

PRIMA® OFFICIAL
GAME GUIDE

RAINBOW SIX VEGAS



FRAG Dolls



**Multiplayer
Frag Doll
strategy**

BLOOD, INTENSE VIOLENCE
STRONG LANGUAGE, SUGGESTIVE THEMES

BASED ON A GAME
RATED BY THE
ESRB



PLATFORMS COVERED: PC, XBOX 360™, & PLAYSTATION® 3



UBISOFT



Tom Clancy's





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PRIMA Official Game Guide

Written by David Knight



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CQB FUNDAMENTALS

INTRODUCTION

Las Vegas is burning and the world is watching. International terrorist Irena Morales has amassed an army of mercenaries to besiege America's playground, but her true agenda remains a mystery. Hero Logan Keller and his team now have one night to bring order back into the heart of chaos before Irena unleashes her ultimate objective. What they discover will not only change Rainbow itself, but could also tip the balance of power firmly in favor of the terrorists.

All Rainbow operatives are CQB (close-quarters battle) specialists, experts in clearing rooms and other confined spaces through the use of specialized gear and methodical search and engagement routines. Keeping Logan and his team alive in *Rainbow Six Vegas* requires you to become familiar with the basics of CQB tactics, stressing slow and organized gameplay over the run-and-gun mentality stressed by other first-person shooters.

RAINBOW OPERATIVE DOSSIERS

Captain Logan Keller



Team Leader and Medic

DOB: July 19, 1973

Birth place: New Orleans, Louisiana

Height: 6'1'

Weight: 205 lbs.

- Served with distinction in the Marine Corps and with Delta.
- Leading his first Rainbow mission.
- Tough, no-nonsense, and loyal to a fault.

PROFESSIONAL BACKGROUND:

1990: Parish Program

1991–1993: Marines 4th Division

1993–1997: Recon C Company

1997–2005: 1st SFOD-Delta

2005–Current: Rainbow

SPECIALTY:

- Reconnaissance

Jung Park



IT Expert and Recon/Sniper Specialist

DOB: October 4, 1982

Birth place: Ulsan, South Korea

Height: 5'11"

Weight: 200 pounds

- Hails from a military family; served with the Korean Army's Special Forces Unit.
- From the 707th counterterrorism unit, Jung joined Rainbow.
- Quiet, efficient; good friends with Michael Walter.

PROFESSIONAL BACKGROUND:

2001–2003: ROK Army, 1st Anti-Guerrilla Group

2003–2006: Korean Army Special Forces Unit

2006–2009: 707th Counterterrorism Unit

2009–Current: Rainbow

SPECIALTY:

- Electronics expert

Michael Walter



Demolitions Expert and Heavy Gunner

DOB: Sept 12, 1981

Birth place: London, England

Height: 6'3"

Weight: 230 pounds

- London-born lad with distinguished service in the Royal Marines and SAS.
- Member of the phantom 14 Int, a branch of SAS that nobody knows about.
- Good natured, friendly, and outgoing.

PROFESSIONAL BACKGROUND:

1999–2001: Royal Marines 40th Commando

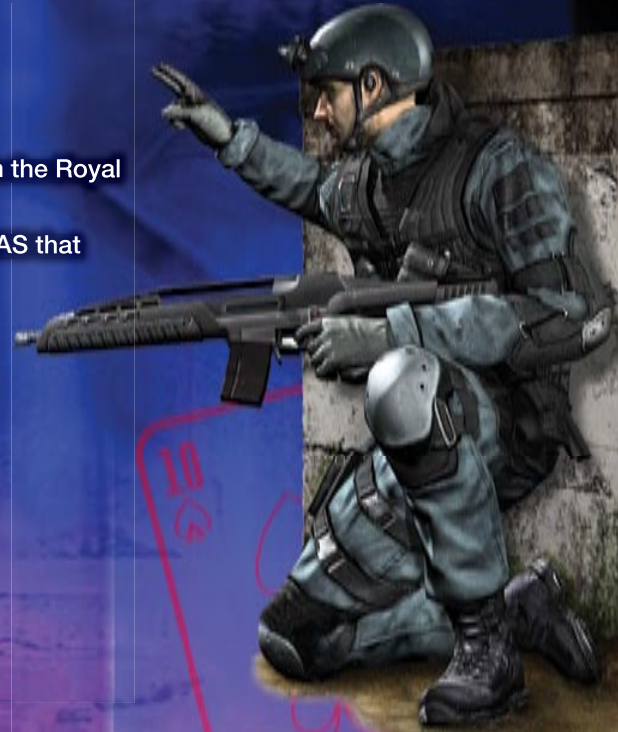
2001–2005: 22nd SAS Regiment

2005–2008: Classified RE: 14th Int

2008–Current: Rainbow

SPECIALTY:

- Heavy-weapons specialist
- Demolitions expert



MOVEMENT



Like most first-person shooters, movement in *Rainbow Six Vegas* is controlled with the left controller stick while aiming and directional facing is handled with the right controller stick. The degree to which the left controller stick is moved effects the speed of your character. For example, pressing the stick completely forward causes the character to run, while nudging the stick forward gently causes the character to walk. Speed is an important factor in this game; it effects both accuracy and stealth. While running, your weapon's crosshairs completely disappear from the HUD, indicating a highly unstable shooting position. You can still fire while running, but you're unlikely to hit your target. The faster you move, the more noise you make too. The terrorist AI is attuned to listening for footsteps, so if

you're making unnecessary noise, prepare to face the consequences.

To remain stealthy and accurate at all times, drop to a crouch by clicking down on the left controller stick. While crouched, you can't run, so crouching keeps your noise to a minimum. Since speed is dramatically reduced in a crouch, accuracy is enhanced, which is indicated by your weapon's tight aiming reticle. Still, it's best to stop moving before firing to optimize accuracy. Obviously, crouching reduces your visible profile too, allowing you to hide easily behind low objects while moving about. Unless speed is an issue, stay in a crouched stance as much as possible.

Object Interaction



The game uses a context-sensitive interface to manage interactions with common objects like doors and ladders. For example, if you want to open a door, aim at the door until the *Open Door* text prompt appears at the bottom of the screen, then press the interact button to execute the action. In addition to opening doors and climbing ladders, you can also climb over low walls and other short barriers.



While on a ladder, press the interact button to slide down the rails for a quick descent.

Fast Roping

Fast roping and rappelling are both new to *Rainbow Six Vegas*, allowing you to rapidly descend from high structures or helicopters.

To fast rope, locate a fast rope point, usually found on skylights or railings. The text prompt at the bottom of the screen identifies these points when you aim at them. When fast roping, your character slides down a rope to reach the ground or floor below. Once on the rope, you cannot control the rate of descent, nor can you aim or fire a weapon. So be completely certain you're ready to descend before interacting with a fast rope point. Beware of terrorist in the area who may fire on you when you're helplessly descending the rope.



Rappelling



Rappelling provides more control, making it a slightly stealthier option. Rappel points resemble fast rope points, but are usually found on

rooftop perimeters. Once you've attached a rope to a rappel point, your character draws his pistol. You can aim and fire in virtually all directions. To descend slowly, walk downward using the left controller stick. For a quicker decent, try jumping by pressing the interact button. You can also invert your body by clicking the left controller stick. This causes your character to flip upside down, making it easier to peek through the tops of windows without exposing your entire body. Use this technique when scouting a room for terrorists prior to entry. If resistance is minimal, fire your pistol through the window to clear a path. While inverted you can still walk up and down, but you can't jump. To enter a window while rappelling, move above or onto the window and look for the *Breach Window* prompt at the bottom of the screen. Press the interact button to make your character crash through the window and land on the floor below. Obviously, bursting through a pane of glass tends to draw attention, so avoid breaching windows when you're attempting to maintain stealth.

Navigation



There are a couple of ways to find your way around the game's massive environments. In the single-player campaign, mission objectives are accompanied by an objective marker that appears on the HUD. This white, circular icon acts as a waypoint marker showing you which direction to move to reach the objective. The number above the icon tracks the distance (in meters) between your current position and the objective marker.

For greater detail on your surroundings, access the tactical map. This provides an illustrated top-down view of your current location, showing all walls, doorways, stairways, ladders, and fast rope/rappel points. Continually access the tactical map to locate alternate paths and entry points to maintain a tactical advantage. In addition to structural features, the tactical map also shows the exact position of the objective marker, civilians, and known hostiles. Terrorists appear as red dot icons, but only if they are or were recently within your or your team's line of sight. But tagged terrorists will continue to show on the tactical map, even if they've moved out of sight. This is a good way to monitor the patrol patterns of terrorists prior to assaulting a room.

WEAPONS FAMILIARIZATION



If you hope to survive the terrorist assault in Vegas, knowing your way around firearms is a must. Fortunately, the learning curve isn't too steep, especially if you've played the earlier *Rainbow Six* games or any other first-person shooter. Although there are various types of weapons to choose from, all function similarly. To aim your weapon, move the right controller stick till the crosshairs at the center of the HUD are over your intended target. When your weapon is properly aimed, squeeze the fire button to shoot. To maximize your accuracy, always fire from a crouched stance while staying still. As you crouch, the crosshairs on the HUD shrink, indicating a stable firing position.

Sights and Scopes

For a better view of your target, zoom in by clicking down on the right controller stick. Zooming allows you to aim through sight



attachments like scopes and reflex sights. Use the magnification offered by these attachments to fine tune your aim, particularly when engaging distance threats. When possible, aim for a tango's head or upper torso to ensure the kill. If sight attachments aren't equipped, zooming brings up the weapon's iron sight. To aim through the iron sight, place the target within the circular aperture or notch and then fire.

Recoil

With each shot fired, recoil causes your weapon to move off target. The effects of recoil are most noticeable in automatic weapons.



Recoil causes the muzzle to climb and the weapons' crosshairs to spread outward, indicating a reduction in accuracy. To combat recoil, fire in short bursts, of no more than 3 to 5 rounds at a time. In between bursts, let your crosshairs shrink and nudge your weapon back on target before firing again.

Reloading



Your weapon will continue firing as long as there are bullets in the magazine—there are no jams or other weapon malfunctions to consider. Monitor the status of your magazine by glancing down at the ammo counter in the lower right edge of the HUD. When your magazine only has a few rounds left, a *Low Ammo* prompt will appear at the bottom of the screen. Press the reload button to load a fresh magazine and resume firing. Most shotguns must be reloaded one shell at a time. Make a habit of taking cover and reloading your weapon after each engagement to avoid running out of ammo at an inopportune time.



TIP

If you're low on ammo, grab one of the downed terrorists' weapons lying on the ground.

Weapon Options Menu



Hold down the reload button to access the Weapon Options menu. Here you can select the weapon's rate of fire, equip a silencer, or activate a laser sight attachment. Submachine guns and assault rifles have different fire selection options, ranging from automatic, semi-automatic, and burst. In automatic firing mode, the weapon fires as long as the fire button is depressed. Use automatic settings when engaging targets at close range or when you need to provide suppressive or covering fire. With the semi-automatic mode, bullets are fired one at a time with each press of the fire button. This mode is most useful when engaging targets at long range, where accuracy is more important than volume of fire. A few SMGs also feature a burst mode, which fires 2 or 3 rounds at a time. Burst is effective at any range because it helps conserve ammo while optimizing accuracy. All pistols, submachine guns, and assault rifles are also equipped with a detachable silencer. Silencers reduce the audible report of the weapon, but also decrease the gun's stopping power. To ensure a kill with a silencer, always fire 2 to 3 rounds at a target, especially when using a low-powered pistol or submachine gun. If you chose a laser sight attachment for your weapon, you can activate it through the Weapon Options menu too. The laser sight projects a thin red beam along the weapon's barrel, providing an alternate means of aiming—simply place the laser over the target and fire.



TIP

Loading a fresh 30 round magazine into a submachine gun after only firing two rounds is a bit silly. As a Rainbow operative you shouldn't be expending many rounds in the first place, so exercise common sense when it comes to reloading. Once a magazine dips below the half-capacity mark, reload it.

Weapon Selection and Customization



Before starting a mission or joining a multi-player game you're given the opportunity to select your weapons and equipment.

You can also

select new weapons and equipment at the various refitting stations scattered about the single-player levels. When choosing a firearm, determine the setting and your general objective. If you're tasked with clearing large outdoor areas, consider brining along an assault rifle or a sniper rifle for the long-range capability. But if you're fighting indoors, go with a submachine gun or shotgun for superior close-quarters performance. All weapons can be fitted with an assortment of attachments specific to the weapon type. Available attachments include scopes, sights, and extended magazines. We'll discuss each attachment in greater detail later, but make a habit of customizing your weapons before jumping into the action. All attachments provide some benefit with no penalty, so you've got nothing to lose by using them.

BALLISTICS

All bullets fired in *Rainbow Six Vegas* travel in a straight line from the weapon's barrel to the point of impact. Bullets are not affected by wind or gravity, nor do they ricochet or deflect. However, rounds will penetrate objects like windows and wooden doors. So choose your cover carefully.

Grenades

Throwing a grenade is as easy as aiming at your target and pressing the throw grenade button. When thrown, grenades



travel in an arcing trajectory, so compensate for distance by aiming up to throw farther. Flashbangs, frag, incendiary, and smoke grenades are all fuse activated, so they'll usually bounce or roll around before detonating. The fuse delay also allows you to bank these explosives off walls or around corners for more precise deployment. But be careful when bouncing a grenade off a wall. Always throw it at an oblique angle so that it doesn't bounce back at you.

OPTICS

In both single-player and multiplayer modes, all players are equipped with a snake cam and thermal/night vision goggles. These optical devices increase your ability to detect threats, whether they're concealed behind solid cover or masked in shadow.

Snake Cam



This camera is attached to a slender rigid wire and can be fed beneath closed doors to scout a room before entering. To deploy the snake cam, aim where the door meets the floor till the *Snake Cam* prompt appears at the bottom of the screen, then press the interact button. Once activated, the camera's black and white image fills the HUD. Use the right controller stick to pan the camera left and right. You can also zoom by right clicking the right controller stick. While using the snake cam in the single-player campaign, you can tag terrorists and even issue move orders to your

team. All visible threats are relayed to your tactical map. Use the snake cam in conjunction with your tactical map to get a better understanding of the layout and orientation of the hostiles waiting on the other side of the door. Note the positions of hostages/civilians, too, and plan accordingly—you don't want to harm them upon entry.

Thermal/Night Vision Goggles

The thermal and night vision goggles are standard-issue equipment for all *Rainbow* operatives and can be activated by pressing and the vision button. This activates thermal vision by default. To activate night vision, press and hold the vision button to access the Vision menu. Here you can choose which mode to activate.



Thermal vision is the more useful of the two; it allows you to see through smoke and even thin pieces of cover. If you get close enough, you can even see opponents hiding on the other side of a wall! Use thermal vision when deploying smoke grenades; you can see tangos while you remain concealed behind the smoke screen.

Night vision amplifies the available light, providing a green pixelated image, but with much greater detail than thermal vision can provide. However, the grainy image makes it difficult to see opponents (or anything else) at long range. So use night vision sparingly, preferably in pitch-black environments.



TIP

Instead of relying on night vision, try adjusting the brightness in the game's Options menu, under the video tab. Slightly increasing the brightness can improve overall visibility, especially if you're playing on a TV in a room with natural lighting.

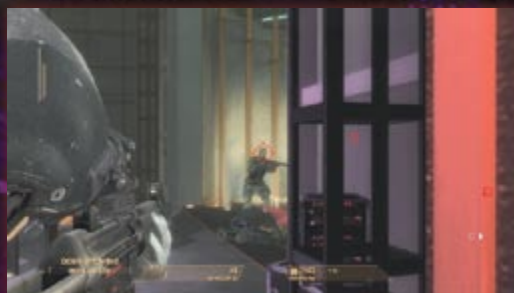
COVER MODE



Utilizing cover is as important as ever in *Rainbow Six Vegas*. Even if you're decked out in the heaviest body armor, one bullet can ruin your day. The new cover mode system allows you to use almost any object in the game for protection whether it's a car, a pillar, or even a slot machine. To enter cover mode, approach and face the object you wish to take cover behind, then press and hold the cover button. While in cover mode the camera switches to a third-person view, allowing you to better see your surroundings. Move the right controller stick to look around—it's possible to pan a full 360 degrees while in cover mode. The camera angle switches back to first person when panning the angle in front of you, but you'll remain in cover mode as long as the cover button is pressed. You can also move laterally along your piece of cover, which is sometimes necessary to reach a corner around which to fire your weapon.

Aimed Fire

Consider peeking around or over your cover to fire an aimed shot. To peek, move the right controller stick in the direction you want to



peek out. In addition to peeking around the left and right sides of an object, you can also stand up and fire over the object, assuming it's low enough. While peeking in cover mode, your head, arms, and upper torso are exposed, so don't peek out too long. Fire a quick burst, then duck back behind cover. But avoid continually ducking in and out of the same piece of cover. Such movements are predictable and make it easy for enemies to cap you—particularly in multi-player games. Instead, vary your peeking movements to keep the tangos guessing. Try peeking around the left side, then the right side, then over the object. Vary your pattern. You gain no more visibility by peeking, so don't bother doing it unless you're prepared to fire a shot.

Blind Fire

While behind cover, a small crosshairs icon appears at the center of the screen—the crosshairs will turn red when placed over an enemy. While



the crosshairs are visible you can fire blindly on a terrorist or area by simply pressing the fire button. When firing blindly, your character will hold their weapon around or above the

piece of cover and fire wildly in the general direction you're aiming. This allows you to return fire while staying behind cover. But blind fire is highly inaccurate and is best used for suppressive fire or when an enemy is within 3 to 5 meters of your position—always a nasty surprise when a tango is rounding a corner! All weapons can be blind fired (including sniper rifles), but the assault rifles and submachine guns offer the best rate of fire and control, which helps enhance the suppressive effect. While great for general suppressive fire, the light machine guns are tough to control when you're firing blindly; they exhibit even fiercer recoil than usual. Still, even a wildly fired wall of incoming lead is likely to keep your opponents pinned.



TIP
Terrorists and your teammates won't completely stop shooting if they're suppressed. Instead, they fire blindly, which is highly inaccurate.

Covered Grenade Deployment



Grenades can also be deployed while in cover mode. Simply aim approximately where you want to throw the grenade and press throw grenade button. You'll automatically toss the grenade around or over your piece of cover. If you're pinned, this is a good way out of a tough situation. Either use a frag grenade to blast your suppressors, or use smoke to conceal your movement while you seek a new piece of cover. Keep in mind that you are somewhat exposed while throwing a grenade, so wait for a lull in the incoming fire. Or better yet, wait till the suppressing party reloads. Frag and incendiary grenades are the best way to take out opponents you can't get a clear (or safe) shot at.

Cover Assessment



Before moving to a piece of cover, assess its qualities and orientation. For instance, don't take cover behind objects constructed of glass or wood. Objects with large openings (like car windows) aren't ideal either. Instead, seek out solid objects, preferably those built from concrete, stone, or metal. More importantly, seek cover along the side of the object that gives you the most protection. In other words, always keep the cover between you and the threat. Cover mode does you no good if your opponent can see you, so pick a cover point that allows you to remain concealed and move around as necessary to avoid being flanked.



TEAM MANAGEMENT

As the team leader, you're in charge of two other Rainbow operatives. It's your responsibility to apply rules of engagement, issue orders, prioritize targets, and even heal your teammates when they're injured.

Rules of Engagement (ROE)

The rules of engagement govern how your AI-controlled teammates respond to threats. Toggle two ROE settings,



assault and infiltrate, by pressing the ROE button. When the ROE are set to assault, your team will equip their primary weapons and engage all tingos within their line of sight. Under infiltrate ROE, your team switches to their silenced MP9 submachine guns and will only engage threats if they're fired upon. The rules of engagement are often dictated by the tactical situation. For instance, if your team is under attack, set the ROE to assault, allowing them to engage at will with their powerful assault rifle and light machine gun. But if your team is undetected, utilize the infiltrate setting to prevent your teammates from engaging hostiles till you've observed the situation and initiated an assault plan that allows you to benefit from the element of surprise.

Move Orders



By default, your team will follow you wherever you go. But in most situations, it's best to move them to different positions to optimize coverage. To order your team to move to a certain location, simply aim where you want them to move

and press the interact button. Although your team can move virtually anywhere, do your best to keep them behind solid objects or the corners of walls to keep them protected. Also, before issuing a move order, make sure the targeted object is large enough to protect both teammates. Once your team reaches a position, the operatives will hold until they're issued another order.

Entry Orders



When ordering your team to move to a door, they'll automatically stack up along the sides of the door and prepare for entry. At this point, you can

select from various entry options, dependent on the rules of engagement. Under assault, your team can enter with a frag grenade or a breaching charge. While under infiltrate, they can enter with a flashbang or frag grenade.

ENTER AND CLEAR

When ordered to enter and clear, under either infiltrate or assault ROE, your team rushes into a room without the deployment of a tactical aid, which potentially puts them at great risk. Use this entry order only when there are just one or two terrorists in a room, preferably with their backs turned. Before issuing the order, tag the tingos inside the room by using the snake cam. Although this entry order is risky, it's the best way to get your team into a room fast when time is a concern.

SMOKE AND CLEAR

With this infiltrate order, your team tosses a smoke grenade through their doorway before entering. Your team enters with their thermal vision activated and engages any hostiles they detect via heat signatures through the smoke screen. Smoke entries are useful when you suspect hostiles in a room but are unable to verify their presence. It's also vital when assaulting large rooms where tingos are out of the effective range of the other tactical aids. The smoke screen gives your team time to enter and seek cover before engaging the tingos.

FLASH AND CLEAR

This is another infiltrate order, causing your team to deploy a flashbang prior to entry. Flashbangs emit a bright flash and a loud bang (hence the name), temporarily dazing hostiles within its area of effect. Since the effects are nonlethal, flashbang entries are perfect for storming rooms containing hostages. As usual, always tag tingos before issuing the entry order to expedite the takedown and don't forget to turn away from the doorway—if your eyes are exposed to the flash, your screen will turn white for a few seconds.



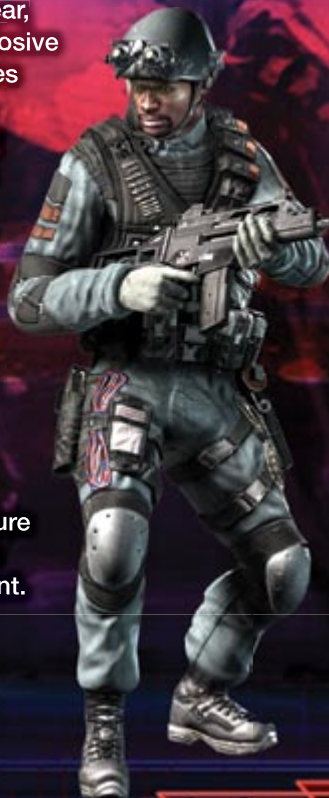
Your team can deploy a flashbang while under assault ROE if the door is already open.

FRAG AND CLEAR

If there's a cluster of tingos standing in a room, issue this assault entry order to make your team toss a frag grenade. Frag entries are most effective in small rooms that are relatively clear of other objects. Your team automatically tries to toss the grenade toward the tingos, but if the room is cluttered with furniture or other objects, the grenade may bounce around and detonate away from the intended targets. These objects may also absorb most of the shrapnel, further reducing the effectiveness of the grenade. Study the layout of the room and the potential flight path of the grenade before settling on a frag and clear order.

BREACH AND CLEAR

When ordered to breach and clear, your team attaches a small explosive charge to the door and detonates it, causing the door to explode, instantly killing anyone standing directly on the other side within approximately 6 meters. So if you spot a tango next to a door while scouting with the snake cam, stack your team on the door and order them to breach it. The explosion also has a dazing effect (similar to a flashbang) on tingos standing near the conical blast zone, making them easy targets for your team. Due to the lethal nature of the charge, avoid issuing this order where hostages are present.



Terrorist Tagging



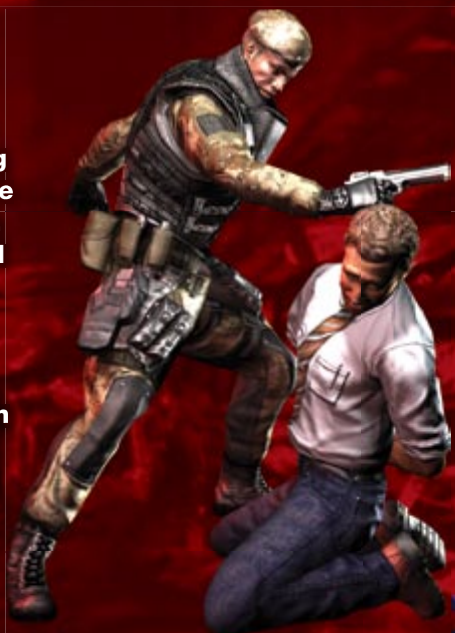
Tagging terrorists allows you to prioritize targets for your team, which is always a good idea before staging an assault. Tagging can be achieved through your open sights or by using the snake cam. To tag a terrorist, place your crosshairs over the tango and press the tag terrorist button. Targets are prioritized in the order in which they're tagged, so the first target you tag is the primary target, and the second one you tag is the secondary target. Targeted terrorists appear with a red bracketed tag above their head, making them easy to spot, even if they're behind cover. For best results, tag the terrorists that are most threatening to your team's entry. Don't bother tagging terrorists that are likely to be killed by a grenade or breaching charge during the opening moments of an assault. Tagging is also a good way to monitor the movements of the patrolling tingos. Study their patrol pattern on your tactical map to determine when they're walking away from a potential entry point.



Your team only engages tagged terrorists that are within their line of sight—they won't hunt them down just because you tagged them. However, when your team engages a tagged terrorist, a damage multiplier is applied, ensuring that even the most insignificant hit is lethal. Continually tag terrorists during firefights to take advantage of this damage bonus.

TERRORIST LEADERS

While tagging tangeros through the snake cam, take note of terrorists holding pistols. These are terrorist leaders. Sometimes you'll spot them next to hostages. Try to kill these pistol-wielding tangeros first when assaulting a room, especially when hostages are present. If your presence is revealed, the leader may execute the hostage unless you take down the leader first. When the leader is killed, the remaining terrorists are much less effective as a team. Instead of attempting to actively flank your team, they'll usually huddle behind cover and fire blindly.



Healing



If one of your teammates is injured, you can heal him yourself by standing over his body and aiming at him till the *Heal Teammate* prompt appears at the bottom of the screen. Press the interact button to give the operative a shot of adrenaline to get him back on his feet. Your other teammate can administer the same injection as well. Simply issue the order by pressing up on the control pad. While your teammate is healing his buddy, consider deploying smoke on their position for added concealment. While he is healing, your injured teammate cannot return fire, which means he is vulnerable to incoming fire. Injured teammates must be healed in a timely fashion. Otherwise they may die, resulting in a mission failure.

TACTICAL CONSIDERATIONS

Now that you have a firm understanding of CQB basics, let's take a look at some core tactics and methodologies you should apply in every operation.

OPA: Observe, Plan, Assault

The OPA mantra should be recited every time you approach a closed door or creep toward an area filled with hostiles.

The first step, observe, is best conducted while the ROE are set to infiltrate. Otherwise, your team will engage any hostiles



within their line of sight, potentially setting off a firefight before you're prepared. Find a location that allows you to observe without being detected, either by running the snake cam under a door or by peeking through a window. While observing ask yourself the following questions:

- How many terrorists are there?
- How far away are the terrorists from your point(s) of entry?
- How are the terrorists armed?
- Are there other entry points such as doors, skylights, or windows?
- Where are the best pieces of cover inside the room or in the area?
- Which tactical aids are the most effective?



After you've observed the situation, initiate a plan. First, determine the best entry point for your team and which ROE are most appropriate for the situation. Stack up your team on a doorway that gives them the best view of the room and hostiles inside. Balance this by determining which tactical aids give your team the greatest advantage. Try to stack up your team on a door that allows them to kill or daze as many tangeros as possible with a breaching charge or frag grenade upon entry. Unless hostages are present, you'll usually want to enter the area with the ROE set to assault. Next, tag a couple of terrorists for your teammates, selecting targets within the line of sight of their entry point. If possible, locate a second entry point and prepare to enter or provide supporting fire. Dual entries are a great way to catch hostiles in a cross fire, thus compromising the effectiveness of their cover.



When it's time to assault, give your team the entry order. If entering, sweep the room's corners while scanning for threats. Otherwise, take cover at the doorway and provide support. If you planned correctly, the assault should take no longer than a few seconds. But always be ready to deploy smoke and move your team behind cover if the initial assault fails to neutralize all the hostiles.

Bound & Overwatch



Bound and overwatch is a leap-frog-like maneuver used by military units when advancing through hostile zones. This requires one party to provide covering or suppressive fire, while the other moves forward to a piece of cover. As the team leader, you should always remain in the overwatch position while ordering your team to move ahead—they can be healed, but you can't! Pick a solid piece of cover for your team, and order them to move behind it. As your team moves out, peek out of your cover and watch for hostiles. If any appear, provide covering fire to suppress the tangeros before they can target you or your team. When your team is in position, move to their piece of cover or to one nearby and repeat the process. For added concealment, consider using smoke grenades to cover your team's advance.



In the single-player missions, terrorist attacks are sometimes triggered by advancing to certain areas. Bound and overwatch tactics are essential to mitigate the risks of such scripted ambushes.



Fix & Flank

The terrorist AI responds realistically to coming under fire by seeking cover. While behind cover, the tangos will peek out occasionally



and take shots at you and your team. Eliminating enemies behind cover can be difficult if they're well concealed. Your best option is to flank them from a different angle. Start by firing on the covered hostile to keep his head down. Meanwhile, order your team to a flanking position. It's important to keep the enemy pinned with suppressing fire until your team is safely behind cover. As your team gets closer, the hostile may freak out and attempt to flee, inadvertently stepping into your line of fire. If the hostile stays put, move to a different flanking position while your team suppresses. Continue moving and suppressing until the hostile is dead, or until the tango is within frag grenade range.

Ambushes

Your team is often outnumbered so it's imperative that you look for opportunities to set up ambushes to tilt the odds



in your favor. Stealth is the key to staging any successful ambush, so keep the ROE set to infiltrate and stay out of sight to avoid tipping off the enemy. Tag two terrorists for your teammates, then make sure they have line of sight on the tagged targets. As long as the ROE is set to infiltrate, they'll report in when a hostile is within sight, but they won't engage. Once your team is set, move to another position to catch the hostiles in a cross fire. Target one of the untagged terrorists, then set the ROE to assault. Wait for your team to open fire on their targets, then squeeze your trigger. If timed properly, you can eliminate three hostiles within the span of two seconds.



