

**TOM CLANCY'S**

# RAINBOW SIX 3

SQUAD-BASED COUNTER TERROR

**NEW  
FOR  
PS2**

This game has received the following rating from the ESRB





# Tom Clancy's RAINBOW SIX® 3

## Prima's Official Strategy Guide

David Knight



### Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court  
Roseville, CA 95661  
(800) 733-3000

[www.primagames.com](http://www.primagames.com)

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Product Manager: Jill Hinckley

Project Editor: Tamar Foster

Original Design: Graphic Applications Group, Inc.

Senior Designer: Marc W. Riegel

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# TERROR STRIKE



**All of your missions will be covert and dangerous.**

That's where your special commando team of Rainbow Six 3 agents comes into play. You lead a team of three other special operatives to hamper and thwart global terror in all its ugly manifestations. Hostage situation in the Alps? You infiltrate the village and eliminate the enemy. Bomb set to go off in a commuter tunnel? You deactivate the explosives and hunt down the perpetrators. When the world's threatened, your job is to put everyone at ease—with a permanent solution.



**Dropping out of a motoring helicopter is like punching a time card for your special operatives.**

The biggest threat to the world comes from a small group of terrorists. We don't know names. We don't know the ultimate agenda. We don't know how far they're willing to go.

We do know they're very dangerous.



**Stop the terrorists before too many people get hurt.**



**By chopper or truck, your team will infiltrate at the weakest point of the defense to have the strongest chance of success.**

You can get a head start on developing your Rainbow Six instincts with a healthy helping of experience. **Basic Training** provides all the basic game strategies, while **Combat Tactics** gets into the intricacies of fighting against savvy terrorists in unfavorable conditions. For those who want to know their M1 from their M4, or how to use a smoke grenade to maximum effect, flip over to the weapons details in **Weapons Academy**. Fans of multiplayer battles should turn to the **Multiplayer** section to get the full skinny on team tactics and online secrets.



**Dodging explosions and assaulting impossible positions are par for the course on your missions.**

Or maybe you already have what it takes to identify and eliminate terrorists. Been through some scrapes and came away with just a Band-Aid to show? If you don't think you need strategy pointers, hop on over to the walkthrough and read the ins and outs for each of the game's missions. Guaranteed you'll learn something

as each section details enemy positions, terrorist tendencies, alternate scenarios, and the best route to completing each mission.



**Be ready for anything in this game.**

## Sixth Sense

Your five senses won't be good enough to get you through the terror trials ahead. Not only will you have to be on top of your game—noticing a bit of movement in the shadows or picking out the creak of a floorboard—but you'll have to rely on combat-honed instinct to win the day.

# Like a RAINBOW in the Dark

When things look dark, you bring a ray of hope to people in desperate need. Against the senseless and brutal aggression terror brings to the globe, you combat the evil with your weapons of justice and mercy. No matter the mission, your team will be asked to do the impossible and make it look easy.



**Get out of the way if you don't like nail-biting combat scenarios.**

## Basic Training

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# BASIC TRAINING

Can you outperform the best? Do you have what it takes to command a secret mission or stay cool while the bullets whiz by your head? *Rainbow Six 3* is all about what you can do in combat, and more importantly, what you and your team can do in combat. Whether you've weathered a war like Patton or it's your first field mission, the following chapter can help you learn or perfect your craft. We'll show you where and how to shoot; you'll have to pull the trigger.



**Battle terrorists in kitchens, in the dark, anywhere they try to infiltrate.**

## Mission Possible



**Certain missions will require perfect execution or someone on your side will end up dead.**

There are 15 missions in *Rainbow Six 3*, though when you boil it all down there are four main mission types. Every mission needs you to keep in mind all facets of your job, but you can focus on a few main things to help you through the mission theme.

## Hostage Rescue



**Speed or stealth rescues hostages.**

In a hostage situation you need surprise or speed to save the innocent civilians. Take your time or screw up an attack and the terrorists will execute the hostages.



**If a terrorist spots you on a hostage rescue, you had better drop him before he warns others.**

How does this differ from a regular mission? You may opt from the start to go with suppressed-fire weapons. Relying on stealth and silent killings can get you deep enough into the terrorists' space that it will be too late for them to react when you jump in to save the hostages. If you don't go for stealth, you have to choose speed. That

means moving quickly through the terrorist-controlled area, picking off any fleeing terrorists that may try to warn their fellows and rushing the few guards that hold the hostages. While using speed, it's key that you hit all your targets in a very limited time frame, so you want to pay attention to weapon accuracy and damage potential.



**You must shoot precisely when innocent lives are on the line.**

## Bomb Removal



**Make sure your team watches your back while defusing bombs.**

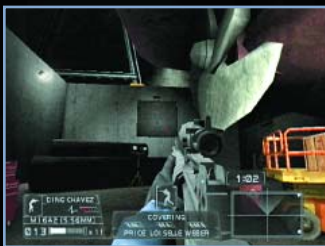
Terrorists like to set bombs. You will be called upon over and over to deactivate these bombs, or die trying. Your whole team has the skill to "demo up" and cut the correct wires, but there are some factors to keep in mind around bombs.

Don't worry about shooting a bomb and having it go off. It won't. However, a nearby terrorist may attempt a suicide move and set it off just to spite you.



**Expect heavy resistance around key strategic areas like bomb sites.**

The terrorists know you're coming for the bomb, so expect heavy resistance. Only after all the enemies are dead should you shut down the bomb. Even then, always look for a trap, since the terrorists like to stage ambushes around the bomb sites.



**You may have to use a little speed if you've got a bomb on a timer.**

Finally, some bombs have timers. You can't be careless while assaulting them. You can, however, pick up the pace and dispense with time-consuming recon if time grows short. Give yourself a chance at least to shut it down.

## Stealth



**You will have to hide in darkness or good cover spots to avoid the guards in stealth missions.**



When your superiors tell you to put away your gun, you're going on a stealth mission. It will involve planting a bug or explosives somewhere without being seen. During a stealth mission, you can't shoot off your weapon and you can't let a guard spot you. You will have to rely on shadows, cover, and knowledge of the terrorists' routes to slip in unseen.

## Search-and-Destroy



**Pull out the big artillery for search-and-destroy missions.**

When you don't have hostages, bombs, or stealth objectives, you can just have fun and pull the trigger. Search-and-destroy missions allow maximum firepower and encourage collateral damage of all sorts. Sometimes, you'll be called upon to chase after a moving target; along the way you'll shoot everything in your path. When you're tired of the pressure of narrowly saving a hostage or snipping the bomb wire seconds before ground zero, search-and-destroy delivers a nice change of pace.

## Supermen for Everyone



**You and the same three soldiers run through every mission together.**

Unlike many other combat-simulation games, *Rainbow Six 3*'s soldiers don't have true stats. Consider yourself and your three teammates the best of the best, the ultimate soldier. You can customize your weapons and equipment, but you will always be the same four guys—Chavez, Price, Loiselle, and Weber. No worries about who you want to be, just grab an M16, grenade launcher, gas mask, and go kick some butt.

## Recon First



**Recon an area so you don't end up lying on the floor.**



As you can imagine, it's better to know what's ahead of you so you can plan accordingly. Scout around an area before you or your team charges in. You may spot a hidden enemy up on a balcony that you wouldn't have noticed otherwise, or recognize a trap before it

annihilates your whole squad. Also, you need to know what to expect so you can adopt the best plan of attack, especially when you must attack and give orders simultaneously. The only time your eyes aren't better than your men's is in an area where you can't immediately spot an enemy attacker. In cases like that, let your men recon and they might down the threat before you have to worry about it.

When probing new areas for enemies, remain silent and unseen. Drop to a crouch to reduce your visible profile and enhance your accuracy should you encounter an enemy. While crouched you will move much slower, producing less sound. If you come to a closed door, use the *Fluid Open* technique. This allows you to push a door open gently and quietly. By opening a door incrementally you can peek into a room while drawing little attention. When possible, engage enemies while the door is only open a crack. Should they return fire, you'll be much harder to see and hit.

## Brain vs. Machine



**You should lead your team in combat situations.**

In nearly every combat situation, it's better for you to lead the charge or dictate the commands to your squad. If you let the game's A.I. take over and send your team blindly into hot spots, you could lose a member or two even in the simplest of firefights. For example, you may ask your team to run through an open door and position themselves on the right side of the corridor, and they'll do just that. However, where you would scour both directions before proceeding, they may not look at the left side as they move out into the hallway, which means bad news if there's an enemy force there.

## Command and Conquer



**You can give your squad certain commands, like rescuing hostages or securing an area.**

Beyond the point, click, and move that navigates your squad most of the time, you can also cycle through certain commands or set them from the action menu. Press the square button and you'll cycle from regrouping (the team catches up and reforms behind you) to moving

## Basic Training

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(if you've set a waypoint) to covering (the team holds and fans out to lay down cover fire).

When you want more complicated maneuvers, call up the action menu. "Open and clear" will be the most common move, which sends your team through a door prepared for a fight on the other side. "Breach and clear" adds a little more oomph to the "open and clear" command. Your team plants some plastic explosives on the door and charges in after the explosion stuns and slays those inside. "Open, frag and clear" has the team open a door, chuck a grenade in for some house-cleaning, and delay a few seconds for the follow-up. Finally, "open, flash and clear" performs a similar maneuver, but this time your team chucks a flashbang grenade in to shock terrorists who may be holding innocent civilians hostage.

## Zulu Delay



**Unless it's a clear open shot into a room, you may have to rely on a Zulu command to delay your team while you move into place.**

If you want to pause your team before they perform a particularly difficult task, especially to give you time to get into position somewhere else, set them on "Zulu." The team will wait and perform the maneuver only after you hit the white Zulu button. You can execute some deadly tag teams if you time the Zulu action just right.

## Caution

**Be careful that you don't jump the gun on a Zulu operation. Wait until your readout tells you the team has opened the door or dropped the grenade before initiating your half of the maneuver. Otherwise, you could get caught in the explosion or crossfire.**



## Weapon X



**Practice with all the different weapons to feel out the best one for you.**

You have so many weapons to choose from, but get only one primary and one secondary. Since your men don't have stats, the guns will define them. Keep in mind that your men will automatically choose weapons based on your pick (they choose the weapons, not you). If you opt for the UMP with suppressed fire, they'll go quiet as well. If you go all-out with bigger assault weapons, expect them to beef up their arsenal. Same goes for the extra equipment. Try on a gas mask and they pull theirs out of the duffel bags. Copycats.

## Using the Radar



**The radar is a vital piece of equipment—especially for stealth missions.**

The radar is your friend. It also gives you X-ray vision of sorts. The radar function shows you the position of your team mates as well as the direction of your current objective. While searching for mission objectives, the radar can save you hours. Marked with a white flashing dot on the screen, you can search for these objectives and it will lead you to the prize like the Yellow Brick Road. During Mission 11, Clark will feed you the locations of terrorists on the radar, allowing you to monitor and evade enemy patrols without the need of maintaining visual contact. Appropriately, enemy units show up as red dots on the radar—try to stay as far away from these dots! If you've been seen or heard, the mission is over.

## Two-to-One Advantage



**When you take point, you'll dish out damage, but be prepared for return fire.**

Normally, your team travels as a group with you at the point. When a confrontation occurs, depending on the terrain and obstacles around, your men will back you up, but you take the brunt of the attacks. That's okay if you like to be in control or are really good at escaping damage; it's not okay if you're low on life or about to enter a trouble spot.



**Use the squad commands to work with your team.**

Why do all the work yourself? You operate even more effectively in tandem with your squad. A simple "move" command can send your other three teammates to a position, while you head to a different location, possibly to flank the enemy or cover two different zones. You could also ask your team to hold in an area and watch your back, while you scout out an unknown section of the map.

Perhaps the most useful function of the tandem is the two-pronged attack. If a room has two entrances, for example, you could

### Caution

**When operating apart from your squad, look out for hitting each other by accident in the crossfire.**

send your team to "open and clear" one while you kick in the other. The enemy will be flustered by two different



**Teamwork will wipe out the terrorists or drive them to surrender.**

attacks, and you should gain some extra time from the confusion. In areas where there are multiple actions, you can speed things up by having your team do one thing while you do another, such as the team deactivating a bomb while you recon ahead.

# Smoking Can Kill



**With thermal vision you can see right through a smoke grenade as if it weren't there.**

Want to turn invisible? Throw a smoke grenade into a populated area, then switch to your thermal vision. While the enemy terrorists scurry about trying to escape the smoke, nothing changes for you since thermal operates on body heat. You can even walk all the way up to the site of the billowing smoke to get a better angle. Just remember that the smoke dissipates after about a minute, so make quick work of your opposition.

# Back to the Wall



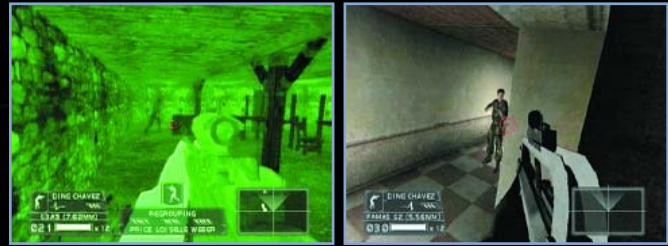
**Always aim your gun into new areas by hugging walls with your back. This sets you up against new threats better.**

Don't expose yourself to unnecessary fire. A frequent mistake by beginners is to charge into a new area to see what's there. Granted, if you're willing to restart the mission over and over, you can learn the lay of the land that way, but it'll be painful. A safer course might be a plan like this: While entering rooms, rounding corners, and descending stairwells, you always want your gun facing the new area. By hugging walls with your back, you gain cover and maintain position on your eventual enemies.

## Basic Training

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# Experiment to the Max



**Whether in the depths of a dungeon or sneaking up on a guard, try out new tactics and moves to master your profession.**

Experiment with your weapons and team configurations until you like what you see. Like how your team reacts during a flashbang sequence? Load up on more flashbang grenades and use them even when hostages aren't involved. Find your tactics lean toward the stealthy? Arm yourself with suppressed-weapons and become silent commandos. The only way to become the ultimate commando team is to learn your strengths and weaknesses, and don't let the latter ever surface.



**If you want to make it all the way to the end, you'll have to best each mission objective.**





# WEAPONS ACADEMY

The firearm defines the soldier, or at least, helps define how much damage he's going to do against the enemy. Armed with a G3A3, you'll cut through terrorists like a machete through Jell-O. Bring along the TMP, however, and you might want to invest in some extra life insurance.

But what makes the best weapon? It's a combination of range, damage, accuracy, and certain specialties like suppressed fire. When choosing the perfect weapon, don't get hung up on the size of the bullet or its "range" stat. The damage stat explains how lethal it really is and all weapons of the same type have a similar range number; it's the scope that indicates how far you can really shoot with any precision. Accuracy is vital on missions where you fight a lot of enemies simultaneously, or ones that call for very difficult shots to be made. Finally, check a weapon's ammo capacity to gauge how long a weapon can last on a mission, and choose suppressed-fire weapons on missions where stealth is paramount.

Now let's examine all the weapons and equipment by category. From the top dog to the plain ol' dog, we'll rate each weapon and clue you in on which missions it might be appropriate to carry along on.

## Assault Rifles

The bread-and-butter weapons on your campaign, these high-powered rifles can work both outdoors and indoors. Most have a decent range to focus on those faraway tangos in the wilderness and damage scores that will punch through most targets with a single burst. The two best weapons in the game are both assault rifles, ranked at number one and number two right here.

### 1. G3A3



What's not to like about this beast? It's one of only three weapons with a 49 range score, and its 87 damage easily beats out all other assault rifles and only falls short of five other bulkier weapons. At a 65 accuracy and 3.5x zoom, you are not missing much unless your eyesight's a little blurry to begin with. If it has any weakness at all, it's the 20-round clips; you might run out of ammo on really long missions, but only if you're careless.

### 2. M16A2



You could argue that the M16A2 beats out the G3A3. It comes up short on range, but bests the G3A3 on ammo capacity with 30-round clips. Accuracy ranks slightly higher at 74 to the G3A3's 65, but its damage lands more than 20

points lower at 66. Since damage may be the key statistic—the enemy has to stay down when hit or you won't live to get a second shot—the M16A2 earns the runner-up spot instead.

### 3. L85A1



An all-around solid weapon, the L85A1 has no weaknesses; it's just not as outstanding as the two weapons above it. A 58 damage score clocks in mid-range, while a 63 accuracy puts it above average for assault rifles. It pushes up to

number three on the list because of its 3.5x scope. Being able to snipe at range, even down long corridors, can make or break you on certain missions.

### 4. GALIL ARM



Where the norm on assault rifles remains 30-round clips, the GALIL impresses with a 100-round clip. Sure, it only comes with four drums to slap in, but that's still more ammo than most guns. The fact that you don't have to reload in

the middle of a fight pushes it up to the fourth spot. It gets big kudos for eliminating that feeling of frustration when you come up dry against the last enemy before the objective point.

### 5. AUG



Much like the L85A1, the AUG does just about everything well. With stats slightly below the L85A1, the AUG drops down to the middle of the pack. It's the last assault rifle with a 3.5x scope, so tread carefully if you pick any rifle

below it for an outdoor mission.

### 6. AK-47



More people have probably heard of this Russian-based weapon than any other on the list. Why? It's considered a super-reliable rifle, and when you look at its stats you can understand the thought. A 60 damage and 71

accuracy look great, until you spot the meager 1.5x scope, the worst in the game. If not for that fact, the AK-47 would have cracked the top three.

### 7. FAMAS G2



This funky-shaped rifle gets the job done. With a 39 range, 56 damage, and 60 accuracy, you can't really complain about much, other than its 2x scope. All the assault rifles are good, just some are better than others.

## 8. G36C



Don't be fooled by the similar name to our numero uno assault rifle. The G36C can't touch the G3A3, dropping off in range, nearly 30 points short in damage, a few in accuracy, and only a 2x scope. The only reason to take the

G36C is that it's better than the last two on the list.

## 9. TAR-21



If you want to challenge your skills, equip the TAR-21 over, say, the M16A2. Not that it's a bad weapon by any stretch of the imagination, it just doesn't have the raw stat power of the higher-ranked assault rifles. Variety is the spice of life,

though, so try it out on a mission and see what you think.

## 10. M4



What could dash you to the bottom of the assault rifle list? How about a meager 49 accuracy? You can't afford to shoot blanks when you're fighting five terrorists at once, and the

M4 does a good imitation of a dumbed-down movie prop. If you're really considering the M4, you may want to check out one of the other categories instead.

# Shotguns

It's point-blank or nothing. Shotguns can deliver a giant blast of damage or they can spatter a bunch of pellets as harmless as confetti. Basically, it comes down to this—if you know all your fighting will be in tight, grab a shotgun for maximum impact.

## 1. M1



Hey, those "M" designated weapons have a good rep, except for that M4 loser above. The M1 might prove less than stellar at anything more than a range of 8, but hey, 100 damage is good.

The sheer kickback on a damaged foe makes the

shotgun worth taking every once in a while. The M1 beats out its only other competition in this category with a 34 ammo capacity.

## 2. USAS-12



A shotgun is a shotgun for the most part. The stats for the USAS are the same as the M1, other than the reload factor. Shotguns in general are *slow* in the reloading department,

so choose the one that speeds up the process—which isn't this one.

# Submachine Guns

When an assault rifle is too bulky and a pistol too wimpy, look to the medium-sized submachine guns. The majority of them also provide suppressed fire, so you can trigger semi-automatic *silent* attacks. How cool is that? But there's more. The smaller, lightweight weapons move quicker in combat and present a smaller target to those would-be enemy sharpshooters.

## 1. UMP



Because they have a silencer on them, most suppressed-fire weapons deal significantly less damage. Not the UMP. Despite its suppressed

fire rating, it manages to clock in at the highest damage for a submachine gun. Since the

submachine guns' weakness in general would be raw killing power, the higher damage potential helps big time.

## 2. MP5A4



A worthy runner-up to the UMP, the MP5A4 doesn't shoot quiet but does shoot hard. The 21 damage score clocks in second on the submachine gun list, and the 44 accuracy score and 3.5x scope cement it at the number two slot.

## 3. SR-2



The only other submachine gun to reach the 20-point or better damage score, the SR-2 suffers in accuracy with a 26 rating. It redeems itself a little with a 12 range and decent 2x scope. Oddly enough, it can also be used as a backup weapon.

## 4. MP5SD5



Another cool silenced submachine gun, the MP5 doesn't carry its weight when it comes to punch power. With an 8 damage rating, some of its hits equate to paintball stings. To crack the upper half of the submachine gun list, it counters with a 47 accuracy and 3.5x scope.

## 5. P90



Your teammates like to employ the P90 from time to time. It's a habit you'd like to break them of. Not because it's a bad weapon, it's just not extra-special. Good scores like a 14 range, 17 damage, and 39 accuracy give it a home in the middle.

## 6. TMP



At least it's got a 46 accuracy. Other than that, the TMP would be better off as scrap metal melted into mortar shells or something.

## 7. MAC 11/9



If you thought the TMP was bad, you don't even want to look at the MAC 11/9 stats. An 8 damage and 27 accuracy puts it in the hall of shame. When out of ammo, just throw it at the enemy; it may hurt them more.



## Machine Guns

Powerful weapons if you can manhandle them around. When you know you have a lot of killing to do, and don't care about the racket a million bullets kicks up, look no further than these big guns. Only two weapons fit into this category, but they carry enough weight to fill several slots on the other weapon charts.

### 1. M60E4



Face it, you only want the machine gun if you can create mayhem. That said, would you rather have a gun that deals 100 damage or one that deals 55? We can't drive 55 either, so strap on the M60E4 for those forays into enemy

territory. Just don't expect to hide with this thing.

### 2. M249



We already know it deals about half the damage as its M60 cousin. Other than that, it's pretty good. It has a slightly better accuracy at 52, 200-round clips of ammo compared to 100-round clips, and a 3.5x scope. Not bad for the runner-up.

## Sniper Rifles

These rifles don't work well indoors. Since *RAINBOW Six 3* is filled with indoor missions, you won't find the sniper rifle useful often. Switch to your backup weapon for close combat and while moving from one area to the next. A pistol will be much easier to handle during short range engagements and room clearings. Use the sniper rifle only at intermediate to long ranges, preferably from a stationary crouched position. This limits the sniper rifle primarily to defensive or ambush situations.

### 1. M82A1



Talk about maxing out. The M82A1 ranks 100 in range, 100 in damage, 89 in accuracy, and carries a 10x scope. If this were in an assault rifle package with a better reload, you'd be looking at the gun of the century. As it turns out,

you have to be careful when you can use it and when you might be thrown into a compromising situation if an enemy suddenly shows up in breathing distance.

### 2. PSG-1



The PSG-1 settles into the second-place spot solely on the fact that it has half the range as big number one. All its other stats—98 damage, 83 accuracy, 10x scope—nip competently at the heels of the M82A1.

### 3. AW COVERT



The trick of a suppressed-fire weapon at huge range just wasn't enough to break free of the cellar. Yes, it's great to zing bad guys from across the map and have no one notice.

However, it's not so great to shoot at a range of 8 and hit for one-fifth of what the other sniper rifles damage at.

## Secondary Weapons

Just like the title implies, these are your backup weapons, so they aren't as good as your main ones. Rather than look for raw firepower, the secondary weapon should serve a special need, whether it be an area-effect attack or a nonlethal alternative.

### 1. M203 HE



While our primary weapon picks off one or two guys at a time, you can switch to the high-explosive version of the grenade launcher to clear a whole room or strike a hard-to-reach cover

### 4. MK23



Sometimes you just want to sneak up and whack someone without a loud bang to announce your position. Carry along the MK23 for just this occasion.

### 2. M203 RP



You could argue the phosphorous version of the grenade launcher kills just as effectively as the HE variant, but the high-explosive M203 has a better blast radius.

### 5. 92FS



In the same vein as the MK23, the 92FS fires suppressed bullets, but doesn't quite stack up to its predecessor in range or damage.

### 3. D.EAGLE



The best pistol of the bunch, this .50 caliber special comes with an impressive 70 damage score, better than a lot of rifles. It just doesn't have the range of a primary weapon.

### 6. M203 CS



For a nonlethal option, try the grenade launcher with tear gas canisters. Against enemies without gas masks, it's a great way to clear out a defensive position.

## 7. SR-2



It didn't quite make the grade as a primary weapon, but it's not too bad as a secondary weapon with some punch. It's not specialized like many of the guns above it on the list, so it slips down a little.

## 9. M203 SMOKE



The weakest of the grenade launchers shouldn't really be an option. If you want smoke grenades, take them in the third or fourth equipment slot. You don't want to waste your secondary weapon pick.

## 8. USP



It's got okay stats with a 10 range, 20 damage, and 32 accuracy. By why do you need that in a backup piece?

## 10. MAC 11/9



Ah yes, the MAC 11/9. It doubles as a primary and secondary weapon, and that's its only claim to fame. Leave it in the drawer at home.

# Equipment

Your third and fourth slots hold general equipment. Here you can load up on grenades, add a breaching charge to your arsenal for those annoying doors, or specialize with a claymore mine to blow someone up from a building away.

## 1. Flashbang Grenade



Many of your missions will involve hostage rescue, and you can't exactly lob a frag into the room and hope the innocents don't get hit. The flashbang works remarkably well on stunning terrorists and giving you the edge.

## 5. Tear Gas Grenade



When you want to drive enemies crying and choking from an area, the tear gas grenade makes for a good option. Just don't forget your gas mask or you may fall victim to your own scheme.

## 2. Breaching Charge



When you need to rush into a room and know the terrorists are waiting on the other side, what better distraction than to blow the door wide open? You can disable enemies with the explosion, and you'll certainly stun them enough to fire first.

## 6. Smoke Grenade



Combined with thermal vision, the smoke grenade can effectively conceal you and set up a kill shot. Because it's not lethal, given the option, you usually want something with more kick.

## 3. Frag Grenade



You can never have enough damage-spewing grenades. The frag can down multiple targets and can be chucked into difficult-to-shoot areas to remove resistance.

## 7. Gas Mask



When you need it, this shoots up to number one on the list (EM) otherwise, you're dead, right? Most missions have no need for a gas mask, so it would just take up space.

## 4. M34 WP Grenade



Another damage grenade, this one incinerates targets rather than fill them full of shrapnel. A smaller radius than the frag, though it does cough up some red smoke for cover.

## 8. Remote Charge



One block of C-4 plastic explosive sounds good. Plus, you can detonate it with a remote. You just don't have as much use for it as the breaching charge, which allows you to charge in right away and blast the enemy without delay.

## 9. Claymore Mine



As with the remote charge, the claymore mine could come in handy if you want to set a trap for a guard and not be seen. Most of the time, however, the straight-forward approach works much better.



