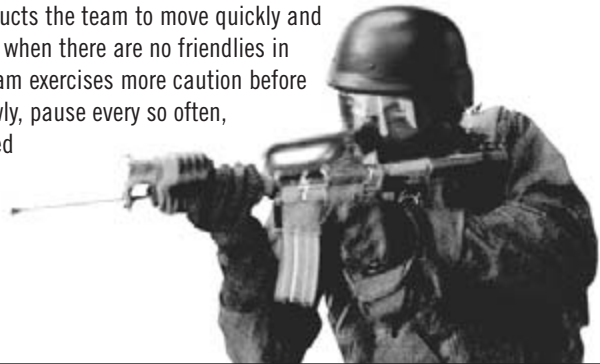
## RULES OF ENGAGEMENT

In the center of each waypoint path is a small icon that tells you the Rules of Engagement or RoE for the path between the two points. Rules of Engagement orders determine your teams' behavior as they advance to the next waypoint.

Teams in Assault mode move along their path while attacking targets of opportunity. Whenever possible, they attempt to clear the area before advancing to the next area. Recon mode makes the team move stealthily, return fire only, and use silenced weapons if available. Only teams in Recon mode use heartbeat sensors. Infiltrate mode orders a team to move as quickly and quietly as possible. If operatives come across enemies, they will fire, preferably with silenced weapons. Their main task is to get to a specific point, rather than clear areas of terrorists.

After the team rescues a hostage, switch to Escort mode to escort the hostage to safety. If a team approaches a hostage in any other mode, the hostage will stay put. Escort mode tells the hostage to follow the team. When escorting a hostage, have the team follow a secure route that is clear of tangos.

Movement mode tells the team how fast to move and how careful to be when targeting and firing weapons. Blitz instructs the team to move quickly and to fire at anything that moves. Use Blitz when there are no friendlies in the area. Normal is a basic walk; the team exercises more caution before firing. Teams assigned Safety move slowly, pause every so often, and take deliberate aim at well-identified targets before firing—perhaps even risking their own safety. When approaching areas where hostages are located, change the speed to Safety.



### TIP

After planning waypoints for all teams, make a few notes on what each Go Code does for quick reference later.



## BUILDING TEAMS

You've issued orders for your teams and have an idea of the tasks each must complete during the mission. Now it's time to put your teams together. Go to the Team Room screen.

Choose one operative with good leadership ability for each team. Assign specialists, such as electronics or demolitions, if the mission calls for them. Fill in the teams with assault specialists. Team up operatives who have poor self-control values with stronger leaders.

**NOTE:** Consult the mission walkthroughs for suggestions on which operatives to choose for a mission.

## PASS OUT THE AMMO

While still at the Team Room screen, distribute firearms and equipment to your assembled teams. RAINBOW is well funded, so take as many weapons or items as you need. Equip your teams appropriately. For example, if they must breach a door with a charge, at least one member of a team must carry a breaching charge. The same rule applies to various types of grenades.

Issue the correct types of weapons. If your mission requires silence, all operatives must have a silenced primary weapon so you don't prematurely reveal your presence to the tangos. Carry a silenced secondary weapon unless stealth is completely unnecessary. With both primary and secondary weapons, you can also choose attachments. These include sound suppressors, high-capacity magazines, mini scopes, and thermal scopes. Each weapon can have one attachment.

After you have all the required items for a mission, fill up any remaining slots. Each team should have at least one heartbeat sensor. Assign it to the leader, whom you will control for that team. Flashbangs are a good choice when the mission involves hostages. Otherwise, take along some frag grenades. If you expect a sniper to have lots of targets, take some additional primary mags.

Finally, suit your operatives in appropriate uniforms. Choose inconspicuous patterns and weights appropriate for the task. Breachers should wear heavy uniforms and recon teams should don light ones to stay quiet. Most team members should wear medium-weight uniforms that provide a balance of protection and mobility.

**NOTE:** The mission walkthroughs suggest weapons and equipment for each mission.

## START THE MISSION

Your teams are ready, so go to the Execute Mission Room screen. You've invested a lot of time in planning this mission, so don't forget to save it during the planning process. This way, if you fail the mission, you can make small adjustments to your plan instead of going back to the beginning. Select the team you'll lead and begin the mission.



## MISSION FAILURE?

If you fail a mission or get a lot of your people killed in a successful mission, go back to planning and try again. Study who got killed and where to determine the changes you need to make. For example, if a team was massacred upon entering a room, order it to throw a frag grenade before going through the doorway. You may also need to change a team's RoE for a certain waypoint. Think of each failure as a learning experience. Use Observer mode when beginning a mission to see what caused the failure from a different team's point of view. This mode also tests your planning ability. If you order an excellent plan, the teams should get through the mission, completing all the objectives, without you taking control at any point of the mission.



A failed mission is an excellent learning tool.

### TIP

After every mission, whether it was a success or a failure, study what worked well and what needs improvement. No mission is perfect, but the more you learn, the smoother future missions will go.





# 5

## OPERATION: STOLEN FLAME

*These mission walkthroughs are based on the Veteran difficulty level. Recruit and Elite levels will be less and more difficult respectively. A harder difficulty level has more alert tangos.*

*Each walkthrough contains a mission briefing and maps of the mission area, with key points designated by an alphanumeric name, such as 1-A. Also included are suggested team and kit compositions.*

*The Strategy section outlines how you should plan the mission. The Team section provides detailed orders for each team to assist during the planning phase and the mission. The Notes section illustrates how all of the teams will work together during the mission and lets you know when to give each of the Go Codes.*

2005.11.30—2300

Amuay, Venezuela

### MISSION ORDERS

Terrorists have seized control of an oil refinery in Amuay, Venezuela. They claim to have rigged the entire complex with explosives and are threatening to detonate them unless their demands are met. Your mission is to neutralize the terrorists.

The terrorists are demanding the end of deportation proceedings against a senior citizen named Peja Sicic. Mr. Sicic was a high-ranking official in the Yugoslavian Ustache regime during World War II, working for the bad guys. That piece of his past caught up with him. However, members of the neofascist organization called the People's Social Nationalist Party (PSNP) don't see anything wrong with what he did in the '40s. They've seized the refinery in response to the deportation hearing, and if Sicic isn't released within 24 hours, they're threatening to blow the entire facility.



**Tangos have swarmed this oil refinery.**

All the information we have on the terrorists indicates that they're neither well-organized nor well-armed. Intel's analysis is that their bombs are homemade, which means they could go off at any moment, and take the surrounding landscape with them.

## INTELLIGENCE BRIEFING

We are dealing with dangerous amateurs sitting on top of a powder keg. These lads are affiliated with the People's Social Nationalist Party, which got itself booted from the far right coalition for being too extremist. They've had a number of scrapes with the police, usually after seven or eight of them beat an immigrant.

Nothing in their profile suggests they are well-organized or well-supported, so you can expect small-caliber arms. They're erratic, politically fanatical, and not that bright. Right now, they're sticking explosives all over a few million barrels of crude oil and gasoline, and they don't seem to care if they get incinerated if they get their point across.

## OBJECTIVE

1. Neutralize all terrorists.

## TEAM ASSIGNMENTS

### RED TEAM

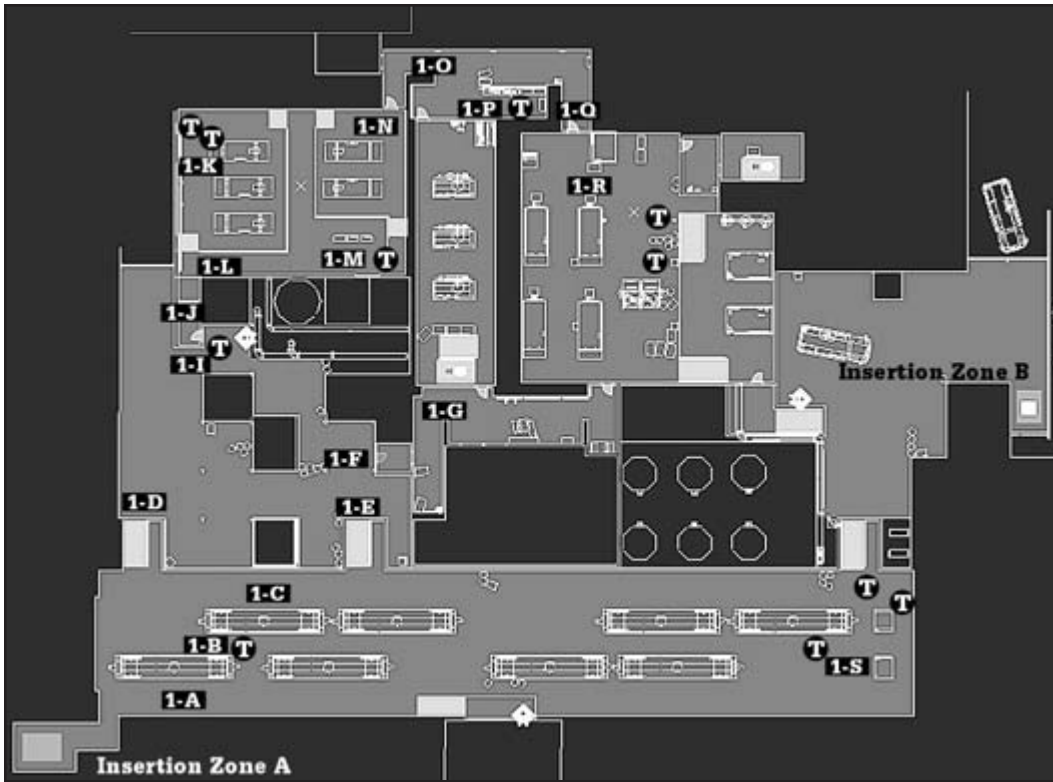
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	MP5SD5 with mini scope	MK23	Flashbangs	Frag grenades	Medium blue camo
Pak	MP5SD5 with mini scope	MK23	Flashbangs	Frag grenades	Medium blue camo
McAllen	MP5SD5 with mini scope	MK23	Breaching kit	Frag grenades	Medium blue camo

### GREEN TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Bogart	MP5SD5 with mini scope	MK23	Flashbangs	Frag grenades	Medium blue camo
Arnavisca	MP5SD5 with mini scope	MK23	Flashbangs	Frag grenades	Medium blue camo
Loiselle	MP5SD5 with mini scope	MK23	Flashbangs	Frag grenades	Medium blue camo

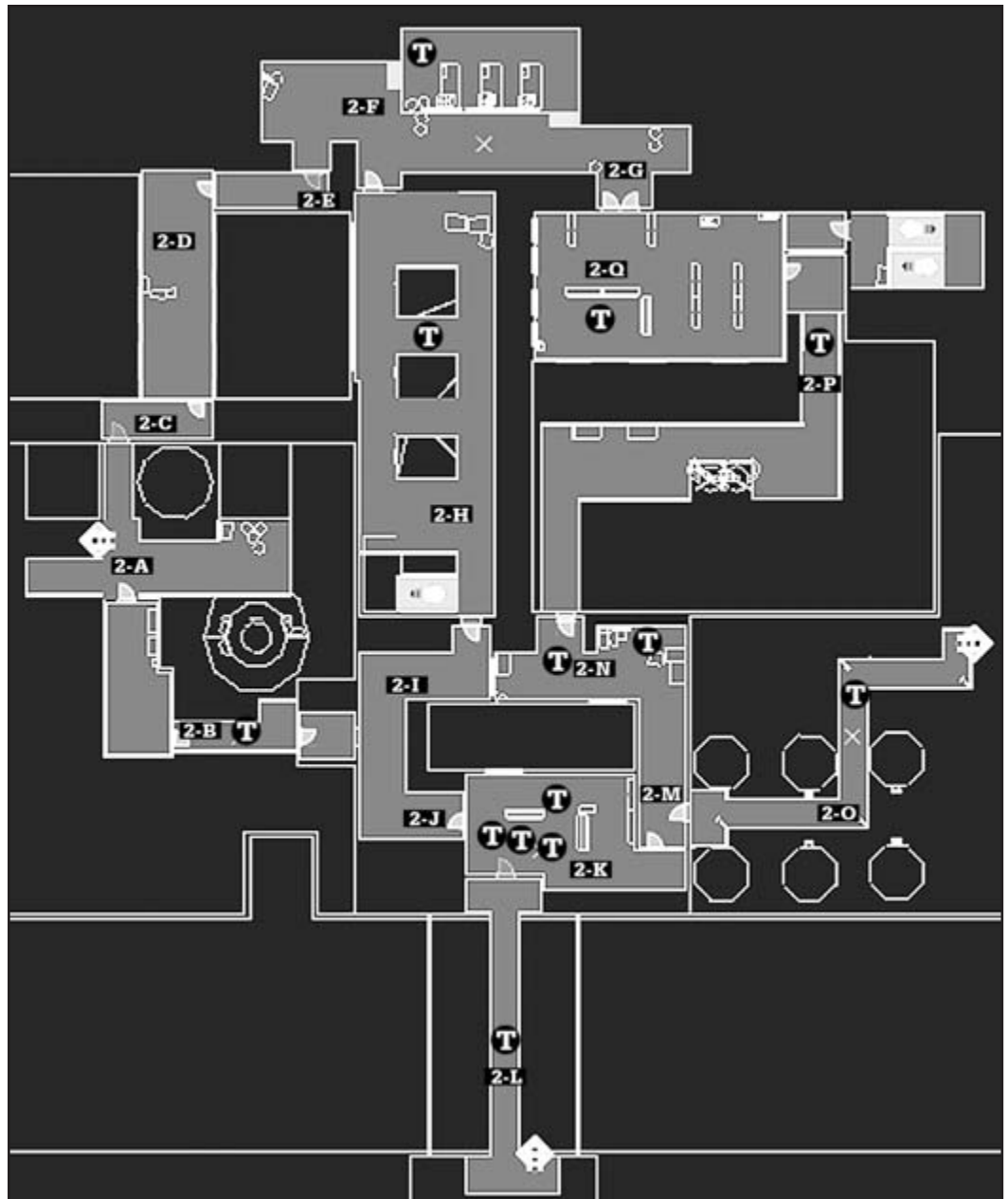
### GOLD TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Novikov	MP5SD5 with mini scope	MK23	Flashbangs	Frag grenades	Medium blue camo
Yacoby	MP5SD5 with mini scope	MK23	Flashbangs	Frag grenades	Medium blue camo



OIL REFINERY, LEVEL 1





OIL REFINERY, LEVEL 2



## STRATEGY

Though the terrorists are placing explosives around the refinery, you don't need to worry about disarming them or even the terrorist detonating them. All that concerns you is locating and neutralizing all 26 of the tangos around and inside the refinery. For this mission, use three different teams. You could get by with only two, but there are a couple of spots that are easier to clear if you simultaneously hit them from three different angles.

All three teams start together and sweep the rail yard on their way to the refinery building. Two of the teams then make their way to the second level, while the third team clears the ground level. While most of the teams' actions take place independently, there are three times when they coordinate their actions for support.

You don't have to be quiet in this mission, but it's a good idea to maintain stealth. Silenced weapons allow you to engage tangos without alerting those in other areas—giving you a better chance to sneak up and get the drop on them.

## RED TEAM

Red Team is your main team for this mission. It is responsible for clearing out a lot of tangos on the ground level and the second level. Its operatives are also tasked with assaulting a control room single-handedly. For this they will use a breaching charge.

Red Team begins at insertion zone A, then heads to point 1-A and holds there for Code Alpha. Operatives should be ordered to snipe down the railyard to the east toward 1-S. From here they can engage two tangos, and a third who will climb down from the walkway at 2-L to see what is going on.

Once Alpha has been issued, Red heads for the stairs at 1-E and continues on through the door at 1-F. Make your way to 1-G and go through the unlocked door. A tango patrols the walkway above, so look for him and take him down if you see him. Continue upstairs to 2-H and hold for Code Bravo. If you haven't taken the patrolling tango out yet, be ready as he enters from room 2-F. Also watch for another tango who may enter the area while you are holding.

### TIP

After leaving 2-H, shoot through the window into 2-N and take out the tangos there.



Use the mini scope to engage tangos at the opposite end of the railyard.



Take out this tango on 2-H before you climb the stairs.



After you receive Code Bravo, head south through 2-I and on to the door at 2-J. The demolitions expert in your team must place a breaching charge on the door. Once it is detonated, it will blow the door and stun the tangos standing near it. The charge also creates smoke and dust in the doorway, obscuring your vision. Everyone inside is a tango, so open fire. When the smoke dissipates, enter the room and make sure all the bad guys are down. With the room clear, unlock the door to the south and check the walkway at 2-L to confirm the tango there is neutralized.



Either shoot or throw a frag grenade into the southern control room after breaching the door.

Return to the control room and exit through the eastern door. A tango hides behind some crates at the opposite end of hallway 2-M. Drop him before he can get off a shot. Go through the door to the right and out onto the outside catwalk toward 2-O. A tango is patrolling there. Waste him and return to 2-M. Another tango patrols between 2-N and the walkway at 2-P. Take up a position near the doorway by 2-N and hold there for Code Charlie. Neutralize the tango as he comes into your sights.



Take out this tango on the outside catwalk.

At Charlie, move out to 2-P and engage the tangos in control room 2-Q through the windows. If the other teams did this job, all tangos should have been neutralized by this time, and the mission will be complete.

**TIP**

The windows to the northern control room are one-way; shoot them out to see where the tangos are inside.



Clear off the upper walkway while the other teams complete their assignments.

## **GREEN TEAM**

Green Team is tasked with clearing out the ground floor of the refinery building. While this is not that dangerous, the real threat comes from tangos on the second level who can fire down on them. However, the other two teams will neutralize these threats from above before they can shoot down on Green Team.

From insertion zone A, Green Team moves out at the start of the mission to point 1-C and holds there for Code Alpha. While moving to this point and during the hold, the team should focus on tangos in the railyard to the east, and the tango on the catwalks to the north.

After Alpha is given, Green Team moves up the stairs at 1-D and advances to 1-I, taking out the tango guarding the ladder and the door. Open the door and enter the ground level of the refinery building. Hold at 1-J with an order to snipe toward 1-K, where a couple of tangos are positioned. Remain at 1-J until Code Bravo.



**Clear the railyards of patrolling tangos.**



**While holding for Bravo, use the mini scope to get a good shot at these two tangos.**



**Another tango lurks around the corner.**

When Bravo is issued, the other two teams will clear out the walkways above Green Team so they can move through the large room. A third tango patrols around 1-M, so deal with him as you round the corner at 1-L. With the room clear, continue to the door at 1-N and go through. Near 1-O, turn to the right and take out the tango hiding at 1-P. He faces 1-Q, so he won't see you as you approach. Advance to the door at 1-Q and hold for Code Charlie.



This tango is waiting to ambush someone coming from the other direction. Ambush him instead.

At Charlie, go through the doors and get ready to shoot as you move to 1-R. Two tangos are to the left, but you should have the element of surprise in your favor. Red Team will take care of the tango on the walkway above. Remain at 1-R until the mission is complete.



Take out these two tangos with quick shots. Get your team into the area to help.

## GOLD TEAM

Gold Team acts as a support to the other teams. Along with Red Team, Gold helps clear the second level of the refinery building.

At the start of the mission, Gold Team moves from insertion zone A to point 1-B. Hold there for Code Alpha and take out any tangos patrolling the railyard in the direction of 1-S.

When Code Alpha is given, move out. Advance up the stairs at 1-D and continue to 1-J. Climb the ladder to 2-A. To make sure the tango on the catwalk is neutralized, move through the small room to 2-B. Head to the ladder and pick the lock of the door to the north so you can advance to another door at 2-C. Hold outside this door for Code Bravo.



Waste the tango by the ladder as you approach, before he sees your team.

## CHAPTER 5: OPERATION: STOLEN FLAME



Drop this tango overlooking the room below.



The tango in 2-E can surprise you if you are not alert. Open the door and shoot.

After receiving Bravo, open the door and move through 2-D. Continue into 2-E. Get your weapon ready so you can take out the tango in 2-F after you open the door and enter. With this room now clear, continue to the double doors at 2-G and hold for Code Charlie.



This tango is by the machinery around the corner to the right.

At Charlie, open the doors and take out the tango by the control console. A second tango may be in the southeast corner behind the rows of control equipment, if he is not patrolling around outside of the room. Neutralize him and remain in the control room until the mission is complete.



Clear out the control room to complete the mission.



## NOTES

This mission is straightforward. As long as you follow the plans as presented, you won't have surprises. For this mission, take control of Red Team. Because it has the more dangerous tasks with a greater degree of variability, it will benefit most from your direct control.

At the start of the mission, lead your team to point 1-A and hold. All of the teams will cover the railyard. Use the mini scope on your submachine gun to target tangos to the east. Wait until at least three tangos have been neutralized—the three patrolling the railyard and possibly the fourth from 2-L—before giving Code Alpha.

At Alpha, all of the teams move north and enter the building after eliminating a couple of guarding tangos. Follow Red's waypoints through the door and upstairs to 2-H. The guard in this area moves around, so keep your eyes peeled and drop him when he comes into your sights. Wait for the other two teams to get into position, then issue Code Bravo.

You now move south through a hallway toward the southern control room. Though the door is not locked, use a breaching charge to make an explosive entrance. Switch your control to McAllen, the demolitions expert. Place the charge and withdraw to the end of the hallway, away from the door. Crouch or go prone before blowing the door so you are less likely to be hit if the tangos inside shoot through the doorway. Detonate the charge, pull up your submachine gun, and fire. Or, pull out a frag grenade and throw it through the doorway.

Clear out the control room, the walkway at 2-L, the hallway at 2-M, and the outside catwalk at 2-D. Cautiously approach 2-N. The tango patrolling the walkway at 2-P may come to 2-N, letting you ambush him. If not, move to 2-N and crouch in the doorway. Watch for the patrolling tango and neutralize him on sight. By the time you get here, the other teams should be holding for the next Go Code. Give Code Charlie and move along the walkway toward 2-P. You can shoot through the windows at the tangos in 2-Q. Look for the one in the southeast corner of the room. Green Team should take care of the two tangos below. Once all tangos are neutralized, the mission is complete.





# 6

## OPERATION: GOLD DAGGER

2005.02.12—1600

Jura Canton, Switzerland

### MISSION ORDERS

Terrorists have taken hostages in the village of Lamoura, Switzerland. Among them are several delegates to the current International Monetary Fund (IMF) conference in Geneva. Swiss security forces have sealed off the area in preparation for your arrival. Your mission is to liberate the IMF delegates.

Normally we'd leave something like this to the Swiss authorities, but the profile of the hostages is high enough that we've been called in. There were at least five IMF conference delegates present in the village when it was stormed. I say "were" because we don't know how many are left alive. The terrorists hit the local bank first, then rounded up hostages when they realized they were pinned down. They've issued a few demands, but haven't identified themselves.

Something about all of this stinks, but figuring out what is Intel's job, not yours. Yours is to go in there, clear out that village, and make sure the hostages come out alive.

### INTELLIGENCE BRIEFING

There's something odd about this operation. At first, the terrorists seemed unaware of their captives' identities, as though they'd been planning to hit the town anyway and the presence of the IMF officials was a lucky accident. Apparently, the delegates were taking a day's ski trip away from the conference in Geneva. They'd have been better off if they'd kept their minds on business. Still, there's something here that doesn't make sense. There's nothing else in Lamoura worth mounting an operation like this over.



**The hostages are well guarded; the tangos will kill them if your operatives are detected.**



## OBJECTIVE

1. Rescue both hostages.

## TEAM ASSIGNMENTS

### RED TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Price	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Tear gas grenades	Medium winter camo
Burke	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium winter camo
Rakuzanka	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Frag grenades	Medium winter camo

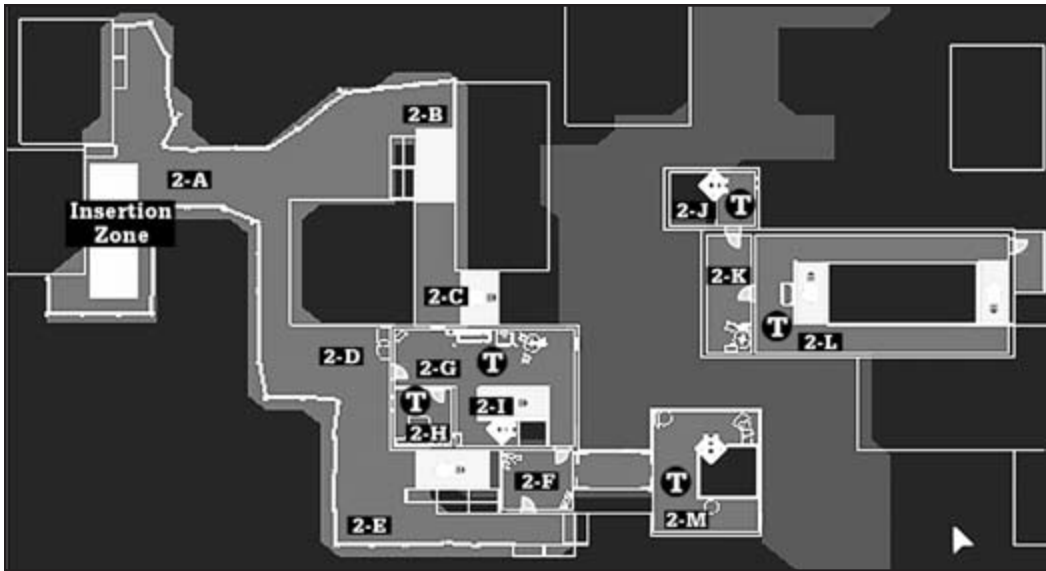
### GREEN TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Walther	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Tear gas grenades	Medium winter camo
Hanley	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium winter camo
Noronha	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Frag grenades	Medium winter camo

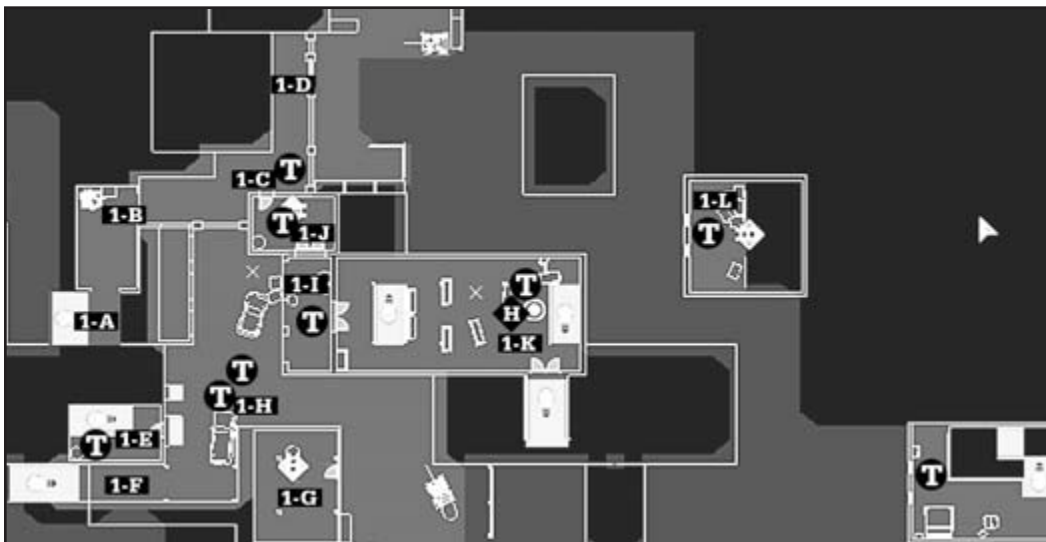
### GOLD TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Woo	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium winter camo
Narino	AW Covert with thermal scope	MK23 with sound suppressor	Flashbangs	Tear gas grenades	Medium winter camo





VILLAGE, LEVEL 2



VILLAGE, LEVEL 1



## VILLAGE, LEVEL 0

# STRATEGY

This mission is tougher than the previous mission. Now you have to worry about hostages. If the terrorists become aware of your presence, they will execute the hostages, resulting in a mission failure. Operate as stealthily as possible. Suppressed weapons allow you to neutralize tangos without alerting the guards as you advance toward the hostages.

Luckily, both hostages are in the same building. However, while one is on the ground floor, the other is in the basement. You must clear the two areas without hitting the hostages. For this mission, you need three teams. The two assault teams clear the way to the building where the hostages are being held, then secure them. The sniper team provides covering fire for the assault teams and clears the route to the extraction zone.

## TIP

Tangos crawl all around this village. They wait in many of the buildings to ambush your teams. Clear out some of the buildings as you approach. In addition, snipers in the upstairs windows cover most of the roads and walkways. It is cold, so most of the snipers have closed the shutters to their windows. They only open them if they hear gunfire below. As long as you maintain stealth, you can move past them without trouble. If you are quiet, you can ignore several tangos in buildings along the eastern edge of the village.

## RED TEAM

Red Team is your main assault team. Its job is to rescue both hostages and ensure their safe delivery to the extraction zone. In addition, Red Team clears the northern part of the village as it advances to the hostages.

From the insertion zone, Red Team must move through points 2-A and 2-B toward 2-C. Use caution while approaching 2-C. A tango in room 2-G can fire down on Red Team. Turn left and head downstairs to 1-A. There is often a tango between there and 1-B. Silently neutralize him before continuing on to 1-B and hold there for Code Alpha. From this point, you can engage a tango near 1-C.



Take out this tango through the window.



While waiting for Code Alpha, take out this tango patrolling around.



Dispatch these two tingos as you descend to the village's lower level.



Don't hit the hostage as you take out this tango.

When Alpha is given, advance through 1-C to 1-D. As you continue to 0-A, watch for a couple of tingos patrolling in between the buildings. Make your way toward 0-B. While advancing, watch the upstairs window at 1-L. There is a sniper there waiting to attack your team. Drop him and continue through 0-C, 0-D, and on to the door at 0-E. Go through the door and take out the tango near 0-F. Another will come at you from 0-G. With both silently neutralized, open the door at 0-H. Take down the tango by the hostage—don't hit the hostage in the process. Another tango lurks down the hallway at 0-J. Instead of going around the corner to shoot him directly, throw a tear gas grenade around the corner and down the hall. Switch to your UMP and take him down as he comes running out. Order one of the Red Team members to secure the hostage, then lead your team upstairs to 0-K. Hold there for Code Bravo.

After Code Bravo is issued, open the door to 1-K and take out the tango guarding the hostage. Rush in and secure the hostage. Watch for tingos to the west—both upstairs and down. When the hostage is secure, withdraw into the basement, continue to 0-G, and hold for Code Charlie.

At Charlie, move out the door and go through 0-M and on to the extraction zone. When both hostages reach this location, the mission is complete.



This tango is partially hidden behind a hostage. Fire quickly and accurately or he will kill the hostage.



## **GREEN TEAM**

Green Team is the second assault team. It clears the building closest to the insertion zone and helps secure the second hostage along with Red Team. When all hostages are secure, Green Team helps cover the movement of the hostages to the extraction zone.



**Clear out this first room containing two tangos.**



**Clear out the street as you head to the building where the hostages are being held.**



**Neutralize the tango here as well as the sniper up the ladder.**

At the beginning of the mission, Green Team moves from the insertion zone to 2-D and opens the door. There is one tango in the first room near 2-G and another who walks in and out of room 2-H. When both are down, descend the stairs at 2-I, watching the corner down and to your right so you can take out the tango hiding there. Hold by the door at 1-E for Code Alpha.

After Alpha has been issued, advance through the door to point 1-H, taking out any tangos along the way. There are a couple of tangos patrolling around and one by the doors at 1-I. Continue to 1-I and open the door to 1-J. Neutralize the tango in the room as well as a sniper up on a landing above. When the room is clear, climb the ladder to 2-J and make your way into room 2-K. Hold there for Code Bravo.



At Bravo, blitz through the doors to 2-L to take out the tango on the upstairs walkway. Help Red Team clear out the downstairs and secure the hostage. Descend the stairs to 1-K, then go into the basement. Exit out the door at 0-E and move out to 0-0. Hold position for Code Alpha, and remain there until the mission is complete.



Drop this tango on the upstairs walkway and overlooking the hostage.

## GOLD TEAM

Gold Team is your sniper team. While it does not engage as many tangos as the other two teams, Gold is important in clearing the southern part of the village and ensuring that tangos do not sneak up behind the other two teams.

When the mission starts, Gold Team should move to 2-E and hold for Code Alpha. While there, take up a sniping position aimed toward 2-M. There is a tango in room 2-M, but as long as the other teams are quiet, he will not open the shutter to see what is happening.



Aim at this window in case the tango decides to open the shutters.



Help clear out the tangos patrolling the streets.



Snipe down the street to the east, taking out any tangos who come into your sights.

## CHAPTER 6: OPERATION: GOLD DAGGER

When Code Alpha is given, move forward and through the door into room 2-F. Continue to room 2-M to neutralize the tango there. Climb down the ladder to 1-G and exit the building, continuing on to 0-L. Hold there for Code Bravo and snipe toward 0-M.

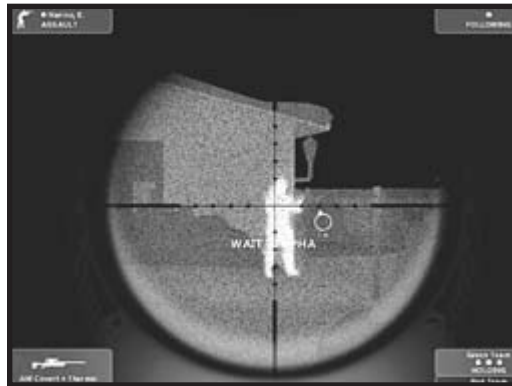
When Code Bravo is issued, move east to 0-M and hold there for Code Alpha. Snipe toward the window of room 0-N. There is a tango inside, and from this position, Gold Team can cover this building and prevent tangos from approaching the extraction zone. Remain at this spot until the mission is complete.



From 0-M, you can fire through the window at this tango in room 0-N.

### TIP

If you take direct control of Gold Team, you can cycle through the team members. This allows you to use the sniper for long-range shots or the other operative for clearing out rooms or advancing.



Use the thermal scope to see through walls and doors. This helps you see if a tango is going to exit a building and come toward you.

## NOTES

You should control Red Team for this mission. The other two teams are capable of completing their assigned tasks on their own. At the start, lead Red Team to 2-B. While moving out, press **(T)** to release your sniper so he will fire when he sees a target. From 2-B, zoom in on the window to 2-G and take out the tango inside—helping Green Team secure the room. Be cautious as you go around the corner at 2-C—a tango likes to surprise you there. Hold at 1-B and take out all tangos you can see. Wait for both of the other teams to get into position, waiting for Code Alpha.

When all three teams are holding, give Code Alpha, and advance to 1-D. From this point on, be ready to deal with tangos on patrol. Keeping going to 0-E, the basement door. Order your team to enter and clear the room while you provide covering fire. For room 0-I, open the door and take down the tango by the hostage. Use the tear gas grenade for the tango in the hallway, then order your teammates to secure and escort the hostage.

By the time you get to the door at 0-K, the rest of the teams should be in position. At the base of the stairs, order the hostage to stay put while Red Team gets ready to secure the second hostage. Give Code Bravo, then open the door and fire on the tango at 1-K. Rush in and take out any other tangos you see. Then order your team to escort this hostage and follow you back into the basement. Escort the other hostage as well, then wait at the door by 0-G.

When both other teams are holding for Code Alpha, give Code Charlie to send your team out the door and toward the extraction zone. Since the mission ends when both hostages are at the extraction zone, you do not need to give Code Alpha to bring in the other teams. Code Alpha is just so they will hold at their covering positions.

**TIP**

If Red Team brings along gas masks, throw tear gas grenades through the door at 0-E and into the basement. Take control of the other teams at times while Red is holding for a Go Code.



All hostages are secure at the extraction zone.



# 7

## OPERATION: MOUNTAIN WATCH

2005.02.12—1900

Jura Canton, Switzerland

### MISSION ORDERS

Several terrorists escaped Lamoura with hostages before your arrival. At the mouth of a tunnel on the N90 highway, the lead car skidded into the tunnel wall, precipitating a multiple-car pileup. The surviving terrorists have retreated into the tunnel with their hostages, using the wrecked cars for cover. Your mission is to rescue the remaining IMF delegates.

The Swiss didn't bottle up these terrorists in Lamoura as well as they claimed. A handful managed to sneak out with hostages, while the local authorities were sealing the perimeter. Near as we can tell, they had vehicles waiting downslope for their getaway. Those who slipped out headed for the French border, but got mixed up in the storm and took the wrong turn on highway N90.

They wiped out about 50 clicks from Lamoura. The ones who can still walk have fallen into a tunnel, taking their hostages with them. They're using the wrecked cars as a barricade and firing at the Swiss police as we speak. The other end of the tunnel is blocked, so we have to go in the front door.



The two hostages are being held down on the lower level.

## INTELLIGENCE BRIEFING

Bad luck on this one. The tunnel the terrorists have holed up in is connected to an old bunker system that someone carved out in the 1930s. It's a rat maze, and these rats have sharp teeth.

We have confirmation from several of the rescued hostages that our terrorists went for the bank first, and once inside they looked for old bank records before rummaging for cash. Hopefully, you'll be able to bring someone in who can shed light on this mess, because right now, both Intel and I are stumped.