Clearing stairwells is extremely hazardous and should always be approached with great caution and minimal haste. When ascending stairs, always back pedal, staying along the



outside wall of the stairwell while aiming up along the next flight of stairs. Stop occasionally and scan the next landing for suspects. Descending stairwells is a bit easier but just as risky. Stay along the inside portion of the steps while moving forward and aiming down. In short stairwells, smoke grenades can be used to conceal movement and preventing ambushes.

Stealth and Dynamic Tactics

As discussed earlier, your team operates in one of two available tactical postures dictated by the rules of engagement: infiltrate or assault. These rules of engagement correlate to the stealth and dynamic tactics used by real-world SWAT and counterterrorist teams. During most missions, you'll use a mix of stealth (infiltrate) and dynamic (assault) tactics. As team leader, it's up to you to determine which tactics are appropriate to fulfill a mission's objectives.

STEALTH

Stealth tactics are best deployed if the following criteria are met:

- Rainbow's presence has not been compromised.
- The location of threats/hostages is unknown.
- Time is not an issue.

If the tangos are unaware of Rainbow's presence, stealth tactics are necessary to maintain the element of surprise. This requires the team to remain as quiet as possible while conducting slow and methodical searches. Remember, any quick movements create excess noise and may give away the team's position. So always crouch and walk to avoid tipping off any hostiles. During stealth searches, the snake cam is your team's best friend and should be used frequently to scout all rooms prior to entry. The information gathered from snake cam sweeps allows you to determine how the team should proceed. For instance, if multiple tangos occupy the next room, switching to dynamic tactics (assault ROE) is advisable.

Since your team can't remain undetected throughout an entire mission, there are two main concepts to help determine when the transition from stealth to dynamic tactics should be made. Using stealth tactics until encountering a terrorist or hostage is called "stealth to contact." The stealth to contact concept is most applicable to *Rainbow Six Vegas* missions since there's usually no reason to move quickly prior to encountering a threat. After neutralizing a threat, you can resume with either stealth or dynamic tactics.

The similar "stealth to breach point" concept requires the entry team to maintain stealth until reaching a predetermined breach point where dynamic tactics are deployed to make entry. This is useful when assaulting rooms containing hostages because it allows the team to infiltrate a structure undetected before making their presence known. Consider using stealth to breach point tactics in situations where you can confirm the presence of tangos or hostages in a specific room through snake cam sweeps or the placement of objective markers.



Never walk past the doorway of an uncleared room. Assume all rooms are occupied by hostiles until proven otherwise. Also, before entering hallways, use the cover mode's third-person view to scan for threats.

DYNAMIC

Dynamic tactics are best deployed if any of the following criteria are met:

- Rainbow's presence has been compromised.
- Rainbow has located a tango or hostage.
- The risk of harm to the public or operatives is imminent.

Dynamic tactics are characterized by swift aggressive movement, and entries initiated by the deployment of tactical aids. The idea behind dynamic tactics is to overwhelm hostiles with a mix of controlled speed and force, helping to limit the chances (or duration) of a firefight. As a result, coordinated movement and teamwork are essential when clearing rooms. Fortunately, the game's teammate AI is always up to the challenge. Use orders like *Frag & Clear* or *Breach & Clear* to initiate a dynamic entry. Entry orders can be given to Michael and Jung, but dynamic entries are most effective when performed by the full force of the team, either through the same doorway, or simultaneously through two separate entry points. Staging dual entries on a single room takes some practice, but once mastered, its effectiveness is unparalleled.



When giving entry orders, always stand to the side of the doorway so you're not exposed to fire originating from the room once the door is thrown open by the team.

As previously mentioned, going dynamic should be put off until it's absolutely necessary. Once the team goes dynamic, the element of surprise is gone, often causing tangos to flee or take fortified positions. If this is the case, it's even more important to remain in a dynamic posture. Unless time is an issue, scout rooms with the snake cam and tag terrorists prior to ordering entries. Knowing the precise positions of the tangos in a room helps determine which tactical aids will be most effective. For example, if the room is filled with a mix of tangos and hostages, use a flashbang. If tangos are crowded near the door, use a breaching charge. If the room is small and filled with various objects where suspects may be hiding, always enter with smoke.



THE RAINBOW ARSENAL

The success of a mission not only depends on which weapons and gear a Rainbow operative has, but how these implements are deployed. Before deciding what to equip, take some time to study the statistics and tips in this chapter to determine which weapons and tactical aids are best suited to fulfill your objectives.

FIREARMS

As a Rainbow operative you must be familiar with a variety of firearms. Although the weapons function similarly, they all exhibit unique traits and characteristics. Before jumping into action, use the following information to find the right firearm for you.

FIREARM COMPARISON CHART

Weapon	Damage	Range	Accuracy	Magazine Capacity	Fire Modes	MP Rank to Unlock
Submachine Guns						
MAC 11	4	2	6	32	Auto	—
MP5N	5	2	8	30	Auto, Semi-Auto, Burst	—
MP7A1	4	3	8	40	Auto, Semi-Auto	Specialist
MP9	5	2	9	30	Auto, Semi-Auto	—
P90	4	2	7	50	Auto, Semi-Auto, Burst	—
UMP45	5	3	9	25	Auto, Semi-Auto, Burst	—
Assault Rifles						
552 Commando	8	7	4	30	Auto, Semi-Auto	—
AK-47	7	5	4	30	Auto, Semi-Auto	Master Sergeant
AUGA3	7	2	5	30	Auto, Semi-Auto	—
FAMAS	7	6	4	25	Auto, Semi-Auto	Specialist
G36C	7	6	5	30	Auto, Semi-Auto	—
G3KA4	7	8	5	30	Auto, Semi-Auto	—
M8	7	6	4	30	Auto, Semi-Auto	—
MTAR21	8	6	4	30	Auto, Semi-Auto	—
SCAR-H CQC	7	8	5	30	Auto, Semi-Auto	—
Light Machine Guns						
21E	6	3	6	100	Auto	—
M249SPW	8	4	4	100	Auto	—
M249 Turret	7	4	5	100	Auto	—
MG36	7	4	4	100	Auto	Captain
MK46	7	4	4	100	Auto	—
Shotguns						
870MCS	9	2	3	8	Pump-Action	—
M3	8	2	3	8	Pump-Action	—
SPAS12	9	2	3	8	Pump-Action	Captain
XM-26 LSS	7	1	4	5	Auto, Semi-Auto	—

Sniper Rifles

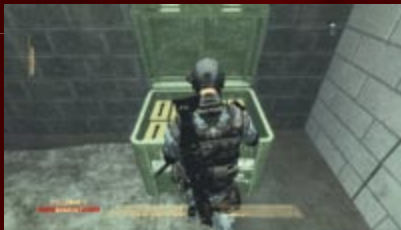
M40A1	10	9	10	5	Bolt-Action	—
PSG1	8	9	10	5	Semi-Auto	—
Scout Tactical	10	9	10	5	Bolt-Action	—
SV-98	10	9	10	5	Bolt-Action	Master Sergeant

Pistols

92FS	4	6	6	15	Semi-Auto	—
Desert Eagle	8	6	6	7	Semi-Auto	Captain
Glock 18	3	5	4	10	Semi-Auto	—
MK.23	5	3	6	12	Semi-Auto	—
Raging Bull	9	5	5	6	Semi-Auto	Master Sergeant
USP40	4	3	5	13	Semi-Auto	Specialist

REFITTING STATIONS

Refitting stations are green crates located throughout the single-player campaign. Access these stations to change weapons or just restock on ammo and grenades. There is no limit to how many times you can access a refitting station.



Submachine Guns

These compact yet potent weapons are the preferred firearms of CQB specialists. They're capable of high rates of fire and decent accuracy, thanks to their light recoil. They're most effective in room clearing situations or close-quarters firefights. All SMGs can be equipped with a silencer and are the easiest of the automatic weapons to control while firing blindly. Customization options include a Reflex scope, laser sight, or rifle scope.

MAC 11



Damage: 4
Range: 2
Accuracy: 6
Magazine Capacity: 32
Fire Modes: Auto
Rank to Unlock: N/A

Field Notes: What the MAC 11 lacks in damage and range, it makes up for in rate of fire and size. This SMG is a little larger than a pistol, making it easy to maneuver in close quarters and ideal for spraying small rooms with automatic fire. But at ranges of 10 meters or more, the MAC 11 is easily outclassed by the other SMGs.

MP5N



Damage: 5
Range: 2
Accuracy: 8
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto, 3-Round Burst
Rank to Unlock: N/A

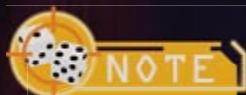
Field Notes: The MP5 family of submachine guns is deployed by SWAT and counterterrorist teams around the world because they are famous for their dependability and accuracy. Although there are more powerful and more accurate SMGs in Rainbow's arsenal, none offers the same degree of dampened recoil and fire selection settings. The three-round burst mode is perfect for those concerned about accuracy and ammo conservation.

MP7A1



Damage: 4
Range: 3
Accuracy: 8
Magazine Capacity: 40
Fire Modes: Auto, Semi-Auto
Rank to Unlock: Specialist

Field Notes: Players ranked as a Specialist or higher have access to this well-balanced SMG. The MP7A1 bridges the gap between the compact and larger SMGs, providing excellent maneuverability but with no sacrifice in damage, range, or accuracy. Plus it has a 40-round magazine, which is great for sustained fire when suppressing or firing blindly.



Some of the weapons in each category are locked and unavailable to new players. These weapons can be unlocked by achieving new ranks in online matches. Promotions are achieved through an experience system that factors in how much game time the player has logged. For more information on the rank and unlock system, see the multiplayer chapter.

MP9



Damage: 5
Range: 2
Accuracy: 9
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto
Rank to Unlock: N/A

Field Notes: The MP9 is the preferred SMG equipped by Rainbow personnel when operating under infiltrate rules of engagement, or when silenced weapons are a must. It has a comparable size and cyclic rate to the MAC 11 but is much more accurate, particularly when engaging targets at intermediate ranges. Due to its high rate of fire, the MP9 chews up ammo fast. So load a fresh mag after each use.

P90



Damage: 4
Range: 2
Accuracy: 7
Magazine Capacity: 50
Fire Modes: Auto, Semi-Auto, 3-Round Burst
Rank to Unlock: N/A

Field Notes: The P90's large 50-round magazine makes it one of the most popular SMGs, but the weapon suffers from a lack of stopping power, especially when engaging hostiles wearing body armor. The problem is more pronounced when a silencer is attached. For best results, operate the weapon in burst mode and aim for the target's head or upper torso to maximize damage.

FRAG DOLL TIP

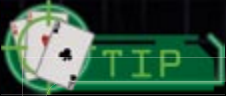
Hold down the reload button to access the weapon options menu and change your fire rate. Remember one bullet will be more accurate than multiple, however if you are expecting close-combat action you should change your rate of fire.

UMP45



Damage: 5
Range: 3
Accuracy: 9
Magazine Capacity: 25
Fire Modes: Auto, Semi-Auto, 2-Round Burst
Rank to Unlock: N/A

Field Notes: Firing a heavy .45 caliber round, the UMP45 offers the best overall performance of the SMGs. However, the weapon is also the largest in its class, making it difficult to maneuver in tight spaces. Plus it exhibits heavy recoil when fired automatically and can only hold 25 rounds in its magazine. To combat the effects of recoil and conserve ammo, use the 2-round burst mode. Two hits from the UMP45 are usually enough to kill even the most well-armored targets.



The silencers provided for the pistols, submachine guns, and assault rifles reduce the audible report of each weapon. However, a weapon's damage is significantly reduced when silenced, so go for head shots to ensure a kill. Equip a silencer by holding down the reload button and selecting the silencer icon from the weapon options menu—fire modes and laser sight activation can also be selected from this menu.

Assault Rifles

The assault rifles function much like their smaller SMG counterparts, but with greater accuracy and stopping power. However, their size makes them slightly more difficult to maneuver when moving through tight spaces such as doorways, or when firing blindly from behind cover. Still, the assault rifles provide the best balance of firepower, range, and accuracy. Each rifle is equipped with an optional silencer and can be customized with an ACOG scope, laser sight, 6X scope, or reflex scope.

FRAG DOLL TIP

When using an assault rifle, it's best to stand still and tap the trigger so that your weapon is more accurate—your shots will be right on target.

552 COMMANDO



Damage: 8
Range: 7
Accuracy: 4
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto
Rank to Unlock: N/A

Field Notes: The 552 Commando isn't extremely accurate, but it is very powerful for its size. Equip it when you must clear large multilevel structures like warehouses. When engaging targets at long range, keep the rifle set on automatic and overcome its accuracy deficiencies with volume of fire.

AK-47



Damage: 7
Range: 5
Accuracy: 4
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto
Rank to Unlock: Master Sergeant

Field Notes: Despite its age, the AK-47 is still a dependable assault rifle. Since they're widely used by terrorists, you can usually find these weapons scattered about the floor in the aftermath of an assault. The rifle is most effective at close to intermediate ranges, but can be difficult to maneuver in small rooms. Plus it has a fierce recoil, so fire in short bursts, or switch the rifle to semi-auto for increased accuracy.

AUG A3



Damage: 7
Range: 2
Accuracy: 5
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto
Rank to Unlock: N/A

Field Notes: The AUG A3 combines the heavy firepower of an assault rifle with the portability of a submachine gun. This makes it a good choice when engaging armored hostiles in close quarters. But the rifle has little use outside this niche due to its terrible performance at intermediate and long ranges.

FAMAS



Damage: 7
Range: 6
Accuracy: 4
Magazine Capacity: 25
Fire Modes: Auto, Semi-Auto
Rank to Unlock: Specialist

Field Notes: The bullpup configuration of the FAMAS makes it easy to maneuver in close quarters while providing decent performance at intermediate and long ranges. But the rifle has a high rate of fire, causing significant muzzle climb when it's fired—even in short bursts. Consider setting the rifle to semi-auto when operating it outdoors or in large rooms.

G36C



Damage: 7
Range: 6
Accuracy: 5
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto
Rank to Unlock: N/A

Field Notes: The G36C is the most balanced assault rifle in Rainbow's arsenal, making it easy to recommend for a variety of tactical situations. The rifle is competent at any range and is relatively easy to control when fired automatically due to its light recoil. Still, it's most accurate and effective when fired in short 2- to 3-round bursts at intermediate ranges.

G3KA4



Damage: 7
Range: 8
Accuracy: 5
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto
Rank to Unlock: N/A

Field Notes: Although the G3KA4 is the shortest variant from the G3 family, it's still one of the longest assault rifles in the Rainbow arsenal, offering great range and accuracy. But its size limits it mostly to outdoor use. It's great for covering streets and long alleys, particularly when fitted with a scope. Switch to semi-auto when engaging targets at long range to keep the weapon on target—the recoil is harsh otherwise.

M8



Damage: 7
Range: 6
Accuracy: 4
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto
Rank to Unlock: N/A

Field Notes: The M8 is approximately the same size as the G3KA4, but this modern assault rifle sacrifices range and accuracy for greater stability during automatic fire. For best results, deploy this weapon when operating outdoors and engaging targets at intermediate ranges. Due to its cumbersome size, avoid using the M8 when clearing rooms.

MTAR21



Damage: 8
Range: 6
Accuracy: 4
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto
Rank to Unlock: N/A

Field Notes: Like the FAMAS, the MTAR21 utilizes a bullpup layout that offers great close-quarters maneuverability and heavy firepower. Although it's larger than a submachine gun, the rifle is still easy to use in room-clearing actions. Plus, it packs a wicked punch capable of downing most armored hostiles with one shot. The rifle is less accurate at long range, but can eventually hit the mark with sustained bursts.

SCAR-H CQC



Damage: 7
Range: 8
Accuracy: 5
Magazine Capacity: 30
Fire Modes: Auto, Semi-Auto
Rank to Unlock: N/A

Field Notes: The SCAR-H performs similarly to the G3KA4, but is significantly shorter, making it easier to maneuver in tight spaces. But its high power and smaller size makes for heavy recoil. Go light on the trigger when firing automatically and always switch to semi-auto when taking shots at long range.



FRAG DOLL TIP

Remember, if you are firing multiple shots, that your gun is more accurate when burst-firing, not holding down the fire trigger! Simply tap the trigger, don't hold it down unless you are on top of your enemy!

Light Machine Guns

No weapon lays down suppressive fire better than the light machine guns. Use these cumbersome weapons whenever sustained, high rates of fire are a must. They're most effective (and accurate) when fired from a stationary, crouched stance. Forget about running and gunning with these beasts—you'll hit everything but your target. Customize your light machine gun with a reflex scope, rifle scope, laser sight, or a recoil control stock.

21E

**Damage:** 6**Range:** 3**Accuracy:** 6**Magazine Capacity:** 100**Fire Modes:** Auto**Rank to Unlock:** N/A

Field Notes: Although the 21E resembles an assault rifle, it's a true light machine gun that fires belt-fed ammo from a box magazine. The 21E lacks the power and range of its belt-fed counterparts, but offers a bit more stability, making it easier to keep on target, and thus allowing for bursts of longer duration and decent accuracy.

M249 SPW

**Damage:** 8**Range:** 4**Accuracy:** 4**Magazine Capacity:** 100**Fire Modes:** Auto**Rank to Unlock:** N/A

Field Notes: The M249 SPW is the most powerful light machine gun in the arsenal, but it's also the hardest to control due to excessive recoil. Always fire this weapon from a crouched stance and a stationary position for increased stability. Although there's no semi-auto setting, try to fire quick single-round shots when aiming directly at a hostile.

M249 TURRET

**Damage:** 7**Range:** 4**Accuracy:** 5**Magazine Capacity:** 100**Fire Modes:** Auto**Rank to Unlock:** N/A

Field Notes: Some maps are equipped with this light machine gun turret, usually set up in a defensive configuration. Interact with the light machine gun to take control of it, then aim and press the fire button to shoot. Turrets make a few appearances in the single-player campaign, but they're most useful in multiplayer matches. Since the weapon is mounted, use it to lock down choke points with sustained heavy fire. However, you're quite vulnerable while manning one of these weapons, as you can't move or take cover, which makes you an easy target for snipers. So use these weapons sparingly and preferably in areas where opponents don't have long-range coverage. Like all weapons, turrets must be reloaded when they run out of ammo. Unless it applies to your tactics, make a habit of reloading empty turrets before moving on—your teammates will appreciate it.

MG36



Damage: 7
Range: 4
Accuracy: 4
Magazine Capacity: 100
Fire Modes: Auto
Rank to Unlock: Captain

Field Notes: Unlike the other LMGs, the MG36 looks and functions like an assault rifle, consuming its ammo through a 100-round dual drum magazine. It's also the most stable light machine gun in the Rainbow arsenal, exhibiting less recoil than even the 21E. But it can still jump off target if fired in bursts greater than 3 to 4 rounds.

MK46



Damage: 7
Range: 4
Accuracy: 4
Magazine Capacity: 100
Fire Modes: Auto
Rank to Unlock: N/A

Field Notes: The MK46 is a little easier to control than the M249 SPW, but it inflicts less damage per round. Still, the accuracy afforded by less recoil is well worth the slight decrease in stopping power. The muzzle climbs when the weapon is fired, so limit the bursts to no more than 4 rounds.

Shotguns

Shotguns are extremely deadly during close-range encounters; they're very effective in cramped firefights. However, their rate of fire and long reload times often leave the shooter vulnerable to retaliatory fire. Plus, they're practically worthless at long range—keep your sidearm at the ready! The shotguns can be customized with a reflex scope, rifle scope, or laser sight, but don't expect these enhancements to improve the weapon's accuracy.

870MCS



Damage: 9
Range: 2
Accuracy: 3
Magazine Capacity: 8
Fire Modes: Pump-Action
Rank to Unlock: N/A

Field Notes: The 870 Modular Combat Shotgun is the latest variation in the popular 870 line adopted by police departments across the United States. While the shotgun's basic functionality remains unchanged, the MCS model is equipped with a pistol grip and multiple accessory rails.

FRAG DOLL TIP

The shotguns cause fatal damage at close ranges. When the wielder of the shotgun is not moving, the shotgun's aiming reticle tightens and its accuracy increases greatly.

M3



Damage: 8
Range: 2
Accuracy: 3
Magazine Capacity: 8
Fire Modes: Pump-Action
Rank to Unlock: N/A

Field Notes: The M3 is another pump-action shotgun that functions almost identically to the 870MCS. However, this shotgun inflicts less damage. It is more suitable for engaging unarmored threats.

SPAS12

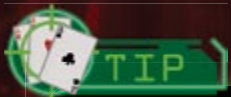
Damage: 9
Range: 2
Accuracy: 3
Magazine Capacity: 8
Fire Modes: Pump-Action
Rank to Unlock: Captain

Field Notes: In the game, the Special Purpose Automatic Shotgun is restricted to pump-action firing mode only, making it comparable to the 870MCS in terms of performance and functionality.

XM-26 LSS

Damage: 7
Range: 1
Accuracy: 4
Magazine Capacity: 5
Fire Modes: Auto, Semi-Auto
Rank to Unlock: N/A

Field Notes: The XM-26 LSS is the only shotgun in the arsenal with semi-auto and automatic fire modes. The shotgun's compact size also makes it ideal for clearing rooms. While the automatic mode is fun to experiment with, it depletes the 5-round magazine in little more than one second. The weapon is most effective when fired semi-automatically at close range.



TIP
 Shotguns can be used to breach wooden doors. Aim for the doorknob or handle to blast open the door with one shot.

Sniper Rifles

These long rifles are the masters of long-range engagements, often ensuring instant kills against even the most heavily armored opponents. But like the shotguns, they have a slow rate of fire and take a long time to reload. For best results, use the sniper rifle as a defensive standoff weapon, preferably when guarding a particular zone or objective in multiplayer matches. All sniper rifles are equipped with a standard 6X scope, but they can be customized with a 12X scope or a 6X/12X scope.

M40A1

Damage: 10
Range: 9
Accuracy: 10
Magazine Capacity: 5
Fire Modes: Bolt-Action
Rank to Unlock: N/A

Field Notes: The M40A1 is the direct descendent of the M40 sniper rifle used by the U.S. military in Vietnam. It's extremely accurate, but the bolt must be retracted after each fired shot, requiring that the shooter disengage the scope view, temporarily losing sight of the target.

PSG1

Damage: 8
Range: 9
Accuracy: 10
Magazine Capacity: 5
Fire Modes: Semi-Auto
Rank to Unlock: N/A

Field Notes: The German-manufactured PSG1 is the only semi-automatic sniper rifle available to Rainbow operatives. This rifle allows snipers to maintain visual contact with the target through the scope while firing multiple rounds. Although the rifle inflicts less damage than its bolt-action counterparts, the benefits of semi-auto functionality are worth it, particularly when engaging multiple targets.

SCOUT TACTICAL



Damage: 10

Range: 9

Accuracy: 10

Magazine Capacity: 5

Fire Modes: Bolt-Action

Rank to Unlock: N/A

Field Notes: This is a lightweight bolt-action rifle comparable to the M40A1. But the Scout Tactical has a slightly shorter barrel, which makes it a slightly faster to swing around corners when firing from a covered position.

SV-98



Damage: 10

Range: 9

Accuracy: 10

Magazine Capacity: 5

Fire Modes: Bolt-Action

Rank to Unlock: Master Sergeant

Field Notes: The SV-98 is deployed by snipers in Russian law enforcement and counterterrorist teams. Although its barrel is longer than those fitted on the M40A1 and Scout Tactical, the rifle's overall performance is similar.

Pistols

Don't write these sidearms off as pea-shooters. Although they lack the power and accuracy of the primary weapons, pistols can still kill in one or two shots. Their semi-automatic functionality also provides greater tactical flexibility when equipped with the more specialized shotguns or sniper rifles as a primary weapon. Each pistol is equipped with an optional silencer and can be customized with a laser sight or a high-capacity magazine.

92FS



Damage: 4

Range: 6

Accuracy: 6

Magazine Capacity: 15

Fire Modes: Semi-Auto

Rank to Unlock: N/A

Field Notes: The 92FS is one of the most popular handguns in the world, known for its accuracy and dependability. It's not the most powerful pistol in Rainbow's arsenal, but it is effective at short and intermediate ranges. Plus, it has the largest magazine capacity, fitting 15 rounds in a staggered configuration.

DESERT EAGLE



Damage: 8

Range: 6

Accuracy: 6

Magazine Capacity: 7

Fire Modes: Semi-Auto

Rank to Unlock: Captain

Field Notes: The massive Desert Eagle is the second-most powerful handgun in the game. Usually it kills with one shot. But the pistol's large bullets greatly constrain the magazine capacity to only 7 rounds. Recoil is also a major concern, causing the barrel to jump violently skyward after each shot. Still, if you don't mind the low ammo count and can handle the kick, this pistol is devastating in the hands of players with great aim.

GLOCK 18



Damage: 3
Range: 5
Accuracy: 4
Magazine Capacity: 10
Fire Modes: Semi-Auto
Rank to Unlock: N/A

Field Notes: Unless you want a challenge, don't bother with the Glock 18. Not only does it lack stopping power, but it also has a relatively small magazine. If you're looking for a good semi-automatic pistol, you're better off with the 92FS for accuracy and range or the MK.23 for damage.

MK.23



Damage: 5
Range: 3
Accuracy: 6
Magazine Capacity: 12
Fire Modes: Semi-Auto
Rank to Unlock: N/A

Field Notes: The MK.23 offers the best balance of stopping power and accuracy among all of Rainbow's pistols. Chambered in .45 caliber, the MK.23 can take down most hostiles with 1 or 2 shots. When selecting this pistol, customize it with the high-capacity mag to increase the ammo count.

RAGING BULL



Damage: 9
Range: 5
Accuracy: 5
Magazine Capacity: 6
Fire Modes: Semi-Auto
Rank to Unlock: Master Sergeant

Field Notes: Like the Desert Eagle, the Raging Bull inflicts heavy damage but exhibits significant recoil and a small magazine capacity. Unlike the magazine-fed pistols, this revolver's cylinder must be loaded one bullet at a time. Plus it has a slightly lower rate of fire than the automatics.

USP40



Damage: 4
Range: 3
Accuracy: 5
Magazine Capacity: 13
Fire Modes: Semi-Auto
Rank to Unlock: Specialist

Field Notes: This variation of the Universal Self-Loading Pistol is chambered in .40 caliber, giving it decent stopping power. While the USP40 is a slightly better choice than the Glock 18, it's inferior to the 92FS and MK.23 in terms of range and accuracy. Any differences are negligible, however, when firing at close range.

STORY MODE LOCKED WEAPONS

Weapon	Location
G3K A4	1-Mexico
MAC 11	1-Mexico, Calypso
AK47	1-Mexico, Calypso, Downtown Vegas
Desert Eagle	2-Calypso
AUG A3	2-Calypso, Dantes
Spas 12	2-Calypso, Downtown Vegas
SV-98	2-Calypso, Downtown Vegas
P90	2-Calypso, Downtown Vegas, Vertigo, Dantes, Dam
Glock 18	2-Casino, Dam (Irena)
Raging Bull	3-Downtown Vegas
G36C	4-Vertigo
MG36	4-Vertigo, Dantes, Dam
XM-26 LSS	5-Dantes, Dam

Firearm Attachments

Each weapon can be fitted with one attachment to enhance its functionality. Attachments are equipped in the outfitting screen. After selecting a weapon, highlight it in your loadout list and press the reload button to access the customization menu.

ACOG SCOPE

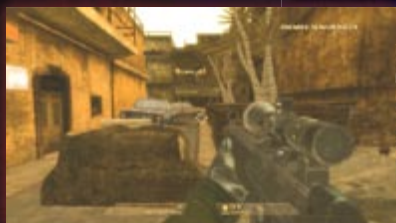


Availability:

- Assault Rifles

The rugged ACOG is the gun sight preferred by U.S. forces and police snipers. This is the best attachment for assault rifles. It's not as powerful as the 6X scope, but it provides adequate magnification that's best suited to an assault rifle's intermediate range capabilities.

6X SCOPE



Availability:

- Assault Rifles
- Sniper Rifles

This is a high magnification scope comes with hunting crosshairs for easier kill shots. The 6X scope is the default scope on all sniper rifles, but it can also be equipped on assault rifles. It makes a good addition to the G3KA4, effectively turning it into a sniper/assault rifle hybrid.

12X SCOPE



Availability:

- Sniper Rifles

The 12X scope is an extremely long range scope with hunting crosshairs. Bring it along when sniping in large, outdoor areas. The fixed magnification makes it difficult (and somewhat disorienting) to use indoors, no matter how large the room.

6X/12X SCOPE



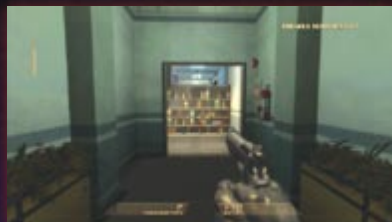
Availability:

- Sniper Rifles

This is a two-tier magnification scope with hunting crosshairs. If you're unsure of the environment you're

entering, equip this scope. Magnification levels are toggled by pressing the zoom button. However, toggling between the two magnifications can become cumbersome in frantic situations where speed is a factor.

HIGH-CAPACITY MAG



Availability:

- Pistols

High-capacity mags hold more bullets than standard magazines. Always choose this attachment for your pistol. If you're relying on your pistol during a firefight, a higher ammo count is usually more important than the slight accuracy increase offered by the laser sight. However, this extended mag is not available on the Glock 18 or Raging Bull.

LASER SIGHT



Availability:

- Assault Rifles
- Light Machine Guns
- Pistols
- Shotguns
- Submachine Guns

This laser light improves accuracy, but can be seen by nearby enemies. Since all the available weapons feature crosshairs on the HUD, the laser sight is a bit redundant. However, it does provide a more precise targeting cue when aiming through a weapon's iron sights. But it also gives away your position to the enemy, so avoid using it when stealth is an important factor, particularly in multiplayer matches.

RECOIL CONTROL STOCK

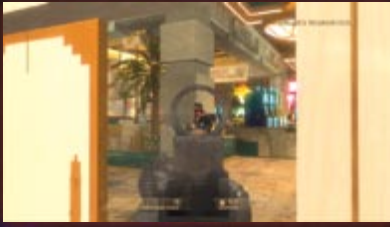


Availability:

- Light Machine Guns

This rifle shoulder-grip reduces weapon recoil and the chance of aim drift. This is the best attachment available to light machine guns, especially when you're toting around the M249 SPW. The reduction in recoil makes the weapon easier to keep on target when firing automatically. But continue to fire in short bursts to optimize accuracy.