### Primary Weapons

Weapon	Type	Caliber	Range	Damage	Accuracy	Zoom	Capacity	Suppressed
<b>AK-47</b>	Assault Rifle	7.62mm	39	60	71	1.5x	30	No
<b>AUG</b>	Assault Rifle	5.56mm	39	57	59	3.5x	30	No
<b>AW COVERT</b>	Sniper Rifle	7.62mm	8	20	83	10x	10	Yes
<b>FAMAS G2</b>	Assault Rifle	5.56mm	39	56	60	2x	30	No
<b>G36C</b>	Assault Rifle	5.56mm	39	56	59	2x	30	No
<b>G3A3</b>	Assault Rifle	7.62mm	49	87	65	3.5x	20	No
<b>GALIL ARM</b>	Assault Rifle	5.56mm	39	60	71	1.5x	100	No
<b>L85A1</b>	Assault Rifle	5.56mm	39	58	63	3.5x	30	No
<b>M1</b>	Shotgun	12g	8	100	1	1.5x	34	No
<b>M16A2</b>	Assault Rifle	5.56mm	39	66	74	3.5x	30	No
<b>M249</b>	Machine Gun	5.56mm	39	55	52	3.5x	200	No
<b>M4</b>	Assault Rifle	5.56mm	39	56	49	2x	30	No
<b>M60E4</b>	Machine Gun	7.62mm	49	100	47	1.5x	100	No
<b>M82A1</b>	Sniper Rifle	.50cal	100	100	89	10x	10	No
<b>MAC 11/9</b>	Submachine Gun	9mm	7	8	27	1.5x	32	Yes
<b>MP5A4</b>	Submachine Gun	9mm	11	21	44	3.5x	30	No
<b>MP5SD5</b>	Submachine Gun	9mm	7	8	47	3.5x	30	Yes
<b>P90</b>	Submachine Gun	5.7mm	14	17	39	2x	50	No
<b>PSG-1</b>	Sniper Rifle	7.62mm	49	98	83	10x	10	No
<b>SR-2</b>	Submachine Gun	9mm	12	20	26	2x	20	No
<b>TAR-21</b>	Assault Rifle	5.56mm	39	52	57	2x	30	No
<b>TMP</b>	Submachine Gun	9mm	7	8	46	1.5x	30	Yes
<b>UMP</b>	Submachine Gun	.45cal	10	26	43	2x	25	Yes
<b>USAS-12</b>	Shotgun	12g	8	100	1	1.5x	2	No

### Secondary Weapons

Weapon	Type	Caliber	Range	Damage	Accuracy	Zoom	Capacity	Suppressed
<b>92F5</b>	Pistol	9mm	7	12	42	1.5x	15	Yes
<b>D.EAGLE</b>	Pistol	.50cal	20	70	36	1.5x	7	No
<b>M203 CS</b>	Grenade Launcher	40mm	—	—	—	—	4	No
<b>M203 HE</b>	Grenade Launcher	40mm	—	—	—	—	4	No
<b>M203 RP</b>	Grenade Launcher	40mm	—	—	—	—	4	No
<b>M203 SMOKE</b>	Grenade Launcher	40mm	—	—	—	—	4	No
<b>MAC 11/9</b>	Submachine Gun	9mm	7	8	27	1.5x	16	No
<b>MK23</b>	Pistol	.45cal	8	19	42	1.5x	12	Yes
<b>SR-2</b>	Submachine Gun	9mm	12	20	35	1.5x	20	No
<b>USP</b>	Pistol	.40cal	10	20	32	1.5x	13	No

### Equipment

Name	Purpose
<b>Breaching Charge</b>	Blows open doors for rapid entry
<b>Claymore Mine</b>	Remotely detonated anti-personnel mine
<b>Flashbang Grenade</b>	Stun observers without injuring potential civilians in the area
<b>Frag Grenade</b>	Damage targets in blast radius
<b>Gas Mask</b>	Protection against toxic gases
<b>M34 WP Grenade</b>	Incinerates targets in the area with white phosphorus
<b>Remote Charge</b>	1 kilogram block of C-4 plastic explosive with an attached radio detonator
<b>Smoke Grenade</b>	Obscure enemy vision in an area
<b>Tear Gas Grenade</b>	Obscures vision and injures targets without gas masks

# COMBAT TACTICS

Pop quiz: Which has a greater range, the M16A2 or the MB2A1? If you answered the M16, head back to "Basic Training" class in chapter two. If you went with the sniper rifle, maybe you've graduated from the simple tactics and want some more in-depth breakdowns on certain game situations. From door assaults to setting up crossfires to seeing in the dark, this chapter covers it all—oh yeah, it covers "covering" too.



**Without a plan, a single determined enemy can destroy your team.**

## Door Assault



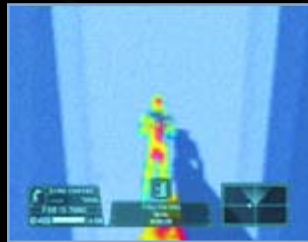
**Never stand directly in front of a door when opening it—you never know what may be waiting for you on the other side.**

Opening a door seems like such a simple matter. Twist the handle and push the door in, right? Yes, and then taste some lead as the enemy retaliates.

You have to be prepared for the worst at each door. It's best to consider that each unknown door has an enemy or more behind it. So how do you attack such a door?



**Use your thermal vision to see through closed doors.**



Approach the door and get up as close as you can. You might get lucky and hear footsteps on the other side. A tip like that will save your bacon. You can also try and avoid a fight if you hear the steps receding. If the door is made out of wood or a similar light-weight material, activate your thermal vision. You may be able to pick up the heat signature of terrorists standing on the other side. Any piece of intel you can gather before opening a door is vital to a successful assault.



**Order your team to cover a closed door. When they're in position, throw the door open and let them go to work.**

If you suspect to find terrorists on the other side of the door, order your team to hold and provide cover. Make sure they're aiming directly at the closed door. When your team is in

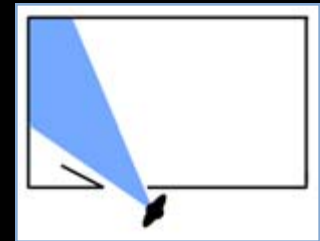
position, step along the side of the door and throw it open. Your team will automatically engage any tangos that comes into view. This is the easiest and safest way to take down a room. But sometimes you won't have the tactical advantage provided by a closed door.



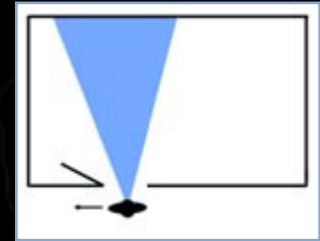
**Always lean in the appropriate direction when peeking into rooms.**

## Slicing the Pie

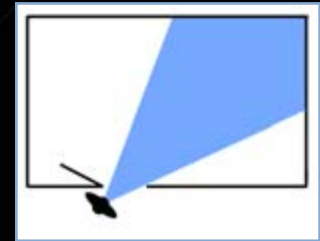
Before rushing through an open door, take a moment to gather more intel on the next room or hallway. SWAT and Special Forces operators refer to this action as "slicing the pie" or "slicing a doorway." Begin by standing near the open door and peeking inside, as seen in Fig. 4-1. Try leaning left or right to get a better view. Next, step in front of the doorway and scan the area straight ahead, as seen in Fig. 4-2. Be prepared to engage enemies while moving in front of the doorway—chances are there's a terrorist standing just opposite of the doorway. Continue sidestepping in front of the doorway until you're on the opposite side of the doorjam, demonstrated in Fig. 4-3. By now you should have a good idea of what lies beyond the doorway. The only "dark" areas should be the corners to the left and right of the doorway.



**Fig. 4-1. Start by aiming through the open door.**



**Fig. 4-2. Sidestep in front of the door and scan the room for threats.**



**Fig. 4-3. Move to the opposite side of the doorway and scan the far corner.**

## Open, Flash and Clear



**Give the "flash and clear" order.**

All your team maneuvers operate similarly. You give the order to clear, flash, frag or breach depending on the circumstances. If you don't want to waste equipment, a simple "open and clear" command will do. Fragging and breaching are for when you want to inflict damage on the terrorists on the other side. Clearing with a flashbang grenade you save for hostage-takers.



**Stay back so you don't get flashed.**

Approach the door and give the "open, flash and clear" order. If you want it on Zulu—where there's a delay so you can get in position elsewhere—access the set of Zulu commands before giving the order.

When your men open the door, glance away briefly. You don't want to stare into the flash or you'll lose the advantage it's supposed to give you. Charge into the room after your men. They don't always clear as well as you'd like, so you may need to save one of them from getting pelted by the enemy.



**Charge into the room to help protect your men.**

Shoot at all terrorists, with an emphasis on the ones with guns pointed at the hostages. Put enough pressure on them and they'll instantly surrender. Otherwise, use short, controlled bursts to keep your fire away from the civilians and into the heads of the terrorists. There is only one acceptable outcome: The hostage goes home without any holes.



**Force the terrorists to surrender or die so you can save the hostage.**

## Flanking



**Whenever two doors lead into the same room, consider using a Zulu code and attack from two different directions.**

Shooting from one position can work, but shooting from two different positions is twice as effective. If you can catch the enemy in a crossfire, they won't know what hit them. During the confusion, you will mow them down as they try to decide who to go after.



**Move your men in one direction.**

When attacking a difficult enemy position, analyze if there is more than one avenue of attack. If there is, use it. Send your men to one of the strategic spots (maybe through one door) and you head for the second one (maybe another door).



**You head in the other direction.**

Attack simultaneously and drive the terrorists to panic. They may not know what direction to turn, so as they swing to attack your men, you cut them down from the side (and vice versa, as your men protect you). By flanking them, you set up a

nice crossfire to catch them with the most hits.



**You hope to catch the enemy between your arcs of fire.**

The battle should go much faster than if you had attacked from a single point. Sometimes, fights like that can go on a long while as you trade shots back and forth. Inevitably, you take damage from a gunfight like that, so look to work together as a team to cut down on unnecessary harm.



**Do your job and the enemy won't stand a chance.**

## Super Vision



**Shadowy corners can be hard to see into sometimes.**

Don't run around with your normal peepers. On nighttime missions especially, you need the use of your special visions. Night vision can brighten the darkness into daylight conditions, and you can certainly notice movement better with the brighter whites against the green. Even inside buildings, you may want to switch to night

vision to keep things crisp and 100 percent in focus.



**Night vision illuminates things a bit.**

In combat, though, thermal vision can't be beat. As long you don't have to navigate through too many obstacles, thermal will pinpoint enemies like a torch in the dark. You can even see heat signatures through barricades and on the other side of locked doors. With so many pressure situations where every shot counts, how can you give up this advantage?



**Human bodies glow through the magic of thermal vision.**

## Cover Me



**Without help, the task of storming the shipyard looks impossible.**

Next up on your agenda is to storm a shipyard guarded by a slew of enemies. At the front of the yard, there's a chokepoint between two stacks of crates that puts you at serious risk—three or four enemy guns are trained in that one area. Yet you need to get through.



Send your team to an elevated point for a superior firing angle.

First, clear out the initial area. Survey the locale and pick out a good cover area. In this case, your team can climb the crates in the yard and cover your back from a superior elevation that overlooks the whole place.



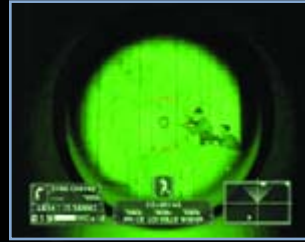
Attack the area on your own.

Once they're in position, it's like you've set a trap for anyone who messes with you. As you sprint into the area, the enemies will pop up and your team will identify and eliminate. On your own, you would have to fight five-to-one odds. Not with your team up there, though.



You can't account for everyone yourself.

Your team kills three of the five enemies, leaving you to mop up the remaining two. The only way to survive dangerous situations is to work together. The cover command can serve as excellent defense in the right circumstances.



In the right place at the right time, your team saves your hide.

## Multiplayer

primagames.com



Work together as a formidable team and you can beat any mission.

You're ready for the real world now. Go score up some weapons and report to your commander for your first briefing. Pretty soon you'll be showing the instructors how things are really done.

# MULTIPLAYER

Commanding a squad has its merits, but imagine if you could play through these missions with a few friends or against hordes of raving-lunatic humans. Well, you can. The multiplayer aspect of *RAINBOW Six 3* allows you to enjoy your favorite maps all over again from an entirely different spin. Or maybe not entirely different—you still have to survive.

## Multiplayer Madness



Human opponents will be a welcome challenge online.

So you battled your way through all 15 single-player missions? Time to forget everything you know. Solo and multiplayer are like night and day. Think about it. You

pit your mind against other humans in multiplayer, not an A.I., and many of the strategies you applied to a four-man team go out the window when each member of that team can act independently. The following are some fundamental differences.

## No Breathers

In single-player mode you can play methodically. Without a clock or someone screaming for help in your ear, you can leisurely recon the area, set up your battle plan and then call the shots when the time is right. It's a different story in multiplayer.



Don't slow down in multiplayer or you're a target to a lot of guns.

Don't stop moving if you can help it. A moving target makes it difficult or impossible for the enemy to sight you. Against a group of enemies, circle and flank them as you fire. Dancing around increases your odds of living and can set you up for a better angle on any number of enemies.

In cases where you're assaulting an enemy position or there's a target guarded by the enemy, single-player tactics might apply. If you have time, you can set up a long-range shot to minimize the risk. Maneuvers like "breach and clear" can prove effective given time to coordinate.



Work with your teammates to coordinate attacks.

## Lock and Reload



Experiment with different weapons to find one that best fits your style of play.

Depending on the size of the battle, you may want to stock up on a weapon with some shells behind it. In longer fights, use the Galil ARM over the M16A2 because of its 100-round clips. Throw the suppressed-fire weapons out the window. Stealth is seldom an option, and the damage potential you sacrifice for such weapons won't be worth it. Unlike the single-player missions, the sniper rifles can be effective if you're designated as a sniper on your team or want to guard a single location with a good view.





If you like to wait for enemies to come to you, the sniper rifle can work on the bigger maps.

The grenade launcher should be your backup weapon. Especially in a game with lots of potential targets, a fragmentation grenade can do in one explosion what a burst of bullets could not. Keep in mind that you can lob grenades down stairwells, over balconies, even bank them around corners in an office. There really is no downside except, maybe, if you get shot in the act of tossing one.

## Room for Improvement

You had better know where every toilet on the map is, or at least where each closed door, stairwell, and spawn point is. Where can you find cover under fire? What's the most strategic ambush point? If you don't know it, you can bet your opponent will and make you pay for that mistake.



Know where the hot spots are on your map.

Heard of camping? It's not toasting marshmallows around the fire and telling ghost stories. It's sitting on the best map spots. For example, on the Island

Estate map, players might stake out the various balconies to get much better shots on the unfortunates below. You need to know the favorite camping spots so you can prevent others from gaining them or—join the crowd—and exploit them yourself.



People will tend to camp at key strategic "chokepoints" that you will have to pass through if you want to enjoy another section of the map.

As you play, study all the insertion points. Once you figure them out, you can immediately take off toward your objective without wasting time with the map. When you blow up an enemy, you'll also have an idea of which direction the next one might be coming from. Knowledge of the spawn points can help you plan better attack strategies and give you a "sixth sense," as you can sometimes anticipate the enemy's movement.

## Voices in Your Head



Talk with your allies before diving into combat.

In single player, you are the only voice. You tell your teammates what to do, and they do it. It may not be the same in multiplayer unless you're an excellent team leader. Most likely, your teammates will want to have

a say in the battle plan. You need to communicate effectively with them, or you'll be like a lost deer during open season. Appoint one person the leader; and if you get into a disagreement, resolve it quickly, or the enemy will end it for you.



As leader, you plan out the attack for your squad.

## Split Screen



In split-screen mode, avoid venturing out of the visual range of your team mate.

The split screen multiplayer mode is new to the PS2 version of *RAINBOW Six 3*, allowing you and a friend to play through the missions co-operatively. In this mode, the screen is split horizontally with Player 1 controlling the operative on the top, and Player 2 controlling the operative on the bottom half. The missions play the same way as they do in the single player mode, but this time it's only you and your buddy.



Have one team member use thermal vision to scan through closed doors before making entry.

An extra set of eyes is always welcome, but the split screen mode can take a while to get used to. For rookies, the most challenging part of playing a split screen game is focusing on your half of the screen. At first, the best way to deal with this is to solely focus on your portion of the screen and not immediately concern yourself with what your teammate is doing. In other words, take some time to get used to it. To help, one of you should try playing with your night vision on. This will illuminate one half of the screen in green hues, making it easier to differentiate between the two screen halves.



Try staging ambushes by having your buddy flush out terrorists from one area while you provide cover.

Once you've trained yourself to move and act independently of what else is going on it's important to have a good idea of where your other team member is. Try not to stray too far away from your teammate. As a rule, always stay within visual contact. This way you can support each other should one of you come under fire. For best results, take turns leap-frogging from one piece of cover to the next as you work your way through the level.



Teamwork is essential when clearing rooms. Designate one team member to open doors and toss in grenades while the other moves in to assault.

### Crossfire



Crossfire is a very straight forward map. It is ideal for beginners who want to learn how to use the different weapons without having to worry about the geometry of the map, or for experienced players who want to do 1-on-1. Gameplay is fast and you can find enemies easily. The corners of the wall and some crates provide simple cover points.

### Garage



Garage takes place in a car dealer shop in New Orleans, USA. This map is mostly indoors, so a good short range weapon or assault weapon is best. There are many cover points and no long line of sight except for the show room area. This is where a long range weapon should be used to cover both doors. Hallways are narrow so you can make good use of frag grenades. You may want to cover your back with gas grenades in narrow places. While playing in team, you can go to the outside area (where the truck is located), a good tactic would be to pass round through the workshop area to catch the other team in the back while they are fighting near the truck.

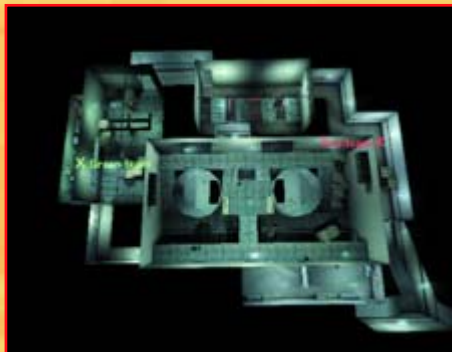
### Import/Export



Import-Export's gameplay revolves around a street in Caracas, Venezuela. The map is a set of medium sized areas next to a long street which provides a good line of fire from both upper ends. A medium range or assault weapon should be used in this map. The rooms contain a minimum number of cover points, so make sure they are clear before entering. The street, on the other hand, has lots of cover points, but be aware of grenades from above. In team play, a team member should cover the street while the others clean the rooms.

You should look out when entering the two small outside areas with the stairs. There you are vulnerable to enemy fire, if someone is waiting for you around the corner on top. Two windows (one on each side) also allow you to keep an eye on the street from inside.

### Meatpacking



Meatpacking is set in a meat packing plant located in Caracas, Venezuela. Except from the large processing room and some small rooms, most fights will occur in narrow halls. If you have good frag grenade skills you can do some damage here. A gas grenade can be useful to cover your back in those narrow corridors. In the meat processing room you will also have to look up, when entering from any of the two lower doors, for enemies on the catwalks. In team play, teammates should not be too close to each others in the corridors. Since they are narrow, a cleverly thrown grenade can wipe out all team members. A team member could also go the other way round to try to catch enemies from the back. Long range weapon are not useful in this map.

### Old City



Old City is located in Dubrovnik, Croatia. The map is in an urban area, like Trieste. There are medium sized lines of fire in the streets and close quarter zones inside the buildings, so an assault weapon is the best for this map. The streets offer few cover positions so you should always run for the next corner. There is no perfect sniping position, but there is an elevated position on a balcony that can be used to toss grenades on enemies passing below.

### Presidio



Presidio is a tight map that revolves around a warehouse. It will not take you long to find your enemies. Three alleys with lots of cover around the building enable a medium length firefight and give fast ways to get around enemies, while rooms will provide intense close quarter combat. Be aware when climbing the stairs to the second floor; some players like to go there and wait for other players to come up. Frag grenades are useful in the alleys to get enemies hiding behind boxes. If you are the camper type of player, you can use gas grenades in the two stairs while waiting for your targets to come up.

### Prison



Prison is located in an old abandoned detention center. The action takes place in and around the outside courtyard of the prison where inmates previously went to exercise. The outside section is dark so night and heat vision will be useful. There are three sniping spots that give a view on the courtyard: one from the tower, one from the window from the south hallway, and one from the small balcony on the northern building. Be aware when sniping, it is always possible that someone gets you from the back. The central area is less dangerous than the one in streets if you are on the lower level, but it is still a good place to receive grenades on the head.

- When playing in team, the members of green team should not rush out in the courtyard. Since they start on a lower level, they will enter the courtyard on the lowest floor and will be vulnerable to grenades.
- Ladders are high in this map so think twice before climbing one.
- Good map for long range weapons.





## Sandstorm



Sandstorm takes place in a training camp in the desert, during a sandstorm. Visibility is very low in this map, so there's no need for snipers or long range weapon.

Heat vision will help you see enemies. Crouching behind obstacles or in the trenches will give you a better chance of not being spotted. You must be aware of grenades spamming in this map. The map is tight and open, it is easy to kill enemies throwing grenades. The only refuge from grenades will be behind the brick walls.

## Streets

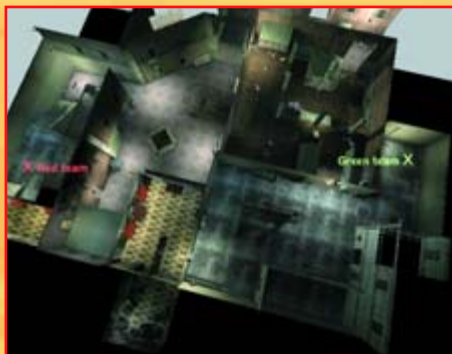


Streets is based on the popular City Street from the Rainbow 6 series. It consists of two bases with a large and dangerous open area in between. There is an underground connecting the two bases. It is the place to be if you are afraid of snipers. Indeed the open central area is surrounded by sniping spots. Fire can come from anywhere: from the windows of the bases or from the buildings on the sides. Running in this area is never safe. Smoke grenades are useful in this area to hide from enemies, but be aware of enemies using heat vision.

- The outside area is dark, so use night and heat visions.

- When playing in team, there should always be someone providing cover from the windows.
- There are several ladders in this map, and you should make sure the area is secure before using them. A man staying too long in a ladder is always an easy kill.
- One of the best maps to use long range weapons.

## Trieste



Trieste takes place in a typical Italian small city environment. As it is night, some places are dark so night vision will be useful. The map is medium sized with good connections, so you should always stay alert because it is easy to get shot in the back. The most dangerous place is the open area on the lowest level, there are few cover spots and shots can come from many places. But it is a good place to watch and wait for enemies. In team play, a member of the team could keep position on the small balcony where there is a nice view on this area.

- In this map you can make good use of assault weapons.

# MISSION 1: ALPINE VILLAGE

**Briefing:** Let's get right down to business. We have a hostage situation in Switzerland. It seems that an unknown group of terrorists have attacked the G8 economic meeting early this morning, and things have escalated to a level where the Swiss government is formally requesting our help. The terrorists took members of the Venezuelan delegation hostage in the village near the conference and are demanding that Venezuela stop selling oil to the U.S. in exchange for their release. Obviously, both the Venezuelan and American governments are a little upset over this, especially since the terrorists took the Venezuelans hostage and let the other delegates go.

The reports the local police have given us indicate that the terrorists are neither well organized, nor well armed. The one thing they do have in their favor is numbers. You're going to be facing roughly three-to-one odds when you go in, but I expect your training and skill to make the difference here. Take them out quickly—it's the only chance the hostages have.

<b>Intel:</b>	
<b>Location:</b>	Jura Canton, Switzerland
<b>Date:</b>	15 Oct 07
<b>Local Time:</b>	21:12
<b>Weather:</b>	Snow on ground, possibly snowing
<b>Rainbow Backups:</b>	Eddie Price, Louis Loisel, Dieter Weber
<b>Suggested Gear:</b>	
<b>Primary Weapon:</b>	G3A3
<b>Secondary Weapon:</b>	M203 RP
<b>Equipment:</b>	Frag Grenade, Smoke Grenade
<b>Briefing Objective:</b>	
Secure Venezuelan G8 Delegates	

## Tactics

### Initial Objective

- Fight your way into the village



Your team begins the mission on the outskirts of the village. Take some time to experiment with the night vision and thermal vision. However, you're better off leaving the two devices off for now.



Start by moving forward from the insertion point toward the first corner ahead.



Turn right at the corner and sidestep out into the open, aiming down the road. Stop and wait here to ambush a patrolling guard.



Zoom in and pick off the wandering terrorist as soon as he comes into view.



Without moving another step, switch to the M203 grenade launcher and aim into the open upper-story window on the left. Fire one phosphorous round through the open window to incinerate the concealed sniper inside.

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Switch back to your primary weapons and continue down the street. Ignore the side paths to the right and stay along the main road.



When you reach this building, stop and lean left while side stepping left. You need to find another tango guarding the courtyard ahead.



As the tango comes into view, zoom in and drop him with a quick burst.



When the tango in the courtyard is down, move along the left side of the road and creep forward along the wooden building.



When you spot this picket fence on the left, get ready to take out another tango hiding behind it.



Side-step slowly until you can see the terrorist and surprise him with a few rounds to the torso. The courtyard is now secure.



Turn around and move toward this door.



Open the door and flip on your night vision before stepping inside.

• **CHECKPOINT** •

### New Objective

- Secure Hostage



Step into the small dark room and locate a ladder leading up on the left side.



Try not to make too much noise while moving to the ladder. Climb it to the next level.

### Tip

**Be as quiet as possible when assaulting this building. Excessive noise may send the terrorists scrambling, making their actions unpredictable.**



At the top of the ladder you see a door ahead. Turn off your night vision for now—there's more than enough light up here.



Creep toward the door and open it quickly to catch the tango inside off guard. Gun him down before he can raise his weapon.



Step inside the small room and train your sights on the partially open door on the right.



Stay to the right of the doorjamb and open the door. Quickly mow down the tango at the top of the stairs.



Stay in the doorway and aim down the stairs. There's another terrorist positioned near the fireplace. Zoom in and fire a few rounds into his chest.



Descend the staircase and load a new clip if necessary.



At the bottom of the stairs, turn right to spot another set of stairs leading down into the basement. You can see the shadow of a terrorist standing just below.



The basement is dark, so flip on your night vision before assaulting. Now equip the M203 and fire a phosphorous round at the terrorist's shadow below.



Quickly switch to your primary weapon and sidestep down the stairs while aiming through the banister supports.



When you reach the bottom, stop and scan the room for another terrorist. Watching his buddy go up in flames has probably sent him running for cover.



Hold this position until he shows up. He's probably hiding in the short hallway at the back of the room. Zoom in on this area and pick him off as soon as he shows himself.



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With the basement clear, move toward the door on the opposite side of the room.



Deactivate your night vision and step outside into this alley.



Move to the corner and peek around the corner to the right. Watch for tangos patrolling the road in front of the church.



If it's clear, step to the left side of the alley and aim up at the church's bell tower. Equip your M203 grenade launcher and fire a round into the tower. This should take care of the sniper.



Prepare to be attacked shortly after firing the grenade. Switch back to your primary weapon and engage the enemies in the road ahead. You may also be attacked from behind, so make sure your team is watching your back.



When the gunfire ceases, creep out toward the road while aiming to the left.



Peek around the left corner and take out any terrorists lurking at this end of the road.



Now turn around and scan the opposite end of the road. Sidestep out of the alley and watch for movement near the van in the street. Chances are, most of the terrorists were killed in the earlier firefight.



The church's front entrance is barricaded, so cross the street toward the church's side door illuminated by a street lamp.



Approach the door to initiate the second part of the mission.

### • LEVEL LOAD •



You find yourself inside the church's side entrance. The hostage is being held in the chapel, located through the door on the right. Order your team to hold in this room—a massive assault awaits you. You're better off taking out the terrorists one at a time.





Open the door and step in the foyer at the back of the chapel.



Turn to the opening on the left and lean right.



Zoom in and sidestep to the right until the first terrorist comes into view. He'll probably take cover behind a pew. Take him down quickly with a head shot.



Continue sidestepping right until you spot the terrorist at the altar—he's guarding the hostage. Center your sights on his head and squeeze off a quick burst. Firing longer bursts runs the risk of accidentally hitting the hostage.