## OBJECTIVE

1. Rescue both hostages.

## TEAM ASSIGNMENTS

### RED TEAM

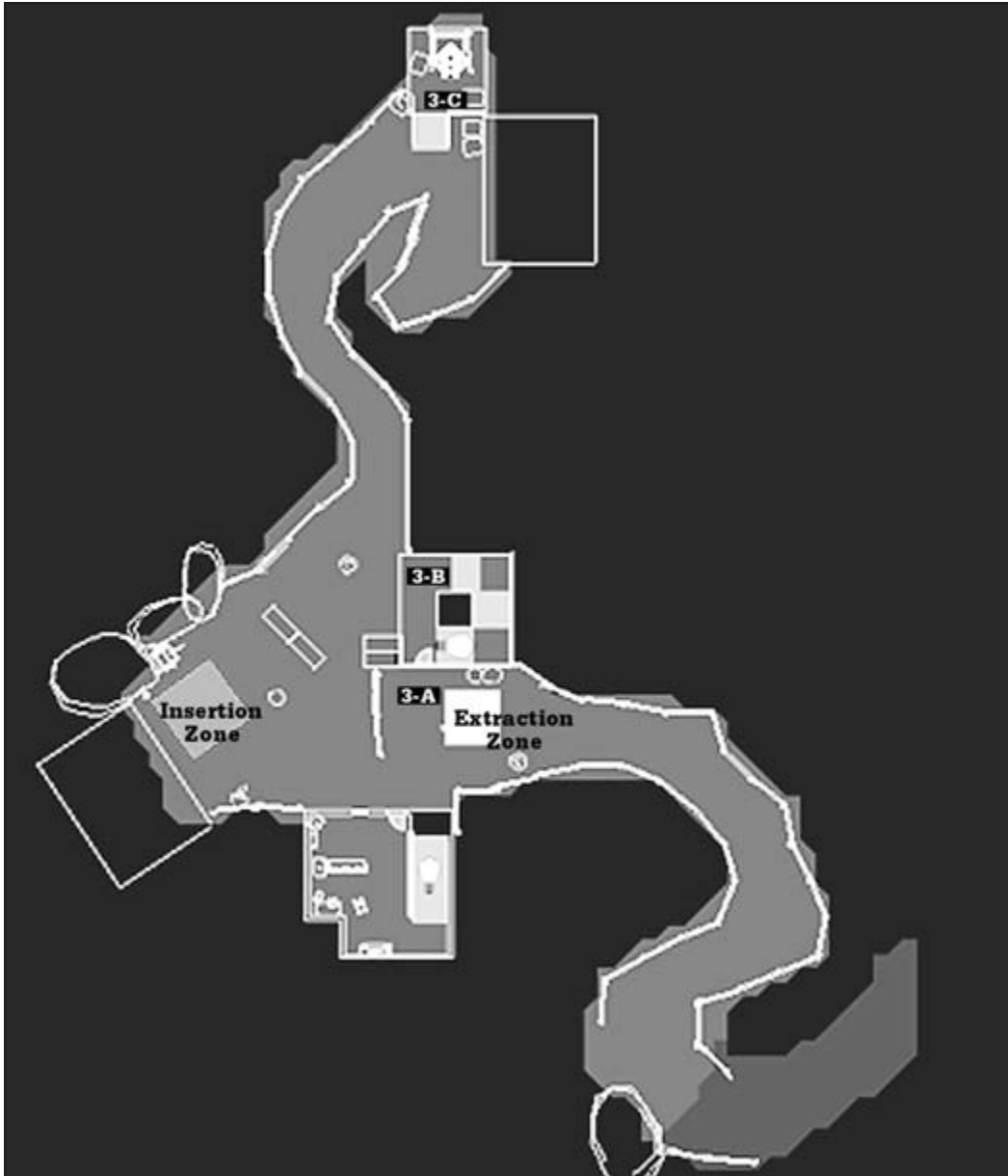
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	UMP with sound suppressor	MK23 with sound suppressor	Tear gas grenades	Gas mask	Medium black camo
Raymond	UMP with sound suppressor	MK23 with sound suppressor	Smoke grenades	Gas mask	Medium black camo
Yacoby	UMP with sound suppressor	MK23 with sound suppressor	Frag grenades	Gas mask	Medium black camo

### GREEN TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Walther	UMP with sound suppressor	MK23 with sound suppressor	Tear gas grenades	Gas mask	Medium black camo
Loiselle	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Gas mask	Medium black camo
Maldini	UMP with sound suppressor	MK23 with sound suppressor	Frag grenades	Gas mask	Medium black camo

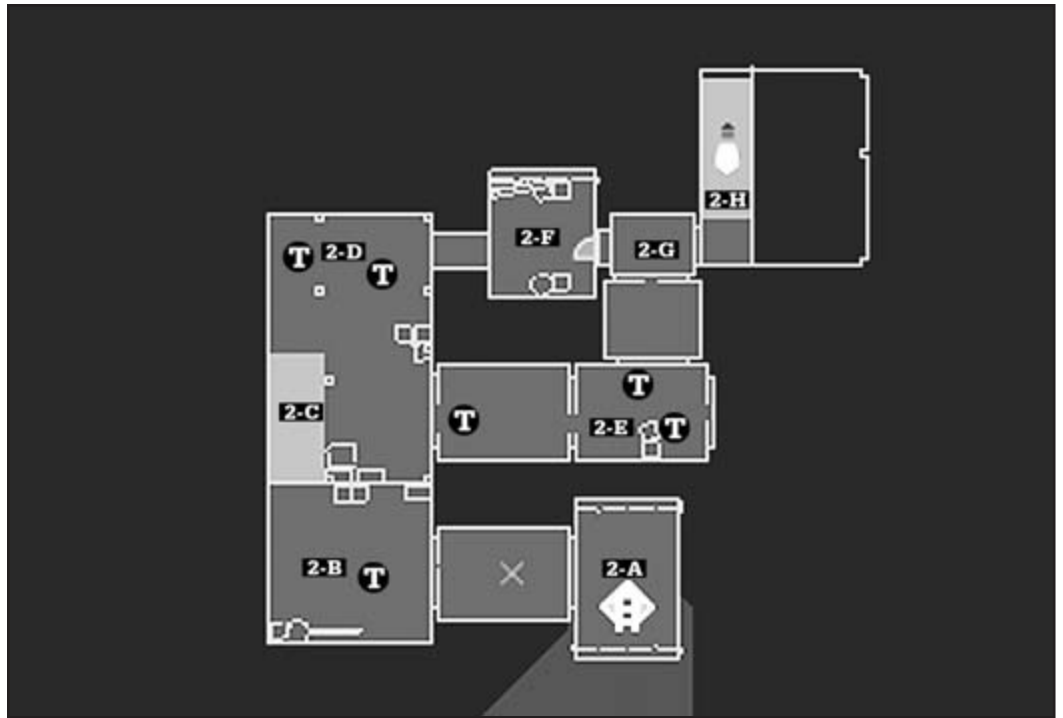
### GOLD TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Novikov	FAL with high-capacity magazine	MK23 with sound suppressor	Tear gas grenades	Gas mask	Medium black camo
Murad	FAL with high-capacity magazine	MK23 with sound suppressor	Frag grenades	Gas mask	Medium black camo



TUNNEL, LEVEL 3





TUNNEL, LEVEL 2





TUNNEL, LEVEL 1

## STRATEGY

This mission is tough. There are three ways to get to the hostages, and all are well defended. While you may be tempted to send a team in through each entrance, it is better to concentrate your force in one entrance so your teams can work together rather than on their own.

The main entrance is along the road leading into the tunnel. This is tough to get through because several tangos hide behind cars waiting to ambush your team. That leaves two alternatives. The easiest is going through a small building near the insertion zone, then taking flights of stairs to the lower level. While it is guarded as well, there are fewer tangos along this route, and they are easier to deal with. An alternate entrance features a ladder leading down to the middle level, where you must clear out some tangos before accessing the lower level area where the hostages are being held. The problem is that the ladder is guarded by a tango who will shoot your operatives when they descend.

During this mission, you can make noise. However, maintaining stealth keeps the tangos from becoming alerted and ready for you. A tango on the middle level will rush down to kill the hostages if he sees your teams. When you get near the hostages, work quickly to prevent this tango from killing them. The tango in the room with the hostages will kill them when he sees your operatives.

## RED TEAM

Red Team is the lead team for this mission. It leads the way down to the hostages, secures them, then escorts them out of the tunnels to safety. As a result, Red Team is in the most danger of taking casualties if operatives are not careful.

At the beginning of the mission, Red Team leads the rest of the teams to 3-A and opens the door to the building. What looks like a house or barn is really a cover for a staircase into the bunker complex inside the tunnel. When the door is open, be ready for tangos guarding the stairway. As you advance down the stairs, beginning at 3-B, strafe out from around each corner so you will not be ambushed. Expect at least one tango in the stairway. At times you may find a second one, so do not let your guard down after neutralizing the first.



This building houses a stairway to the lower level.



Night vision helps you see the tangos better in the dark stairway.



Throw a tear gas grenade to force a tango to leave his hiding place—then drop him.



Don't let this tango outside the door get the drop on you.

## CHAPTER 7: OPERATION: MOUNTAIN WATCH

Continue down the stairs to point 1-A. There may be a tango at the foot of the stairs. From the bottom, take out a possible tango patrolling the corridor. Pick off a tango at 1-C with a long-range shot. If you crouch down and stay in the shadows, he will not notice you for a short time—just enough to take him down. Don't dart out yet. A tango lurks around the corner at 1-B. Throw a tear gas grenade toward 1-B and then bring up your primary weapon. The tango runs out from his corner, into your sights. With the corridor clear, continue to 1-C and round the corner. A tango may be positioned at 1-D, waiting to take you out. Drop him if need be, then continue through 1-E to 1-F, where you may find a tango waiting. Clear this room, then head down the stairs to 1-F. Just outside the door and to the left is another tango. Open the door and take him down. When the area is clear, move across to the door at 1-H and enter. Hold at 1-I for Code Alpha.

When Alpha is given, face right and strafe left. You can then take out a tango in the hallway. When he is down, turn around and go to room 1-J and take up a position in the passageway leading to 1-L. Hold here for Code Bravo. You can take out a tango patrolling near 1-L while you are waiting.



This tango in the passageway near 1-is deadly if you don't shoot quickly.



This tango is hiding behind some crates near 1-M.



Throw a tear gas grenade here to get the tango behind these crates out into the open.

When Bravo is given, move into 1-L. Neutralize tangos at 1-M and 1-O as you are moving and before they can shoot at you. Then throw a tear gas grenade across the stairs and over some crates into 1-N. Rush in and take down the tango waiting there. Advance into 1-O and on to the door leading into 1-P. A tango inside will shoot the two hostages. He is to the right of the door and the hostages straight ahead. Line up a shot to

the right, then open the door. Shoot fast to take out the tango before he can kill a hostage. When he is down, rush into the room and secure the hostages.

With the hostages in tow, exit 1-P and return through 1-L to the tunnel area at 1-H. Enter room 1-F, then go up the stairs to the extraction zone near 3-A. When you get both hostages to this position, the mission is complete.

## GREEN TEAM

Green Team is the support team for Red Team. For the first part of the mission, it follows Red Team to the complex's lower level.

From the insertion zone, Green Team advances to 3-A, continues into 3-B, then heads down the stairway to the lower level. Continue around to point 1-H and hold for Code Alpha.

When Alpha is given, Green Team moves through 1-I to point 1-K and holds for Code Charlie. From this point, the team should take up a sniper posture aimed toward the top of the stairs at 2-H. While Red Team is securing the hostages, Green Team prevents any tangos from the middle level from coming up behind Red Team.

At Charlie, Green Team leaves its position and heads back to room 1-F, then up the stairs to the extraction zone, covering Red Team's withdrawal with the hostages.

## GOLD TEAM

Gold Team is the covering team for the mission. It follows the other two teams to the lower level, then prevents tangos in the tunnel entrance area from cutting off the withdrawal route.

At the beginning of the mission, Gold Team follows the rest of the team down the stairs at 3-B to the lower level. Keep Gold Team back while Red Team clears the way. Gold is carrying unsuppressed weapons that will alert tangos to your presence. When Gold Team arrives at 1-G, hold at this point for Code



Shoot when you open the door or this tango will kill a hostage.



Green Team covers the stairway leading up to the middle level.



Gold Team covers the tunnel area while the other teams go for the hostages.



Charlie. From here, operatives can take out any tangos from the tunnel entrance area who are headed to the bunker where the hostages are being held.

After Red Team has passed by and Charlie has been issued, Gold Team heads back up the stairs to the upper level and the extraction zone.

## NOTES

This mission is not tough to execute when you have a good plan. Take control of Red Team for this mission. Since all three teams will be heading down the stairs at the same time, issue the All Teams Hold command (H) to keep Green and Gold Teams from crowding or moving past Red Team. Every now and then, press (H) to release the other teams until they catch up, then again to order them to wait.

Continue down to the lower level. While you are holding at 1-I, the other two teams take up positions at 1-G and 1-H. When all teams are in position and waiting, give Code Alpha, then move into 1-J in preparation for the assault on the bunker area. Green Team moves into position to cover the stairs up to the middle level. Wait until it is holding, then clear out the area and secure the hostages. Order the hostages to follow you and withdraw. After you pass by Gold Team and enter 1-F, give Code Charlie so the two support teams will follow you back to the extraction zone. Keep going until you get the hostages to safety.

### TIP

If you have trouble getting the drop on the tango guarding the hostages, let your teammates do the job for you. While stepping back from the door and facing it, press and hold down **[Spacebar]** until the orders menu comes up. Order the team to open the door and clear the room. Your team will go in and take care of business. After giving your operatives orders like this, you need to press **[R]** to order them to regroup on you.

### A ONE-TEAM STRATEGY

*To try something daring, attempt this mission with a single team and use an alternate route into and out of the area. With a single team of three or four operatives, head to the ladder at 3-C leading down to the middle level. Don't descend the ladder yet. Instead, select an operative carrying smoke grenades and throw them all down to the base of the ladder at 2-A. Select another operative with tear gas grenades, then head down the ladder. If you hold down the right mouse button while climbing down, your operative will slide down the ladder.*



Throw smoke grenades down the ladder to conceal your descent.



A ONE-TEAM STRATEGY, CONT.



Shoot through the smoke to take down this tango before he sees you.



Watch out for the tangos in 2-E.

At the bottom, move toward 2-B and take out the tango there. Wait for the rest of the team and make for the stairs at 2-C. Face 2-D while moving and eliminate any tangos who come into view. While on the stairs, throw tear gas grenades into 2-E and 2-F, then move in to neutralize the remaining tangos. You have to move quickly or one of the tangos will run down to the lower level to execute the hostages.



While you get the hostages, the rest of your team covers the entrance to the area, gunning down all the tangos coming to get the hostages.



Get the hostages up the ladder and to safety.

When the middle level is clear, go through 2-G, then out onto the stairs at 2-H. Clear out the tangos as you did before. Order your team to hold in the middle of the room near the base of the stairs. Tangos from other areas will be coming after you. Get the hostages out and up to the middle level before ordering your team to rejoin you. Take the ladder up to the upper level, then escort the hostages to the extraction zone to complete the mission.

This is a fun way to tackle this mission. The toughest part is getting down the ladder safely, then preventing the tango on the middle level from killing the hostages. However, with a little practice, it can be done without taking any casualties.



# 8

## OPERATION: SENTINEL WOLF

2006.02.05—0300

Bergen, Norway

### MISSION ORDERS

Terrorists have seized a shipyard in Bergen, Norway. When authorities were alerted by a premature bomb detonation, the terrorists fell back to the central ship-completion areas. They have rigged much of the shipyard with explosives. Your mission is to prevent the detonation of further explosives and eliminate all terrorists.

Remember the refinery operation in Amuay? Imagine that scenario, only this time you're going up against the pros. That's basically what we're dealing with here. One of the charges the terrorists set on the ships' hulls detonated prematurely. It wrecked the hull, but alerted the local police forces, who called in the heavy artillery. When the Norwegian antiterrorist units arrived on the scene, our playmates fell back to the main ship-finishing facility and started issuing their demands.

There are a lot of long sight lines in the shipyard and many good sniping points. Advance slowly and carefully or you'll find yourself chewed up and spit out a hundred yards from your objectives.

### INTELLIGENCE BRIEFING

Here's the latest we know on your Swiss adventure, and it isn't much. All that we've got from the bodies is that they were traveling on Argentinean passports. We brought in one chap who got himself trapped in an overturned car, but he hasn't said anything useful yet. I expect that will change with time. In any case, the Argentine government is promising a full investigation and will grant us access to its findings.



The terrorists have planted three bombs around the shipyard, including one under the hull of a partially completed oil tanker.



Today you've got oil tankers to deal with. The Bergen shipyard's in the middle of a contract with PDVSA, the Venezuelan national oil company. They're making a fleet of new tankers, and those are the hulls the terrorists are targeting. The ships are insured, but that's not the point; if those hulls are wrecked, it's going to cost the PDVSA millions from the delays.

The terrorist demands are interesting. They want the release of some paramilitary types convicted of blowing up oil company offices, the nationalization of American oil facilities in Venezuela, and the usual safe passage and money. Someone's got serious issues with the Venezuelan oil industry.

## OBJECTIVES

1. Prevent warehouse bomb detonation.
2. Prevent machine room bomb detonation.
3. Prevent ship hull bomb detonation.
4. Neutralize all terrorists.

## TEAM ASSIGNMENTS

### RED TEAM

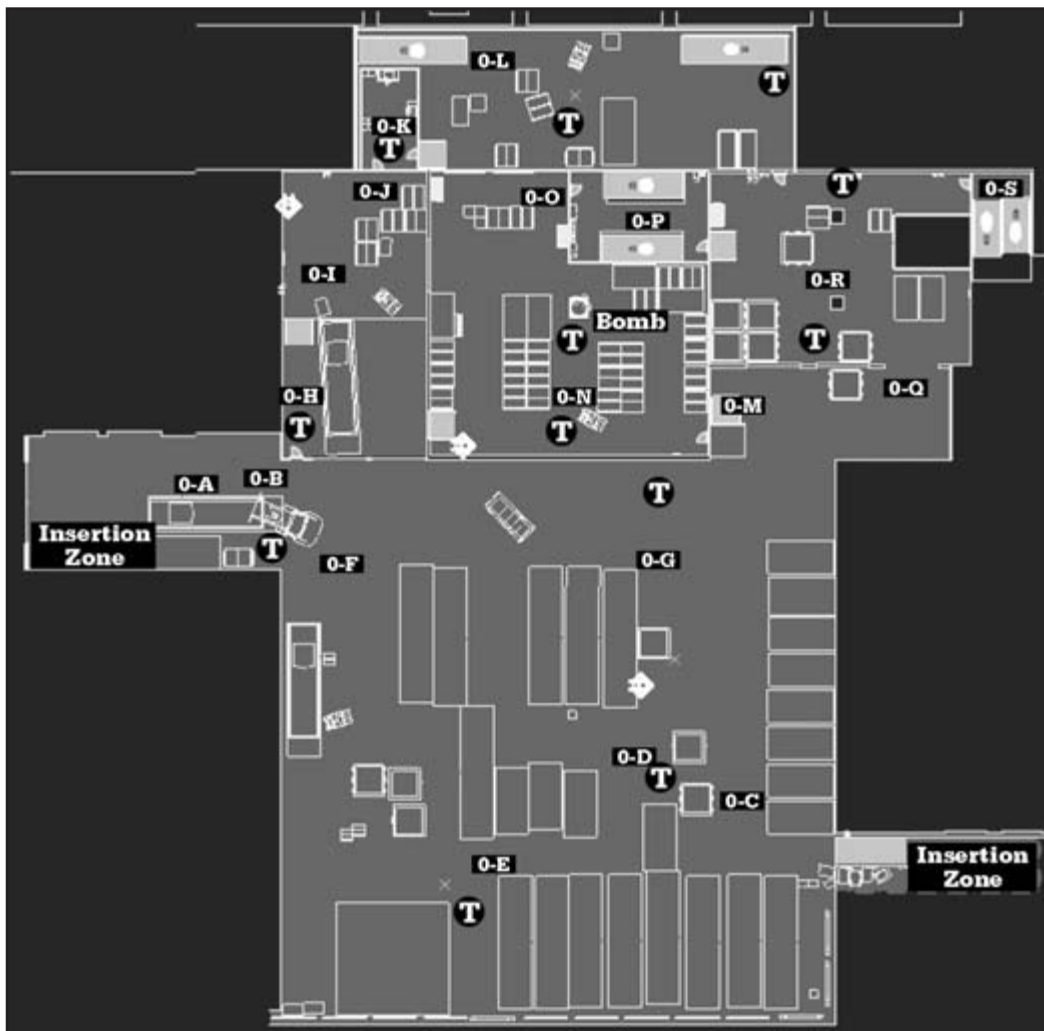
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	UMP with sound suppressor	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Loiselle	UMP with sound suppressor	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Filatov	UMP with sound suppressor	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue

### GREEN TEAM

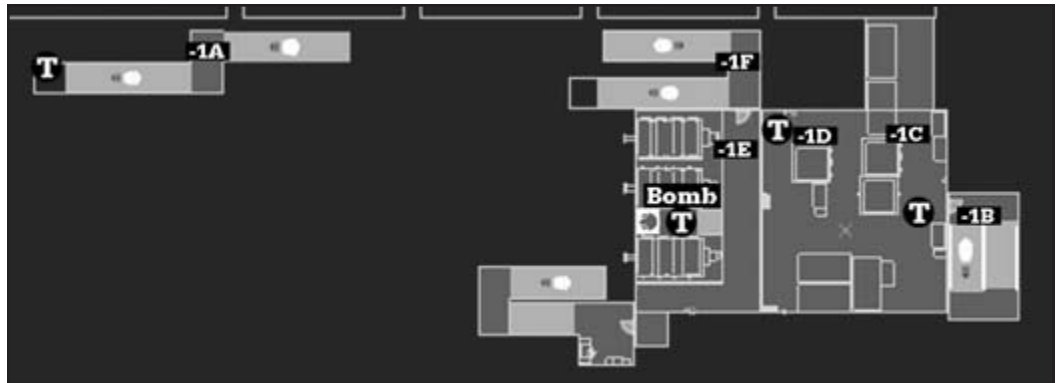
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Bogart	UMP with sound suppressor	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Rakuzanka	UMP with sound suppressor	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Burke	UMP with sound suppressor	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue

### GOLD TEAM

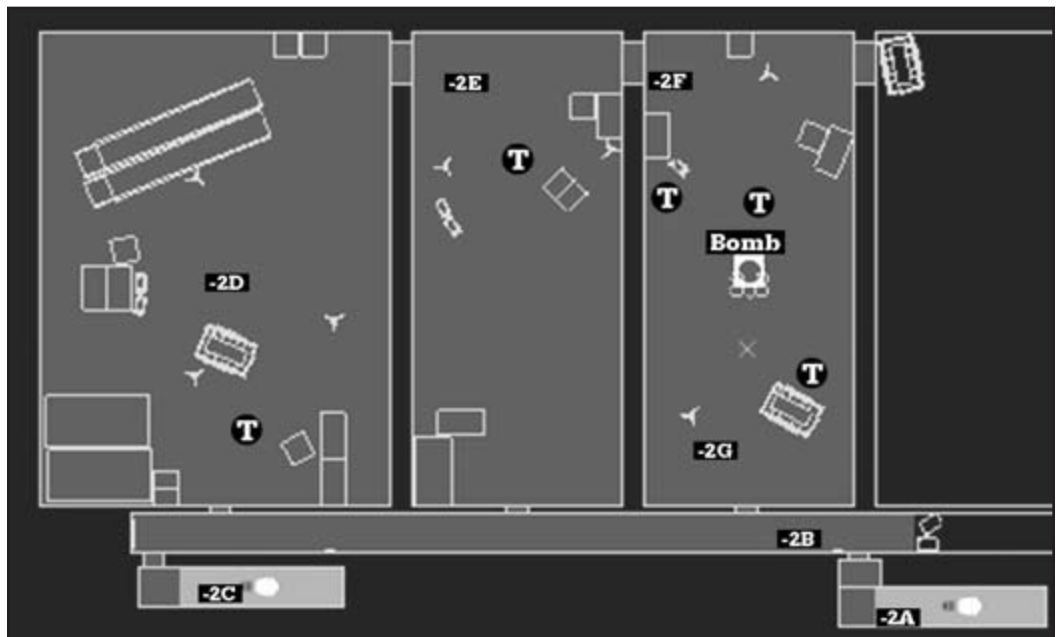
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Price	Galil ARM with mini scope	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Hanley	Galil ARM with mini scope	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue



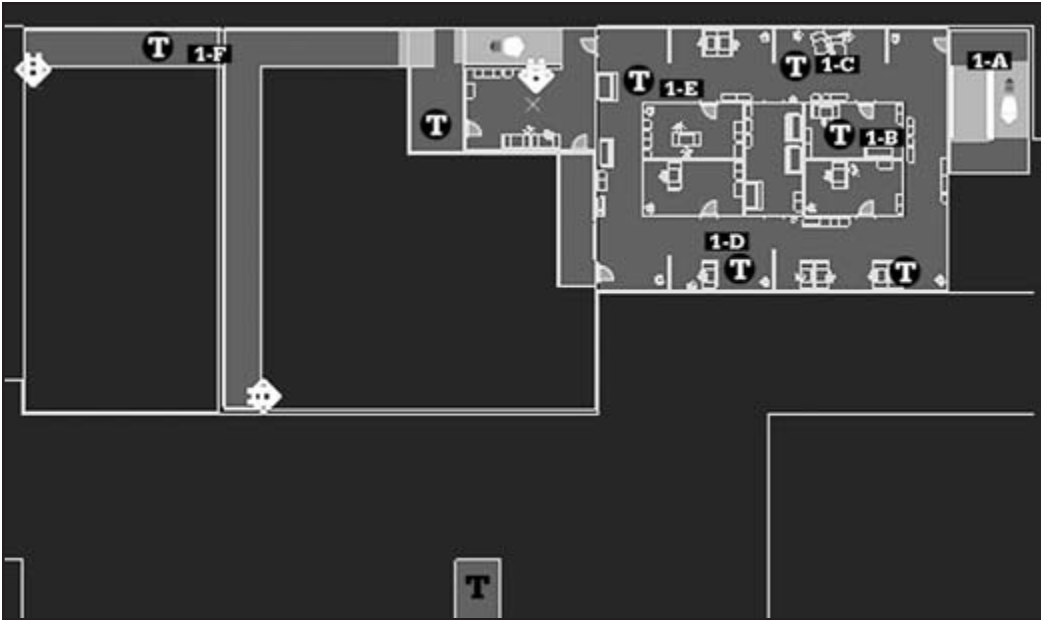
SHIPYARD, LEVEL 0



SHIPYARD, LEVEL -1



SHIPYARD, LEVEL -2



## SHIPYARD, LEVEL 1

### STRATEGY

This is a tough mission. You'll need three teams for this, and it may take several attempts. The tangos have the outside area well covered. In fact, if you are not cautious, you could lose all your operatives before they can get into the buildings. There are two insertion zones—one in the west and the other in the southeast. You need to neutralize all tangos as one of your objectives, so begin by clearing out the tangos outside before heading in. You have three assault teams—two stealthy and one with heavy firepower. Use the stealth teams to hold positions and take out patrolling tangos while the heavy team moves around clearing out stationary tangos. Then your first two teams will enter the buildings to go after the bombs while the heavy team clears out some offices.

You must prevent three bombs from detonating. There are two ways to do this. The first is to go up to each bomb and disarm it. The second is to eliminate the tango with the detonator. When he is dead, all three objectives regarding the bombs will be achieved. Keep things stealthy around this tango. If he is not eliminated shortly after he sees or hears your teams, he will detonate the bombs and end the mission in a failure for you. The best strategy for this mission is to clear as you go. Nothing is more frustrating than getting through all of your teams' waypoints, then not have the mission end because you missed somebody somewhere on the map. Each operative is equipped with a heartbeat sensor, allowing you to check around an area to make sure it is clear of all tangos before moving on.



## RED TEAM

Red Team is one of your stealth teams. Its job is to help clear the main level of the building, the exterior dock area, and the dry dock. Red Team will work with Green Team for most of the mission.

Red Team begins at the western insertion zone. From the start, crouch and advance to O-A. If you look under the truck toward O-F, you can see the lower half of a tango. Neutralize him, then continue to O-B. Hold here for Code Alpha while sniping toward O-G. Target a couple of tangos patrolling near this point.



Shoot under the truck to take out the tango on the other side.



Use your team to clear this office.



Take out the sniper on the tanker's superstructure.



Throw the frag grenade onto the landing between the two flights of stairs.

When Alpha is given, open the door to O-H. A tango is inside—if he did not already come out—so drop him quickly. Watch for a tango walking on the catwalk near 1-F. Continue to O-I, then take out the tangos near the office to the east on level 1. One is on the catwalk and another is on top of the office. When this area is clear, continue to the door at O-J. Open it and take out the two tangos in the office. A tango lies in ambush at the foot of the stairway. Open the door to the right and neutralize a tango patrolling the dock area before leaving the office. When you exit, face left and up as you strafe right. A tango on the superstructure of the tanker waits to snipe down at you. Drop him, then advance to the stairs at O-L. A tango lies in ambush on the landing

below. Pull out a frag grenade and throw it down to take him out. Switch to your primary weapon and rush down in case he ran from the grenade. Hold at -2-C in the lower stairway for Code Bravo.

After Bravo has been issued, move into the hallway and then into -2-D to take out the tango inside. Continue on into -2-E and clear it out as well. Hold in the doorway at -2-F for Code Charlie.

At Charlie, rush into the room toward the bomb, taking out all four tangos. Green Team rushes in from the opposite direction, so don't hit your own guys. When the room is clear and all tangos are down, wait for the mission to end.

## GREEN TEAM

Green Team is the other stealth assault team. It's responsible for clearing out areas around all three bombs and helping to clear the area of tangos.

Green Team begins at the southwestern insertion zone. From there it advances to O-C and holds for Code Charlie while sniping toward O-M. From here they can take out a few tangos patrolling the yard and one in a level 1 office through a window.

When Charlie is issued, advance toward O-M. Watch out for tangos walking around the crates. When you get to the stairs at O-M, climb up and hold at the door for Code Alpha.



Clear out the rooms under the hull of the ship.



There are tangos patrolling all around the crates.



Take out this tango patrolling on level -1.

At Alpha, rush into the building to point 0-N where the bomb is located. There are a couple of tangos on the same level as well as a couple on the upper levels. Continue on to 0-O, then into room 0-P. Keep moving into room 0-R, then take the stairs at 0-S to level -1. Wait at -1-B for the rest of the team, then go through the door. There are usually tangos at -1-C and -1-D, so take them out and make your way to -1-E. From here, throw a frag grenade toward the point where the bomb is located and take out a tango hiding there. When this level is clear, head to the stairs at -1-F, descend to -2-A, and hold for Code Bravo.

When you receive Bravo, advance to -2-B, taking out the tango to the right of the door. Hold at -2-B for Code Charlie while Red Team clears out the two western rooms. At Charlie, rush into -2-G and take out the tangos in the room. One on the eastern side of the room holds the detonators and must be neutralized before he can set off the bombs. Remain in this room until the mission is complete.



Throw a frag grenade here to annihilate the tango by the second bomb. Don't worry; the grenade will not set off the bomb.



The tango with the flannel shirt carries the detonators. Take him down quickly.

## GOLD TEAM

Gold Team is your heavy weapons team. Rather than silenced submachine guns, Gold is equipped with assault rifles. Because Gold Team operatives will be moving around the yard and clearing it of tangos, they need heavier, long-range firepower. They do not need to worry about sound discipline because they will not assault areas near the bombs or the tango with the detonator.





**Take out the sniper on the crane using your mini scope.**



**Head toward the main warehouse.**

Gold Team begins at the southwestern insertion zone. From there, advance through 0-C to 0-D. Take out a couple of tangos patrolling around. As you approach 0-E, aim up toward the crane and pick off the tango sniper when you see him. Then go for the tango by 0-E. Complete the circuit by moving through 0-F and 0-G, holding at 0-Q for Code Alpha.



**Clear out room 0-R.**



**Throwing a frag grenade into this office eliminates the tango inside without exposing your team to his fire.**

When you receive Alpha, advance into room 0-R and take out the two tangos inside. Continue to the stairs at 0-S and ascend to the door at 1-A. Hold here for Code Bravo. When Bravo is issued, open the door and step into the hallway. Throw a frag grenade into room 1-B to take out a tango there, then move toward 1-C to dispatch another tango. Continue around the halls through 1-D and 1-E to clear out the third patrolling tango. Remain at 1-E until the mission ends.



## NOTES

If your teams have good orders and clear as they go, all tangos should be neutralized by the time all three teams reach their final waypoints. For this mission, take control of Red Team. The other two teams can take care of themselves, though you may want to guide Gold Team at the beginning as it clears out the yard area. Switch back to Red Team before giving Code Alpha.

At the start of the mission, press **T** to release the snipers so that Red and Green Team operatives will fire if any tangos come into their sights. As Gold Team heads toward O-E, give Code Charlie to send Green Team toward its entrance point into the building.

When all three teams are holding for Alpha, give the Go Code, then lead Red Team into the building. Clear out the large area and wait at the door by O-J. Two tangos are in the office on the other side, making it difficult for you to clear it by yourself. Instead, stand back and order your teammates to open the door and clear the room. They will do an excellent job. Open the other door to the dock area and wait inside until you can take out the tango patrolling outside. Strafe out and take out the sniper on the ship. Throw the frag grenade down the stairs, then head down, holding at the bottom for Code Bravo. Again, wait for all three teams to get into position. Gold Team will usually be ready, but Green Team has more area to cover, so be patient. You may even want to assume control of Green Team after taking out the tango in the stairway.

When all teams are ready, give Code Bravo. This sends Green Team into the hallway to take out a tango and Gold Team into the office complex to clear it out. Lead Red Team through the two large rooms under the hull of the ship and into position for the final assault. Take control of Gold Team and clear out the office at Bravo as an alternate tactic. Switch back to Red when it is waiting for Charlie. Give Code Charlie to send both Red and Green Teams into the last large room to neutralize the final four tangos, including the one with the detonator. By this time, all tangos on the map should be neutralized and the mission a success.





# 9

## OPERATION: FALCON HOUR

2006.03.10—1300

Cayman Brac, Cayman Islands

### MISSION ORDERS

A joint American-British drug bust in Cayman Brac has failed, leaving several agents down and others taken hostage. The kidnapers have taken refuge within a private airport complex, and are threatening to execute their hostages. Your mission is to rescue the captives and eliminate their captors.

You're going to the Cayman Islands, but it's not a pleasure cruise. A joint drug intercept between the U.S. Drug Enforcement Agency (DEA) and British Customs went haywire at a private airport, and since the defense of the Caymans is still under British control, we've been put on the spot.

The local police blocked off the runways so the terrorists can't take off. That means we have a squad of angry, heavily armed drug dealers somewhere in the airport complex. Even worse, they've got ticketing agents with them as hostages.

According to witnesses, someone or something must have tipped the smugglers off, because they were toting more ordnance than usual. When the DEA and Customs agents went to make their move, they got a nasty surprise.



**Terrorists have taken over an entire airport. It's up to you to go in and clear it.**



## INTELLIGENCE BRIEFING

Cayman Brac is the easternmost of the Cayman Islands. It's got a lot of money, big houses, and people who like their privacy. The airport where the hostage-takers are holed up is small and private, with a short strip. Mostly it handles Gulfstreams and the like, planes of wealthy people jetting in for the weekend. It's also a major drug distribution hub, mainly marijuana and cocaine, and the local police have made several busts there in the past. There's never been a hostage situation before. "Don't kidnap the police" was always an unwritten rule, but it seems that rule's been changed.

## OBJECTIVES

1. Neutralize all terrorists.
2. Rescue all three hostages.

## TEAM ASSIGNMENTS

### RED TEAM

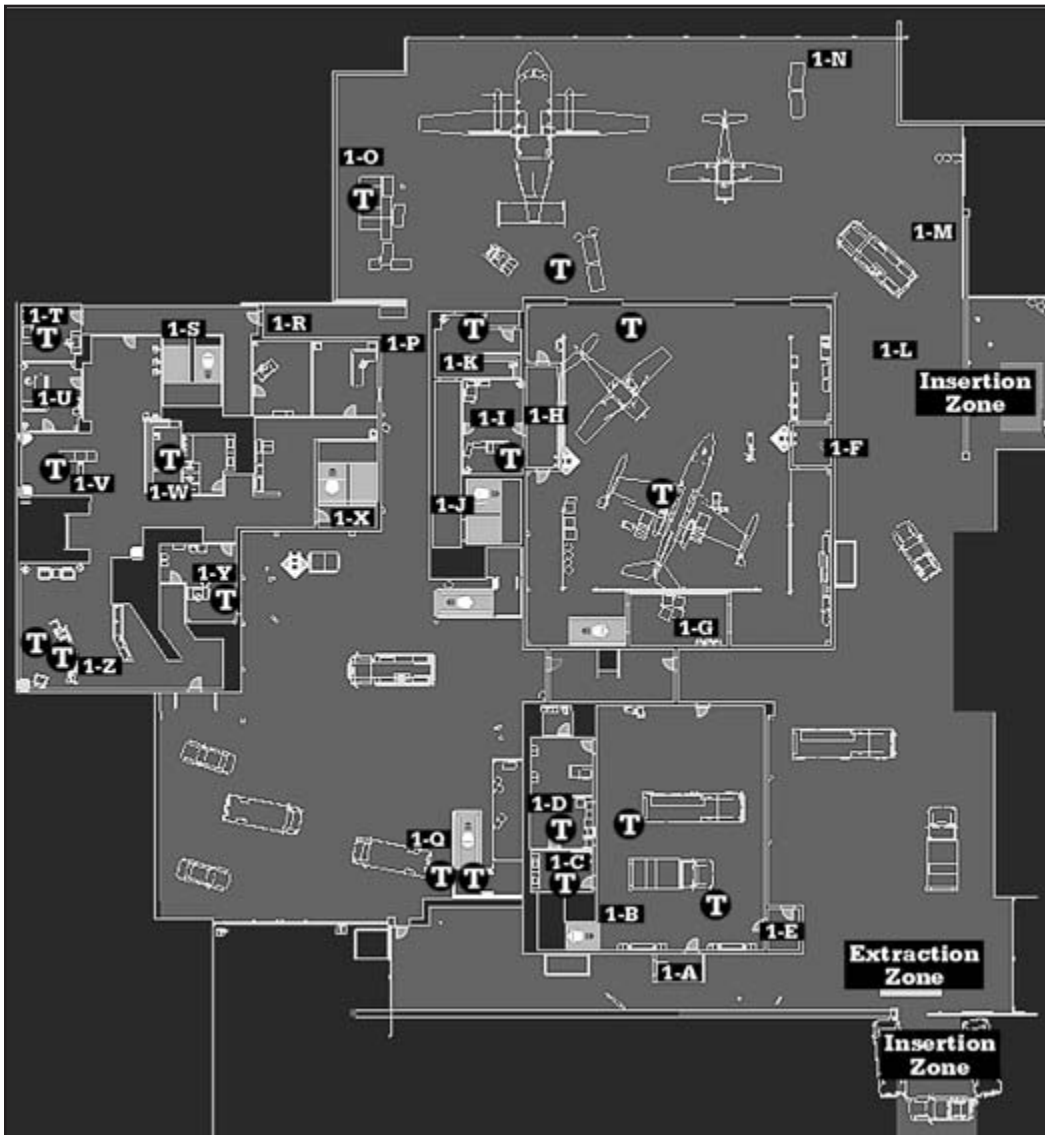
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	MP5SD5	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium black camo
Arnavisca	MP5SD5	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium black camo
Raymond	MP5SD5	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium black camo

### GREEN TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Novikov	MP5SD5	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium black camo
Walther	MP5SD5	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium black camo
Rakuzanka	MP5SD5	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium black camo

### GOLD TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Yacoby	M16A2 with mini scope	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium black camo
Johnston	M16A2 with mini scope	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium black camo



AIRPORT, LEVEL 1



## AIRPORT, LEVEL 2

# STRATEGY

This mission is one of the toughest yet. You must rescue three hostages located in two different buildings. In addition, you must neutralize all of the tangos on the map; they are located in three two-story buildings, and the area outside of the buildings.