REFLEX SCOPE



Availability:

- Assault Rifles
- Light Machine Guns
- Shotguns
- Submachine Guns

This fiber-optic scope provides a clear aiming point for all lighting conditions. The reflex scope features a red dot in the center. Place this dot over your target and fire to score a hit. This is the preferred attachment for submachine guns, as it provides an accurate aiming point without completely sacrificing peripheral vision. This allows you to move while using the scope, which is great for clearing small rooms and other confined spaces.

RIFLE SCOPE



Availability:

- Light Machine Guns
- Shotguns
- Submachine guns

This moisture-resistant, aluminum-titanium alloy scope is resistant to heavy punishment. Try using it on the lower recoil LMGs like the 21E or MG36 for improved sighting. It can also be useful as a long-range scouting tool when it's equipped with a shotgun in multiplayer games.

TACTICAL AIDS

In addition to carrying firearms, each player has two equipment slots. Each piece of equipment is specialized, so gear up accordingly based on your objectives and style of play.

Breaching Charge



This is an explosive that breaks doors open and kills anyone standing on the other side. The charge also has a stunning effect, similar to a flashbang, and dazes any nearby survivors. These charges are best deployed on doors where you can verify the presence of tangers on the other side. Simultaneous breaches on multiple entry points are also extremely effective when assaulting larger rooms. However, limit the use of breaching charges when hostages are present—the blast may kill them.



In the single-player campaign, your teammates have unlimited ammo and endless supplies of breaching charges, frag grenades, smoke grenades, and flashbangs. However, they can only use these tactical aids during entries. So rely on your team's gear when clearing rooms, and then use your own tactical aids during firefights.

C4



C4 is an explosive that you trigger remotely from a distance to kill enemies. It has a similar blast radius to a frag grenade and can also be detonated with gunfire. In multiplayer matches, place C4 in choke points during defensive situations to ambush your opponents. Try to hide it, too, as your opponents may shoot it if they spot it. Because C4 can adhere to any flat surface, it's relatively easy to hide. So get creative and keep your opponents guessing.

Flashbang

Flashbangs temporarily stun and blind all within their blast radius. This nonlethal tactical aid is perfect for assaulting rooms containing hostages. Flashbangs are

best deployed from the cover of an open doorway. Stand alongside the door and toss the flashbang inside the room. Always turn away from the blast of a flashbang to avoid falling victim to its blinding effect.



Incendiary Grenade

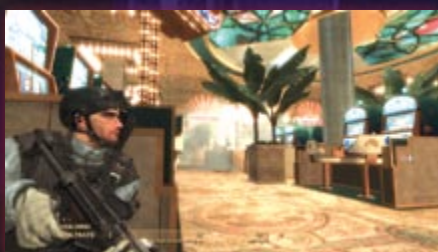


This devastating weapon fills the area with burning white phosphorous, igniting opponents upon contact. Unlike frag grenades, incendiaries leave behind a small zone of fire which only lasts a few seconds. The fire won't harm you unless it is used to cause an explosion.

Frag Grenade

This grenade fills an area with high-velocity shrapnel. Frags also can trigger secondary explosions, blowing up cars and other flammable objects. Toss frags toward

clusters of hostiles to maximize their effectiveness. They can also be banked off walls, which is useful when you must toss a grenade around a corner or deeper into a room.



Motion Sensor (MP Only)

Deploy this laser trip wire to alert you of enemy movement in that area. When tripped by an opponent, a red dot appears on the tactical map, but the sensor does not track movement. These are great for remotely monitoring the presence of opponents in areas you can't physically watch.

FRAG DOLL TIP

Aim your reticle where you want your grenade to go, and then press the throw grenade button. The higher you aim, the farther your grenade will go.

GPS Device (MP Only)

The hand-held GPS device scans the area to reveal temporarily the location of enemies on the map—opponents show up as red dots on each team member's tactical map. This is a critical piece of equipment during team play matches. Always make sure at least one member in your team has a GPS device equipped before starting a match.

Radar Jammer (MP Only)

The radar jammer disrupts enemy radar and GPS in your area. This counters the GPS device as well as the motion sensor. The jammer affects the area around you, so during team play, only one player needs to equip this device to mask the movements of nearby teammates.

SF10 and XM50 Gas Masks (MP Only)

These gas masks negate the effects of tear gas. If you or your team is actively using tear gas as a strategy, be sure to equip one of these masks. Both function identically with slight cosmetic differences—the SF10 has two bug-eyed lenses while the XM50 has one transparent viewport.

Shield



This bulletproof shield protects you from small arms fire. Choose the shield among the primary weapons when selecting gear in the outfitting screen. The shield is attached to your left arm and can be raised by pressing the cover button. While the shield is equipped, you carry your pistol in your right hand. The pistol can be fired when the shield is lowered or raised—aim through the shield's rectangular viewport to target hostiles. While the shield offers great protection, it also significantly reduces your speed and vision. Also, you can't utilize other forms of cover while the shield is equipped. So only use the shield when you have someone to watch your flanks and rear. With the proper backup, the shield is extremely effective when assaulting heavily fortified rooms. Lead the way through the entry point and block all incoming fire while your teammates follow behind you.

Smoke Grenade



This canister rapidly fills an area with smoke to cover your movement. Use thermal vision to see through smoke screens and pick off opponents. Since all players are equipped with thermal vision in multiplayer, don't rely too heavily on smoke for concealment, particularly during close-quarters firefights. But smoke is still useful when crossing known fields of fire covered by snipers or other distant opponents—thermal vision is only effective within approximately 20 meters.

Tear Gas (MP Only)

Tear gas grenades emit a riot-control agent that causes irritation to the eyes and throat, causing a blurring effect. In team-oriented matches, tear gas is a great way for defenders to channel their opponents away from certain areas. One tear gas grenade can fill a corridor for approximately 20 seconds, forcing opponents without gas masks to find another path. It's also a potent offensive weapon during firefights, rendering your opponents virtually defenseless for a few critical seconds. But if you're planning on carrying tear gas, consider bringing along a gas mask to avoid falling victim to the gas's effects.

MEXICAN BORDER

SCENE ONE: INBOUND

SITUATION REPORT

As Logan Keller, your first command takes you to Mexico where *Rainbow* is tracking down Irena Morales, a terrorist wanted for bombing the French embassy in Bogotá. She's in Mexico meeting with coyotes and attempting to set up smuggling routes into the United States. Your orders are to locate Irena, eliminate her security detail, and take her into custody.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
FAMAS	6X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



Insertion Point

NEW OBJECTIVE

Regroup with Team



After fast roping (sliding down a rope—this is used by Spec Ops, Army Rangers, etc. to quickly exit a helicopter) into the insertion point, an incoming RPG round causes your team's helicopter to take evasive action. You're on your own till you can regroup with your team. Move down the alley and seek cover when a tango shows up ahead. Read the onscreen tips and try different methods of peeking out of your cover. Equip the silencer on your SMG and line up the tango in your sights to take him down—don't worry, he won't shoot back.

Enter the adjacent courtyard and follow the objective marker to the damaged fountain. Take cover along the wall as shown. Two enemies



will take up positions along the pickup truck in the street ahead. Pick them off silently with your SMG, or prevent a firefight by tossing a frag grenade at the truck to kill both of them at once.



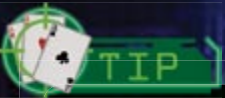
Watch for reinforcements to show up in the street beyond the pickup truck. Evade them by utilizing the alleys, slowly making your

way to the objective marker. When you must cross the street, toss a smoke grenade to obscure your movements. While in the smoke screen, activate your thermal vision and pick off any visible tangos with your silenced SMG. Proceed into the adjacent alley before the smoke dissipates.

City House



Enter this building slowly to prevent drawing the attention of the tangos waiting inside. Silently dispatch the guard on the first floor, then approach the closed door—two tangos carry on a discussion inside. Take cover along the side of the door and toss a frag grenade inside the room to eliminate both tangos.



You can bypass the two tangos in the room with no consequences. Remain quiet, and they'll never detect your presence. Save your frag grenade for later.



Proceed to the second floor (which is clear) and locate the room with a ladder leading to the roof. Climb the ladder and eliminate the tango on the

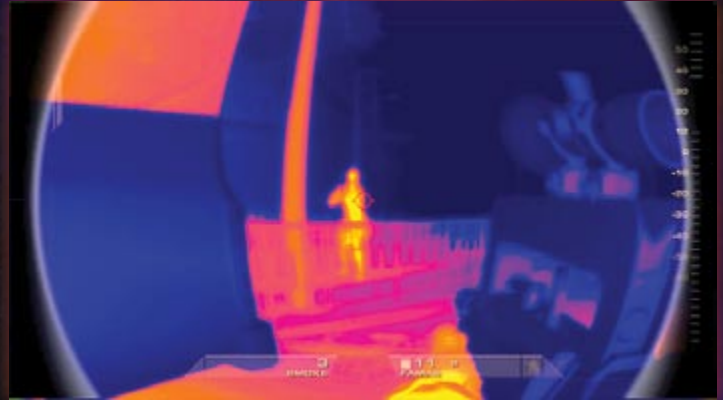
rooftop before rappelling down the side of the building.

City Streets

The street ahead is crawling with tangos. Equip your assault rifle and take cover along the side of the street. Use your weapon's



scope to zoom in on the threats at the end of the streets and open fire. At this range, their weapons aren't accurate, so keep acquiring and neutralizing targets till the street is quiet. While moving down the street, scan the adjoining alleys for tangos who escaped your long-range assault.



More tangos wait in this courtyard at the street's end. Use smoke for concealment, then activate your thermal vision to identify and neutralize the threats—including the tango on the balcony. Proceed through the adjacent alleys, but utilize cover along the way to avoid getting ambushed by a couple more tangos hiding near the makeshift barrier.

Spanish Mission



Your team is pinned on the rooftop of the old mission across the street. Hold in the alley and help thin out the resistance before joining

your teammates. Gabriel and Kan drop smoke in the street, allowing you to enter the mission without being seen. Make your way to the mission entrance before the smoke screen evaporates.

NEW OBJECTIVE

Repel Terrorist Attack

The ground floor of the mission is clear, so proceed to the rooftop to join your teammates. Take cover among the stone objects at the center of the rooftop and order Gabriel and Kan to form on you (to regroup—when the team is told to regroup, they follow you). Deploy smoke to reach the cover. Help your teammates eliminate the threats on the surrounding rooftops using your assault rifle's scope to score lethal head shots.



Warehouse



After clearing the rooftop, move downstairs and enter the chapel. Order your team to take cover behind the altar while you take cover behind one of the side pillars. Focus your fire on the main door and pick off tangos as they barge in.



There are three accessible entry points into this small warehouse. Order the team to stack up on this single door and make sure the ROE (Rules of Engagement—There are two settings, “assault” and “infiltrate.”) are set to assault. Use the snake cam on the same door and tag the two visible tangos inside. Then move to the double doors on the warehouse’s opposite side. Take cover next to the double doors, then order your team to enter and frag from their doorway. Open your door and peek inside to help take down the tangos. Your team should spot the third tango and take him out quickly. If not, help them out.

Industrial District

NEW OBJECTIVE

Reach the Train Yard



Outside the mission, a locked gate blocks your path to the train yard. Order your team to take it out with a breaching charge. Take cover behind the gray pickup truck opposite of the gate while your team clears a path. After the gate is breached, peek around the truck and engage the tangos at the end of the street with the aid of your assault rifle’s scope.

Advance down the street using bound and overwatch to leapfrog from one piece of cover to the next. Enter the nearest alley on the street’s right side to reach the next zone.



Factory



This large factory is packed with tangos, but it's the only way into the train yard. Lead your team to the second floor entry point and use the snake cam to spot and tag a couple of terrorists on the upper level catwalk, including the one right next to the door.



Move down to the ground floor doorway and use the snake cam to spot a few more tangos on the factory floor. Take cover next to your doorway and order Gabriel and Kan to enter with a breaching charge—this will kill the guard standing on the door's opposite side. At the same time, push your door open and throw a frag onto the factory floor to clear out the cluster of tangos. Stay at your doorway cover position and fire on any tangos who retaliate. Your team will help provide cover from above.



The train yard entrance is on the factory's opposite side. Help your team clear out any stragglers in the factory, then move to the fast rope point on the second floor. Drop down the shaft to reach the train yard.



TIP
A refitting station is available at the next mission phase's start. So, use up any remaining frag or smoke grenades during the factory firefight.



SCENE TWO: TRAIN YARD

SITUATION REPORT

The coyotes working with Irena are holding three civilians in the train yard; they're waiting to be deported for slave labor. Your task is to locate and free these civilians. Before moving out, visit the refitting station at the level's start and restock on ammo and weapons. The train yard is a large, outdoor facility offering many long-range kill opportunities—the ideal environment for a sniper rifle.



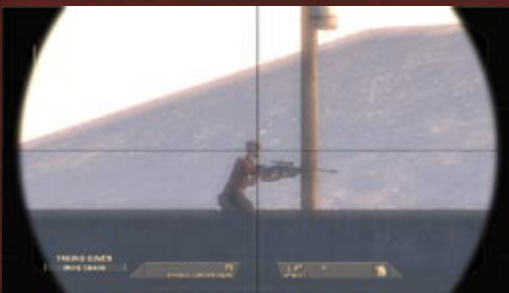
NEW OBJECTIVE

Rescue the Civilian Hostages

Train Yard Entrance

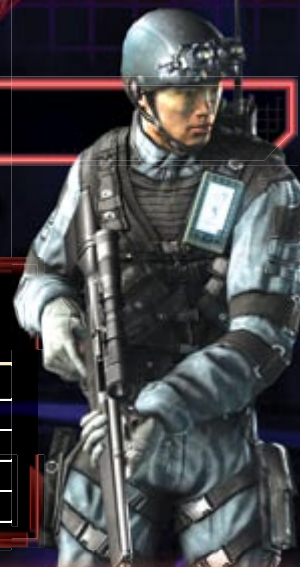


Creep into the train yard and take cover. No tangos lurk in this area, but several patrol the area ahead. Keep the ROE on infiltrate and use your sniper rifle's scope to scout ahead. Tag terrorists as necessary, especially if they're moving around—this makes them easier to spot after you start sniping. Find a good piece of cover and pick off tangos at long-range. At this distance, the tangos will have a hard time spotting you, so don't worry about retaliation. Still, stay behind cover and take down your targets as quickly as possible.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
SCAR-H CQC	ACOG Scope
PSG1	6X/12X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



If you sniped most of the resistance, this area will be clear. However, proceed cautiously, particularly around the two-story storage structure on the left side of the tracks. There may be two to three tangos inside. Move to the second level and assault the building from the top down. Order Gabriel and Kan in with a frag grenade. Use the high elevation on the structure's north side to scan the train yard for more tangos to the east and north before moving on.



Use bound and overwatch to move from one piece of cover to the next along the tracks' left side, and equip silencers to maintain a degree of stealth. A few tangos guard the crates and equipment on this platform, so listen for their voices to track them down. Across the tracks, at the bend, there's a light machine



gun turret mounted in an open boxcar. Keep an eye on this gun with your sniper rifle and blast anyone who gets near it.



At the bend in the tracks, stay on the left side of the rails and set the ROE to assault, giving Gabriel and Kan the go-ahead to engage all visible threats. Move the team to cover positions along the railroad cars. The civilians are being held in the building ahead. Don't rush through this zone. Take your time to clear the

tangos hiding among the railroad cars. When the zone is clear, enter the building through the stairwell on the left side of the tracks.



Don't climb either of the two ladders to access the catwalk running along the front of the next building. If you haven't completely cleared the train yard, you may come under fire as you climb. The stairwell is a much safer entry point.

Train Yard Building

Advance up the stairwell and through the two adjacent rooms. The rooms are clear of threats, so don't bother stacking up or using tactical aids.



HOSTAGE ROOM



Advance toward the objective marker to reach the room where the civilians are being held. Set the ROE to infiltrate and order your team to stack up on this door.



Move to the other door and use the snake cam. Three terrorists are inside. Tag the two terrorists farthest from the door where Gabriel and Kan are stacked. While still watching through the snake cam, order the team to enter and clear with a flashbang. Don't enter your doorway until the room is clear—you'll get in the way! Your team has no problem dropping the dazed tangos in a matter of seconds. Enter your door and regroup with the team near the rescued civilians.

Train Yard Depot

NEW OBJECTIVE

Capture Irena Alive in the Mines



Irena has been tracked to a mine, not far from the train yard. You can access the mine via an elevator shaft inside the nearby depot facility. Move out to the rooftop section and set the ROE to assault. Order your team to hold near this railing overlooking the train yard. From this elevated position they can provide overwatch and suppressing fire while you advance toward the depot. When the team is in position, fast rope down into the train yard with your assault rifle equipped.



Take cover among the numerous boxcars, scanning ahead for threats. Also, view the tactical map to locate tangeros your team has spotted. As long as the ROE are set to assault, Gabriel and Kan will fire on every visible tango, but they won't be able to kill them all. As you near the depot, watch for more tangeros pouring out the doorway shown here. Get a good angle on the doorway and blast any hostiles that appear. Order your team to regroup and prepare to enter the depot.

Depot Facility



You'll enter the depot through this small office overlooking the tracks. Before entering, use the snake cam on the door to scan for tangeros—your earlier gun battle may have drawn any hostiles outside. Inside the office, peer out the window to scan the rails and below for any hiding tangeros.



Order your team out onto the catwalk to get a better view. After it's clear, move out onto the catwalk and drop a smoke grenade below,

between the two fast rope positions. Order your team to fast rope down to the depot floor and follow them while the smoke screen is still in place.



This section of the depot is swarming with tangeros. Deploy smoke at the junction ahead and order your team to take cover behind the concrete

barrier. Watch for a couple of tangeros hiding in the nook to the left. Take them out with a frag grenade.



Move behind this crate to help your team catch the remaining tangos in cross fire. The more enemies you can draw out into the open, the easier it will be to reach the elevator shaft.

ALTERNATE ROUTE

You can reach the elevator shafts by moving through the maintenance tunnel running in this section of the depot. Use the ladder at in the northwest corner to access this underground passage. However, you'll still have to clear out the tangos guarding the elevator shafts.



Toss a smoke grenade at the entrance to the next area and activate your thermal vision to pick off a few tangos inside. But seek cover

before the smoke dissipates. Help your team assault this room, paying attention to the chain-link fence on the room's right side. Several tangos on the fence's other side guard the elevator shaft. Eliminate as many of these threats as possible before you advance any further.

Clear the upper floor rooms, but pause before rushing to the elevator shafts. Move along this catwalk and watch for any stragglers

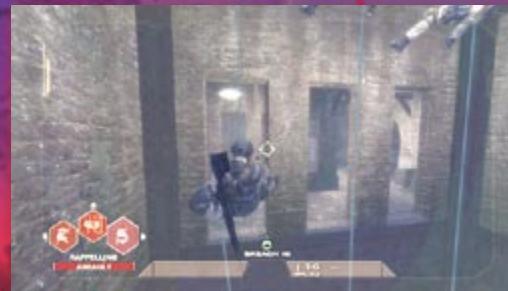
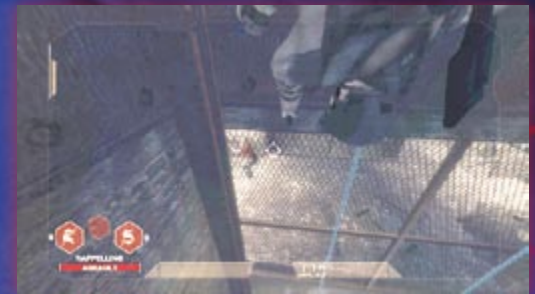


below. Order your team down the stairs first and provide support if they come under fire.

When the floor is clear, move to one of the rappel points above the elevator shafts. Hook up to a center position and order your team to connect to the adjacent points, but don't order them down yet.



Take the lead and clear the way. As you approach sections of chain-link fence, flip upside down and creep downward, firing your pistol at any visible tangos on these exposed levels. Continue rappelling downward, clearing each exposed floor as you go.



When all exposed floors are clear, order your team down and breach this opening near the shaft's bottom to enter the mines.



If any of your teammates are shot while rappelling, they'll fall to the shaft's bottom and die, which results in a mission failure. Scout ahead and eliminate any tangos before ordering your team down.

SCENE THREE: MINES

SITUATION REPORT

Irena has been tracked to this mine. Hunt her down and take her into custody.



Mine Entrance



The entrance of the mine is clear of threats. Study the wall ahead to locate a tunnel entrance to the right and a hole in the wall to the left—they both lead to the same tunnel. Move through the hole in the wall and follow the adjoining tunnel to an area with two doors.



Stack up the team on this door, then use your snake cam. Irena is in the room's center surrounded by five guards—three on the floor, and two on the upper level walkway. Your team can handle the hostiles on the floor while you hit the walkway from a different direction. Tag the two terrorists farthest from this door: one is stationary and

the other patrols the room's far side. Back away from the door and set the ROE to assault.

Go back to the hole in the wall to return to the previous room. After passing through the hole, turn right and slowly and silently approach this corner of the



adjoining tunnel. The two terrorists patrolling the upper level walkway have come to a halt around the corner, but don't attack yet. Watch the tactical map and study the position of the tagged tango patrolling on the floor. Wait till he's in the room's southwest corner, where your team can see him upon entry from their door. When the patrolling tango is in position, order your team to frag and clear from their doorway. At the same time, toss a frag grenade around the corner to take out the two tangos on the adjacent walkway.

After your frag detonates, rush into this room and help your team clear from the elevated walkway. If things went smoothly, all hostiles should be down. But Irena has escaped through the steel doors to the west. Move down to the floor and order your team to breach the doors with explosives.



Irena is the only hostile in this room. Upon your breaching the door, she gives up and drops to her knees—don't shoot her! Unfortunately, her surrender is a diversion. It's not long before a large explosion rocks the room and everything goes black....



Tunnels



When you regain consciousness, Gabriel and Kan are missing. Plus you've been stripped of all your weapons and equipment, except for your pistol. You'll have to escape the mines on your own. Equip your pistol's silencer and quietly proceed through the tunnel system. Enter cover mode at each branch of the tunnel and pick off the two tingos: one has his back turned and the other stands at the stairs.



The tingos guarding the mine tunnels are armed with 870MCS shotguns. Stay behind cover while they fire at you and return fire while they reload—listen for the clicking sound of them loading one shell at a time. Pick up one of these shotguns for extra firepower. But your MK.23 has a higher rate of fire, a larger magazine, and is quicker to reload.



Fight your way through the tunnels, using cover and your pistol to clear a path. Stay left at the Y-intersection and use the corner shown

to engage tingos in the adjoining tunnel. If using your pistol, unscrew the silencer to inflict more damage with each shot. The sound will draw more tingos into view as well, allowing you to ambush them from this corner position. Make sure they don't infiltrate the connecting branch and flank you.



Don't take cover behind the barrel with the green label and an orange triangle in the tunnels. This barrel contains explosives and will detonate when shot. Use it to your advantage during the firefight when enemies are standing near it.



A few more tingos wait to ambush you in this room at the tunnel's end. Watch the room from the tunnel and blast the patrolling tango pacing back and forth. Creep toward the room's entrance and watch for a couple more tingos to left. Use the room entrance for cover while engaging these threats. One more tango hides behind a crate to the right. Take cover while he fires his shotgun, then rush in and neutralize him at point-blank while he reloads. Open the door on the right side of the room to access the mine's exit.



SCENE FOUR: ESCAPE

SITUATION REPORT

Gabriel and Kan are missing and their GPS transponders are inactive. You must reach the surface and locate your teammates.



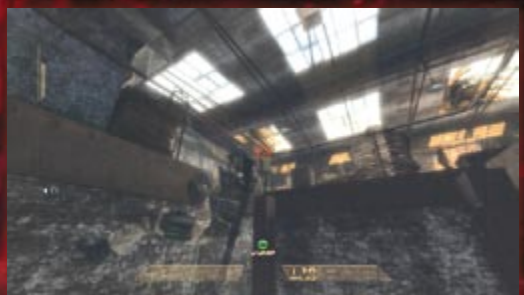
NEW OBJECTIVE

Locate Teammates

Mine Exit



Locate this elevator shaft and climb the rope to the top. Irena's thugs attempt to seal the shaft with explosives, causing a deluge of falling debris to pour down the shaft, but you'll evade injury.



A tango waits at the shaft's top. Pop him in the back of the head with your silenced pistol before climbing over the railing. Grab the dead tango's G3KA4

and equip it before the next tango walks into the room—mow down the patrolling tango with your new weapon. The gunfire may attract at least one more investigating tango, so seek cover and listen for intruders.

Factory

NEW OBJECTIVE

Reach and Clear Extraction Point



Move toward the objective marker to reach this room. This is the last place where Gabriel and Kan's transponders were active. The blood on the floor isn't a promising sign. The room may be guarded by one tango with an SV-98 sniper rifle, assuming he didn't respond to the gunfire at the shaft. With your teammates nowhere to be found, your new objective is to reach the extraction point outside this factory.



Several tangos patrol this factory area, and they're dispersed among three levels. Fortunately, you're on the top level and can draw most of them into the open. Seek cover on this side of the room and locate targets through your assault rifle's scope. Open fire, picking off as many visible targets as possible. Watch and listen for tangos attempting to flank you by climbing the nearby ladder or stairs. Hold your position for a few minutes, firing into the factory to draw out more tangos.



When no more hostiles are visible, slowly move to the nearby fast rope point and drop to the second level. A few more hostiles may be on the factory floor, so move through the second level quietly, advancing toward the stairs on the room's far side while listening for voices and other audible cues. Before you climb down the steps to the factory floor, fire a few rounds. If any tingos are on the floor below, they may dash up the stairs right into your line of fire.

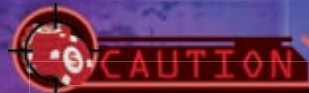


Even if you feel you've eliminated all tingos on the factory floor, advance through this area cautiously, using cover the whole time. Some tingos may be hiding among the machinery, so listen for their voices while moving from one piece of cover to the next.



You must pass through another large factory room to reach the extraction point. Instead of entering through the doors on the ground floor, use the stairwell to reach the catwalk overlooking the room. Pick off the lone guard on the catwalk, then creep out toward the catwalk's edge and fire down on the tingos. Although you have the height

advantage, you're outnumbered, so make use of cover and don't get too close to the railing. Move along the catwalk while scanning the floor for threats. A turret is on the room's far side. If a tingo takes control of it, seek cover fast and stay there till the turret runs out of ammo or till you've silenced the gunner. Keep moving and descend the steps to reach the platform where the turret is positioned.



Unless you want more target practice, don't use the turret. Interacting with the turret causes a fresh batch of tingos to enter the room, creating another unnecessary obstacle.



Watch for more tingos hiding along the factory wall at the extraction point. They may have taken cover outside during the firefight. When the extraction point is clear, the chopper arrives. Climb aboard and get the details on your new objective from Joanna. Locating Gabriel and Kan will have to wait. There's a situation in Las Vegas that requires your immediate attention.

CALYPSO CASINO

SCENE ONE: THE STRIP

SITUATION REPORT

Terrorists have assaulted the Calypso Casino on the Las Vegas strip. NATO advisor Dr. Phillip Smythe was in the casino at the time of the attack and is being held hostage. Your objective is to locate Dr. Smythe and evacuate him. Before going to the insertion point, choose your equipment. Select an assault rifle with a scope to handle the tingos on the strip and an SMG for assaulting the casino's interior.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
M8	6X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



Street Cleaning

NEW OBJECTIVE

Breach into Casino

Fast rope out of the chopper and meet your new team members at the police barricade—recon specialist Jung Park and demolitions expert Michael Walter are waiting for your arrival. The path to the casino is packed with tingos hiding among abandoned vehicles. You'll have to take a zigzag approach along the strip to reach the casino as the vehicle pileups prevent a direct advance.



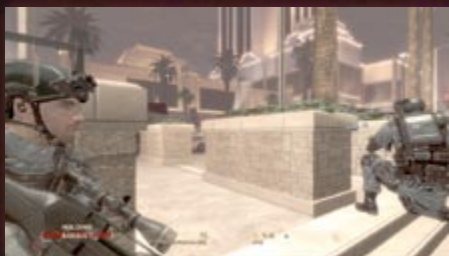
Set the ROE to infiltrate and move to this police SUV next to the bus.

Use your assault rifle's scope to scan the street ahead for tingos. Tag a couple of tingos for your teammates, then set the ROE to assault to begin the attack. Engage as many tingos as possible from this position before moving. Don't let the tingos reach the nearby sidewalk because they might flank you by peeking around the back of the bus.

If the tingos hide behind cover, leave your team at the SUV. Sneak along the two taxis parked on the right side of the street to flank the tingos. Your team will provide covering and suppressive fire as you move in for the kill.



Backtrack to this median and use the stone planters for cover while engaging tangers on the other side of the street. Hold this position till all visible tangers are down. Watch the area around the bus and nearby sidewalk for movement and muzzle flashes.



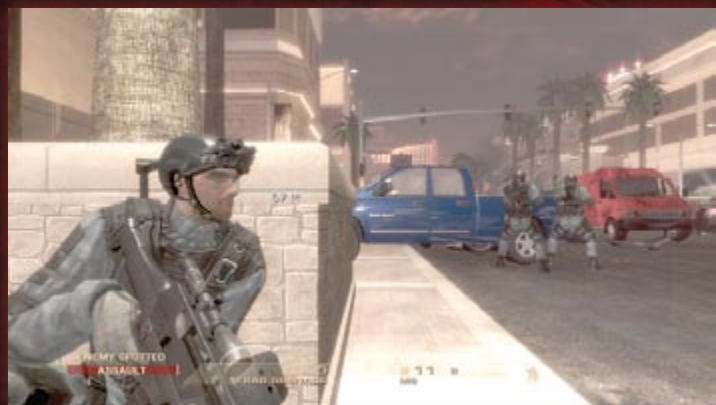
CAUTION

A turret is mounted on the barricade at the end of this section between a yellow truck and a red van. Keep an eye on this weapon and blast anyone who gets near it. If a tango opens fire with this turret, find cover and wait for him to reload before popping out and taking a well-aimed shot.



Cross the street and take cover behind this bus. Order your team to take cover along the sidewalk's stone planters. Use these

cover positions to scan for more tangers ahead.



Use bound and overwatch tactics along the sidewalk while advancing toward this blue pickup truck. Order your team to take cover along the truck's bed while you hold at this planter. As you approach this area, more tangers appear at the end of the street. Help your team fend them off and prevent flanking maneuvers. Check your tactical map to spot tangers hiding behind cover and consider using frag grenades to flush them out. Be ready to face smoke grenades when engaging the enemy on the strip.