There's one more terrorist in the chapel along the far left side. By now he's probably in full panic mode, searching for cover. Wait until he stops before opening fire.



With the third terrorist down, swing your sights to the wooden door on the right side of the chapel. A fourth terrorist rushes through the door in an attempt to ruin your rescue effort. Blast him as soon as the door opens.



Lower your scope and scan the front of the chapel for the hostage. When you spot her, order your team to move in and secure her.



Watch the door on the right while your team secures the hostage.

### New Objective

- Secure Second Hostage



After the first hostage is secured, approach the wooden door on the right of the chapel and open it.



Behind the door is a small hallway. Move toward the closed door on the right.

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Stay along the right side of the door and open it. Lean to the left and aim down the dark corridor ahead.



Zoom in and blast the tango at the far end.



Hold this position and wait for a second tango (with a flashlight) to investigate. Gun him down as soon as you have a clear shot.



Lightly step into the corridor but stop when one of the windows on the left is shattered by an explosion outside.



Turn to the closest window on the left and sidestep to the right to spot the grenade-tossing culprit. Surprise him with a quick autoburst.



The rest of the hallway is clear. Move to the far end and look for a closed door on the right—this leads into a library.



There's one more tango inside the library. Your team is best equipped to take out this threat. Stand back and order them to "flash and clear" the room.



Watch as your team stacks up on the door prior to entry. When the room is clear and the tango is down, join your team inside.



With your team covering near the door, sweep the rest of the library by yourself. Look for the stairway located in a nook on the left side of the room. This leads down into the church basement—where the last hostage is located.



Approach the steps and order your team to regroup. Activate your night vision while aiming down the steps.



Slowly creep down the steps. At the bottom, turn right and enter this small room.

**• CHECKPOINT •**



Quietly step into the next room and turn left. A panicked terrorist makes a break for it.



Make sure he doesn't escape.



Scan the rest of the room and approach this arched passageway on the left side. The last hostage and the rest of the terrorists are located down the adjacent corridor. Order your team to hold in this room and prepare to go in solo for the final assault.



Load a new clip and drop into a crouch. Sidestep left into the hallway using this overturned pew for cover.



Lean to the left and peek around the pew to get a better view of the corridor and the room beyond.



Zoom in and locate the first terrorist crouched along the right side of the corridor. If he spotted you coming in, he may have moved to the left side. Either way, take him out before he can open fire.



Hold this position and wait for a second tango to investigate from the right. Fire a quick burst at his torso.



Now stand up and step to the left side of the corridor. The tango guarding the hostage is ahead.



Zoom in and pick him off with a decisive head shot. Don't hit the hostage kneeling to the right of the terrorist.

### Tip

**Remember, if your aiming reticle turns green, don't fire! This means the hostage (or another friendly) is in your sights.**



## Mission 2: Mountain Highway

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The area around the hostage should now be clear. Swing to the right side of the corridor and equip the M203. Fire a phosphorous round into the side room on the left. Two terrorists hide in here waiting to ambush you. Empty your launcher on this room until they're toast.



Even after firing a grenade in this room, keep your sights trained on this opening—one of the terrorists may have survived. Gun down anyone who runs out.



Hold in the corridor and order your team to enter the hostage room ahead. They'll easily mop up any terrorist survivors.



Once your team is in position, follow them in and scour the right side of the room ahead to find the last hostage.



Complete the mission successfully by ordering your team to secure the hostage.

# MISSION 2: MOUNTAIN HIGHWAY

**Briefing:** Keep your gear on, because I'm going to have to throw you right back into the field. It looks like a few terrorists escaped the village before the Swiss managed to get their perimeter in place. Luckily, they didn't do a good job of running. Seventy clicks northeast of the village, they wiped out in a tunnel and took a few other cars with them. Now they're holed up inside the tunnel itself and have wired an overturned fuel truck with explosives. If the police go in, they blow the truck. The terrorists have also taken a pair of hostages, and are threatening to kill them if they don't get a ransom and a one-way ticket out of the country. Your

objectives, Domingo, are simple. The Swiss police will maintain a perimeter on the tunnel. You and your team are to enter the site, secure the hostages, and make sure that fuel truck doesn't get torched. Good luck.

### Intel:

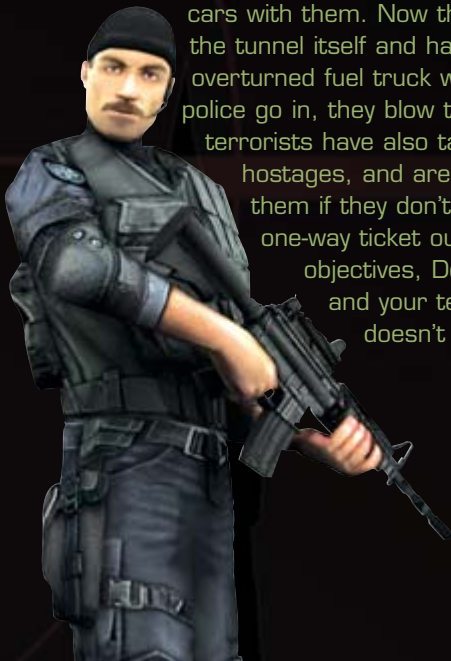
Location:	Gstaad, Switzerland
Date:	16 Oct 07
Local Time:	01:20
Weather:	Snow on ground
Rainbow Backups:	Eddie Price, Louis Loisel, Dieter Weber

### Suggested Gear:

Primary Weapon:	M16A2
Secondary Weapon:	M203 HE
Equipment:	Flashbang, Smoke Grenade

### Briefing Objective:

Defuse bomb and secure hostages



## Tactics

### Initial Objective

- Defuse Fuel Truck Bomb



A Black Hawk drops your team just outside the tunnel. You need to clear out the terrorists guarding the tunnel before defusing the bomb.



Start off by moving along the right guardrail, passing the first police SUV. Slow down when you spot this van ahead.



Creep around the back of the van and lean right to spot the first tango. Pick him off before he spots you. Whatever you do, don't let him retreat back into the tunnel.



Move around the side of the van while facing the tunnel and sidestep to the left.



Lean to the left and peek around the overturned SUV ahead. Zoom in to pick off the terrorist at the far end of the tunnel. Another terrorist may step out to investigate. Take him out if he shows—it will make defusing the bomb much easier.



Step back to the right side of the road and approach the tunnel's entrance.



The fuel truck and bomb are just ahead—but there are more terrorists to eliminate before you complete the first objective. Keep an eye on the door to the left while moving toward the back of the overturned fuel truck.



When you reach the back of the truck, order your team to hold and provide cover. They cover the door while you deal with another terrorist and defuse the bomb.



While your team provides cover, turn toward the front of the truck and equip a flashbang. Toss the grenade over the bomb so it lands on the street in front of the truck. Look away as it explodes.

### Tip

**When operating near the bomb, you must move quickly but quietly. Otherwise, the terrorist in front of the fuel truck may toss a grenade at your team.**

## Mission 2: Mountain Highway

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Switch back to your primary weapon and rush toward the front of the truck to gun down this tango while he's stunned. Meanwhile, your team engages three terrorists attempting to counter-attack through the door on the side of the tunnel.



Once the dazed terrorist is down, take cover along the side of the truck and aim toward the now-open door. Scan for more terrorists before moving back to the bomb.



When it's clear, get to the bomb and defuse it. Your team covers you while your back is turned.

### New Objective

- Secure Hostage



With the bomb defused you can now head inside and start searching for the hostages. Begin by moving past the fuel truck and access this walkway along the side of the tunnel.



Follow the walkway until you come to the open door on the right. Cautiously sidestep inside and scan the hallway for any stragglers.



Move through the hall and look for the opening on the left.

### • CHECKPOINT •



At the next doorway, lean to the right and peek inside this large garage.



Zoom in and aim ahead to spot the terrorist patrolling the opposite loading platform. End his patrol with a head shot.



Shuffle to the right while aiming to the room's far left side to locate another tango. Take him down before he spots you.



Back away from your scope and peek around the doorway as shown to spot another terrorist.





When all three terrorists are down, enter the garage and make your way to the double doors on the other side.



If the second terrorist doesn't come down the steps, he's probably holding at the top of the stairs, waiting to ambush you and your team.



Move through this small storage room and advance toward the door on the left.



Open the double doors and turn left down the adjoining hall. Approach the door on the right and open it.



If this is the case, back up the steps and scan the landing above. As soon as you see the terrorist's head, squeeze off a few rounds to neutralize him.



While facing the door, push the door open slightly until you can see a tango at the end of the hallway ahead. Blast him, then push the door all the way open.



Step inside this stairwell and stop. A tango is descending the stairs, making him an easy target. Once he's killed, hold this position and wait for a second tango.



Continue moving up the stairs and approach the door on the right.



Step inside the next hallway while aiming toward the double doors on the right.



Turn right in the next hallway and open this door.



Zoom in and pick off the first guard that walks through.

## Mission 2: Mountain Highway

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### LEVEL LOAD



Hold this position and pick off a second tango that steps out to investigate.



Approach the doorway and lean right to pick off the terrorist positioned behind this security camera console.



Now turn to the single closed door on the right and order your team to "flash and clear" the room.



Make sure there are no other terrorists hiding out before stepping inside and exiting through the double doors. Order your team to regroup.



Provide cover while your team clears the room.



After exiting the security room, you are back in the hallway. The open door on the left leads into a small restroom. It should be empty, but peek inside before leading your team past the doorway.



When your team announces the room is clear, move in behind them and look for this open doorway on the left side.



At the end of the hallway turn left and advance toward these double doors to load the next level.



The next level starts in a small dark room. Approach the door on the right and open it.



Step out of the doorway and move along the left side of the elevated walkway while aiming toward the scaffolding on the far right side of the room. Watch for a tango moving along the scaffolding and drop him with a quick burst.



Move next to the railing and aim down to take out another tango on the floor below. You may be able to pick off a second terrorist too. Take out all that you can see from this position.





Once the floor is clear, turn back to the walkway and move to the room at the end.



Turn right inside the room and approach the closed door. But be cautious—another terrorist may open it.



When you're next to the door, aim down slightly and open the door. Immediately open fire on the terrorist standing on the steps below.



Make your way to the bottom of the staircase and stop before reaching the open doorway ahead.



If you didn't eliminate all three terrorists on the ground floor near the scaffolding, you have to deal with them now. Lean to your left and step out of the doorway until you have a good view. Take down any stragglers from the cover of the doorway. Drop them fast—one of them may toss a grenade at you.



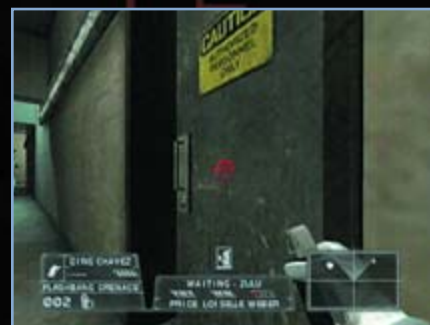
When the room is clear, exit the stairwell and turn left to open this closed door.



Move past these barrels in the adjoining hallway and follow it to the left.



At the first door on the left, order your team to "breach and clear" on Zulu. The first hostage is inside the large room behind this door. You must attack from two different doorways to get the upper hand.



While your team sets a charge on the door, continue down the hall to the next door. Move into the corner as shown and drop to a crouch. Once you're situated, equip a flashbang.

### Tip

**Before assaulting the first hostage room, check your ammo and load a new clip if necessary.**

## Mission 2: Mountain Highway

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### New Objective

- Secure Second Hostage



From a crouched position, push the door open a crack until you have adequate space to deploy the flashbang—try to toss it into the center of the room. Turn away from the explosion and switch to your primary weapon. As soon as the flashbang goes off, give the Zulu go code.



Zoom in on the truck in the garage and pick off the tango standing in the back. There's a good chance your team already took care of this threat.



While your team secures the first hostage, move toward the garage and drop to a crouch.



Stand up and barge into the room. The hostage is located on the opposite side, so watch your fire. Hold this position and watch for tangos scrambling about. Meanwhile, your team has breached and entered to your left, and is engaging tangos at the far end of the rectangular room. Help them mop up.



Although the gunfire has stopped, it's still not safe to secure the hostage. There are a couple more terrorists on the walkway above. Step out into the room's center and scan the walkway above.



Creep forward and scan both elevated walkways on each side of the room. There may be a terrorist on each walkway.



When things cool down, approach the concrete pillar to your left and peek around it toward the garage at the far end.



Scan the full length of the elevated walkway and engage the terrorists as they come into view. You can speed up the process by blasting the walkway with your M203.



If you're having trouble spotting these threats, try to dislodge them with high explosive rounds from your M203. But save at least one grenade—you'll need it soon.



When the walkway is silent, order your team to regroup. Now locate the hostage and order your team to secure her.



Once the hostage is secure and the garage is clear, order your team to regroup. Enter the garage and turn right to access the open doorway.



Turn left in the adjoining corridor and advance down the hallway.

### CHECKPOINT



After your game saves at the checkpoint, switch to your M203 and inch forward while aiming up. A tango is waiting to ambush you on the ductwork above. Fire an HE round at the ceiling above to take him out.



Switch back to your primary weapon and continue down the hall toward these double doors.



Open the door and step inside the next room while aiming at the next set of double doors along the wall on the right.

### Tip

**In some instances the next set of double doors may be open, allowing you to get the jump on the three terrorists in the next room. Chase them down before they can run behind cover. But if the doors are closed when you arrive, have your team breach them and conduct the assault as described below.**



If the doors are still closed, order your team to "breach and clear."



Stand back and wait for your team to blow the doors open. The blast alone is enough to take out any terrorists standing on the other side.



Follow your team into the large room and help them clear out any tangos.



Use the stacks of cinder blocks for cover and lean out to engage the tangos at the far end of the room.

## Mission 2: Mountain Highway

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When the gunfire stops, cautiously advance through the room and order your team to regroup.



When your team is properly positioned, throw the door wide open. Your team should be able to engage a few terrorists standing outside.



Look for these double doors on the room's right side and follow them into the next corridor.



While your team provides cover, crouch down and move toward the open doorway. Peek underneath the wrecked pick-up truck and cap some tangos in their legs.



As you turn left down this span, slow your movement to reduce noise. The last hostage is located in the tunnel outside. But you'll have to plow through plenty of terrorists and wrecked cars before you can complete the mission.



Creep out toward the back of the same pick-up truck and stand up.



Move along the right side of the door, as shown, and order your team to provide cover. At least one of your team members sets up so he can take shots through the door as soon as it's open.



Immediately zoom in and start picking off terrorists farther down the tunnel.



When the area ahead is clear, step out to the left while aiming along the right side of the tunnel. Another terrorist is located along the elevated walkway. Blast him before he can zero in on your position.



Hold in the tunnel for a few seconds and scan ahead for enemy activity. Locate this car along the right side and order your team to move out in this direction.



Provide cover while your team leapfrogs ahead moving toward the car. Watch for enemies moving from behind the sideways tanker truck.



When your team is in position, move toward the car on the right side.



Follow in behind your team and take cover behind this car.



After you reach the car, equip a smoke grenade and toss it in front of the tanker truck.



Creep up toward the car and scan the tunnel ahead. From this position you can see the hostage kneeling along the left side of the tunnel. You should also be able to see any more terrorists patrolling near the hostage. Take out any tangos you can spot from here.



Order your team to move toward the front of the tanker truck. While en route, they stand a good chance of taking out the remaining terrorists.



Even if it looks clear, play it safe and deploy another smoke grenade near the hostage.



Follow up by ordering your team to move toward the hostage. Provide cover as they move into position.



When the area is clear, move forward and order your team to secure the hostage.



Securing the last hostage marks the end of another successful mission.



# MISSION 3: OIL REFINERY

**Briefing:** You're heading to Curacao, but it's not for vacation. We've got an oil refinery in hostile hands, and the terrorists inside are threatening to detonate the bombs they've placed around the site unless their demands are met. They're asking for the same thing the amateurs in Switzerland wanted: an end to Venezuelan oil shipments to the U.S. That's enough to make Intel think that we're dealing with another branch of the same organization here. Just to make this even more fun, they've got a hostage—the refinery's facilities director. The terrorists have already said he'll be shot immediately if anyone comes in after them, so you know you have your work cut out for you. Go in silent and go in fast, and I'll see you when you're done.

**Intel:**

<b>Location:</b>	Curacao, Dutch Caribbean
<b>Date:</b>	29 Oct 07
<b>Local Time:</b>	19:25
<b>Weather:</b>	Rain
<b>Rainbow Backups:</b>	Eddie Price, Louis Loisel, Dieter Weber

**Suggested Gear:**

<b>Primary Weapon:</b>	Galil ARM
<b>Secondary Weapon:</b>	M203 RP
<b>Equipment:</b>	Flashbang, Frag Grenade

**Briefing Objective:**

Defuse bombs and secure hostage

## Tactics

**Initial Objective**

- Difuse Bomb



The refinery is crawling with tangos so take a deep breath before taking the first step—a couple of threats are just around the corner.



Turn left and sidestep out to the right while leaning right. Peek around this corner to spot the first two tangos—one of them has an RPG!



Hose down the area with automatic fire until both tangos are down for the count.

**Tip**

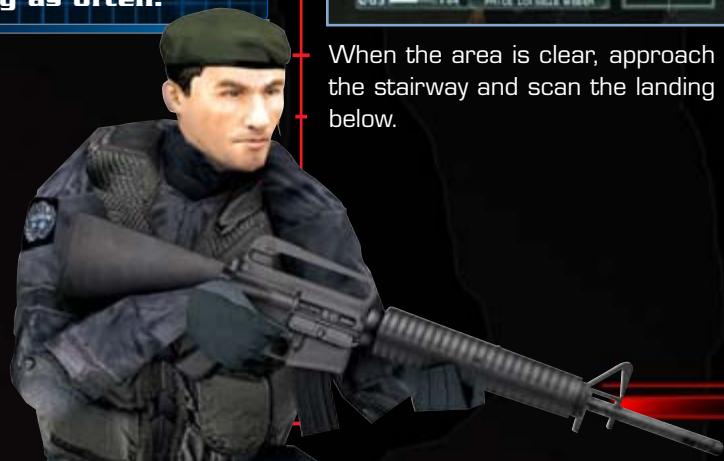
**The Galil ARM may seem like an awkward choice for this mission, but its 100-round drum capacity makes it great for laying down a wall of lead. Plus, you won't have to worry about reloading as often.**

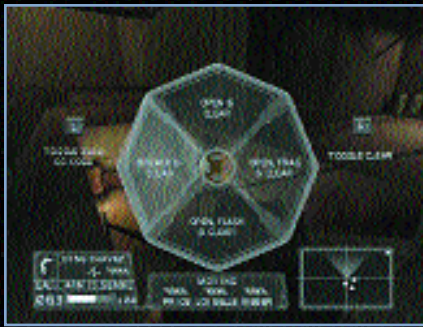


Now turn right and aim at the stairway. Another terrorist comes to investigate. Pick him off before he can open fire.



When the area is clear, approach the stairway and scan the landing below.





Center your sights on the door below and order your team to "breach and clear."



Stand back as you team breaches the door. Provide cover as they enter.



Fall in behind your team and enter the facility, keeping your eyes on the left side of the room.



Sidestep to the left and pick off this tango hiding behind the equipment next to the steps.



Approach the short flight of steps and order your team to regroup.



Slowly climb the steps and pause at the top to blast a few tingos running about. Hold this position until enemy movement ceases.



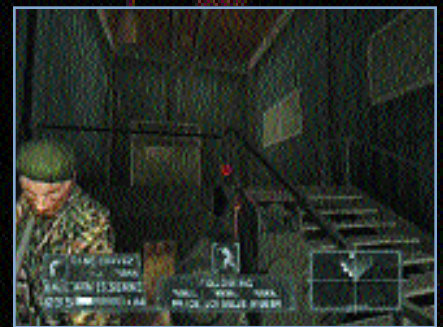
Move forward along the metal catwalk while watching the corner to the left and the open doorway to the right.



Peek around the corner to the left to kill any tingos camping out in this area. Watch for tingos hiding behind the stack of crates along the right side.



When it's clear, turn around and move through this doorway leading outside.



Climb the steps to the next level. Stay alert.



The next two doors lead into a single office—the perfect opportunity for a Zulu code!

## Mission 3: Oil Refinery

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Order your team to "breach and clear" the left door on Zulu.



While they set a breaching charge, approach the door on the right and equip a flashbang. Open the door a crack and toss it inside.



When the flashbang goes off, give the Zulu code and step into the doorway to gun down a terrorist at the back of the room.



Step inside the room and hug the wall on the right side. Let your team take care of any tangos that enter to investigate. They'll approach from the hallway on the right.



When things calm down, order your team to move near this console. This gives them a better view of the next hallway—where the first bomb is located.



While your team provides cover, equip a flashbang. Step out to the left and toss it down the hall as shown.



Order your team into the hallway so they can take down any tangos while they're still dazed. You'll need to cover both ends of the hall at the T-intersection.

### Tip

**Avoid using explosive munitions in the next hallway to minimize the risk of inadvertently setting off the bomb.**



Move into the hall and turn to the right.



Lean right and peek around the next corner to mow down any terrorists you encounter.



When this end of the hall is clear, approach the door on the left.



Peek inside by leaning right. Blast any tangos you can see in the long room before entering.





When it looks clear, enter the room cautiously and watch for more tangos hiding behind the equipment lining the left wall.



When it's clear, continue through the door at the end of the room to rejoin your team in the main hallway. The first bomb is directly in front of you.



While your team continues providing cover, defuse the bomb.

### New Objective

- Defuse Second Bomb



Once the bomb is defused, move in behind it and crouch while aiming toward the door on the left side of the hall. Your team takes out the two tangos that try to enter.



However, one of the tangos may retreat back through the door. If this happens, peek through the open door and gun him down.



Leave your team in the hallway for now, and enter this area—a tango is waiting to ambush you just below this platform.



Slowly move along the left side of the walkway. Pass the first tank on the right and proceed to the next one.



Look down over this railing next to the second tank to spot the tango below. Pick him off before he spots you.



When he's down, continue moving forward and descend this set of stairs. Order your team to regroup now.



Move past the tanks again and approach this doorway.

## Mission 3: Oil Refinery

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Slow down when you reach the door and gently push it open. Peek into the adjoining hallway before entering.



Step up to the open doorway and lean to the right to spot this tango waiting to ambush your team. Let loose with an autoburst to drop him.



When your team is in position, swing the door open. As your team opens fire on the tangos inside, crouch and step to the left to lend a hand. Pay particular attention to the tango in the window across the room.



Creep down the hallway while keeping your eye on the door to the left.



Step into the next hallway and turn left. Watch for more tangos at the next corner.



When the firing stops, step up to the doorway and scan the area to the right. Make sure the tango in the window above is neutralized. On the ground, watch for another tango hiding along the equipment to the right—this is a popular hiding spot.

### • CHECKPOINT •



Watch the door and wait for a tango to step through. Gun him down before he knows what hit him.



Turn left at the corner and take a position along the right side of the next door. The second bomb is inside the next room. The room is heavily defended. Order your team to hold and cover. They'll take up positions so they have a good shot through the doorway.



Move deeper into the room and scan this corner to the left of the bomb. This is another potential hiding spot for survivors.

### Tip

If the door doesn't open, order your team to "open and clear." They're more than capable of taking down any tangos waiting on the other side.

### Tip

If the door is already open when you arrive, eliminate as many tangos as you can from the doorway before entering. Don't rush in until you thin out their ranks.



When the room is clear, order your team to move in front of the door on the right.



Now defuse the second bomb.

### New Objective

- Secure Hostage



Defusing the bomb causes the next door to open. Fortunately your team is in place to take out the terrorist in the adjoining hallway.



Order your team to regroup and enter this dark hallway. Approach the door on the left to load the next level.

## LEVEL LOAD



As the next level loads, you find yourself back outside in front of a stairway. Climb the stairway to the next level and watch the door on the left.



Approach the door and open it.



Step inside the next room and sidestep to the left while aiming at the next corner.



Blast the tango hiding in this dark corner.



Turn left and move toward the next door.



Open the door and be ready to gun down another terrorist.



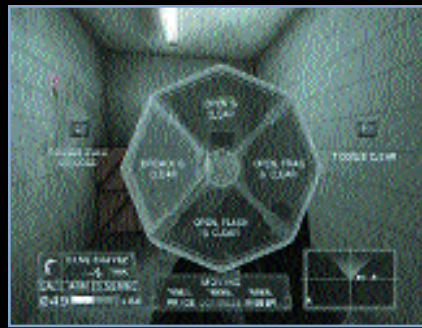
Step inside the small square room and aim at the next door on the right. When it opens, fill the doorway with automatic fire in an attempt to down the three terrorists inside.

## Mission 3: Oil Refinery

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If the terrorists retreat to the back of the room, equip the M203 and fire a phosphorous grenade inside. Listen for screams indicating the incineration of at least one tango.



Begin by ordering your team to "breach and clear" the door. You may hear enemy activity outside, including an RPG slamming into an outside wall.



Hold just outside the doorway and aim at the bottom of these steps. Watch for more tangos rushing out into the open. When it's clear, order your team to move down the steps.



Use the open door for partial cover while stepping into the room. Peek around the door and blast any tango hiding behind the console.



Hold back and wait for your team to blow the door.



Follow your team down the steps while scanning the rest of the area for enemies.



Cautiously step around the console (and any flaming bodies) to enter the doorway along the left side of the room.



Your team will take out most of the tangos on the other side, but provide support where needed.



Move toward the open doorway at the bottom of the steps and order your team to regroup.



Follow the open doorways into this next room. Multiple tangos are on the other side of this door, requiring a full-on assault.

### Tip

**When assaulting this area, target the red barrels. Once struck by a bullet, they'll explode, incinerating any tangos nearby.**



Move through the adjoining hallway and reload your secondary and primary weapons—it's time to rescue the refinery's director.



This door leads into the last area where the director is being held. It is heavily defended by multiple tangos, so get ready for an intense assault.



Start by ordering your team to "breach and clear."



Switch to your M203 while waiting for your team to set the breaching charge. Stand back as they blow the door.



Follow right behind your team and work your way out into the open. Watch for the tango in the upper window to the left and make sure your team takes him out. Otherwise, drop him yourself.



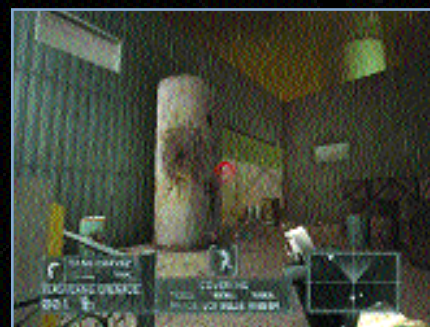
Aim to the left of these crates ahead. A tango with an RPG is hiding back there. If he fires too many rounds at the cylindrical tank on the left it will explode, killing the hostage. Don't let this happen.



Fire a phosphorous round so it slams into the wall behind the crates. Watch for two flaming tangos to rush out, signaling your success.



Quickly load another phosphorous round into your M203 and turn toward the large warehouse sliding door that just opened. Fire at the tango hiding behind the barrels inside.



Now equip a flashbang and toss it into the warehouse.



Before the flashbang goes off, order your team to enter the garage. Switch to your primary weapon and follow closely behind.



Help your team clear out the surviving tangos in this warehouse. The refinery's director is located along the left side near the entrance.



## Mission 4: Island Estate

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When the warehouse is clear, order your team to secure the hostage. This completes the mission.

# MISSION 4: ISLAND ESTATE

**Briefing:** We've got more trouble in paradise, Domingo. When the refinery operation went sour, our terrorists went to plan B. They're holding the CEO of the Venezuelan state-owned oil company and his wife hostage.