A couple of snipers cover most of the open areas outside of the buildings to the north and to the west, making this mission difficult. The sniper at 2-L will order the hostages near him executed if he sees any of your operatives. If you kill him, the hostages will be killed. You must plan your strategy carefully so you clear out the entire airport and rescue the hostages.

For this mission you use three teams. Two assault teams go in and clear buildings and rescue the hostages. The third team is a support team armed with assault rifles that clears the outside areas of all tangos and helps protect the other two teams.

## RED TEAM

Red Team is your main assault team. It will rescue one of the hostages alone and work with Green Team in securing the other two hostages. A majority of the work in this mission is handled by Red Team, so assign some of your best assault operatives to this team.

Red Team begins the mission in the southern insertion zone. From there it advances west and into 1-A, and holds for Code Alpha. After Alpha is given, open the door and scan the garage area of the fire station. A single tango patrols this area. Use the heartbeat sensor before opening the door to get an idea where he is. Move toward 1-B as you drop this tango, then on to the door into 1-C. Open the door and take out the tango inside. Move into 1-C and open the next door to neutralize a tango in 1-D. This clears the fire station's lower level. Head up the stairs near 1-B. Advance to 2-A and wait for your team to catch up. Open the door and quickly take down the two tangos inside before they can execute the hostage. When the room is clear, escort the hostage out of the room, down the stairs, through 1-L, and on to the extraction zone. When you reach this point, you receive a message that a hostage has been rescued. The hostage will stay at the extraction zone while Red Team heads toward 1-F. Hold there for Code Bravo.

While waiting, unlock the door to the second building. When Bravo is issued, open the door and enter. Use the heartbeat sensor to get a fix on tangos to the left and right, then neutralize them. Move around the southern perimeter of the building, through 1-G and on to 1-H, taking out any tangos you find in the hangar area. Enter 1-J and eliminate the tango inside if Green Team has not already done it. By now this hangar is clear and you can exit through room 1-K. Continue on to 1-R and hold for Code Alpha.



Enter the fire station and take out the patrolling tango.



Secure the hostage on the fire station's second level.



There are tangos hiding and moving about in the hangar. They are tough to see in the shadows.



Watch for tangos in the stairway as you head to the terminal building's second level.



With the hostages secure, take down this sniper covering the southwestern outside area.

At Alpha, head up the stairs near 1-S to 2-G. Take out any tangos in the stairway or in the rooms at the top. Move to 2-I and open the door, dropping the tango posted on the other side. Continue to 2-J and hold for Code Charlie. When Charlie is given, open the door and rush into 2-K to knock off the three tangos guarding the hostages. Green Team comes in from the right, so aim ahead. Continue out the door to the left, and take out the sniper at 2-L. Head for the stairs at 2-M and descend to 1-X and hold for Code Bravo.

When Bravo is given, exit through the door and go to room 1-Y; take out a tango who is looking out the window. Continue out the opposite door and around to 1-Z to take out the last two tangos and complete the mission.

## GREEN TEAM

Green Team is the second assault team. It works with Red Team in clearing the terminal building and the hangar. You also need some good assault operatives for this team.

Green Team begins at the eastern insertion zone. At the start of the mission, the team should move to point 1-L and hold for Code Alpha. When Gold Team clears the northern tarmac area and Alpha is issued, Green can move out. Head to 1-K and enter the hangar. Usually a tango patrols the hallway near 1-J, so take him out unless Gold Team already did. Head up the stairs to 2-C. Continue to 2-D and hold by the door for Code Bravo.



Tangos are usually in the stairway of the hangar building.

## CHAPTER 9: OPERATION: FALCON HOUR

When Bravo is given, open the door and move into 2-E. Take out the two tangos inside, and shoot through the windows into the hangar area below to help Red Team clear it out. Continue down the stairs, exiting the building through room 1-K. Move to 1-R and hold for Code Alpha. At Alpha, move into the terminal building and head up the stairs at 1-S. Hold by the door at 2-H for Code Charlie.



From 2-E, you can shoot through the windows and take out tangos in the hangar area below.



When clearing the room with the two hostages, first aim for the tango crouched down to the right; he will quickly shoot the nearest hostage.



Drop the tango by the ticket counter.



The last two tangos are in the waiting area.

When Charlie is given, rush through the door into 2-K and drop the tangos guarding the hostages. Red Team comes in from the left, so aim ahead and to the right. After taking down the tangos, exit and return down the stairs at 2-G. From 1-S, move to and clear out room 1-T. Hold in room 1-U for Code Bravo. When you receive Bravo, exit and take out a tango near 1-V, and one by the counter at 1-W. Go to 1-Z to finish off the last two tangos and complete the mission.



## GOLD TEAM

Gold Team is your support team. It clears out most of the outside area for the other two teams. Therefore, you need operatives with good assault ratings, one of which also has a good sniper rating.



Blitz around the right side of this fuel truck, using it for cover from the sniper at the western end of the tarmac.



At the crates, slow down and watch for tangos coming from the hangar building.



Approach the sniper from the north and take him down.

Gold Team begins the mission at the eastern insertion zone. At the start, blitz toward 1-M, then on to the crates at 1-N. Move as quickly as possible across the open area. Now resume a normal pace and head west along the yellow border fencing. The sniper at 1-0 cannot see you, but you need to worry about tangos coming from 1-K. Keep your sights in that direction and drop any tangos you see. Continue around the northern perimeter, then head south to 1-0 to catch the sniper from the side. Pick him off before he knows you are there. Hold at 1-A for Code Alpha.

When Alpha is given, move south to 1-P and hold there for Code Charlie. Assume a sniping position aimed toward 1-Q. A couple of tangos are near 1-Q, and Gold Team can take them both out as they come into view.

At Charlie, move through 1-R and up the stairs at 1-S. Continue to room 2-K and escort the hostages down the stairs to 1-S, then around the north side of the hangar to 1-L. Continue south to the extraction zone and remain there until the mission is complete.



Gold Team can take out the two tangos at 1-Q with long-range shots using the mini scopes.

## NOTES

As with previous missions, planning is important for this mission. The actions of your three teams must be coordinated using Go Codes so they can support one another. When you get the timing and planning right, this mission will run smoothly.

At the start of the mission, take control of Gold Team. Lead it across the tarmac area to take out the sniper at 1-O. When you reach this point, switch to Red Team and give Code Alpha. Take Red Team into the first station and clear it out. When it comes time to enter the room with the hostage on the second level, stand back and order your team to open the door and clear the room. Your operatives do an excellent job dropping both tangos and avoiding hitting the hostage. Escort the hostage to the extraction zone, then head for the hangar. Unlock the door at 1-F before giving Code Bravo. This allows Red Team to enter the hangar faster at the Go Code. Clear out the hangar building and move to 1-R.

Wait until both Red and Green Teams are in position, then give Code Alpha to send the teams into the terminal building, then up the stairs to where the hostages are being held. When all three teams are waiting, switch to Green Team and give Code Charlie before opening the door. Aim to the right so you can take out the tango in the rear area—Red Team cannot hit him from its door. Switch to Gold Team if you want and let the AI control Red and Green Teams as they enter the room and clear it. When the second level of the terminal building is clear and the hostages safe, lead Red Team down the stairs to 1-X. Wait for Green Team to get into position, then give Code Bravo. This sends both assault teams to finish off the remaining tangos and complete the mission. Meanwhile, Gold Team is escorting the hostages to safety. If the mission does not end when you clear 1-Z, you have missed a tango somewhere. Use the heartbeat sensors to locate any remaining tangos and neutralize them.

### TIP

Before leaving a building, use the heartbeat sensor to make sure you have taken care of all tangos inside.



# 10

## OPERATION: PEARL CASTLE

2006.04.19—1300

Cayman Brac, Cayman Islands

### MISSION ORDERS

Narco-terrorists have taken members of the Royal Cayman Islands Police Force hostage at a private estate on Cayman Brac. The governor's office requests your assistance in resolving the situation. Your mission is to secure the estate and liberate the captive officers.

It looks like hostage-taking is the latest fad on Cayman Brac. What we're looking at is the island estate of a man named Nikola Gospic, whom the local police wanted to question about the run-in at the airport. It was routine stuff, just "Did you see anything?," but they got a nonroutine response. Gospic wasn't at home, but somebody else was. When they saw the police they panicked and opened fire. The officers who weren't hit in the first exchange fell back and radioed in for backup, but two men were already down, and a couple more were taken hostage by whoever's in the house.

Since we were still in the vicinity, the governor requested that we help resolve this situation. Fortunately, Gospic likes his privacy; the estate is walled and out in the middle of nowhere.



**You must rescue two hostages from this estate home. Don't cause too much damage.**

### INTELLIGENCE BRIEFING

The estate you will liberate belongs to Nikola Gospic, one of the most well-liked men on Cayman Brac. Gospic is in his 80s and is something of a philanthropist. He's also got extensive business interests throughout Argentina and Brazil, and according to Intel, he's currently in Buenos Aires tending to some of them. He picked a smart time to be out of the house.

We can assume that the men holed up on Gospic's estate are tied to the narco-terrorists you took down at the airstrip. The bullets the local ballistic experts dug out of one of the police cars match the ones the airport terrorists were using. Furthermore, the Cayman authorities have a positive ID on two of the shooters at the house. They're small-time drug runners who'd been overheard bragging about a big score they were about to make.

## OBJECTIVES

1. Neutralize all terrorists.
2. Rescue both hostages.

## TEAM ASSIGNMENTS

### RED TEAM

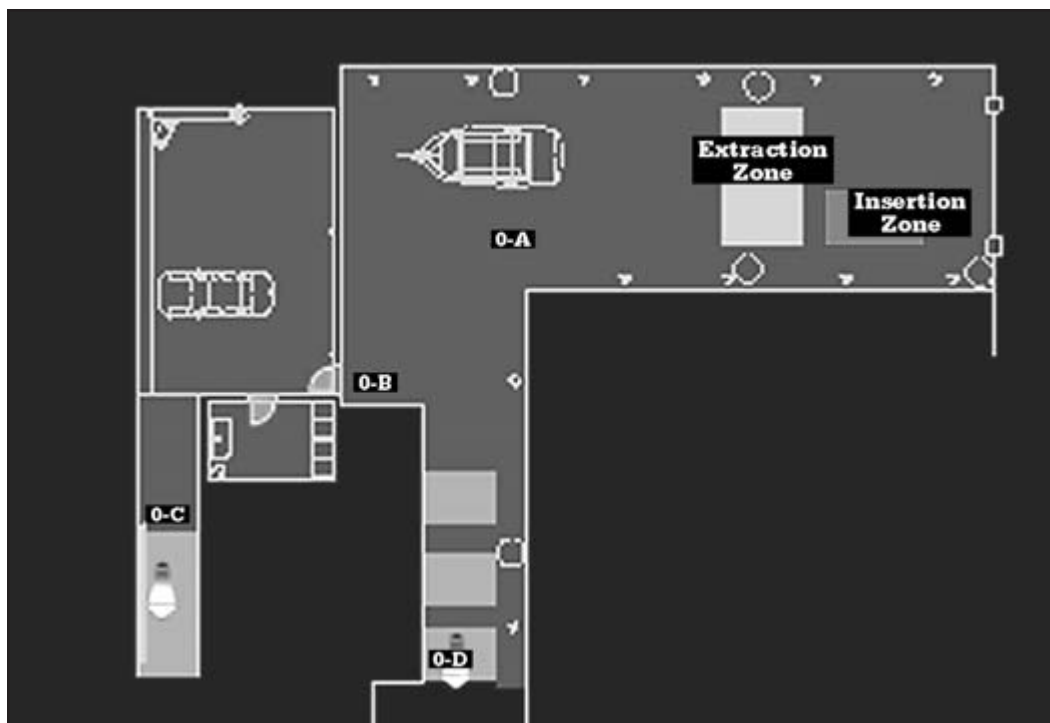
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium green
Yacoby	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium green

### GREEN TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Price	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium green
Noronha	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium green
Murad	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium green

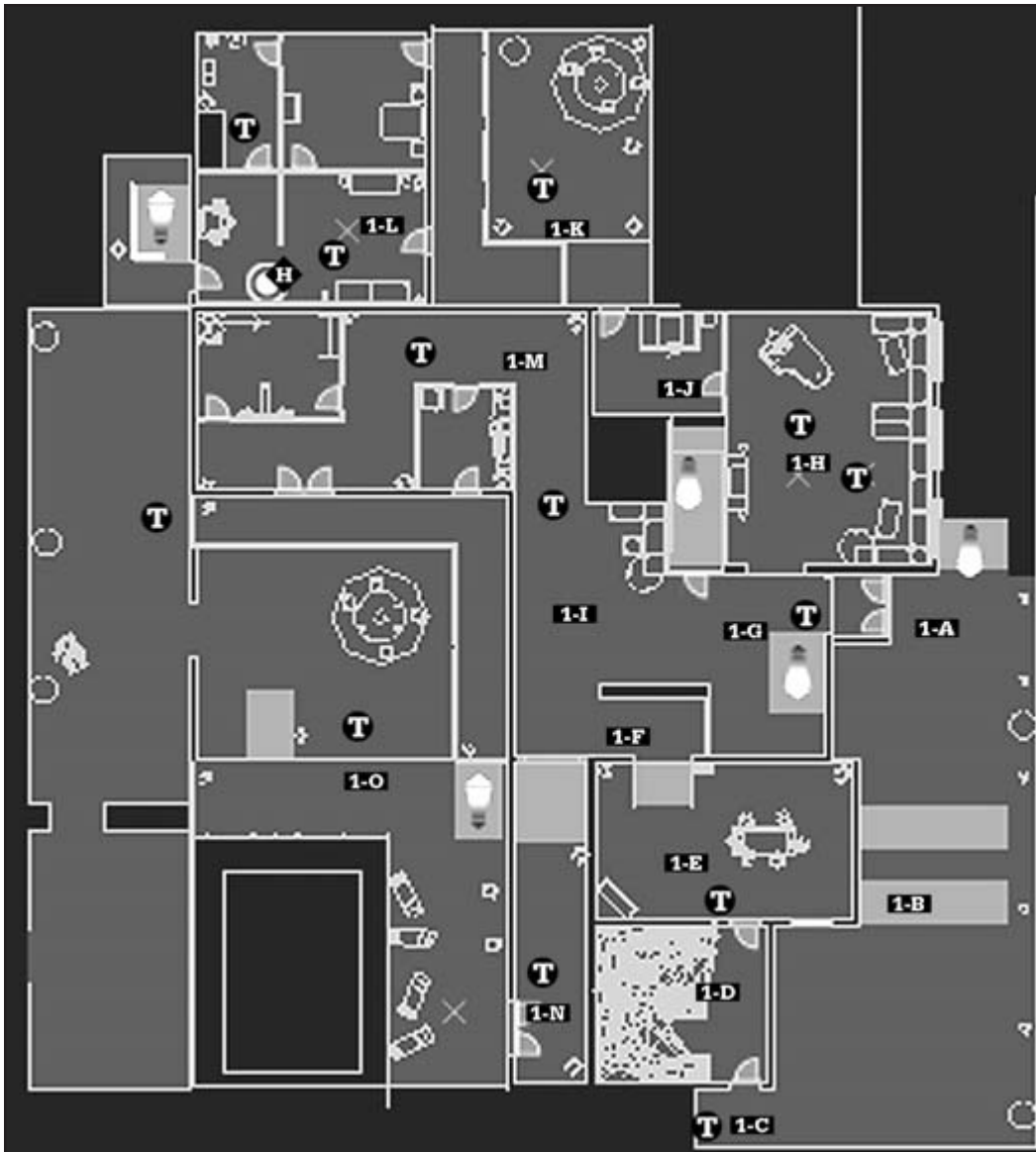
### GOLD TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Walther	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium green
Maldini	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium green
Burke	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium green



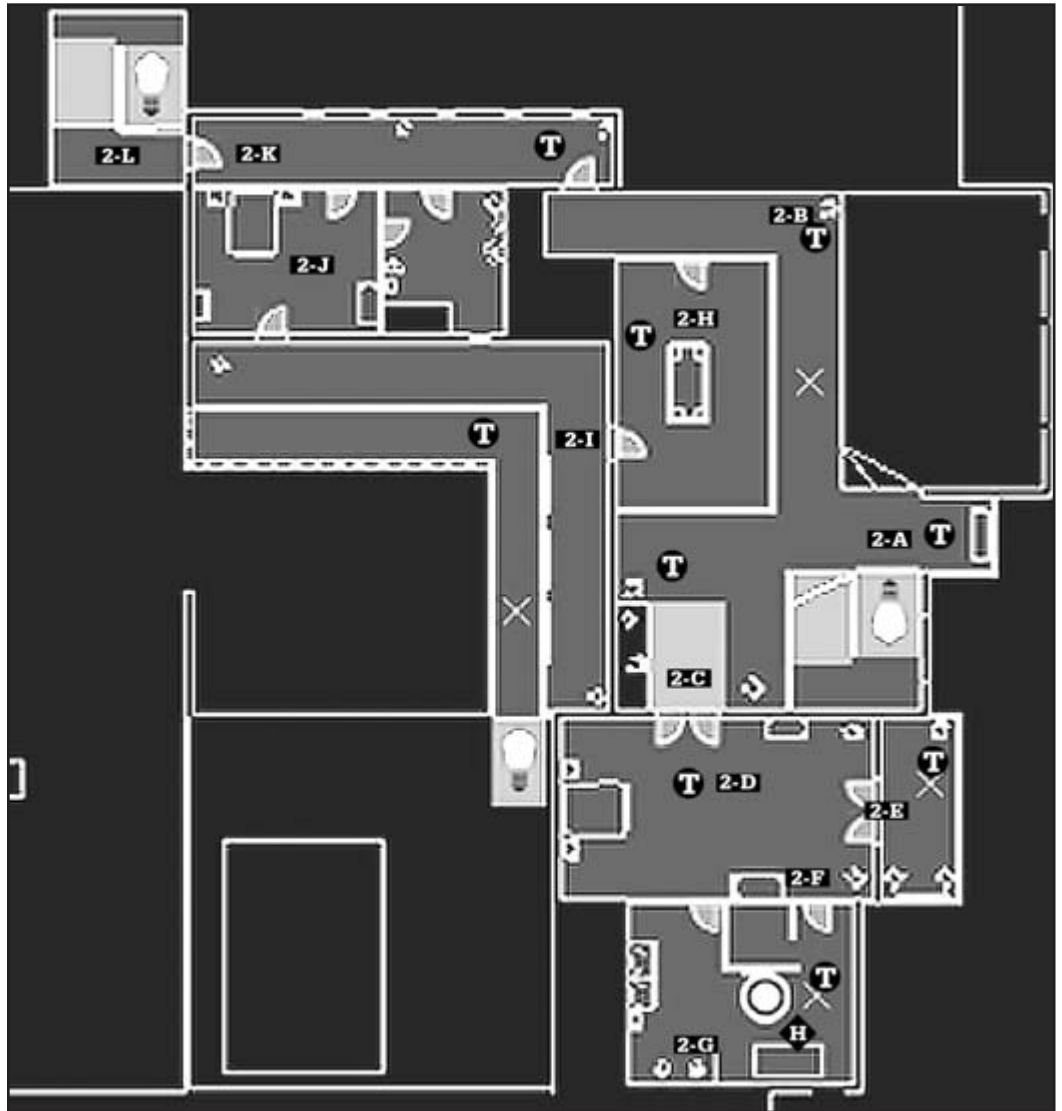
ESTATE, LEVEL 0





ESTATE, LEVEL 1





## ESTATE, LEVEL 2

### STRATEGY

This mission is easier than the last. You have only one building to worry about. However, you must carefully coordinate the actions of your teams and maintain stealth so the tangos do not kill the hostages.

Be aware of the first floor windows. Tangos inside can see your operatives moving about outside if they are not careful. Also, a tango stands guard on the balcony overlooking the outside walkway; stay close to the wall so he does not see you.

## CHAPTER 10: OPERATION: PEARL CASTLE

For this mission you need three assault teams. One of the teams is responsible for securing the hostage on the second floor, while the other two rescue the hostage on the first floor. All three will clear out tangos as they advance to the rooms where the hostages are being held.

### RED TEAM

Red Team is the smallest assault team, composed of two operatives. Their task is to clear the rear area of the first floor, then help Green Team secure the hostage on the first floor.

From the insertion zone, move to 0-A, then crouch and head up the steps toward 0-D. Continue to 1-B and hold for Code Alpha. A window around the corner from 1-B allows the tangos inside to see your team, so stay put until the other two teams are in position.



Take out a tango through the window as you head to the back door.



Drop any tangos coming down the hallway.



This tango walks around in the billiard room.



Your day could be ruined if you don't take out the tango by the pool before he shoots at your team.

At Alpha, advance rapidly to 1-C and open the door. Clear the kitchen at 1-D and continue to the dining room at 1-E. Hold at 1-F for Code Bravo. When you receive Bravo, head up the stairs near 1-G to the second floor. Move through 2-A and 2-B before entering 2-H and silencing the tango inside. Leave through the opposite door to 2-I, and waste the tangos along the walkway and near the pool as you advance to 2-J. Make your way through the hallway at 2-K and into the stairwell at 2-L. Descend to the bottom and hold at the door for Code Charlie.

When Charlie is issued, open the door and take out the two tangos guarding the hostage. Shoot before the tangos can kill the hostage. Green Team rushes into the room from the opposite direction. Remain here until the mission is complete.

## GREEN TEAM

Green Team's task is to clear out the garage and the first floor, then assist in securing the hostage on the first floor. The team works with Red Team and Gold Team at various times.

When the mission begins, Green Team should advance toward the garage and enter through the door at 0-B. Move forward, then left around the corner toward 0-C. A tango is often positioned at the base of the stairs, so take him out, then head up to the door and hold for Code Alpha.

When Alpha is given, open the door and enter the house. Eliminate all tangos you see as you move to point 1-I, and hold there for Code Bravo. From here, Green Team can cover the hallway in all directions and knock off any tangos who come to investigate.



Pick off a tango through the window as you make for the back door.



Head upstairs after clearing out the garage.



Green Team rushes into the first floor of the home.



Pass through the living room.



Move quickly through 1-K, downing a tango in a suit if you see him.



Continue to 2-L and help secure the hostage.

After Bravo, advance through 1-G and 1-H. Enter 1-J and take out the tango inside. Hold by the opposite door for Code Charlie. When Charlie is issued, rush through the door into 1-K, then into 1-L to help take out the tangos guarding the hostage. Remain there until the mission ends.

## **GOLD TEAM**

Gold Team is tasked with rescuing the hostage who's held on the second floor, as well as helping clear and enter the first floor. Although this team secures a hostage by itself, this hostage is easier to rescue than the one on the first floor.

From the insertion zone, send Gold Team up the steps at 0-D, then hold at 1-A for Code Alpha. While the operatives are approaching 1-A, they may engage tangos in 1-H through the windows.



Open the front door and open fire.



Help clear the hallway as Green Team emerges.



Watch for the tango at the top of the stairs.

When Alpha is given, Green Team enters the home through the front doors, then moves into 1-H to clear out this room before heading up the stairs near 1-G. At the top of the stairs, be ready for a tango near 2-B. Drop him, and continue up the steps to 2-C; hold outside the double doors for Code Bravo.



Clear out room 2-D.



Drop the tango before he can shoot the hostage.

When you receive Bravo, open the door and enter room 2-D, taking out the tango inside. Continue to 2-E and neutralize the tango on the balcony. Open the door at 2-F and kill the tango guarding the hostage. Enter 2-G to secure the hostage, then return to 2-D and remain there until the mission is complete.



## NOTES

As mentioned earlier, this mission is not too bad once you understand how the tangos function. There are a couple of tangos on the first floor, usually near 1-I and 1-K, who will rush to kill the hostages when they see your operatives. The one at 1-K goes for the hostage on the first floor, while the tango near 1-I heads up the stairs to take out the hostage on the second floor. When you enter these areas, shoot everybody—especially anyone running away from you. The windows make your approach to the front and rear doors tricky. If you crouch, you can usually get past the window by 1-A without trouble. Many of the tangos patrol around the house—some even between floors. You will not always find them in the same places each time you play. Keep on your toes and be ready for anything.

For this mission, take control of Red Team. It is a short operative and their orders can take advantage of your direct control. From the start, move toward the back door at 1-C, crouching down as you go past the windows into 1-H. Wait at 1-B for the other teams to get into position. Green Team usually takes longer than Gold. When all are holding, give Code Alpha, then head for the back door. Rush through the kitchen and dining room so you can help Green Team cover the hallway.

When all three teams are again holding, give Code Bravo. This sends Gold Team in to rescue the hostage upstairs and Green Team to move into position for the assault to secure the other hostage. Meanwhile, you must lead Red Team up the stairs and clear out the second level. As you prepare to leave the billiard room at 2-H, pause in the doorway and take out the tangos outside before exiting. Be ready for tangos down and to your left by the pool area. When they are down, continue to the stairwell at 2-L and go to the first floor. Wait at the door. Give Code Charlie, then open the door. Take out the two tangos closest to the hostage, and be ready for a third to run in from the opposite door in case Green Team missed him.

By this time, the mission should end as a success. However, if it does not, it means there are still one or more tangos left in the home. You can lead the hostages to the extraction zone, but they are usually at greater risk of being killed while moving than staying put. Leave Gold and Green Teams each with one of the hostages while you lead Red Team on a tango hunt. Use the heartbeat sensor to scan around for tangos as you move through the home. Bring your primary weapon up before you go around any corners. After you neutralize all the tangos, the mission ends.







# 11

## OPERATION: CRIMSON HOOK

2005.05.17—0500

Pilar, Argentina

### MISSION ORDERS

A hostage situation has developed at a meat-packing facility in Pilar, Argentina. In response to a request from the Argentine government, RAINBOW is being deployed to resolve the situation. Your mission is to secure the hostages and eliminate the captors.

According to police reports, a night watchman interrupted some intruders in the act of destroying company records at the plant. He was killed, but not before he managed to call the police. When the cops arrived, they found that the burglars had taken hostages, including a few night-shift managers. They were taking AK-47 fire whenever they got close to the building, so they pulled back and waited for the terrorists' next move.

Now here's where it gets interesting. Those managers are related to some of the most powerful politicians in Argentina, and they all seem to have gotten their jobs as political favors to their parents. Who gave them those jobs? Why, Mr. Gospic from Cayman Brac did. He happens to have a small ownership share in the meat-packing operation.

That is why a request was made for "the men in black." We can figure out the puzzle behind this later, though. Right now, we've got at least two dead hostages and a threat to kill another one on the hour if we don't meet their demands. Get to work.



The tangos will wait for you in the meat-packing plant.

## INTELLIGENCE BRIEFING

We're starting to find some links here. The story we're being told on the estate incident is that a member of the household staff took advantage of Gospic's absence. He'd run up a debt with some local smugglers, to pay them off, he offered the house as a base of operations. It's a good story, but it's difficult to verify. It seems that the employee in question, a gardener named Michael Curry, conveniently was found dead afterward. One bullet to the back of the head—not at all what you'd expect in a firefight.

In any case, it turns out that Mr. Gospic owns a minority share in the meat-packing operation you're going to be liberating. He also has his fingers in a dozen other industries, ranging from shipping to oil exploration in Venezuela, and one of his companies made a massive contribution to the campaign fund of a far-right-wing presidential candidate named Alvaro Gutierrez. Gutierrez has gotten support from a half dozen neofascist organizations, but he's maintained a politically appropriate distance. Intel has, however, managed to link him to the terrorists from Switzerland. It seems he helped a few of them get their passports.

The final piece of the puzzle we've got comes from the terrorists in the meat-packing plant. Several of their demands reiterate those made by the shipyard terrorists in Bergen. There's something here we're not seeing.

## OBJECTIVES

1. Rescue all three hostages.
2. Neutralize all terrorists.

## TEAM ASSIGNMENTS

### RED TEAM

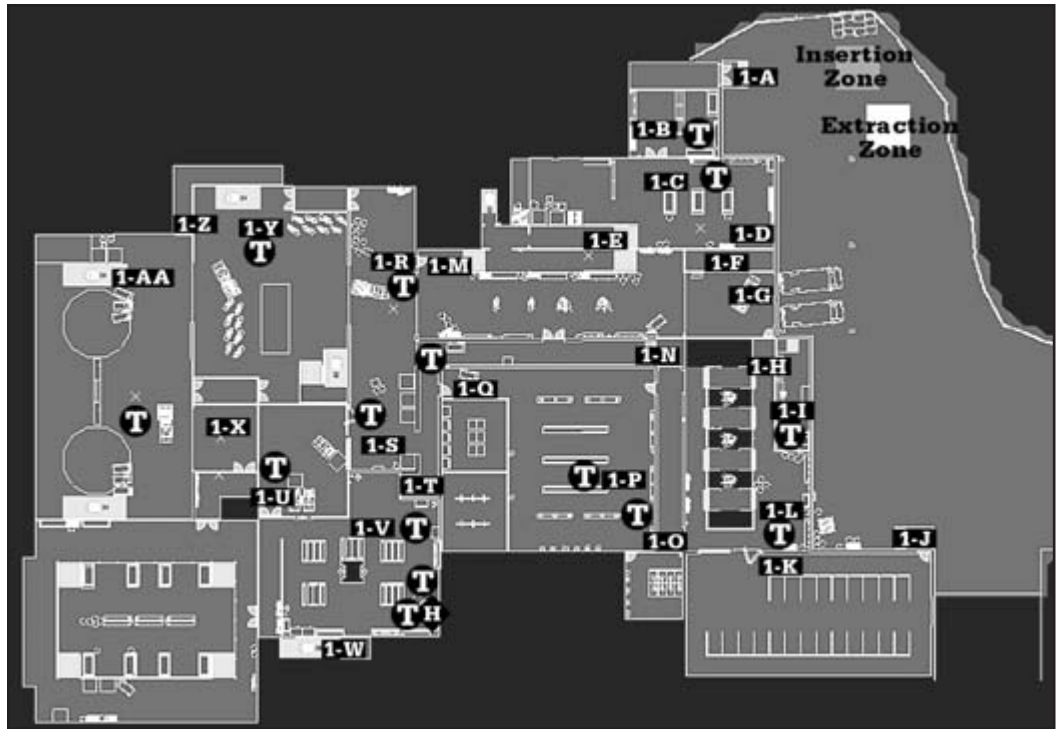
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Bogart	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium black
Loiselle	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium black
Burke	MP5SD5	MK23 with sound suppressor	Smoke grenades	Heartbeat sensor	Medium black

### GREEN TEAM

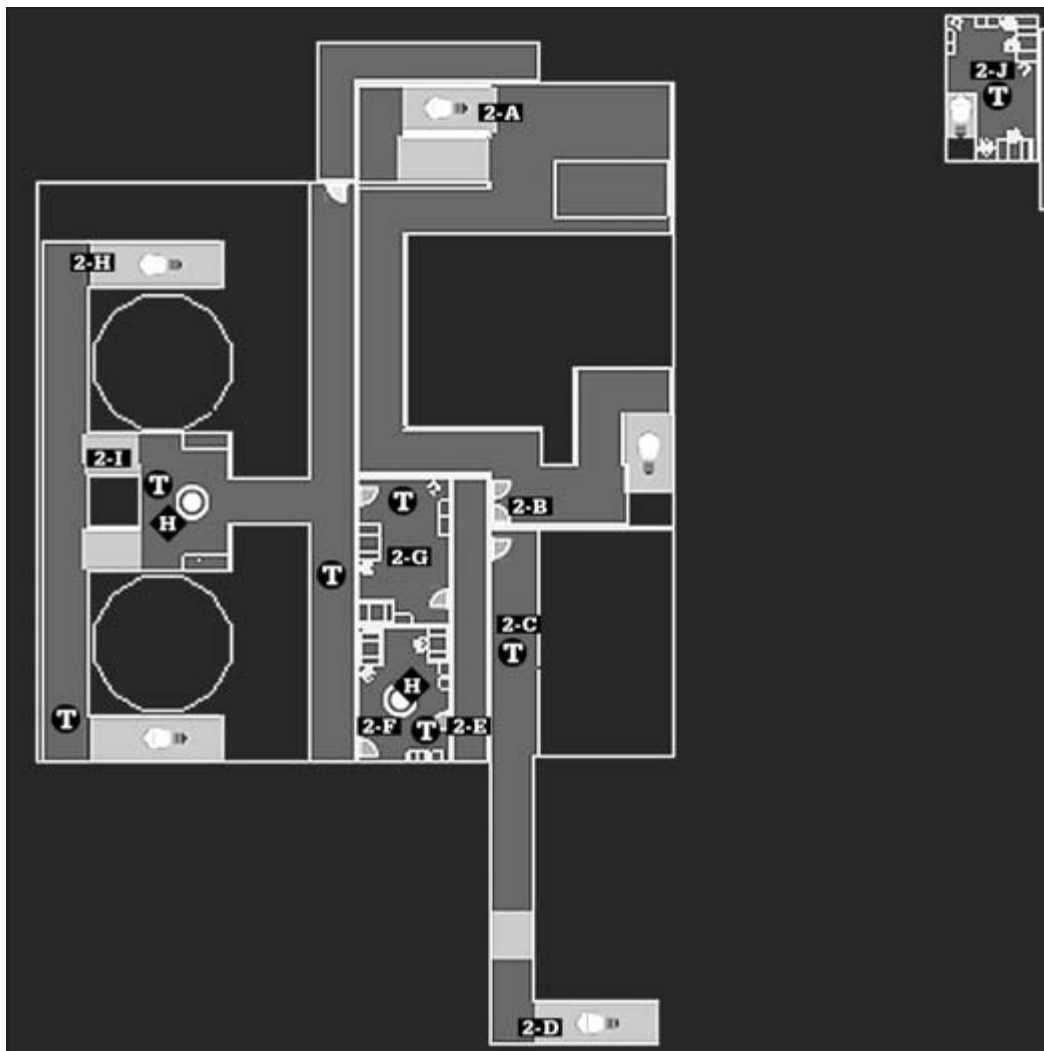
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Walther	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium black
Arnavisca	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium black
Raymond	MP5SD5	MK23 with sound suppressor	Smoke grenades	Heartbeat sensor	Medium black

**GOLD TEAM**

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Novikov	MP5SD5	MK23 with sound suppressor	Flashbangs	Heartbeat sensor	Medium black
Filatov	MP5SD5	MK23 with sound suppressor	Smoke grenades	Heartbeat sensor	Medium black



**MEAT-PACKING PLANT, LEVEL 1**



MEAT-PACKING PLANT, LEVEL 2

## STRATEGY

This mission is tough—especially in the areas where you have to rescue the hostages. The rooms are large, and most are dark, requiring night-vision goggles. Several tangos wander around the plant, so they are not always in the same places each time you play a mission. When you enter a new room, be ready for anything.

Using three assault teams for this mission lets two teams coordinate to get through some tough spots. It also provides a team to extract the first hostage while the other teams go for the last two hostages. Stealth is important because the tangos near the hostages will execute their captives if they see your team or are alerted to your presence. Also, keeping things quiet leaves the other tangos at a lower level of alertness.

The heartbeat sensor is handy in this mission. Because of the patrolling tangos, you should scan a room with the heartbeat sensor prior to opening the door. It at least lets you know where to expect the tangos.

## RED TEAM

Red Team is your main assault team. It clears the northern part of the meat-packing plant, then helps secure the first hostage. Red Team also works with Green Team in rescuing the other two hostages.



Watch for the tango behind the meat counter.



Wait for the smoke to pour out before entering room 1-C.

From the insertion zone, Red Team should head through the front doors at 1-A. Turn on your night-vision goggles as you enter the building (5). As you continue into 1-B, be ready for a possible tango behind the meat counter. He's not always there, but if you rush in without caution, he will take out your team. Move to the double doors leading into the next room and open one. Throw a smoke grenade to point 1-C and enter after it clouds up the room. A tango waits to the left of the door and one lurks in the office at 2-J. If you don't get the latter, he will come down to 1-E and start shooting—be ready for him. After this room is clear, continue through 1-E and on to 1-M. Hold there for Code Bravo.

When Bravo is given, open the door and enter room 1-R. Be ready for two tangos inside to the door's left. Drop them both and move through the double doors to your right into room 1-Y.