When the incoming fire ceases, cross the street to reach this median. Order your team to take cover behind the bus while you use the tail planter (as shown) to watch the street's far end. More tangers appear ahead. Use your assault rifle's scope to neutralize them before they can seek cover.



Slowly advance down the street, using this white station wagon for cover. Order your team to move along the opposite side of the street and take cover behind the white delivery truck.



When your team has established a good base of fire from the minivan, take cover behind this planter and help your team catch the hostiles in a cross fire.



A refitting station is located directly behind the white delivery truck. Use it to stock up on grenades and ammo, but stick with the same weapon loadout you began the mission with. You'll need a good long-range assault rifle, to counter the terrorists around the casino entrance, and a reliable SMG.



Just below the walkway is a yellow pickup truck with a turret mounted in the bed. Suppress and neutralize these threats before moving toward the objective marker at the casino.



Casino Entrance



At the next median on the street's left side, the casino entrance is visible. So are a bunch of tangos. Position your team behind this yellow minivan and make sure they aren't flanked.



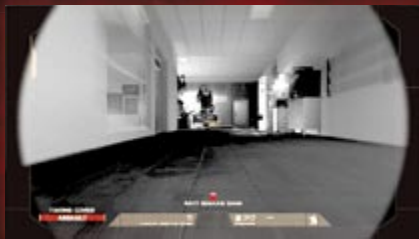
Use your tactical map to locate the tangos; plan your movements accordingly. Move your team to a position where they can provide covering fire while you flank. Clear the casino entrance one threat at a time.



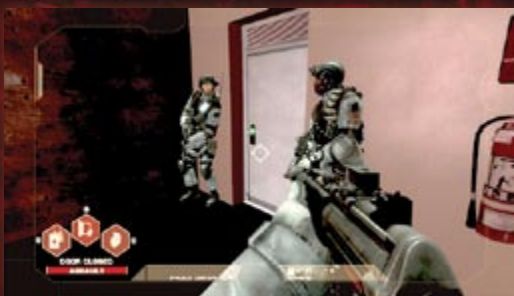
The casino's main entrance is barricaded by vehicles, so order Michael to blow a hole in the wall at the objective marker. Take cover at this pillar while Michael creates a new entry point.

Casino Offices

Switch to your SMG and fit a silencer to the barrel while moving through the hole in the wall. Advance through the adjoining office area till you come to these double doors. Order your team to stack up on the doors with the ROE still set on assault. Wait till the team is in position, then use your snake cam on the door to spot a tango patrolling the next hall—he'll open the doors if he gets close enough. Quickly back away and order your team to use a breaching charge on the door to kill the terrorist on the other side.



The next hall is clear, but the last large office ahead contains five more tangos. You'll need to hit the large office from multiple angles to deal



with these threats. Enter this small office on the hall's left side and order your team to stack up on the door. Use the snake cam to tag the only visible terrorist on the other side.

Move to the double doors in the main hall and use the snake cam again to spot this tango crouched behind a cubicle. Tag him for your team.



Back away from the double doors and drop to a crouch before entering the dark office to the right. Once inside, turn left and creep toward



this barricaded doorway leading into the large office. On the other side of the barricade are two tangos standing next to each other—stay low and quiet to avoid being spotted. Order your team to enter their door with a frag grenade. As soon as the order is issued, toss a frag grenade of your own toward the two tangos on the other side of the barricade. If your timing is right, all four tangos will fall instantaneously.



Exercise extreme caution when fragging a room your team is entering. Try to issue the entry order at the same exact time you throw your frag grenade. If you're late in throwing the grenade, your grenade might kill or injure a teammate as the team enters.



Enter the large office and advance down this adjoining hallway. Open the door at the end to load the next area of the casino.

SCENE TWO: SECURITY CONSOLE

SITUATION REPORT

Now that you've entered the casino, it's time to find Smythe. Locating him in this sprawling facility is difficult. Joanna suggests hacking into the security system and using the casino's closed-circuit cameras to find Dr. Smythe.



NEW OBJECTIVE

Hack Security Network to Find Smythe's Location

Casino Floor



You begin this level in a maintenance hallway. Move down the adjacent hall and stack up your team at this door—make sure the ROE are set to assault. Use the snake cam to locate and tag a couple of tingos on the casino floor.

Backtrack through the hall and approach the other door leading to the casino floor.

Equip the snake cam and scan the left wall to spot two more tingos—you'll need to take these guys out upon entry. Remove your SMG's

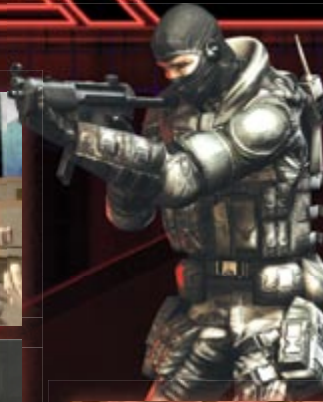
silencer and prepare to make some noise.

Order your team to enter their door with a frag grenade. When the frag goes off, throw your door open and turn left to gun down the two tingos before they can seek cover. When they're down, duck behind the nearby bank of slot machines. Order Michael and Jung to move to the slots next to yours.



Use bound and overwatch maneuvers to assault the room's far side before moving toward the objective marker. Always stay within visual contact of your team so you can support each other. Also, check the positions of tingos on your tactical map.

When the main room is clear, turn toward the cashier's cage in the adjoining room. While facing the cage, order your team to the room's left side while you take the right. Use the banks of slots for cover and equip your assault rifle to fire at tangeros inside the cashier's cage. Pin as many tangeros as possible behind the counter to prevent them from entering the floor.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
SCAR-H CQC	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



Wait till the incoming fire has died down, then order your team to assault the cashier's cage with a frag grenade. Provide cover as they enter, then follow them inside when it's clear. Use the refitting station at the back of the room to grab an assault rifle with good close-quarters performance. The 552 Commando or SCAR-H CQC are both good choices.



After gearing up, turn right and follow the adjoining hall till you reach this shaft. Rappel to the bottom of the shaft and wait for your team to catch up before you move down the tunnel.

Vault



Set the ROE to infiltrate, then creep down the tunnel with your team in tow. Position your team at this vent opening and tag the tangeros standing in the center of the vault.

Continue down the duct till you come to the next vent. Peer through the vent to spot two more tingos. Set the ROE to assault and fire through the vent. Your team will engage the tingos at the center of the vault while you neutralize the two on the other side of your vent.



A lone tango is on the stairs on the room's right side. Hunt him down before you move on.



Rush into the vault and seek cover as shown. Watch for more tingos near the vault door at the far side of the room. Check your tactical map for any hiding tingos and clear the vault before proceeding to the next room.

Cautiously step through the vault's doorway and order your team to move behind the overturned table on the room's left side. Toss a smoke grenade in front of the table for extra concealment.



Race to the room's right side and take cover behind this concrete pillar. As you move across the room, tingos attack from the doorway straight ahead. More tingos attack from the left doors. Cover the left door first to prevent your team from being flanked. Focus on the other door. If you respond quickly, you can use the doorways as choke points, mowing down the attackers before they enter the room.



Pass through the door on the room's far side to enter this tunnel. Take cover at the corner shown and wait for a tango to walk into view. Gun him down, then advance toward the security room.

Security Room

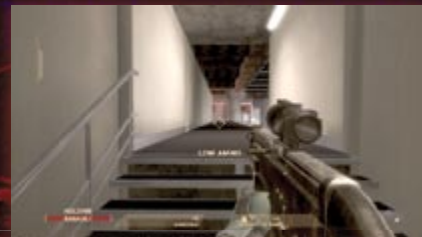


Stack the team on these double doors at the end of the tunnel. Slip the snake cam under the door to spot and tag one tango inside.

Crouch as you advance up the nearby stairs and enter the security room's top floor. Carefully peer through the glass partition behind the walkway's railing to tag one more tango on the ground floor.



When Jung finishes hacking the system, prepare for a counter-attack by setting up in the two second floor halls flanking the office. Position your team in one hall while you cover the other. Blast the tangeros on the second floor, then use the elevated walkway to hunt down a few more on the security room's ground floor.



Order your team to enter their door with a frag grenade. When the grenade goes off, step forward and help gun down the three tangeros below. Watch as a couple of tangeros on the second floor respond to the gunfire. Gun them down as they run toward the stairwell on the room's opposite side.



Follow the objective marker to this second floor office and order Jung to hack the security system. Jung confirms that Dr. Smythe is still in the casino and is being held by tangeros in the casino's main bar and lounge at Nymphaeas.

NEW OBJECTIVE

Rescue VIP Dr. Smythe

Back Rooms

Clear the security room, then exit through the open door on the ground floor to enter a hall. You eventually come to an L-shaped office guarded by a couple of tangeros. Stack the team on the door shown, then take cover along the office's other doorway. Use the snake cam to tag the tango visible from your doorway, then order your team to enter with a frag grenade. Wait till the grenade goes off, then open your door to help clear the room.



Follow the hall beyond the office till you reach these double doors. Stack up the team on the door, then use the snake cam to spot two patrolling tangeros on the other side. Tag both tangeros, then back away from the door. Wait till the tangeros are directly in front of the doors, then order your team to enter with a breaching charge. If it's timed just right, the exploding charge will kill both tangeros. If the charge doesn't do the job, your team will have no problem cleaning up.



SCENE THREE: PRIME TIME

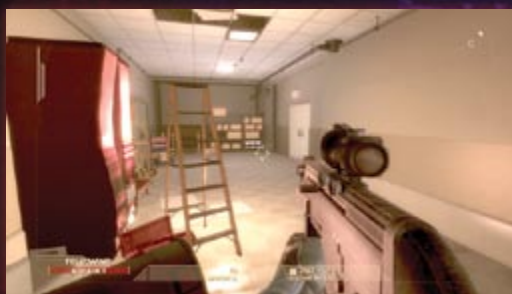
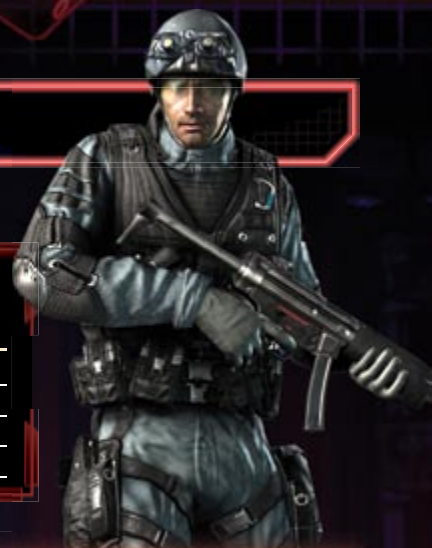
SITUATION REPORT

You're closing in on Dr. Smythe's location, but you'll need to fight your way through the casino's ground and upper floors before staging the rescue assault at Nymphaeas.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
SCAR-H CQC	ACOG Scope
MK.23	High-Capacity Mag
Smoke Grenade	—



Follow the corridor and adjoining stairwell to this storage room on the casino's first floor. Use the refitting station and stick with the

same SMG and assault rifle, but load your two equipment slots with smoke grenades. You'll need them during your assault on the hotel's lobby and atrium.

Hotel Lobby



The door at the far side of the room leads into the hotel lobby. Stand along the right side of the doorway and open it. Peek around the corner and kill the tango standing next to the front desk.



When he's down, toss a smoke grenade toward the square pillar section in the center of the lobby. Order your team to take cover behind the low wall surrounding the pillar. They'll immediately open fire on the tangoes behind the front desk.

Stay at the door and help your team engage the tangoes behind the front desk on the lobby's opposite end. Watch the door on the right side of the desk and blast anyone who tries to escape.



Don't enter the hotel's atrium till the lobby is clear. Entering the atrium triggers tangoes to rappel from the skylight. If tangoes are present in both the lobby and atrium, they'll catch your team in a cross fire.

Atrium

Clear out the lobby, then turn toward the atrium. Move your team behind this planter to trigger the incoming tangos. Open

fire as the attackers rappel to the first and second floors. If necessary, toss a smoke grenade in front of the planter for extra concealment.



Before ascending the steps, scout the upper walkways from the ground floor. This large, open space is ringed by four upper-

level walkways, putting your team at a tremendous disadvantage. You'll need to use smoke (and lots of it) to cover your ascent.



Start by deploying smoke on the central staircase and order your team to move to the first landing. Follow behind them, then turn right and ascend the next set of steps to reach the second floor.

Find cover along the second floor walkway as more tangos attack. Drop another smoke grenade while you and your team find cover, then help Jung and Michael thin out the resistance. Cover the adjacent walkways to prevent flanking maneuvers. More tangos attack from the upper-floor walkways, so put your scope to use for some long-range kill shots.



Order your team to clear the stairwell with a frag grenade, then follow them inside. The steps leading to the fourth floor are damaged so you'll need to use the escalator on the opposite side of the atrium.



Cross the third-floor walkway to reach the escalator. Toss a smoke grenade at the fourth-floor landing, then order your team to lead the way up the escalator.

Quickly seek cover on the fourth floor and prepare for another attack. Watch the nearby maintenance closet and surrounding walkways for tangos. A few may take cover in the stairwell on the opposite side of the atrium.



Fantasea Lounge



At the lounge entryway, turn left and open the door leading into this dressing room. A group of tangos is holding several hostages on the lounge's stage. You'll need to act quickly to save them.

NEW OBJECTIVE

Save the Hostages from Being Executed on Television



You only have a few seconds to save the hostages in the Fantasea Lounge, so don't bother using the refitting station in the dressing room. You can rearm after the hostages are safe.



A turret is mounted on the fourth-floor walkway. It may be tempting, but don't use it. You're better off staying behind cover and methodically engaging the tangos one by one.



When the atrium grows quiet, approach the stairwell entrance and order your team to move in and clear. Follow them inside and climb the steps to reach the fifth floor.

The fifth level walkway of the atrium is clear of threats. Exit the stairwell and turn left, approaching the entrance of the Fantasea Lounge.



Set the ROE to infiltrate and stack up your team on the first door to the right. Use the snake cam on the same door to quickly get a glimpse of the situation. This is a side door leading into the lounge, with a great view of the stage. Tag the tango holding the hostage first, then tag the tango on the floor with his back turned.

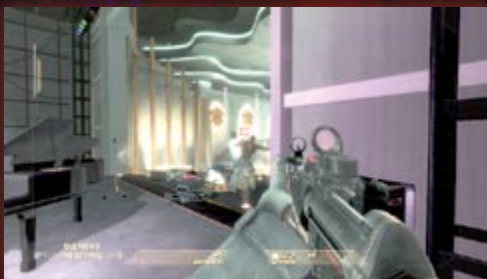




Move to this stage door and take cover along the left side. Equip your SMG and screw the silencer to the end of the barrel. Sound is less of an

issue than penetration—you don't want your bullets to pass through a terrorist and strike a hostage. The silencer will slow down the bullets, reducing the chances of over-penetration. Open the door and spot the tango at the back of the stage—he won't see you. Order your team to enter their door with a flashbang. As soon as the flashbang goes off, kill the tango at the back of the stage with a quick burst.

Quickly rush out onto the stage and help your team clear the lounge. If the tango holding the hostage isn't dead yet, carefully take aim and finish the job.



Turn your attention to the back of the lounge and open fire on the tangos near the adjoining hall. Drop them quickly before one of the hostages catches a stray bullet.



ALTERNATE PATH

By climbing the ladder in the dressing room you can access the catwalk above the stage. However, it's difficult to get into position before the tangos open fire on the hostages. It's much faster to enter through the stage door.



TIP
If the tangos in the lounge retreat to the hall, use smoke and thermal vision to hunt them down. Don't enter the hall without the cover of smoke!

NEW OBJECTIVE

Rescue VIP Dr. Smythe



When the lounge is clear, the hostages tell you that the terrorists mentioned the name Irena. Apparently Irena has plans to conduct attacks all over Las Vegas. But you'll need to track down Dr. Smythe before worrying about Irena. Return to the dressing room and use the refitting station.

RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
552 Commando	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



Move through the lounge and turn left in the adjoining hall. Enter the Aquatunnel at the end of the hall to load the next section of the casino.

SCENE FOUR: DR. SMYTHE

SITUATION REPORT

Dr. Smythe is being held in Nympheas, the casino's lavish bar and lounge. Before you reach the bar, you'll have to fight your way through another large room containing slots and a Keno lounge.



Slot Room A



Set the ROE to assault and Advance toward the end of the Aquatunnel. Toss a smoke grenade into the next entryway ahead. Order your team into the next room. They'll immediately engage hostiles in the next room as they move into the smoke screen.

Dash through the smoke and veer left, taking cover behind this pillar. You emerge on the upper floor of a large gaming room. Engage the tangos at the end of this aisle, then



help your team clear the other upper-level walkway. Watch for tangos on the floor below as well.

Advance along the left walkway while ordering your team to move along the opposite one. Move from one bank of slots to the next, then



peer across the room to give a move order to your team. Make sure they stay parallel with your movements.

As you approach the far side of the room, several tangos fast rope down from the skylights above the staircase. Take cover and open



fire. Your team will do the same from their side of the room, helping you pin the tangos on the steps. Toss a frag grenade toward the staircase to help clear out the attackers. However, the tangos only become alert to your presence if they hear gunfire. You can avoid the gunfight by using a silencer and taking out the tangos before they see or hear you.

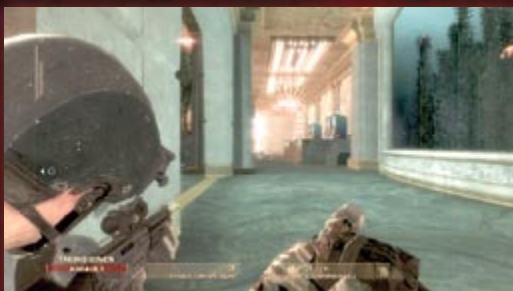


Regroup with your team on the staircase landing. More tangos attack through a door on the right side of the floor below. If necessary, drop smoke on the steps to conceal your team and use the upper-level walkways to get a better vantage point of the floor. Check your tactical map to locate hostiles hiding behind cover. Don't descend till the floor is clear.



Form up with your team and move to this large bank of slots in the center of the ground floor. As you approach the slots, a fresh group of tangeros fast ropes through the skylight, taking cover around the stone sculpture. As your team opens fire, toss a smoke grenade at the new batch of tangeros.

As the incoming fire dies down, leave your team behind at the slots and search for stragglers. If you've cleared the area around the sculpture,



some tangeros may be hiding toward the back of the room. Use the pillars on the sides of the room for cover while hunting them down, and check your tactical map. There is also a small outfitting box in a small room to the right, just before the Keno area.

Keno Lounge

When the slot room is clear, move toward the Keno lounge entrance. Before getting too close, toss a smoke grenade in front of the entrance. Order your team to move to the entrance's left side while you take cover on the right. Activate your thermal vision and engage all visible targets through the smoke.



Clear the entire lounge from the entrance. Side-step and peek around cover to scan the room; locate and engage your targets. Watch for tangeros near



the cashier's cage and in the lounge to the right. Wait till the incoming fire dies down, then toss a smoke grenade into the center of the room and order your team to enter.



After your team secures the lounge, enter and turn left, passing through glass doors to enter this hall. Follow the hall to the objective marker to load the next area.

Nympheas

Open and enter one of the glass doors at the end of the corridor to access this terrace. Dr. Smythe is in the room below. Turn to the left railing and order your team to hook up their rappel lines.



As soon as you enter the terrace or ground floor outside Nympheas, you have approximately 90 seconds to plan and stage your assault. If you wait any longer, the terrorists will execute Dr. Smythe in a twisted game of Russian roulette. Use the time wisely to study the floor plan and the positions of tangeros before barging in.



Side-step to the right and focus on covering the center of the room from the skylight. Several tangos run directly into your line of fire. Knock them down before they seek cover. Watch for tangos taking cover behind the bar, too. Keep up the pressure until the room below is clear.



Move to the center of the roof and peer down through the large skylight. Locate Dr. Smythe along the same wall where your team is setting up to rappel—he's the one in a white shirt. He's surrounded by a couple of terrorists. Tag the terrorist with the pistol first, then tag his buddy standing nearby. Your team can handle these two tangos, but you'll need to help take down the rest.



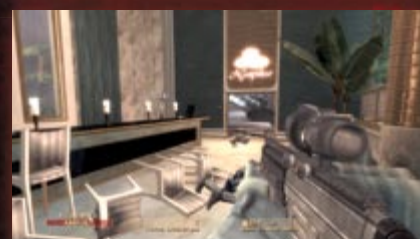
Scan this side of the room for a couple of tangos standing near a pillar. Load a fresh magazine in your assault rifle and make sure you can quickly

down both tangos from your position. When you're ready, order your team to rappel and breach through the window behind Dr. Smythe. Wait for the sound of breaking glass, then open fire on the two tangos below. The four tangos near the doctor are down. Prepare for the counterattack.

ALTERNATE ATTACK PLAN

Instead of your team crashing through the window, they can also be effective when they enter through the doorway on the ground floor. Tag the same tangos next to Dr. Smythe, then order the team to initiate the assault with a flashbang. Maintain your position at the terrace skylight above the room and provide covering fire during the rescue.

Fast rope through the skylight and approach the doctor. Order Dr. Smythe to follow you, then order your team to enter the room to the right of the bar. While escorting, keep your team in the lead.



SCENE FIVE: EXTRACTION

SITUATION REPORT

Now that Dr. Smythe is safe, you must escort him to the extraction point. SWAT has secured an area outside the casino's parking garage. Plenty of terrorists are still in the casino, so proceed cautiously and keep the doctor out of the line of fire.



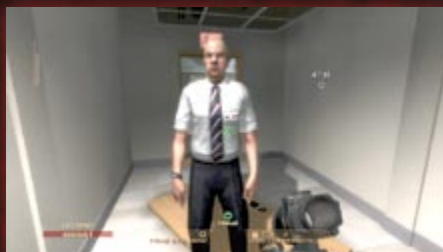
NEW OBJECTIVE

Escort VIP to Extraction Point

Office



Pause before entering this corridor. A tango may be hiding around the corner ahead. Toss a frag grenade at the end of the hall to take him out, then order your team to the corner.



Enter the hall and order the doctor to hold—you'll need to leave him here while you and your team clear the office and poker room ahead.

Stack the team on the door at the end of the hall, then use your snake cam. Two tangos hide in the next room. You may be able to see one, but the other's position is concealed. Switch the ROE to infiltrate and order your team to enter with a flashbang.



Follow your team inside this office and help them hunt down the two dazed tangos. Once the room is clear, access the outfitting station. Load up on grenades and stick with a compact assault rifle such as the 552 Commando or the SCAR-H CQC.

RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
SCAR-H CQC	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



Poker Room



Order your team to hold in the office, then descend the stairway. Use your snake cam on the door at the bottom of the steps. A tango patrols this cashier's cage on the poker room's floor. Equip your assault rifle with a silencer and open the door. When the tango turns his back, peek out and neutralize him silently.



Keep your team in the office while you clear the cashier's cage downstairs. If you make too much noise, a tango may investigate, entering the office from the poker room.



Another tango is on the floor near the cashier's cage at the opposite side of the room. Drop him with a few silenced rounds, then order your team into the cashier's cage under the cover of smoke.



When your team is inside, move them to the counter so they have a good view of the poker room. Remove your silencer and your team will follow suit. It's time to make some noise!



Move to this side door on the left side of the cashier's cage, and help your team engage tangos on the poker room's floor and the upper-

level walkway. Down as many tangos as possible from this door before entering the poker room.



Once your team has established a good base of fire on the poker room floor, backtrack through the office upstairs and move to these escalators. Scan the floor for threats and take them down while your team distracts them.



When you can't spot any more targets on the floor, toss a smoke grenade at the top of the right escalator and climb to the second floor, taking cover along this stone pillar. Hold this position and spot and engage any visible tangos on this upper-level walkway.



Now that you've cleared the upper floor, strafe along the walkway, scanning the floor below for tangos hiding among the gaming tables.

Use this elevated position to move your team around on the floor below in an attempt to flank any survivors.



Leave your team on the poker room floor, then backtrack to the office hallway to retrieve Dr. Smythe. Order him to follow you, then regroup with your team in the poker room.

Parking Garage



After exiting the poker room, pause before entering this next corridor leading to the parking garage—three tango guard it. Toss a smoke grenade into the corridor, then order your team to move into the smoke screen and clear a path.



Let your team lead the rest of the way while Dr. Smythe follows you. The parking garage should be clear, but use your team to clear it, anyway—just in case a tango has retreated.



Advance through the parking garage to reach the extraction point; deliver Dr. Smythe to the officials. Wait for your chopper to arrive, then climb aboard. Joanna informs you that more terrorists are scattered throughout the city and some are broadcasting their demands on live television. It looks like your night is just beginning.



DOWNTOWN VEGAS

SCENE ONE: EXCLUSIVE GONE WRONG

SITUATION REPORT

The terrorists have taken another hostage. Trish Gracy, a local television news reporter, is being held by multiple tangos at the Red Lotus, a Chinese-themed restaurant and casino on Fremont Street. Your objective is to locate and rescue the reporter before the terrorists execute her on live TV. While you're inbound to the rooftop insertion point, select your weapons and equipment. Choose an SMG for close-quarters fights and a scoped assault rifle for longer range engagements in the casino's larger rooms.



NEW OBJECTIVE

Rescue News Reporter

Rooftop

Fast rope down to the Red Lotus's rooftop and cautiously approach the skylight. Equip a silencer on your assault rifle and aim through the skylight to eliminate the four tangos in the lobby below, starting with the two on the balcony. When all four threats are down, order Michael and Jung to rappel and breach the window on the side. Cover their entry from the skylight and be prepared for possible threats approaching from the hall on the second floor.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
MTAR21	6X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



When the room below is clear, fast rope down and join your team. Climb the stairs and stage the assault on the Crazy Dragon gaming room from the second floor hall.

Crazy Dragon

This hall connects the lobby to the Crazy Dragon gaming room. If your entrance through the rooftop was quick and silent, there may be one to two tangos patrolling this hall. Use the snake cam on the doorway and tag any visible terrorists. Order the team to enter and clear with the ROE set to infiltrate. For best results, wait till the tangos have their backs turned.



The Crazy Dragon room is a large two-floor gaming area, with slot machines on the first floor, gaming tables on the second, and a large golden dragon statue dominating the center. You must assault the room aggressively to gain entry and fight off the tangeros inside. Stack up your team on these double doors nearest the hallway entrance and tag the two terrorists waiting on the doors' other side using the snake cam—set the ROE to assault.



Clear the room and watch for tangeros climbing the staircase in the far left corner. Instead of getting bogged down in another firefight on the first floor, move on to the next hall.



After clearing the second floor, don't descend to the first floor. Doing so will trigger a fresh wave of tangeros to attack through the nearby hall.



Move along the adjacent wall and approach this second set of double doors leading into the Crazy Dragon room. Take cover along

the right side of the doorjamb and make sure you have a frag grenade selected. Open your door and toss a grenade toward the two tangeros on the room's left side. At the same time, order your team to enter their door with a frag.



Slide to the left side of the doorjamb and provide covering fire from your doorway while ordering Michael and Jung to move behind the gaming table just opposite your door. Toss a smoke grenade in front of the table to provide some extra concealment. Hold near the doorway and open fire on the tangeros on the room's far side, watching for flanking maneuvers. Your team can provide a good base of fire from their gaming table, which allows you to slip around the other second-floor doorways and flank tangeros hiding behind cover.

Soldier Room

This next hall is clear of threats, but the doorways offer a good glimpse of the Soldier Room. The Soldier Room is another two-floor gaming area



packed with tangeros. Stack the team on these double doors on the main hall's right side and set the ROE to infiltrate. Then move down the hall toward the VIP lounge.

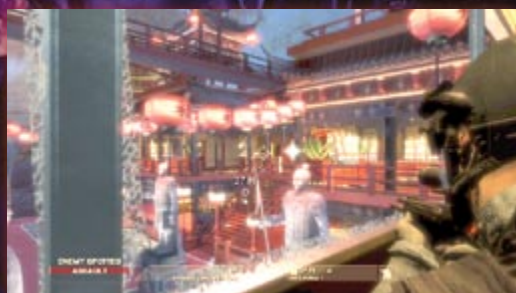
A lone sniper watches the Soldier Room from the large window of the VIP lounge. Equip your SMG and silencer while taking cover



along the right side of the doorjamb. Push the door open and down the sniper with a quick, silent burst.



Use the sniper's vantage point to scan the Soldier Room for threats. There's one pacing the ground floor, and a couple on the balconies to the right. The terrorists in the Soldier Room won't see you as long as you remain quiet. Tag the terrorist on the floor and the one on the nearby balcony for your team. Meanwhile, equip your assault rifle (with silencer) and center your sights on the terrorist standing watch on the far balcony. Open fire on him, then order your team to enter their door with smoke. As soon as they're in, switch the ROE to assault.



Once the assault has begun, scan the floor for tangos attempting to move across the room. Toss frag grenades down onto

them and pepper the tangos crossing the catwalk above the room. You need to prevent your team from being flanked via the steps next to them. Stay beneath and to the sides of the window to avoid getting hit by incoming rounds.



A refitting station is located in the VIP lounge. Use it to stock up on grenades and/or change weapons prior to and after the assault on the Soldier Room.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
552 Commando	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



When the firefight cools down, fast rope out of the VIP lounge and take cover behind one of the soldier statues on the floor. Watch for enemy muzzle flashes and retaliate with blind fire or a grenade. Toss a smoke grenade on the steps and order your team to move behind one of the other statues. Slowly close in on the remaining tangos to clear the Soldier Room.



A turret is mounted on the tower in the Soldier Room's far corner. Locate and eliminate the gunner early during the firefight.



Move to the fast rope point in the second floor hall behind the Soldier Room to continue your search for the news reporter. Order your team down first, then drop down yourself to load the next area.

SCENE TWO: FREMONT

SITUATION REPORT

The news reporter isn't far away. Observe the nearby lounge and setup for the assault—but do so quickly. The terrorists are getting restless.



Red Lotus Lounge

Move to this hall and order the team to stack up on these double doors leading into the Red Lotus lounge—set the ROE to infiltrate. Use your snake cam on the same doorway to spot the reporter held at gunpoint. Tag the terrorist next to the reporter first, then tag the terrorist armed with a shotgun next to the camera.



Leave the team at the doorway and use the disabled escalator to the right to reach the second floor. Your team can handle the tangeros on the first floor, but you'll need to take care of the hostiles upstairs.