The terrorists are asking for a huge ransom for the hostages' safe return. Psych thinks they have no intention of executing the captives—they're too valuable—but we can't count on that, and we all know that accidents happen in this sort of situation. Sending in a full team might panic the terrorists into doing something stupid, and we can't risk that. Therefore, Domingo, this time it's just you and Weber. Go in fast, neutralize the hostage-takers, and get the hostages out of there in one piece.

### Intel:

Location:	Curacao, Dutch Caribbean
Date:	04 Nov 07
Local Time:	10:55
Weather:	Clear
Rainbow Backups:	Dieter Weber

### Suggested Gear:

Primary Weapon:	MP5SD5
Secondary Weapon:	M203 HE
Equipment:	Flashbang, Smoke Grenade

### Briefing Objective:

Rescue PDVSA CEO and Wife

## Tactics

### Initial Objective

- Rescue CEO's Wife



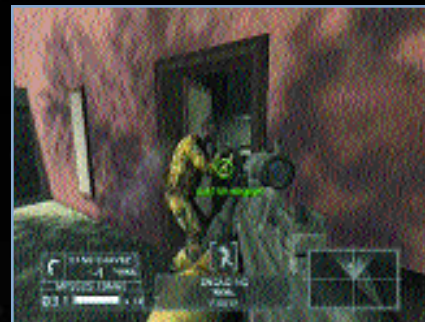
You begin the mission in the driveway of the CEO's estate. Fortunately, no tangos are located outside, so you have a clear path to the entry point.



Follow the walkway until you spot this door. Slow down to reduce your noise.



This door leads into the kitchen and there's one tango inside. Order Weber to "open and clear."



Hold back as Weber opens the door and engages the terrorist inside.

### Tip

The MP5SD5's integrated silencer makes it a good choice for this mission. Whenever possible, you want to surprise the terrorists, not draw them to you with excessive noise.



Enter the kitchen after Weber clears it, then turn to the right. Order Weber to regroup.



Move through the next room and focus your sights on the adjoining hallway.



Fall in behind Weber and aim along the left side of the staircase.

### Tip

**If you're having problems seeing through the smoke, switch to thermal vision.**



Step up to the door and throw it open to blast another tango near the top of this staircase.



Lean to the right and step around the corner to surprise this tango.



Zoom in and watch for another tango peeking around this corner. Time his movements and pop him as soon as you have a clear shot of his head.



When the tango is down, move down these steps, but stay clear of the opening on the right.



Move down the hallway and equip a smoke grenade. Toss it at the base of the stairs ahead.



Order Weber to regroup and carefully climb the steps. Scan the rest of the room for any stragglers.



At the bottom of the steps, lean to the left and eliminate the tango in the next room.



Once the smoke is deployed, order Weber to take up a position at the base of the stairs. He'll take out a tango at the top of the stairs.

## Mission 4: Island Estate

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At the top of the steps, turn right and approach the door in the corner.



Stand along the side of the door as shown and throw it open.



Lean to the right and zoom in to pick off this tango at the end of the hallway.



When he's down, enter the hallway and creep toward the next corner.



At the corner, lean left and pick off this terrorist across the room. But watch him—he might throw a grenade at you.



Hold at this corner and order Weber to move to the railing overlooking the living room below.



From this position he can cover the room below while you clear the staircase in the far corner.



Creep toward this staircase in the corner.



Sidestep to the left and scan the landing below. This is usually a popular tango hiding spot. But you may have flushed the terrorist down into the living room, giving Weber an easy kill.



Even if you think it's clear, continue down the stairs and scan the living room below.



When you verify the room as clear, move back up the stairs to the second level.







Turn left at the top of the stairs and approach these double doors leading into the master bedroom. Order Weber to regroup.



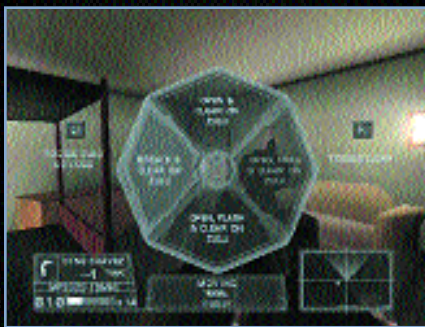
Take a position as shown at the door on the right and wait for Weber to place the breaching charge on his door.



Open one of the doors and scan the bedroom for tangos. There shouldn't be any in here. However, two tangos are guarding the CEO's wife in the adjoining bathroom.



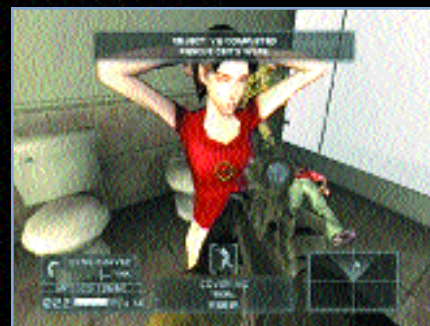
When Weber's ready, give the Zulu code and throw your door open. Gun down the tango next to the CEO's wife—she's the one in the middle, so don't shoot her by accident.



Fortunately there are two doors leading into the bathroom. Order Weber to "breach and clear" the left door on Zulu.



Quickly sidestep right into the room and gun down the second tango while he's still stunned.



When the room is clear, approach the CEO's wife. She tells you her husband is being held in the courtyard.

**New Objective**

- Escort CEO'S Wife to CEO



Order Weber to regroup and exit the bathroom, then the bedroom. Watch for any tangos that survived your initial assault.



Make your way down the staircase leading into the living room.



At the bottom of the steps, locate the wooden door on the left side of the room.



## Mission 4: Island Estate

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Step up to the door and push it open. There should be no enemies inside this small room.



Step into the doorway and lean left to spot a tango standing on the balcony to the right.



Zoom in and look for another tango standing on the balcony. Score a head shot before he can react.



Enter the room and move toward the door in the opposite corner.



Zoom in and take him down.



Now that the area is clear, order Weber to regroup and move toward this door to the left.



Give Weber a cover order and make sure he's aiming toward the closed door.



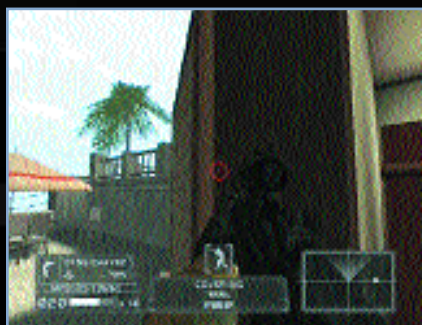
Without moving a step, turn around and lean right. Make sure this door is closed before moving any farther. If tangos exit through this door, drop them from this position.



Stand along the left side of the door and push it open a crack until you can spot a tango inside. Drop him with a quick burst.



Now step up along the right side of the door and open it. Weber will gun down any tangos waiting on the other side.



Now turn around again, facing the balcony. Lean to the left and step out to the left.

### Tip

**Be careful when clearing this room. There may be two tangos inside—especially if you didn't encounter a tango near the door in the courtyard.**



When the room is clear, push the door open and move toward the door at the opposite side of the room.



Move through the door and enter the adjoining hallway, stopping before you reach the next corner.



Lean right and sidestep around the corner to kill this tango in the hallway.



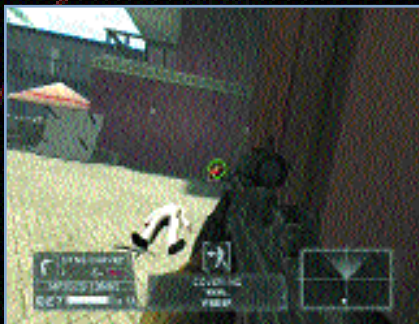
Continue toward the end of the hallway. This door leads out onto the courtyard where the CEO is being held.



Give Weber a cover order and make sure he's aiming at the closed door at the end of the hall.



Stand along the right side of the door and throw it open, giving Weber a clear shot at the tango guarding the CEO.



Lean left and peek around the doorjam to spot the CEO cowering in the corner.



Order Weber to regroup and walk over to the CEO to complete your objective. Now you need to hold this position while waiting for extraction.

### New Objective

- Defend Hostages Until Extraction



This courtyard isn't an ideal defensive position but you have to make the best of it. Take cover near this wall and order Weber to hold near the wall on the opposite side.



From these positions you and Weber should be able to cover all possible angles of attack. You'll have to deal with multiple tangos approaching from the large courtyard ahead so be on your toes and make sure your weapons are full of ammo.

## Mission 4: Island Estate

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The first attackers approach from the right side of the courtyard. Let Weber deal with the distant tango and concentrate on taking out a tango that approaches the low wall ahead. If he throws his grenade, your mission could come to a quick end.



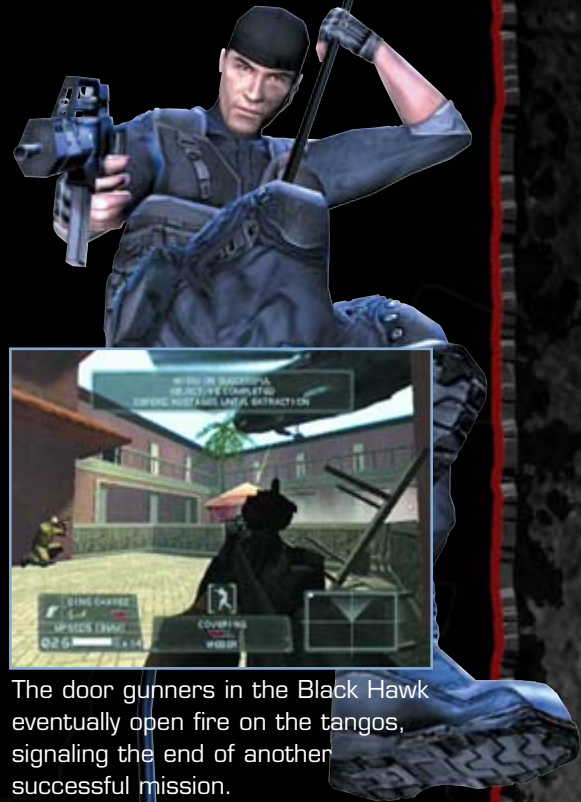
Next, scan the left side of the courtyard and try to pick off the tangos before they take up a stationary firing position.



The Black Hawk eventually arrives, but your mission isn't over yet. Take out the tangos on the balcony to the left.



If you get overwhelmed, break out the M203 and fire off a high explosive round. Try to hit multiple targets with one shot.



The door gunners in the Black Hawk eventually open fire on the tangos, signaling the end of another successful mission.

# MISSION 5: SHIPYARD

**Briefing:** The Puerto Cabello shipyard is the largest one in Venezuela, and it's currently engaged in building tankers for the country's national oil company. It only makes sense that it would be a tempting target for the terrorists we've been dealing with since Switzerland. Wreck the shipyard and you cripple Venezuela's ability to export oil for years to come.

What we have in front of us right now is the worst-case scenario. Terrorists took control of the shipyard six hours ago, and have rigged the entire site with massive explosive charges. If their ransom demands aren't met, they'll level the entire facility. Intel suspects that even if the terrorists get what they want, the shipyard's going to have an "accident," so you and your team get to provide an alternative solution. Your mission is simple: Regain control of the facility and secure all of the explosives. Expect heavy resistance, as this the sort of prize the terrorists aren't likely to give up without a fight.

### Intel:

Location:	Puerto Cabello, Venezuela
Date:	10 Nov 07
Local Time:	18:40
Weather:	Clear
Rainbow Backups:	Eddie Price, Louis Loiselle, Dieter Weber

### Suggested Gear:

Primary Weapon:	M16A2
Secondary Weapon:	M203 CS
Equipment:	Flashbang, Gas Mask

### Briefing Objective:

Defuse bombs placed throughout the shipyard

### Tactics

#### Initial Objective

- Difuse Bomb



The shipyard is heavily defended. Take your time while winding your way through the facility. Otherwise you're bound to run into an ambush.



Move right through the first row of crates and shipping containers.



When you round the next corner, turn left and peer over this shipping container to spot a crane in the distance.



Zoom in on the crane and scan its platform for a sniper. Line up your shot while his back is turned. Fire a few rounds at his torso shot to ensure a kill.

#### Tip

**When engaging the sniper on the crane, don't aim for his head. If your first round misses, he'll turn around and fire. If his first shot doesn't kill you, the second one will.**



Now lean right and peek around the shipping container. Scan this area for a patrolling tango. However, your gunfire may have scared him away.



Move forward while aiming toward these stacked shipping containers on the right. There's a tango hiding in the gap.



Zoom in and creep forward until you can get a good shot at this terrorist.



Order your team to hold and cover. Ignore the path to the left and continue moving forward. Look for this ladder on the left.



Climb the ladder and get on top of this shipping container. When you reach the top, lean right and sidestep around this crate. Crouch to reduce your visible profile and increase your accuracy.



Zoom in to target this tango standing next to the warehouse below. Pick him off with a quick head shot.

## Mission 5: Shipyard

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Sidestep to the right and scan the area below for more targos.



Take down this tango to the left of the warehouse.



Hold on top of the shipping container and wait for more targos to come and investigate.



One may approach from the warehouse. Take him down before he knows what hit him.



When no more terrorists show their faces, turn to the left and aim between these crates. Order your team to move out.



As your team moves into position, scan the area ahead for enemy movement and provide support as needed. Your team engages a few targos you can't see from this spot.



Once your team is in position, turn around and hop off the shipping container—the drop won't hurt you.



Wind through the shipping containers and move toward your team's position.



Scan the interior of the warehouse while advancing to the corner on the right.



Continue aiming into the warehouse while sidestepping toward this corner.



Lean left and peek around the corner to the right to ensure this area is clear.



Rush toward the warehouse's entrance and order your team to regroup.



Advance through the warehouse carefully, peeking around each crate, scanning for stragglers that may have retreated inside.



Make your way to the back of the warehouse toward this door.



Open the door and scan the office beyond—it should be clear.



Enter the office and open the door on the right.



Move into the adjoining corridor and focus on the door at the far end.

### CHECKPOINT



Open the door at the end of the hall and be ready to gun down a terrorist. However, the stairwell may be empty if the tango was drawn into the warehouse during your initial assault.



Climb the staircase and aim at the door at the top of the stairs.



When you reach the top of the steps, aim at the door and wait for the terrorist inside to open it. If the door doesn't open, order your team to "open and clear."



Order your team to move into the dark office. They take up positions in the room while aiming at the open doorway ahead.



Equip a flashbang and toss it into the hall.



As soon as the flashbang goes off, order your team into the hallway.

## Mission 5: Shipyard

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Follow your team into the hall as they cover the doors at each end. The U-shaped office behind these doors contains four tangos. Leave your team to cover this hallway while you flush out the terrorists.



Turn right into the hallway and approach this door. If the door begins to open, stop and gun down the terrorist that steps through.



Stay along the left side of the doorway and lean to the right. If the door isn't open already, open it and get ready to fire on the terrorist inside.



Step out to the right and look for another terrorist standing behind this corner. However, he may have retreated.



Enter the office and approach the next corner on the left. Lean right and aim down the next hall.

### Tip

**While clearing this office, keep count of how many terrorists have been eliminated. Don't forget to include the tangos your team downed from the hallway. It's important that all four terrorists are down before continuing.**



Move down this hall until you can spot this tango in the next area of the office. Gun him down before taking another step



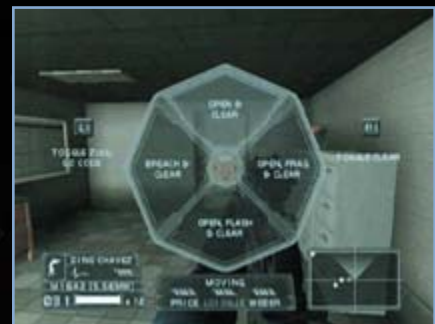
Lean right and peek around the next corner. Another terrorist may be holding in this area. But there's a good chance your team already took him out. When the office is clear, order your team to regroup.



Turn around and approach this closed door. Push it open.



The next office has two doorways: an open doorway to the right and a closed one straight ahead.



Enter the office and order your team to "open and clear" the door ahead. The first bomb is located in the next room. However, it's under heavy guard and requires each team member's firepower to secure.







As soon as your team opens the door, scan the catwalk on the far side of the adjoining warehouse. Watch for tangos firing from this perch.



Follow closely behind your team and rush the warehouse. Your team emerges onto a balcony overlooking the large warehouse. The height advantage makes it easy for your team to pick off the defenders below.



Step out onto the catwalk to the right to get a better view of the floor below. But keep an eye on the catwalk too. A few terrorists enter the warehouse from a room at the far end.



When the firefight ends, locate the first bomb on the floor below and order your team to defuse it. They move back through the office and use the adjoining stairwell to reach the floor.



Stay on the catwalk and provide cover while your team defuses the bomb.

### New Objective

- Defuse Second Bomb



Once the first bomb is defused, return to the office and enter the door on the left to access the stairwell.



Descend the first flight of stairs to reach the ground floor.



At the bottom of the steps turn left to locate the next flight of stairs leading down. Order your team to regroup.



Descend the next flight of stairs and approach the room at the bottom.



Enter the room and advance toward the closed door on the right to load the next part of the mission.

**• LEVEL LOAD •**

## Mission 5: Shipyard

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The second bomb isn't far away, but first you need to clear out a few terrorists.



Turn around and face the open doorway to the left—the second bomb is located in this room.



When the flashbang goes off, switch back to the primary weapon and rush inside to gun down the dazed tango.



Move forward and turn left to scan the next room. Order your team to hold in this corner.



The next room is guarded by two terrorists. Fortunately you can usually take both of them out from the doorway. Stay to the right of the doorway and step to the left to scan the room.



Hold next to this crate and order your team to move into the room and provide cover.



While your team provides cover, advance and turn left to face this closed door.



If you're spotted, the terrorists will retreat to this corner. Zoom in and take them both out.



Peek around the crate to the right to spot the second bomb—but don't defuse it yet.



Throw the door open and blast the terrorist hiding inside.



If the second terrorist won't show himself, toss in a flashbang and prepare to assault.



Aim at the large metal hatch in the ceiling while approaching the bomb.



When the hatch swings open, fire a quick burst at the two tangos in the room above.



Immediately swing to the left and blast any terrorists when the next hatch opens. Watch both hatches for a few seconds and make sure all the tangos are down before approaching the bomb.



When it's clear, defuse the bomb while your team provides cover.



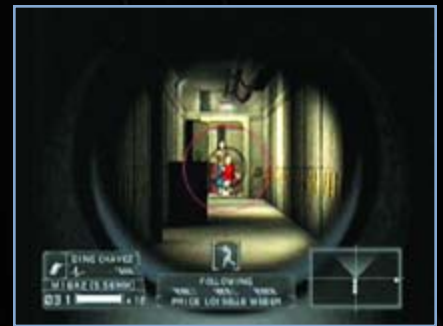
With the second bomb defused, exit the room and approach the now-open door to the right. Order your team to regroup.



Enter the adjoining corridor and peek around the corner.



Move down the long corridor while aiming at the door at the far end. Two terrorists are hiding on the other side. Assume a crouched stance and zoom in on this door while creeping forward.



When the door swings open, stop and fire a long burst into the small room.



The room contains an explosive barrel. If you hit it, you won't have to worry about blasting the terrorists.



Stand up and continue down the hallway.



Turn left in the hallway and slowly move toward this set of stairs.

**CHECKPOINT**

**New Objective**  
• Defuse Third Bomb



## Mission 5: Shipyard

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At the bottom of the stairs you can see the shadow of a terrorist. Fortunately, his back is turned at the moment. Slowly and quietly move down the steps, while hugging the wall on the left.



When the tango comes into view, zoom in on his head and fire off a quick shot.



At the bottom of the steps, turn right and aim through the open doorway. The large room ahead is filled with tangos waiting for you to step through the door.



Stay along the right wall and scan the far corner of the room. The terrorist leader is hiding in this corner behind a large red tool box.



As soon as you approach the door, the leader starts running to the right. Try to pick him off as he runs. If you miss, he initiates the detonation sequence on the third bomb, giving you only 90 seconds before it explodes.

### Tip

**Hitting the terrorist leader while he's running is difficult. If you brought along the M203 with high explosive rounds, you may be able to take him out. However, if he manages to exit the room unscathed, 90 seconds is more than enough time to reach the bomb. You just have to move faster.**



Order your team to cover at the doorway. They take positions on either side and engage the terrorists inside.



Aim between them and pick off the various tangos that enter from the right.



If needed, target the red explosive barrel along the side of the yellow lift near the center of the room. The resulting explosion may take out a few enemies.



Turn to the left side of the doorway and prepare to step inside.



Lean to the right and shoot any terrorists hiding on the far left side of the room.



Now enter the room and aim ahead at these large metal doors. Order your team to regroup.



Continue moving forward and wait for the doors to open a crack. Fill the gap with automatic fire to down the terrorist inside.



Turn to the right and prepare to enter the next room.



Peek around the corner and make sure the room is clear before entering.



Approach the next doorway straight ahead and equip your M203. The last bomb is located in the next room, guarded by multiple tangos. However, your tear gas rounds give your team the upper hand in the final assault.



From the doorway, pump the room full of gas, starting near the bomb along the far wall.



Sidestep into the room and continue firing tear gas rounds until a solid wall of smoke divides the room. This provides cover, and dazes any tangos caught in the haze.



Before engaging the dazed terrorists, switch to your primary weapon and turn around to blast this tango in the opening above.



Now turn toward the dazed terrorists and activate your thermal vision. This allows you to see them through the smoke.



Step farther into the room and zoom in on the tango heat signatures. Mow them down one at a time. Your team helps out, speeding up the process significantly.



When the room is clear, locate the bomb on the left side and order your team to defuse it.

## Mission 6: Crespo Foundation

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Continue scanning the room for tangos while your team works on the bomb. Defusing the third bomb successfully completes the mission.

# MISSION 6: CRESPO FOUNDATION

**Briefing:** From their communications with the Quebecois authorities, the terrorists' real objective was Juan Crespo himself. It appears that his anti-terrorism and pro-U.S. sentiments have put him on our friends' short list. Now for the bad news. Although they failed to get Crespo, the terrorists did manage to take over the Crespo Foundation Headquarters in Montreal and take several members of the board of directors hostage. They're demanding either an insane ransom or Juan Crespo's head in return for their hostages. Obviously they're not getting either, so I need you to take your team in and neutralize those tangos.

### Intel:

<b>Location:</b>	Montreal Quebec, Canada
<b>Date:</b>	20 Nov 07
<b>Local Time:</b>	16:10
<b>Weather:</b>	Clear
<b>Rainbow Backups:</b>	Eddie Price, Louis Loiseau, Dieter Weber

### Suggested Gear:

<b>Primary Weapon:</b>	FAMAS G2
<b>Secondary Weapon:</b>	M203 RP
<b>Equipment:</b>	Flashbang, Smoke Grenade

### Briefing Objective:

Rescue hostages and stop destruction of records

## Tactics

### Initial Objective

- Secure Hostage



The mission begins just outside the Crespo Foundation's main lobby.



Step through the doorway to the right and scan the lobby for tangos; it should be clear.



From the doorway, step out into the lobby and locate the single door along the wall on the right.



Order your team to "open and clear" this door.



While your team stacks up on the door to the right, crouch down and aim at the double doors ahead—be sure to stay back several feet.



Stack up behind your team while they plant a charge on the door. Use this time to reload your rifle if necessary.



As your team enters and clears the room to the right, the double doors blow open, revealing three tangos at the far end of the adjoining hall.



At the hallway's end, lean right and peek around the corner to blast this retreating tango. If he makes it into the room on the right, the next room take-down is more difficult.



As soon as the door blows open, follow closely behind your team and enter.



Rake the hallway with automatic fire until all three tangos are down.



With your team in tow, creep toward these two doors at the end of the hall. Keep your sights on the door to the right—the one straight ahead never comes into play.



At the doorway, turn right and scan this end of the small room.



Stand up and rush into the hallway ahead. Order your team to regroup.



Order your team to "breach and clear" this door.



When the room is clear, turn around and keep your eyes on the next door. Order your team to provide cover from the room's center.

## Mission 6: Crespo Foundation

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Make sure at least one team member is facing the closed door.



Once your team is in position, approach the door's left side and equip your M203, loaded with a phosphorous round.



Push the door open and lean to the right. Aim your M203 at the back of the room and fire. The phosphorous round should take down a couple of tangeros hiding behind the cubicle.



Switch back to your primary weapon. Stay in the doorway and sidestep right to scan the room's far left side for two more tangeros. Blast them before they can return fire.



Now step into the room and aim at the cubicle ahead. Step to the left until you spot this tango crouching next to the cubicle.



Scan the area behind the cubicle before turning to the next hallway. Order your team to regroup.



Turn around and move through these open double doors to access the next hallway.



In the hallway, turn left and move along the wall on the right. Order your team to provide cover—you don't want them getting in your way for the next part.



Creep along the right wall until you can spot these double doors in the adjoining hall. Zoom in on these doors and wait.



Suddenly the doors blow open. Get ready to fire.



Watch for two terrorists barging through the blown door. Blast them before they can reach the hallway.







One of the tangos inside the next room is armed with an RPG. Hold back and wait for him to expend one more round before approaching the open doorway.



Step up to the doorway and stay along the right side.



Lean to the left and scan the room for enemies—you find plenty. Clear the room's left side from the doorway.



Once the room's left side is clear, equip your M203 launcher. Lean into the room and aim behind this counter separating the room. Look for tangos hiding behind this counter and fire a phosphorous round in their direction.



Switch to your primary weapon and continue scanning the counter area for more tangos. Take them down as they pop into view.



When you can see no more tangos behind the counter from your doorway position, enter the room keeping your sights on the counter. Order your team to regroup.



Make your way to this pillar and lean left to peek around it.



Scan the area behind the counter and make sure the area is clear.



When the room is clear, move in behind the counter and approach the open doorway ahead.



Turn left into the next hall, but stay close to the wall on the left.

## Mission 6: Crespo Foundation

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Peek around the next corner to spot this tango hiding in the far corner next to these tables and chairs.



Move around the corner and focus your sights on the middle pillar—another tango is hiding behind it.



Creep forward until the tango shows himself. Take him down before he can open fire.



Turn to these closed double doors and order your team to provide cover.



Move along the right side of the doorway and open the right door. This allows your team to open fire on the tango in the stairwell.



Order your team to regroup and ascend this set of stairs.

### • CHECKPOINT •



At the top of the steps, focus your weapon on these double doors. Wait for a few seconds and see if they open.



If the doors don't open, open the left-hand door and gun down the tango in the hallway.



Enter the hallway and lean left to pick off this tango hiding around the next corner.



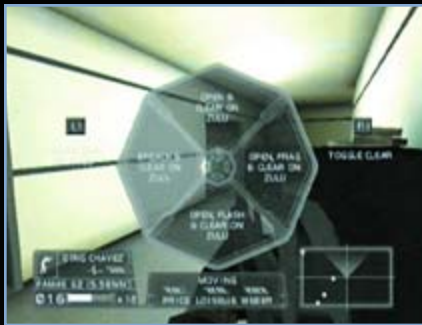
While still leaning left, move to the corner and pick off another tango in the adjoining hallway. Be careful—he might throw a grenade.



When it's clear, enter the hallway and keep your sights on the double doors at the far end. These doors lead into the first hostage room; a couple of tangos may enter the hallway to investigate.



Proceed down the hall and quietly approach the double doors.



Order your team to "breach and clear" these doors on Zulu—you'll attack from a different doorway.