Both tangos are usually to your left in 1-R.

A tango lurks somewhere in this room, at times on the ground but occasionally on the catwalk above. Pull out the heartbeat sensor to get a general fix on his position. Head up the nearby steps to 2-A and on to the doors at 2-B. Continue around to 2-C and halfway down another flight of stairs at 2-D to 1-W. Hold here for Code Charlie and activate your night vision.



This tango in 1-Y likes to wait at the top of the stairs to ambush you as your team climbs up.

At Charlie, throw a flashbang into the room toward the tangos, then rush in and take them out. Watch for Gold and Green Teams entering from the other side of the room. Head back up the stairs at 1-W and move through 2-C to the door at 2-E. While waiting here for Code Alpha, face the door into room 2-G. Tangos sometimes come out of this door. Wait until they exit into the hallway, then waste them.



Drop the tangos exiting from 2-G.

### TIP

**Do not enter room 2-G. Unlike 2-F and the large room to the west, it is well lit. The tangos at 2-I will spot you and execute the hostage.**

When Charlie is issued, switch on your night vision, open the door, and rush into room 2-F. A tango inside guards a hostage. Fire out through the windows at the tangos. Continue out the door toward 2-I and wait for the mission to end.

## GREEN TEAM

Green Team is another assault team; it clears out the southern part of the building and assists in securing all three hostages. Since the operatives will pass through some dangerous areas and also must move fast at the end of the mission, it is important to carefully plot their waypoints and provide effective orders for them to follow.



From the insertion zone, Green Team heads south to enter the meat-packing plant through the door at 1-J. There are no tangos in this first large room, so move west and hold short of the door at 1-K for Code Alpha.



Enter the meat-packing plant through the southern door.

When Alpha is given, go into the next room to 1-L. A tango patrols this room, and another is in the office at 1-I. Take out the patrolling tango and shoot the one in the office through the window. Don't hit Gold Team, which is coming in from the opposite side of the room and entering the office to ensure it is clear. Once all tangos are down, move to 1-O and open the door. Enter the locker room and sweep out all tangos as you move through 1-P to 1-Q. There's usually a tango in the locker room, but there can be two or three, so be alert. Use the heartbeat sensor prior to entering to get a count. Hold at 1-Q for Code Bravo.



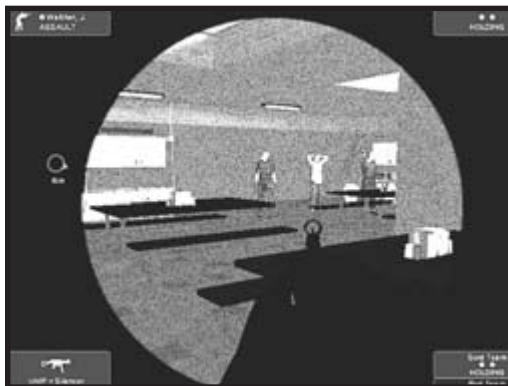
Clear out the locker room.

When you receive Bravo, open the door and plug the tango to your right before continuing to 1-S. There are a couple of tangos here. Red Team takes out the one in the north, but you may get a chance to down the southern tango. As you advance into 1-U, be ready to drop a tango up on the catwalk at 2-C. Since he is usually walking back and forth, you will have the first shot. Hold at the double doors at 1-U for Code Charlie.



Take out this tango to the door's right before he can shoot at Gold Team down the hall.

At Charlie, rush into the next room to point 1-V. Three tangos in this room guard a hostage. The other two teams converge at the same time, so watch your fire. With the tangos down, leave the hostages for another team to worry about. Head back into 1-U and continue through 1-X and 1-Y, down the hallway to hold at 1-Z for Code Alpha.



The hostage in the cafeteria is wearing a light shirt, while the tangos wear all dark. Be careful when you're shooting.

This next phase is tricky. As soon as Alpha is issued, Green Team must blitz through the door and head up the stairs at 1-AA. Continue upstairs to 2-H and on to 2-I, taking out tangos as you move. The key is to get to the hostage by 2-I before the tangos can execute him. Once at 2-I, remain and defend the hostage until the mission ends.



Secure the hostage at 2-1.

## GOLD TEAM

Gold Team is the third assault team. It works with the others in clearing out the first floor, helps secure the first hostage, then escorts him to the extraction zone while the other two teams go for the remaining two hostages.

At the beginning of the mission, Gold Team moves from the insertion zone to the doors at 1-A, following Red Team into 1-B. Continue into 1-C, then break away from Red by heading to 1-D. If the tangos in the cutting room were able to make any noise, there should be a couple of tangos coming from that direction. Otherwise, you will find them in 1-G after you move through the hallway at 1-F. Hold in 1-G near the door leading into 1-H for Code Alpha.



If you get through 1-C quietly, you can sneak up behind these two in 1-G.

When Alpha is issued, move into 1-H, taking out any tangos you can see, then entering the office at 1-I to clear it of a tango hiding inside. When the room is clear, move to 1-N and hold for Code Bravo. At Bravo, open the door and drop the tango at the end of the hallway. Advance through the hallway to 1-T and hold for Code Charlie.



Clear out the office.



Rush in to secure the first hostage.



Escort the hostage to the extraction zone.

When Charlie is given, enter the next room and head to the southeast corner where the hostage is being held. Take out the tangos, then walk over to the hostage to escort him. Lead him to the extraction zone, moving only through rooms you have already cleared. When you reach this point, hold there for the completion of the mission.

## NOTES

This mission can be tough. But with good planning and execution—as well as some practice—you can complete it without any casualties to your team or the hostages. The dark rooms can be trouble spots, especially if entering them from a lit room. The night-vision goggles limit your peripheral vision, so use them only in the dark rooms. The heartbeat sensor can be a lifesaver. Take a few seconds before entering each room to perform a quick scan to see where the tangos might be hiding.

For this mission, take control of Red Team. Its members have to accurately throw some grenades, and your control makes their assignments more effective. As you are entering the meat-packing plant, issue a

Hold order if Gold Team starts to get in front of you. Hold them in 1-B while you switch to the operative with the smoke grenades. Once the grenade is thrown and creating a cloud, switch back to your team leader and release the Hold order so all teams can get moving again.

While you are following your waypoints, give Code Alpha as soon as both Red and Gold Teams are ready and waiting. This sends them into a room together. Meanwhile, as you are holding at 1-M, scan the next room with the heartbeat sensor so you have an idea where you should be aiming. Room 1-R is lit, so shut down the night vision for now. Once all teams are holding for Code Bravo, give Bravo and rush in. Room 1-Y is somewhat dark, so use your night vision. Also scan with the heartbeat sensor to see if the tango is on the first floor or the catwalks above. Sometimes he waits at the top of the stairs. So walk backwards up the stairs, keeping your sights up high. This lets you take the first shot and drop him before he guns down your team.

### TIP

**While you are waiting at 1-M for Gold and Green Teams to move to their Bravo holding positions, switch to the map view (G) and watch them. Keep an eye on Green Team operatives in the locker room at 1-P. You may see them miss a tango hiding in one of the small rooms to the sides. If so, take control of Green Team—Red Team is safe at 1-M—and finish clearing out the area. Then switch back to Red Team and continue the mission.**

Move across the catwalks quietly, then down the stairs to 1-W. By this time, both of the other teams are in position. Pull out a flashbang and throw it into the room below. When it goes off, give Charlie to send the other teams into the cafeteria to secure the hostage. Assist, but don't shoot the hostage. Use the night-vision goggles for this room; it is too dark to see anything without them.

Head back upstairs, leaving Gold Team to take care of the hostage. Take your time getting to 2-E; Green Team has some ground to cover to get into position. While holding at 2-E, face down the hall and take out tangos who exit from 2-G. Try to shoot them when they are in the hall so the tangos near 2-1 cannot see them go down. Also, set up some orders for your team. Look at the door to 2-F and order your team to open the door, enter, and clear on Code Zulu by holding down **[Spacebar]** moving the mouse to the right, and right-clicking. When Green Team is in position, give codes Alpha and Zulu one right after another. Sending your team into 2-F with you following works best because your teammates have an easier time seeing and taking out the tangos on the catwalks by shooting through the windows. Head toward 2-I to help clear out any remaining tangos.

If the mission does not end, there are still some tangos remaining in the building. Lead the hostages to 2-F and leave them with Red Team. Lead Green Team through the meat-packing plant looking for stragglers. Use the heartbeat sensor to help locate them. Chances are they will be near the locker room at 1-P, often in one of the small rooms attached to it.



Check the locker room if the mission does not end.



# 12

## OPERATION: STONE CANNON

2006.06.10—0500

Porto Alegre, Brazil

### MISSION ORDERS

An import-export firm in Porto Alegre, Brazil, allegedly houses what authorities have identified as components of a chemical nerve agent. Surveillance info has been confirmed by details of confessions extracted from several of the terrorists captured on Cayman Brac. Your mission is to raid the company's warehouse and secure all chemical agents on the premises.

Since RAINBOW keeps getting tapped for missions in the western hemisphere, a suggestion's been made to keep you temporarily stationed at Langley, at least until things calm down. In the meantime, we've got a new assignment.

A U.S. Coast Guard cutter intercepted a freighter bound for Savannah. On board were a few hundred kilos of cocaine, approximately 20 crates of assault weapons, and a few million sheets of neofascist propaganda. The ship's manifest pointed the Coast Guard to a shipping firm in Porto Alegre, Brazil. Coincidentally, that's the same company some of the prisoners from Cayman Brac mentioned in their plea bargains.

With that information in hand, the Brazilian government began surveillance of the operation. They hit the jackpot. We've got footage of guns and drugs going in and out of the warehouse. We've also got video of what looks like chemical weapons containers labeled in Russian.

Technically, this sort of operation isn't under our jurisdiction, but I twisted a few arms and got the assignment. This looks too much like part of what we're already dealing with for me to let it go.



**Tangos swarm all over this import-export warehouse. Luckily, they are not expecting you.**



## INTELLIGENCE BRIEFING

You did nice work in Argentina, and now Intel's hoping to return the favor. At this point we can confidently state that the "burglars" at the meat-packaging plant were there to destroy 40 years worth of financial records. You'd think a match would have done the job, but they seemed intent on keeping the plant intact.

The good news is, they didn't nick the backups. We found those and we're beginning to see why someone wanted the lot destroyed. It will take weeks, if not longer, to decipher them, but one thing is clear: that packing plant was a cover for many things.

As for the import-export firm, the surveillance footage we've got shows them moving a lot of gear in and out, including what looks to be top-of-the-line weaponry. Be prepared; they won't fire cheap AK-47 knockoffs when you come through the door. We're still working on getting a final translation on the labels on the shipping containers, but a first look confirms our worst fears. They hold the components for VX nerve gas.

VX is a nerve agent that binds to neurotransmitters and blocks them. It doesn't matter if you touch it or inhale it; the end result is a quick, agonizing death, and the amount required for a lethal dose is tiny. Even worse, the stuff sticks around forever and adheres to damn near any surface.

## OBJECTIVE

1. Neutralize all terrorists.

## TEAM ASSIGNMENTS

### RED TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	UMP with sound suppressor	SR-2 with sound suppressor	Heartbeat sensor	Frag grenades	Medium tan
Arnavisca	UMP with sound suppressor	SR-2 with sound suppressor	Heartbeat sensor	Frag grenades	Medium tan
Yacoby	UMP with sound suppressor	SR-2 with sound suppressor	Heartbeat sensor	Frag grenades	Medium tan

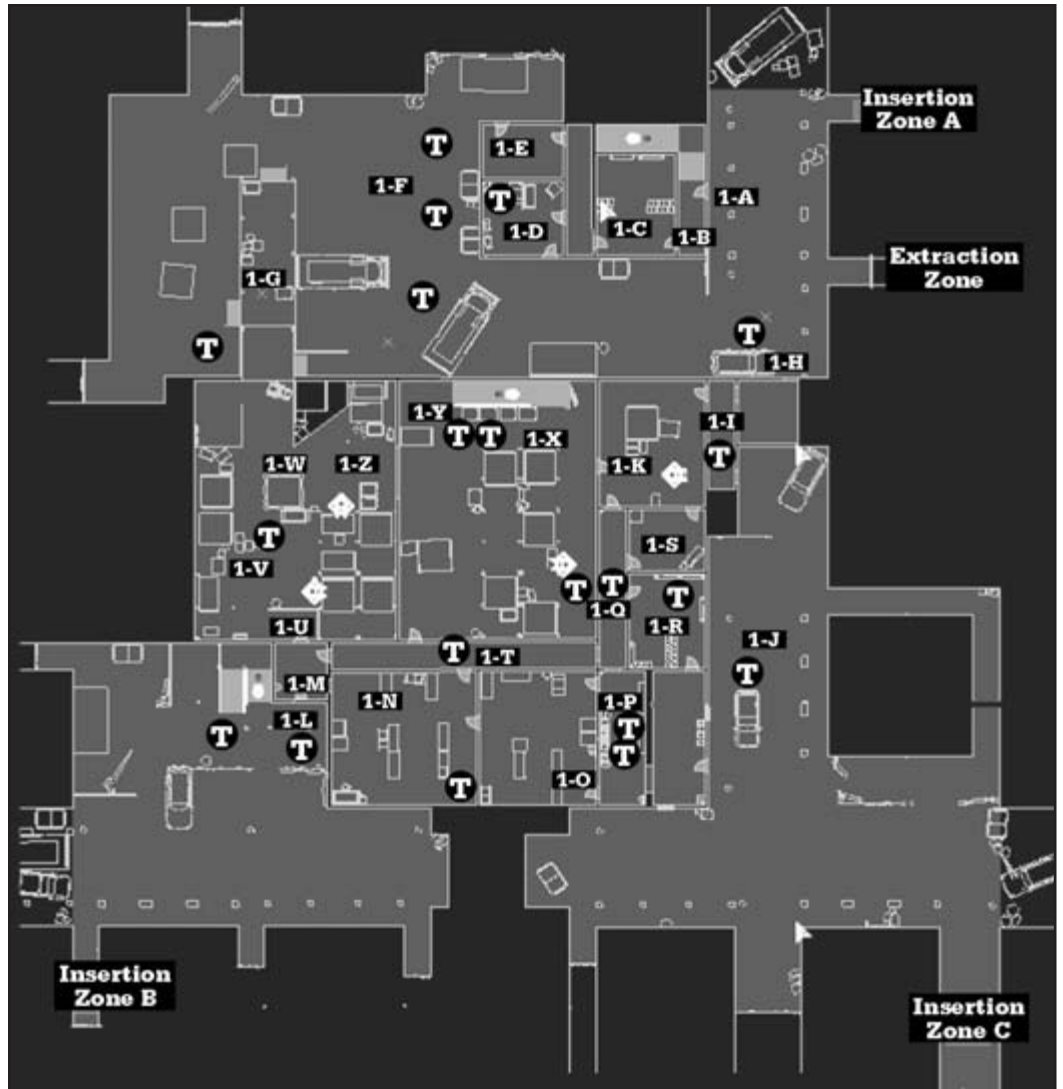
### GREEN TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Price	UMP with sound suppressor	SR-2 with sound suppressor	Heartbeat sensor	Frag grenades	Medium tan
Loiselle	UMP with sound suppressor	SR-2 with sound suppressor	Heartbeat sensor	Frag grenades	Medium tan
Raymond	UMP with sound suppressor	SR-2 with sound suppressor	Heartbeat sensor	Frag grenades	Medium tan

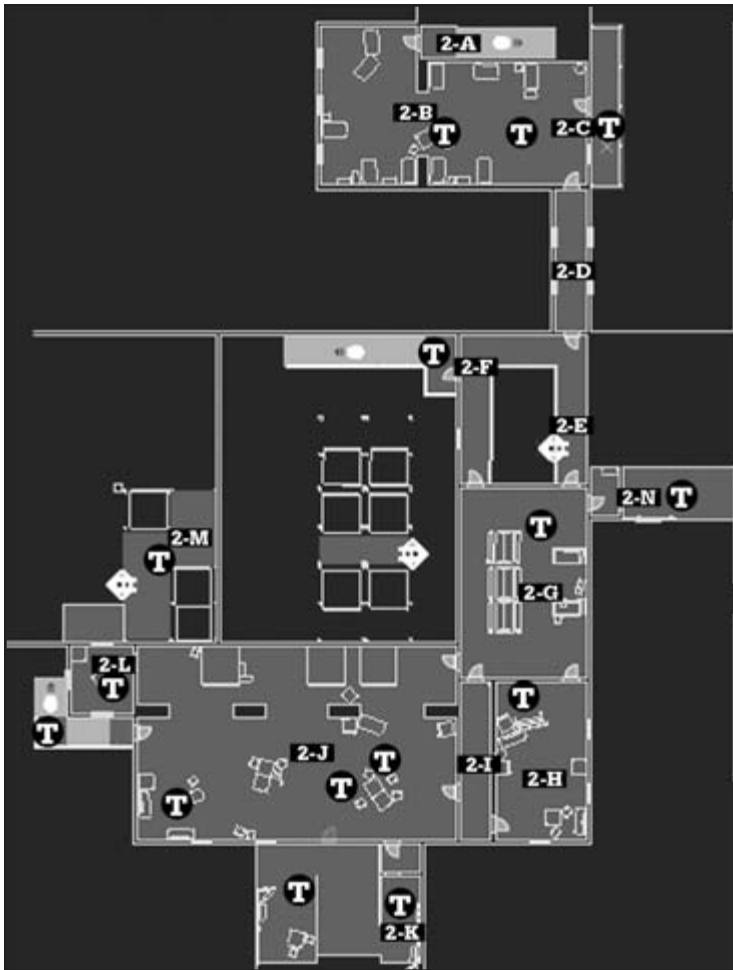


**GOLD TEAM**

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Walther	UMP with sound suppressor	SR-2 with sound suppressor	Heartbeat sensor	Frag grenades	Medium tan
Murad	UMP with sound suppressor	SR-2 with sound suppressor	Heartbeat sensor	Frag grenades	Medium tan



IMPORT-EXPORT, LEVEL 1



## IMPORT-EXPORT, LEVEL 2

### STRATEGY

This mission is a change from the previous few. There are no hostages to worry about, so go in and clear out the tangos. Set off frag grenades where needed. However, for the first part of the mission, try to maintain stealth. When grenades start going off, the alerted tangos will come after you. It's better if you hunt them down; that way, you won't miss any as you clear out the warehouse complex.

For this mission you need three assault teams. They all work on sweeping the outside area and small rooms on both floors before converging on the two large warehouse rooms, clearing them out and completing the mission. Waypoints are used so that all teams enter the buildings and engage the enemy about the same time. They also coordinate the final assault on the warehouse rooms.

## RED TEAM

Red Team single-handedly covers level 2. This assault team operates alone for most of the mission. At the end, it works with the other two teams in clearing up the warehouse rooms.

Red Team begins at insertion zone A. From there, it should move to the door at 1-A. While advancing, operatives need to take out a tango on the balcony at 2-C (overlooking the street) and one down the street to the south near 1-H. After entering the door at 1-A, Red Team heads up the stairs to hold at the top outside the door at 2-A for Code Alpha.



Drop the tango on the balcony.



This tango is just sitting down. Lay him out before he can shoot off a round and alert his buddies.



Interrupt the meeting in 2-J.



The tango in 2-L watches television.

After Alpha is issued, Red Team enters the next room and moves toward 2-B. Take out the tango sitting down and the one walking around. Continue through 2-D into the next room, careful of any tangos who might be patrolling on the other side of the door. Advance through 2-E and on into 2-G where you will need to neutralize a tango. Open the door leading to 2-N and take out the tango watching the street below. Then reenter the building and make your way to 2-H where you will have to deal with another tango before continuing on to 2-I. When your team is assembled at the door in 2-I, open it and fire into room 2-J to waste the two tangos at the table and another strolling around the large room. Open the door near the table and neutralize the tango at 2-K as well as another tango around the

corner and to the right. Return to room 2-J and advance across the room to 2-G and 2-E on your way to 2-F. Hold at this door for Code Bravo.

When you receive Bravo, open the door and pick off the tango standing on the landing at the top of the stairs. Neutralize any other tangos you see on the floor below as you descend the stairs to hold at 1-Y for Code Charlie. Take out any tangos you see while waiting. Then, at Charlie, move out to 1-W and remain there for the mission to be completed.

## GREEN TEAM

Green Team is another assault team. Its task is to clear the outside area south of the building, as well as the southern part of the first floor. Toward the end of the mission, Green works with the other two teams in clearing out the warehouse rooms.

Green Team begins at insertion zone B. When the mission starts, Green moves to the door at 1-L. While advancing, operatives need to take down a tango or two standing on the stairs above 1-L. Once inside the building, hold for Code Alpha.

At Alpha, move into room 1-N and eliminate the two tangos inside. Continue on to the next room as you move to the door at 1-O. There may be another tango in this room, so be alert as you head for the door.



Clear out the area around the stairs as you go to the ground floor of the warehouse rooms.



Tangos wait on the wooden stairs at the building's southwestern entrance.



This tango can get the drop on you if you are not careful when entering the first large room.







Strafing through the doorway allows you to line up a nice shot. A couple of short bursts will take down both of these tangoes.



Watch for tangoes patrolling the hallways.

Wait for your team to form up, then open the door, turn to the left, and strafe to the right through the doorway. There are two tangoes at 1-P you can take out. Advance into 1-Q, then enter 1-R to kill a tango inside. Check room 1-S as well, then move through 1-T to point 1-U and hold for Bravo.



Throw a frag grenade so it bounces off these crates and lands around the corner by some tangoes.



Tangoes lurk on the second and third levels of these shelves of crates.

When Bravo is issued, throw a frag grenade toward 1-V, then rush to this point and hold for Code Charlie. There are tangoes both to the north as well as up on the shelves of crates at 2-M and the level above it. When Charlie is received, continue through 1-W and on to 1-G to neutralize any tangoes who left the warehouse rooms as your force entered. Remain at this point until the mission ends.

## **GOLD TEAM**

Gold Team is the final assault team. It is tasked with clearing out the outside area and first floor in the north and eastern parts of the map. It then joins Red and Green Teams for the final assault.

Gold Team begins at insertion zone A. At the start, it follows Red Team to point 1-A. However, when they enter the building, Gold moves to 1-B and holds for Code Alpha.



**This tango is hard to see as he sits behind his desk.**



**Clear out the area around the loading docks.**



**Neutralize the tango by the car in the street near 1-J.**

When Alpha is given, Gold Team moves through 1-C, taking out a tango who begins here on occasion. It then continues to clear out room 1-D, where a tango sits behind a desk. Backtrack into the hallway and move through room 1-E, exiting the doorway and continuing toward 1-F. As you advance, take out all the tangos moving about the outside area. Keep moving to 1-H and enter the building. Eliminate a tango near 1-I before exiting this passageway to neutralize the tango in the street near 1-J. Head back through 1-I and hold at 1-K for Code Bravo.



At Bravo, move through the door and on to 1-X, where you hold for Code Charlie. Annihilate the tangos in this large warehouse room as you wait. When Charlie is received, advance to 1-Z and remain here for the remainder of the mission.

## NOTES

This mission is not tough, compared to some of your previous missions. While some of the tangos patrol around or appear in different spots, most are consistent. There is no rush, so use your heartbeat sensor to scan rooms before you enter them to see if a tango is waiting for you.

Take control of Red Team for this mission. As you lead your team across the street and into the first building, watch for tangos. At the top of the stairs, wait for the other two teams to get into position, then give Code Alpha. Continue through the waypoints, taking out tangos as you locate them. Don't worry about the other teams coming into your fire zones. Order your team to open the door, enter, and clear rooms 1-J and 1-L. Your teammates do an excellent job getting the drop on the enemies. As you head back to 1-F, go through 1-E and not directly to 1-F. Don't walk past the window near 1-F or the tangos below might see you and start shooting; at the least they'll be ready for your final assault.

When all three teams are in position, give Code Bravo. Open the door and rush down the stairs, taking out tangos as you see them. After you get to the bottom, make sure the other teams are ready, then give Code Charlie. This sends all teams into the last phase to clear out all the remaining tangos. By this time, all tangos should be neutralized and the mission ends. However, it will fail to end if one or more tangos remain alive. Take Red Team and move through the building and outside areas again. Use the heartbeat sensor to help locate any stragglers and neutralize them to complete the mission.



Clear out the warehouse rooms at Code Bravo.



# 13

## OPERATION: SHATTERED GLASS

2006.08.09—0900

Buenos Aires, Argentina

### MISSION ORDERS

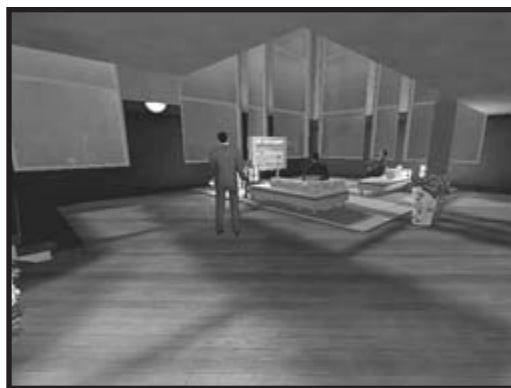
RAINBOW has been authorized to plant audio surveillance devices in the penthouse of Alvaro Gutierrez, an extremist Argentine politician. Gutierrez has been linked to the incidents in Switzerland and to Nikola Gospic, the owner of the Cayman estate and the meat-packing firm. Your mission is to plant bugs in the computer and one of two phones in Gutierrez's apartment.

We've got circumstantial evidence that Gutierrez is linked to Gospic. I want to get something concrete and find out what those two are up to. So far, all we've got is that it's big, it's dangerous, and we can't see it all.

That's why you're going to bug Gutierrez's penthouse. I want to know who he's talking to, what he's saying, and when he's saying it. He's cagey, though, so while you're upstairs, the local cops are going to be downstairs tearing apart his offices. It doesn't matter if they find anything. They'll keep Gutierrez busy enough that you should have a clear run through the penthouse.

### INTELLIGENCE BRIEFING

Our people sat down with Mr. Gospic for a little chat, and he seems nice enough. He arrived in the Caymans in the 1940s, already wealthy, and claims to have been lucky in business ever since. I think we got 10 apologies for the incident at his estate, which he called "a terrible accident," and he's promised to hire more security so it never happens again. Right now we've got nothing on him, except that some of his companies are mixed up in a very bad business. Indeed, he seemed extremely upset over that whole records mess in Pilar. Nothing links him directly to trouble, though.



Some of the tangos are watching the game. However, others are on patrol, so be careful.

Gutierrez is a different story. For one thing, the terrorist who survived the Swiss highway firefight gave us his name during questioning. For another, several of his bodyguards were former People's Social Nationalist thugs, at least before he put them in tuxedos to watch his back. Make no mistake, though. They're still thugs. If Gutierrez wins that election, things could get ugly.

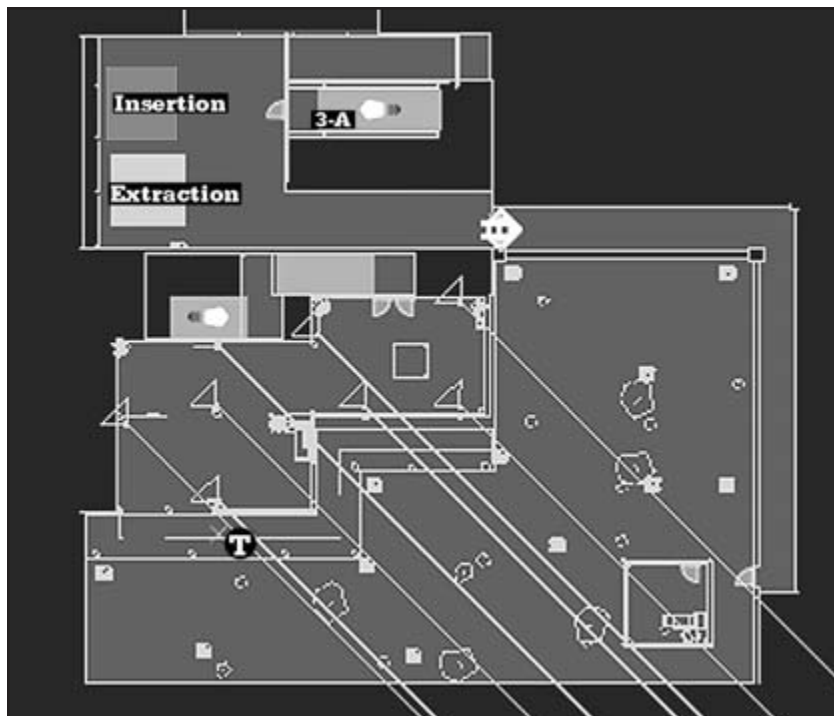
## OBJECTIVES

1. Plant a bug in one of the two phones.
2. Plant a bug in the computer.
3. Avoid detection.
4. Go to the extraction zone.

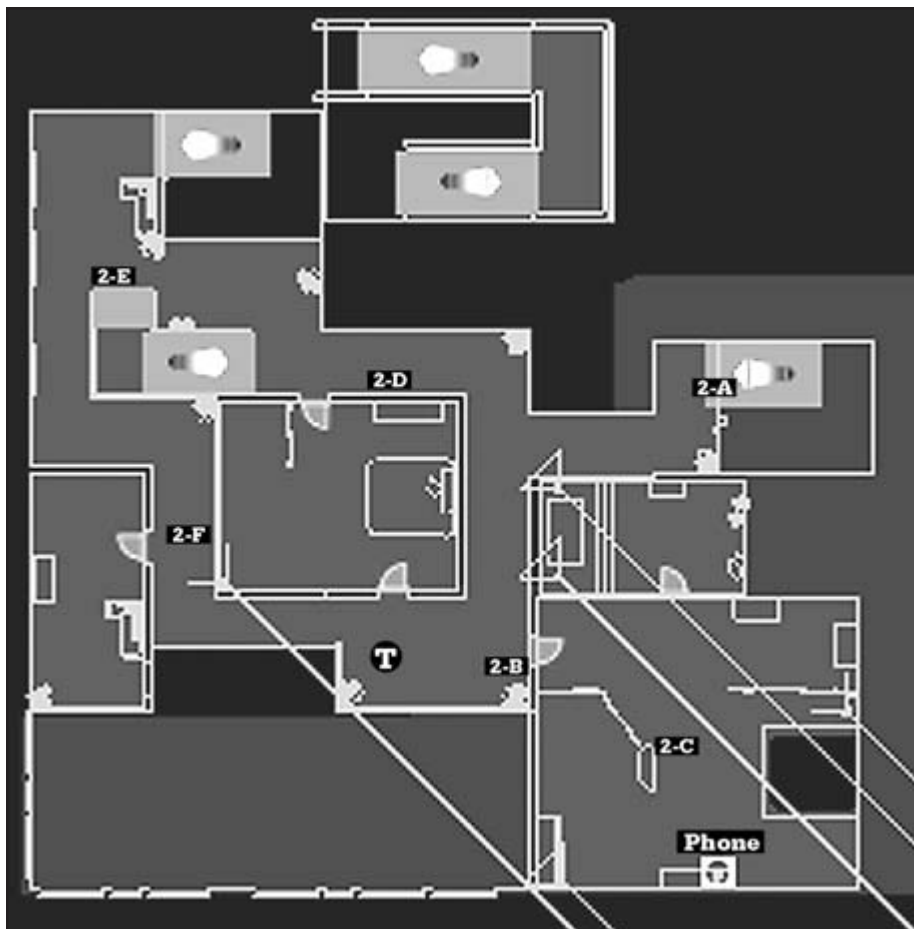
## TEAM ASSIGNMENTS

### RED TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Maldini	MP5SD5	MK23 with sound suppressor	Heartbeat sensor	Electronics kit	Light black

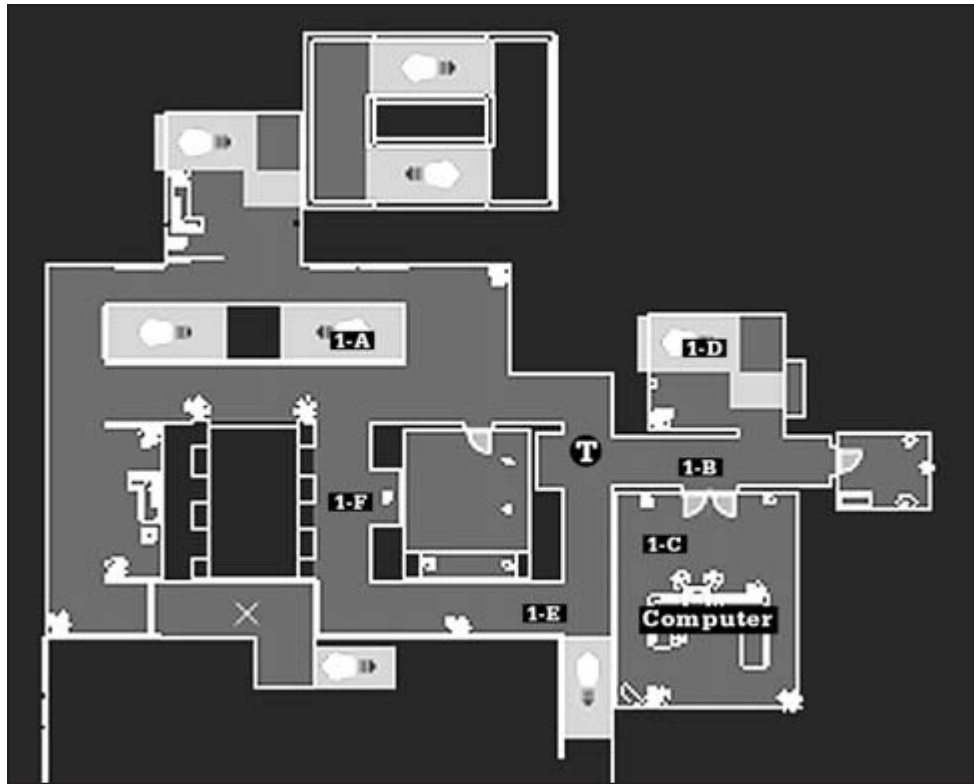


PENTHOUSE,  
 LEVEL 3



PENTHOUSE, LEVEL 2

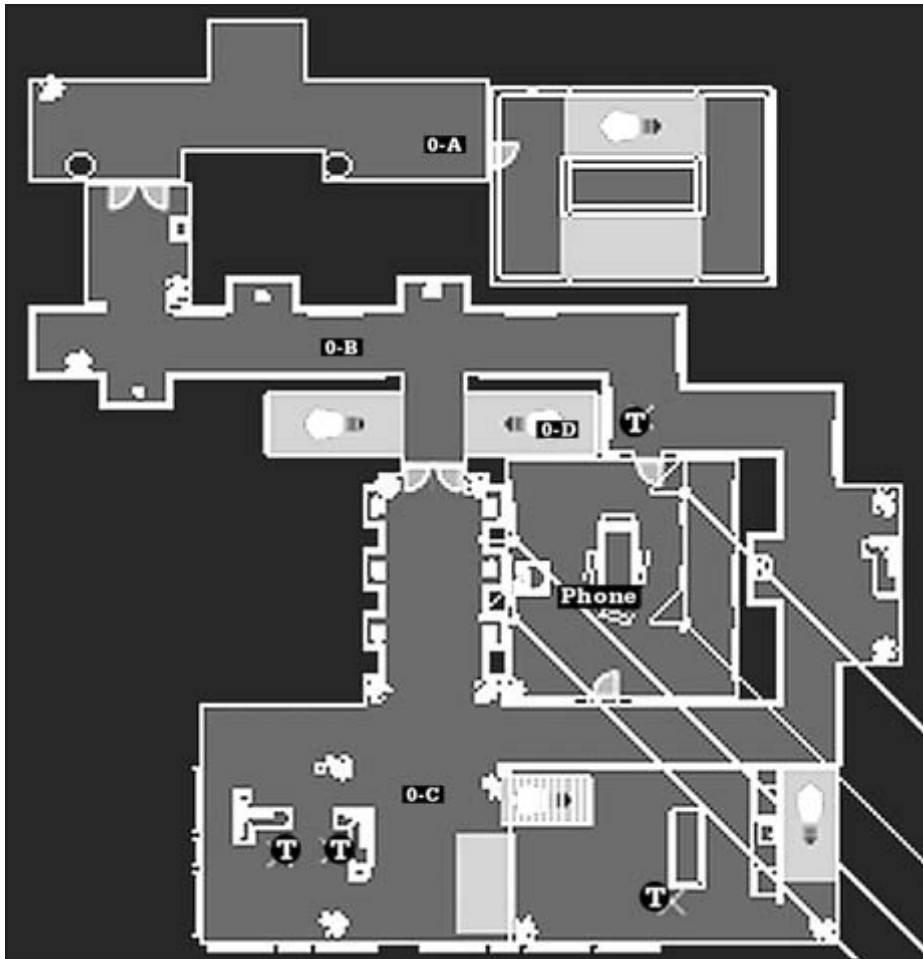




PENTHOUSE, LEVEL 1







PENTHOUSE, LEVEL 0

## STRATEGY

This mission is unlike any you have been assigned up to this point. Instead of having to neutralize tangos, you must avoid them. Choose light weapons to take with you. Body armor is not a factor since you don't need to worry about being shot at—if you are seen, the mission is over. Instead, use the heartbeat sensor extensively. The electronics kit makes bugging the devices quicker.

For this mission, take along a single operative only. You don't need any firepower, and additional operatives only increase the chance you will be detected. Each of the four floors has at least one tango. However, they are not difficult to avoid if you know their patrol routes and where you must go. You only have to bug one of the phones. They are located on levels 0 and 2. The one on the second level is easier to get to because there is only one tango on this floor compared to four on level 0.



## RED TEAM

Red Team is the only team for this mission. It consists of one operative, who must single-handedly accomplish all of this mission's objectives.



Head down the stairwell to level 0.



Slow down as you approach these stairs.