On the second floor, take cover along the right side of the double doors and equip your SMG and a frag grenade. Push the door open and toss



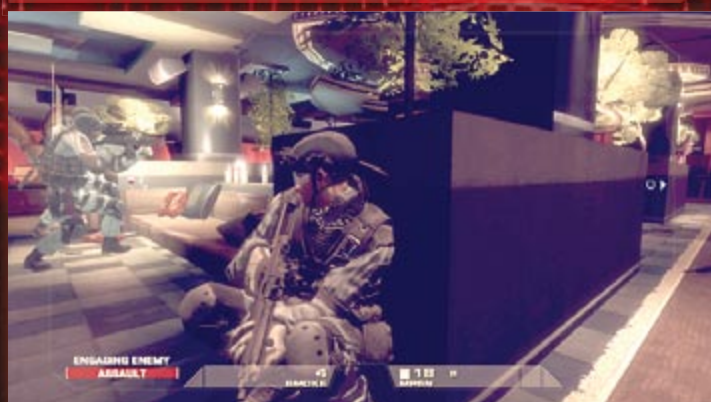
a grenade toward the patrolling tango in the center of the room. As soon as the grenade detonates, order your team to enter their doorway with a flashbang. Meanwhile, hold at your doorway and open fire on any survivors on the second floor. Make sure none of the tangeros upstairs counterattack your team below.

Enter the lounge and help your team clear out any tangeros while staying on the second floor. When the room is clear, the reporter tells you the terrorists have taken her news van.

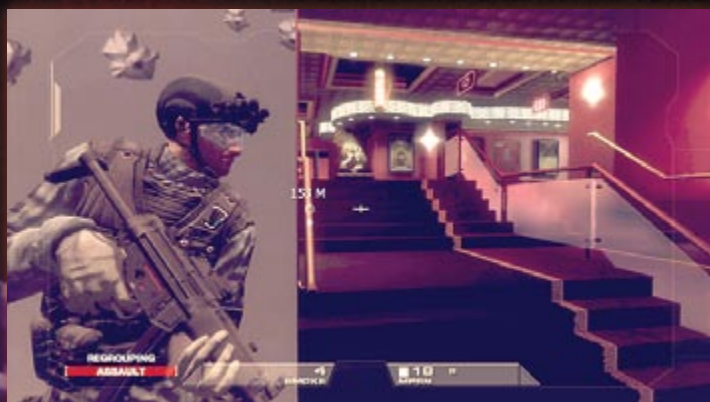


NEW OBJECTIVE

Locate and Hack the Transmitter in the Van



Leave your team positioned on the first floor where the reporter was held and drop a smoke grenade near them. A large group of tangeros is inbound from the far hall on the first floor. Set the ROE to assault and move toward the stairs on the second floor to help your team fight off the attackers. When the attack dies down, descend the stairs and help your team take control of the far side of the first floor using smoke and cover.



At least a couple of tangeros are positioned in this short hall on the lounge's edge; they fire at your team from behind cover. Toss a frag grenade in the center of the hall to take them both out. Or deploy a smoke grenade and activate your thermal vision to pick them off through the smoke screen. The adjacent room is filled with slot machines but is clear of tangeros, so proceed out onto the street.

Fremont Street



Equip your assault rifle and exit the Red Lotus to spot a few more tangeros on Fremont Street. Order your team to move behind the kiosk straight ahead while you move behind the nearby planter on the street's left side. Three civilians are pinned by the hostile fire. The tangeros will focus their fire on you, so stay clear of the civilians to prevent them from taking a stray bullet.

When this area of the street is clear and the civilians are safe, locate the ladder on the left side of the street and climb it to reach a catwalk running behind a large sign. Order your team to move to the next central kiosk below while you scan the intersection ahead for more tangeros. Use the sign for partial cover and peer through your scope to spot



and engage a number of tangeros scrambling about the intersection. While sniping, watch out for tangeros flanking you from the left. If they spot you, they'll access the catwalk and surprise you at close range. When the intersection is clear, continue along the catwalk and scan the cross street below for more tangeros—there's one manning a kiosk turret.



Descend the ladder at the end of the catwalk and order your team to move forward, taking cover at the planter near the intersection. Creep around to the street's left side and watch for more tangeros in the street, near the Sirocco casino at the intersection. Use the planter for cover and assist your team, catching the hostiles in a cross fire.



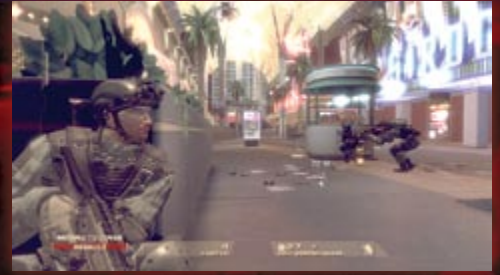
The poster displays are constructed from glass, so don't use them for cover. They'll shatter after taking a few shots.





Move to the intersection, but don't enter the street. Another turret is positioned on a stage to the left, at the far end of the street. Order your team to move to the planter on the right side of the street while you take cover near the building on the left sidewalk. Peek out to spot the gunner and take aimed shots with your scope. If the gunner opens fire, duck back behind cover and wait for him to reload. Keep up the pressure till the gunner is down.

Creep along the left sidewalk using the planters for cover. Four tangos will eventually run out of the alley on the right side of the street. Your team can hit most of them from their planter, but you may need to hunt down survivors. Use bound and overwatch tactics to suppress and flank the hostiles.



Joanna reports the presence of tangos in the maintenance tunnels behind the Sirocco Casino. A tunnel access point in this alley is on the right side of the street. Enter the small room at the bottom of the steps and use the fast rope positions inside to access the tunnels.



SCENE THREE: MAFIA HOUSE

SITUATION REPORT

The news van and its communications equipment is most likely being used by the terrorists as some sort of command vehicle. Fight your way through the maintenance tunnels to reach the van and hack into the terrorists' communications network.



Tunnel Entry (Level 2)



Approach this corner and set the ROE to infiltrate while equipping your SMG with a silencer. A pair of tangos appear in the adjacent tunnel, moving in your direction. Wait till they're a few feet away, then peek out and mow them down with a silent full-auto burst—they'll never know what hit them.



Set the ROE to assault and move to this next area, ordering Michael and Jung to the central wall section while you move along the left side and flank the tangos at the tunnel's end. The tangos may deploy smoke for concealment. Use this to your advantage by activating your thermal vision to locate and engage the hiding tangos. Clear this area,

including the dead end tunnel where a tango may be hiding behind a crate.

Machine Room B



Climb the steps into the next area and use this hall and its two doorways to set up an assault on Machine Room B. This dark room is guarded by multiple tangers hiding among pipes and other pieces of equipment. Pass the first doors and stack up Michael and Jung on the next set of double doors, keeping their ROE set to assault. Use the snake cam under the door to spot one tango standing on the opposite side. This is a great time for a breaching charge! Locate and tag a couple of other tangers patrolling the room.



Leave your team at their doorway and backtrack down the hall to the second entry point. Take cover along the doorway's right side and watch the movement of the tagged tangers on your tactical map.



When the tagged tango on the room's far side stops in front of your team's door, order the team to enter with a breaching charge. This kills the patrolling tango and the stationary tango with one blast. With your night vision activated, throw your door open and help knock down any visible threats.

Enter the room and crouch, using the horizontal pipes for cover. A few tangers are clustered in the back of the room. Toss a frag grenade in their direction, then follow up by ordering your team into the same area to mop up any survivors. Provide covering fire if necessary.



The tangers in Machine Room B are equipped with frag and incendiary grenades. If they spot you, they'll lob grenades in your direction. Stay low and use silenced weapons to avoid giving away your position.



Some tangers from Machine Room B may have retreated to this tunnel. Toss a smoke grenade around the corner, then order your team into the tunnel.

They'll pick off any threats through the smoke screen. When the tunnel is clear, move to the door at the end and approach Control Room B.

Control Room B

Before entering this control room, drop a smoke grenade in front of the doorway, then order your team to enter and clear, using silenced weapons.

The control room is clear of tangos, but the adjoining catwalk system above Machine Room A is patrolled by multiple threats that are visible through the control room's windows.

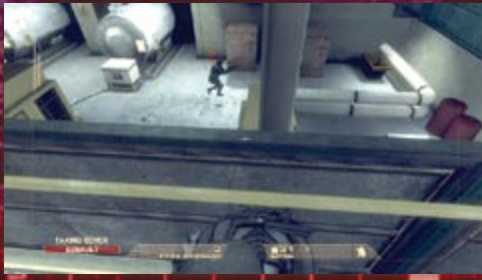
Activate your thermal vision to see through the smoke and help your team take down the tangos outside. When the smoke thins, activate your night vision and peek outside the windows to scan for more threats before moving on.



MACHINE ROOM A

Drop to a crouch and step out of Control Room B. Move along the catwalk system, scanning for tangos on the floor. The metal panels lining the catwalk offer

great concealment and protection. Tag tangos as they come into view so your teammates can engage them. Spend a few minutes creeping along the catwalk, exploring each corner of the floor before moving into Control Room A.



Order your team to enter and clear Control Room A, but stay outside and continue scanning the floor from the catwalk. When your team assaults the

room, a few more tangos will enter the floor via the tunnel running behind Control Room A. Pick them off before they can take cover. Order your team to regroup and join you on the catwalk



A couple of scripted triggers in Machine Room A cause tangos to appear in various locations. When Control Room A is entered, more tangos will enter through the nearby tunnel and take up positions on the floor. When you or your teammates advance toward the tunnel, a fresh wave of tangos will attack from the catwalk, emerging from Control Rooms A and B. Set up your team on the catwalk to counter these events while you move about and trigger them.



Fast rope to the floor and approach the tunnel at the back of the room. This will cause more tangos to counterattack from the catwalks near the two control rooms. Take cover behind the equipment and defeat the tangos. At the end of the tunnel, watch for a couple more tangos in the adjacent room. Use smoke and thermal vision to locate and eliminate them.



Continue through the passage and climb the ladder at the end to exit the maintenance tunnel.

Restaurant Basement



You've just entered the basement of Il Angelo, an Italian restaurant. The news van is parked outside. Order your team to hold near the top of the ladder. You need to clear the next few areas by yourself. Drop to a crouch and enter the adjoining hall with your silenced SMG at the ready. Creep into the far corner and wait for the nearby door to open. A tango walks out of the doorway and turns away from you. Shoot him in the back, then enter the room he just exited.



One more tango is standing on this room's far side with his back turned. While still crouched, creep up behind him and

fire a quick silent burst into the back of his head.

Sidestep to the open doorway on the right side of the room and peer out so you can monitor the adjacent hall as shown. A lone tango patrols this hall. Wait till he passes with his back turned, then silently neutralize him, too.



If any excessive noise is made while clearing the basement, the three tangos in the large room exit and investigate by patrolling the basement's halls.



Enter the hall and approach the next room where three nervous tangos are holed up. Move to the single door while ordering your team to stack up on the double doors. From your door, use the snake cam and tag the two terrorists on the opposite side. Order your team to enter with a breaching charge, killing the tango near the double



doors. Watch the carnage through the snake cam as your team enters and peppers the two tagged tangos with automatic fire.



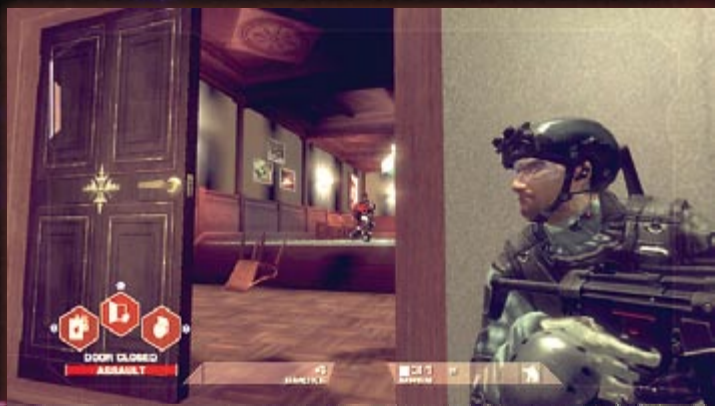
Move to the last room in the basement before moving upstairs. Two more tangos hide inside this freezer. You can't see them through the doorway, so order your team to assault with a frag grenade. Clearing the freezer opens a path into the restaurant's kitchen on the first floor.

Restaurant

Enter the kitchen and stack up your team on this door. This opens behind the bar and provides your team decent cover when it's



time to assault the dining room. Use the snake cam to tag a couple of tingos patrolling inside, but don't bother tagging the tango hiding behind the bar. If necessary, use the other kitchen door to tag more targets for your team.



Return to the basement and climb the other staircase to enter this hall, offering two separate doorways leading into the dining room. Use the snake cam on the outside wall's double doors to spot a tango patrolling this end of the dining room. When he turns away, take cover on the doorway's right side and push the door open. Stay behind cover and wait for the tango to return: he'll continue his patrol as long as you stay out of sight. Wait for him to turn his back, then peek out and unload a few silent rounds into his back.

Creep into the dining room and take cover along this wall, watching the tagged tingos patrol. If you haven't already, set the ROE to assault



and equip your nonsilenced assault rifle. When the tagged tingos are near the center of the dining room, order your team to enter their door with a breaching charge, killing the tango behind the bar.



When the charge goes off, rush to the dining room's left side, using the wooden partition for cover. Open fire on the room's far side to draw attention away from your team taking cover behind the bar. Toss a smoke grenade in front of the bar, too, providing more concealment for your team. Fire on tingos, and prevent your team from being flanked.



When the dining room is clear, make a push on the front desk area. Several tingos will be holed up in this cramped space. Toss a frag grenade to clear it out, then send your team in (under the cover of smoke) to clean up.

Manager's Office



Before moving into this office, set the ROE to infiltrate. The manager's office contains a refitting station as well as a window with a great

view of the news van parked in the street below. Grab a M8 with a 6X scope from the refitting station. You'll need both range and power for the final assault.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
M8	6X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



Creep to the window to spot the heavy security detail surrounding the van. A total of six tangeros guard the news van, including a sniper on the motel balcony across the street. Tag the terrorists on the street's left side (as shown), then position your team below the window.

News Van



Turn left out of the manager's office and drop to a crouch before stepping out onto this balcony overlooking the street. Fit a silencer onto your new M8 assault rifle—it's time for sniping! Go for the sniper at the motel first, dropping him with a silent head shot.



Hit the three tangeros standing along the news van's front and passenger sides (nearest your position). Make sure none of these tangeros sees their buddies die. If they do, they'll go on alert and potentially blow your cover. Finally, target the two tagged tangeros behind the news van to clear the area.



If you're spotted on the balcony, set the ROE to assault and let your team engage targets from the manager's office window. This helps draw attention away from you.



After the area is clear, order Jung to hack the news van in an attempt to track down and identify the terrorists' command and control structure. While Jung is working, Joanna reports a large group of tangeros is closing in on the news van.



Move to the balcony and ditch your silencer. Michael stays near the van. Use the sheet metal on the balcony's edge for cover, then zoom in to engage the incoming attackers at long range. Watch for snipers taking positions along the scaffolding on the street's left side. Don't let the tingos get too close or else they'll start tossing grenades at the van. If the van is destroyed, the mission ends in failure. Toss some smoke grenades in front of the van for extra concealment.

NEW OBJECTIVE

Destroy the Van



When Jung has finished hacking the van and the attackers are all dead, order Michael to destroy the van with a demo charge.

NEW OBJECTIVE

Extract to Chopper



Move to the extraction zone at the street's end to meet the chopper. The news van was being used as a larger communication system's node. But Jung was able to trace some of the transmissions to the Vertigo Tower.



VERTIGO SPIRE

TOWER ASSAULT

SITUATION REPORT

Hacking the news van has uncovered another group of terrorists holed up in the Vertigo Spire. SWAT has secured the perimeter and lower floors of the tower-like casino. It's your job to enter through the roof and work your way down through the high-end bars and lounges. Before disembarking, choose your equipment. Settle for an SMG and a compact assault rifle.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
SCAR-H CQC	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—

NEW OBJECTIVE

Assault the Tower and Make Your Way Down

Rooftop



Fast rope out of the chopper and head for the door leading into the stairwell. Instead of walking down the steps, fast rope down to the next level and wait for your team to catch up.



Before going downstairs, snipe a few tangos through the two skylights above the lounge and restaurant. However, this will eliminate your element of surprise, causing other tangos to seek cover and making it more difficult to clear the rooms below.

Seism: Upper Floor



The top two floors of the spire are occupied by Seism, a high-end restaurant and lounge with sweeping views of the Vegas skyline. From the stairwell's bottom you can assault the restaurant's kitchen or lounge. Go for the lounge first by stacking up your team on this doorway. Use the snake cam to spot a couple of tangos on the door's other side, then back



away and order your team to enter with a breaching charge. The charge kills the two terrorists inside the lounge, and may draw the attention of more tangos in the kitchen and restaurant, allowing you to ambush them.

While your team enters the lounge, hold near the stairwell and watch the kitchen doorway for tangos investigating the explosion caused by the breaching charge. Gun them down as they rush through the door.

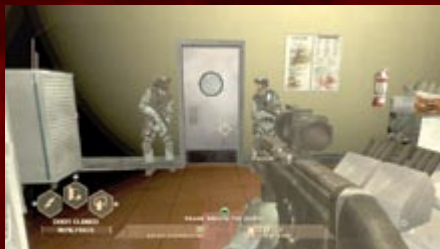




Your team may need help in the lounge fending off the tangeros attacking from the restaurant. Hold at the doorway and give them a hand, or flank the tangeros by moving through the kitchen.

ALTERNATE TAKE DOWN

Sometimes the tangeros in the kitchen and restaurant won't investigate the breaching charge entry in the lounge. If this occurs, you'll need to clear each room one at a time. After clearing the lounge, order your team to breach the kitchen doors and eliminate the two tangeros inside—tag the tangeros prior to entry. This attack may draw more tangeros from the restaurant, so watch the door at the kitchen's far end. But also watch for tangeros flanking from the lounge.



When assaulting the restaurant, order your team to stack up on this door in the kitchen. Set the ROE to infiltrate and order your men in with smoke. Activate your thermal vision and follow them into the smoke screen to help clear the restaurant and bar.

Seism: Main Floor

Move to top of the stairs in the restaurant and order your team to regroup. Drop a smoke grenade onto the landing below. Make sure the



ROE are set to assault, then order your team down onto the same landing. From this spot they can engage most of the tangeros on the next floor of the restaurant while concealed behind the smoke screen.



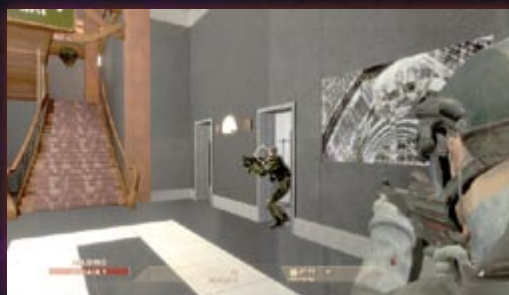
As the smoke screen dissipates, order your team behind cover and follow them onto the restaurant's main floor. Use the tactical map to locate the tangeros hiding behind cover—the bar is a popular hiding spot. Toss a frag grenade in their direction to flush them out. Keep up the pressure till the restaurant is clear.

Terrace Level



Descend the stairs near Seism's entrance to reach the terrace level. No tangeros are present in this open hall, but several are in

the surrounding rooms. Equip a silencer on your SMG and order your team to hold at the bottom of the stairs.



Hold in the hallway and watch the door of the men's restroom. The sound of the breaching charge detonating draws him from

the Sound Lounge. Gun him down before he flanks your team in the women's restroom.



Drop to a crouch and move into this darkened corridor leading out onto the terrace. Two tengos wait in the darkness with their backs turned. Take them down one at a time, firing a quick burst into the backs of their heads. This passage is barricaded: Entry onto the terrace is blocked.



Return to your team's position at the stairs and order them to stack up on the women's restroom doorway—a tango stands on the other

side. Take cover along this wall as shown while your team enters the women's restroom with a breaching charge that instantly kills the tango inside.

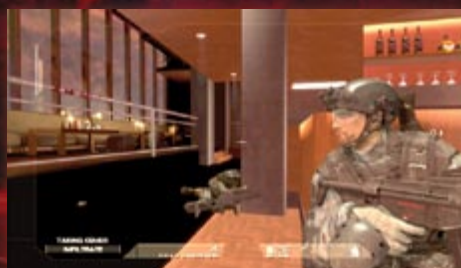
SOUND LOUNGE

Enter the women's restroom and order your team to stack up on this door leading into the Sound Lounge. Use the snake cam on the



same doorway to spot any tengos. The lounge is dominated by square bar that provides cover and concealment for most of the tengos inside. Set the ROE to infiltrate, then move back out into the hallway.

Stand to the side of the Sound Lounge's double doors in the hallway and open the nearby door to try to get a response from the tengos inside. As they fire on you, order your team to enter from their doorway with smoke. They'll be able to pick off a few tengos as they enter, but you'll need to help them clear the room.



Move behind the bar for cover before the smoke screen disappears. Peek around each side of the bar and engage tengos at close range with your SMG. Also,

watch for a tango hiding in the hall on the far side of the lounge.

TERRACE



When the Sound Lounge is clear, order your team to regroup and move to these double doors in the adjacent hallway. Set the ROE to assault and stack your team on the left door.



Use the snake cam to spot a large group of tangeros on the terrace outside. Pan the camera to the left to spot and tag a tango hiding behind the tent. It's important that your team engages this tango first, or else he may blindside the team as they rush the terrace. Next, center the camera and tag the terrorist farthest from the

door, as shown. The remaining terrorists within view are killed or dazed by a breaching charge.

Load a fresh magazine in your assault rifle and stand to the side of the right door. Prepare a smoke grenade and order your team to breach the door. As soon as the doors explode outward, toss a smoke grenade out onto the terrace to give your team some extra concealment.



As soon as the doors explode outward, toss a smoke grenade out onto the terrace to give your team some extra concealment.



From the doorway, turn right and order your team to move behind the planters near this cabana. Hold at the doorway and provide

covering fire as your team moves into position. Watch the opposite side of the terrace, and don't let your team get flanked. Use frag grenades if necessary.

Once this side of the terrace is clear, cautiously advance toward the edge of the building using the various planters for cover.



As the terrace widens, watch for more tangeros on the left and right flanks. If you can't spot them, check your tactical map. The tangeros in these areas are behind cover.



Use smoke to move your team to a spot where they can provide suppressive fire while you move in and attack directly with your SMG, or indirectly with frag grenades.



When the terrace is clear, move to the rappel points at the edge of the building and descend to the next level.

TOWER BAR

SITUATION REPORT

Joanna reports that Dr. Smythe's colleague, Dr. Williams, is being held by terrorists in one of the Vertigo Spire's lounges. A news helicopter is hovering outside the lounge and broadcasting the terrorists' demands. Apparently Smythe and Williams were working on a micro-pulse bomb for the Department of Defense. This fact makes the terrorist's interest in the two doctors even more troubling.



NEW OBJECTIVE

Rescue Dr. Williams

Rooftop



The rooftop is clear of tangos, so listen to Joanna's report before making your next move. From here you can either rappel down the side

of the building and breach through the windows below or descend through the nearby stairwell—both ways lead to the same hallway.



For a more controlled entry, advance through the stairwell, using the fast rope points inside for a rapid descent. At the bottom, stack your team on this doorway and set the ROE to infiltrate. Use your snake cam on the door to investigate the scuffle on the other side—the terrorists have just shot a civilian. Pan the camera right to spot two tangos having a conversation. Tag them for your team, then back away from the door.

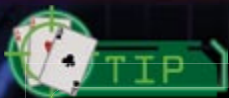
ALTERNATE ENTRY

Instead of using the snake cam on the stairwell doorway, you can also tag the terrorists in the hallway by rappelling down the side of the building. Flip upside down and peer through the windows to spot the tangos in the hallway. From this inverted position you can use your pistol to provide covering fire as your team enters through the stairwell doorway.



Back away from the door and order your team to enter the adjoining hallway with smoke. The smoke screen provides concealment as they enter and down the two tangos.





No matter how quickly you respond, you can't save this civilian in the hallway outside the Jay Lounge. His death has no impact on the mission outcome, so take the time to plan and execute an effective assault.



Jay Lounge



In the hallway, turn the corner to the left and stack up the team on these double doors leading into the Jay Lounge—set the ROE to assault. Deploy the snake cam on this door to spot several tangos inside the lounge. Tag the tango behind the bar on the left side of the doorway first, then tag one of the tangos toward the back of the room. Don't bother tagging the tangos next to the doorway—the breaching charge takes care of them!



Leave your team and move to the lounge's second set of double doors, across from the stairwell entrance. Use the snake cam on this doorway,

too, to get a better view of the tangos. Mentally pick out a tango or two on the room's left side as your primary targets. Take cover along the right side of the doorway, and equip your SMG. Order your team to enter their doorway with a breaching charge. Listen for the charge to go off, then throw open your door and begin firing on the left side of the room. Hold at the doorway and provide support as your team enters and clears the lounge.



If you brought along a breaching charge, try blasting open both of the Jay Lounge's entry points simultaneously. A dual breach on this small lounge kills most of the tangos inside and dazes the rest.

Once the lounge is secure, enter and set the ROE to infiltrate. Stack up the team on the next door that leads into a short corridor. When they're set, order them to enter with smoke. Upon entry, they'll automatically engage the tangos in the adjoining room at the end of the hall. Help them clear the next room from this doorway.





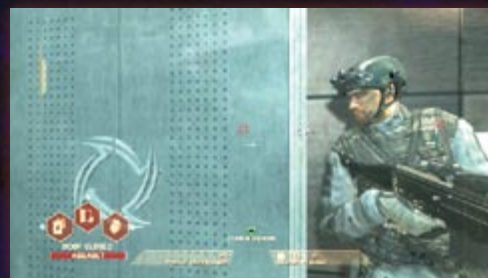
There may be a few more tangos in the next room. Stack up on opposite sides of the doorway, as shown, and toss a frag toward the back of the room to flush out any stragglers. After the grenade detonates, order your team into the room to mop up.

Dr. Williams

In the next room, you can hear the sound of a chopper mixing with the voices of nervous terrorists—Dr. Williams is being held in the next lounge. Take this as your cue to set up an assault plan.



Return to the previous room and equip your scoped assault rifle. Take cover along the right side of this doorway and order your team to breach their door.

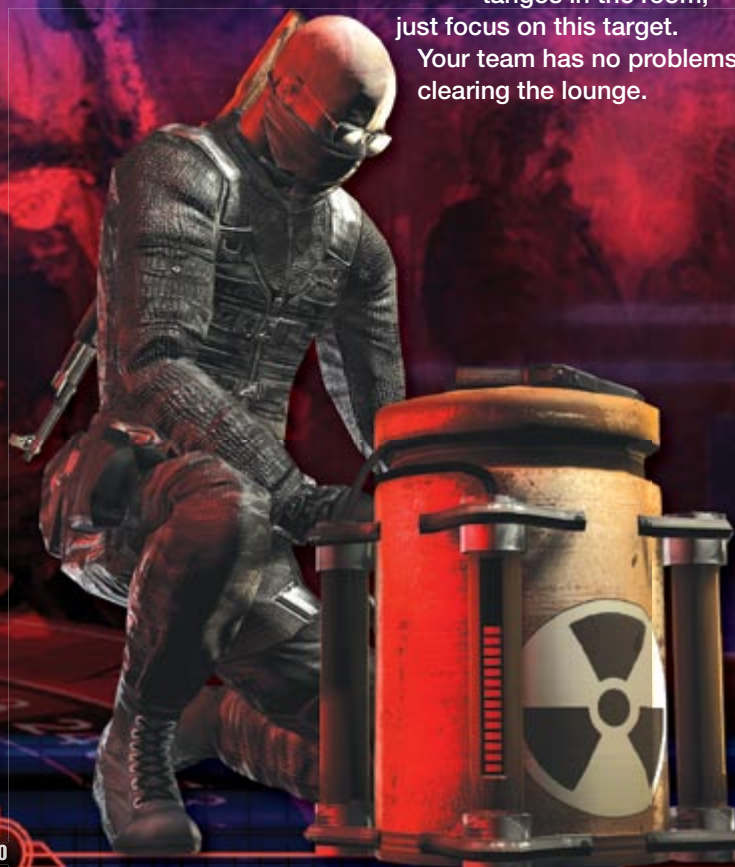


As soon as the breaching charge goes off, throw open your door and peek out, aiming at the balcony on the lounge's far side, toward the helicopter's spotlight. Quickly zoom in on the tango holding a pistol and drop him with a quick burst before he shoots Dr. Williams. Don't worry about the other tangos in the room,

just focus on this target. Your team has no problems clearing the lounge.



The adjoining sushi bar is clear of threats, so enter and stack up your team on this doorway. Set the ROE to assault and thread the snake cam under the doorway. Tag the terrorists on the room's left side first, then tag the tango farthest from the doorway. The one standing right next to the doorway is killed by the breaching charge.





CAUTION

When taking the aimed shot at the tango on the balcony, watch out for teammates crossing your line of fire.



When the lounge is clear, approach Dr. Williams. He tells you the terrorists were using him to configure a crude prototype of a micro-

pulse bomb located here in the Vertigo Spire. The terrorists also rigged a conventional bomb inside a nearby skyscraper, which detonates during your conversation with Dr. Williams. You'll need to locate and disable the micro-pulse bomb before the Vertigo Spire meets a much worse fate.

NEW OBJECTIVE

Defuse the Bomb Located in the Bar of the Tower



After telling Dr. Williams to rendezvous with SWAT on the lower floors, return to the lounge and enter the room on the left labeled Employees Only. Use the refitting station inside to stock up on ammo and grenades. Stick with an SMG and assault rifle loadout.

RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MP5N	Reflex Scope
SCAR-H CQC	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—

Gaming Floor



Pass through the next doorway and ignore the two sets of double doors on the right. These doors lead onto the ground floor of a large gaming room filled with slot machines and terrorists. Proceed to the staircase and equip your SMG with a silencer.

At the top of the stairs, order your team to hold. Approach these double doors and take cover along the left side. Drop to a crouch before throwing open the door.



Peek into the doorway and pan to the left. Locate the tangos near the railing. From their elevated position, these tangos can cover the entire gaming floor below—the very reason you didn't enter the doors downstairs. Because their backs are turned, they can't see you. Fire a quick, silent burst into the backs of their heads.



A third tango is also standing along the upper floor railing, but his position is obscured by a gaming table. Step back behind cover and stand up. Then peek out into the doorway again to spot the third tango. He may see you out of the corner of his eye, so silence him before he can alert the other terrorists on the ground floor.

When all three tangoes are down, enter the upper floor of the gaming room and order your team to regroup. Equip your assault rifle and prep a smoke grenade.