### Tip

**Be careful while standing in the hallway and giving the order. A terrorist may enter the hallway through the double doors and surprise you.**



While your team plants a breaching charge on the double doors, turn to your left to face this single door. Throw it open and scan the room for enemies—it should be empty.



Move to the far right corner of the room and setup along the left side of this closed door.

### Tip

**The hostage may be executed if the terrorists detect any indication of an imminent assault, so move slowly to avoid making excessive noise.**



When your team is ready, give the Zulu code and throw the door open. Open fire on the dazed terrorists inside, but be careful not to hit the female hostage in the corner near the windows.



Once all the tangos are down, aim your weapon at the door on the right side of the office. Order your team to "open and clear."



Provide cover while your team neutralizes the terrorist in the adjacent office.



Now order your team to secure the hostage.

### New Objective

- Secure Second Hostage



With the first hostage secured, order your team to regroup and enter the side office your team just cleared. Make your way to the closed door on the opposite side.



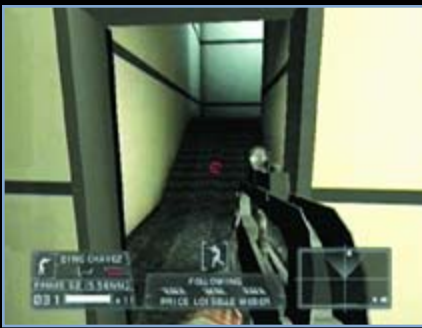
Open the door and peek down the hall to the right before exiting. The hall should be clear, but play it safe in case one of the tangos escaped your assault.



Turn left to face this open doorway leading into a stairwell.

## Mission 6: Crespo Foundation

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Enter the stairwell to load the next level.

### LEVEL LOAD



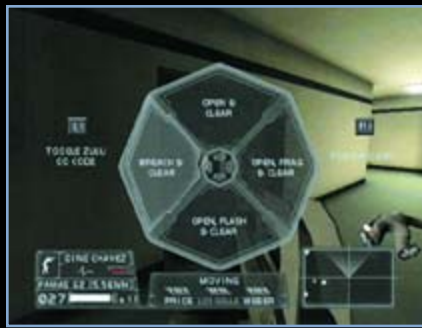
Climb the steps to the next floor and approach these double doors.



Open the left door and peek down the hall to the right. Take out the tango guarding the hallway.



Enter the hallway and keep an eye on the double doors to the left. The second hostage is being held inside the auditorium beyond these doors. Your team needs to rush the room and down the terrorists inside before they can execute the hostage.



Order your team to "breach and clear" the door.



While your team stacks up on the door and plants a charge, set up directly across from the door. You must open fire into the room as soon as the doors are blown open.



Zoom in at the top of the doorway. As soon as the doors are blown, locate the upper window on the auditorium's far side and open fire on the terrorists—there should be two of them.



Once your team clears the auditorium, step toward the open doorway while aiming at the window ahead.



When you reach the doorway, turn right and aim at the window above to take out another terrorist.



Turn around and face the open double doors and look up. Another window is just above the doorway. Switch to your M203 and back up a few steps deeper into the room. When you have a good angle on the window above, fire a phosphorous round into it. Even if you can't see the tango above, the explosion should take him out.



Switch back to your primary weapon and scan the rest of the room, including the window on the room's far side.



When the room is clear, turn toward the stage and order your team to secure the hostage.

### New Objective

- Neutralize Terrorist Destroying Records



While your team secures the second hostage, exit the auditorium and turn left in the hallway.



At the corner, lean to the right and aim toward the open double doors ahead.



Watch for a lone terrorist to rush down the steps. Gun him down before he spots you.



Move down the hallway toward the next set of stairs.



Climb the steps and open the door at the top. Scan the hallway ahead before stepping through the doorway.



Move down the hallway and scan through the window on the right while passing it. These are the same windows above the auditorium. The auditorium below should be clear, but the hall to the right may contain tangos.



Make your way to the corner on the right and lean left to scan the next hallway. Take out the terrorist guarding the hallway before he can retreat to the room on the left.



Move down the hallway and keep an eye on the double doors to the left. These lead into a large office. There's nothing important in here, but you should neutralize the terrorists inside before advancing to the records room.



## Mission 6: Crespo Foundation

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Get ready to order your team to "breach and clear" on Zulu, but don't give the order just yet.



As your team places charges on the door, an RPG rocket zooms down the past the T-intersection in the hallway ahead—you must take down this tango before your team clears the large office.



Hold back from the corner and stay along the wall on your right. Wait for another rocket to zoom by before peeking around the corner.



After the second rocket flies by, lean left and turn right in the hallway to take down this tango before he can react.



Now your team can clear the large office. Give them the Zulu code and let them go to work. They should be able to handle this room on their own.

### Tip

**The large office has two entry points: the double doors and a single door that can be accessed from the adjacent hallway. If your team has trouble taking this room, give them a hand by entering through the second doorway. Begin your assault with a flashbang.**



While your team clears the office, hold at the corner and aim down this hallway. Watch for tangos exiting the rooms on the right side. When the large office is clear, order your team to regroup.



Move past these filing cabinets and watch for movement through the doors on the right.



Approach the first door on the right and push it open slowly.



Peek inside and make sure the room is empty.



Enter the room and find this closed door on the left side. The records room is beyond this door. Order your team to "breach and clear" this door on Zulu.



Return to the hallway and turn right to spot these double doors—these also open into the records room. Switch to your M203 while your team plants a breaching charge on their door.



When your team is ready, give the Zulu code. When you hear the breaching charge go off, throw open the nearest door and fire a phosphorous round toward the back of the room.



Instead of loading a new grenade, switch back to your primary weapon and help your team mow down the survivors. Eliminating all the tangos in this room completes the mission.

## MISSION 7: OLD CITY

**Briefing:** This operation is extremely time-sensitive. Let me explain, and you'll see what I'm talking about here. One of our best informants, a man who's tapped into a half-dozen terrorist networks throughout the world, sent a message three days ago that he had extremely important information concerning the Venezuela situation. He also said that he was quite certain that if we didn't reel him in quickly, he'd be killed.

Bring our fish in, Domingo. We need this man's information desperately, and we can't afford to let him be killed. This may be the key to the whole operation—if you can get him out alive

### Intel:

Location:	Dubrovnik, Croatia
Date:	02 Dec 07
Local Time:	07:10
Weather:	Clear
Rainbow Backups:	Eddie Price

### Suggested Gear:

Primary Weapon:	L85A1
Secondary Weapon:	M203 HE
Equipment:	Frag Grenade, Smoke Grenade

### Briefing Objective:

Rescue the informer

### Initial Objective

- Locate Informer



Joined by Eddie Price, you begin the mission on the outskirts of this old Croatian city. Since there's only two of you this time, you need to move slowly and scan every corner to avoid falling victim to ambushes.



Begin by leaning right and peeking around the first corner ahead. Aim through this arched passage and scan the walkway ahead for tangos.

## Mission 7: Old City

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Zoom in to spot this tango guarding the end of the passage. Kill him while his back is turned.

### Tip

**Try intentionally missing the first tango with your first few shots. This may draw the second tango out into the open, allowing you to pick him off without moving away from this corner.**



While staying zoomed in on the passage, creep forward until you can spot the next tango standing to the right of the open doorway ahead. When you see the right side of his body, open fire to take him out.



Now you can move through the passage ahead, but stop short of entering the street ahead.



Move along the passage's left side and lean right at the corner.



Zoom in and step to your right until you can spot this tango crouched near the fountain. Blast him before he can return fire.



Step farther out toward the street and aim high on the wall to the left of the passageway.



Zoom in to take out this tango in the window above.



Now it's clear to cross the street. Turn to face this open doorway and make your way across the street.



Inside the room, turn to the open doorway on the left and equip your M203—a tango hides in the next room waiting to ambush you. Fire a high explosive round through the doorway to take him out.



Order Price to hold in this room. Switch back to your primary weapon and approach the doorway.





Lean left and step to the right to enter the next room. The next doorway ahead leads into a room defended by two tangos. The tangos in the building across the street also have a good view of the room.



Zoom in and continue stepping left until you can spot the next tango standing near the doorway. Open fire before you get a full view of him.



Continue stepping left until you can see into the building on the opposite side of the street. The tango in this window is armed with an RPG. It may be hard to spot him from this angle, but you can still blast him. If you have problems spotting him, use another HE round from your M203.



The next tango in the room ahead is probably taking cover. Step left until you spot him. Get him with a quick autoburst before he can respond.



Stay in the small room and continue scanning the windows across the street for more tangos. Destroy them as they move into view.



When it looks clear, enter the next room. Order Price to move in and provide cover near the objects in the room's center.



Now approach the window next to the door on the right. Scan the area below and pick off any tangos you can see at the bottom of the stairs.



Turn to the left and zoom in to scan the far right window in the building across the street. Usually a tango is in this window, but you may not be able to see him from this angle.



Always be ready for terrorists to barge in the door on the right. If Price is properly positioned, he should be able to eliminate them with ease.



Approach the door and open it if necessary. Scan the bottom of the steps for more tangos.

## Mission 7: Old City

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While staying in the doorway, lean right and scan the window across the street for tangos. It's easier to spot them from this angle, but you also stand a greater risk of getting hit, so don't expose yourself too much.



Lean right and peek around this corner. Make sure the street is clear before stepping out into the open. Take out any stragglers now—if they retreat around the next corner you just have more work ahead of you.

### • CHECKPOINT • (Recruit Mode Only)



When the building across the street looks clear, move down the steps while aiming at the corner on the right. There may be another tango hiding around this corner.



Sidestep right across the street toward this alcove. Keep your sights trained on the next corner.



Once you confirm the area at the bottom of the stairs is clear, turn left and approach the next corner.



Zoom in if necessary and pick off any tangos hiding around this corner.



Step toward the corner, but be ready to step back—a tango may throw a grenade at you, requiring a hasty retreat. Even as you back up to avoid the explosion, stay focused on this corner.



Zoom in and creep forward until you can spot the grenade-tossing culprit. He's hiding behind a stack of crates in an alley off the next street. Blast him before he can open fire.



Approach the corner cautiously and be ready to step to the left when the sniper on the roof ahead comes into view.





Lean to the right and zoom in on the sniper's position. Step to the right if needed and pick him off as soon as you have a clear shot.



Finally, you can move toward the corner. Lean right to peek down the next street and order Price to regroup.



Zoom in and shoot any tangos guarding the far end of this passage. If any tangos managed to retreat from your earlier assault, they're waiting down here.



When the street ahead is clear, move out into the open. As you move forward, scan the alley to the right where you downed the grenade-tossing tango earlier.



Turn back to the left and watch for more enemy movement at the far end of the passage. Make your shots count to keep the tangos from retreating into the rooms on the right or left of the dead-end street.



Focus on the room to the left first. Step up against the street's right side while aiming into this doorway. You should be able to spot and engage the tango hiding inside this room. If you have trouble spotting the tango, use your M203 to clear the room.



Now step to the left and scan the open doorway on the right. There could be a couple of tangos inside this room.



Continue stepping left while aiming into the room and pick off the tangos as they come into view.



When it's clear, step into the room on the right. Another open doorway is along the right side of this room. Sidestep left to scan the next room and kill the tango inside.



When it looks clear, peek into the room before entering. Then make your way to the closed door at the back.

## Mission 7: Old City

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At the door, take a position along the left side and order Price to provide cover. He crouches along the door's right side.



Order Price to move into the smoke and out into the courtyard. He takes a crouched position outside, covering the building to the right.



When Price is in position, throw the door open. He should have a clear shot at the tango in the small adjacent courtyard.



Move to the doorway and lean left while aiming at the same building. Focus on the square window above.



From your position, zoom in on the stairway across the courtyard and scan the doorway above—make sure the door is closed.



Zoom in to get a better view and pick off this tango if he shows himself. Otherwise, Price will take him out if he barges through the door at the top of the steps.



Back away from the door and equip a smoke grenade. Toss it just outside the door into the courtyard.



Once the window above is clear, step outside and move toward this corner while leaning left. Two tangoes hide behind this improvised barricade. If you don't take them out now, they'll attack while you move up the stairs.



Slowly step left until the first terrorist comes into view. Take him down with a quick head shot.



Take a few more steps to the left and blast the next tango as he comes into view.



Now that this small courtyard is clear, you can climb the steps to enter the next building. This is the informer's last known location.





Open the door and peek inside. If you didn't take out the tango in the window, he's still lurking somewhere inside this room.



When you verify that the room is clear, approach this set of stairs leading down and order Price to regroup. The informer is nowhere to be found, but Clark tells you that he's probably being held near a large courtyard deeper inside the city.

### New Objective

- Secure Courtyard



At the bottom of the stairs, turn left and approach this door to load the next level.

## • LEVEL LOAD •



Now you're back outside, not far from the large courtyard you need to clear.



Begin by moving forward and leaning right to peek around the next corner. Be ready to take out a tango guarding the next street.



When it's clear, move into the street and take a position along the right side. Order Price to move forward along the street's left side. He provides cover while you move toward the courtyard.

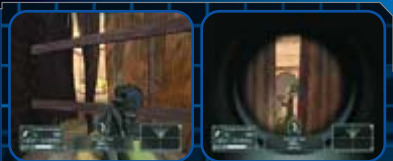


Rush toward the first piece of perpendicular wall sticking out on the right.



Move around the first piece of wall and rush past the wooden slats on the left—don't get hit by terrorists firing from the other side.

### Tip



**It's possible to clear most of the courtyard by firing through the cracks in this fence. But don't expect your attack to go unnoticed. The tangos in the courtyard will return fire and toss grenades at the fence. Crouch to increase accuracy and enhance concealment. Just be sure Price is watching your back in case the tangos try to flank you.**



## Mission 7: Old City

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When you reach the next piece of wall sticking out on the right, lean to the left and pick off any tangos that move into view. Price helps out from his position. Hold at this spot for a few seconds and see if you can draw more enemies into your line of fire.



As you move around the next piece of wall on the right, a sniper in the window ahead starts shooting at you. Fortunately, Price has the perfect angle on this window and he takes out the sniper in short order.



Just to make sure, equip your M203 and fire a high explosive round through the window.



Now it's time to thin out the defenders in the courtyard. Start by leaning left and peeking around this corner. Open fire on any tangos that come into view.



Zoom in on the van and watch for more tangos holding nearby.



Look for another sniper on the rooftop ahead.



Zoom in to drop him out with a quick head shot.



When the courtyard looks clear from this position, move back around the corner and equip a smoke grenade. Toss it in the opening leading into the courtyard.



Now order Price to move into the smoke so he takes up a position next to the small shack ahead. From this position he can provide cover while you clear the rest of the courtyard.



Peek around the corner again and step forward. An RPG round zooms in from the right and destroys the van parked in the courtyard.



Stop and open fire on the tangos that rush into the courtyard from the right.



Hold this position and zoom in until you can take out both tangos. One of them might try to hide behind this palm tree.



While Price provides cover, enter the courtyard and turn right. Head toward this piece of slanted wall.



Peek around the right side of the slanted wall and make sure all tangos in this area are dead.



Step around the slanted wall and aim to the left, scanning the courtyard's opposite side.



Turn around and lean left to peek around the next corner. Order Price to regroup.



Move to the next corner on the street's left side. Lean to the right to scan the next block. One tango guards this area.



Zoom in and eliminate him before he suspects anything.



Step into the next street and move toward the far end.



Approach the door on the left side and slowly push it open.



Scan the open doorway and lean to the right to scan the adjoining hallway to the left. Shoot any tangos inside.



Now turn to the open doorway to the right and enter the next room. Now that the courtyard is clear, you can go after the informer.

### CHECKPOINT

#### New Objective

- Rescue the Informer



Move into the adjacent room and turn to the closed door on the left.



Step up along the doorway's left side and order Price to provide cover. He crouches along the right side.

## Mission 7: Old City

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Now lean left while facing the door.



This time, push the door open gently until you can see a tango outside.



When you're ready, throw the door open and engage the tangos at the room's far end.



Zoom in on this tango in the courtyard's right side and drop him with a quick head shot.



Once the room is clear, order Price to regroup and move inside. Look for the next closed door along the left side.



Continue pushing the door open and shoot this tango positioned behind the barrels just outside the door.



Like before, move along the door's left side and order Price to provide cover from the right side.



Open the door the rest of the way and scan the left side of the balcony above. A lone tango patrols this upper floor walkway encircling the courtyard.



Zoom in to take him out.

### Tip

**It's important you kill the patrolling guard above the courtyard now. Otherwise you'll have to take him out before the final assault. This could throw your rescue attempt into serious jeopardy.**



Order Price to regroup. If you couldn't spot the tango above from the doorway, enter the enclosed courtyard and aim along the upper walkway on the left. Hold here and wait for him to move into view.



When the guard above is killed, turn to the right and move toward the next closed door along this wall.





Move past the door and turn around. Push it open from this angle.



Keep pushing the door open until you can see the tango hiding inside the room. Mow him down as soon as you spot him.



Enter the room while aiming at this corner to the left—another tango may be hiding here.



Order Price to provide cover at this corner. He crouches and peeks around the corner, providing cover while you scan the rest of this U-shaped room.



As you move forward, watch for tingos patrolling the stairwell ahead. Price opens fire on these enemies if you miss them.



Aim into this boarded up window and lean right.



Step right and zoom in to scan this small room in the middle. Sometimes there's a tango hiding behind this shelf.



Once the center room is clear, turn back to the right and watch for more movement in the stairwell ahead.



Lean right and peek around the next corner, scanning this portion of the room. Watch for tingos hiding behind tables at the back of the room. If needed, use an HE round from your M203 to clear them out.



When the room and adjacent stairwell are clear, move around the corner and approach the open doorway—this leads into the stairwell. Order Price to regroup.



## Mission 7: Old City

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Turn right after passing through the doorway and cautiously move forward.



Lean right and peek into the next hallway—two tangos guard the adjacent room.



While staying behind the smoke screen, zoom in through the shelf ahead and take out the tango on the other side.



Aim at this hole in the ceiling above—a tango waits to ambush you from this position. Creep forward and wait for a piece of ceiling to fall, indicating movement on the rooftop.



Step into the hallway and equip a smoke grenade. Toss it at this corner:



Shuffle to the right a few steps and scan the room's left side to spot the next tango. Kill him while the smoke screen is still in place.



Stop and wait for the tango to show his face. Open fire when he does.



Order Price to move into the smoke. He stops at the corner and aims into the room.



Switch off your thermal vision and order Price to regroup. Turn to the room's right side and move toward the open doorway.



Now it's clear to move up the stairs. Follow them to the next floor and open the door on the right.



Activate your thermal vision and approach Price's position at the corner.





Lean right and peek into the adjacent hallway. A tango patrols up ahead.



If you can't spot the tango from the doorway, slowly enter the hallway. Stop when you see the tango's shadow ahead. Drop him with a quick burst.



Continue to the hallway's end and turn left to spot this door at the top of this short flight of steps.



Open the door to reveal another door ahead—the informer is being guarded by two tangos in this next room.



Order Price to "breach and clear" this room on Zulu.



While Price sets his charge, turn left and slowly move around the next corner—you'll assault from another direction.



Turn left at the corner and quietly move along this walkway. Making too much noise could alert the tangos inside, potentially spoiling all chances of a rescue.



Move past the door on the left, then turn around to face it from this direction. Drop to a crouch while aiming at the door. Price should be ready to enter by now.



Gently push the door open a crack until you can see two figures inside. The man with his hands on his head is the informer. The guy with the gun on the left is one of the terrorist guards. Fortunately, they both have their backs turned, facing the other door.



## Mission 8: Trieste

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Zoom in on the tango to the informer's left and set your sights on his head. When you're ready, take him down with a quick head shot.



Immediately after downing the first tango, give Price the Zulu code to breach his door.

### Tip

Always eliminate the tango next to the informer before giving the Zulu code. If you don't, he may grab the informer and use him as a human shield. This sort of stand-off is harder to deal with. If faced with this situation, zoom in and aim for the tango's head. But watch where you shoot him—the bullet may pass through his body and kill the informer. It's best to avoid this stand-off situation altogether by simply killing him before Price breaches the door.



Stand up and throw your door open to engage the next tango inside. Chances are, Price has already dispatched him.



Approach the informer and order Price to secure him.



Once the informer is secured the mission ends in success. Good work!

# MISSION 8: TRIESTE

**Briefing:** I hate to do this to you guys, but we have an emergency situation. Loiselle and Weber are in trouble in Trieste, and you're the closest help available. They were supposed to be running a recon mission parallel to yours, but our intel was faulty and they ran into heavier resistance than expected. It looks like the intelligence we received was a plant, and this whole operation was a setup, but that doesn't matter now.

Last time we heard from the team, they were finding a place to hole up and defend. That was a few minutes ago. Since then we've lost radio contact. Your objective is simple: Go in there with Price and bring Loiselle and Weber back, on the double. Expect heavy resistance and keep your team intact. We don't have anyone else to send in after you.

### Intel:

Location:	Trieste, Italy
Date:	02 Dec 07
Local Time:	03:58
Weather:	Clear
Rainbow Backups:	Eddie Price

### Suggested Gear:

Primary Weapon:	M16A2
Secondary Weapon:	M203 RP
Equipment:	Frag Grenade, Smoke Grenade

### Briefing Objective:

Rescue Loiselle and Weber

## Tactics

### Initial Objective

- Find Teammates in Town—No Team Casualties



Although Loiselle and Weber's current status is unknown, you need to move through the city slowly to avoid running into trouble yourself.



Begin by scanning this hallway to the right while sidestepping left. Open fire on the tango patrolling inside.



Ignore the hallway and approach the next corner. Lean left and sidestep to the left to get a better view of the next area.



Look for this tango farther down the street. Zoom in and take him down.



Step out from behind the corner and aim at the next corner on the left. Order Price to move to this corner and provide cover.



As Price reaches the corner, he leans out to engage a couple of tangos. He can handle them on his own.



As Price watches the passage intersection, turn around and face this open window.



Zoom in on the window and back up until a sniper appears. Immediately open fire to drop him.



Turn around again and look for this window along the right wall. Lean left and sidestep until you can spot the tango inside. Fire a few rounds through the glass to kill him.



Order Price to regroup, then continue along the street and turn right at the next corner. Look for a stairway on the right.



Descend these steps but stop about midway and equip a frag grenade. Move along the left side of the stairway and bank the grenade off the far wall on the right side.

## Mission 8: Trieste

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Immediately move along right side of the stairway and aim down at this corner. Order Price to move here and provide cover.



As Price moves into position to cover the left side, prepare to peek around the corner to the right.



Lean left and fire on the two terrorsists hiding behind these crates—your frag grenade may have taken out one of them. Meanwhile, Price watches your back and engages enemies attacking from the opposite direction.



After the terrorsists on the ground are down, aim up into this window and wait for another terrorsist to show his face. Open fire when he does. If you're not sure you hit him, equip your M203 and fire a phosphorus round through the window.



With your end of the street clear, turn around and aim just above the striped awning—a terrorsist that Price can't see from his position is at the end of the street.



Lean right and zoom in on the area above the awning. Sidestep right if needed until the terrorsist's head pops into view. Down him before he can return fire.



Exit the stairway and turn left. Order Price to regroup and approach the opening on the right.



Lean left to peek inside this wooden market warehouse. Scan the balcony above for enemies.



Zoom in to get a better view of this terrorsist.



Hold this position and wait for more terrorsists to approach the balcony railing. Open fire as they move into view.





Keep an eye on the ground floor, too, and watch for tangos investigating from the building's right side.



When the gunfire dies down, step into the warehouse and continue scanning the second level.



Zoom in to target this tango hiding behind one of the pillars.



When the warehouse is clear, order Price up the stairs on the left.



Wait until Price is in position at the top of the stairs before scouring the rest of the warehouse. If Price comes under fire while moving, locate the source of the incoming fire and deal with the threat immediately.



When Price is in position at the top of the stairs, search the warehouse's ground floor for more tangos.



Return to the stairs and ascend to the top.



Leave Price where he is for now and scan for tangos through the opening on the right.



With the warehouse cleared, approach the open doorway on the left. Don't exit yet—an ambush awaits you on the other side. Hold back until someone outside throws a grenade near the doorway.



After the grenade goes off, approach the doorway and equip a smoke grenade.



Toss the grenade right outside the doorway, so it obscures the right side.



Wait for the smoke cloud to grow, then lean right and peek out the door's left side so you're aiming down this alley.

## Mission 8: Trieste

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The grenade-tossing tango is on the other side of this fence. Zoom in to take him down quickly.



Duck back inside the doorway and activate your thermal vision.



Lean left and peek out the doorway's right side to spot this sniper in the window above. Zero in on his heat signature and take him out while the smoke screen is still in place.

### Tip

**It's possible to take out the tango in the window from the confines of the doorway. But unless you use a smoke grenade, he'll always have the upper hand.**



Order Price to regroup and step out of the doorway. Turn to the left and lean left to spot this tango standing around the corner. Blast him before he sees you.



Step out from the corner and scan the rest of this area for more tangos.



While stepping out into the open keep your sights trained above this doorway to the right—a tango tries to ambush you from the warehouse rooftop.



Keep moving out into the open and engage the tango as he rushes across the roof firing his weapon—the quicker you are, the less damage you'll take.



Now turn to the left to spot the next door.



Approach the door and gently push it open.



Before stepping inside, lean left and scan the interior, particularly this area to the right. Sometimes a tango hides in this corner.



When it looks clear, quickly scan the rest of the room. The tango may also be hiding behind this bookshelf.





After the room is clear, return to the doorway you just entered and open the nearby door.

### CHECKPOINT



This room was Loiselle and Weber's last known position. They have moved elsewhere for obvious reasons.



Move back into the previous room and work your way around the bookshelf. The door on this side of the room is now open. Keep your eyes on the doorway—a tango is patrolling the balcony outside.



Approach the open doorway slowly and gun down the tango when he comes into view.



Exit the doorway onto the balcony and aim at this corner near the railing on the right.



Order Price to hold this position. He'll provide invaluable fire support while you link up with Loiselle and Weber in the market below.



Turn toward the next door and push it open. Watch for another tango in this room.



As you creep across the room, Clark confirms Loiselle and Weber's position in the market area downstairs. Approach the door on the right.

### New Objective

- Rescue Teammates in Town—No Team Casualties



Step along the left side of the door and push it open. A tango patrols outside. Shoot him before stepping outside.



## Mission 8: Trieste

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Move toward the staircase ahead, but watch for the tango below. Stop and take him down before getting too close.



Sidestep left down the stairs and make sure you have a full clip loaded. Aim toward this archway and stop on the steps.



Lean left and scan the courtyard ahead for a crouched tango on the far side. Blast him with a quick autoburst.



Descend the remaining steps and turn right at the bottom to enter this partially enclosed area. Loiseau and Weber are in the room to the right. They're in the middle of a fierce firefight, so rush in to give them a hand.



Approach this corner and equip your M203. Start firing rounds into the building across the courtyard. Make sure the rounds go through the open doorway. If they hit the support bars in the scaffolding, they won't do you any good. Pump this doorway full of phosphorous rounds until all incoming fire from the building ceases.



If this doesn't complete the objective, switch to your primary weapon and lean left to peek around the corner.

### Tip

**If you have trouble spotting the tangos amongst the scaffolding, switch to your thermal vision to pinpoint their locations.**



Peer through your scope and look for more tangos hiding behind the scaffolding. Pick them off one at a time until Loiseau and Weber are safe to move out.



Once this area is clear, Loiseau and Weber can make their escape.



Hold this position and wait for your team to regroup to you. Watch for incoming fire from the courtyard's far left side. Return fire until Loiseau and Weber can reach your position. When your team is back together the mission ends successfully.