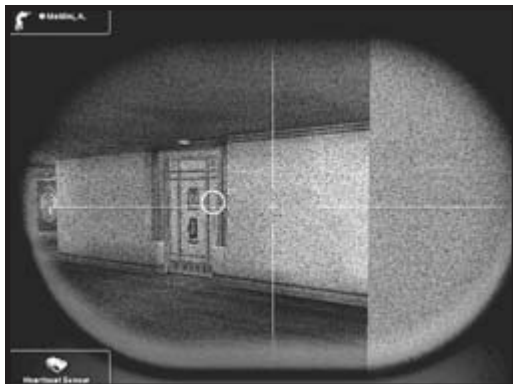


Peek around the corner to watch for the walking tango.

When the mission begins, move from the insertion zone to the door at 3-A. Open it and go down the stairwell to the bottom. Exit through another door at level 0. All of the tangos are in the southern half of this level, so you can advance from 0-A to 0-B without any trouble. However, as you approach 0-B, slow down and move next to the wall so you can peek around the corner toward 0-C. Two tangos sit with their backs to you, watching television. A third is walking around. Wait until the walking tango moves away, then climb the steps.



## CHAPTER 13: OPERATION: SHATTERED GLASS



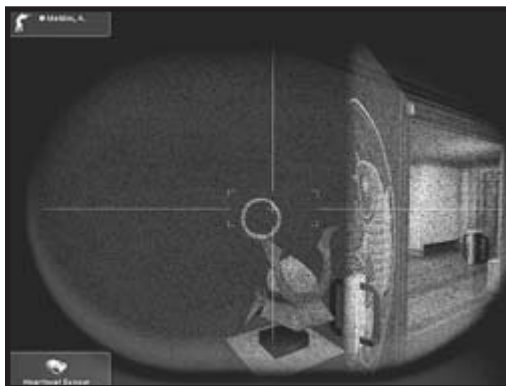
The sensor shows the tango is moving to the right. Now is your chance.



Move toward the office.



Bug the computer.



The tango is at 1-B, right outside the office.

Hug the wall to the right and pull out your heartbeat sensor near 1-A. A tango on this floor patrols clockwise through points 1-B, 1-E, and 1-F. On the scanner, the circle representing the tango moves either right or left. When it moves left, the tango is walking from 1-F to 1-B. Stay hidden. Use the map view to get an idea where the tango is; center the circle on your sensor, then switch to the map. The tango is somewhere along the imaginary line extending from your position straight up. Wait until the circle moves to the right and the tango is near 1-E, then ascend the remainder of the stairs.

Stand in front of the door to the south of the stairs, looking at the door, and wait for your scanner to show the tango's circle moving past the door to the right. This is your chance to move through 1-B and into the office at 1-C. Quickly advance to the computer and press **[Spacebar]** while looking at it to begin bugging it. When you're done, move to the office's northwest corner near point 1-C and wait. The tango will move to point 1-B. Follow his movements with the heartbeat sensor. Wait until he moves to 1-E, then exit the office and head upstairs at 1-D. Hug the wall to the right as you move and stop at 2-A.



Hug the wall as you climb these stairs.

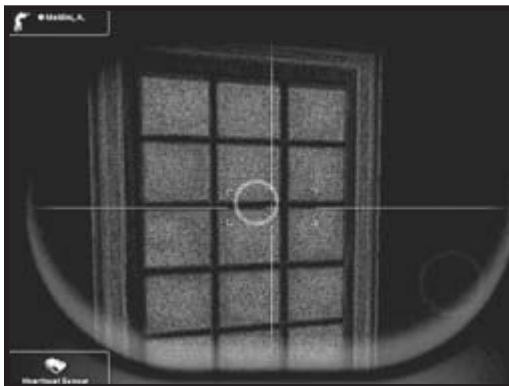


Close the door after you enter the room.



Place a bug on the phone.

Continue up next to the wall in front of you, and have your scanner operating. The tango patrolling this level moves through points 2-B, 2-D, 2-E, and 2-F in a counterclockwise direction. If you can't pick up any heartbeat for this tango, do not think it is clear. It only means that the tango is too far away for your sensor to pick him up. Wait for the circle to appear in the direction of 2-B. Follow it as it moves from left to right. When it stops moving and is facing toward 2-E, leave your hiding spot and move to 2-B. Open the door to 2-C, enter the room, and close the door again. You can now go to the telephone and bug it.



Use the sensor by the door to see when it is clear.



Head down the stairs to level 1.

## CHAPTER 13: OPERATION: SHATTERED GLASS

When your second bug is in place, get back up to the roof and the extraction zone. Move over to the door at 2-B, but do not open it. Instead, use the heartbeat sensor to look for the tango patrolling outside. The circle is usually in front of the door, then it moves to the right. Wait until it moves to the left for a bit, then open the door and return to the stairs at 2-A. Descend and take up a position in the southwest corner of 1-D. Wait for the tango to move to 1-B, then for the circle to move to the left as he goes to 1-E. When the circle moves right again, get moving toward 1-A. Descend the stairs to 0-D. Peek around the corner toward 0-C to make sure the walking tango is moving away. When it is clear, advance through 1-B and return to 1-A. Enter the stairwell again and take it up to the roof. When you arrive at the extraction zone, the mission ends.



When the way is clear, advance to the stairs leading down to level 0.



Peek around the corner again.



Get to the extraction zone to complete the mission.

## NOTES

For this mission, there are no Go Codes. They are not needed since you are in control of the only operative during this mission. You will learn to use the heartbeat sensor during this mission. Don't worry if you get caught a few times. Just try it again until you get it right.



# 14

## OPERATION: LION SHADOW

2006.09.23—1500

London, England

### MISSION ORDERS

A private banking house in London has been seized by terrorists in paramilitary gear. They have taken hostages and opened fire on the Metropolitan Police. As several of the hostages are Swiss nationals, both the British and Swiss governments have requested your assistance in this matter. Your mission is to liberate the bank and any hostages within, and to prevent the destruction of valuable financial records that we believe are the terrorists' target.

Both the British and Swiss governments are asking for our help on this one. Apparently there are Swiss nationals inside the bank carrying "sensitive financial documents," but they're not willing to say more at the moment. Obviously, the Swiss government is concerned about what happens to both their people and their papers.

The bank is four centuries old and private, which means that it's built like a fortress. We're looking at thick walls, thick doors, and good sight lines. There are two routes down to the vault, which is where we suspect the hostages are being held. Be careful of snipers on the walkway's upper level. It's where I'd put my men if I were trying to hold this thing.

Also watch for the bank's security system. It looks like the terrorists got it back online. One of their people is monitoring the camera setup from the security room on the first floor, to the right of the front doors. You should take him out from outside the building.



**This bank is like a fortress.**

## INTELLIGENCE BRIEFING

We have a positive ID on the man in charge of the London bank operation. His name is Douglas Preston. He's a British army vet, decorated for service in Kuwait. He's also a major embarrassment to the British government. It seems when their war hero got home, he declared his sympathies for an organization called the Unified People's Front, which is an umbrella for every neofascist group in the UK. Officially, he split from UPF six years ago. Unofficially, his politics haven't changed, and he's been connected to some illicit arms sales to paramilitary groups in Colombia. In short, he sounds like the sort of man Gutierrez would have over for a drink.

Preston's dossier says that he's good at what he does, which means this operation won't be a cakewalk. His psych profile indicates that he has no problem using hostages as human shields, and his men are likely to be highly trained and well armed. He's a perfectionist, very cautious, so don't wait for his men to make mistakes. They won't.

## OBJECTIVES

1. Prevent destruction of financial documents.
2. Rescue all three hostages.

## TEAM ASSIGNMENTS

### RED TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	MP5SD5	MK23 with sound suppressor	Gas grenades	Gas mask	Medium blue camo
Arnavisca	MP5SD5	MK23 with sound suppressor	Flashbangs	Gas mask	Medium blue camo
Raymond	MP5SD5	MK23 with sound suppressor	Smoke grenades	Gas mask	Medium blue camo

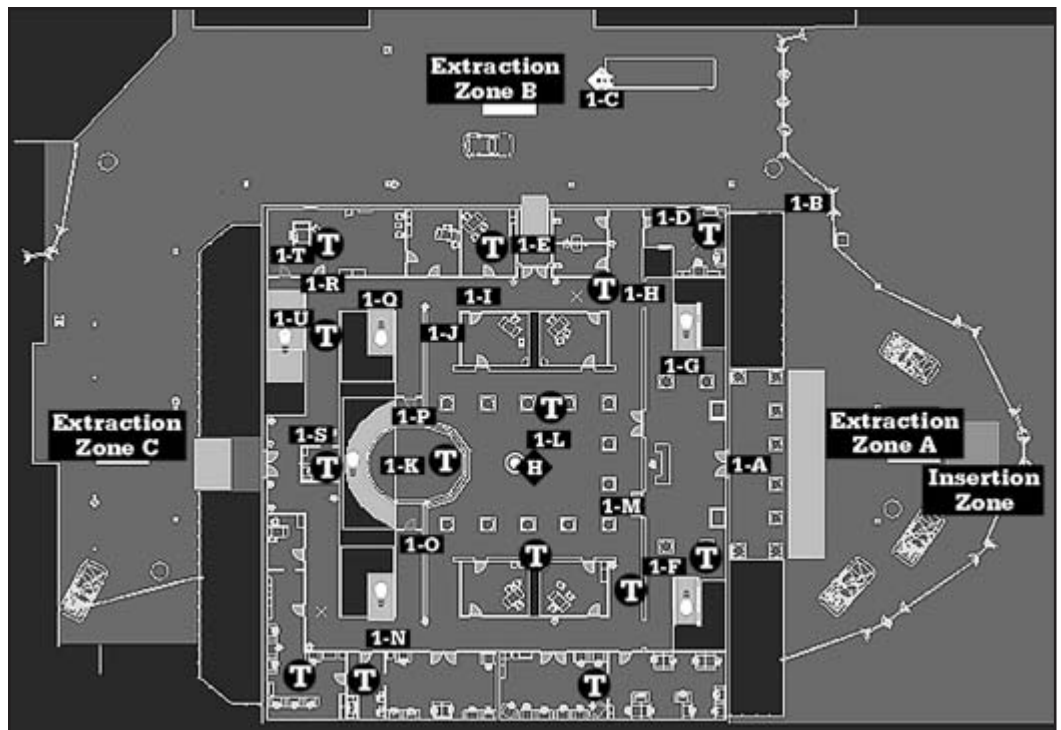
### GREEN TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Novikov	MP5SD5	MK23 with sound suppressor	Gas grenades	Gas mask	Medium blue camo
Loiselle	MP5SD5	MK23 with sound suppressor	Flashbangs	Gas mask	Medium blue camo
Hanley	MP5SD5	MK23 with sound suppressor	Smoke grenades	Gas mask	Medium blue camo

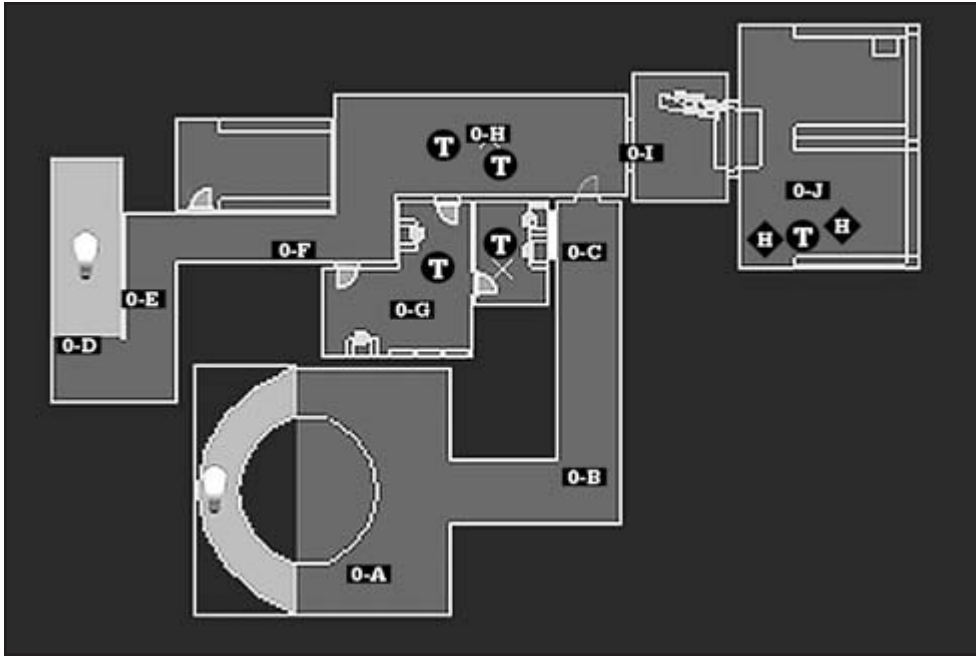


**GOLD TEAM**

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Walther	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Smoke grenades	Medium blue camo
Rakuzanka	UMP with sound suppressor	MK23 with sound suppressor	Flashbangs	Smoke grenades	Medium blue camo

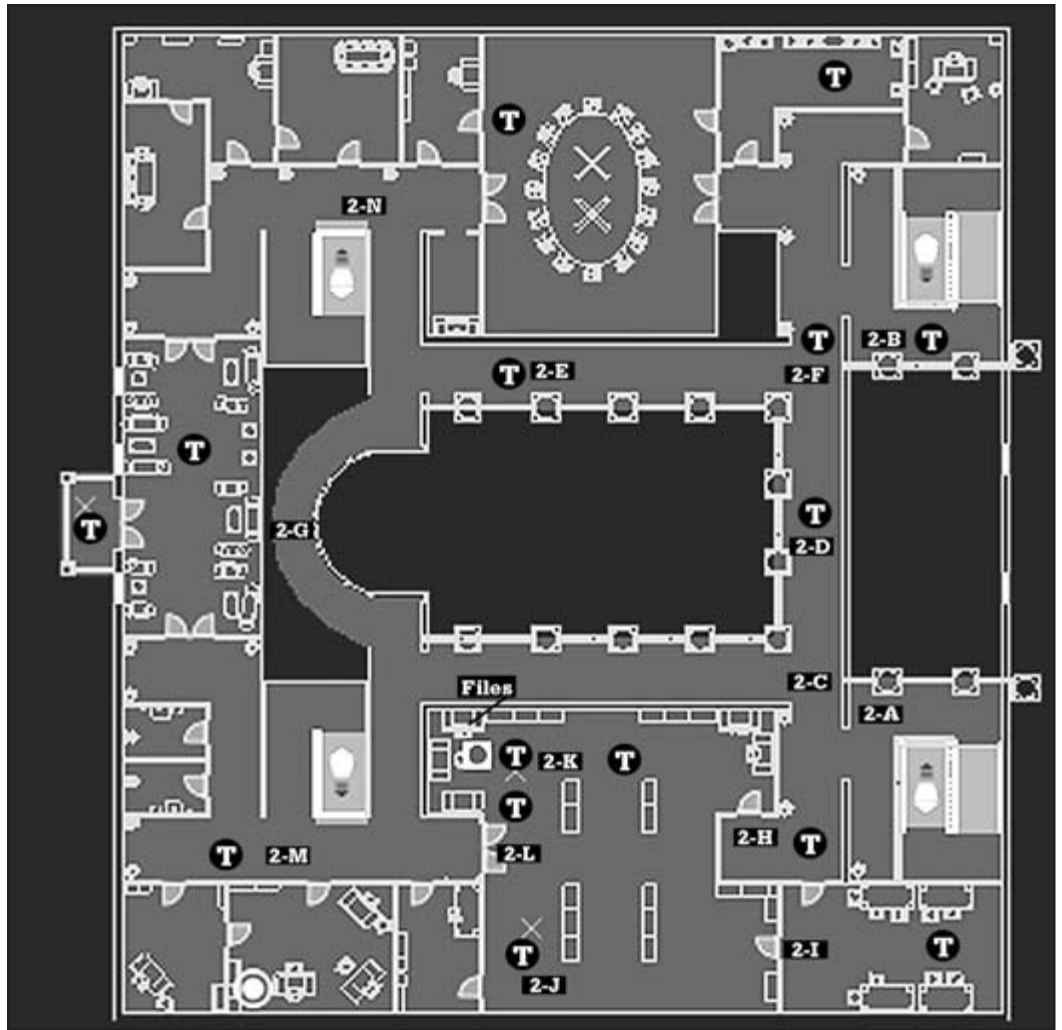


**BANK, LEVEL 1**



BANK, LEVEL 0





## BANK, LEVEL 2

## STRATEGY

This mission is tough. You need to rescue three hostages. One is on the ground floor in the middle of the lobby covered by several terrorists. The other two are in the basement on level 0. They are also well guarded. In addition, you must prevent the financial records on level 2 from being destroyed.

The bank is protected by a security system. When you step inside the building, a camera will see you, and the alarm will go off. Find a way to disable the security system. The controls for the system are in 1-D. If you take out the tango inside this room, nobody will be observing the cameras' feeds—thus no one will sound the alarm. Stealth is important to this mission. You want to keep everyone on a lower alert level so they do not kill the hostages.

Use three assault teams for this mission. All teams work together in rescuing the first hostage, then one team escorts her to safety while the other two save the records and secure the other two hostages. Escorting them to one of the extraction zones completes the mission. You do not have to neutralize every tango in the building. Just save the records and get all three hostages to safety. You can avoid several tangos and not have to search for them room by room.

### RED TEAM

Red Team is the first assault team; it works closely with Green Team during most of the mission. They will help rescue the first hostage, save the records, then go after the other two hostages.

At the beginning of the mission, Red Team moves from the insertion zone to point 1-A (by the front doors) to the bank, where it holds for Code Alpha. When Alpha is issued, operatives rush into the bank and up the stairs at 1-F. They then hold for Code Bravo at the top, near 2-B.

At Bravo, Red Team moves toward 2-C, careful to take out a tango near 2-H first, and begins eliminating tangos on the walkway overlooking the lobby. Watch for tangos at 2-D and 2-E. Continue to 2-D to make sure the area is clear, then move back through 2-C and on toward 2-I where a tango is waiting. Take him out and hold at 2-I for Code Charlie.



Watch for tangos who might be patrolling the stairs.



Clear out the tangos on the walkway overlooking the lobby before they can shoot the hostage below.



**Secure the financial records before they are destroyed.**



**Drop this tango in the hallway.**

When Charlie is given, open the door and rush to 2-J to help clear the room where the records are about to be destroyed. When it is clear, you have completed one of the mission objectives. Exit through the doors at 2-L and take out the tango down the hall near 2-M. Descend the stairs near this point to ground level. From 1-N, move to 1-O and unlock the door. Continue into 1-K and head down the stairs to the vault level at 0-A. Move to 0-B and hold for Code Alpha.

When this second Alpha is ordered, throw a smoke grenade at 0-C and move forward to unlock the steel door. The tango to the left is behind bulletproof glass, so you cannot shoot him—and he cannot shoot you. After you unlock the door, open it and take out the tangos near 0-H and 0-I. Remain here for Code Bravo.

When Bravo is given, head back to the stairs at 0-D, then take them up to room 1-T. Lead out Green Team, who is escorting the hostages. Continue through 1-R, 1-I, and 1-E so you come to the doors and exit the building. Continue to extraction zone B and remain there until the mission is complete.



**Use the smoke to conceal yourself as you unlock the door. The tango to the left cannot shoot at you through the bulletproof glass.**



## GREEN TEAM

Green Team is another assault team. It works with Red Team throughout the entire mission and escorts the two hostages in the bank vault to safety.

At the beginning of the mission, Green Team advances to point 1-A and holds for Code Alpha. When this code is received, operatives enter the bank and head for the stairs at 1-G. Take them to the second floor and hold at 2-B for Code Bravo.

At Bravo, move to 2-F and begin clearing out the tango snipers getting ready to shoot at the hostage below. Continue through 2-E, 2-G, and 2-C so you end up at 2-H. Hold outside this door for Code Charlie.



Clear the walkways around the lobby.



The documents are straight ahead, so don't let the tango get near them.



Shoot fast when you open the door to 1-T or this tango may get you instead.

When Charlie is issued, open the door and rush into the room and on to 2-K, taking out all the tangos here and saving the financial records. When the room is clear, exit through the double doors at 2-L and move through 2-G to the stairs at 2-N. Take them down to the ground floor at 1-Q and move to 1-R. From here you can pick off a tango to the south near 1-S and cover both hallways. You won't stay here long. Open the door and kill the tango in 1-T, then enter the room and unlock the door. When it is open, take the stairs at 1-U down to 0-D. Move to 0-E and hold for Code Alpha.





The smoke helps you move down the hall without being seen as easily.



Take down the two tangos in the hallway.



After throwing a gas grenade into the vault's right side, neutralize the tango and secure the hostages.

At Alpha, throw a smoke grenade toward O-F. Rush down the hallway, eliminating the tango in O-G by shooting through the window. Continue to O-H. If you can, throw a gas grenade at this spot from O-F. Rush in to waste the two tangos in the hallway. Throw another gas grenade into O-J and move in to neutralize the tango guarding the hostage. Continue to O-J and hold for Code Bravo. Secure the hostages so you can escort them to safety.

When Bravo is issued, move back to the stairs at O-J, following Red Team up to the ground floor. Exit room 1-T and make your way through 1-R, 1-I, and 1-E. Exit the bank through the side doors and lead the hostages to extraction zone B to complete the mission.

## GOLD TEAM

Gold Team is the assault team that will disable the bank's security, then work at securing the hostage in the middle of the lobby. Its task is short—to get in, get the hostage, and get out.

When the mission begins, Gold Team advances through 1-B to 1-C. Here operatives climb up the ladder at the back of the red double-decker bus.



Use this bus as a sniping perch.

## CHAPTER 14: OPERATION: LION SHADOW

From the roof, they can snipe through the window of room 1-D and pick off the tango at the security console. When he is down, RAINBOW can enter the bank without sounding the alarms. Climb down the ladder and go to 1-E to hold for Code Alpha.



Shoot through the window to take out this tango at the security console.



Watch for this tango down the hall to the left after you enter the building.



Clear out tangos on the floor of the lobby. The other two teams will take care of the snipers above.

When Alpha is received, open the door and enter the bank. Watch for a tango at 1-H. Drop him, then continue to 1-I. Hold at this point in the hallway for Code Bravo. At Bravo, rush through 1-J, taking out the tango at 1-K, and move on to 1-L, where the hostage is. Take out any tangos in or around the lobby. As you move near the hostage, order her to follow you. Continue to 1-M, head through the doors and out through the front doors at 1-A. Don't stop until you get to extraction zone A. Stay here with the hostage until the mission is completed.



The first hostage is safe.

## NOTES

This is an exciting mission. You will take control of all three teams at different times, and switch between operatives when necessary. Rescuing each of the hostages can be hairy, but coordination, especially for the first hostage, will help you complete your objectives while keeping your team and the hostages safe.

Take control of Gold Team at the beginning of the mission. Lead the team to the red bus. When you get to the ladder, press **[R]** to order your teammate to hold. There is no need for two of you to be on top of the bus. Crouch and move to the left while you are facing room 1-D. When the tango comes into sight, fire off a burst to take him down, then slide down the ladder.

Switch to Red Team. Wait for Gold to get into position, then give Code Alpha. This sends all three teams into the bank building at the same time. At the top of the stairs, make sure all three teams are ready, then give Code Bravo. This code tells all teams to move toward the lobby and eliminate all tangos around it.

While Gold Team secures the hostage and escorts her out of the bank to safety, lead Red Team to get ready to save the financial records. When Green Team is in place, give Code Charlie, then rush into 2-J and clear out all the tangos in this room.

When the room is clear and you receive confirmation that this objective has been achieved, switch to Green Team. Follow the waypoints out of this room and down the stairs to the ground floor. Continue down into level 0, and take up position near 0-E. Switch to Hanley and pull out a smoke grenade. Make sure Red Team is ready, then give Code Alpha and throw it so it bounces off the opposite wall and lands near the window at 0-F. Switch back to Novikov, pull out a gas grenade, and throw it into 0-H when you get near 0-F. Pull up your primary weapon to drop the tangos in the area. Throw another gas grenade into the vault, then take down the tango inside. Enter the vault and secure the hostages. When Red Team is ready, give Code Bravo and follow the team up to the ground floor and on out of the bank to extraction zone B. When you get both hostages to this point, the mission ends as a success.



# 15

## OPERATION: BROKEN STONE

2006.11.11—1100

Pilar, Argentina

### MISSION ORDERS

We have concluded that the meat-packing operation in Pilar is being used as a distribution vector for chemical agents. The Argentine government confirms that several of Gospic's operatives have recently entered the country and have been spotted in Pilar. Your mission is to secure the meat-packing facility and prevent the dispersal of the chemical agent.

Intel's convinced that Gospic has gotten his hands on multiple chemical weapons. If he was behind the British bank operation, then it makes sense that Preston was his supplier. Preston made a lot of contacts in Kuwait, including a few with access to the old Soviet chemical weapons labs.

It seems highly probable at this point that Gospic has his hands on some amount of VX nerve agent. VX is extremely lethal and very durable, and it can be absorbed through skin contact. That's why he had his fingers in the meat-packing plant. The plant ships beef all over the world, including Europe and Israel. We're talking mass murder across a dozen countries.

Now, we could probably interdict any shipments from the plant, after the fact, but that's too risky. I want us to take that nerve agent into custody before a single drop gets used. That's why we're going back into the meat-packing plant. The Argentine government confirmed sightings of some of Gospic's men in and around Pilar, which means that there's no time to waste. Saddle up. You're going hunting for nerve gas.



The VX bombs do not explode. Instead, they release the toxic nerve agent, resulting in mission failure.

## INTELLIGENCE BRIEFING

We finally have the full picture, thanks to the documents you rescued in London. They are, to put it mildly, explosive—a collection of banking records dating to World War II detailing the systematic looting of assets of Holocaust victims by the Third Reich, their allies in the Ustache regime in Yugoslavia, and complicit bankers in Geneva. Names are named, including one Peja Sicic. You might remember him. He's the senior citizen that Venezuela wanted to deport just before the unpleasantness at the refinery. In addition, there are repeated mentions of an attaché to the Ministry of Finance, a man named Dejan Blazevic. We've got a picture of Blazevic, and on a hunch, one of the lads at Intel used some imaging software to make a projection as to what he'd look like now. The end result looks a lot like our Mr. Nikola Gospic.

It seems Blazevic got himself smuggled out of Europe in 1945. He arrived in the Caymans a few years later, calling himself Gospic. The money he used to set himself up with was skimmed from the accounts he had helped liquidate. Intel's best guess is that he felt that the Sicic deportation proceedings might blow his own cover, so he started taking steps to hide his trail. That's not all he's up to, though. The repeated attacks on the Venezuelan oil industry, the chemical weapons, the neofascist ties—they add up to something more.

Now, on to more bad news. While Gospic doesn't have a stake in that import-export firm you hit in Brazil, Gutierrez does. And Gutierrez's import-export company does do an awful lot of business with firms that are owned by Mr. Nikola Gospic. In particular, there's some connection with the meat-packing firm in Pilar. We know all of this because of one of the phone calls we listened in on at Gutierrez's place. Gospic called Gutierrez to discuss their plans for that business—plans that included using the VX chemical agents you confiscated in Brazil.

## OBJECTIVES

1. Neutralize all terrorists.
2. Prevent nerve agent dispersal.

## TEAM ASSIGNMENTS

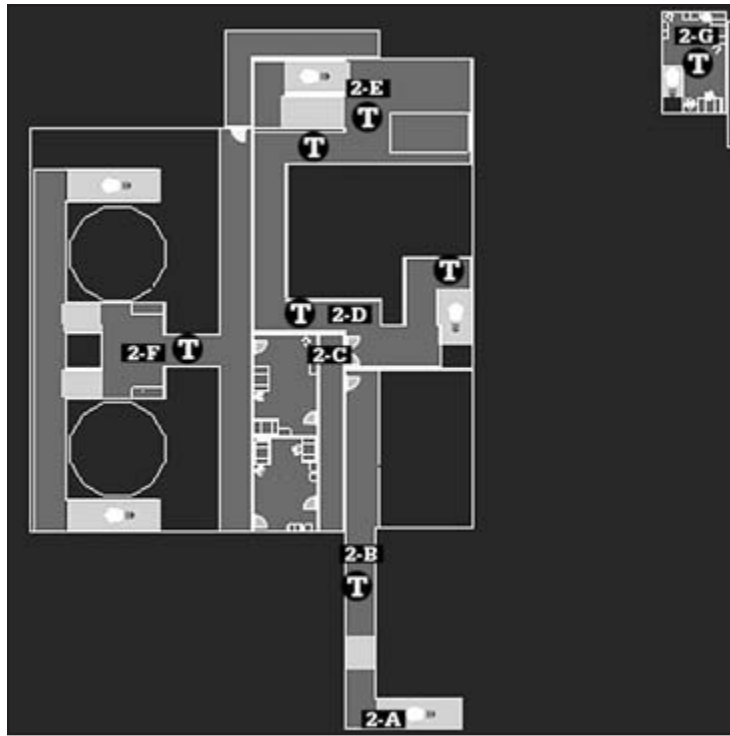
### RED TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Loiselle	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Yacoby	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue









## MEAT-PACKING PLANT, LEVEL 2

### STRATEGY

This map should seem familiar to you. It is the same meat-packing plant in which you rescued three hostages earlier in the campaign. However, this time there are more tangos to deal with. In your favor, you don't have to worry about them killing hostages—just keep them away from the VX nerve gas.

There are two insertion zones for this mission. One is outside near the southeastern entrance. The other is within the plant in the cafeteria. Your teams can rappel down through the skylights. This is the best place to insert all three of your assault teams. The tangos have both entrances well covered since they are expecting you to come through either the northeastern or southeastern doors.

The tangos plan to activate three VX bombs if they feel threatened. However, to begin dispersing the nerve agent, a tango in protective gear must walk over to the bomb. The nice thing is that all three bombs can be covered from a doorway, allowing your teams to fire at anyone approaching the bomb as soon as the door opens. They can then begin clearing the room.

Two assault teams will work together to clear two of the large rooms containing bombs and tangos. The third team can tackle the other bomb by itself. Don't worry about taking along gas masks. If the nerve agent is dispersed, it will kill when it contacts with your skin. It is important to maintain stealth during the mission. If the tangos by the bombs hear a lot of gunfire, they may activate the bombs, which will result in a failed mission. So keep things quiet.

## RED TEAM

Red Team is your lead assault team for clearing the western half of the plant and securing two of the bombs. It will be working in coordination with Gold Team. While the team does not cover a lot of ground, it deals with a lot of tangos.

From insertion zone A, Red Team exits the cafeteria through the doors at 1-A and enters 1-D. A tango often patrols through this room, so be on guard. When it's clear, advance down hall 1-E. A tango waits by the doors at the end of this hall. Waste him, then hold at the doors for Code Alpha.



Drop this tango by the doors at 1-E.

### TIP

Since you are not in a hurry, pull out the heartbeat sensor and scan the rooms before entering them. Some of the tangos patrol and will be in different spots each time you play. The sensor gives you an idea of what to expect and in which direction you need to be ready to fire.



Clear out as much of the room containing the bomb as you can from the doorway.



The tango on the catwalk at 2-F will shoot you in the back as you advance to 1-K if you don't take him down first.

When Alpha is issued, crouch down, open the door, and start firing into the large room toward 1-G. The room holds five tangos; drop them all before one activates the bomb. Move into the room to ensure it is clear, then exit and backtrack through 1-E to room 1-D. Continue through 1-H and on into 1-I. Once there, pull out the heartbeat sensor and scan room 1-J. There can be tangos near point 1-J and on the catwalk above, near 2-F. Once you see what you are facing, open the door and enter the room. Take out all of the tangos, then head for the door at 1-K. Open it and advance to 1-L. Hold there for Code Bravo.

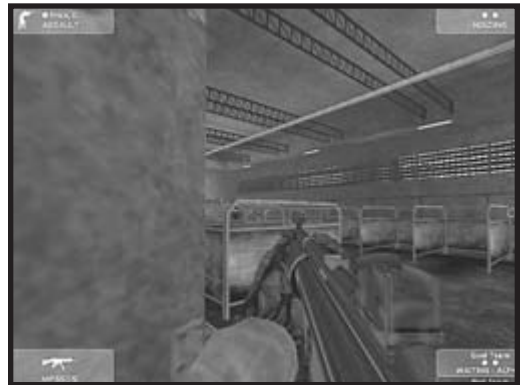


Start your second assault by eliminating the tangos on the left side of the room first—especially the ones in the protective suits who can activate the bomb. Bomb secure.

When Bravo is given, move out into the doorway leading to 1-M and begin picking off tangos. There are several on the floor and more on the catwalks above. Overall, eight or nine tangos cover this one bomb. Advance toward 1-N as you sweep the room, and remain near the bomb until the mission is complete.

## GREEN TEAM

Green Team acts on its own during this mission. The operatives are responsible for not only clearing a room with the third VX bomb, but also neutralizing all tangos in the eastern half of the plant and outside the entrances. While this may seem daunting, they usually only run into one or two tangos at a time, and only three or four wait in the room with the bomb.



Take out the tango outside the locker room door. Kill the two tangos covering the southeastern entrance.

When the mission begins, Green Team leaves the cafeteria through the doorway at 1-C and continues into the locker room through the door at 1-P. Advance through the room, which is usually empty, to 1-Q. As you exit the locker room, turn to 1-R to blast a tango who may be patrolling this hallway, then continue on to 1-S. Move through the large open doorway to 1-T and take out the two tangos in this room of stalls. Backtrack through 1-S and head to 1-U. Hold in this room for Code Charlie.



Once you reach 1-V, start shooting as you advance into the room with the bomb.



Quickly target the tangos in protective suits before they can get close to the bomb.



Throw a frag grenade into 1-Z.



Don't forget to take out the tangos outside the plant as well.

When Charlie is given, move through hallway 1-V to 1-W. The VX bomb is on the eastern side of this room. Neutralize all of the tangos in this room as quickly as you can. Because of the layout of the room, you can usually get them all from the doorway or as you advance toward 1-W. Once they're down, head to 1-X and then up the stairs to take out the tango in the office at 2-G. Now return downstairs and on to 1-Y. Open the door and take out the two tangos in 1-Z. After this room is clear, go to the entrance at 1-AA and nab the two tango patrolling outside the plant. Remain at 1-AA until the mission is complete.

## **GOLD TEAM**

Gold Team is the assault team working alongside Red Team. Though the team plays a supporting role, it is just as important as the other teams; Gold Team makes it possible for large rooms with lots of tangos and bombs to be cleared safely.



Gold Team has a good field of fire down the length of the room containing the first bomb.



This tango on the catwalk at the top of the stairs is just waiting to ambush you.

Gold Team leaves the cafeteria and heads past 1-A to the doors at 1-B. Hold there for Code Alpha. When you get the code, open the doors and begin taking down tangeros. Gold Team can cover the VX bomb from the doorway. However, operatives should enter the room advancing to 1-G to make sure all tangeros have been neutralized in this room. With the room clear, Gold Team heads back to the cafeteria and then to the stairway at 1-0. Climb the stairs to 2-A. A tango faces you at 2-B, so quickly take him out before he can get off a shot. Continue to the double doors at 2-C and hold for Code Bravo.



Start shooting as soon as you open the doors to the catwalk area.

When Bravo is given, move through the doors to 2-D and start neutralizing tangeros on the catwalks overlooking the bomb. Advance around to 2-E, then descend the stairs to 1-M. Continue through the double doors to take out a tango in the short hallway and hold at 1-BB until the mission ends.



## NOTES

For this mission, you face areas with lots of tangos—all armed and trying to kill you and your teams. You must shoot fast and use the cover of doorways and corners to limit the number of tangos who have a line of sight to you. It also helps to stay crouched so you present a smaller target.

### TIP

**The auto-aim function is extremely helpful in targeting rooms full of tangos, especially at medium range. Trying to target each on your own will usually get you killed.**

At the beginning of the mission, take control of Red Team. Its tasks are the most difficult for the AI to control. Once you lead the team to the first holding point at 1-E, order your teammates to open the door and clear the room on Code Zulu. Use the order command function and then give the order with a right-click to make it start on Zulu. Give Codes Alpha and Zulu about one second apart—Alpha first—so both Red and Gold Teams storm the room containing the first bomb in sequence. Sometimes, while you are getting Red Team into position, a tango may open the door at 1-E. You usually hear a voice a second or two before this happens. For this situation, skip the Zulu order and give Alpha right as the door opens, shooting into the room. With the larger magazines, you can afford to hose down the room with lead.

Once you have taken control of the room, continue to 1-I. Use the heartbeat sensor to check room 1-J, including the catwalk, so you don't walk into an ambush. Clear this room as needed and then make your way to 1-L and wait. Make sure you have a full magazine of 100 rounds loaded. Wait for Gold Team to get into position. Once Gold is ready, give Code Bravo. This sends Gold Team in on the catwalks on the other side of the room while you lead Red Team in on level 1. Face the room and strafe left to the doorway. Gold Team will take care of the tangos on the catwalks, so pan your aim from the left side of the room to the right as you strafe, taking out each tango as he comes into your sights. You may even want to start off your assault with a frag grenade. Either way, the room should be clear in a matter of seconds.

With the first two bombs secured, it is time to take control of Green Team. While Red and Gold Teams have been conducting their tasks, Green has been sweeping the southeast quarter of the plant. Now lead them to secure the final bomb and finish neutralizing the remaining tangos. By this time, Green Team should be holding in 1-U for Code Charlie. Give the code and then lead your team through 1-V to the doorway of 1-W. From here you can take out most if not all the tangos. You can also cover the VX bomb and prevent any tangos from getting close to it. With the room clear, take out the tango in the office at 2-G, then head for the main entrance. The tangos in 1-Z are facing away from you at 1-Y. Open the door on the left just a crack using the mouse wheel. Throw a grenade through the crack so it bounces back toward the tangos. After it detonates, rush in to eliminate any survivors. All that remains is to exit the plant through the doors at 1-AA and take down the last two tangos outside. This should complete the mission for you. If not, a tango or two must have slipped past one of your teams. Using the heartbeat scanners, head back through the rooms as Green Team and look for the stragglers to complete the mission.