Order your team to move toward the railing near the staircase. As they move out, toss a smoke grenade toward their position for added concealment. They'll immediately open fire on the tangoes below.



Use one of these metal plates along the railing for cover and help your team clear the floor below. Watch the room's right side for incoming tangoes attempting the climb the staircase. If you or your team starts taking heavy fire, deploy more smoke around your positions.



Use your frag grenades too. The tangoes take cover behind the various slot machines and the large car display in the center of the room. Frags are the best way to eliminate these threats. Wait till a few tangoes hide by the car, then toss a frag toward it. If the grenade doesn't kill them, the car's secondary explosion probably will.



Advance along the railing and check your tactical map to locate the positions of hiding tangers on the floor below. There's usually one guy hiding behind this bank of slots.



When the floor looks clear, aim toward this circular bank of slots and order your team use it for cover. As they descend the steps, toss a smoke grenade toward the slots. Your team enters the smoke and immediately opens fire on the tangers in the adjoining hall below.

Join your team on the ground floor of the gaming room, and advance down this corridor to the next doorway. The next room is clear, so



don't bother setting up for an assault.

Bar Exterior



The micro-pulse bomb is located in the bar downstairs. However, the bar is guarded by several tangers, both outside and

inside. You'll need to systematically whittle away the layers of resistance before you can reach the bomb. Start by stacking up your team on this doorway.



Slip the snake cam under the door to spot three tangers; two stand opposite the door and one patrols the nearby staircase. Tag

the terrorist patrolling the staircase, but don't worry about the other two.

Back away from the door and watch the position of the tagged tango on your tactical map. When he's at the top of the stairs, order



your team to breach the doors. The charge kills the two stationary tangers, allowing your team to focus on the dazed terrorist at the top of the stairs.

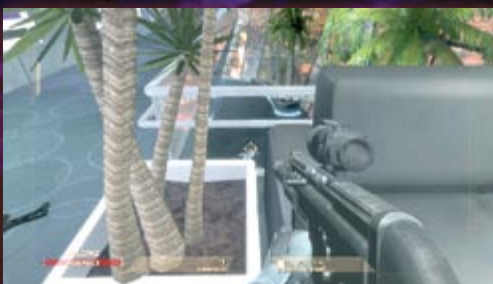


Move to the area at the top of the stairs and order your team to move to this corner on the floor below. As they descend the stairs, throw a smoke grenade at the same corner for additional concealment. Your team enters the smoke and downs the two terrorists at each branch of the walkway.



Join your team on the next floor and quietly advance along this branch of the walkway while equipping your assault rifle with a silencer.

Crouch along this couch at the walkway's end and aim at the floor below to locate a patrolling tango. Eliminate him with a quick, silent burst.



Turn around and gaze through the large window to get a glimpse of the bar below. You can kill three tangos from this position: one hiding behind the bar on the left, one near a pillar at the back, and one standing in the open to the right. As long as you use your silencer, the other tangos inside the bar won't know where the gunfire is coming from.

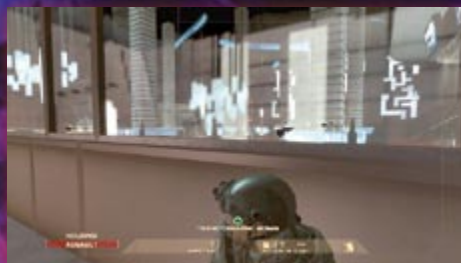


Return to your team's position at the corner and proceed to the steps leading down to the next floor. One more tango may be patrolling the area below,

so be prepared to fire on him if he moves into view. If you can't spot him from the top of the steps, order your team downstairs first.



At the bottom of the steps, order your team to hold and turn left. Ignore this first set of doors leading into the bar. Instead, circle around the stage to access the side entrance on the terrace.



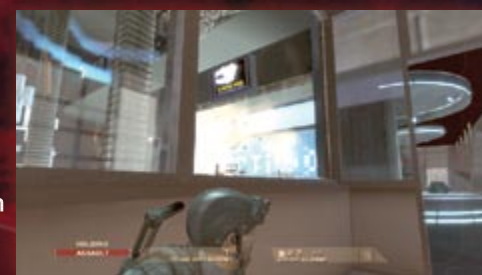
Crouch and take cover along these large windows on the side of the bar—you shattered a few of these panes earlier while sniping from the floor above. Move

around and use the third-person view to locate more tangos inside. Check your tactical map to verify their positions. The bomb is in the center of the room.

Locate the two tangos on the balcony above the main bar. You can score a head shot on the far tango, but the metal plating on the balcony railing protects the other tango's head and upper torso. Instead, pump several rounds into his feet and lower legs till he crumples.

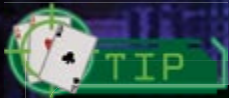


Next, toss a frag grenade behind the main bar to neutralize any tangos taking cover. Even if no tangos show up on the tactical map, frag the bar just in case.





Finally, scan the far side of the room to locate the staircase. There may be one or two tangerines hiding along the corner beneath the stairs. Toss a frag in their direction, or center your sights on the corner and pick them off as they peek out.



The terrorists inside the bar cannot detonate the micro-pulse bomb. So instead of assaulting the room, take your time and pick off as many tangerines as possible from the exterior. If you're patient and observant, you can clear the entire bar from the large terrace windows. At the very least, eliminate the two tangerines on the upper-floor balcony before staging an assault.

Bomb Disposal



When the bar is clear, order your team to enter the doorway on the opposite side of the room. If you suspect more tangerines are hiding

beneath the stairs, set the ROE to infiltrate and order your team to move in with smoke. Your team checks the rest of the bar for threats.

Enter the bar from the terrace doorway and order Michael to start defusing the micro-pulse bomb. It takes him a few

seconds to deactivate the detonator, so provide cover and keep your eyes peeled for any stragglers.



Extraction

NEW OBJECTIVE

Extract to Chopper



When Michael has disabled the micro-pulse bomb, Joanna checks in and tells you to rendezvous with the chopper on the spire's rooftop.

Exit the bar and climb the staircase. Before reaching the top level, aim at this wooden door to the right and watch for a tangerine to exit the stairwell. Gun him down before he can return fire or take cover.

Climb the stairwell to reach the rooftop while watching the news coverage of the earlier bomb detonation at the neighboring skyscraper. The stairwell is clear of threats so don't bother clearing each level.



Outside, rappel to the lower section of the rooftop, then advance to the objective marker where the chopper waits. As you board the chopper, Joanna reports an incoming transmission from Irena. Irena claims she's holding Gabriel and Kan at Dante's Casino. It sounds like a trap, but you'll have to face that risk to rescue your old teammates.



DANTE'S CASINO

SCENE ONE: HELL'S GATE

SITUATION REPORT

Irena is holding Gabriel and Kan at Dante's, a gothic-themed casino under construction. The terrorists are expecting an assault, so prepare to face stiff resistance. Gain entry through the casino's rooftop and work your way down to the lower floors while searching for your teammates. Before fast roping down to the roof, select your equipment in the chopper. Opt for a scoped assault rifle or a sniper rifle to help clear the top floor and bell tower.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
UMP45	Reflex Scope
MTAR21	6X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



NEW OBJECTIVE

Locate Gabriel and Kan

Cathedral



Fast rope out of the chopper and wait for your team to descend before moving out. The top floor of Dante's resembles a gothic

cathedral with a massive bell tower. You'll need to reach the bell tower on the structure's opposite side before descending into the casino.

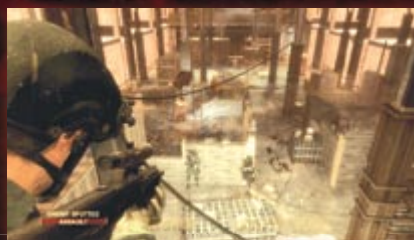
When your team is ready, move to these steps on the roof's right side. Order your team to descend the steps and take cover behind



the gray cinder block wall at the bottom. Watch for tangeros as your team moves out and provide covering fire.



When your team is in position, move to the left and peer over this wooden balcony to fire down on tangeros scrambling about on the cathedral floor. Your team engages the terrorists, too, catching them in a cross fire. If any of the tangeros make it behind cover, use frag grenades to flush them out.



When this section of the floor is clear, move your team behind this wall below. Stay on the balcony and watch for more tangeros running into view in the distance. Focus on the wall at the cathedral's far end to locate a turret. Zoom in on this weapon and drop any tangeros who get near it.





Check your tactical map to make sure all threats are eliminated, then move your team to the yellow lift in the center of the room below. This will trigger a fresh wave of tangos to appear at the cathedral's far end. Provide supporting fire for your team to prevent it from being flanked. Hold this spot on the balcony until Joanna sends a newscast to your HUD—an indication that the cathedral floor is clear.



While clearing the cathedral floor, look for these explosive gas canisters. A couple of them are to the right of the turret and a few more are on the cathedral's left side. Detonate them with a well-aimed round as tangos pass by.



Fast rope down to the cathedral floor and join your team. Proceed to the cathedral's far side and climb this ladder.



At the ladder's top, use these pallets of cinder blocks for cover while scanning the bell tower for threats. Focus on the catwalk behind the bell to locate a couple of tangos. These tangos are standing next to red explosive barrels, making them easy to neutralize. However, the resulting explosion weakens the beams supporting the massive bell.

Order your team to move behind these sandbags and help them clear the bell tower. Check the tactical map to locate any stragglers hiding on the tower's far side. If necessary, use frag grenades to draw them out.



Bell Tower Descent



After you clear the tower, move to the rappel points on the structure's side. Move down your line till you reach this large window. Invert to get a better look inside, and tag two of the three tangos for your team. Center your pistol's sight on the untagged terrorist, then order your team to breach the window. As your team bursts through the glass, fire on the tangos below with your pistol. When it's clear, follow your team through the window.

As you drop onto the floor, the bell above comes crashing down, dropping through the tower's center and kicking up dust as it



tunnels through the floors below. To begin your descent through the damaged floors, move to this ladder on the right. At the ladder's bottom is a refitting station. Restock on ammo and grenades and bring along a compact assault rifle for the assault's next phase

RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
UMP45	Reflex Scope
SCAR-H CQC	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



From the refitting station, turn around and order your team to move behind this low wall on the staircase's left side. This allows them to

fire down on a couple of tangeros hiding near a crate on the next floor. Assist them with a frag grenade if they need help eliminating the terrorists.

When it's clear, descend to the next floor and locate the fast rope point. Set up on the single fast rope point while ordering your team to move to the double fast rope points on the floor's opposite side. Order your team down.



Drop down your line and take cover behind this crate. A few tangeros are clustered on the floor below, but you can't get a clear shot at them. Instead, toss a frag grenade over the side of the crate to neutralize them.



Circle around to the steps to reach the next floor and regroup with your team at the bottom of their fast rope points. Take cover along

this beam and order your team to move to this tall wooden crate. They'll automatically spot tangeros on the floor's far side and open fire.



At this next set of stairs, drop smoke and order your team down to the next level. A few tangeros are hiding among the crates. Watch for muzzle flashes and help your team clear the area at the bottom of the steps. Activate your thermal vision to help locate the positions of tangeros, but limit its use as the hostiles can use the fire in the center of the shaft to help mask their heat signatures.



Join your team on the next floor and take cover along the beams and crates. There may be a couple more tangers in the section ahead.

Check your tactical map to spot their locations, and use frag grenades to clear a path.

Move your team to the low concrete wall flanking the next set of stairs. It'll open fire on a few tangers below. Move to the same wall and peek over the edge to spot a large wooden crate below. Toss a smoke grenade toward the crate and order your team to move behind it.



Follow your team into the smoke and help them clear the next floor. Watch for tangers flanking from the room behind the stairs. Use

more smoke if necessary to conceal your positions, but your thermal vision won't be of use due to the heat generated by the fire in the floor's center.

Rush toward this room to escape the smoke and poor visibility of the bell tower. When you reach this area, Joanna reports in and says she's been in contact with Gabriel.



SCENE TWO: GABE

SITUATION REPORT

Gabriel escaped and contacted Joanna. But he was recaptured and is being held in the casino's arcade.
[BINFOBOX]



NEW OBJECTIVE

Rescue Gabriel in the Arcade

Back Rooms and Offices

Follow the hall to these double doors and order your team to stack up. Make sure the ROE are set to assault, but equip a silencer on your SMG

for increased stealth. Your team will do the same.



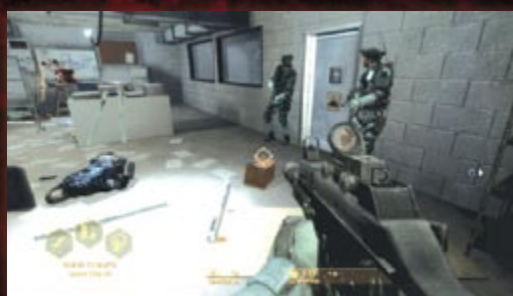
Leave your team at the double doors and move to the single side door leading into the same room. Use your snake cam to spot three tangers inside. Tag the tango patrolling the room's back m. Wait until the patrolling tango is nearest your door, then order your team to breach. The charge kills the two tangers near the double doors, and your team has no problem hunting down their confused buddy.





Advance through the room until you come to this branch in the hall that offers two entry points into a large storage room. Move toward the door on the left first. This leads into an office overlooking the storage room.

Stack up your team on this doorway and set the ROE to infiltrate. Run the snake cam beneath the door to spot one tango pacing the office. Tag the terrorist and back away from the door. Study the movements of the tango on the tactical map. Wait till he walks away from the door, then order your team to enter and clear. They'll rush in and shoot the tango in the back with their silenced SMGs.



Enter the cleared office and order your team to stack up on the next door to the right. Keep the ROE set to infiltrate and stay clear of

the window. If the tangos in the storage room see you, the element of surprise will be compromised.

Leave your team stacked in the office and return the hall to approach the next entry point into the storage room. Drop to a crouch and



pass the doorway; take cover below this window. Use the third-person view to spot the four tangos inside. Tag the tango patrolling the catwalk first, then tag one of the three terrorists in the room's center.



Wait until the patrolling tango walks away from your team's door at the office, then give them the order to enter and clear with a flashbang. The flashbang lands near the room's center, temporarily blinding all four tangos. This gives your team enough time to gun them down. Help by firing through the window.



Pass through the storage room and move through the next corridor till you reach this room. Stack your team up on the doorway and set the ROE to assault.

Move beneath the window to spot three tangeros in the next room. Tag the terrorist at the adjoining hall's corner first, then tag the one patrolling the room and hall. Wait until the patrolling tango is near the doorway, then order your team to breach. The charge kills the two tangeros near the door as your team enters and guns down the terrorist in the hall.



Rejoin your team in the cleared room, then lead them through the next corridor till you spot a refitting station next to a wooden

door. For the next areas, you'll need an SMG and a scoped assault rifle with accurate, long range capability.

RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
UMP45	Reflex Scope
MTAR21	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—

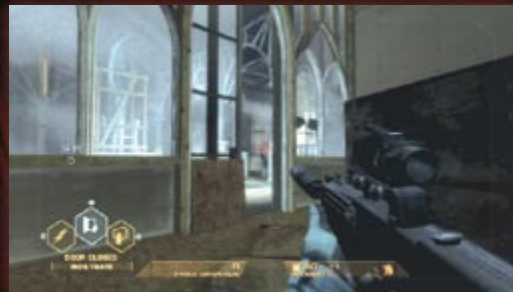
Hotel Lobby



After stocking up on ammo and grenades, turn to this wooden door and order your team to stack up. This door leads into the hotel's large lobby. Use your snake cam to spot a couple of tangeros on the door's other side; one stands still and the other patrols the lobby. Make sure the ROE are still set to infiltrate.



Move down the hall and turn left, approaching this open doorway. While moving, equip your new assault rifle and fit a silencer to the end.



Drop to a crouch and creep into this small room off the lobby. Make sure the patrolling tango can't see you. Search for a third

tango standing next to this pillar in the lobby. Monitor the movements of the patrolling tango on the tactical map. When he turns away from your team's door, order them to enter and clear. At the same time, shoot the tango standing next to the pillar. If it's timed right, you can clear the lobby in a couple of seconds.

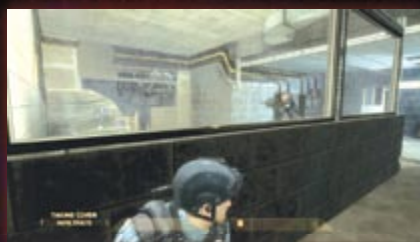


Only three terrorists are in the hotel lobby. But if you don't take them out quickly and quietly, reinforcements will arrive. Time the assault carefully to ensure that the tangeros don't have an opportunity to retaliate. If they fire one shot, you'll have a full-scale firefight on your hands.

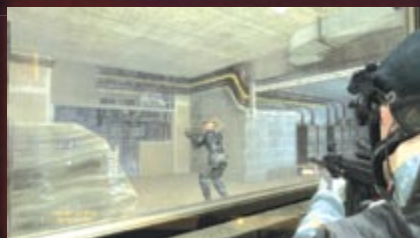
Gaming Area

Cross the lobby and order your team to regroup. When you reach this room, order your team to hold and equip your SMG with a silencer. Enter the open doorway on the right and approach the steps inside.



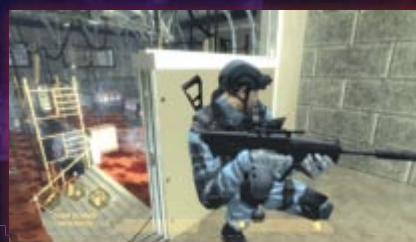


Crouch and climb the steps to reach this low wall on the left. Take cover along the low wall and scan for a patrolling tango on the other side. Wait till he turns his back, then shoot him in the back of the head with a silent burst.

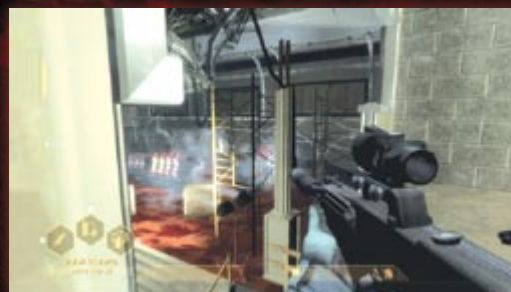
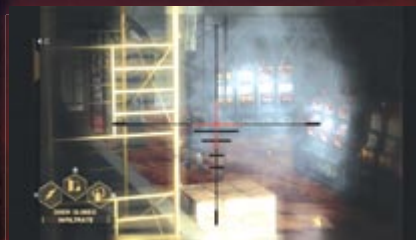


Now it's time to clear the floor utilizing this elevated position. Equip your silenced assault rifle and watch for this tango patrolling the aisle below. As he walks away from you, center his head in your scope and squeeze the trigger to take him down. The tangos standing by the double doors won't see him fall.

Approach the downed tango and scan the gaming room's far side for a large set of double doors. Order your team to stack up on these doors—but make sure the ROE are set to infiltrate. Two tangos stand in front of these doors, making them great candidates for a breaching charge. But it's not time yet.

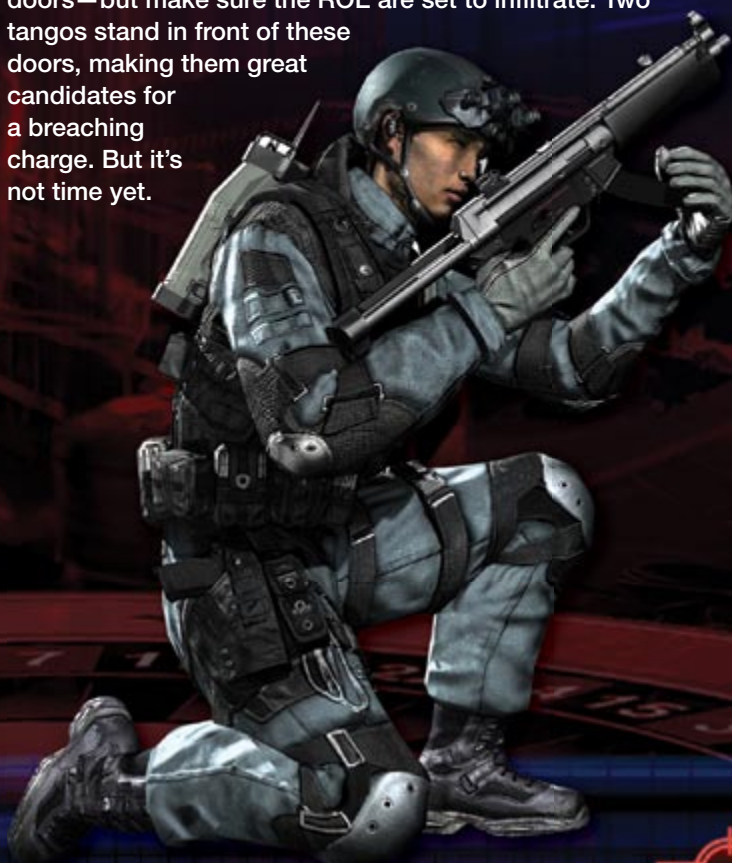


Use this low wall for cover while scanning the right side of the gaming floor. Another tango patrols this area. Study his patrol circuit on the tactical map. When he walks away from your position, peek out from behind your cover and shoot him in the back.



The next tango on the floor is on the right side, behind this pillar. As long as your earlier takedowns were silent, he won't be

looking in your direction. Slide to the left of the low wall to get a clear angle, then zoom in and shoot him down.





Finally, tag the two tingos standing in front of the doors on the far side of the room. A breaching charge will cause more tingos to rush

in, so order your team to enter and clear with silencers and attached. Be ready to support them as they enter.



Like the lobby, this gaming room must be taken quietly to avoid drawing reinforcements. If you're spotted or if one of your bullets fails to kill, tingos will pour in through the upper-level entrances and a couple of tingos will open fire from the balcony on the room's far side, one of them with a gun turret.



Join your team on the gaming floor and order them to regroup. Move to the upper level and enter the hall on the right. Reset the ROE to infiltrate.

Promenade



In the hall behind the gaming room, stack up your team on this metal door. Slide the snake cam under the door and pan left to spot three terrorists having a conversation. Tag both of them, then back away from the door. Before ordering your team to open and clear, aim at the third terrorist in front of the door. Your team will gun down all tingos when they enter.



Silencers are a must when assaulting the promenade's ground floor. If gunfire is heard (from you, your team, or the two terrorists), reinforcements will respond from the two surrounding staircases, catching your team at a height disadvantage.



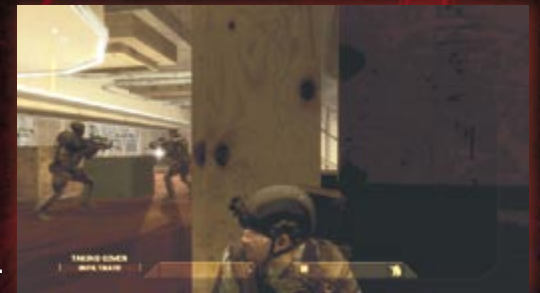
Cross the promenade and order your team to regroup. At the top of these short steps, turn right and make sure a silencer is attached to your SMG.



Before reaching this staircase, drop to a crouch. Ascend the steps slowly till you spot a tango at the adjoining corridor's end—his back is turned so he can't see you. Center him in your silenced SMG's sights and take him down.



Order your team to hold in the hall and approach this corner. Two more tingos are gathered around a refitting station. Make sure you have a fresh magazine loaded, then peek out and mow them both down with a silent full-auto burst.





When both tangos are down, use the refitting station to stock up on ammo and grenades. Stick with the same SMG and assault rifle combo.

RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
UMP45	Reflex Scope
MTAR21	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—

Arcade



You're not far from Gabriel's position in the arcade, but you'll need to clear this hall first. Take cover on the hall's right side while ordering your

team inside. As your team enters, watch for two hostiles at the hall's far end. Kill them before they can take cover.

If necessary, use your team to provide suppressing fire along the hall's left side while you flank from the right.



The path to the arcade is now clear. Enter through the double doors and rush up the steps at the far end to locate Gabriel. As Jung releases him, equip your assault rifle and set the ROE to assault. Prepare for an ambush!



After Jung releases Gabriel, several tangos enter the arcade floor below and attack. Seek cover behind this arcade game and order your team to do the same on the staircase's opposite side. Peek out and fire on the tangos on the floor below. As the attack intensifies, more tangos fast rope through the skylights in the ceiling—shoot them before they reach the floor. Hold this position and continue returning fire till the arcade is clear.



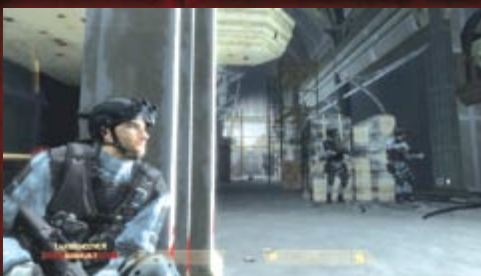
After repelling the attack, Joanna reports in and tells Gabriel to move to the rooftop for extraction. Order your team to regroup and descend one of the two staircases on the arcade's ground floor to reach this room.

Lower Floor



Point your weapon at the door on the right as you enter this short hall. Shoot the tango who opens the door.

More terrorists wait in this next room. Toss a smoke grenade at the tall stack of boxes in the room's center, then order your team to take cover behind them. Even with the cover of smoke, your team comes under heavy fire as they move into position.



Dash into the room and take cover behind this pillar. Two turrets are positioned at the room's far side. Help your team take out the gunners and any

other tangos that pop into view. Never peek out while the light machine guns are firing. Wait till they reload, then take a shot aimed with your assault rifle's scope.



Keep an eye on this balcony on the room's right side, too. Tangos may attempt to flank your team from the upper-level walkway.

Use bound and overwatch tactics to clear the rest of the room. But before moving out, check the tactical map to locate the hidden tangos. If necessary, use frag grenades to draw them out into the open.



Open the metal door on the room's right side and advance down the adjoining hall to load the next area.



SCENE THREE: KAN

SITUATION REPORT

Now that Gabriel is safe, it's time to find Kan. He's being held in the construction yard, outside of the casino's completed portion. Like Gabriel, Kan is being used as bait to draw you into an ambush, so stay on your toes.



Construction Yard

NEW OBJECTIVE

Reach Kan in the Construction Site

Crouch and step out onto this walkway while peering at the roof of this structure to the right. Locate the sniper on the rooftop and take him out with an aimed shot.



Turn back to the walkway and order your team to move to this lower level. Make sure the ROE is set to assault so they'll engage tangers

on the ground. Help them clear the area, using your tactical map to locate hostiles hiding behind cover. Use frags to clear them out.

When the tangers are dead, descend to the ground and move to this area. Take cover behind the pillar shown, then order your team to move behind this piece of machinery. A couple of light machine gun turrets will fire on them.



Bound behind the tall wooden crate behind your team and use the third-person view to spot the two turret positions. Tag both

gunners to make them easier to spot. This also allows your team to engage them more efficiently. Wait till the gunners reload, then peek out to fire at them. Keep up the pressure till both gunners are down.



Stop short of the platform where the two turrets are mounted and climb this ladder on the left. Order your team up first, then follow.

Two tangos patrol this floor. Order your team to hold at the ladder's top and equip your silenced SMG. Ascend the nearby ramp and watch for this tango on the wall's other side. Blast him before he can retaliate.



Move to the ramp's top and take cover along this wall to spot the next tango patrolling the area around these pallets. Wait till his back is turned, then peek around the corner to shoot him.



Advance in the general direction of the objective marker and order your team to move toward this edge of the floor

overlooking a small open area. Upon arriving, your team automatically fires on the tangos below.



While your team engages the hostiles, circle around the courtyard to the left and flank this tango near a turret.

Hold near the turret and help your team clear this small courtyard. Use the low concrete wall for cover and peek out to engage the tangos. They're busy firing at your team, so use this opportunity to flank them.



When the courtyard area is clear, order your team to regroup and use the ladder near the turret to reach the ground. At the courtyard's far

end, near the objective marker, is a refitting station. For the next phase of the mission, choose a compact assault rifle and a sniper rifle.

RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
SCAR-H CQC	ACOG Scope
PSG1	6X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



Advance through the tunnel-like feature by the refitting station till you come to these fast rope points attached to a low concrete wall. Fast rope down to the next area and your team follows.



On the ground, turn toward this large drainage pipe and sidestep left in front of it. Kan is being held in the next area beyond this

pipe, but several terrorists are also present. Use your assault rifle's scope to spot a tango on the room's far side and take him down.



Toss a smoke grenade down the pipe and order your team into the next area. Follow closely behind with your thermal vision

activated. Watch for a tango hiding in a pipe to the left. Take him out quickly before he can target your team—he's already shot Kan.



When the firefight is over, rush to Kan. He's taken some serious hits. As Michael and Jung attempt to stop the bleeding, Kan tells you that Irena is using the attacks in Vegas as a distraction. Apparently she's after a bigger target. Kan doesn't make it, but his disturbing revelation prompts Joanna to update your objective. The terrorists are using the theater at Dante's Casino as a command and control center. Your best bet for uncovering Irena's plans is to access the terrorist data hub.

NEW OBJECTIVE

Extract Info from the Terrorist Data Hub



Turn away from Kan and climb this tall ladder. Order your team up first, then join it at the top.

From the ladder's top, turn left and head down this narrow corridor. Several tangos have prepared an ambush in the next area. By taking the ladder to the upper level, you have a better chance at surviving.





Rush into the next area and order your team to take cover behind these sandbags while you hide behind this sheet of plywood. Remain standing to peek around the plywood—if you're crouched, you'll move along the railing, exposing yourself to fire.



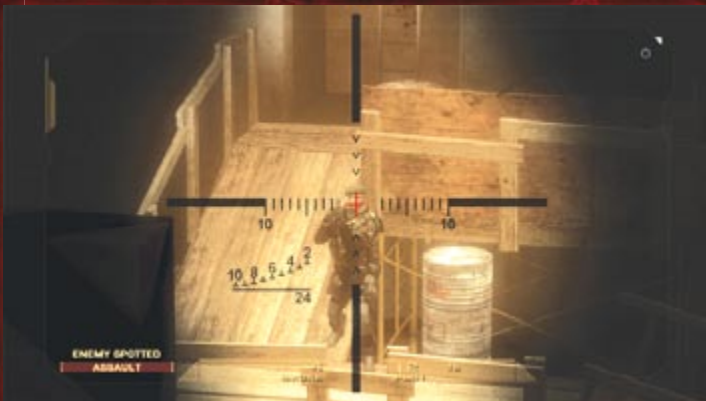
Focus on clearing the walkway to the left first, then worry about the tingos on the ground. All the hostiles are hiding behind cover, so use



the tactical map to identify their approximate locations. Use the third-person view to spot them before peeking out and taking a shot.