# MISSION 9: ALCATRAZ

**Briefing:** We've trained you on how to break out of any number of prisons, Domingo, but this may be the first time you have to sneak into one. Our friend Juan Crespo was in San Francisco conducting some business and wanted to take the VIP tour of Alcatraz while he was there. Unfortunately, it looks like someone else had a copy of his itinerary. Someone hit his party mid-tour. They took out the bodyguards fast, but Crespo's being held for ransom, along with a tour guide, somewhere in the prison complex.

I recommend that you take your team into the prison from below using the old sewer tunnel system. Intel is working on pinpointing Crespo's exact location, but there's no time to lose. If Crespo is killed, the repercussions will be huge and unpleasant.

<b>Intel:</b>	
<b>Location:</b>	San Francisco, U.S.A.
<b>Date:</b>	20 Dec 07
<b>Local Time:</b>	14:40
<b>Weather:</b>	Clear
<b>Rainbow Backups:</b>	Eddie Price, Louis Loisel, Dieter Weber
<b>Suggested Gear:</b>	
<b>Primary Weapon:</b>	M16A2
<b>Secondary Weapon:</b>	M203 RP
<b>Equipment:</b>	Frag Grenade, Smoke Grenade
<b>Briefing Objective:</b>	
Rescue tour guide and Juan Crespo	

## Tactics

### Initial Objective

- Use the Sewers to Infiltrate the Prison



To get inside the prison, you need to move through the sewer system. It may sound like a sneaky plan, but terrorists are already patrolling the sewers.



Begin by moving down this set of stairs.



At the bottom, enter the room on the left. Move forward and stop at the top of the next set of stairs leading down. Order your team to hold and provide cover.



Drop to a crouch and zoom in on the open doorway ahead. Move down the steps slowly while aiming at the doorway. When a tango runs into view, take him down with a quick shot. If you miss, one of your teammates will get him.



Proceed to the bottom of the steps and activate your night vision.



While still crouched, turn right at the corner and lean to the left. Sidestep to your left until you're in the middle of the sewer, aiming down this long tunnel.

## Mission 9: Alcatraz

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Zoom in to spot this tango with an RPG at the far end. Take him out before he notices you. If you didn't make too much noise moving into place, he probably won't see you.



Once the tango with the RPG is down, swing your weapon to the left side of the tunnel and take out the tango that steps into the open.



Then immediately aim your weapon to the tunnel's right side to take out the next tango that steps into the open.



Continue aiming down this tunnel and order your team to regroup. When they catch up, order them to provide cover. Keep looking down this tunnel—another tango may walk into view.



When your team is in place, turn to your left to spot this open doorway. Move up the steps into the next room and deactivate your night vision.



Aim to the right side of this room to spot the entrance to a long passage.



Slowly peek around the corner and take a step forward into this passage. Continue inching forward until a tango somersaults into view in the room ahead.



Immediately back up into the previous room and take cover along the left side. Lean to the right to spot one of two tangos hiding along the side of the crates in the next room.



Zoom in to get a better view and gun him down.



While still leaning, step to the right to spot the somersaulting tango hiding along the left side of the passage. Open fire before he can respond.



After both tangos are down, move down the passage into the next room. Keep these crates between you and the next passage ahead.



Lean right to peek around the crates and look for this red barrel in the room ahead.



Fire a round into the barrel to make it explode. This should incinerate the last tango guarding the sewers—that is, unless your team already took him out.



Even if you think the last tango is down, approach the next room cautiously.



Scan each corner and make sure the room is clear before entering.



When it's clear, turn to the left to spot this door at the top of these steps. Order your team to regroup. While waiting, load a fresh clip into your primary weapon.



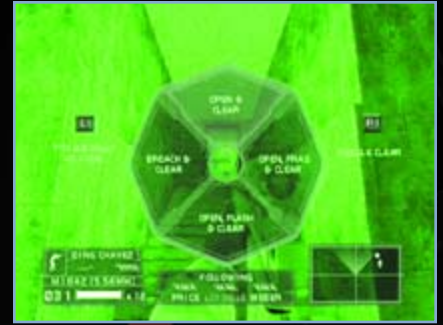
Once your team catches up, approach the door at the top of the stairs and switch on your night vision; the next room is dark.



Push the door open and scan the room before entering.



Turn to the right and aim at this door at the top of the stairs. This door leads into the prison shower room—a heavily defended entry point.



Stay at the bottom of the steps and order your team to "open and clear." Let them stack-up on the door before moving up the steps.



Deactivate your night vision as your team enters the shower room. They should face no resistance at the moment.



After announcing the room is clear, they crouch to the right of the doorway and provide cover from this corner of the room.

## Mission 9: Alcatraz

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Move toward their corner, then turn around to face the walkway just above the doorway you entered. While aiming in this direction, back up into the opposite corner.

### New Objective

- Secure the Shower Area



Now that you're in position, hold this corner and watch the upper-level walkway on the opposite side of the room.

### Tip

**Avoid using your scope view while scanning the walkway. Its view is too narrow, requiring you to pan left and right constantly to see the whole walkway.**



Watch for movement on the walkway above your team's position and pick off any tangos that rush into view. Meanwhile, your team covers the walkway above you, taking out any tangos who show themselves. Hold this corner until enemy activity dwindles.



Once things calm down, you need to move your team before tangos barge out of the door near your team's position. Step to the right and aim at this shower fixture along this wall. Order your team to move here.



This gets them away from the door while keeping them out of the killing zone in the center of the room. They can also adequately cover both walkways from this position.



Keep your sights focused on the closed door in the corner and wait for it to open.



When it does, zoom in and blast the tango that rushes out.



Once the doorway appears to be clear, back up toward the far side of the room while aiming at the walkway above your team's position. There may be some tangos up here. If you're not sure, fire a phosphorous round from your M203 and listen for screams.



Continue backing up, scanning the walkway on the opposite side for movement.



Zoom in on the open door as it comes into view and take out any tangos you can see inside.





When you reach the far side of the room, sidestep to the right and cross to the opposite side. Watch the walkway on the left, as well as the open doorway ahead.



While keeping your right shoulder up against the wall on the right, move toward your team's position and approach the open doorway ahead. When you reach the doorway, order your team to regroup.



Lean right and peek into the next room. Aim toward this door next to the barred window.



If the door is closed, sidestep to the right while aiming through the barred window. This is the best way to spot tangos in the next room. Blast them as they come into view.



Approach the window and scan the rest of the room before approaching the door.



When it's clear, open the door and enter the next room, while keeping an eye on the closed door along the left wall.



Move along the left side of the door and lean right before opening it.



Push the door open and scan the next room for tangos. There may be one hiding along the right side.



When the room is clear, enter and approach the next door ahead.



Open the door and approach this set of stairs. Order your team to hold here.



## Mission 9: Alcatraz

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### New Objective

- Secure First Hostage



Move up the steps and lean to the right to peek around the next corner. Aim at the walkway on the opposite side of the room.



Once the tango at the far end is down, hold at this corner and order your team to regroup. When they catch up, order them to hold here.



Zoom in on this area and wait for a tango to run into view. Drop him with a quick autoburst before he can find some cover.



Move down the walkway and sidestep left while aiming down the next span to the right.



Move down the walkway and lean right to peek around the next corner.



While still leaning right, step around the next corner to aim toward the walkway on the left.



Continue sidestepping left to scan this dark corridor behind the walkway.



Continue along this wide hall until you come to this set of steps on the left.



Zoom in and scan the area behind the bars. Another tango may be hiding here. Step right until you can spot him, then open fire.



Make your way to the end of this corridor and turn right to enter the next span of the walkway running above the shower area. When you reach this point, the area should be clear. Order your team to regroup.



Descend the steps and approach the door below to load the next half of the mission.

**LEVEL LOAD**





You begin the next level in another short stairwell. Descend the steps and open the door at the bottom.



Through the open doorway you can see a set of double doors on the right.



Approach the right-hand door and gently push it open—the tour guide is being held in the next cell block. If your rescue attempt is detected, he will be executed.



Quietly step through the open door and order your team to hold nearby.



Approach this corner to the left while leaning right.



Zoom in and sidestep to the right until you can spot the tour guide (in the blue shirt) and the tango guarding him. Take out the tango before he spots you. If he sees you, he'll turn to shoot the tour guide before engaging you—don't let this happen.

### Tip

**Only one tango is authorized to execute the tour guide. If you take him out, the tour guide should be safe—assuming he doesn't get peppered during the ensuing firefight.**



While still leaning right, continue stepping out into the open until you can spot this tango at the cell block's far end. Fire off a quick burst to eliminate him.



Continue stepping right and peek around this pillar. Aim at the third level at the cell block's far end.



Zoom in to spot this red barrel near the railing. Standing next to this barrel is a tango armed with an RPG.



Shoot the barrel to incinerate the RPG-toting tango.

## Mission 9: Alcatraz

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Keep stepping to the right, but this time, aim at the second-level walkway to the left. Order your team to regroup—their firepower comes in handy.



Zoom in and keep sidestepping until you can see a tango or two loitering at this corner. Kill them and wait for more to move into your sights. Your team takes out any other threats while you're zoomed in.



Continue scanning the far end of the cell block for enemy movement.



After things calm down, turn to your right and order your team to move here. Just make sure they stay beneath the walkway above.



From this corner they can cover the cell block while you move in to secure the tour guide.



Before staging your rescue, scan the back of the cell block and look for more tangos rushing in from the left corner.



Zoom in and help your team engage these tangos as they rush into view.



Watch your fire around the tour guide and utilize quick bursts to target tangos who take up positions behind him.



When the counter-assault dies down, approach the left side of this pillar, but don't step forward too far.



Turn around and aim up at the barred walkway above. Switch to your M203 and fire a phosphorus round at the ceiling above the second-level walkway. This should take out the tango waiting to ambush you.



Move along the cell block's left side while watching the corner ahead for more tangos. Your team provides cover as you move toward this improvised barricade.



Before rushing to the tour guide, turn around and scan the second- and third-level walkways to the rear. Make sure you're not taking fire from this direction.



When it looks clear, crouch and turn toward the tour guide. Use the barricade to your left for partial cover as you make your way over to him.



Move in behind the tour guide and secure him.

### New Objective

- Secure Second Hostage



Stand up and sidestep to the left to make your way back along the cells.



Turn around and approach the closed door on the right.



Throw the door open and peek inside the stairwell. Order your team to regroup.



Make your way to the top of the stairs and approach the open doorway at the top. Lean left and peek out the right side, aiming toward the barred walkways.



Equip your M203 again, and aim at the third-level walkway. Fire a phosphorus round into this walkway to eliminate the tango waiting to get a clear shot at your team. Make sure he's down before moving through the doorway.



When it's clear, exit the doorway and turn left. Move along this walkway while aiming at the corner ahead.

### Tip

**If you come under fire while moving along the walkway, step inside one of the vacant cells for cover.**



Lean right and peek around the next corner. The rest of this cell block should be clear, but it's best to play it safe—there are no more save spots.

## Mission 9: Alcatraz

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### Tip

**If the terrorists in the cafeteria hear your team rush up next to the double doors, one of them may open one of the doors to investigate. This actually works in your favor, giving your team a clear shot at the terrorists inside. If you want to control the situation a bit more, have your team hold farther back in the hallway so they can't be heard rushing the double doors. Or better yet, assign them a Zulu code to rush the room on your order.**



Move along the next walkway span until you spot an open door on the left. Aim down into the next stairwell before entering.



Step up to the door on the right and gently push it open. Scan the next hallway for tangos.



Descend the stairs and open the door at the bottom.



Work your way through the crooked hallway until you spot these double doors ahead. They lead into a cafeteria where Juan Crespo is being held.



Before stepping out, lean left and scan the hall to the right.



Order your team to move toward these doors and provide cover. Fortunately, the terrorists aren't authorized to kill Crespo, so a two-pronged assault isn't necessary.



When it's clear, exit the doorway and approach these double doors.



When your team is in position, turn to the closed door on the left and gently push it open to scan the stairway inside.



Lean to the left and sidestep up the stairs. Scan the area above for tangos.



Climb the next short set of steps and turn left at the top. Aim through these bars and scan the adjacent hallway for tangos.



Now approach the barred window ahead and scan the cafeteria below. If your team hasn't been spotted yet, order them to move into the room now.



While the terrorists below are diverted, zoom in and pick them off from this window.



Scan the bars on the room's far side. A tango may be guarding the cafeteria from up here.



When you can't see any more threats from this position, turn to your left and open this door leading into the next hallway.



Enter the hall and immediately turn to the right to aim through this set of bars. This window gives you a better view of the barred walkway on the cafeteria's opposite side.



When all looks clear, turn left and descend these stairs.



Throw open the door on the right leading into the cafeteria. Scan the whole room for tangos. Your team should have cleared it by now, but it's never safe to assume anything.



When it's clear, locate Crespo on the opposite side of the cafeteria and order your team to secure him.



Join up with your team and provide cover as they secure the last hostage, bringing the mission to a successful conclusion.



# MISSION 10: IMPORT/EXPORT

**Briefing:** Intel took a long look into Emilio Vargas' banking practices and found all sorts of interesting things. He's got links to a handful of suspected terrorist slush funds in the Middle East, for one thing. That's what Boston was about, by the way—the records in the basement were a red flag as to what was really going down. That being said, we need more first-hand information, and Intel's pinpointed what they think is a good place to get it. I need you and your team to go into an Import/Export firm owned by Vargas and secure the site's contents so Intel can see what's going on. Odds are that the people running the company aren't going to take your visit well, so be prepared to defend yourself if you meet resistance—and you will.

<b>Intel:</b>	
<b>Location:</b>	Caracas, Venezuela
<b>Date:</b>	09 Jan 08
<b>Local Time:</b>	12:05
<b>Weather:</b>	Clear
<b>Rainbow Backups:</b>	Eddie Price, Louis Loiseau, Dieter Weber
<b>Suggested Gear:</b>	
<b>Primary Weapon:</b>	M16A2
<b>Secondary Weapon:</b>	M203 HE
<b>Equipment:</b>	Flashbang, Smoke Grenade
<b>Briefing Objective:</b>	
Secure evidence on Emilio Vargas	

## Tactics

### Initial Objective

- Secure Evidence



Vargas' Import/Export business may look innocent enough from the outside, but the armed guards inside are protecting something big.



Begin by moving toward the closed door along the right side of the street. Stay along the door's right side and order your team to hold and provide cover. Make sure they're aiming at the door.



When your team is in position, open the door and watch for tangos scrambling inside.



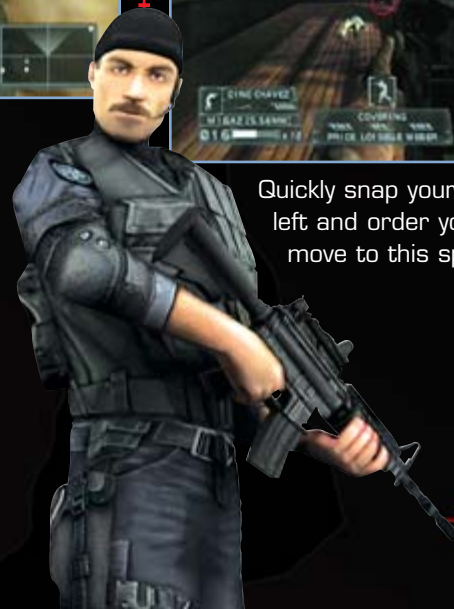
Hold at the doorway and scan the room for more tangos. Cautiously step out to the left while aiming into the room. Watch for more tangos hiding behind the counter in the center of the room.



Sidestep right into the room and move into the corner on the right next to the counter. Aim at this open doorway on the other side—more tangos may enter to investigate.



Quickly snap your view to the left and order your team to move to this spot.





Continue covering this doorway as your team moves into position.



With your team in place, sidestep to the left while aiming at this doorway and into the long hallway beyond.



When it looks clear, turn to your right to face this doorway.



Two doors in this short hallway are open. The door at the far end on the right leads to an empty room, so focus your attention on the door to the left.



Lean right and peek into this long hallway. Immediately open fire on any tangos you can see.



Zoom in and scan the room at the far end of the hallway. More tangos may be holed up inside.



Creep down the hallway and keep watching the room ahead. At the same time, look for the door on the left.



Face the door and lean right. If the door is closed, throw it open and scan this large storeroom.



When you verify that the room is clear, order your team to regroup. They enter the storeroom through the doorway on the left side.



When your team has caught up, turn to the right and aim into the room at the end of the hall.



Peek into the room from the doorway and make sure it's clear. Step inside to find the evidence you're looking for.

### New Objective

- Secure Incriminating Documents



## Mission 10: Import/Export

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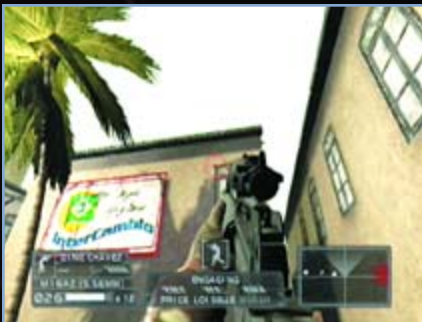
Open the door on the left side of the room and enter the fenced-in area outside. Move slowly and make sure your team is following closely.



Sidestep right while aiming at the roof of this building. Watch for a sniper running across the rooftop from the right. Open fire before he assumes a stationary firing position.

### Tip

**When dealing with the rooftop snipers, keep moving. Stopping only makes you an easier target.**



Once the sniper is down, turn right and look up at the roof of this building to spot a second sniper. Hopefully your team has already dispatched him.



When both snipers are down, turn toward these steps and climb them to the first landing.



Turn to the left to spot this closed door leading into the building. Order your team to "breach and clear."



Stack up behind your team and wait for them to breach the door and enter.



Follow your team inside as they clear this large room. Focus your attention on the doorway at the room's far side.



Hold this position and open fire on any tangos who rush out of the doorway.



Once things calm down, approach the small table in the center of the room while aiming into the open doorway. Order your team to regroup.



Approach the right side of the doorway and sidestep to the left to scan the right side of this short hallway.





Step into the hallway and lean right. Sidestep to the right and approach the next door. If it's closed, push it open and scan the next room.



While still leaning right, step right into the room and watch for a tango hiding behind these crates—if he's missing he may have rushed out into the previous hallway during your assault.



When you verify that the room is clear, move toward this door (behind the crates) to load the next level.

### LEVEL LOAD



The next level begins in an empty room.



Move to the door on the far side of the room. Don't worry about making noise—you want to get the attention of the tangos on the other side. When you reach the door, order your team to hold and provide cover.



Step out of the way and let your team engage the tango as he opens the door to investigate.



Lean to the left and peek into the next room. Look for a tango on the walkway in the opposite corner and neutralize him before he can retreat.



From this same position, aim down into the room below and fire at the red barrel.



The resulting explosion takes care of the tango below.



When the room is clear, step through the doorway and drop to a crouch. Aim at the window on the left and lean right. The warehouse beyond this window is full of tangos. Fortunately, you can eliminate all of them from this window.

## Mission 10: Import/Export

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Zoom in and step to the right until you can spot this tango on the shelf ahead. Hit him with a couple of rounds before he can respond.



Now step out to the right and aim down at the shelf below.



Continue stepping right and target the red barrel next to the downed terrorists. Blast it to take down another tango on an adjacent shelf.



Look for the red barrel sitting next to the shelf and fire a few rounds into it until it explodes. This should kill another tango on the floor—one more to go.



Stand up and aim down at the floor and along the warehouse's right side.



Step right again and aim down along the left side of the room. Order your team to regroup.



Zoom in and shoot the tango standing next to this wall.



Zoom in to spot this tango standing next to the shelf directly below. Pick him off before he can retreat deeper into the room.



Once you shoot the last tango in the warehouse, the door across the room explodes. Turn around and aim at the now-open doorway and hold this position.



Zoom in on the doorway and blast the tango who rushes through. If you miss, your team takes care of him.



Approach the open door and continue watching for more tangos attempting to rush out.



Lean right and peek into the adjoining hallway. Scan the far end of the hall and inspect the doorway ahead. If it's open, look for more tangos in the next room.



Walk through the hallway while concentrating on the next room. Don't worry about the windows on the left—there are no threats outside yet.

### Tip

**The windows in the hallway provide an excellent view of the loading dock below. If you're up for a challenge, order your team to hold here. If left in the hallway, your team will aim out the windows and provide support while you assault the loading dock area prior to the final assault. However, your team will be more helpful if they accompany you—they won't be able to hit the rooftop snipers from this position.**



Lean right and peek into the next room. Expect to encounter two or three tangos in this room.



Stay in the doorway and scan the room's left side. Watch for a tango hiding behind the bunk beds.



When the room is clear, enter and approach the adjoining room ahead.



Turn left at the corner and spot the closed door on the right. Order your team to hold and provide cover in front of this door.



Open the door and lean left to peek down the steps in this stairwell.



Zoom in on the doorway to the right to spot a tango crouching below. Fire off a few rounds until he slumps to the floor.



Order your team to regroup. Descend the steps, but stop short of the open doorway on the right.



Lean left and peek through the doorway to scan the next hallway. A tango or two may be waiting for you here.

## Mission 10: Import/Export

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When the hall is clear, approach the doorway on the right—this leads into a locker room.



If the door is closed, throw it open and lean left to peek into the room. Be ready to engage the tangos waiting inside.



Scan the rest of the locker room from the doorway before entering.



Upon entry, scan all of the room's corners before turning to the open doorway on the opposite side.



Continue into the next hallway and approach the closed door on the right.

### • CHECKPOINT •



Open the door to spot the documents you're looking for sitting on the table inside.

### New Objective

- Secure the Facility



Turn to the left side of the room and aim out the window in the corner.



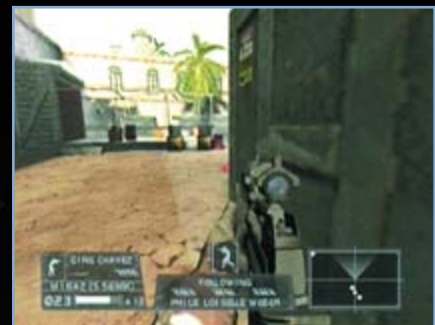
Zoom in to spot a tango standing on the other side of the window. Fire a few rounds through the window to pick him off.



Approach the closed door on the left and throw it open.



Turn to the right and step out of the doorway. Make sure the tango on the other side of the window is down for good.



Move along the wall, past the broken window, and stop when you reach the corner of this shipping container. Make sure your team is behind you before making the next move.





Quickly turn right at the corner and rush forward while firing at this crouched tango.



Move into this shadowy corner and order your team to hold and provide cover. Several tangos start swarming around the loading dock, as well as on the rooftop ahead. Your team is more than capable of dealing with these threats from this position.



As the gunfire momentarily stops, sneak along this wall on the right while scanning the loading dock.



Continue along the right-hand wall to the opposite corner and scan the area behind these large crates.



When you reach the corner, turn left and slowly advance along this wall toward the next corner.

### Tip

**Watch out for spawning terrorists while moving along this wall. They'll appear out of nowhere.**



Before you reach the next corner, turn left and aim toward the building where you found the documents.



Zoom in and scan the building's rooftop. At least two terrorists are up here, just above the windows. Make sure they're both down before moving any farther.



If you still hear gunfire, a sniper that your team can't see may be on the roof above you. Step out to the right and scan the area behind this palm tree. If there's a sniper, he's probably hiding behind the palm fronds.



Once the area around the loading dock falls silent, approach the dock.



Move along the wooden wall on the right. Continue scanning the rooftop ahead for more snipers. They should be dead, but you can't be too sure.

## Mission 10: Import/Export

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When you reach the corner, lean left and turn around. Step to the left to scan this area in front of the warehouse door. Order your team to regroup.



Before ordering your team in, hold this position and pick off tangos as they exit. Eliminating the tangos from this position makes the final assault easier.



After tossing the flashbang, give the Zulu code to commence the final assault. Switch to your primary weapon and follow your team inside.



Inch forward and wait for the door to rise. Watch out for a tango rushing out of the warehouse. Blast him before he can inflict any damage.



When you're ready to move in, begin by filling the entrance with smoke grenades. Use them all—you won't need them after this. Space them evenly so the smoke clouds provide overlapping coverage.



Stop at the entrance and aim up at the shelf on the warehouse's right side. Open fire on the tangos above while your team clears the warehouse floor.



Order your team to provide cover. They position themselves to cover the warehouse door.



After tossing all of your smoke grenades toward the entrance, equip a flashbang. Aim at the wall just inside the warehouse. Bank the flashbang off this wall so it bounces farther inside the warehouse.



While your team provides cover, step out to the right and watch for more tangos at the back of the warehouse.



Aim at the floor just inside the warehouse door and order your team to "move out" on Zulu. This sends them inside the warehouse when you give the order.





Then turn to this shelf on the room's left side and watch for a tango hiding behind this pillar. He may be hard to spot, but if you start taking fire, you'll find him here. If necessary, use your M203 to neutralize him.



Hold at the doorway for a few seconds while scanning the warehouse. When it looks clear, order your team to move past the large crate ahead.



Once your team reaches the center of the room, the mission ends with a disturbing discovery. The chemical barrels in the warehouse implicate Vargas in something far more sinister than previously suspected.

## MISSION II: PENTHOUSE

**Briefing:** Vargas has probably heard about the import/export company by now, and if he's got half a brain in his head he's not going to come home. I'm gambling that he's going to want to talk to somebody there, though, and that's where you come in, Domingo. This one's a solo mission and you're going in with only a pistol. You need to get in, bug the place, and get out. We need to hear what Vargas is saying and we need to see what he's been doing on his computer. Once we have that, we can turn this thing around.

### Intel:

Location:	Caracas, Venezuela
Date:	28 Jan 08
Local Time:	13:30
Weather:	Clear
Rainbow Backups:	None

### Suggested Gear:

Primary Weapon:	N/A
Secondary Weapon:	SR-2
Equipment:	Gas Mask, Tear Gas

### Briefing Objective:

Bug the telephone and computer

## Tactics

### Initial Objective

- Bug Telephone



The mission begins inside this dark stairwell. A tango guards the top of the stairs—as long as you remain quiet, he won't spot you.



Stay clear of the stairs for now and approach the closed door on the right—this leads into Vargas' penthouse. Both the telephone and computer are on the second floor, so you need to get past the Vargas' bodyguards on the first floor before completing your objectives.

## Mission 11: Penthouse

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Step lightly into the next hallway toward these ornate glass doors. Each step you take produces sound, potentially alerting nearby tangos whether they're in the next room or on the floor above you.



When you reach the doors, gently push one open and step through.



Stay along the hallway's right side and move toward the T-intersection ahead.



Turn right in the next hall and approach the next corner on the left. Lean right to peek around the corner. Just ahead you spot the first tango—he's gazing out the window next to a large TV.



Drop to a crouch and slowly move along the wall on the left toward the next room. If you move quietly, the tango near the TV won't turn around.



At the next corner on the left, lean right to spot the stairs leading to the second floor.



Zoom in and peek through the steps. Two tangos are in the kitchen next to the stairs. Fortunately, their backs are turned.

### Tip

**If you made too much noise in the first hallway, you may spot a guard walking down the stairs to investigate. If this happens, restart the level—at this early stage in the mission it's easier than avoiding this guy.**



While still crouched, approach these steps leading up to the kitchen.



Move slowly as you approach the stairs on the left. Any quick movements will be heard by these two guards in the kitchen.



When you reach the staircase leading to the second floor, stay along the wall to the right and pause on the steps. Pay close attention to your map. Watch for a red dot on the map's right side—this indicates a guard in the hall above.



**Tip**

The patrolling guard on the second floor makes a full circuit, always moving in the same direction. Stay behind him at all times—that way he won't show up behind you. It's important that you have a general idea of where this guard is while you're on this floor.