2006.12.22—1710

Cayman Brac, Cayman Islands

## MISSION ORDERS

RAINBOW is authorized to search the estate of Nikola Gospic for evidence of more chemical weapons. Intel believes he is in possession of a highly lethal blistering agent, which he will attempt to use. Your mission is to prevent the destruction of evidence on Gospic's computer and to secure the estate using all necessary force.

Gospic has gone to ground, which makes him more dangerous. He's found a hole somewhere and we're going to have to dig him out. We start with his mansion on Cayman Brac. It's unlikely he's there, but his stash of blistering agent might be. At the least, Intel wants to search that place top to bottom. If we're lucky, they'll figure out what he's got left and where he's going to hit next.

At this point you should be familiar with the layout of the estate. We don't have any hostages to worry about this time, but it also means that the resistance won't be bottled up in the main house.

## INTELLIGENCE BRIEFING

We've traced the origin of the VX ingredients you confiscated in Pilar. It's old Soviet manufacture, smuggled out by Preston. We've even managed to pinpoint the buy at which he got it. Unfortunately, that's not all he picked up on his shopping trip. In addition to the VX, he got the compounds necessary to home-brew more of the stuff and what we are pretty certain is a blistering agent. You nicked the former when you hit the import-export firm in Porto Alegre, but the blistering agent's still out there. So is Gospic for that matter, and Gutierrez along with him.



**Secure this computer before the tingos delete important files.**

The blistering agent we're looking at is most likely phenyldichloroarsine, a colorless, odorless liquid. It does a number on the eyes, lungs, skin, and guts of anyone who's exposed. It's slightly less effective than so-called mustard gas, the grandfather of blistering agents, but that's about the only good thing about it. By the time symptoms of exposure appear, it's already done its work.

## OBJECTIVES

1. Neutralize all terrorists.
2. Prevent destruction of evidence on Gospic's computer.

## TEAM ASSIGNMENTS

### RED TEAM

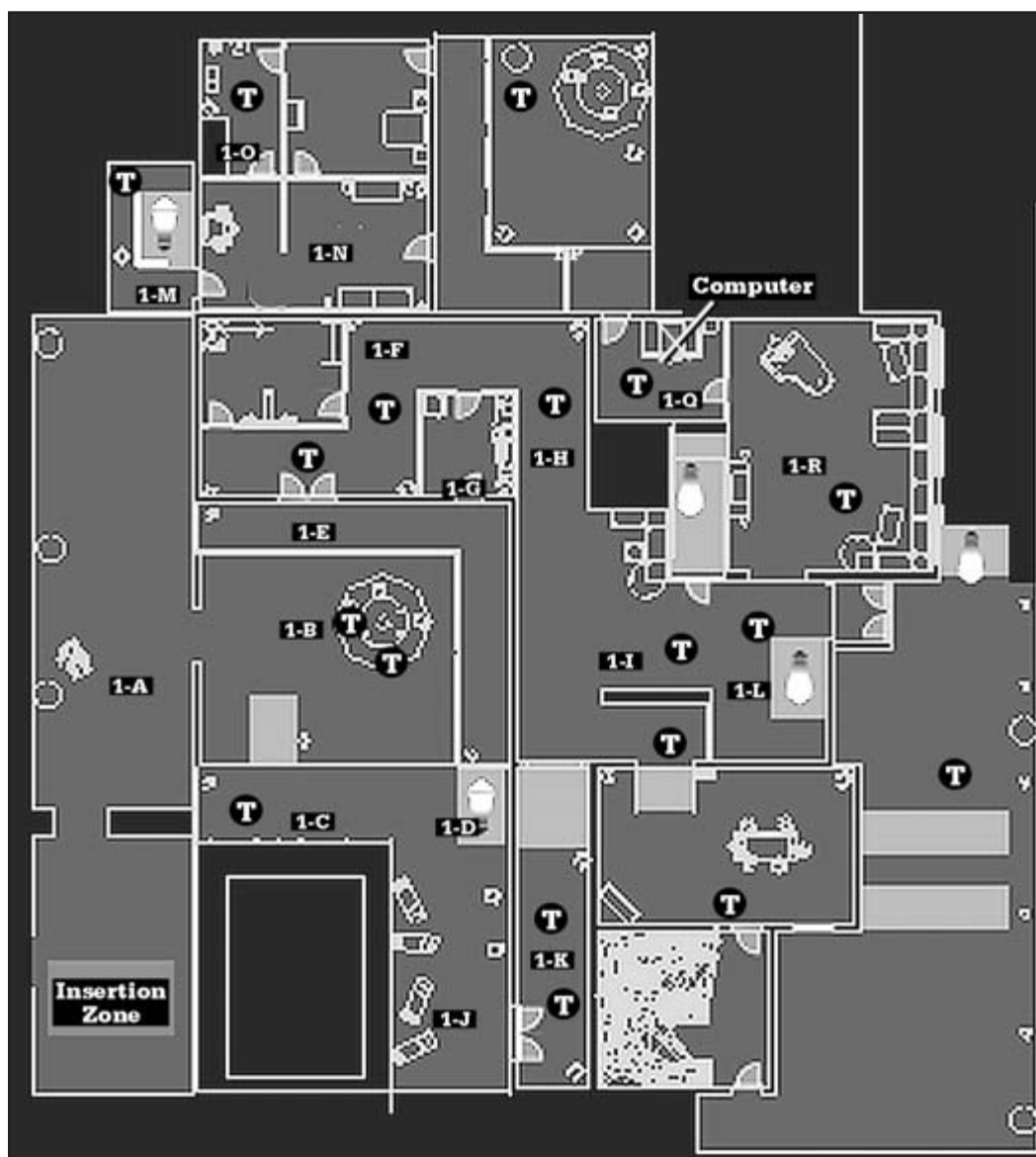
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Loiselle	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Yacoby	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue

### GREEN TEAM

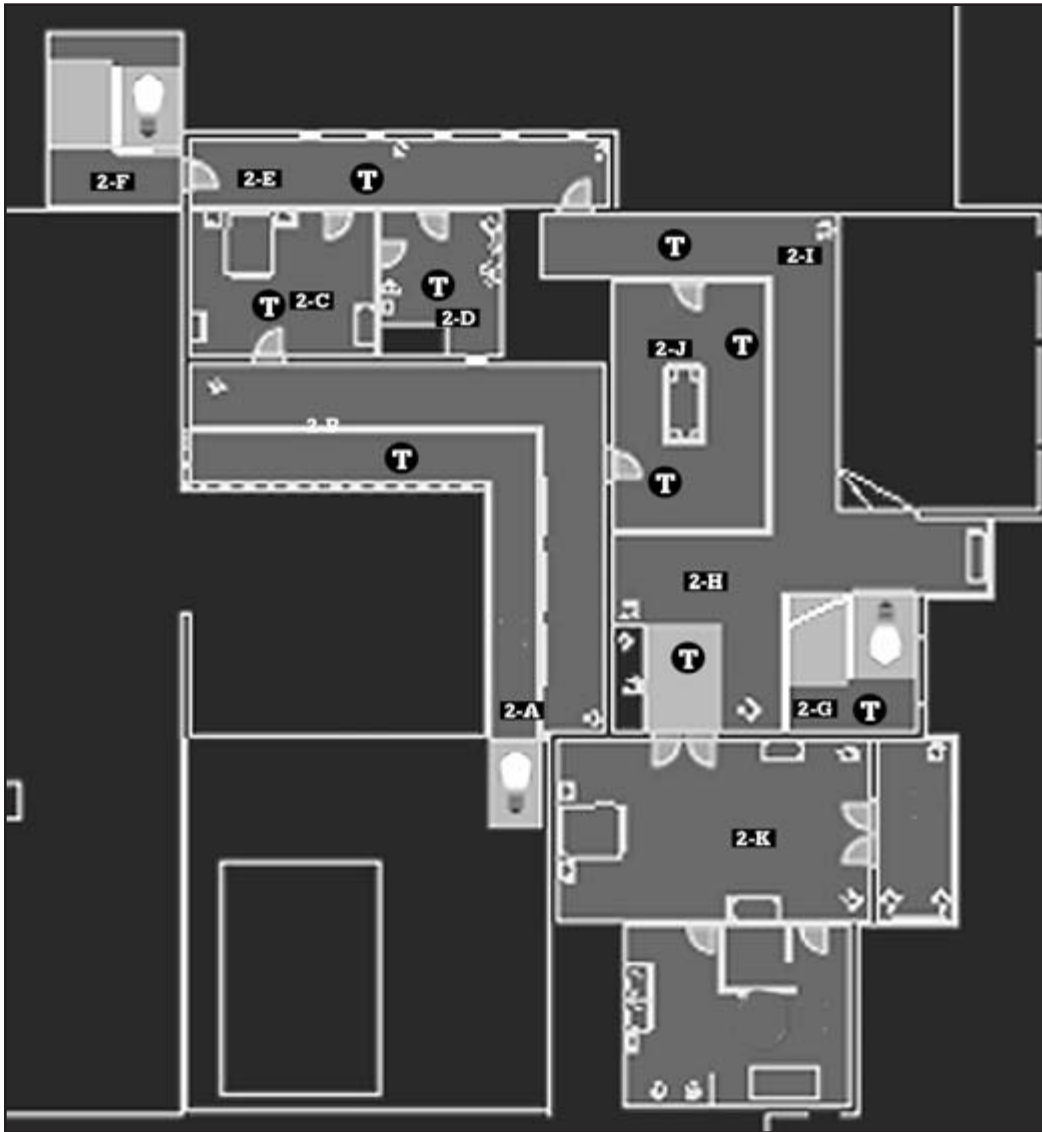
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Price	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Noronha	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Burke	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue

### GOLD TEAM

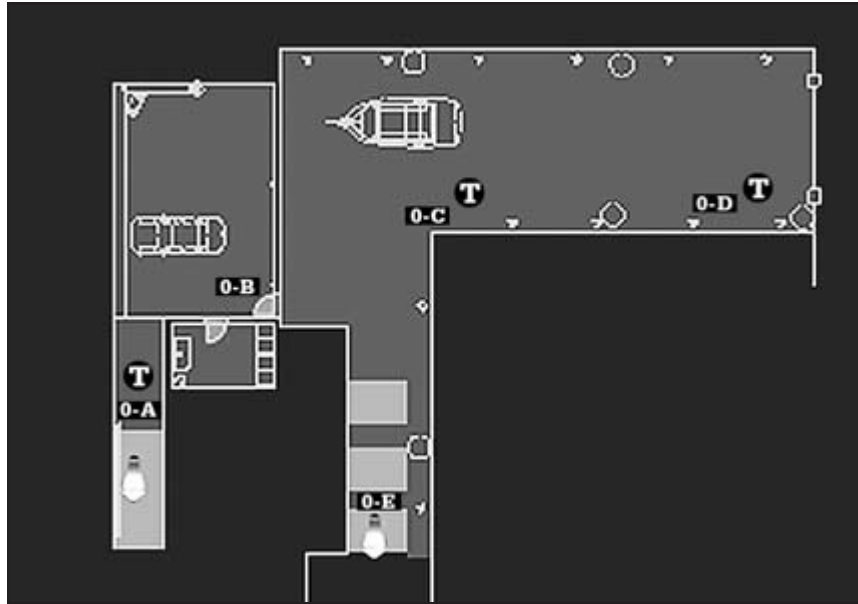
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Bogart	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue
Filatov	MP5SD5 with high-capacity magazine	MK23 with sound suppressor	Heartbeat sensor	Frag grenades	Medium blue



ESTATE, LEVEL 1



ESTATE, LEVEL 2



ESTATE, LEVEL 0

## STRATEGY

You're back on Cayman Brac at the island estate. You should be familiar with the layout of the map by now. However, note a few changes. Instead of beginning in the driveway, your teams will insert into the estate's backyard. This gives you an advantage since the tangos will expect you from the front again. Only a few tangos guard the back entrance. The computer containing the files you must secure is on the first floor in room 1-Q. When the tangos in the front rooms of the estate are alerted to your presence, one will run into this room to delete the files. It takes a couple of seconds to accomplish the task, which is not enough to get through the defenses lined up in the front rooms. You must send in an infiltration team through a roundabout route to enter the room with the computer from the rear and protect it while the other two assault teams clear out the estate. Stealth is of vital importance until the computer is secured.

## RED TEAM

Red Team is your infiltration team. Operatives will make their way to the computer and secure it before the other two teams enter the estate building and begin clearing it. This team has the most important task for this mission. If Red Team fails, the mission fails.



Take out the tango on the upper walkway as you approach 1-A.



These two tangos are sitting ducks.



Watch for the tango by the pool. He can shoot you from the side while you are concentrating on the two tangos at the table.

Red Team must enter the stairwell at 2-F and descend to the first floor. Watch for a tango on the landing halfway down. When you reach 1-M, open the door and enter room 1-N. A tango in the room to your left at 1-O tries to shoot you from the side. Drop him as you continue to the small courtyard at 1-P.



This tango hides in a side room to ambush your team.





The tango by the computer does not have time to react if you have maintained a stealthy approach.



Secure the computer and hold in this room to defend it.

Here awaits another tango. Blow him away before he can run to access the computer. Continue into 1-Q, neutralize the tango inside, then take up a position in the room so your team can cover both doorways. Most of the tangos come at you from 1-R, so be ready. Remain guarding the computer until the other two teams clear the estate and complete the mission.

## GREEN TEAM

Green Team is one of your assault teams. Its job is to clear the estate of all tangos.



Drop the tango in the hallway.



Clear out this closet.

When the mission begins, Green Team advances through 1-A and 1-B, taking out any tangos, then holds by the door at 1-E for Code Alpha. When Alpha is given, open the doors and enter the hallway. Pick off the tango positioned there, and continue to 1-F.

## CHAPTER 16: OPERATION: BRIAR GATE

Open the door to 1-G and clear it, then make your way to 1-H and hold for Code Bravo. From this position, Green Team has an excellent field of fire allowing it to sweep a large area.



Empty out the dining room and foyer as you hold for Bravo.



More tingos walk into your sights.



The tango at the end of the driveway is hard to see.

When Bravo is given, Green Team advances to 1-I and opens the door leading into the garage. Take down the tango near 0-A, then continue to 0-B. Exit the garage and make your way to 0-C. You can take out a tango near this point and one near 0-D. Head to 0-E and up the walkway to waste the tango patrolling around the front of the estate. Remain in this area until the end of the mission.



## GOLD TEAM

Gold Team is the second assault team. It helps Green Team clear the front rooms of the estate and the second floor.



Sweep this hallway. The tangos are both looking the other way.



The tango on the landing of the main staircase can take you out if you're not careful; shoot first.

Gold Team begins by heading to 1-A and helping to clear the courtyard. Operatives then advance up the steps at 1-C and make their way around the pool to the door at 1-J. Hold there for Code Alpha. When Alpha is given, open the door and head to 1-K, taking down the tangos near this point and those near 1-H. Hold at 1-K for Code Bravo as you take out all tangos who come into your sights.



Clear out the upstairs area near the top of the stairs.



Drop these two tangos in the billiards room.

When Bravo is issued, advance through 1-I to the staircase. Ascend to the second floor and clear the area near 2-H. A tango is usually there, unless he already ran downstairs and was killed. Room 2-K and the adjoining rooms are empty, so head for 2-I, clearing the hallway as needed. All that remains is to open the door into 2-J and take out the two tangos in the billiards room. Stay in 2-J until the mission is complete.

## NOTES

This mission is straightforward. The key is to secure the computer first, then neutralize all the tangos. If you try to do the two at once, the mission ends in failure.

For this mission, take control of Red Team because its role is the most important. Lead your team through its ordered waypoints, clearing as you go. The key is to take out the tangos before they can get off a shot. Do not use any grenades on your way to the computer—the noise will alert other tangos. When you reach room 1-Q and secure the computer, crouch and get ready for tangos to come toward you through 1-R.

When the computer is secure, switch to Green Team. Give Code Alpha to send Green and Gold Teams into the estate to begin clearing it. Set off frag grenades to accomplish your task. Use caution as you approach 1-H. Tangos near 1-I can easily fire at you. However, by the time you get there some will have headed toward the computer and been taken down by Red Team.





# 17

## OPERATION: TALON STEEL

2006.12.22—2330

Cayman Brac

### MISSION ORDERS

Men working for Gospic have killed an Interpol agent who infiltrated their operation, and they seized control of the airport on Cayman Brac. Their baggage, which has been recovered, contains aerosol dispersal equipment intended for use with the blistering agent, the existence of which has been confirmed. Your mission is to secure the airport and neutralize all gunmen.

Bad luck for Interpol this time. They had a man infiltrating Gospic's operation from the other side, and he just called in from Cayman Brac airport with the last pieces of the puzzle. The endgame is set for Rio de Janeiro, at the Festas Juninas. The men the agent was working with were involved in smuggling the chemical agent from the Caymans to Rio, so Gospic could expose the crowds at the festival. We're talking hundreds of thousands of people minimum.

Unfortunately, backup didn't reach their man in time, and he was killed. The good news, what there is of it, is that the local police have been on a hair trigger lately. They arrived in time to keep at least some of Gospic's people on the island, and they contained them within the airport complex. They also confiscated the luggage these jokers were trying to load onto a private plane. It's aerosol equipment, perfect for dispersing the blistering agent. This helps limit the ones who got away. Get to work.



Your sniper plays an important role during this mission.

## INTELLIGENCE BRIEFING

We have one more tidbit on Gospic. On a hunch, I had a look at his medical records. They tell the rest of the man's story. He's got liver cancer, and it's terminal. The initial prognosis was six months. That was two years ago, but he can't keep bucking the odds forever. Looking at his psych profile, I'd say he's a good candidate for a grand suicide gesture, and the blistering agent gives him the perfect tool for the job.

The real twist is what comes after he's dead. We know now from the records at the meat-packing plant that he's been squirreling away money for years to support a new global fascist movement. It would be his good-bye present to the world, a legacy of hate from World War II. As part of that, he was targeting tracts of the Venezuelan oil fields for acquisition, with an eye on sabotaging them so the bottom would fall out of the price. The man's worth billions, and when he dies it all goes toward resurrecting the jackbooted goose-step.

## OBJECTIVES

1. Neutralize all terrorists.

## TEAM ASSIGNMENTS

### RED TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	FAL with mini scope	SPP	Heartbeat sensor	Frag grenades	Medium black
Arnavisca	FAL with mini scope	SPP	Heartbeat sensor	Frag grenades	Medium black
Hanley	FAL with mini scope	SPP	Smoke grenades	Frag grenades	Medium black

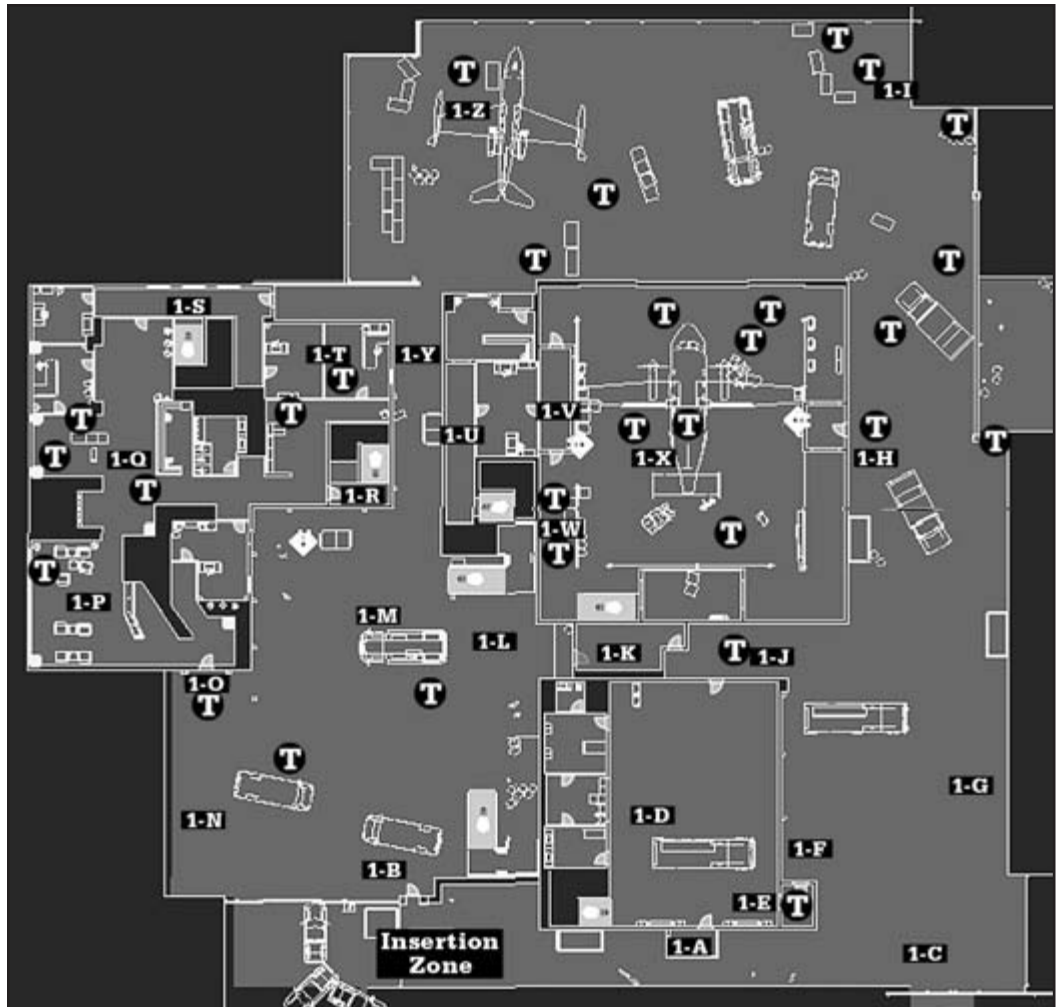
### GREEN TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Bogart	FAL with mini scope	SPP	Heartbeat sensor	Frag grenades	Medium black
Burke	FAL with mini scope	SPP	Heartbeat sensor	Frag grenades	Medium black
Rakuzanka	FAL with mini scope	SPP	Smoke grenades	Frag grenades	Medium Black

### GOLD TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Walther	M249	SPP	Smoke grenades	Frag grenades	Medium black
Galanos	PSG-1 with thermal scope	SPP	Primary mags	Frag grenades	Medium black





AIRPORT, LEVEL 1



## AIRPORT, LEVEL 2

**STRATEGY**

This mission is a bit different than the first time you were here at the airport. There's no need for stealth in this mission; you just have to take out all of the tangos. The first station is almost empty. The most you'll find is one or two tangos. The airport terminal is also not that bad, with seven or eight tangos. However, the hangar building is crawling with tangos—at least 12. In addition to those in the three buildings, a lot more patrol the outside area, and several snipers on the northern tarmac cover the eastern roadway and the walkway between the hangar and terminal buildings.



Take out the tango in the fire station entranceway.



Tangos may descend the exterior stairway of the hangar building. Take them out while waiting for Charlie.



Watch for tangos coming up the stairs.



Shoot through the windows at tangos in the hangar area.

### RED TEAM

Red Team is your main assault team. Operatives will clear out both the fire station and the hangar. They engage lots of tangos, so assign some of your best assault operatives to this team.

When the mission begins, Red Team advances to the entryway at 1-A and holds for Alpha. After this code is given, operatives enter the fire station and move to 1-D to take out a tango, often located in the garage area. Continue to 1-E and open the door to eliminate the tango positioned to cover the roadway to the north. Hold at 1-F for Code Bravo.

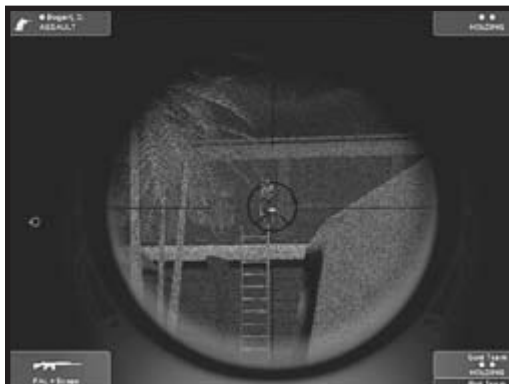
Since the enemy has snipers, you need a sniper team for anti-sniper duty and for covering the other teams. Two assault teams complement your sniper team. Load them up with assault rifles—they can use the longer range and heavier firepower. The tangos you are up against are well armed. It will take only a single team to clear out each of the buildings.



Don't let the tango in the aircraft's cargo hold kill you as you walk past.



Turn on your night vision as you exit the gate. Be ready for a fight.



Using your mini scope, pick off a tango patrolling the second floor walkway while holding in the parking lot.



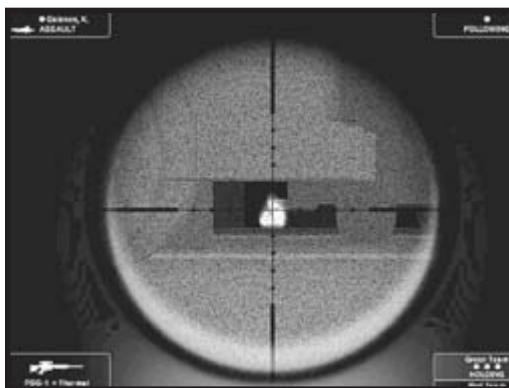
The tango in the lobby is your first target.



Shoot down this tango when you open the door.



After you take out this last tango on the first floor, the terminal building should be clear.



The sniper in the northeast corner of the map cannot be seen with night vision, but he comes in clear when using the thermal scope.



Stay in position so you can take out tangos as they come toward you.



The thermal scope allows you to see tangos while they are coming around the side of a vehicle, so you can set up your shot. Don't shoot through the vehicle, though.

Enter room 2-D to clear it, then fire through the window at the tangos in the hangar area. Hold in this room until Code Alpha.



Target the tango sniper in the northwest using the same tactics as before.



Gold Team covers the walkway between the tarmac and the parking lot, eliminating any tangos who try to sneak up behind the assault teams as they clear the buildings.

When Alpha is issued, exit the room and descend the stairs at 2-B. Go through 1-U and approach the doorway leading into 1-V. Turn right and throw a frag grenade toward 1-W. Advance toward 1-X to finish clearing out the room and wait for the mission to be completed.



## GREEN TEAM

Green Team is the second assault team. The terminal building is its main responsibility for this mission.

When the mission begins, Green Team opens the gate and moves to 1-B—holding there for Code Alpha. After Alpha, operatives move to 1-N and hold again—this time for Code Bravo. Then at Bravo, they move to 1-O and hold for Code Charlie.

When Charlie is given, Green Team enters the terminal building. Move to room 1-P to blast the tango there, then continue to 1-Q to knock off another tango or two. Head up to the second level using the stairs at 1-R. From 2-G, advance to 2-H and neutralize the tango at 2-I. Go back down, using the stairs at 2-J, and take down the tango in the stairwell if he is still there. Then from 1-S, move to 1-T to eliminate the tango walking around that room. Remain in this room for the mission to end.

## GOLD TEAM

Gold Team is your sniper team. Its operatives are armed with a light machine gun, giving them heavy firepower as well as long-range strike capability.

The thermal scope allows you to target tangos clear across the map in the dark. In addition, your black uniforms enable you to move around in the shadows unseen by enemies at long range. Therefore, you can attack them before they see you. That goes for the tango snipers as well.





# 18

## OPERATION: WHISPER BLADE

2007.02.04—1100

Rio de Janeiro, Brazil

### MISSION ORDERS

A garage near the Festas Juninas parade route in Rio de Janeiro must be stormed. It has been identified as the site where Gospic constructed the parade float from which he intends to disperse the blistering agent. Intel believes that Alvaro Gutierrez is on site, supervising the last details of the operation. Your mission is to secure the garage and capture Gutierrez.

Intel has recovered the notebook kept by the Interpol agent who was killed on Cayman Brac. Among other things, it's got the address for a garage in Rio where Gospic's men have been building a parade float. It also has a schedule for where the float's going to be when along the parade route. We don't know where it is now, but we do know where the garage is. According to the notebook, Gutierrez is still scheduled to be there. We can capture one rat, and he'll lead us to the other.

Most of the equipment should be out of the garage, which means less cover for whatever resistance you encounter. It also means there's less chance that the blistering agent might get set off accidentally during the shooting. The Brazilian government isn't thrilled with our intervention in this matter, but they owe us one from Porto Alegre. Besides, if Intel read that notebook correctly, we've got a matter of hours before everything hits the fan.



There are lots of tangos at this car dealer.

## INTELLIGENCE BRIEFING

Right now Rio's in the middle of Festas Juninas. It's a series of celebrations venerating a handful of saints, and it comes with the usual parade and festivities. It also brings a lot of people into the city and onto the streets, especially along the parade route. That means there will be crowds in exactly the places we're going to need to look for Gospic.

Gospic has sponsored a float in the big parade the last few years. He's entered one again this year. Put two and two together, and you confirm what that Interpol agent told us: He's using the float as a way to spread the blistering agent along the entire length of the parade route.

## OBJECTIVES

1. Neutralize all terrorists.
2. Capture Gutierrez.

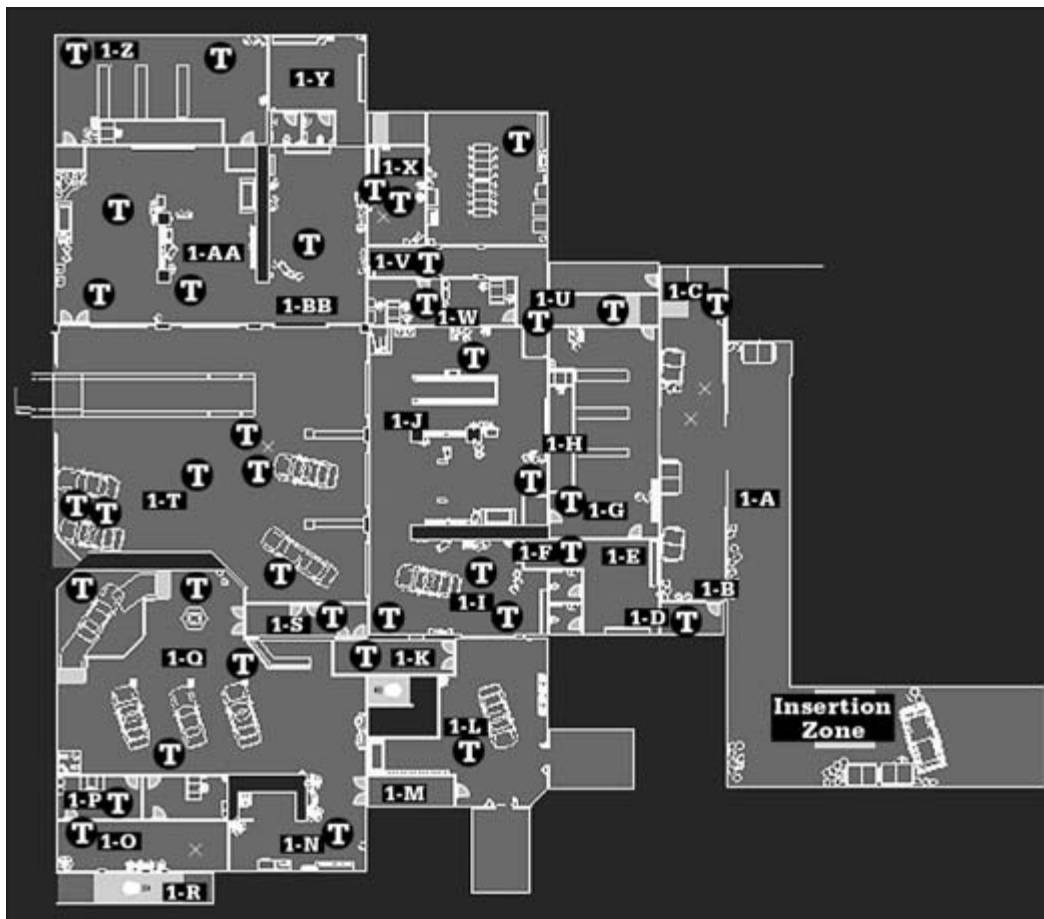
## TEAM ASSIGNMENTS

### RED TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	P90	SPP	Heartbeat sensor	Frag grenades	Medium blue camo
Arnavisca	P90	SPP	Heartbeat sensor	Flashbangs	Medium blue camo
Loiselle	P90	SPP	Heartbeat sensor	Frag grenades	Medium blue camo
Raymond	P90	SPP	Heartbeat sensor	Smoke grenades	Medium blue camo

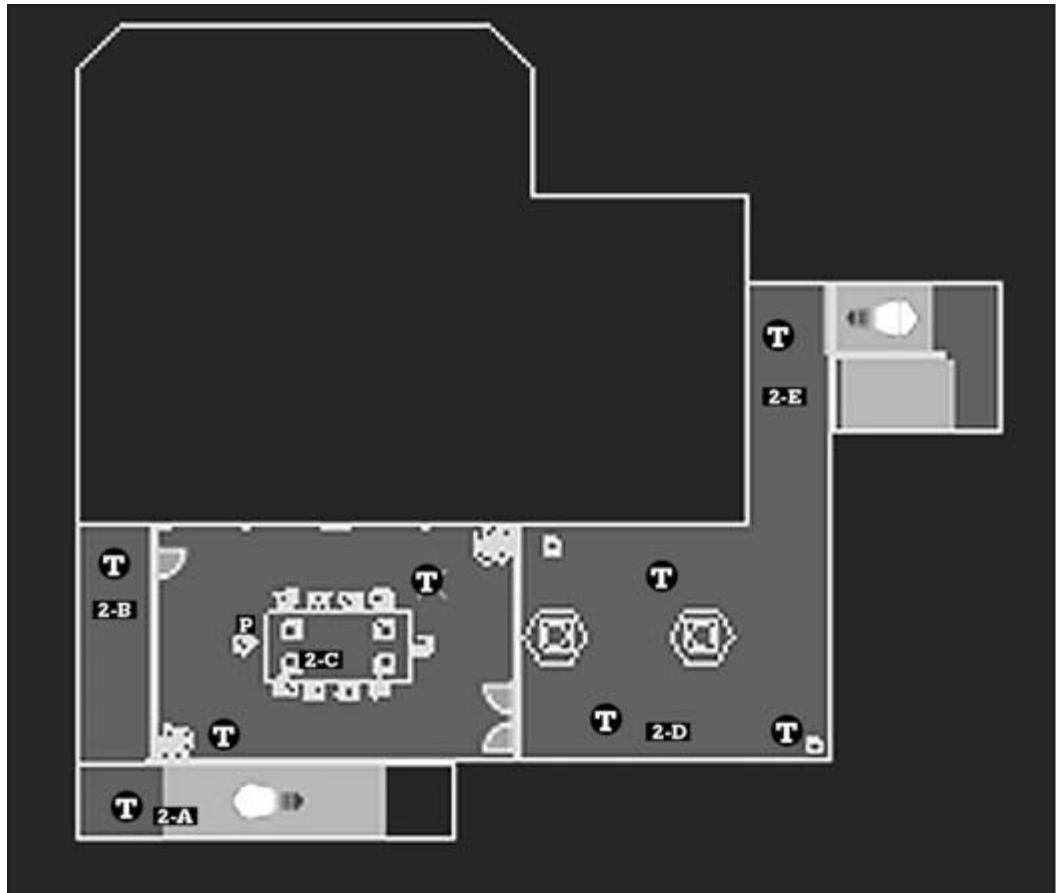
### GREEN TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Novikov	P90	SPP	Heartbeat sensor	Frag grenades	Medium blue camo
Burke	P90	SPP	Heartbeat sensor	Frag grenades	Medium blue camo
Noronha	P90	SPP	Heartbeat sensor	Frag grenades	Medium blue camo
Rakuzanka	P90	SPP	Heartbeat sensor	Smoke grenades	Medium blue camo



AUTO DEALER, LEVEL 1





## AUTO DEALER, LEVEL 2

### STRATEGY

This mission pits your teams against a lot of tangos. In addition to neutralizing all the tangos, you have to arrest Gutierrez, who is in the meeting room on the second floor. He's in there with two guards, so don't kill Gutierrez as you clear the room. Your teammates know not to shoot him, so just watch out for yourself.

For this mission, you will use two full teams, rather than three smaller teams. You need the concentrated firepower as you advance through the building, and two teams will be sufficient. One clears the southern half and the second floor, while the other sweeps the northern half of the building.

While stealth tactics and silenced weapons would give you an advantage by not alerting tangos in other rooms, this time you want the tangos to come to you. This allows you to engage them on your terms—not theirs.

## RED TEAM

Red Team is your lead assault team. It will clear the southern half of the building and the second floor, then arrest and secure Gutierrez.

When the mission begins, advance from the insertion zone to 1-A. As you approach the chain-link fence, turn to your left and strafe right so your sights are aimed toward 1-B. At times, there's a tango at this point. Drop him, then continue to 1-B, holding there for Code Alpha.



Watch for a tango outside the back doors.



This is your welcoming committee. Don't let your attention go to the car posters.



A well-thrown frag grenade clears out the office.



Look for tangos around every corner.

When Alpha is given, open the door and take out the tango inside. Move through 1-D to 1-E. Watch for a tango who may walk into 1-F and try to attack as you open the door to 1-G. Step inside and blast the tango in this room, then throw a frag grenade through the door into 1-H to waste a tango in that room. Shoot at a tango in 1-J through the window in 1-H while remaining at 1-G.



With this area clear, advance through 1-F into 1-I. Usually the tango in here has already come after you, but be careful. Continue on into 1-J to ensure this area is clear before passing through 1-K to room 1-L. Somewhere within these two areas you will come across another tango.



As they run toward you, don't run into them.



Run for 1-0 as you cross the lobby area, shooting as you go. The P90 has a large magazine, so mow down the area ahead of you with lead. You're bound to hit something.



Tangos from the lobby come after you.



Clear out the small office at 1-P.