Don't use the turret mounted on the nearby railing. The turret provides no cover, making you an easy target for the surrounding tingos.



As the incoming fire dies down, equip your sniper rifle and pick off the stragglers below by scoring lethal head shots.



While crouched, move toward the adjoining walkway. Use the pallets and stacks of lumber for cover while watching for fire originating from the surrounding walkways and window openings. Tag terrorists as they come into view to better track their positions and provide your team with targeting priorities. Eliminate as many visible threats as possible from this walkway before advancing any farther—otherwise you'll face these tingos at close range.



If you enter this area under infiltrate ROE, with silent weapons, you can eliminate the terrorists without drawing reinforcements. If attempting this, beware of the sniper on the ground—if he spots you, he'll call for back-up. Remain crouched to stay out of sight while moving along the upper level walkways. But if your team is spotted, quickly find cover and switch the ROE to assault. You won't survive long without your team's support.

Advance through the next branch of walkways, using bound and overwatch tactics to clear a path. A few tangos may be hiding around the corners and other objects, so don't let your guard down.



Follow the walkway to this room and use the refitting station to restock on ammo and grenades. Keep the same assault rifle and sniper rifle loadout for the next phase.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
SCAR-H CQC	ACOG Scope
PSG1	6X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—

Theater Courtyard



Continue to this next room and stack up the team on this metal door. Set the ROE to infiltrate. Run the snake cam beneath the door to get a view of the lavish courtyard on the other side. You'll need to clear this area before reaching the heavily fortified theater. Tag the patrolling tango pacing the courtyard's perimeter. Tag one of

the visible tangos in the courtyard's center. More tangos are outside, but you can't spot them from this doorway.



Back away from the door and watch the patrolling tango on the tactical map. When he moves away from the door, order your team in with a smoke grenade. Follow them in and activate your thermal vision to see through the smoke. Gun down as many visible tangos as possible before they can take cover in the courtyard.



Before the smoke dissipates, take cover behind this low wall ringing the courtyard. Make sure your team does the same.

Position your team behind the wall, not far from the door you entered.

As your team fires on the tangos in the courtyard, move along the walkway in the opposite direction in an attempt to flank the tangos. Stay behind cover and watch for tangos rushing in along these openings. A turret is mounted on a crate at the courtyard's far end near the theater entrance, so minimize your exposure when peeking out to take shots.





Study the tactical map to locate hiding tangers and maneuver to flank them while your team provides suppressing fire. Keep moving and clearing till the courtyard is safe.



Some tangers are in these balconies above the courtyard. If they can't get a clear shot at you or your team, they'll fast rope down into the courtyard and attempt to flank you. Listen for the sound of terrorists sliding down ropes and neutralize them before they reach cover.



Even if the courtyard looks clear, use bound and overwatch tactics while advancing toward the theater's entrance. Some tangers may have retreated to this area near the white van. Enter the theater through one of the two side doorways.



Theater Entry



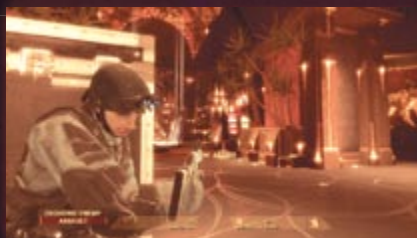
This hall inside the theater's entrance is clear of threats. But the gaming area on the hall's right side is packed with tangers. To cover your movements, toss a smoke grenade into the entryway on the right. While the smoke is still in place, order your team behind the wooden crate.



Move past your team's position and take cover behind this smaller equipment crate. Equip your sniper rifle and wait for the smoke to clear. While behind cover, locate the turret mounted on the gaming room's upper floor balcony and tag its gunner. Zoom in on the gunner, then peek out the right side of the crate to fire a quick shot at his head. Killing

the gunner early reduces incoming fire volume, allowing you to focus on the other tangers without becoming pinned.

Switch back to your assault rifle and help your team clear the gaming room. Alternate between peeking out from behind the left and right sides of the crate to avoid getting flanked. If the incoming fire is too great, deploy another smoke grenade, then activate your thermal vision to engage nearby targets. Use blind fire if necessary too, and tag terrorists for your teammates.



Wait until the gaming room grows silent, then enter. Advance toward the stairs at the room's far side, ascend, then proceed through the open doorway at the top of the stairs to load the theater's next section.

SCENE FOUR: DATA HUB

SITUATION REPORT

The terrorists have set up a data hub in Dante's Theater. You must get Jung to the hub so he can hack it and uncover what Irena is planning next. Don't count on the terrorists to allow you to get near the hub without a fight.



the door's other side, tag the two terrorists patrolling the promenade's ground floor. This makes them easier to track.



Back away from the door and turn right, heading toward this staircase. While climbing the steps, fit a silencer to your assault rifle's end.

Theater Lobby



Advance through the corridor to reach the theater lobby. Ahead are three large doorways leading into the promenade's ground floor. Stack up your team on the middle door. Use your snake cam on the same doorway to spot several tangoes in the next room. Instead of tagging the two terrorists standing on

Theater Promenade



this area. Wait until he turns away from you, then peek out and fire a quick silent burst at the back of his head.

At the top of the stairs, take cover at this corner while peering down this long, upper-level walkway. Watch for one tango patrolling



Advance down the walkway toward this equipment crate and take cover along the railing overlooking the promenade's ground floor. The patrolling terrorists you tagged early is easy to monitor from this position. The tangos standing in front of the door can't see you, so you only have to worry about the two tangos pacing the floor.



When this tango walks toward this stack of equipment crates, peek over the railing and shoot him, but make sure the other patrolling tango is looking away when you take the shot. The targeted terrorist falls behind the crates, where his body is concealed.

Wait till the last patrolling tango turns away from you, then shoot him in the back.



Wait till the last patrolling tango turns away from you, then shoot him in the back.



Give your team a breach order to kill the two tangos standing in front of the center doorway. The promenade is now clear.



Join your team on the ground floor, and advance toward the far end of the promenade to access this refitting station. Keep a sniper

rifle in your inventory and choose an assault rifle with high range and accuracy stats. The MTAR21 is a good choice.

RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MTAR21	ACOG Scope
PSG1	6X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—

Theater Takedown

From the refitting station, turn left and enter this stairway area leading to the theater's balcony seats. Before climbing the steps, equip your new assault rifle with a silencer and drop to a crouch. Stealth is a must when clearing the balconies, so take every measure to minimize noise.



Slowly creep up the stairs and listen to the conversation of two tangos above. Turn right and aim through this ornate railing to make out the silhouettes of their heads. Tag both terrorists and order your team to the top of the stairs. They'll charge up the steps and down both tangos with their silenced SMGs.



Set the ROE to infiltrate and take cover along this entrance to the lower-level balcony. A tango patrols the hall running behind the seats. As he walks away from you, peek out and shoot him in the back.



Equip your sniper rifle and locate the terrorist patrolling the catwalk above the stage. Tag him to make him easier to track. Zoom in with your scope and take him down with a head shot.

Reset the ROE to assault and leave your team at the balcony's south entrance. Turn around and climb the nearby steps to reach the upper-level balconies.

Reset the ROE to assault and leave your team at the balcony's south entrance. Turn around and climb the nearby steps to reach the upper-level balconies.



Stand across from the balcony's north entrance and wait for the patrolling tango to pass by. Regardless of which direction he's walking,

he can't see you from this angle—nor will the sniper on the catwalk above the stage. Drop the patrolling tango with a silent burst. The balconies are now clear.



While crouched, enter the balcony's north hall and turn right. Creep onto this side balcony and tag the two terrorists patrolling the floor. Use the tags to monitor their movements. As they turn away from your position, peek over the balcony's edge and stealthily neutralize them one by one.



Hold in the same balcony and switch back to your assault rifle—remove the silencer. Aim onto the floor and order your team to move behind this row of seats on the theater's left side. As they get close to the seats, toss a smoke grenade toward their position.



CAUTION
If you aren't silent when clearing the balconies, the two tangos patrolling the ground floor may investigate. Keep your team's ROE set to assault so it can engage any threats that move within its line of sight.



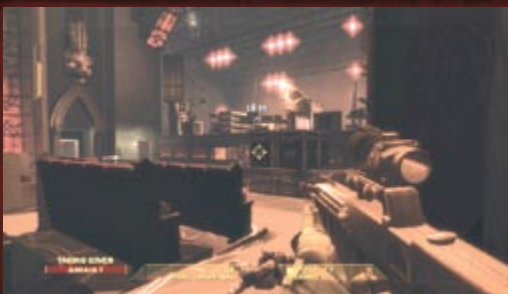
Before your team reaches their destination, swing your sights to the right, and cover this side doorway on the right side of the theater. When

your team enters the ground floor, several targos pour out of this doorway. Greet them with a burst of automatic fire. More targos appear on the stage as well.

Duck behind the balcony to reload and use the opportunity to tag a few targos for your team. Scan the stage and watch for a terrorist manning a turret mounted on an equipment crate. If your team can't hit him, equip your sniper rifle and wait till he reloads before taking a shot. Eliminating this gunner increases your team's efficiency, allowing your team to take aimed shots instead of resorting to blind fire.



Continue peeking out and taking shots at the targos below. Frag grenades are also effective, especially if you're taking heavy fire. But limit the use of frags to the theater's right side to minimize the risk to your teammates below.



When the theater looks clear, exit the balcony and turn left. Enter the adjoining stairwell and descend to the orchestra level.



Take cover along this doorway to the right and watch for targos hiding inside. Your suppressive fire from the balcony may have caused some hostiles to take cover inside. Toss a frag grenade around the corner to clear out this dead end.

Backstage



Cross in front of the stage and enter the open doorway on the theater's left side to access this corridor leading backstage. It's clear of threats.

Advance to the corridor's end and order your team to stack up on this door leading into a dressing room. Run the snake cam beneath the door to tag one terrorist—another terrorist is in the room, too, but he's not visible from this doorway. Because the tagged tango is far from the door, switch the ROE to infiltrate and order your team in with smoke.





Follow your team in and help clear the dressing room. When it's clear, access the refitting station to stock up on ammo and grenades. Keep the same assault rifle and sniper rifle combo for the final phase of the mission.

RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
MTAR21	ACOG Scope
PSG1	6X Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—

Approach this doorway at the dressing room's far end and toss a smoke grenade into the adjoining hall. Wait for the smoke screen to thicken, then



order your team to enter and clear with the ROE set to assault. A tango waits hiding behind a crate in the hall's left branch. Enter and help your team clear this short hall before advancing onto the stage.

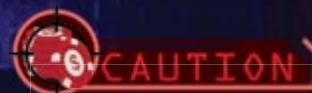
Stage



Follow the short hall onto the stage, where the data hub is located. Order Jung to hack the hub, then order Michael to take cover behind

the equipment crate on stage left. As Jung accesses the system, Joanna warns that tangoes are inbound.

Rush to stage right and duck behind this equipment crate where the turret is mounted. Switch to your sniper rifle and pick off the tangoes as they appear in the balconies. While using your sniper rifle, saturate the theater floor with frag grenades to suppress any tangoes that attempt to rush the stage.



Jung is exposed while hacking the terrorist data hub. If he is killed or if the data hub is destroyed during the firefight, the mission ends in failure. Deploying smoke in front of Jung can help conceal him and the data hub, but it may also obscure your vision. It's better to eliminate targets as quickly as possible, before they establish cover and a base of fire.



When the balconies are clear, equip your assault rifle and help Michael clear the theater floor. Watch for tangoes fast roping through the ceiling's skylight as well. Kill them before they reach the ground. Otherwise, they'll take cover behind the theater seats, making them harder to target.



Extraction



Jung reports his finding after you clear the theater. Kan was right. Vegas was a diversion. Irena's primary target is the Nevada Dam. Joanna reports in and orders your rendezvous with the chopper on the theater's rooftop.

NEW OBJECTIVE

New Objective: Extract to Chopper



Locate this ladder on stage left and order your team to climb it. Follow your team up to reach the catwalk running above the stage.

As you move toward the catwalk, keep your sights focused on the door on the opposite side. Gun down the tango that barges out of the doorway before he can fire a shot. Hold on to the catwalk and watch for reinforcements—two more tangos are in the adjoining stairwell.



If the remaining tangos don't show themselves, enter the stairwell with smoke and order your team to lead the way. Keep using smoke grenades as you advance up the stairs, at least until the two tangos are accounted for.



The chopper is waiting on the rooftop. Climb aboard and check in with Joanna. She reports that the situation in Vegas is under control, thanks to your efforts. But she's still uncertain why Irena is targeting the Nevada Dam.



NEVADA DAM

SCENE ONE: TOURIST CENTER

SITUATION REPORT

The military has requested *Rainbow's* assistance in assaulting the Nevada Dam. Details on Irena's intentions are still vague, but the higher ups are clearly disturbed by her choice of target. While flying toward the dam, one of the accompanying National Guard helicopters is hit by a missile fired from the bridge below. You'll need to clear the bridge before hitting the dam. Choose an SMG and an assault rifle, then fast rope out of the chopper.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
UMP45	Reflex Scope
MTAR21	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—

NEW OBJECTIVE

Disarm the Bomb in the Tourist Center

The Bridge



Wait until your team has joined you on the bridge, then move toward the white van where one of the dam's security guards

is taking cover. The white van is suddenly hit by rocket, launching the technician through the air. He survives the blast and tells you that several terrorists are inside the tourist center with a bomb. They've threatened to destroy the bridge if anyone attacks.



Move past the destroyed van and order your team to take cover behind the police SUV on the road's left side while you rush toward the SUV on the right. Tangos attack along the bridge's sidewalks, so peek out of cover to take them down before they flank your position.

Hold behind the SUV and check your tactical map to locate hiding tangos. Use the third-person view to spot and tag them for your teammates.

Move your team to flanking positions to flank the tangos.





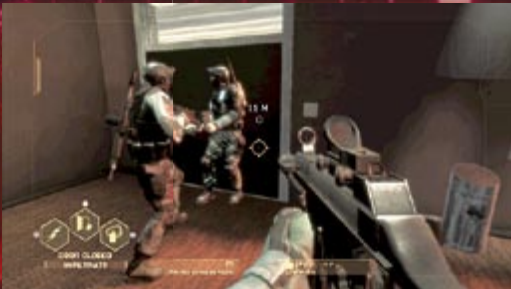
Take cover along this large truck to scan the next section of the bridge for tangos. Peek around the back of the truck to take aimed shots until the bridge is clear.



Order your team to regroup and advance down the center of the bridge, avoiding the two staircases on the sidewalks.

These stairs lead down into the tourist center, but there's a better way to enter. Move to the far rappel points on the bridge's left side and breach the windows below.

Upon entering this empty presentation room, set the ROE to infiltrate and attach a silencer to your SMG. Order your team to stack up on the double doors.



Turn away from the double doors and enter this maintenance room. Use your snake cam under this doorway and tag a couple of tangos for your team.



Take cover along the left side of the doorway and order your team to enter their door with a flashbang. Listen for the device to detonate, then throw open your door and help your team eliminate the tagged tangos inside the tourist center.



Use the wall ahead for cover. Move your team to the right side while you peek around the left side.



Another tango is positioned beyond this plant on the room's left side. Tag him, then peek around the corner to shoot him with a silent burst.

NEW OBJECTIVE

Infiltrate the Dam

Order your team to regroup and advance through the maintenance room to reach this catwalk running beneath the bridge.



Use the dangling cables at the catwalk's end to fast rope down to the base of the dam facility.

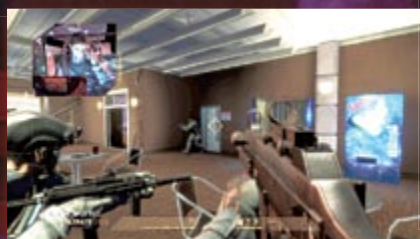
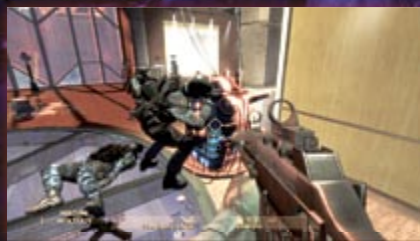


Quickly spin around the wall to locate the bomb and this tango. When he sees you, he'll run for the bomb and try to activate its timer. Shoot him before he can reach the bomb.



The terrorist near the bomb is the only one who can activate the timer. But even if the timer is activated, Michael has enough time to defuse the bomb before it detonates.

One more tango is in the back of the room. Move along the left side of the tourist center and flank him, using one of the central wall pieces for cover.



Return to the bomb and order Michael to disable it. While he works, cover this doorway leading into the maintenance room. When the bomb is defused, a tango rushes out of this door. Gun him down before he can get a shot off. Now that the bomb is defused, you need to move to the dam.



SCENE TWO: THE DAM

SITUATION REPORT

As you reach the dam, Joanna relays a security camera feed showing a technician who's under siege by a couple of tangeros. The technician has barricaded himself in a small control room, but he won't last long there. You need to locate this technician before the terrorists kill him.



NEW OBJECTIVE

Rescue the Technician

Maintenance Area



Wait for your team to catch up, then descend the nearby stairwell to enter the facility. At the bottom of the steps, order your team to stack up on this door and set the ROE to assault. Run the snake cam beneath the door to spot one terrorist. Another one is in the room, but he's not visible from this vantage point.



Order your team to breach the door, then follow them in and help them clear. Scan the window on the far wall to engage tangeros in the next room.

Stack your team on the next door and order them to enter with a frag grenade. This will kill any survivors in the room.

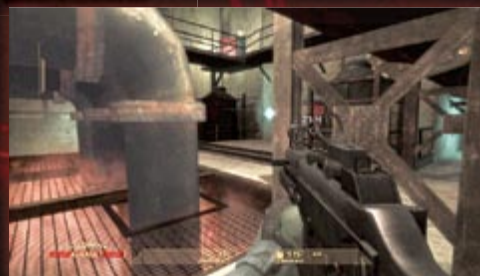


Enter the next room and stack the team on this door. Use the snake cam on the door to tag a tango patrolling the catwalk. A second tango patrols the ground floor but can't be seen from this doorway. Since you can't account for the second tango, toss a smoke grenade in front of the doorway. When a thick smoke screen is in place, activate



your thermal vision and follow your men onto the catwalk, scanning the floor for the second tango.

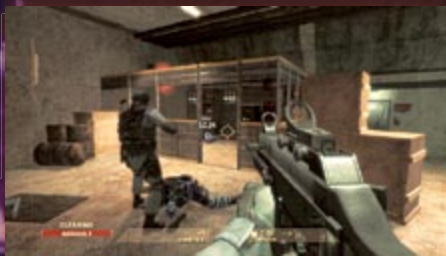
When the room is clear, order your team to move to the next door. Continue aiming at the door and fire a quick burst at the tango who barges out.



Order your team to regroup and lead them through the doorway and down the adjoining stairwell. Make sure your team is right behind

you as you enter the room at the bottom of the stairs. The technician is in the room ahead and time is running out!

Immediately stack up your team on this door and order them to enter and clear—there's no time for snake cam observations or a dual entry! Follow your team inside and help them down the two terrorists.



The technician is grateful for your intervention, but he's more concerned about the dam. Follow the technician to the automatic door outside the control room and enter the adjoining tunnel to load the next area.



SCENE THREE: SPILLWAY

SITUATION REPORT

An earlier explosion has caused pressure to build up on the reservoir side of the dam. If water isn't released from the dam soon, it could burst. Escort the technician to the control room so he can open the spillway to release the pressure.



NEW OBJECTIVE

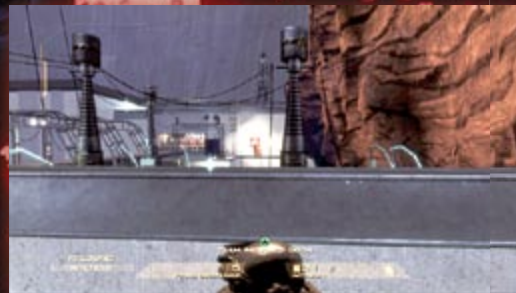
Escort Technician to Control Center

Lower Dam Exterior

Order the technician to follow you, then advance through the short tunnel system.



Set the ROE to infiltrate before you reach the tunnel's exit, which leads out onto this elevated position overlooking the path to the control room. Locate and tag the tango patrolling the catwalk in front of the control center's door.





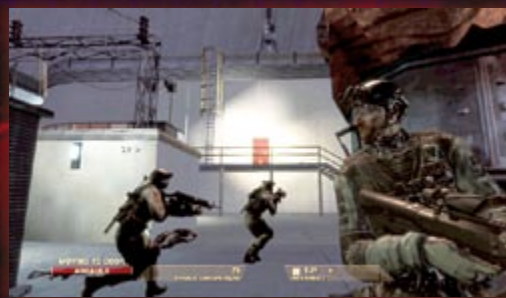
Order the technician to hold on this platform as you approach these stairs. Order your team to the crates below and set the ROE to

assault. As your team moves into position, open fire on the patrolling tango you tagged earlier.

Descend the stairs and rush to cover near your team. Help them clear the area in front of the control center. Check your tactical map for the positions of tangoes and move your team to cover positions in an attempt to flank.



Move to the base of this tower, then order your team to move behind the electrical equipment to the right. As they rush forward, more tangoes rush into view. Peek out and gun them down before they can find cover.



Run from one piece of cover to the next until you're sure the area is clear. Finally, order your team to stack up on the control center's door.

Control Center

Follow your team up the steps to the catwalk, but move beyond the doorway and climb the ladder to the rooftop.



On the rooftop, fit a silencer to your assault rifle's end and approach the circular skylight. Peer into the skylight to spot five tangoes in

the room below. You can clear the room from this skylight if you eliminate the targets in a specific order: target the two tangoes at the room's back. Use your scope to zoom in and score head shots. Hit the tango standing next to the door at which your team is stacked. Target the two tangoes having a conversation in the room's center. Take them down quickly, because when the first chatting tango dies, the second will seek cover.



If you're spotted while sniping through the control center's skylight, order your team to enter and clear through their doorway.



When the control center is clear, order your team in and move them behind this console by the door at the room's back. Position

your team in advance of the breach, because when you enter the control center, a tango will rush out of the door by your team.



Fast rope through the skylight and focus your sights on the door at the room's back to help your team mow down the incoming terrorist.

The technician runs to the control center when the room is clear, but the spillway controls are locked from this console. You must



reroute the controls to the control center via the small control room on the spillway's perimeter.

NEW OBJECTIVE

Transfer Spillway Controls to Control Center

Spillway Perimeter



Enter the stairwell behind the control center and descend the stairs. At the bottom, turn right and stack up your team on this door.

Slide the snake cam beneath the doorway and tag two terrorists in the distance.

Move toward the stairwell and enter the adjacent room to access this doorway. Use your snake cam on this door, too, to spot several tangos loitering in a garage. Take note of the two barrels inside—they're explosive!





While Jung works, take cover outside and watch for tangeros attacking from the power station building at the dam's base. Michael



automatically takes cover behind the crates near the control room. Use your scope to drop the tangeros at long range. If they get too close, they'll lob grenades. Watch for a couple of tangeros who rappel down the side of the power station. Hit them before they reach the ground.



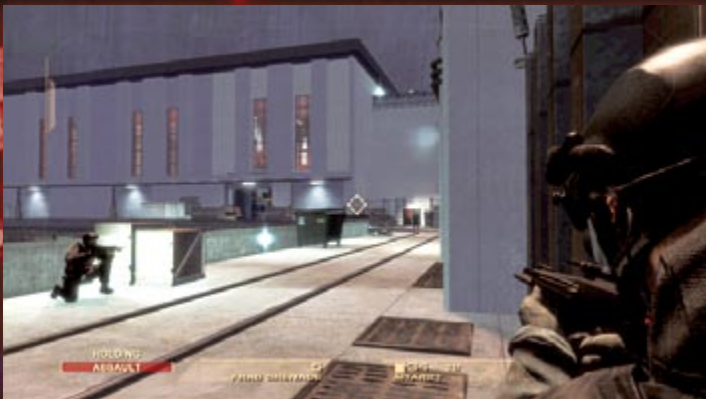
Crouch and take cover on the door's right side, then order your team to enter and clear from their doorway. Throw your door open and

peek inside to blast the red barrel at the garage's back—this kills most of the tangeros. Finish the job by shooting the red barrel nearest your door. After blasting both barrels, rush into the garage and help your team eliminate the two tagged tangeros outside, if they haven't scored the kills already.

From the garage, turn left and move toward this small control room. Order Jung to reroute the spillway's controls to the control center so the technician can release water and alleviate the pressure on the dam.



During the firefight, a couple of tangeros rush out of this garage behind your position. Michael can usually handle these threats, but be prepared to help him out.



Repel the attackers until Jung has transferred the spillway controls to the technician in the control center. One by one, the spillway gates open, gushing huge streams of water. Joanna reports in with some new information. There's a secret government lab inside the dam facility. You must find the entrance.

NEW OBJECTIVE

Find Entrance to Secret Lab



Order your team to regroup, then move toward the garage at the power station. Before moving out, make sure the power station's exterior is clear of threats.

Power Station



The garage should be clear, but take extra precautions in case some of the terrorists retreated inside. Use bound and overwatch tactics to clear the ground floor, then climb the stairs at the far end to access the upper-level offices.

A couple of tangos may be hiding in the small offices upstairs, so have your team breach and clear each door just to be safe.



Advance through the offices till you enter this catwalk overlooking the massive turbine room. Follow the

catwalk toward the windows. A couple of tangos crash through a couple of the windows as you move forward. Gun them down.

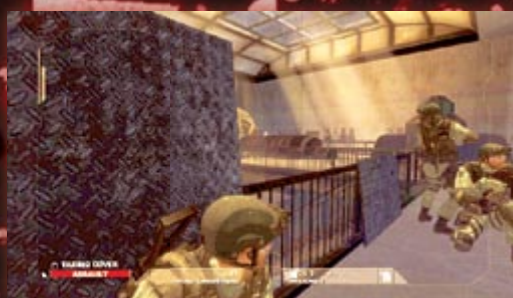


Take cover behind this steel support beam and order your team to move behind the large turbine housing ahead. As they move into position, four terrorists fast rope through the skylight in the ceiling. Hit all four before they reach the ground.



Move toward your team's position at the turbine and help them engage tangos ascending the nearby staircase.

When the upper level is clear, order your team to move along this railing and take cover behind the low steel plate. Follow them and use the large steel plate for cover.



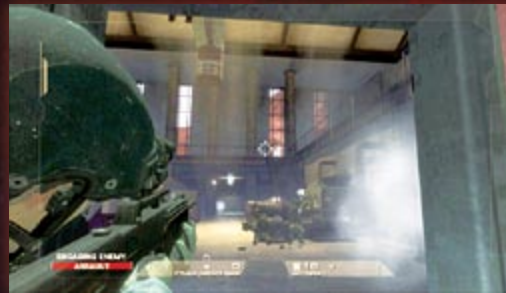
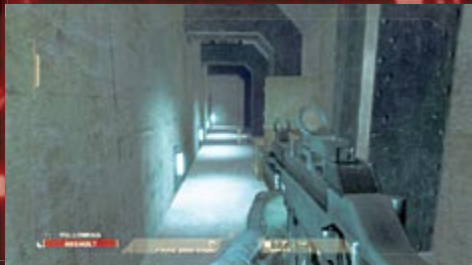


Help your team clear the floor below, then order them to move behind the green piece of machinery. Hold your position at the railing and aim up to shoot two more terrorists fast roping through the ceiling.



Set your sights onto the floor and eliminate any visible threats. Order your team to move to the pallet by the forklift, then join them on the floor.

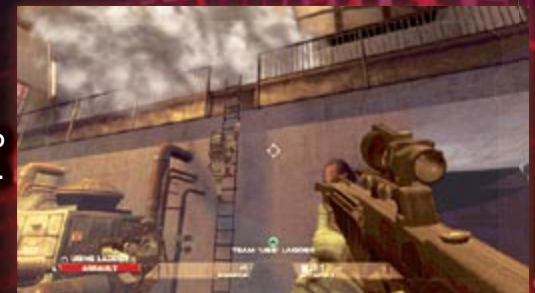
Move to the room's far side and pass the open control room door to access this dark hall. Order your team to stack up on the door at the end. Run your snake cam beneath the door to spot one tango inside this small control room. Back away and order your team to breach the door to kill him instantly.



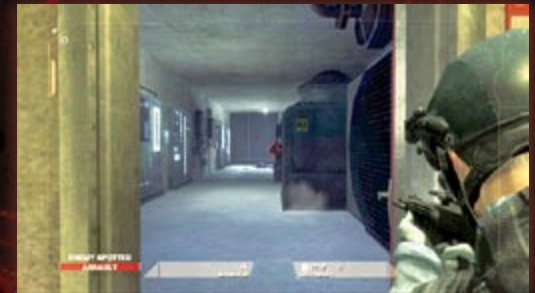
Move to the left side of the door in the control room and throw it open. Order your team to move behind the piece of equipment on the right side of

the next area. As your team moves forward, several tangos appear in the distance. Provide covering fire for your team as it moves into position. Watch for a couple of tangos on the catwalk at the top of the stairs and take them down before they reach cover.

When the shooting dies down, exit the control room and turn right to spot this ladder. Toss a smoke grenade onto the walkway above and order your team up the ladder. The smoke gives them cover as they climb into position and engage the tangos above.



At the ladder's top, turn right and pass through the control room to access a short stairwell. At the bottom of the steps, take cover along the right side of this doorway and open it. Peek inside the next hall to eliminate a couple of tangos—your team will help out, too.

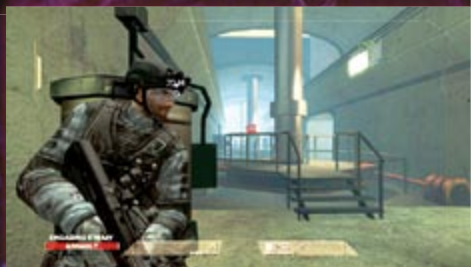




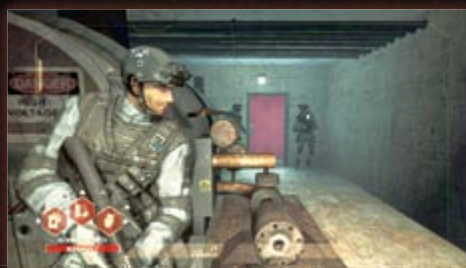
Enter the dark hall and turn right to access another stairwell leading down. Order your team to hold at the top of the steps while you descend. Halfway down the staircase, you'll hear some tangos talking below. Take cover along the wall to the right and peek down to spot three terrorists. Fit a silencer to your SMG and mow them all down.