Hold this position and wait for the red dot to move to the map's top-right corner and disappear. This means the guard has moved down the hall, away from the staircase.



Creep toward the top of the stairs and scan the hallway on the left—this is where the guard just moved.



Stay crouched and enter the hallway. Watch your map to keep track of the guard's movement.



Peek around the corner on the left and make sure the guard has exited the next span of hallway.



When it's clear, enter the hall and watch for the decorative screen on the left side—the telephone is on the other side.



Turn left at the edge of the screen to spot the telephone sitting on a table next to a couch.

**Tip**

Remember, the white dot on your map indicate the position of your current objective.



Approach the phone and place the bug to complete your first objective.

**New Objective**

- Hack Computer



After you plant the bug, turn around and return to the hallway. You have to get to Vargas's office on the opposite side of the floor. Begin by moving down the hall ahead—don't go back the way you came.

**Tip**

If planting the telephone bug took longer than expected, hold back behind the screen and wait for the patrolling guard to make another lap. He won't be able to see you here. Wait until he passes, then follow him at a safe distance.

## Mission 11: Penthouse

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Turn right at the next corner and scan the long hallway ahead. The patrolling guard just turned the corner at the far end.



Move down the first half of this hall at a moderately brisk pace—but don't run! As you get closer to the next corner, slow down and watch for the patrolling guard on your map.



Wait for the guard to move off your map, then peek around the corner. You may spot him turning down the next hallway to start a new lap.



As soon as the guard is out of sight, cross the hall and creep up to the corner on the left side. Lean to the right to spot the office door on the right.



Quietly step into the short corridor leading to the office. Don't panic when you see this guard standing inside. As long as you move quietly, he won't turn to see you.



Continue stepping left while scanning the office interior. Inside are two guards and the accountant sitting in front of the computer. Clark instructs you to move past the office and access a secondary computer terminal in the bedroom on the third floor.

### Tip

**Make your way past the office quietly, but don't move too slow. The guards inside turn toward the hallway from time to time. If they spot you, the mission is over.**



Move past the office and turn to the opening on the left to spot this set of stairs.



Climb the stairs quietly while staying against the wall on the right. Another guard patrols the third floor, too, so you need to stay out of sight.

### CHECKPOINT



Approach the gray wall at the top of the stairs and turn to the left—this increases the scanning range of your map making it easier to watch the movements of the patrolling guard. Watch the red dot on the map's right appear.



When the red dot appears, turn to face the wall—the red dot should move to the top of the map. Watch the dot until it moves off the map's top-left corner. It's clear to move now.



Lean left to peek around the corner and make sure the hall ahead is clear.



Step forward and scan the hallway on the right. A stationary guard has his back turned to you, so continue moving slowly to avoid drawing his attention.



Turn left at the T-intersection and look for the bedroom door on the left.



Step up along the left side of the doorway and gently open it.



Another guard is inside standing with his back to the door. Step inside slowly and quietly.

### Tip

**Don't worry about closing the door to the bedroom after entering. Your presence will be detected once you hack the computer.**



Veer to the right side of the room along this decorative screen—the computer is on the other side.



Step around the screen to spot the notebook computer on the small table.



Hack the computer to complete your objective.



Your bugging and hacking efforts reveal that the accountant downstairs is marked for execution. Clark wants you to rescue him before Vargas' guards carry out their orders.

### New Objective

- Escort Accountant to Extraction



Clark realizes you'll need to take out some bad guys to rescue the accountant, and authorizes you to go Weapons Free. Begin by peeking around the screen and aiming at the bedroom's far wall.

## Mission 11: Penthouse

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Wait for the patrolling guard from the hallway to rush into the room. Fire a few rounds into his torso to halt his hasty advance.



The gunfire alerts the other guard in the bedroom, so turn to the right and prepare to open fire when he moves into your sights.



Step out to the right and watch for another guard entering the room from the hallway. Down him with a few rounds before he can return fire.



Exit the bedroom and turn right. Clear the third floor before rescuing the accountant—you don't want enemies sneaking up behind you. The bedroom walls have muffled the gunfire noise, leaving the remaining guards unaware of your presence—at least for now.



Quietly advance toward this corner with the stationary guard. Kill him with a head shot.



Peek around the corner and look for another guard to use for target practice. Stay at this corner and wait for another enemy to rush out the doorway on the left.



When it's clear, approach the doorway ahead and scan this meditation room.



Make a lap around the hallway to verify that you've killed all the guards on the third floor.



Return to the stairway and make sure reinforcements from the second floor aren't on their way up. As long as you have kept the fire fights short, the guards downstairs are probably clueless.





Sidestep down the stairs while aiming down toward the office.



Before rushing into the office, make sure the hallway to the right is clear—you don't want to encounter the patrolling guard yet.



Only one guard is in the office this time, facing the accountant in the corner. Silently step in behind him and drop him with a bullet to the back of the head.



Rush over to the accountant and secure him for escort. By now, the rest of the guards in the penthouse are aware of your presence.



Turn around and face the doorway. Drop to a crouch to increase accuracy and reduce your visible profile. Open fire on the guards as they rush in front of the open door.

### Tip

**Try tossing a tear gas grenade in front of the office door. This will choke the incoming guards, making them much easier to pick off with your SR-2.**



Try to keep the guards from entering the office. If they get this close, your chances of taking damage increase significantly.

### Tip

**Keep in mind that secondary weapons like the SR-2 are far less powerful and accurate than the primary weapons you're used to. For best results aim for your target's torso. It may take a few shots to kill a guard, so keep firing rounds until he slumps to the ground.**



When the guards stop rushing the office, peek out into the hallway before exiting.



Turn left at the T-intersection outside the office and watch for more guards patrolling the halls.



Deal with the remaining guards on the second floor before making your way to the stairs.

## Mission 11: Penthouse

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Turn right at the next corner and advance toward the stairs from this direction. Stop when you reach the windows on the left.



Turn around and rush toward the hallway on the right.



Zoom in and focus your sights on the stairs below. Watch for the two guards from the kitchen to move into your sights. Pick them off one at a time before they can reach the top step.



Retrace your steps back through the hallways leading back to the stairwell. Although the first floor should be clear, play it safe and peek around corners before rushing out into the open.



Now focus on the guard next to the TV in the room below—if he spots you, he'll open fire, making himself easier to spot. This is a long-distance shot for a secondary weapon, but keep firing rounds until he falls.



Don't worry about being quiet now. Rush through these glass double doors on your way to the stairwell.



Descend the stairs to return to the first floor.



Before rushing into the stairwell, be aware that there's a guard lurking above.



Sidestep up the stairs until you can see the guard on the landing above. Open fire on him from below, before he has a good view of you.



Make sure he's down before racing toward the door leading out onto the roof.

### Tip

**As you approach the end of the mission, make sure every shot counts. If you're not careful, you may run out of ammo—a painful way to fail the mission, especially when you're this close.**



Step up along the doorway's right side and lean left. Throw the door open and scan the wooden deck ahead for more of Vargas' men.



Hold at the doorway and zoom in. Wait for guards to move into your sights and pick them off.



When it looks clear, approach the steps leading up to the deck. Sidestep right while scanning the open area to the left—more guards may be waiting to ambush you from this side.



Once the deck is clear, crouch and move along the lattice work on the right side.



Lean left and peek around the next corner, aiming down the steps that lead to the extraction zone of the rooftop. Watch for more guards positioned here.



Before rushing toward the extraction zone, stand up and scan the rooftop. You may not be able to see the far corner below, so toss one of your tear gas grenades in this direction.



At the least, this draws out into the open any guards hiding here, making them easier to eliminate.



Sidestep to the left to descend the stairs while aiming into this blind corner. Your gas grenades should have driven any guards out of this area.



With the rooftop clear, turn left and move toward this far corner to complete the mission.



Turn around to spot a Black Hawk rising into view. This is your ride out of here.



# MISSION 12: MEAT PACKING PLANT

**Briefing:** Vargas' accountant has been a big help. The first thing he did was finger a meat packing plant his former boss owned as another storage site for materiel for the nerve gas. He's currently talking to Intel about a few other things, but it's the VX that concerns us. Domingo, you and your team are going to be dropped by chopper about a half mile away, so you'll be inserting on foot. There are civilians in the plant, so treat this as a potential hostage situation. Good luck.

Intel:	
Location:	Caracas, Venezuela
Date:	02 Feb 08
Local Time:	03:58
Weather:	Clear
Rainbow Backups:	Eddie Price, Louis Loiselle, Dieter Weber
Suggested Gear:	
Primary Weapon:	M16A2
Secondary Weapon:	M203 RP
Equipment:	Flashbang, Smoke Grenade
Briefing Objective:	
Recover nerve-agent materiel and secure hostages	

## Tactics

### Initial Objective

- Locate Chemical Barrels



The meat packing plant is a twisting maze of cramped corridors and large open rooms. You must stay on your toes to avoid running into an ambush. Begin by moving across this first room toward the door on the far wall.

### Tip

**Most of the tangos in the facility are equipped with gas masks. Don't bother bringing tear gas on this mission. You're better off with smoke grenades and flashbangs.**



Open the door and pass through this short corridor to enter the next hallway.



Lean left while stepping in front of the doorway. When you spot the tango in the next hallway, open fire until he falls.



Turn right and move down this hallway. Keep your sights aimed at the open doorway on the right.



Step into the next hallway and move toward the closed door on the left.







Order your team to hold in the hallway, then approach the left side of the door and throw it open.



Lean right and aim at this hanging slab of meat.



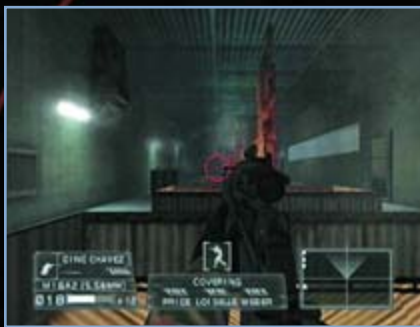
Zoom in to spot the tango standing behind the meat. Try to hit him in the torso if possible. If not, a few shots to his legs drops him to the floor.



Step into the doorway while aiming along the room's far left side. Another tango is hiding behind the barrels ahead.



Zoom in to get a better view of the tango and take him out with a quick burst.



While aiming at the same area, step right into the room and drop to a crouch behind this bin. Aim toward the large door at the room's far end and listen for it to open.



When it opens, zoom in on the left side and fire on the two tangos inside.



The barrel in front of you deflects some of the incoming gunfire, buying you more time to adjust your aim.



When the two tangos on the left side are down, peek over the barrel in front of you and scan the area beyond the two slabs of meat. Another tango is hiding on the right side of the room ahead. Hold this spot until you can get off a clean shot.



When the room is clear, order your team to regroup.



## Mission 12: Meat Packing Plant

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Make your way to the room's right side, and approach the open doorway in the corner. Ignore the control room on the right side of this room.



Move through this tight corridor, but stop before passing through the next doorway.



Work your way around the twisting corridor until you spot this doorway on the right—it's covered with vinyl slats, making it difficult to see inside.



As you enter the next hallway, Clark informs you that two hostages have been taken. Rescuing the hostages is now your first priority.



Turn to the left and lean left to peek down the next hallway. Look for two tingos patrolling the room ahead. Open fire when they come into view.

### Tip

**Several doorways in the facility are covered by vinyl slats, used to insulate the refrigerated rooms. These slats are semi-transparent, but they make it hard to spot targets on the other side. However, your thermal vision can still pick up the heat signatures of tingos on the other side. Just be aware that they may be able to see you too.**

### New Objective

- Secure Hostage



At the next corner, lean to the right and peek down the next hallway to take out this tingo.



If your targets retreat around the corner on the left, enter the hallway and creep forward until you have a clear shot. Make sure they're both down before approaching the next corner.



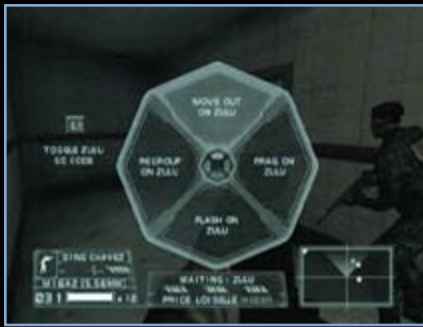
The guards inside the refrigerated room ahead have a good view of the doorway, so you need to move in with overwhelming force to clear it. Begin by ordering your team to move next to the doorway and provide cover.



When he's down, move into the next hallway, toward the open doorway on the left side.



Lean right at the corner and look for this tingo in the window above. Fire a quick burst through the glass to drop him.



Aim into the room and then order your team to "move out" on Zulu.



Now equip a flashbang and toss it through the doorway, toward the room's center.



When the flashbang goes off, give the Zulu code. Fall in behind your team and follow them into the room.



Upon clearing the doorway, turn right and scan this end of the room. At least two tangos are positioned here.



Be sure to scan the area behind this shelf—one of the tangos hides behind the blue barrel ahead.



When your side of the room is clear, turn around and make sure your team has secured the opposite side.



When the whole room is clear, turn to your right and move up this ramp leading up to the next hallway. Order your team to regroup.



Lean left and peek down this long hall, paying particular attention to the window on the left side.



Cautiously approach this window and make sure the hallway on the opposite side is clear. If any tangos from the previous room managed to get away, they may be hiding near this window waiting to ambush you.



Enter the next hallway and move forward until you hit the save checkpoint.

### CHECKPOINT



Move to the next corner and lean left to scan the next hallway. Don't step into the hall. A sheet of plastic hangs from the ceiling, partially obscuring your view.

## Mission 12: Meat Packing Plant

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Zoom in and step to the left a bit until you can spot this tango hiding behind the sheet of plastic. Fire a few rounds through the plastic until he falls back.



Now switch on your thermal vision and scan the window on the hall's right side.



Zoom in and step to the left until you can see the heat signature of this tango standing in front of the front monitor.



When the tango in the side room is down, cautiously approach the window. Open fire as soon as the next tango rushes into view.



Turn off your thermal vision and proceed through the plastic sheet to reach the end of this hallway.



Follow the twisting corridor until you come to this room, with a bench in the center.



Make your way to the room's far corner and step along the right side of the closed door. Gently push the door until it's about halfway open.



Now zoom in and push the door open until you can see this tango hiding behind this shelf. Go for a head shot before he spots you.



When he's down, completely open the door and enter the room.



Move toward this opening on the room's far side, but stop short of entering the next hall.



Instead, lean left and scan the room ahead.



Zoom in to target this patrolling tango. Make sure he's down before entering the hallway.



Now it's safe to move into the hall, but don't step into the room ahead yet. The first hostage is being held in the adjoining room and if the terrorists detect you, they'll execute him.



Lean to the right and peek around the corner. Equip a smoke grenade and toss it in front of the doorway ahead. The smoke provides cover while you prepare your team for the room's assault.



When the smoke is in place, step out into the room and aim toward the smoke-filled doorway.



While aiming into the next room, order your team to "move out" on Zulu.



Now equip a flashbang and toss it into the room while there's still some smoke in the doorway.



When the flashbang goes off, give the Zulu code and follow closely behind your team.



From the doorway, move straight ahead toward the opposite side of the room and blast this tango crouched next to the table.



Immediately turn right and aim up this ramp to shoot the tango standing near the doorway ahead. Meanwhile, your team clears out the other side of the room, including the tango hiding behind the hostage in the window above.



Keep scanning this walkway and wait for another tango to rush out the doorway on the left. Fire an autoburst to stop his advance. Otherwise, he tries to run past you and attack your team from behind.



When the room falls silent, step forward and zoom in on the window ahead to make sure the hostage is alone. Order your team to secure him.

## Mission 12: Meat Packing Plant

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Hold this position while your team secures the hostage.



Wait until the hostage is secured, then turn down this short corridor to the left.



Turn right at the end of the corridor and approach this closed door to load the next level.

### • LEVEL LOAD •

#### New Objective

- Secure Second Hostage



The next level begins in another hallway. Approach the open doorway on the left.



Peek into the next room and equip your M203. Fire a phosphorous round at the opposite corner, behind this stack of crates.



You know you hit your target when this flaming tango runs out into the open. Don't worry, he's no longer a threat.



Switch back to your primary weapon and step into the next room while aiming at this point on the catwalk above. Continue creeping into the room until a tango rushes out. Blast him before he can toss a grenade down into the room.



When he's down, turn right and aim at this sheet of plastic. Another tango opens fire from behind this sheet. Open up with automatic fire until the room falls silent. If you have a hard time spotting him, saturate the area with another phosphorus round from your M203.



The room should now be safe to enter. Step toward the center of the room and turn to the left to spot this door in the corner.



Open the door and follow the next corridor to the right.



Slow down when you spot this doorway ahead.



Quietly step up to the doorway and lean right to peek inside the break room. Two tangos should be inside these adjoining rooms. Watch for one to move into sight and pick him off.



The other tango may retreat to the next room or into this corner. While still leaning right, sidestep into the break room and open fire on the tango before he can respond.



When it's clear, enter the break room and approach the next doorway on the opposite wall.



If you took out two tangos, the next break room should be clear. Still, approach the doorway cautiously and scan the whole room before entering.



Move across the next break room and enter the doorway leading to this set of stairs.



Climb the two sets of stairs to access the catwalk running above the room you cleared earlier. Move past this sheet of plastic and approach the closed door on the left.



Gently open the door and step inside the next hall.



Soon after stepping into the hall, order your team to hold and provide cover. Make sure they don't get too close to the doorway on the right—the second hostage is being held just outside the next room.



While your team holds in the hall, move toward the doorway. Face the doorway, as shown, and lean left. The next room is empty, but the hostage is being held outside and can be seen through this window ahead.

## Mission 12: Meat Packing Plant

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Zoom in and step to the left while peering through the window in the next room. The first tango you'll spot is probably this one patrolling the hostage area. If you choose to take him out first, do so quickly.

### Tip

**Ideally, you should take out the tango guarding the hostage first. But if you don't take out the patrolling tango, he may shoot you as you try to get a clear shot at the tango hovering over the hostage.**



Shuffle to the left a bit more to spot the tango guarding the hostage. He'll turn to shoot the hostage when your presence is detected, so take him out fast.



Continue peeking through the window and watch for another tango on the far side of the room. He may be crouching behind a crate, so wait for him to stand up before firing.



Now order your team into the next room. They'll engage other tangos in the hostage area.



Enter the next room and locate the hostage. Order your team to move in and secure him.



Follow closely behind your team and turn right to peer over these barrels before you reach the hostage. If any more terrorists are in the area, they're hiding at this far end. Hold this position while your team secures the hostage.



When your team completes their task, turn left and move past the hostage toward the next corridor.

### New Objective

- Locate Chemical Barrels



Order your team to regroup and turn right to enter the corridor ahead.



Activate your night vision as you approach the dark corner.

### • CHECKPOINT •



Work your way through the darkness and lean right to scan the next hallway—you can deactivate your night vision now. Scan the window on the right side of the hall.





Zoom in to pick off the tango hiding inside this small room to the right.



Approach the window on the right and make sure the tango is down.



Continue down the hall and descend the short set of steps at the corner.



Stop before entering the next room. You need to assault this large rectangular room with your team.



Aim into the room and order your team to "move out." Advance into the room with your team.



At the corner, turn right and watch this large door as it slides open. Don't worry, your team watches your back as they clear the rest of the room.



As the door opens, a tango rushes out along the door's right side. Blast him before he can enter the room.



Another tango also rushes out of this doorway, so be ready to down him.



Now turn around and make sure your team cleared the opposite side of the room.



When it's clear, turn back toward the large doorway and order your team to regroup.



Move through the doorway and turn tight in the adjoining hall.



Follow the winding corridor until you come to this room with the closed double doors on the right.

## Mission 12: Meat Packing Plant

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Move toward the doors and order your team to hold and provide cover. They crouch along the sides of the doorway, giving them a good view of the next room.



Step toward the door on the right and throw it open. Back away from the door and let your team go to work.



Drop to a crouch and scan the catwalk running above the next room.



Wait for the gunfire to settle down, then approach the closed door on the left. Throw the left door open and back up to give your team a clear view of the room.



Watch the room's left side and help your team engage the tangos inside.



Now step to the left side of the door, and scan the room's right side. Watch for more tangos moving about and help your team eliminate them.



When it looks clear, order your team to move inside the open doors. Follow closely behind as they assume a covering position.



Step to the right and scan this aisle leading to the room's opposite side.



Move down the aisle and turn left when you reach the room's opposite side to spot this open doorway.



Order your team to regroup and make your way to this doorway.



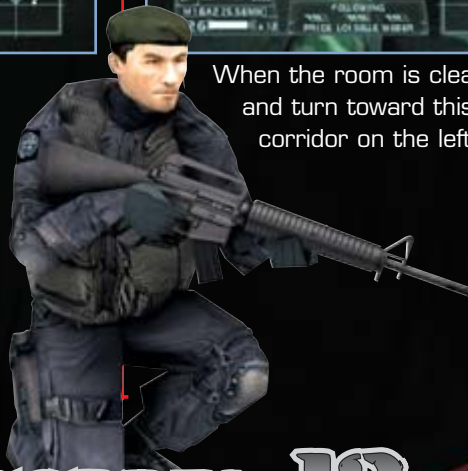
Move through the adjacent hallway until you spot this opening on the right—two tangos are in the next room. While staying along the doorway's right side, target the first tango.



Then step left in front of the doorway to engage the last tango.



When the room is clear, enter and turn toward this corridor on the left.



Lean left to peek into the corridor to spot the chemical barrels at the far end.



Order your team to move toward these barrels to complete the mission. Now it's time to go after Vargas.

# MISSION 13: GARAGE

**Briefing:** U.S. Customs found Vargas for us a few hours ago, though they didn't manage to contain him. He was onboard a cargo ship that docked in New Orleans early this morning and immediately started offloading its load—automobiles. Intel's convinced that the cars are the key to the VX. They may be right—Customs put a tail on Vargas and tracked him to a garage in the city. Now it's time for you to go dig him out. Be very careful on this one, Domingo. VX is vicious stuff.

## Intel:

<b>Location:</b>	New Orleans, U.S.A.
<b>Date:</b>	04 Feb 08
<b>Local Time:</b>	08:25
<b>Weather:</b>	Clear
<b>Rainbow Backups:</b>	Louis Loiselle

## Suggested Gear:

**Primary Weapon:** M4  
**Secondary Weapon:** M203 HE  
**Equipment:** Flashbang, Smoke Grenade

## Briefing Objective:

Capture Emilio Vargas

## Tactics

### Initial Objective

- Locate Vargas



The mission begins outside the garage. Loiselle is your only backup so be prepared to take lead on all assaults and entries. Begin by moving toward the door on the left.



Open the door and scan this locker room.

## Mission 13: Garage

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Move between the lockers toward the back wall. Stop before reaching the last set of lockers.



Lean right and turn to the left. Sidestep right toward the wall until you spot this tango hiding in the corner. Hit him with a quick burst—you don't want him sneaking up behind you.

### Tip

**If you don't want to expose yourself to fire, fire an HE round into the corner of the locker room with your M203. However, the explosion may alert tangos elsewhere in the garage, giving them time to set up defensive positions in the adjacent rooms.**



Turn around and move toward these double doors.



Open the door on the left and scan this office for tangos—it should be empty.



While still in the doorway, turn left and step to the right. The auto showroom is on the other side of this window straight ahead. Move toward the cubicle wall and use it for partial cover while aiming through the window.



Zoom in and look for a tango or two near this car on the showroom's far side. Fire short bursts until all tangos in your sights fall to the floor. Hold this position for a few seconds and wait for more terrorists to move into your sights.



Sidestep to the right slowly while aiming through the window. Eventually an RPG rocket flies through the window, rocking the office's right side.

### Tip

**The M4's red dot reflex sight is great for moving while zoomed in. Unlike the scoped weapons, the reflex sight doesn't block out your peripheral vision. Plus the 2x zoom is less disorienting while moving.**



Continue stepping to the right and drop to a crouch as you pass the edge of the cubicle wall. Creep forward until you can see this elevated walkway on the showroom's far left side. Open fire on the tangos positioned on this side of the room.



Keep watching the elevated walkway and blast any tangos who run across it.



Stand up and stay zoomed in on the window. Continue sidestepping right toward the next set of double doors.



Step up to the door on the right and throw it open.



Sidestep right into the showroom while scanning this far corner. Another tango may be hiding near the tire display.



Keep stepping right until you can take cover behind this car. Scan the whole showroom from this position.



When it's clear, approach the platform on the right and follow the red carpet past the rotating yellow car.



As you reach the platform's opposite end, approach this stairway ahead.



Climb the steps up to access the elevated walkway running along the side of the showroom.



When you reach the top of the stairs, zoom in and scan the next doorway ahead. Creep forward until a tango rushes into your sights, giving you ample time to fire off a few rounds.



Cross the elevated walkway while aiming into the hallway ahead.



As you reach the walkway's end, lean left and peek inside the adjoining hall. Another tango may be positioned outside the double doors ahead. If this is the case, pump a few rounds into him before he can respond.



Approach the double doors and order Loisele to hold and provide cover. Make sure he's aiming at the closed doors.

## Mission 13: Garage

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When Loïselle is in position, open the door on the right and step back. Let Loïselle clear out the conference room by himself.

### Tip

**If you didn't encounter a tango in the hallway near the double doors, there are probably two tangos inside the conference room. Either way, Loïselle is more than capable of dealing with both.**



As the gunfire comes to a halt, lean left and peek inside the conference room before entering.



When it's clear, order Loïselle to regroup and move toward the open doorway on the room's opposite side.



Lean right and peek into the next hallway. Move forward but stop before reaching the corner on the left.



At the corner, lean right and aim down these stairs to take out the tango below. You have to shoot quickly or else he may retreat into the room on the left.



When the stairs are clear, creep down the steps while aiming at the floor below. A tango may rush in from the doorway on the left so be ready to open fire again.



About halfway down the stairs, crouch and zoom in on the doorway below. Watch for a tango patrolling the adjoining hallway. Pick him off when you have a clear shot.



Stand up and move down the rest of the steps. At the bottom, step left while aiming through this doorway.



If you haven't taken them out already, two tangos may be holding at this corner near the cabinets and vending machine.



Round the corner to the left and advance toward this open doorway. Make sure you have a fresh clip loaded before leaning left and peeking into the short corridor leading into a garage.



Zoom in and scan the open doorway ahead. Four tangos are in the garage. Fortunately, you can take most of them out from this position. Simply open fire as they move into view.



After downing the first tango inside, the remaining terrorists approach the doorway more aggressively. Be ready to pick them off one at a time.



Count the number of tangos you've killed. At the very least you should be able to take out three from this position.



If the fourth tango doesn't show himself, cautiously move through the short corridor ahead while staying focused on the doorway. There's a good chance the last tango is hiding behind the car inside.

### Tip

**Before rushing the garage, toss in a flashbang. Just make sure Loïselle has a clear view of the doorway before lowering your weapon.**



Continue stepping forward until you have a clear shot at the hiding tango.



Step inside the garage and scan all of the room's corners.



Once the garage is cleared, the rightmost double door behind the car opens automatically. Don't worry, no tangos lurk on the other side.



Pass through the open door and approach this closed door on the right to load the next level.

## • LEVEL LOAD •



You begin the next half of the level in a hallway. Creep up to the open doorway on the left.



Step through the doorway and immediately turn right to spot this tango patrolling near the car. Open fire to take him down before he can retreat behind cover.

## Mission 13: Garage

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Step farther into the garage and watch this corner on the left. Another tango rushes into view, making himself an easy target for you and Loiselle.



Approach the corner on the left and equip a smoke grenade. Toss it on the floor and wait for the smoke to deploy.



When the smoke screen is in place, activate your thermal vision and step to the right to peek around the corner.