When the painting area is clear, lead your team to 1-M and wait until everyone regroup. Open the door and blitz through 1-N to 1-O, taking out tangos on the way. Then, from 1-O, turn and face 1-N and deal with any tangos who come after you. While doing this, enter room 1-P to eliminate the tango inside, and shoot through the window at the tangos still in the lobby area. Once this area is clear, head to the stairs at 1-R.

A tango waits at the top at 2-A. Drop him, then go up. Another tango lurks at 2-B. Take care of him, then open the door and enter the meeting room at 2-C. Two tangos inside protect Gutierrez. Don't harm Gutierrez. Throw a flashbang inside before entering. When the room is cleared, arrest Gutierrez by handcuffing him, then leave him in the room while you complete the mission.

### TIP

While you are at 1-0, tangos from the lobby area at 1-Q and the upper walkway at 2-D may come after you. You want this to happen so you can take them down as they round the corner.

Walk over to the opposite door, open it, and take out any tangos remaining in the upper walkway area at 2-D. Watch for another tango at 2-E. After putting down any resistance, descend the stairs at 2-E and enter the lobby at 1-Q. After you make sure there are no more tangos, enter 1-S, neutralize the tango there, and hold for Code Bravo. At Bravo, move to the doorway and take out tangos left in the parking lot area. Green Team advances from the other side of the lot, so fire with caution. Continue to 1-T and remain there until the mission is complete.



Arrest Gutierrez.



The parking lot is dangerous, so don't rush out through the door. Instead, use the doorway as cover as you engage one tango at a time.

## GREEN TEAM

Green Team is the second assault team. Its responsibility is to clear the northern half of the building.



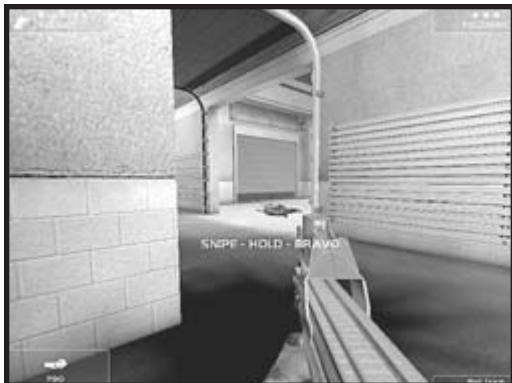
Don't let this tango get you as you enter the building. Clear the hallways and rooms as you advance.



The tango at 1-Z is hard to see, so be ready to shoot at this corner whether you see him or not.

Check the restrooms.

At the beginning of the mission, Green Team follows Red Team to point 1-A, then continues on to 1-C, holding outside the door for Code Alpha. At Alpha, open the door and enter. Take down a couple of tangos near 1-U—be wary of the one waiting to ambush you down the short hallway to the left. Search both rooms at 1-W as you move toward 1-V. Tangos are constantly patrolling through this area, so you never know where you will find them. Continue through 1-X into 1-Y. Be wary as you approach the doorway to 1-Z. Pick off the tango in the far corner first, then move into the room to take out one or two more. Move through 1-Z, then head for 1-AA, clearing out this garage area. Hold at 1-AA for Code Bravo. While you are holding, be ready for tangos to enter from 1-BB. They may throw grenades, so don't get too close to the large opening leading out to the parking lot.



Hold here and take out tingos as they appear from the parking lot.



Clear out the parking lot to complete the mission.

When Code Bravo is given, move toward 1-BB, careful to eliminate the tango in the second garage area. Advance into the parking lot, downing tingos as you continue to 1-T. Remain there until the mission is complete.

## NOTES

This mission is not that tough. Though you have to arrest a person, this is easier than rescuing hostages—the tingos won't kill their boss. Since Red Team has more to do, and its assignment is more dangerous, take control of Red Team throughout the mission. Green Team can manage on its own if you give good orders.

Get your team to the door leading into the building. Wait until Green Team is in position, then give Code Alpha to send both teams inside at the same time. Follow your waypoints around. Use the heartbeat sensor before entering a room. The tingos move around so much, you won't know what to expect.

One of the toughest parts of the mission is the lobby area—1-Q. If you open the door and try to gun down all the tingos in the lobby, you will get killed. Instead, blitz toward 1-O, where you can make a better stand. Hole up here for a minute before entering 1-P. This gives the tingos time to come after you. Another tactic is to order your team to open the door, enter, and clear the room while you cover the hallway toward 1-N.





**TIP**

The tingos in this mission like to throw grenades. If you see one, get away fast—even if you have to run toward the enemy. This is a good tactic because the tango must take a second to switch to his primary weapon.

When the lobby area is clear, head upstairs to the meeting room. The room is dark, and it's difficult to see the tingos inside. There are two ways to do this without getting Gutierrez killed. First, open the door a crack and throw in a flashbang. You will have to switch to a teammate carrying them, or order your teammates to enter and clear the room for you. They are good about taking down the tingos without killing your prisoner. Once the room is clear, order your team to arrest Gutierrez, then get ready to exit through the opposite door. Be ready for tingos, especially the sniper at the far end by the stairs. Continue down to the lobby and hold just before you get to the doors leading out into the parking lot. By this time, one of them is usually open. Green Team will have been holding for some time now, so give Code Bravo and strafe to the right while facing the doorway. Take out tingos as they come into your sights. Meet up with Green Team in the parking lot.

This should complete the mission. If not, there is still a tango somewhere in the building. Use your heartbeat sensors to locate and hunt him down so you can move on to the final mission.



# 19

## OPERATION: STEEL ROSE

2007.02.04: 1800  
Rio de Janeiro, Brazil

### MISSION ORDERS

The float concealing the blistering agent is near the beginning of the parade route; you must seize it. Gutierrez has surrendered the rough locations of both Gospic and the blistering agent, which Gospic intends to disperse by means of a small concussion device. Your mission is to prevent the detonation of the explosive and eliminate Gospic and his men.

Gutierrez ratted out Gospic to save his own skin, which is good news for us. The float's being prepared on a side street near the start of the parade route. It's guarded by everything Gospic has left; hopefully they're keeping civilians away from it. Gospic is somewhere in the area. He wants to watch it go down up close and personal, which means we can nail him.

We've relayed our findings to the local authorities, and the police are moving people off the streets. They're leaving Gospic to us. Search the buildings around the float for him and his men.

### INTELLIGENCE BRIEFING

With the loss of his aerosol equipment, Gospic has been forced to fall back on a cruder distribution method. According to Gutierrez, he's planted an explosive charge in the middle of the float, with the blistering agent bundled around it. During the parade, Gospic's boys are going to abandon the float, and the device will blow. It's a tricky balance, but if he's figured the forces right, the detonation could spread the chemical agent over half the city. If he hasn't, the blast will kill everyone for a couple of blocks. It's a lose-lose situation.



The bomb is at the rear of the float with the skeleton.



Ultimately, Intel believes that this isn't about Rio in particular. It's about the impact an event like this will have across all of South America. The projections are not pretty. Even the most optimistic leave the door open for Gospic—or more accurately, his heirs—to swoop in on the oil fields and make a killing. Now that we know what's going on, steps can be taken to prevent that, but the first order of business is stopping Gospic.

## OBJECTIVES

1. Neutralize all terrorists.
2. Neutralize Gospic.
3. Prevent bomb detonation.

## TEAM ASSIGNMENTS

### RED TEAM

OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Chavez	L85A1 with high-capacity mags	SR-2	Frag grenades	Heartbeat sensor	Medium black camo
Arnavisca	L85A1 with high-capacity mags	SR-2	Frag grenades	Heartbeat sensor	Medium black camo
Raymond	L85A1 with high-capacity mags	SR-2	Smoke grenades	Heartbeat sensor	Medium black camo

### GREEN TEAM

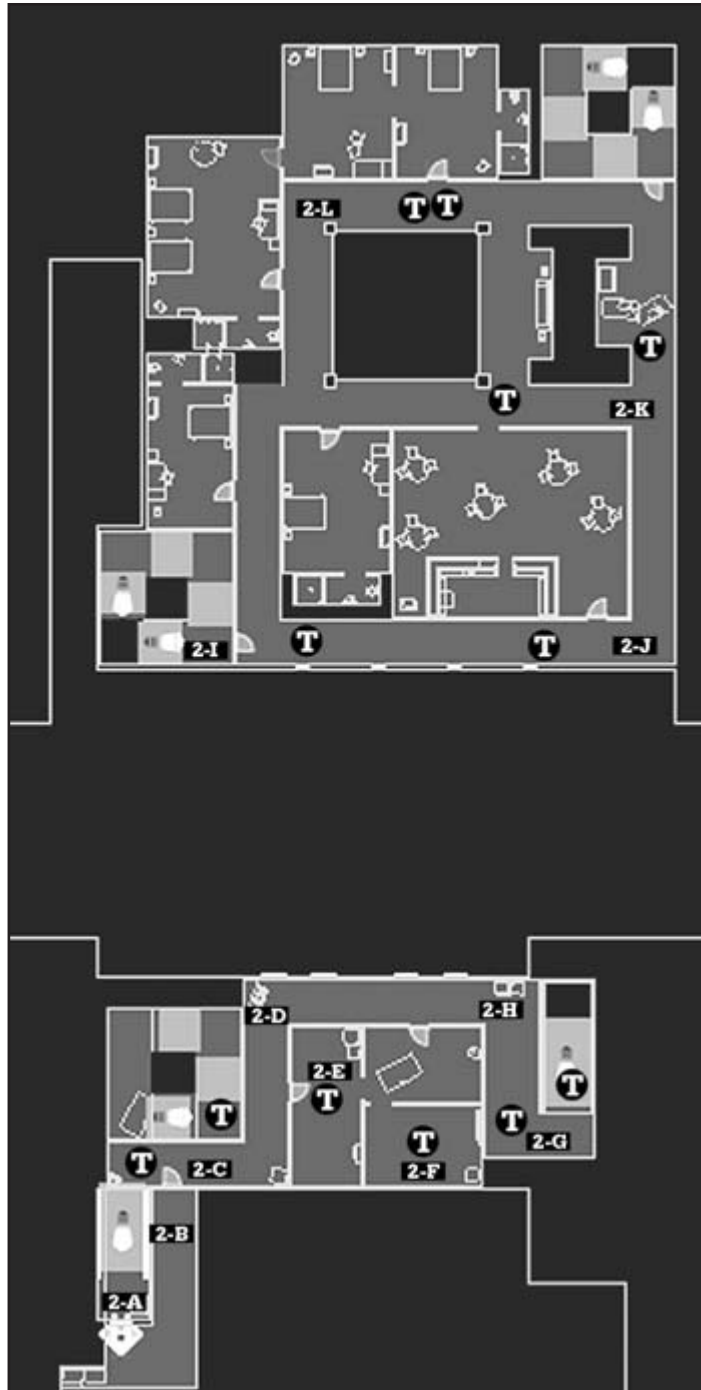
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Price	L85A1 with high-capacity mags	SR-2	Frag grenades	Heartbeat sensor	Medium black camo
Loiselle	L85A1 with high-capacity mags	SR-2	Smoke grenades	Heartbeat sensor	Medium black camo
McAllen	L85A1 with high-capacity mags	SR-2	Breaching charge	Demo kit	Medium black camo

### GOLD TEAM

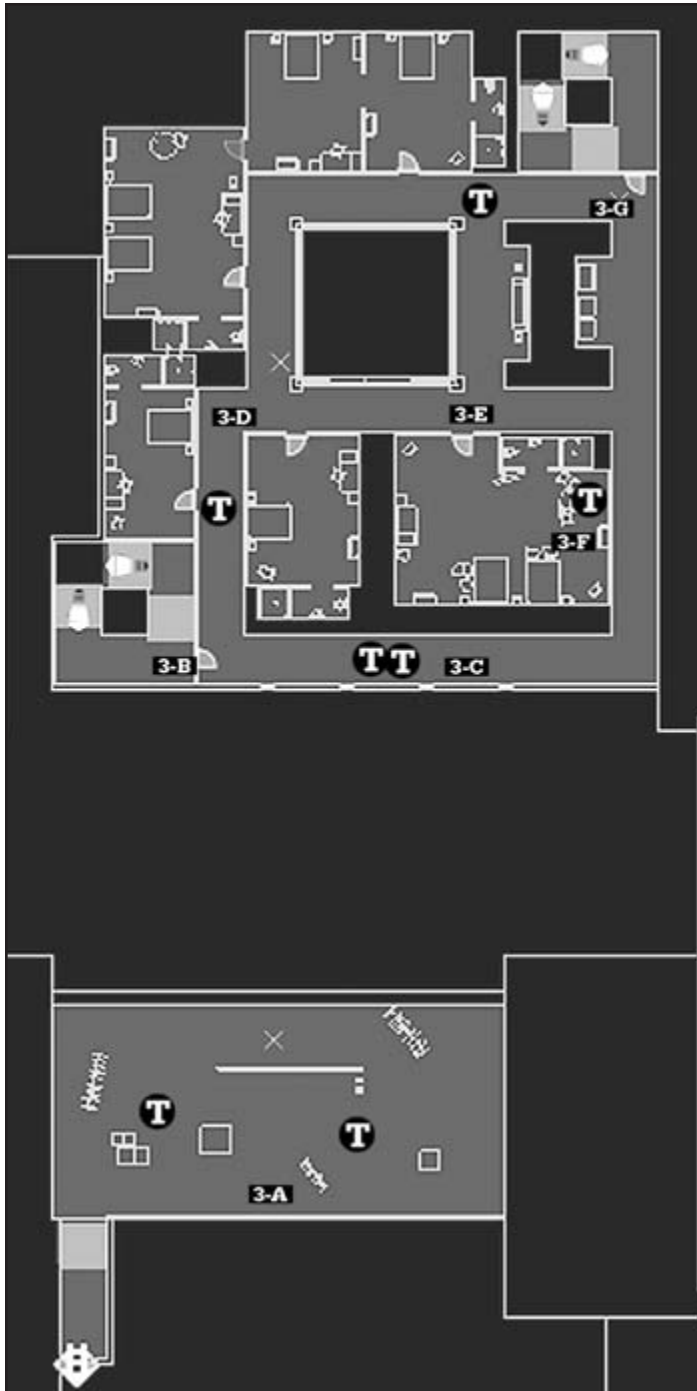
OPERATIVE	PRIMARY	SECONDARY	SLOT 1	SLOT 2	UNIFORM
Walther	L85A1 with high-capacity mags	SR-2	Smoke grenades	Heartbeat sensor	Medium black camo
Bogart	L85A1 with high-capacity mags	SR-2	Frag grenades	Heartbeat sensor	Medium black camo



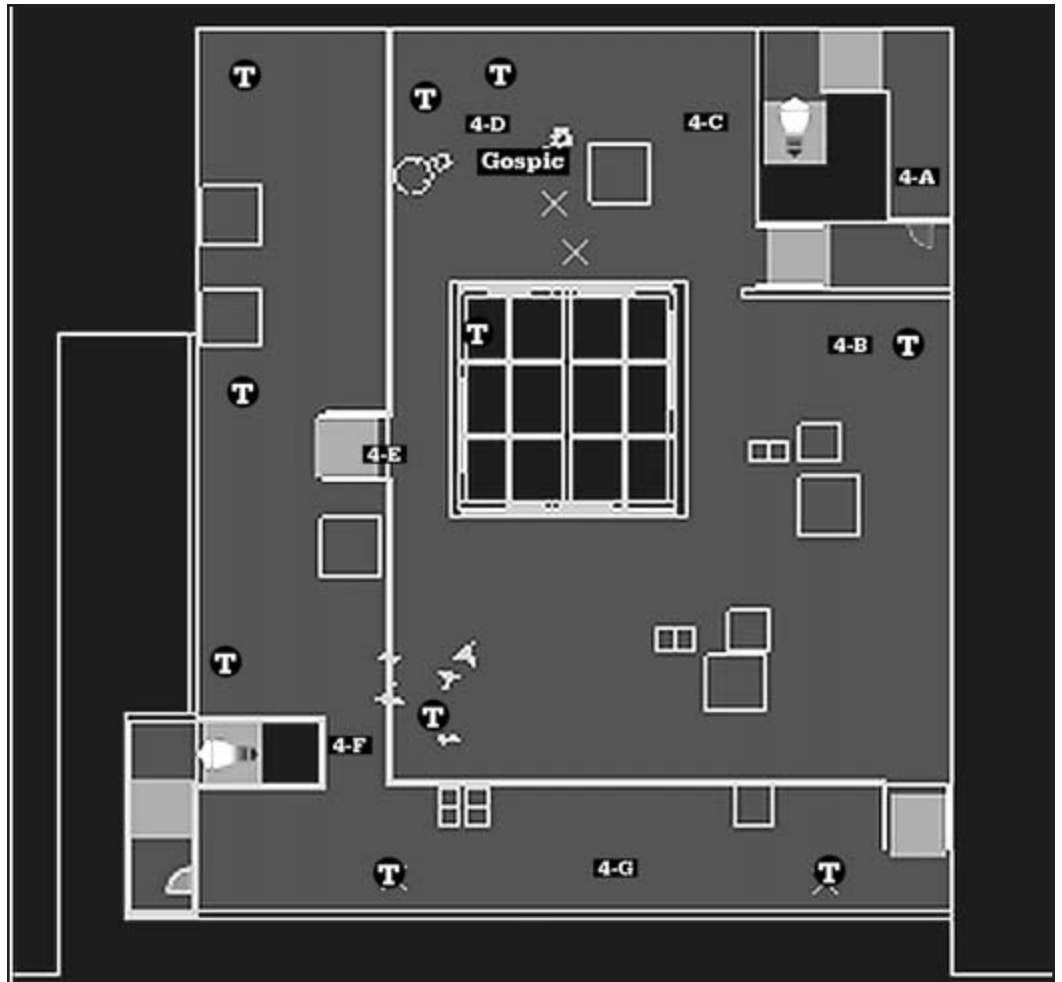
PARADE, LEVEL 1



PARADE, LEVEL 2



PARADE, LEVEL 3



## PARADE, LEVEL 4

### STRATEGY

This is one of the toughest missions in the game. Not only do you have to worry about lots of tangos shooting at you from the same level, above, and from across the street, you also have to prevent Gospic from detonating a bomb. Forget stealth for this mission. You need heavy firepower so you can fight your way to the bomb and engage tangos at long range, while still being able to clear rooms within the buildings. The tango snipers who shoot at you from the rooftops and upstairs windows are deadly. However, don't take along snipers of your own or out-snipe them with assault rifles. Keep moving when you are exposed to their fire and take cover.

You need three assault teams for this mission. One of them should contain a demolitions operative who can disarm the bomb. Getting to the bomb is your first priority. Once you disable it, take your time clearing out the rest of the tangos. Send the assault team with the demolitions operative straight for the bomb while the other two teams clear out the southern building. Afterward, all three converge on the ground floor of the northern building. Each team is responsible for clearing one of the three upper floors of the building to complete the mission.

## RED TEAM

Red Team is your lead assault team. Its tasks include clearing a path for the demolitions assault team, assisting in clearing the southern building, and clearing out level 3 of the northern building.



Cover the market area and the rooftops for tangos.



This tango is hiding around a corner by the door.



Watch for a tango on the stairs.



Tangos patrol the streets, so drop them as you head to the northern building.

Red Team should begin at insertion zone B. From there, it advances to 1-A and holds for Code Alpha. While holding, the team can clear the area around 1-D and also watch the areas around 2-B and 3-A where tangos appear to shoot your teams. When Alpha is given, advance through 1-E, taking out the tango by the door, before entering 1-F and heading up the stairs. You come across one or two tangos in the stairwell,



so deal with them as you continue to 2-G and on to 2-H. After making sure the hallway is clear, return downstairs to 1-E. Now make your way to 1-G and engage tangos in the streets. Press on through 1-K to 1-O and hold there for Code Bravo. While holding, shoot any tangos who come through the double doors from 1-R.



Neutralize tangos as they come into the streets.



The tango in room 3-F is hiding behind furniture, but he may come out if he hears gunfire.

When Bravo is received, rush into room 1-R. Turn to the right to take out the tango at 1-S, then head for the stairs at 1-T. Ascend the stairs to 3-B and hold for Code Alpha. Watch for tangos down the hall at 3-C. After Alpha is given, advance to 3-D, then to 3-E. Watch for tangos patrolling the hallways as you move. Open the door at 3-E and storm in to eliminate the tango at 3-F. Continue to 3-G and remain there until the mission is complete.

## GREEN TEAM



Watch for tangos in the upstairs windows as you cross the market area.



Head to the rear of the center float.

Green Team is your demolitions assault team. Its job is to get to the bomb and disable it before a tango can detonate it. Green Team is responsible for clearing the roof at level 4 and taking down Gospic—the mastermind behind this campaign of terror.



**Cover your teammate while he's disarming the bomb.**



**Use the scope view to take out the tango at the end of the alley at 1-Q.**

Green Team begins the mission at insertion zone A and moves through 1-B to hold at 1-C for Code Alpha. At Alpha, move out to 1-D, then through 1-E to 1-G. Engage tangos in the street as you advance through 1-L to the bomb, which is located at 1-M. Provide cover as the demolitions operative disarms the bomb, then move to 1-Q. There is a tango at this point, so waste him as soon as you enter the alleyway. Continue to the door at 1-Q and hold for Code Charlie.



**Clear the casino room.**



**Gospic is on the roof.**

Once you receive Charlie, open the door and take out tangos in 1-U. Clear the casino room and move through points 1-U and 1-V to the stairwell at 1-X. Take the stairs to the top—the roof at level 4. Be wary of tangos waiting for you at the top. Hold at the door at 4-A for Code Alpha as you have the demolitions operative attach a breaching charge to the door.

When Alpha is given, blow the door and kill the tango at 4-B. Move through 4-C to 4-D, picking off tangos as they come into your sights—including Gospic. Finally, advance through 4-E and 4-F to 4-G, shooting tangos as you go. Hold at 4-G for the remainder of the mission.

## GOLD TEAM

Gold Team is another assault team. Its job is to clear the southern building, then sweep the second floor of the northern building.



Gold Team heads for the door on the left while Green Team goes to the gate.



Throw smoke so snipers across the street cannot fire at your team through the window.

Gold Team begins the mission at insertion zone A. When the mission begins, operatives should head for 1-H. Go through the door and take the stairs to 2-A. Continue out the door to 2-B, then enter the building at 2-C. You face a tango or two as you come in. Throw a smoke grenade to 2-D, then enter rooms 2-E and 2-F to take out the tangos inside. Make your way to the stairs by 2-C and head down to 1-J. Exit through this door into the street to 1-N. The streets should be clear, but watch for tangos in room 1-R if the doors are open. Continue to 1-P and hold for Code Bravo.



Rush into 1-R and take down a few tangos in the casino area on your way to the stairs.



Take out tangos as you are holding for Alpha.

When Bravo is issued, rush into room 1-R and head for the stairs at 1-T. Take them to 2-I and hold for Code Alpha. Watch for tangos in the hallway and coming down the stairs toward you. At Bravo, advance to 2-J and turn the corner to blast a tango at 2-K. Continue to 2-L and hold there until the mission is completed.

## NOTES

This mission is tough. While you might have been able to get through the other missions without a scratch, some of your operatives will at least be wounded in this mission. There are many tangos firing at you from many directions. Also, many of the tangos patrol, so they are rarely in the same position each time you play.

For this mission, take control of Red Team. Its tasks benefit most from human control. There are times when other teams could use some help, but with good planning, Green and Gold Teams can make it on their own.

When the mission begins, lead Red Team to 1-A and hold there. Clear the tangos in the market area around 1-D and watch the rooftop for tangos coming to shoot at your teams. Wait here until Green Team is ready, then give Code Alpha and head for the stairs. You should beat Green Team to 1-E, so sanitize this area, then head upstairs to clear out the eastern side of the second floor. Gold Team is sweeping out the rooms on this floor, so return to ground level. Finish clearing the street and prevent tangos from going after Green Team as it disarms the bomb. Then wait by 1-0. From this point, you can shoot tangos as they exit the northern building. While you are waiting for Gold Team, strafe left as you face the open door and clear out 1-R, 1-S, and even parts of the casino room in the back. Watch for tangos coming down the stairs at 1-T. The more you can take down now, the fewer you have to deal with later.

As soon as Gold Team is in position, give Code Bravo to send Red and Gold Teams into 1-R. After entering 1-R, give Code Charlie to send Green Team into the casino area. By this time, Gold and Red should have helped neutralize some of the tangos there so Green Team has an easier time finishing. Lead Red Team upstairs to the third floor and wait. Watch for tangos coming down the stairs as you hold. Once Green Team reaches the roof and is in position, give Code Alpha to send all three teams to clear out their respective floors. By the time they reach their final waypoints, the mission is complete and all tangos neutralized.

If the mission does not end, it means you missed a tango. Switch to each team and use heartbeat sensors to scan the floors. Send a team across the street to check the southern building. Take out any stragglers to end the mission.



# 20

## CUSTOM MISSIONS

The training and campaign missions are a major part of *Raven Shield*, but the action does not end there. *Raven Shield* also allows you to create your own custom missions, choosing from a variety of maps and mission types.

The Custom Mission screen presents numerous variables for creating scores of different missions. You can select the map or level you want to play on, the difficulty of the mission, and the number of tangos (for some missions). You can choose from four mission types. These determine your objectives and how many operatives can go on the mission. You may play on any multiplayer map or those from the campaigns as long as you've unlocked them by playing them during a campaign.

**NOTE:** You can play all custom mission types (except Lone Wolf) cooperatively for multiplayer games.

### PRACTICE MISSION

Have you thought of another strategy to try on a previous campaign mission? Since you cannot go back and try previous missions again from the Campaign menu, go to the Custom Mission menu, where you can select from any of the missions you have already completed. Everything is the same as in the mission within the campaign. You can even try the mission at a different difficulty level. When you load a mission, you can plan it over from scratch or load a saved plan to use or modify.



Custom missions let you play different types of missions on each map.



Try a mission over again.



## LONE WOLF

This mission type differs from the others. Others rely heavily on teamwork, but the Lone Wolf missions test your individual skills. There are no hostages to rescue or bombs to disarm. Your only objective is to get from the insertion zone to the extraction zone alive. Tangos are scattered about the map to try to stop you. During setup, you may choose how many tangos you wish to fight. You can kill as many as you want. If you get them all, the mission ends, and you don't have to reach the extraction zone. You can play Lone Wolf missions on any training, multiplayer, or campaign mission map, although some campaign maps may be locked until you complete those missions in the single-player campaign.

When you begin a Lone Wolf mission, go through the planning stage as you would any other mission. However, you can choose only one operative. Pick one with good assault and stealth ratings, such as Chavez; these are the two skills you need most. As for weapons, go with silenced submachine guns. Because you're outnumbered, you want to maintain the element of surprise for as long as possible. A heartbeat sensor is essential. Take along either frag grenades or an extra primary mag. Because there are no hostages, you don't need flashbangs. Go with a light- or medium-weight uniform; light is quieter, but medium offers more protection.

After outfitting your operative, go to the Planning Room screen and assign waypoints. You should already be familiar with the map since you've completed a mission on it. Note your starting and ending points. Select a path that minimizes moving through open areas where multiple tangos can fire at you from several angles. Find back routes that provide cover on your way to the extraction zone, and look for small side rooms that you can duck into and ambush patrolling tangos.

The key here is to be cautious and take your time—there's no rush. Use your heartbeat sensor more than you use your weapons. Always check the next room before you round a corner or go through a doorway. The room may have been clear a few seconds ago, but a tango could have entered in the meantime. Peek around corners to take out tangos after you pinpoint their positions with the heartbeat sensor. Use grenades sparingly—the noise can summon more tangos to your position. A frag grenade is a great way to clear a room of multiple tangos, especially if you're getting close to the extraction zone.



**You're on your own. Safely get to the extraction zone marked by a green smoke grenade, or eliminate all the tangos on the map.**





## TERRORIST HUNT

After you complete a campaign mission, you can use the map for Terrorist Hunt missions. Your objective in these missions is to neutralize the tangos scattered throughout the map. As with Lone Wolf missions, you can choose how many tangos your team faces. Unlike Lone Wolf, you can take along eight operatives.

Plan this mission type as you would a campaign mission, but don't worry about bombs or hostages being killed. Divide your operatives into teams and assign each team waypoints to cover every inch of the map; tangos appear in the most unlikely places. You may go through a mission that won't end because a single tango is holed up in a closet or the corner of a shack.

For Terrorist Hunt missions, you can choose to be stealthy with silent weapons or noisy with large assault rifles. One good tactic is to have your teams take up defensive postures. Order your teams to move to a waypoint, then hold for a Go Code while they cover a hallway or open area. Leave them there for a bit to catch any patrolling tangos, then move to the next position and repeat the process.

You have to eliminate every tango to complete the mission successfully, so use a sweep strategy: From one position, move out and clear every room or structure as you advance. Don't leave any tangos behind you or allow any to sneak past you into an area you already cleared. A good way to do this is to have two teams work together. One team covers a hallway or other access point while the other team searches and clears all of the rooms. This prevents tangos from moving past a team while it clears a room.



Tangos could be hiding anywhere.

## HOSTAGE RESCUE

This is the standard RAINBOW mission. Assemble a team of up to eight operatives, locate the hostages, then secure them and escort them to the extraction zone. Again, you can choose how many tangos you face. This mission type allows you to use campaign maps that did not have hostage rescue objectives. As with hostage missions, you can either get all hostages to the extraction zones or neutralize all tangos on the map.



Get the hostages to the green smoke grenades that mark the extraction zones.

# 21

## MULTIPLAYER MISSIONS

*Raven Shield* contains one of the best multiplayer systems available, using the same realistic model from the single-player game. You can play on any of the carefully crafted maps. During the single-player missions, you usually move quickly through the maps to your objective. However, in multiplayer games, you can use every room, corner, and balcony.

Multiplayer games allow you to exercise your skills against or with other players over a LAN or on the Internet. *Raven Shield* also includes the option to go to *Ubi.com* to find a game.



The Multiplayer screen is where you can find and join a multiplayer game, or create and host one yourself.



The host sets options for a multiplayer game.

You can join a game or create one yourself. The player creating the game is called the host. The host determines the game type and several game options.

Unlike other multiplayer games, death here is final. When your operative is killed, he or she doesn't respawn. Instead, you must wait until the game ends and a new one begins to get back into the action. You can still observe the game in progress, but you can't communicate with the living operatives.



The host can limit the weapons available during the game.



Each player chooses his or her own gear.

There are two types of multiplayer games: adversarial and cooperative. In adversarial games, players are divided into teams that play against each other. Cooperative games put all players on the same team to complete single-player missions.

## COOPERATIVE GAMES

As you might expect, players work together in cooperative multiplayer games. The choice of mission types is the same as for the custom missions. Choose from Mission (from the campaign), Terrorist Hunt, and Hostage Rescue.

The host selects from several options. A chat window on the Game Creation screen facilitates mission planning. Use it to ensure that team operatives carry appropriate equipment and know their roles. For cooperative missions, you can add partners for each player. When everyone's ready, the host starts the mission.

## ADVERSARIAL GAMES

There are five adversarial game types, each with its own objectives. They vary from last-player-standing to last-team-standing to hostage protection. Each has different objectives and requires a different style of gameplay. Try them all.

### SURVIVAL

Survival games are free-for-alls in which the objective is to be the last person left alive in a level.

### TEAM SURVIVAL

Team Survival games resemble Survival games. Each person joins one of two teams (Red or Green). The winning team is the last one with at least one team member left alive.

## BOMB

In this mission, Green Team must prevent bombs from being detonated. Red Team must detonate the bombs.

## HOSTAGE

This is a challenging mission. Green Team must recover the computer-controlled hostages and escort them to the extraction zone. Red Team's objective is to prevent this from happening—either by taking out Green Team or killing the hostages.

## ESCORT THE PILOT

This is similar to the Hostage mission, but with some fun changes. Green Team must escort a downed Blackhawk helicopter pilot to the extraction zone. The pilot is played by one of the players on the Green Team and armed only with a secondary weapon. Red Team must prevent the pilot from reaching the extraction zone.

# TACTICS FOR MULTIPLAYER GAMES

All the tactics that work in single-player missions work in multiplayer games. Several additional tactics are particularly effective against other human players, however.

## COMMUNICATIONS

A critical component of team play is communication with your teammates. Although you can type messages using the chat function—**U** to send a message to only your team, **Y** to send a message to everyone—*Raven Shield* is a fast-paced game, and the time it takes to type a message is often too long. (You may be killed while you're typing.)

There are a couple of other ways to quickly send messages and let your teammates know what you want. Pressing **V** brings up a small window with prerecorded messages. With a couple of keystrokes, you can send a verbal message to your team. The following lists detail each of the messages (to send the first offensive message, you would type **V11**):



Use the recorded messages to communicate quickly.

### OFFENSIVE MESSAGES (1)

- 11** Go, Go, Go! Move it!
- 12** Follow me
- 13** Charge
- 14** Move out
- 15** Tango spotted
- 16** Status report

### DEFENSIVE MESSAGES (2)

- 21** Hold back
- 22** Need backup
- 23** Retreat
- 24** Securing this area
- 25** Re-form on my position
- 26** Cover me

## REPLIES (3)

- (3) 1 Roger that
- (3) 2 Negative
- (3) 3 Clear
- (3) 4 Threat neutralized
- (3) 5 Waiting for orders
- (3) 6 Pinned down

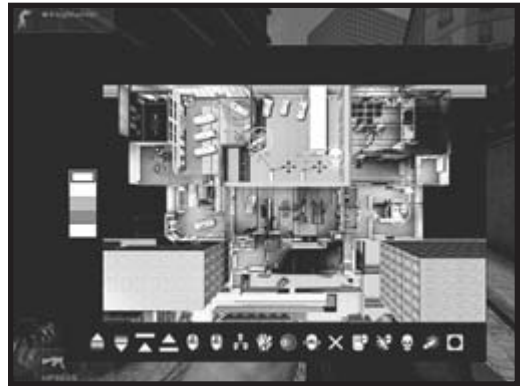
## STATUS MESSAGES (4)

- (4) 1 Covering
- (4) 2 Taking fire
- (4) 3 Assaulting
- (4) 4 Reloading
- (4) 5 Escorting hostages
- (4) 6 Objective reached

Pressing (F4) brings up a drawing tool where you can use symbols and lines to show your teammates your plans and what each of their orders are. Be in a safe location while using this, or you may be killed before you can give your orders.

## TEAMWORK

Teamwork is among the most important tactics in *Raven Shield*. If you have enough players, pair them or create larger teams. Two people see twice as much as one and can accomplish different tasks, making the team more effective.



The drawing tool is another way to illustrate your intentions.

### TIP

**Each team should have at least one heartbeat sensor. One operative will use it and let the other team members know what he or she sees.**

A multi-operative team is useful for breaching doors and clearing rooms. One operative opens the door, another tosses a frag grenade or flashbang, and the rest cover the first two. All then run through the doorway and spread out left and right. This prevents anyone from getting shot in the back because he or she looked left when the tango was right. (Practice helps teams develop the precise timing such tactics require.) Other players can help prevent surprises from the rear.

Think about spacing between team members. You want to stay close enough to support one another, but not so close that a single automatic burst could take out both of you. Outdoors, space team members far enough apart that they can support one another without allowing a single grenade to kill more than one.

Every team must have a leader. In this game, you lead from the front, so the leader is usually the point man. In large games, where each side has multiple teams, an overall commander coordinates the teams' actions.

## MOVEMENT

Outdoors, it's important to spread out and cover every angle. Open windows, doors, corners, balconies—any place an enemy could hide—represent points of threat. Watch them. Spreading out in the open provides the enemy with smaller targets.



Indoors, keep your teammates close together so they don't lose their way. If you get lost, everyone behind you is lost. Confusion sets in, and you usually die. If you're in position 2, keep the point man in sight. If you're in position 4, keep the number 3 operative in sight. Staying close to the person ahead of you can have disadvantages, though. Enemy frag grenades or automatic fire are effective if your team is bunched up.

When you must pass through a narrow choke point, do so quickly. The same goes for open areas. If you can't cover all angles of threat, run as fast as you can to minimize the chance that the enemy hits you.

If you must climb stairs, face toward where the enemy could be. This may mean going up sideways or even backward. Stairs are dangerous choke points. Because your heartbeat sensor only works on the current level, there is no way to see if there is a tango at the top until you get there.

## **FIRE DISCIPLINE**

You can quickly run out of ammo in multiplayer games. Use it sparingly. Because a single shot often kills, and a three-round burst nearly always does, avoid using full-automatic fire. Firing while moving is inaccurate. If you miss a target, you alert your enemies to your presence and give them the opportunity to fire back. As a general rule, stop, drop, and fire! All of this will increase your accuracy and minimize your chances of being detected if you miss.

There are some instances where full-automatic fire and movement are acceptable. If you have to get through a choke point or a large open area, running and firing wildly at enemies may force them to keep their heads down and prevent them from firing accurately at you.

## **ATTACKING**

There are several different ways to attack the enemy. In most cases, advance slowly and carefully as a team, using good fire discipline and covering each other. However, sometimes rushing the enemy has its benefits.

Some players refer to this as "Rambo-ing." This strategy is effective on small maps. At the beginning of the mission, your team blitzes toward the enemy tangos with guns blazing. By catching them before they have a chance to set up or get organized, you gain the element of surprise and can win a game in a minute or two.

The best strategy for advancing is "Bound and Overwatch." This tactic divides a team into two parts. While one group of operatives advances, the other covers them. When the first group gets to some cover, it halts and covers the second group as it advances. Practice this so everyone on your team understands his or her role.

## **DEFENDING**

Defending a position can entail setting up firing positions, ambushes, and snipers. This takes time, so at the start of a mission, each player should assume a defensive position in case the enemy immediately tries to rush your position.

For firing positions, choose locations with cover and at a distance from an entrance. This increases your ability to survive grenade attacks and makes it harder for the enemy to shoot you.

Locate choke points and set up your defenses near them. It's hard to defend a large area, so concentrate on narrow spots through which the enemy must advance. Use C-4 or a claymore to blast a hole in an enemy's attack. Grenades also come in handy. Set up heartbeat sensors and jammers to locate the enemy and conceal your position.