Zoom in and step right until you can spot the heat signature of a tango crouched behind this ramp on the far side of the garage. Keep firing on this area until the tango slumps to the floor.



Sidestep right while aiming along the left side. Look for a few tangos clustered at this end, beyond the raised car—as long as the smoke is still in place, they can't see you. Keep firing on these tangos until they're all down.



When the smoke thins, switch off your thermal vision and continue scanning the left side of the garage. Another straggler may be holding out by the raised car.



When it looks clear, turn right and order Loiselle to move out along the garage's right side.



Meanwhile, turn left and pass beneath the raised car to scour the garage's left side.



Make your way to this pillar and aim into the open doorway ahead.



Order Loiselle to regroup and enter the doorway to the adjoining hall.



Follow the hallway until you spot this open doorway leading into the next garage.



Rush through this doorway and turn right. Upon entry, Vargas and one of his security guards rush out to the left. Don't fire—you can't risk killing Vargas.



### New Objective

- Secure Vargas



Let Vargas run for now, you need to deal with his security detail before taking him into custody. Aim toward the corner on the left and pick off the tangos who move into your sights.



Zoom in on this corner and engage the tangos who rush to this side of the garage to counterattack.



Step to the right while aiming at the corner. Hold this position and wait for more tangos to step around the corner.



Continue sidestepping right until you can see the far side of the garage. Watch for another tango holding beyond this ramp. Open fire as soon as he slides into view.



Lean right and step right to peek around the corner, scanning the far left side of the garage. Another tango is crouched near these red toolboxes.



As you did in the previous garage, order Loiselle to move along the right side.



While Loiselle scours the right side, turn left and move along the left side.



Circle around the car on the garage's far side and turn right to peek around this pillar. A tango hides inside the storeroom ahead so don't take your sights off this doorway.



Zoom in on this doorway and move toward it. While moving, order Loiselle to regroup.



Enter the storeroom but stop before you reach the shelf on the right.

## Mission 13: Garage

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Turn right to face the wall, then lean and step to the left to peek through the shelves. Look for the tango hiding amongst the shelves and pick him off before he can find a better hiding spot. If he gets the opportunity to crouch, you have a much harder time targeting him.

### Tip

**If you can't locate the tango in the storeroom, toss a flashbang farther into the room, then rush in and scan each aisle until you find him.**



When the tango is down, move through the storeroom and approach the locker room ahead.



Aim to the right side of the locker room while stepping forward. Watch for one or two tangos standing near this corner inside. Fire on them before they can retreat.



Enter the locker room and step left while scanning the next doorway ahead.



Move through the doorway to enter this short hallway leading into the break room.



Before entering the break room, lean left and step left until you can see Vargas. When he spots you, he somersaults into the next hallway in an attempt to escape. This time you must run after him! A car is waiting for him outside and if he gets away, the mission ends in failure.

### Tip

**If you only took out one tango in the locker room, watch for another hiding somewhere in the break room. Deal with him quickly before racing after Vargas.**



Cross the break room at a full run and enter the hallway ahead.



Turn left and make your way to the first corner in this Z-shaped hallway.



While you're moving, switch to your M203 and turn right to negotiate the next corner.



As you move past the corner, turn right to spot the tango waiting to ambush you in this closet. One HE round is more than enough firepower to deal with him.



Immediately turn around and race down the next hall on the left. Switch back to your primary weapon while making it to the open doorway leading outside.



Turn right after exiting the doorway and look for Vargas' getaway car beyond the gate ahead.



Zoom in and target the driver. Take him out by firing a round through the gate's bars—go for a head shot.



When Vargas' driver is dead, he raises his hands and gives up. Good work!

### Tip

**If you manage to get within a few feet of Vargas before he reaches the car, he stops and puts up his hands. Instead of killing his driver, secure Vargas to complete the mission.**

## MISSION 14: PARADE

**Briefing:** We have more details on what Crespo is intending to do with the VX. He's managed to conceal a concussion device strapped to the VX canisters on one of the parade floats. At a pre-determined time during the parade, he's going to detonate the bomb and disperse the gas throughout the city. Failure is simply not an option, Domingo. I need you to find that bomb and defuse it before this city gets turned into a graveyard. There's no one I trust more. Go to it.

### Intel:

Location:	New Orleans, U.S.A.
Date:	04 Feb 08
Local Time:	23:38
Weather:	Clear
Rainbow Backups:	Eddie Price, Louis Loiseau, Dieter Weber

### Suggested Gear:

**Primary Weapon:** M16A2  
**Secondary Weapon:** M203 HE  
**Equipment:** Frag Grenade, Smoke Grenade

### Briefing Objective:

Defuse Chemical Bomb



# Tactics

## Initial Objective

- Defuse Bomb



As expected, plenty of tangos lie between this insertion point and the bomb. You have to work your way through several potential ambushes to reach it, so move slowly and maximize your team's firepower.



Begin by moving forward and turning left. Approach this deserted market area ahead.



Stop at this corner and lean left to scan the next market area ahead—several tangos are gathered here.



Step out from the corner, and cautiously move forward while aiming into the next market area.



Quickly turn to the left and aim into this corner.



Order your team to move along this wall. They engage a tango hiding to the left as they move out. Once they're in position, your team can cover the next market area from a different angle.



Your team's gunfire probably draws more tangos out into the open. So turn back to the right and scan the market area ahead.

## Mission 14: Parade

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Open fire on the tangos when they move into view.



Once activity in the market area dies down, turn to observe your team along the wall on the left. If they're not receiving or returning fire, it's time to move out.



Equip a smoke grenade and toss it toward the opening ahead that leads into the next market area.



When the smoke screen is in place, order your team to move into the next area.



Follow behind your team and turn right to aim at the roof of this building.



Zoom in on the roof's left side to pick off a series of snipers. As soon as you take one down, another appears in his place. Keep firing until they stop appearing.



Now swing your sights to the right side of the same rooftop and look for another sniper next to this antenna. Fire quick bursts until he slumps out of sight. Continue scanning the rooftop for more sniper activity before zooming out.



When the snipers are down, turn to the left and scan the market's far left side. More tangos may be hiding in this dark corner.



When the left side is clear, turn around and back up while aiming at this rooftop.



As you back up, a tango rushes across the rooftop in an attempt to ambush your team below. Pick him off before he can inflict any damage.



Turn to the right side of this rooftop and watch for an incoming hand grenade. When you hear the pin pop off the grenade, rush forward to avoid getting caught in the explosion.



Continue facing the rooftop, aiming just above the light on the right. Wait for the grenade-tossing tango to move into view and blast him with a quick burst.



Turn around and aim along the left side of the market again—the smoke from the grenade blast should be clearing.



Move forward and approach this open doorway on the left. Order your team to regroup.

## Mission 14: Parade

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Beyond the doorway is an empty dead end. But a locked door is on the right.



Step up to the door and unlock it.



When it's unlocked, push the door open to reveal a stairwell.



Move through the doorway and turn left. Aim at the landing and order your team to move to this position.



Wait until your team is covering the next flight of stairs then move toward their position. While you are moving toward the landing, your team engages a tango in the hallway above.

### Tip

**If you move up the steps before your team does, the tango in the hallway above may toss a grenade down the stairs, potentially wiping out most of your team.**



At the landing, turn right and negotiate the next set of steps.



At the top, move next to this closed door on the left. Stay along the doorway's left side.



Face the door and lean right. Throw the door open and pick off this tango in the window ahead.



Enter the room and turn left to face this doorway. A piece of fabric covers the doorway, making it difficult to see into the next room.



Activate your thermal vision. This allows you to see through the fabric. Approach the doorway and equip your M203.





Lean left at the doorway and scan the far right side of the next room. A tango hides in the far corner. Fire an HE round at the back of the room to kill him.



Deactivate your thermal vision and switch back to your primary weapon. Return to the top of the stairs in the previous hallway and aim at this closed door on the left side. Order your team to regroup.



While aiming at the door, order your team to "open and clear" on Zulu.



While your team stacks up, move past the door and approach the next corner on the left.



Lean right around the corner to spot this tango at the far end of this dark hallway. Fire a few quick bursts until the tango slumps to the floor.



Continue along this dark hallway, but stop before you reach the next corner on the left.



Lean right at the corner to spot a tango rushing out of the nearby room.



Eliminate him before he can draw an accurate bead on your location.



Approach the doorway on the left (the same one the tango exited). If the door is closed, open it and scan the room inside. Give the Zulu order now and hold at this doorway.



Your team enters and holds near the doorway down the hall to the left. Equip a frag grenade and toss it through the doorway at the far side of the room.



When the grenade goes off, order your team into the same room. They enter and wipe out any survivors.

## Mission 14: Parade

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When this room is clear, order your team to regroup and prepare to move out.



At the bottom, approach this door to load the next half of the mission.

### • LEVEL LOAD •



Continue to the hallway's end and turn right to spot another doorway covered by a piece of fabric.



The next level begins in this empty alley. Approach the door on the right.



Once again, activate your thermal vision and lean left. Step to the left until you can spot the tango holding in the stairwell below. Shoot him quickly before he opens fire.



Open the door and step out into the street. Turn right to spot this large parade float—this is where the bomb is located.



The rest of the stairwell should be clear, so deactivate your thermal vision and make your way down the steps.



Aim along the float's right side and order your team to move forward. As they race alongside the float, they come under fire from tangos in the street and in the building ahead.



Follow closely behind your team and help them down the tangos who rush into view. Watch the two upper-floor windows in the building at the far end of the street.



As activity ahead of the float dies down, turn left and scan this building's rooftop for a sniper moving into position. Aim between the van and the float to take him down.



Now move between the van and the float. The bomb is located on the float to the left, but you need to take care of another tango before disarming it.





Lean right and step right to peek around the float toward this alley. Fire a few rounds into this tango before he can respond.



Step back toward the van and aim at this wall. Order your team to move here—after defusing the bomb you won't have much time to give your team orders.



When your team is in position, turn to the bomb and disarm it.



Immediately after defusing the bomb, turn around and aim toward this closed door on the van's left side. Step out to the left and back up while aiming at this door.



Watch for the tango who rushes out of this door and drop him before he can open fire on you or your team. Although you defused the bomb, a failsafe device has been activated, giving you four minutes before the bomb explodes. Proceed alone and locate this device while your team covers the bomb.

### New Objective

- Disarm Failsafe Device



Turn around and approach this alley on the right. Move quickly to reach the failsafe device before it detonates the bomb.



Race through the alley and turn right at the corner.



Lean left and aim at this open doorway ahead.



Zoom in and step left to kill this tango hiding behind the bar.



Move toward the doorway and lean right. Step to the right and scan the room's far left side. Focus your attention on the open doorway to the left.

## Mission 14: Parade

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If it's clear, enter the bar and move toward this doorway. Open fire as soon as a tango moves into view.



Zoom in and pick off the two tangos lying in wait here. Hold at the doorway until they're both down.



Climb the steps but stop before reaching the open doorway at the top.



Now lean right while aiming through the same doorway.



Step into the room with the pool tables and keep scanning the doorway ahead. Watch for another tango rushing into the room. Fire until he's lying on the floor.



Lean left and creep up the stairs while aiming at this barrier on the right side. Step left until the tango behind the barrier comes into view. Take him down before he can fire back.



Zoom in and step right until you spot this tango standing behind a pool table in the corner of the next room. Hit him with a quick burst until he drops to the floor.



Approach the doorway ahead and lean right. Scan the room's left side for more tangos—it should be clear.

### Tip

**By the time you reach the first stairwell, about three minutes should be left on the timer. If you have less than three minutes, pick up your pace a bit.**



Now move to the doorway and lean left. Step left until you can see this doorway leading into the adjoining room.



Enter the room and turn left to approach the doorway on the room's far left side. This leads into a stairwell.



Rush through the doorway at the top of the stairs and turn right in the adjoining hallway.



Take the first left in the hallway and cautiously approach the corner ahead.



Watch for a tango stepping out of the room in the adjacent hallway. Drop him before moving to the corner on the right.



Now lean left and peek down this dark hallway. A tango is crouched along the left side at the far end of the hall. Hold at this corner and shoot him before crossing the hall.



When the tango at the end of the hall is down, cross the hall and peek into the open doorway by leaning right. Another tango stands at the far end of this room next to the door in the opposite corner. Use the doorway for cover while engaging this tango.



Race across the room as soon as it's clear and approach this closed door.



Stand along the right side of the door and throw it open. Mow down the tango standing in the hallway to the left of the door.



Enter the open doorway and lean left while scanning the right side of the hall.



Rush down the hallway toward the open doorway leading into the next stairwell.



Climb the steps to the next floor.

### Tip

**When you reach the second stairwell, you should have about two minutes left on the timer—more than enough time to reach the failsafe device.**

## Mission 14: Parade

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At the top of the steps, turn left. Sidestep right through the doorway and aim at this closed door at the end of the hallway.



Zoom in and creep forward until you spot the first tango on the room's far side. Take him out before he suspects you're even there.



When the first tango above is down, step left and aim along the left side of this pillar.



Zoom in on the door and creep forward.



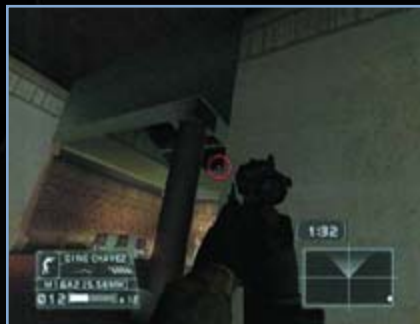
Continue stepping out toward the corner until you have a wider view of the room ahead. Watch for another tango running about the room ahead. Track his movements and fire a few rounds just ahead of him.



Lean left and zoom in on the pillar. Step to the left until the next tango slides into your sights. Take him down with a head shot. Now it's safe to move out of the hallway.



When the door blows open, begin firing rounds at the tango rushing toward you. You should be able to blast him before he inflicts any harm. The room he exited should be clear, so don't worry about clearing it.



Move back behind the corner and aim at the skylight above the room.



Turn right at the corner and move along this wall.



Aim toward the corner ahead when you reach this point in the hallway. Move up against the hall's left side and scan the large room around the corner.



Zoom in on the skylight and scan the right side to target this tango.





When you reach this door on the right, stop along its right side and load a fresh clip—the failsafe device is in the next room, along with one more tango.



Blast the tango and rush to the room's right side toward these glowing computer screens—the notebook computer on the right is the failsafe device.



Throw open the door and scan the room from this angle. When it's clear, equip a frag grenade and bank it off the wall inside the room.



Approach the notebook computer and shut it down.



Switch back to your primary weapon and cautiously approach the doorway—don't count on the grenade clearing the room for you. Step in front of the doorway and lean left to scan the far right side of the room. If the tango is still alive, he's standing on this side of the room.



The mission comes to an end when the failsafe device is deactivated, averting disaster with only a few seconds to spare. Now it's time to go after the mastermind behind this plot—Juan Crespo.



# MISSION 15: AIRPORT

**Briefing:** Crespo's been located, and according to Intel, he's got a last reservoir of VX with him. It's in solution for transport, but that just means it's not immediately dangerous. The facts of the matter are that Crespo and the VX both need to be dealt with. At this point, it doesn't look like arresting him is an option. He's going to be trying to escape in a small aircraft from a private field outside Caracas. Domingo, I'm sending just you in. Don't let him—or that nerve gas—get away.

## Intel:

Location:	Caracas, Venezuela
Date:	12 Feb 08
Local Time:	19:40
Weather:	Clear
Rainbow Backups:	None

## Suggested Gear:

Primary Weapon:	FAMAS G2
Secondary Weapon:	M203 RP
Equipment:	Frag Grenade, Claymore Mine

## Briefing Objective:

Plant explosives in crate and neutralize Crespo

## Tactics

### Initial Objective

- RECON: Plant Explosives in Crate



Before going after Crespo, you must sneak out onto the Tarmac without being seen and plant an explosive charge in one of the crates being loaded onto Crespo's plane.

### Tip



From the extraction point you can choose between two doors. Both eventually lead to the same place, but one path is easier than the other. If you choose the door on the room's far side, you have to evade two tangos before making it outside—one on the ground floor and another on the second floor. However, if you move through the nearby door in the corner you only have to evade the tango upstairs.



Turn to this door in the corner and throw it open to enter the hall beyond.



Move down the hall and approach this opening on the right—it leads into a stairwell.



Slow your movement in the stairwell and creep up the steps to the first landing.



Drop to a crouch at the first landing and creep up toward the next floor. Stop about halfway up this flight of stairs and look for a shadow on the wall ahead. If you don't see this shadow, wait here until it appears.

### Tip

**The tango upstairs patrols three different rooms. Unlike in the Penthouse mission, the positions of tangos are not shown on your map in this mission. Therefore you need to rely on subtle clues like footsteps and shadows to track their movements.**



When the shadow on the wall ahead disappears, slowly make your way to the top of the steps and turn right.



Lean left and peek into this room as the tango exits.



From this corner, activate your thermal vision to see through the wooden door ahead—you can now see the tango in the next room. Quietly approach the closed door and wait for the tango to move to the left, out of view.



As the tango moves out of sight, creep toward the door ahead.



When you reach the door, deactivate your thermal vision and stop. Listen for another door to open—this is the sound of the tango moving into the third room of his patrol circuit. Gently push this door open and make sure the tango is out of sight.



When it's clear, enter the next room and make your way to the other side.

### Tip

**If you feel time is too short, you can hide in the kitchen on your right to avoid the patrolling tango.**



Approach this door on the opposite wall and pull it open.

## Mission 15: Airport

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### Tip

**Don't drop off the balcony! The fall will inflict minor damage.**



Rush through the doorway and turn around to close the door before the tango makes his way back into the room.



Now turn to the right and look for this window along the wall on the left.



While crouched, carefully make your way past this window before the tango enters the room.



When you're past the window, you can relax for a few seconds. Turn around and scan the Tarmac below.



This tango below patrols around the fuel truck and van in a clockwise fashion. Don't worry, he can't see you as long as you stay crouched on this balcony. You need to make your way to the van's rear—this is where you have to plant the explosives.



Wait for him to pass in front of you, then approach this ladder.



The tango stops near the back of the fuel truck for a few seconds before continuing his patrol.



Wait until the tango moves out of sight, behind the fuel truck, then climb the ladder down to the Tarmac.



When you're on the Tarmac, turn around and approach the rear of the fuel truck.



Lean left to peek around the fuel truck. The tango pauses again near the back of the van. Wait for him to continue his patrol before moving out.



As the tango moves out of sight behind the van, creep forward slowly to avoid making excessive noise. Stay along the van's left side to avoid running into the tango.





When you reach the van's rear, lean left and make sure the tango is out of sight.



Move in behind the van and plant the explosives on these crates in the back.

### New Objective

- Locate Crespo



When the explosives are planted, Clark gives you authorization to go weapons free. Now you can deal with that patrolling tango. Begin by stepping left along the driver's side of the van.



Aim between the van and the fuel truck and wait for the tango to move into view.



When the tango stops near the fuel truck's rear, zoom in and fire a bullet through his head.



Stand up and rush toward the back of the fuel truck to spot this set of stairs.



Climb the stairs leading into the next building.



Approach the open doorway at the top of the stairs and turn right in the adjoining hallway.



When you reach the middle of this hallway, your game saves at this checkpoint.

### • CHECKPOINT •



Turn right at the end of the hall and move down these stairs.



Stop short of entering the hallway below. Lean left and aim down the hall's right side. Hold this position and wait for a tango to walk into your sights. Surprise him with a quick autoburst.

## Mission 15: Airport

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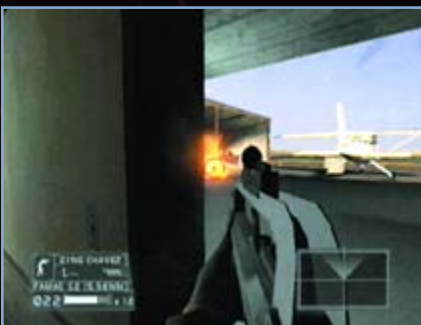
Turn right into the hallway and follow it down to this room. Approach the door on the right side. Make sure you have a fresh clip loaded.



Step in front of the door and quickly pull it open.



Swing your weapon to the left side of the doorway and target this red barrel—don't fire at the tango rushing behind it for cover.



Fire a few rounds at the barrel until it explodes. This should take out the tango hiding nearby.



Swing your weapon to the right and open fire on this tango rushing toward you from the right.



Now zoom in and aim beyond the shed on the left. At the far corner is a tango armed with an RPG—take him down before he can fire his rocket. Otherwise, step back into the room for cover.



When the tango with the RPG across the Tarmac is down, aim toward this plane just outside the door. Another tango rushes across the Tarmac and takes a position along the plane's right side.



Zoom in and pick him off before he can return fire.



Step out of the doorway and move along the brick wall on the right. Lean left to spot these stacked crates. This is your next defensive position.



Rush over to the crates on the right. Lean left and aim along the top of this crate.



Zoom in and step left until this tango next to the forklift slides into view. Fire a quick burst until he's sprawled across the Tarmac.



Another tango wanders around ahead. Continue scanning the area ahead until he runs into view. Blast him quickly before he finds a good hiding spot.



Now turn left and move toward the stack of crates next to the forklift.



As you approach the next stack of crates, several tangos rush out from behind the vehicles ahead. Open fire at the tango rushing from behind the fuel truck while backing toward the previous set of crates.



Race back behind these crates to evade the incoming rounds.



When the gunfire calms down, lean left and peek around the crates to target the tangos ahead. Find two in front of the large hangar on the right.



Watch the stack of crates to the left and prevent this tango from running past your position. If he gets by, he'll open fire on you from behind.



Turn back toward the hangar and continue scanning ahead for enemy movement. Target the red barrel at the hangar's far corner and fire a few rounds at it until it explodes. This should take care of any tangos hiding nearby.



Sidestep to the left and scan the area near the vehicles and in front of the hangar. Make your way to the back of the fuel truck ahead.



Lean left and peek around the fuel truck to look for more hiding tangos.



Step out from behind the fuel truck and look for the partially open sliding door on the left.



## Mission 15: Airport

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Approach this door to load the next half of the level.

### • LEVEL LOAD •



The mission's next half begins in this large garage full of utility vehicles.



Move forward and aim toward the corner on the right.



Zoom in while creeping forward. Stop when this tango steps out and pick him off with a quick burst.



Continue moving toward the corner and turn right. The door on the right leads into a large hangar crawling with tangos.



Stay along the right side of the closed door and lean left. Before opening the door, zoom in and make sure you have a fresh clip loaded.



When you're ready, throw open the door and begin firing on the tangos ahead.



Look for this red barrel at the far side of the hangar and fire a few rounds into it.



The resulting explosion should eliminate a tango or two hiding behind the crates on the right. Meanwhile, Clark informs you that Crespo is on the run. Continue fighting your way through this hangar facility until you flush Crespo out toward his plane.

### New Objective

- Chase Crespo



Hold at the doorway and wait for another tango to rush into view. Drop him before stepping through the doorway.



Step into the hangar and aim along the left side of the crates ahead. The exploding barrel may not have killed all the tangos in this corner. Just to be safe, equip your M203 and fire a phosphorous round at the wall behind these crates.



You'll be glad you took the time when you see a flaming tango rush out from behind the crates—this corner should be clear now.



Switch back to your primary weapon and approach the corner on the left. Lean right and scan the hangar's far side. Pay particular attention to the elevated catwalk running along the wall.



Zoom in on the catwalk and pick off any tangos you can see.



Scan the area below the catwalk, too, and target any tangos hiding among the crates.



To get a better view of the hangar, shoot the red barrel behind the plane. The explosion destroys the plane as well as any nearby tangos.



Step back behind the corner and wait for the smoke to clear. If needed, use this moment to load a fresh clip.



After a few seconds, lean to the right and scan the catwalk again. Now that the plane is out of your way, you may be able to spot more tangos, particularly one next to the door—he was obscured by the plane's tail earlier.



When the hangar's far side is clear, step out from behind the corner and move along this wall running behind the wrecked plane.



Watch and listen for a grenade to be tossed from around the next corner on the left. Be ready to back up if this happens. Wait for the grenade to explode before moving forward.



Rush toward the corner before the tango can throw another grenade.



## Mission 15: Airport

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Lean right and zoom in before sidestepping to the right. Scan the catwalk above to take out the grenade-tossing tango.



Race toward the top of the stairs and turn right to open the door. If the tango's grenade exploded at his feet, this door may already be open.



Lean right and peek into the room to make sure both tangos are down for good.



Step farther to the right until you can scan the entire catwalk, ensuring that it's clear.



Turn right in the next room and approach the open doorway ahead.



Now step inside and approach this window on the left—two tangos are in the garage below.



Once the hangar is clear, move toward the open doorway in the corner below the catwalk.



Step up to the doorway and equip a frag grenade. Lean right and aim at the wall on the opposite side of the room, just above these boxes. Toss the grenade at this spot to bank it off the wall so it bounces deeper into the room.



Zoom in on the window and sidestep to the right until the first tango comes into view near the rear of the fuel truck below. Pick him off with a quick head shot.



Aim to the left side of the doorway before entering. Sidestep to the right and blast this tango at the top of the stairs before he can toss a grenade at you. If he manages to toss the grenade, retreat back into the hangar and wait for it to explode before attempting your assault again.



Back away from the doorway and listen for the grenade to go off. The explosion also sets off a red barrel in the room, incinerating the two tangos inside.



Continue stepping right and aim along the fuel truck's side to target the next tango.



Once the garage's floor is clear, move toward the open door along the left side of the office.



Before exiting, turn around and equip a claymore mine. Place the mine on the floor so it points into the office as shown.



With the claymore detonator in hand, turn right and step out onto the catwalk running along the side of the large garage.



Face the office windows on the left and back up along the catwalk, making your way toward the stairs on the right. When you reach the stairs, step right until you can see two tangers rushing through the office.



Click the claymore's remote detonator to set it off, killing both of the tangers in the office.



Immediately switch back to your primary weapon, and step left, back onto the catwalk. Aim down into the garage and focus your sights on the open doorway on the far side.



Zoom in on this doorway and pick off the tango who rushes through. The garage should now be clear.



Just to be sure, return to the office and peek inside to ensure that the claymore did the job. Two bodies will be lying on the floor if it did.



Return to the stairs leading down to the garage floor. Descend the steps and turn left to make your way across the garage.



Pass the fuel truck and continue moving toward this open doorway.

## Mission 15: Airport

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Rush through the doorway and turn right. You are back outside in a narrow alley.



Step left a few more paces and target this tango hiding behind the crates ahead.



Approach the corner ahead and lean left.



The cargo area should now be clear except for one more tango on a rooftop. Zoom in beyond the crates to spot Crespo's plane taxiing toward the runway. Fortunately, the explosives you planted earlier are on-board.



Zoom in and step to the left until you spot the tango near these crates. Fire a quick burst to drop him.



Step out to the left and aim at the rooftop on the right. One more tango is positioned up here.



Continue stepping left and look for another tango around the corner. If he sees you, he may start running—don't let him get away. He'll only hide elsewhere and attack you from a different angle.



Zoom in and step to the left while scanning the rooftop. Watch for the tango to pop out and start firing. As soon as you begin taking fire, step right to move out of his sights.



Remember where the tango is and equip a frag grenade. Toss the grenade up at the rooftop.



Keep tossing grenades until the tango on the rooftop is dead. Eliminating this tango successfully completes the mission—the explosives on the plane finish off Crespo. Good work!

### Tip

**If you run out of frag grenades, use your M203 to take out the tango on the rooftop. Make sure the grenade rounds slam into the edge of the building in front of the tango's position. Otherwise, they'll fly over the building unless you score a direct hit.**