## MORE TIPS AND HINTS FOR MULTIPLAYER GAMES

- Move decisively and with purpose. You're the hunter, so attack your enemy with confidence. If you move like a victim, you'll be one.
- Put your opponent under duress—if you see your enemy, open fire. With rounds flying, your foe may panic, giving you (or preferably your partner) the chance to take a good kill shot.
- Teamwork! Trust your teammates to cover their zones and do their jobs. Everyone must do his or her part. Just watching a locked door far from the action can save your whole team from being wiped out from behind.
- Never assume a room is cleared simply because you've already been in there.
- Choose a weapon because it has stopping power, not just because it looks cool.
- Remember—short, controlled bursts. It doesn't matter how many rounds you fire, just where they land.
- If you are not using auto-aim, aim for your opponent's crotch. The head is harder to hit and the chest is usually covered by body armor.
- Never put your back to an open window or door.
- Most quiet weapons can't hit enemies from long range. Silenced weapons have their advantages, but the standard ones are better for long range.
- When you yell "Cover me," make sure someone on your team responds before you make your move.
- As a team, secure all entries into your location quickly. Do this every time you enter a new room during an advance so the enemy doesn't surprise you.
- Peek around corners before rounding them. This will save your life again and again. It's harder to hit half a head than it is to hit half a body.
- If your teammates' bodies were piled near a window or door in real life, would you go there to see what killed them? Why do it in the game?
- Along the same lines, if you peek around a corner and the enemy nearly shoots your head off, don't stick your head around again. Let your opponents think you're still there, then flank them or set up an ambush.
- Remember the golden rule: When in doubt, *frag out!*
- Teamwork is essential. Find each team member's special skill or ability and work on those strengths. For example, if you have quick, accurate shots among your players, cast them as snipers and develop tactics to take advantage of their skills. They can always move to a high spot or provide cover for your assaulters.
- When you must move across an area that enemies are covering, throw smoke and lay down plenty of scattered rounds where you think they're hiding as your team moves. They'll be less likely to poke their guns around the corner.
- Don't discount stealth. More often than not, it's the sneaky operative who gets the kill.
- Develop standard operating procedures and break-contact drills. That way, everyone will know what to do when the bullets fly. Often, the best tactic is to get out of there (break contact) and set up an ambush somewhere else, on *your* terms.

- Learn to use formations and overlapping fields of fire. The map is a helpful tool. With the diamond formation, your rear guard walks backward most of the time, covering your “six.” This operative can keep an eye on the map to stay in position relative to the rest of the team and still do the job.
- When patrolling, stay in formation. Move only as fast as your slowest operative—usually your rear guard. (It should be your point man if he wants to live a long time.)
- Not all maps allow for slow, deliberate movements. Many are small, forcing you to move quickly and decisively. Plan ahead for each map type. You won’t have time to plan once the game starts. Again, team members should know their jobs and be able to count on their teammates to do theirs!

## THE MAPS

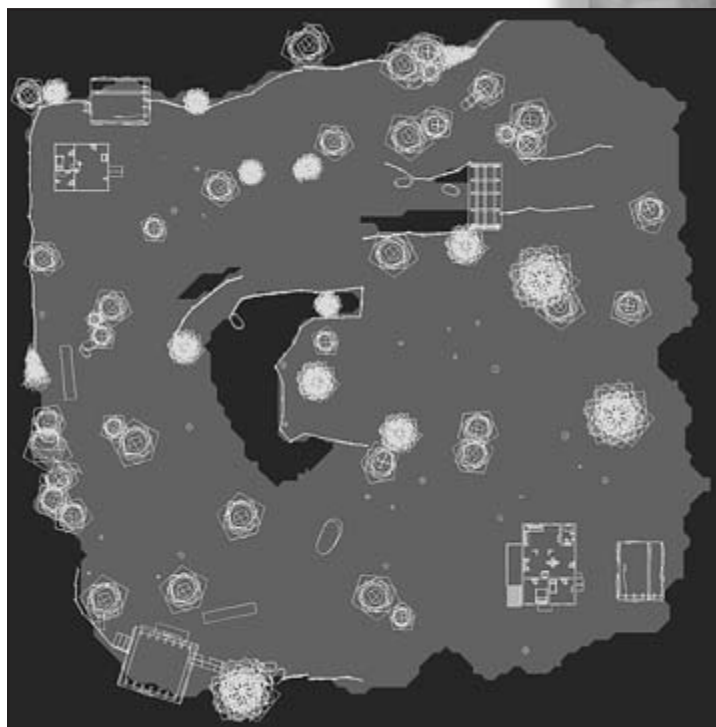
### PEAKS—OPERATION ICE DAGGER

2007.03.01—1500

Laurentians, Canada



This map is outdoors with a few small buildings. Use the trees for cover, but also take advantage of ditches or low areas. Stay low so you are harder to see and hit. Never cross the small bridges. A good opponent will have a sniper zeroing in on each of them. Instead, cross ditches to one side or the other. The hill in the middle of the map makes a great place from which to observe most of the map. If you post a sniper or two up there, keep assault troops nearby to help protect them.



PEAKS

## PRESIDIO — OPERATION OLD GUARD

2007.04.15—1100

San Francisco, United States



This is a small map compared to some of the others. It consists of a building with a little exterior area and a second floor that is mostly open space with the exception of a couple of rooms. The staircases and hallways are natural choke points. Expect a quick game on this map.



PRESIDIO, LEVEL 1



PRESIDIO, LEVEL 2

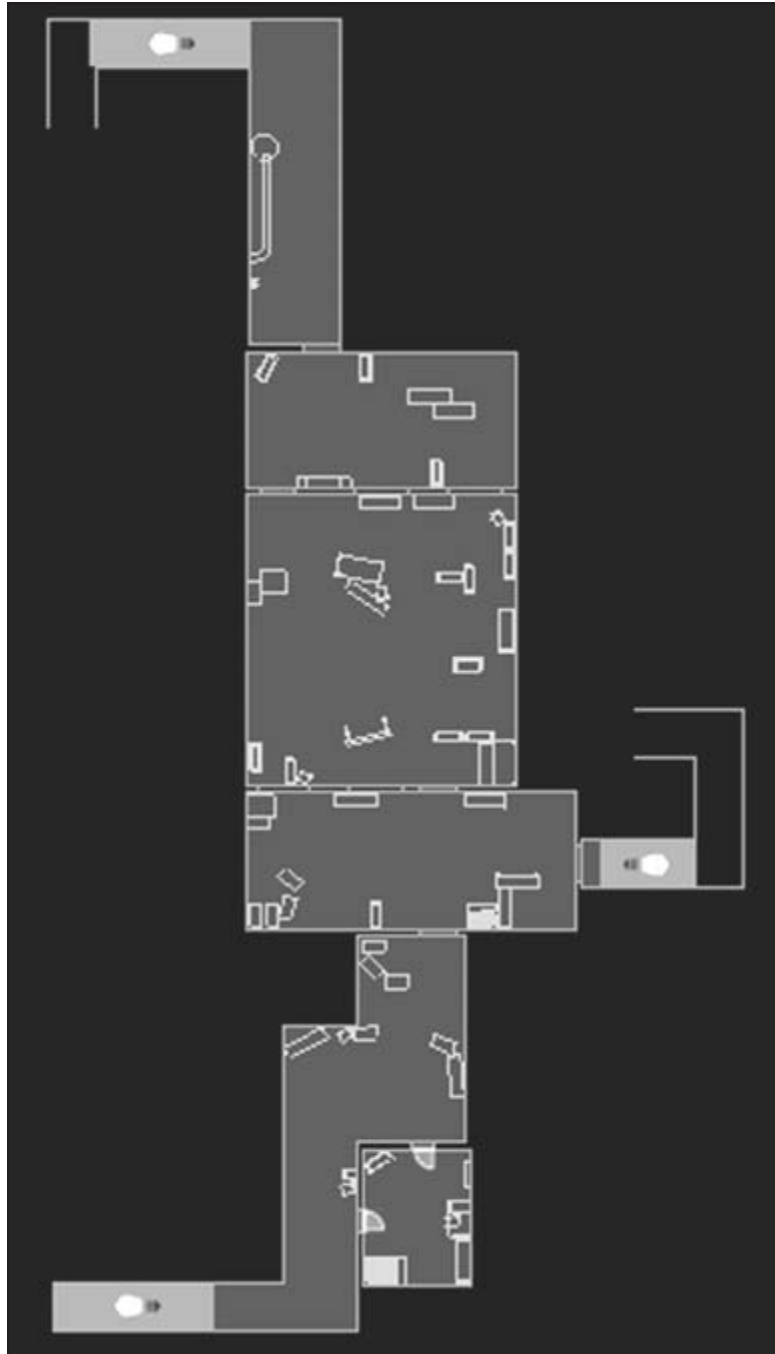
## PRISON — OPERATION SHACKLED TIME



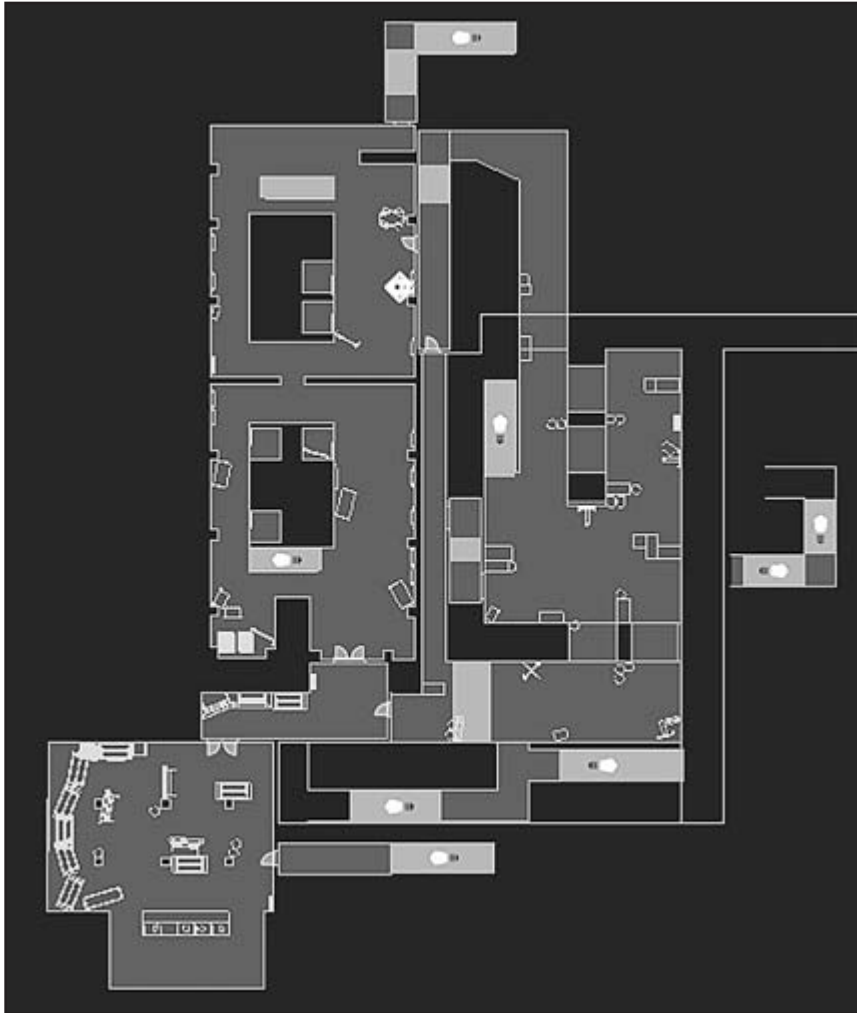
2007.07.15—2300

Limoges, France

The prison is one large building. The main floor, level 0, is divided into cell blocks and an outdoor courtyard area. Catwalks on level 1 look down on level 0, forcing a team to keep their eyes peeled up as well as out. The lower level, -1, can be accessed from stairs to the north, south, and east. With long hallways leading to the stairs, it can be defended at a distance. Attackers should set off smoke grenades to cover their advance into this area. Level 2 is divided into three areas. The largest can be accessed by three stairways while the other two can only be reached by climbing ladders.

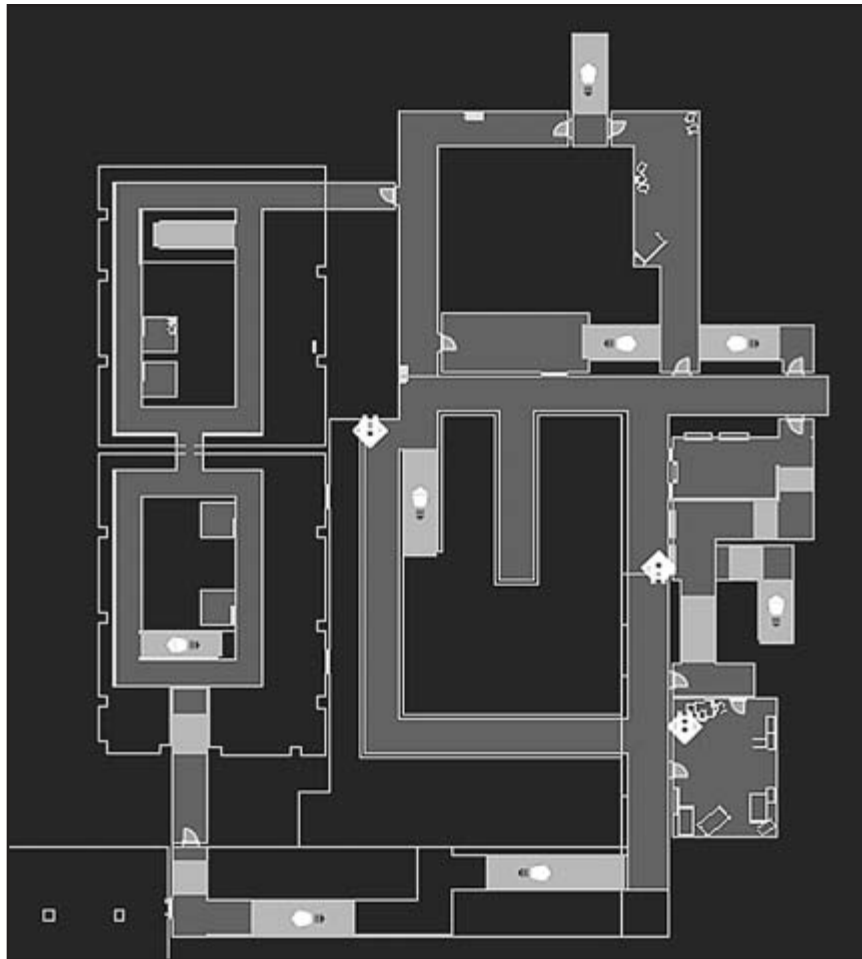


PRISON, LEVEL -1

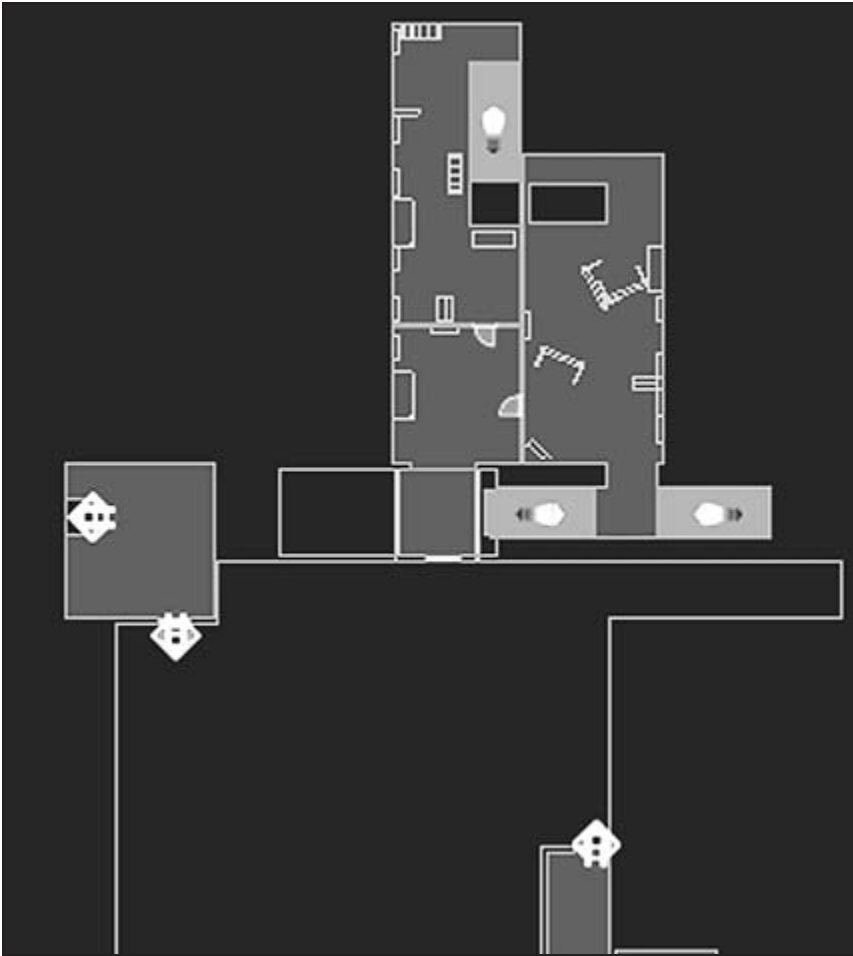


PRISON, LEVEL 0





PRISON, LEVEL 1



PRISON, LEVEL 2

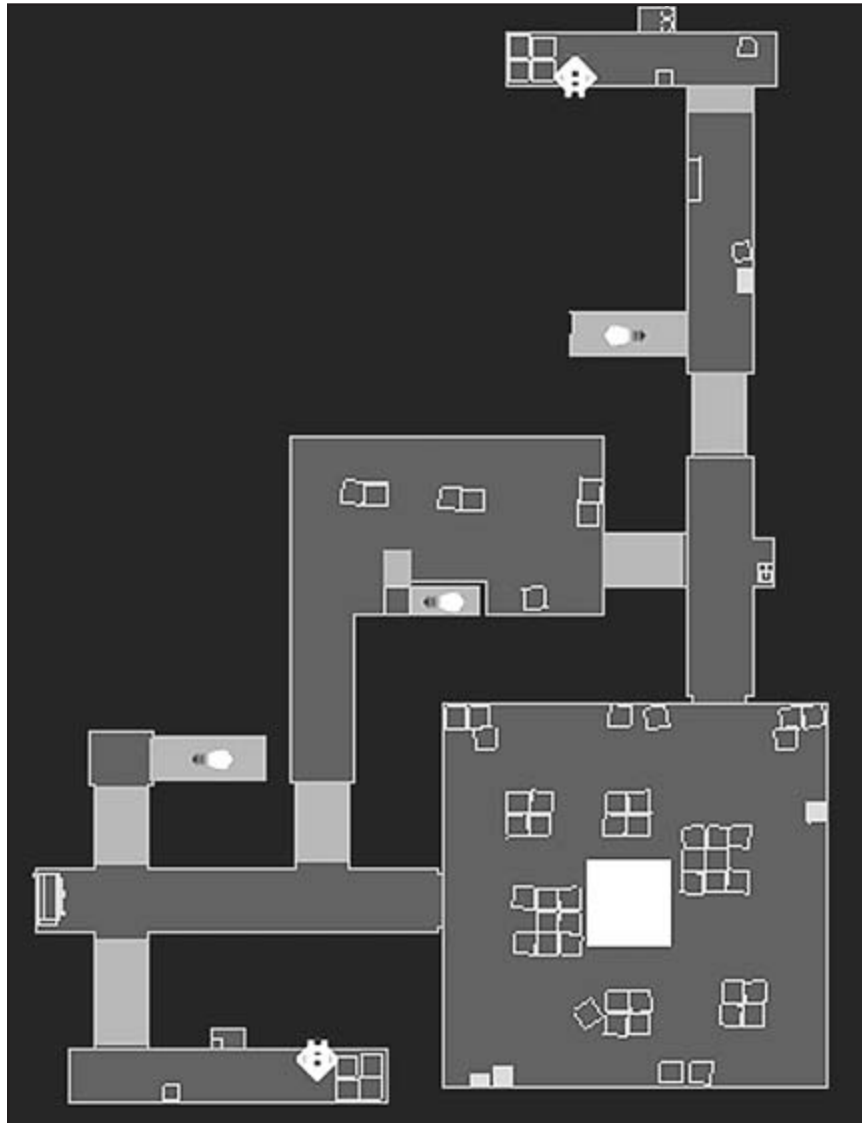
## STREETS—CITY STREET LARGE

2007.08.14—0030

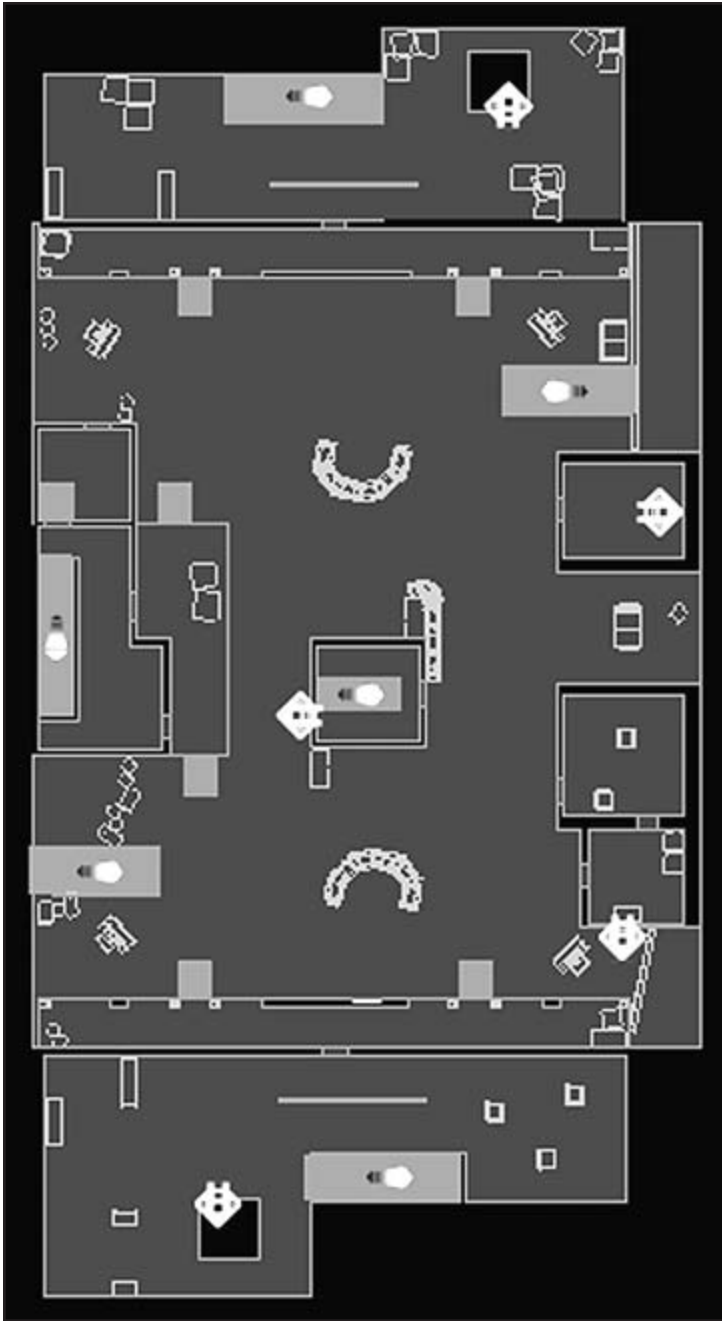
Hereford, England

This map is a lot of fun. It consists of two two-story buildings in the north and south with several smaller buildings in between. It also features a subterranean level with a couple of large rooms and several long, straight passageways that can work kill zones. Several objects out in the streets and in the buildings can be used for cover and concealment. On defense, claymores and C-4 prevent an enemy from getting through areas.

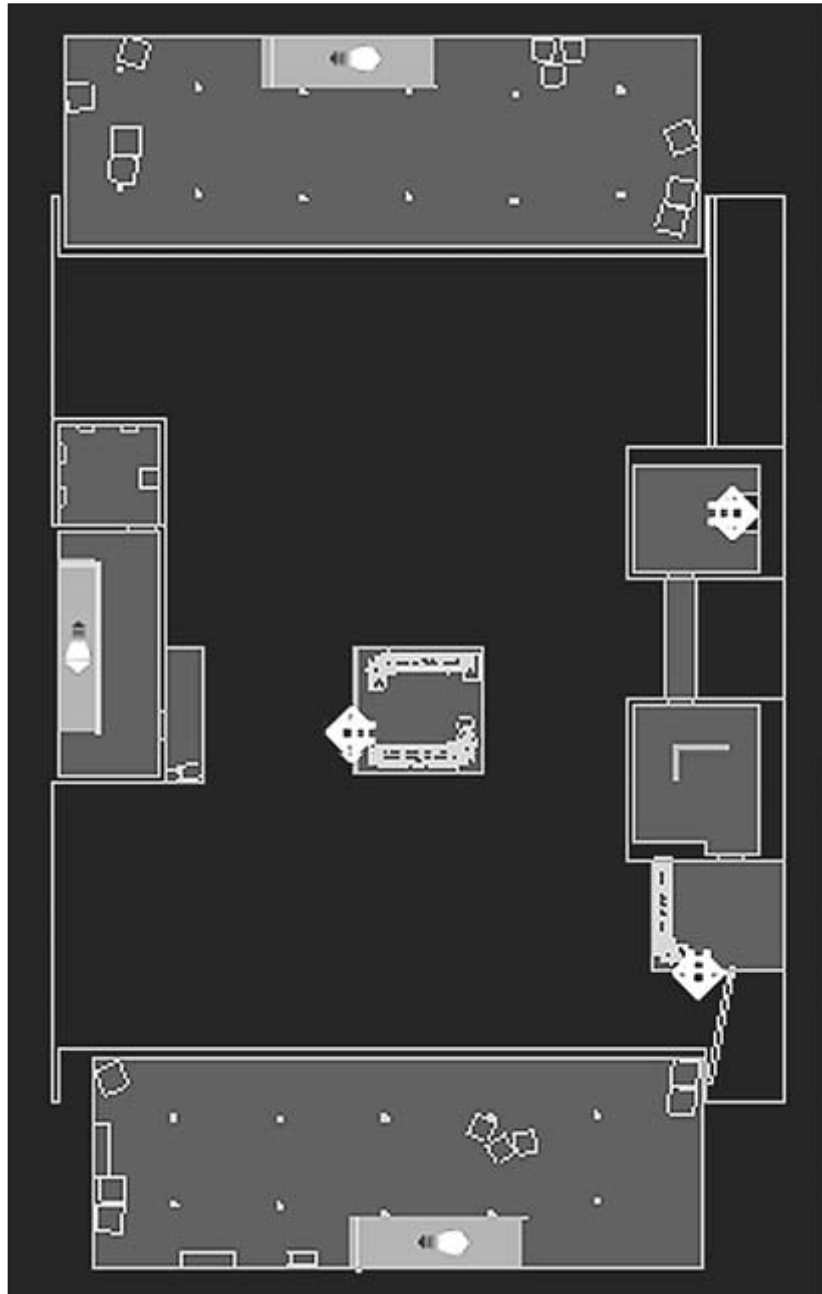




STREETS, LEVEL -1



STREETS, LEVEL 0



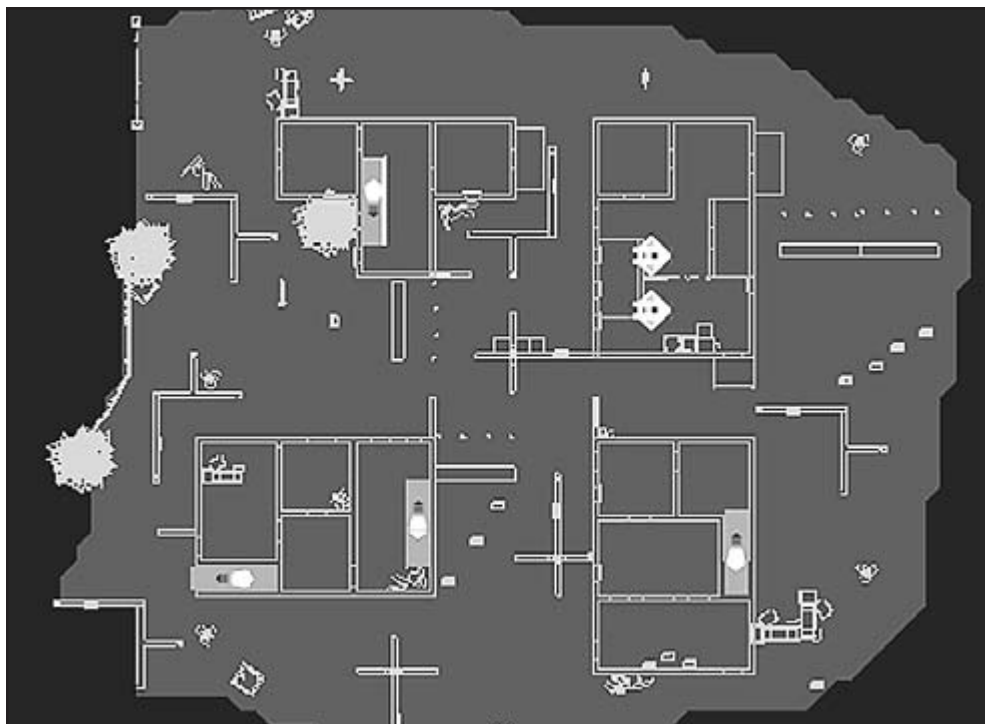
STREETS, LEVEL 1

## TRAINING—OPERATION LIVE FIRE

2007.08.02—0800

Hereford, England

This map is like a maze. In addition to being broken up by walls and other obstacles, it includes three two-story buildings and a three-story building. It is not large, so be ready for a quick game with multiple hiding spots.

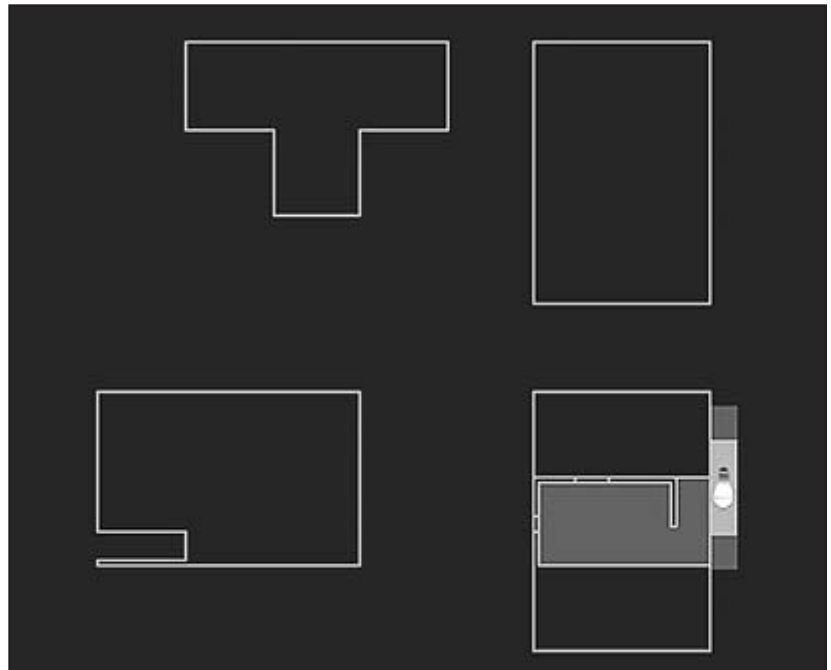


TRAINING, LEVEL 0





TRAINING,  
LEVEL 1



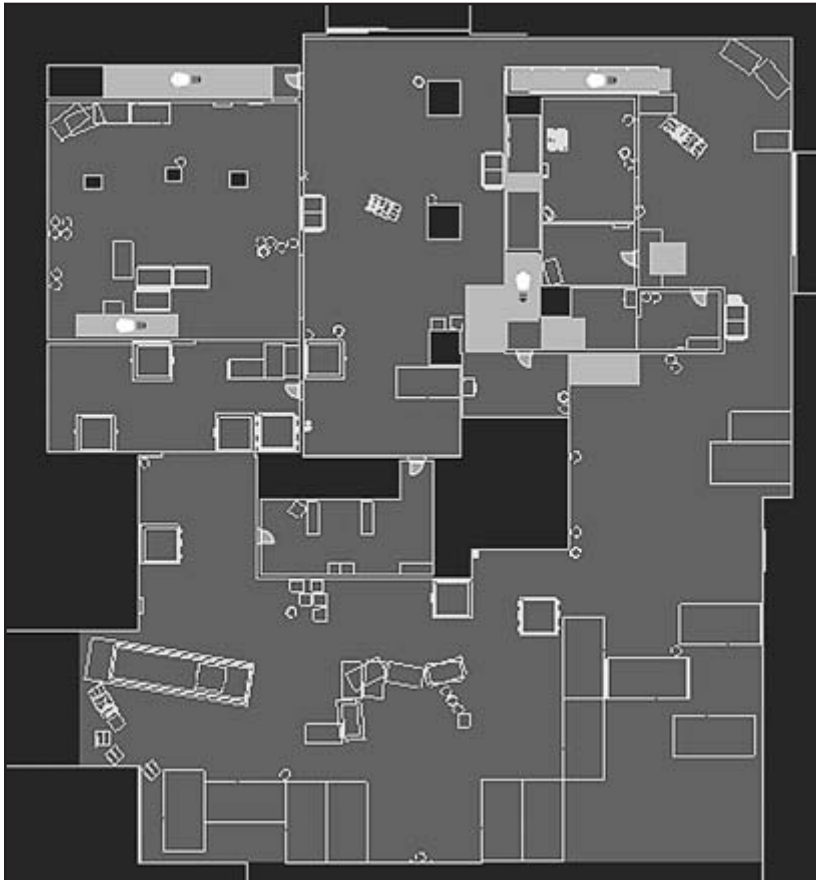
TRAINING, LEVEL 2

## WAREHOUSE—OPERATION BOXED GOODS

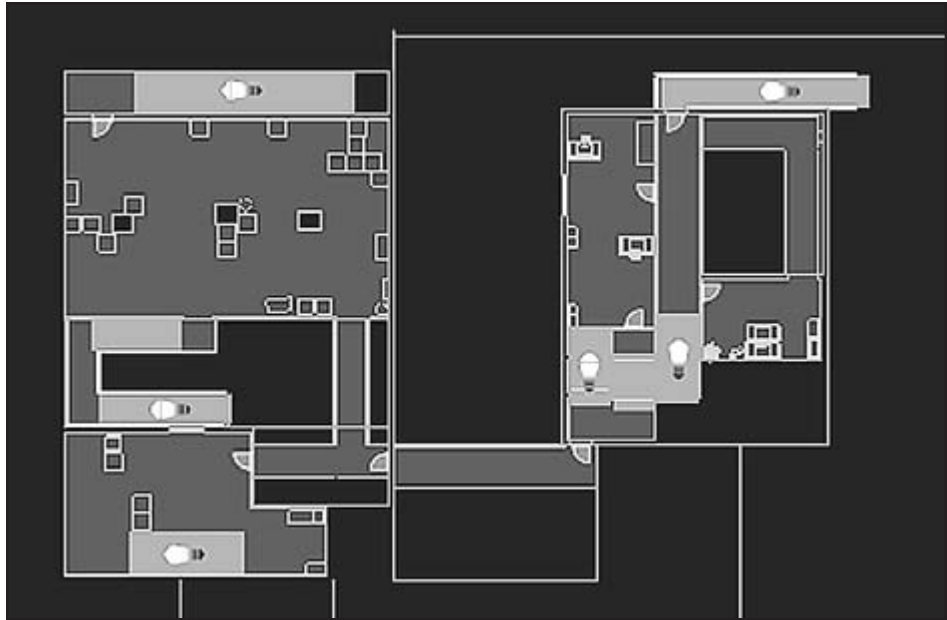
2007.06.24—2300

Bergen, Norway

This is a large map with a big outdoor area containing crates and other obstacles blocking lines of sight. The large indoor area includes catwalks on different levels connecting the two main buildings. The red barrels of flammable material are one of the cool things about this map. If you shoot at them, they explode, taking out anyone nearby. Find a hiding spot where you can take aim at one of these barrels and then wait for an enemy to walk near it.



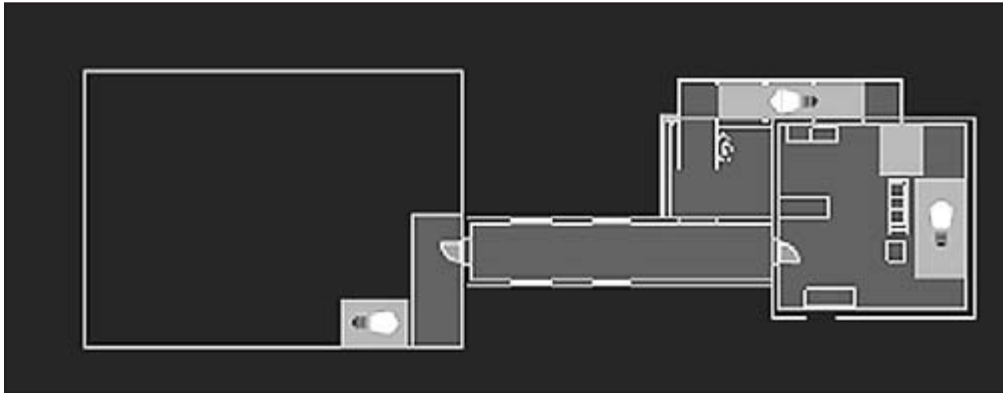
WAREHOUSE, LEVEL 0



WAREHOUSE, LEVEL 1



WAREHOUSE, LEVEL 2



WAREHOUSE, LEVEL 3