Remove your silencer and order your team to take cover behind this crate in the room below. Follow them and take cover behind this pipe. Use this position to scan and tag terrorists for your teammates. If you have a clear shot, take it.



Crouch and cross in front of your team's position to enter this short alcove next to the red door. From this angle, you may be able to hit some of the tangos hiding behind the turbine axles. Hold this position till all incoming fire ceases.



Enter the red door to access this small room. Inside, order your team to stack up on the next red door. A few tangos may be hiding in the next room. Use your snake cam and tag any visible threats. For better visibility, you can sneak through the turbine area, but you may be spotted.



Even if no threats are visible through the snake cam, order your team in with a frag grenade. Follow them inside and help them clear the room.



Enter the stairwell on the room's right side and follow the steps down to this hallway. A large hole has been blasted into the floor ahead—it looks like this is the terrorist's entrance into the lab facility. Fast rope through the hole to load the next area.

SCENE FOUR: FACILITY

SITUATION REPORT

The secret government lab inside the dam is most likely the focus of Irena's attack. Infiltrate the lab to find out what Irena is up to.



Parking Garage



Exit the hallway to enter this large parking garage located inside the dam. Approach this white van to speak with the agent you encountered earlier at the Calypso. Apparently he was transporting Dr. Smythe and Dr. Williams back to the lab when they were attacked. Smythe and Williams are missing again and presumed to be held by terrorists somewhere in the lab.

NEW OBJECTIVE

Save Dr. Williams and Dr. Smythe



Move to the entrance to this section of the garage and take cover behind the white delivery truck's driver's side. Order your team to

the wall on the other side of the entrance and help them engage tangos inside the garage.



Fight your way inside the garage, moving your team to the red truck on the left while you duck behind the blue truck to the right. From this

position, scan ahead for a small security booth. Zoom in on this booth and down all the tangos inside before they can man the turret.

Hold at the truck and order your team toward the white van in the center of the garage. Move them to the back of the van first to engage tangos in the far corner of the garage. Next, move them along the passenger's side of the van to continue scanning the garage for threats.



Use bound and overwatch tactics to clear the rest of the garage while moving toward the entrance near the security booth.

Maintenance Sector



Enter the hall running behind the security booth and stack up your team on this red door. Three tangeros are in the next room. Use your snake cam to tag two of them, prioritizing the one on the room's right side.

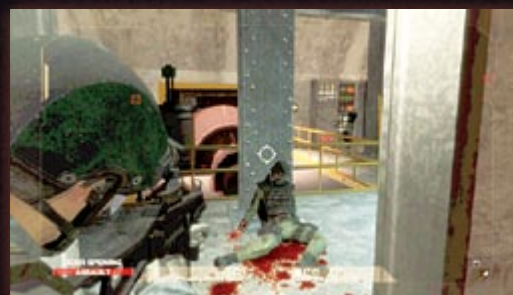
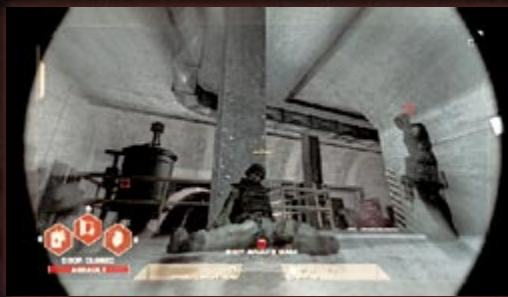


Order your team to use a breaching charge on the door. This should kill at least one tango inside and daze the rest. Follow your team inside and help them clear, ensuring that the tango to the right goes down.

Enter the next hallway and pause at the intersection. Turn left and order your team to stack up this door.



Continue down the hall and approach the next door on the left. Use your snake cam to tag the two visible tangeros inside. Tag the one to the left of your team's door first, then tag the one next to your door.



Take cover on the left side of your doorway, then order your team to enter with a breaching charge. Wait for the sound of the detonating

charge. Now throw open your door and help fire on the tangeros inside. Remain behind the cover of your doorway while firing.

When no tangeros are visible, cautiously enter this room and utilize cover. A tango may have retreated to the short hall near the red tool



box. To play it safe, toss a smoke grenade toward the tool box, then order your team into the smoke screen to clear the adjoining hall.

Warehouses

Turn down the hall and approach the red door at the end. Set the ROE to infiltrate before pushing the door open and stepping inside this security booth that looks out onto a large warehouse floor. A few tangeros are visible through the window, but their backs are turned.





Look to the left and move your team to the door in the adjoining hall. When they're in position, set the ROE back to assault.

Next, peer out the booth's window and tag the two terrorists having a conversation on the opposite side of your team's door.



Finally, man the turret in the security booth and aim it at the terrorist standing straight ahead. Center the gun's sight on the back of his head, then order your team to breach and clear. As soon as the charge goes off, fire the turret at your targeted tango.



The sound of gunfire triggers a wave of terrorists to attack from the far side of the warehouse. Keep manning the turret and focus your

fire on the incoming tangers in the center of the room. Look for the red barrels and shoot them to set off devastating explosions that can kill multiple terrorists.



Watch the warehouse's right side, too, as tangers rush down the distant staircase. If you run out of ammo, ditch the turret and use your assault rifle to clear the rest of the warehouse. Hold in the security booth till no tangers are visible.



Join your team in the warehouse and advance along this platform on the room's left side. A straggler may be hiding among the crates, so stay on guard.

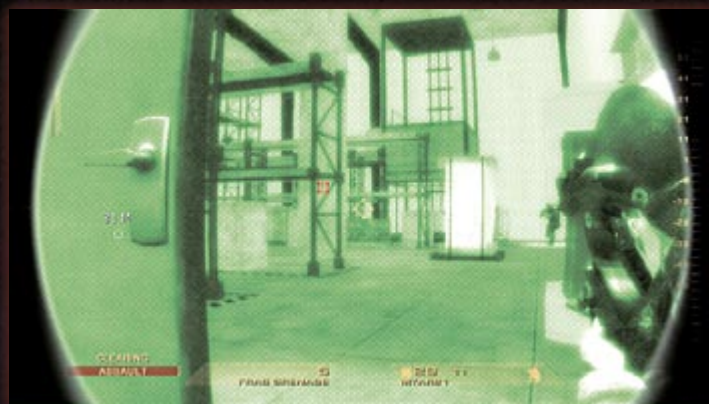


Stack up your team on these double doors, then use your snake cam to scout the next warehouse. Two tangers are visible from this vantage point. Tag the stationary tango first, then tag the one who's frantically patrolling the floor.





Retrace your steps along the platform and enter the second set of double doors on the right. The next room is empty. Take cover along the right side of the next double doors and activate your night vision. Monitor the movement of the patrolling tango on your tactical map. When he moves toward your team's door, order them to breach and clear.



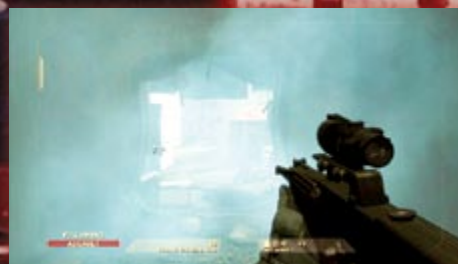
As your team enters, open your door and help engage tangos inside the warehouse—watch for tangos attempting to flank you from the left. Order your team to take cover behind the tall crate in the center of the room.



Enter the warehouse and climb the steps to the left to reach the catwalk system running above the room. Remain crouched and

use the crates for cover while scanning the floor for threats. Continue moving along the catwalk and engaging tangos till the warehouse is clear.

Return to the warehouse floor and approach this hole in the wall—some tangos may have retreated to the corridor on the other side. Toss a smoke grenade through the hole, then order your team into the next hall.



Follow your team through the hole in the wall and help them clear. When it's safe, move down this dark corridor till you reach another hole leading into the lab.

SCENE FIVE: THE DOCTORS

SITUATION REPORT

Dr. Smythe and Dr. Williams are being held somewhere in this lab facility. Rescue the doctors before Irena's henchmen dispose of them.



Secret Lab

Rush through the hole in the wall to enter this lobby of the secret lab. This floor is clear of threats, so advance to the hall's end and turn right to pass through the metal detector that will alarm terrorists.



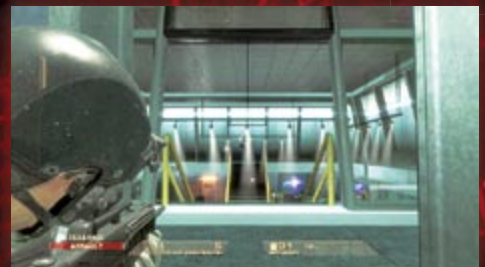
In the adjoining hall, turn right and descend the stairs to reach this ground floor outside Lab 5. Stack up your team on the door and scout

the lab with your snake cam. Lab 5 is ringed by a catwalk monitored by two tingos—you'll take care of them while your team clears the floor. Tag the terrorist to the left first, then tag the terrorist pacing back and forth in front of the doorway.

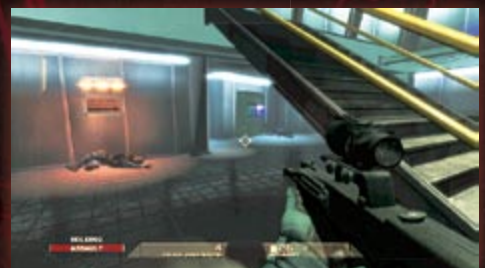


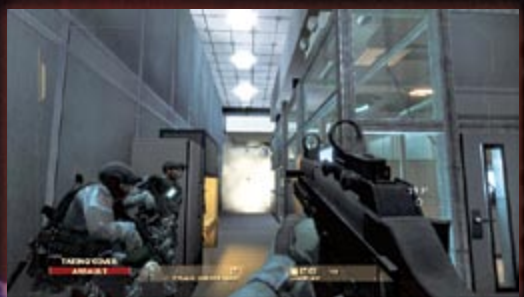
Return to the hallway upstairs and use your snake cam on the first door to the right. Watch for the two tingos on the catwalk above the lab. One stands at the far end of the lab at the top of the stairs. The other patrols the catwalk. Wait until the patrolling tingo is on the far side of the room, near the stationary one, then remove the snake cam.

Next, monitor the patrolling tingo on the floor below by using your tactical map. When the tingo is walking toward your team's door, order your team to breach and clear. Throw open your door as soon as the breaching charge goes off and fire on the two tingos on the catwalk's opposite side. After they're neutralized, aim at the floor and help your team mop up the resistance.



Join your team on the floor of the lab and order them to regroup. As you pass beneath the stairs on the far side of the lab, two tingos rush out of the hall ahead. Be ready to drop them with a quick auto burst.





Follow the hall to this next lab area and turn left to face this hall. Order your team to take cover behind the cabinet on the left, then toss a frag

grenade at the far end of the hallway—a tango is hiding around the corner. If you don't frag him, he'll frag you!

As soon as your frag goes off, turn to this office to the right and gun down the tango inside by firing through the glass.

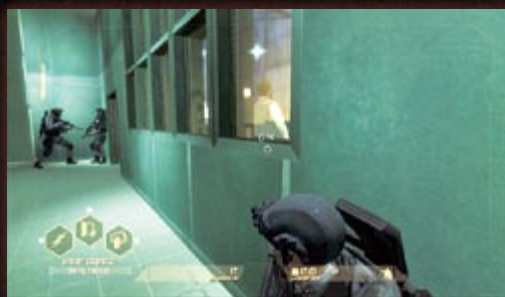


Turn back to the hall you just fragged, and creep along the right wall. When you come to this office, use the third-person view to spot the tango inside.

Peek into the office and blast him with a short burst, then watch the adjoining hall for more tangos. The grenade you tossed earlier blew the doors off the office, allowing you to engage tangos in the connecting branch of the hallway.



Duck back into the hall and toss a smoke grenade at this corner ahead. Order your team into the smoke, then follow. Activate your thermal vision and help your team engage the tangos in the next branch of the hallway. Two hide behind the next corner on the left. Wait till they peek out, then fire away.



Follow this adjoining hall (and objective marker) to the lab where Smythe and Williams are being held. Before reaching the windows on

the right, set the ROE to infiltrate. Order your team to stack up on the door at the end of the hall while you peer through the window.

Stand beside this window and tag the two tangos in the center of the room, near Dr. Smythe. Next, make sure you have a clear view of the nearby terrorist tormenting Dr. Williams on the other side of the pane of glass.



Order your team to enter their door with a flashbang. Before the flashbang goes off, peek into the window and center your sights on the

terrorist next to Dr. Williams. Shoot him in the head and duck back behind cover before the flashbang detonates. Your team handles the rest, killing the two terrorists next to Dr. Smythe as well as a dazed tango on the far side of the lab.

Rush into the lab to get the lowdown on Irena's plans from Williams and Smythe. Apparently she's planning to launch a missile tipped with a micro-pulse warhead at Las Vegas.



SCENE SIX: IRENA

SITUATION REPORT

As revealed in a transmission relayed by Joanna, Irena is working with someone else. But you can't worry about that now. Terminating Irena is your best chance at stopping the missile from being launched. She's currently in the control room, prepping the missile for launch.



NEW OBJECTIVE

Track Down Irena and Kill Her

Lab Testing Facility



Leave Smythe and Williams and start your search for Irena by exiting the lab and ascending the stairwell. Advance through

this empty corridor and enter the double doors at the opposite end.

Order your team to stack up on these double doors, then use your snake cam to scout for tangeros. Pan the camera left and tag the terrorist standing along the wall, then tag the terrorist standing next to the piece of equipment. Take note of the patrolling tango, but don't tag him.



When the patrolling tango walks away from the door, wait a couple of seconds and then toss a smoke grenade at the base of the doorway. Check your tactical map and wait for the patrolling tango to return. When he nears the door, order you team to breach and clear. The blast kills the patrolling tango as your team engages the tagged terrorists through the smoke screen.

As your team clears the large room, activate your thermal vision and enter the single door to clear this neighboring rectangular room containing one terrorist. Advance through the door ahead and help your team clear the large L-shaped room. If necessary, shoot the red explosive barrel on the fork lift to help clear the corner—just make sure your teammates aren't nearby.



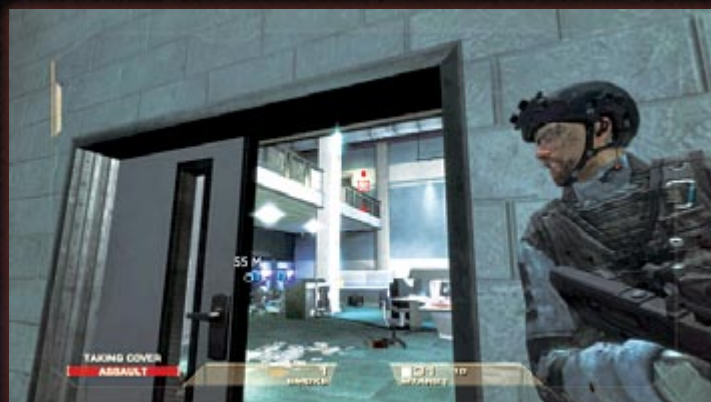
Pass through the double doors at the far side of the room. Now follow this hall leading below the wind tunnel.



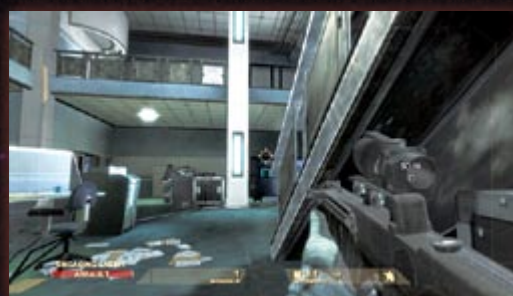
Don't advance through the wind tunnel to the next area. If you do, you'll come face-to-face with a tango standing behind a chain link fence. He'll shout and open fire, alerting tangos in the adjacent room.



Enter this room at the end of the hall and order your team to stack up on the double doors to the left. Run your snake cam beneath the door and tag the two visible tangos inside.



Enter the next room and take cover along the right side of these double doors. Open the door and target the tango on the upper-level catwalk, directly above your team.



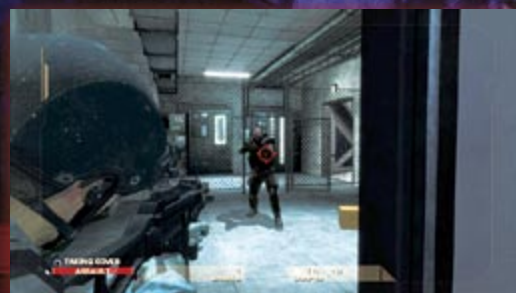
While crouched, move inside the room and approach the stairs—but don't climb them. As you near the first step, two

tangos barge in on the upper level. Take cover along the side of the stairs while your team engages the two tangos.



One of the two tangos takes cover behind this railing along the left side of the staircase. Fire through the metal panels to dislodge him, making him an easier target for your team.

Instead of issuing an entry order, give the men a move order behind these equipment crates inside the next room. Upon entry, they'll engage the tagged tangos, as well as one you can't see from this doorway.



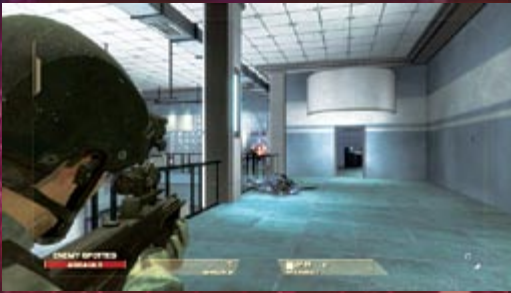
Back away from the double doors and approach the other door in this room. Take cover along the door's left side and open it. As the door

swings open, peek inside and eliminate this tango standing by a chain link fence.

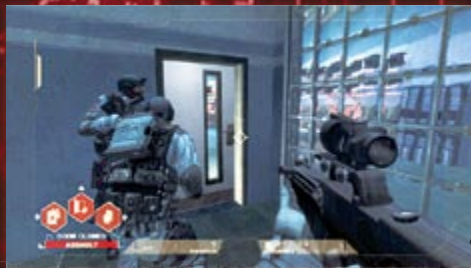


When the two tangers above are dead, rush up the steps and turn left, taking cover behind these two equipment crates. Two tangers enter the upper-level walkways on the room's opposite side. Engage them both from this piece of cover before advancing any farther. If you have trouble hitting the terrorists, tag them, then order your team to regroup. They'll drop both tangers as they move to your position.

Enter the doorway behind the crates and follow the adjoining hallway to this walkway. Watch for hostiles



emerging through the open door on the balcony to the left.



Stack your team on this single door in the next room, then use your snake cam to tag any visible terrorists inside—usually, a tango is crouched near the door. Order your team to breach and clear.

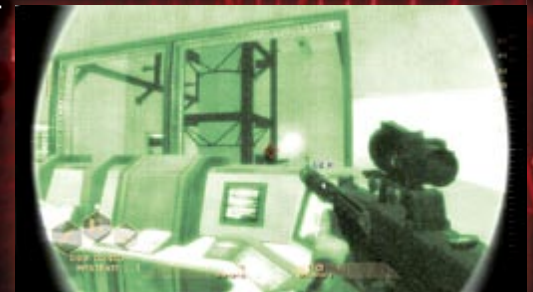


Follow your team into the next room and immediately turn right to spot any tangers hiding near these double doors. Help clear the room, then advance through the double doors to enter the next hallway.



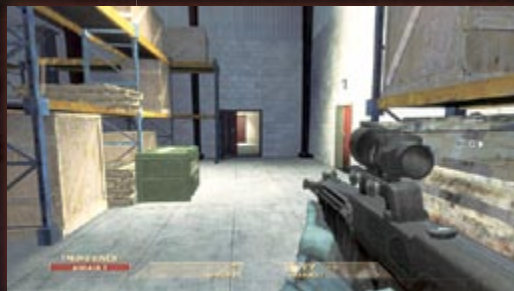
Turn left in the hall, and approach the last door on the right. Set the ROE to infiltrate and take cover along the right side of the door. Fit a silencer to the end of your assault rifle, then push the door open. Peek inside this control room. Shoot the lone tango—he can't see you because his back is turned.

Enter and order your team to stack up on the red door at the far side of the control room. While your team moves into position, activate your night vision and aim through the window to the right. Shoot this tango standing on the catwalk in the next room.



Warehouse

When both tangos are down, enter the warehouse and order your team to regroup. Pause at the refitting station to change assault rifles and stock up on grenades.



Move to the door where your team is stacked, and use your snake cam to tag this terrorist on the adjoining catwalk. Order your team to enter and clear, then follow them out onto the catwalk.



As your team clears the catwalk and floor below, hold at the top of these stairs and engage anyone who attempts to climb them.

When no more threats are visible, cautiously descend the steps to reach the ground floor and take cover behind one of the steel beams. Locate and tag the two tangos in the adjoining warehouse. Move your team behind cover, then set the ROE to assault. Remove your silencer and help your team neutralize the two tangos.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
UMP45	Reflex Scope
SCAR-H CQC	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



From the refitting station, turn right and enter the red door straight ahead. Irena has set up an ambush in the next warehouse, so

be prepared to move quickly. Equip a smoke grenade before moving any farther.

Enter this area behind the chain link fence and turn right to engage any visible tangos. They were expecting you to enter through the other door by the refitting station, so take advantage of the momentary element of surprise. But don't get bogged down here. Order your team to move behind the concrete base of this steel support. Toss a smoke grenade along their path for extra concealment.





Before the smoke screen disappears, rush past your team's position and take cover along the side of this shipping container. From this position,

you have a clear view of the warehouse. Help your team engage the tangeros, but periodically peek around both sides of the container to watch for hostiles attempting to flank you.

When the warehouse is clear, move toward the objective marker till you reach this console. Irena is still in the control room above and this console can be used to lock her inside. Order Jung to hack the controls. But Irena has another surprise in store.



Take cover along the wooden crates by Jung's console while he hacks the system and watch for multiple tangeros who fast rope down from the walkway above. Michael take cover nearby, too. Deploy smoke around your positions and use your thermal vision to engage the tangeros as they drop into view.



You'll need to move to the control room entrance solo while Jung finishes hacking the console—Michael stays behind to provide cover.

While crouched, quietly ascend the nearby staircase. Two tangeros stand at the top. Use a frag grenade to clear them out or mow them both down with an auto burst.

As you approach the control room entrance, you pass this bullet-proof window of the control room. Irena is inside and has just finished prepping the missile for launch. After taunting you, she then blasts the controls to prevent the countdown from being aborted.



Control Room



Proceed to the control room's entrance and wait for Jung to open it. When it opens, hold till your teammates regroup before entering.

Enter the control room and inch along this wall till you can spot this tango guarding the entryway to the main floor. Drop him with a quick auto burst before he can retaliate.





Take cover along this wall near the dead tango and peek around the left side. Order your team to move behind these equipment

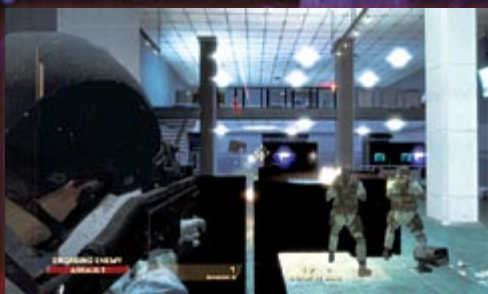
crates in the next room. Upon entry, they'll open fire on the tangos inside.

Peek around the right side of the wall and help your team clear the room by firing through this window. Watch the right side of the room and make sure your team doesn't get flanked.



Scan the upper level for Irena and tag her to track her movements. She helps her henchmen by firing an SMG and tossing frag grenades.

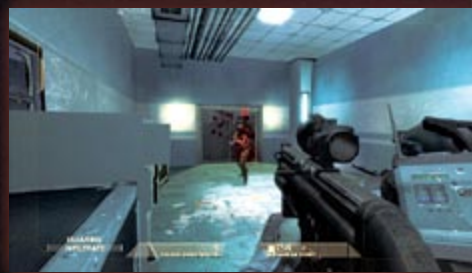
Zoom in on Irena and fire a few rounds in her direction till she retreats.



As tangos take cover behind the servers on the far side of the room, advance to the equipment crates where your team is positioned,

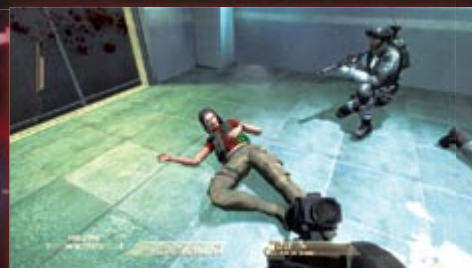
then move them to the nearby console. Keep up the pressure until the ground floor is clear. If necessary, lob a couple of frag grenades to clear out the remaining tangos.

Now it's time to go after Irena! Climb the staircase to the upper level and pause outside this doorway marked by a red exit sign. Irena is trapped on the other side, thanks to Jung's disabling of the elevator. Stack your team on this corner and set the ROE to infiltrate. Order them to enter with a flashbang, then follow them inside. The flashbang disorients Irena for a few seconds, giving you plenty of time to score the kill shot.



You must take the shot that mortally wounds Irena. Your team can hit her multiple times with no effect. Take aim and fire before she regains her composure.

Irena taunts Rainbow in her final monologue, boasting about the power of her mysterious organization. Jung reports that the missile launch can't be averted, but Michael suggests a rather simple solution to the problem. You'll need to reach the top of the dam, where the missile is primed for launch. Enter the elevator and ride it to the top.



SCENE SEVEN: TOP OF THE DAM

SITUATION REPORT

Joanna and the chopper pilot, Brody, are out of contact, but you can't worry about that now. You need get Michael near the missile so he can rig it with a charge. He can then detonate the missile in flight without setting off the micro-pulse warhead.



NEW OBJECTIVE

Reach Top of the Dam and Destroy Missile

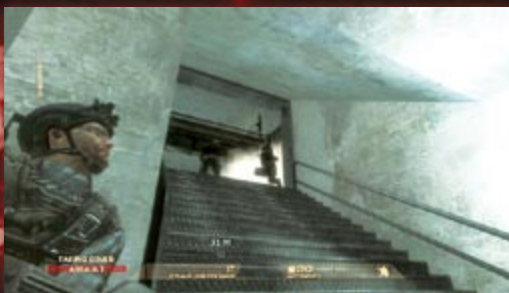
Countdown

Exit the elevator and use the refitting station in the tunnel. Stick with the same SMG, but choose an assault rifle with good range and high damage stats.



RECOMMENDED EQUIPMENT LOADOUT

Weapon/Item	Attachment
UMP45	Reflex Scope
MTAR21	ACOG Scope
MK.23	High-Capacity Mag
Frag Grenade	—
Smoke Grenade	—



After stocking up at the refitting station, order your team to hold. Creep up the nearby staircase and take cover along the wall

at this landing to spot a tango standing at the top of the stairs. He's talking to someone else in the room above. Toss a frag grenade at the top of the steps to kill both tangos.



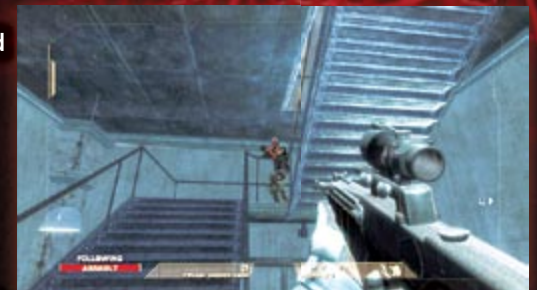
Return to your team, and access the refitting station again to max out your frag grenades, then advance down this long tunnel. While moving, equip your SMG and attach a silencer.



When you spot this staircase, toss a smoke grenade at the base and creep forward with your thermal vision activated. A tango hides behind a crate to the right of the stairs. Neutralize him with a silent burst.



Equip your assault rifle and slowly climb the staircase while aiming up at the next flight. Target and engage the tango descending the stairs, then advance to the room above.





Stack up your team on these double doors then break out the snake cam. Tag the tango standing behind the nearby van, then pan the

camera right to tag a tango standing in the street. While still peering through the snake cam, order your team to move behind the van where the first tagged tango is standing.

Follow your team out the door as they move toward the red van. They automatically engage the tagged tango along the way.



Duck behind the van and order your team to move behind the nearby crates. These cover positions provide great views of the

missile launch vehicle as well as the swarms of tangoes guarding it.



Peek around the right side of the van and center your sights on this sidewalk near the missile launch vehicle. Open fire as multiple tangoes rush along the sidewalk in an attempt to flank you.



When the street ahead is clear, creep toward the launch vehicle and move your team to the front bumper, along the driver side. From here they can peek around the vehicle and engage tangoes on the driver side.

Circle around the passenger side and take cover at the rear, using the third-person view to scan the back of the vehicle for tangoes—one may be standing near the missile.





After you clear the area around the launch vehicle, aim at the missile and order Michael to set a charge. Back away and wait for the

missile to launch. Michael waits till the missile is at a safe altitude before detonating the charge.

Betrayal

Gabriel checks in from the chopper as soon as the missile is destroyed. He reveals that he's been working with Irena the whole time. But he won't reveal what he's done with Joanna and Brody.



NEW OBJECTIVE

Reach Gabriel and the Chopper



Order your team to regroup and rush toward the objective marker on the top of the dam where the chopper has landed. As you

near the objective marker, order your team to move behind the red pickup truck on the left while you take cover behind the big rig trailers to the right.



Peek around the back of the trailer to spot Joanna hiding behind a crate in the middle of the street. Several tangos rush into view as Gabriel

escapes in the chopper. Hold behind the trailer and engage the tangos as they move toward the wooden crate on the left side of the street.

ALTERNATE ENDING



If you can clear out the tangos fast enough, use the turret on the left side of the street to shoot down Gabriel's chopper before he can

escape. Keep firing until the helicopter emits a black trail of smoke. It will eventually crash in the canyon, but Gabriel's status remains unknown.

Two more tangos hide behind the delivery truck in the street ahead, near Brody. Move to this crate on the street's left side, then toss a smoke grenade toward the back of the delivery truck. Order Michael and Jung into the smoke screen to eliminate the tangos.



Join your team near the delivery truck as Jung attends to Brody—he's been knocked out, but he'll be okay. Gabriel's betrayal and escape tempers

the mood, but at least Vegas is safe. Good job!

MULTIPLAYER

In *Rainbow Six Vegas*, multiplayer matches are as deadly as ever as you and your team fight through casinos, lounges, and constructions sites. But don't let Sin City's bright lights and infinite distractions make you lose focus of the task at hand—unless you want to pad your opponents' kill stats. This chapter will introduce you to the new gameplay elements as well as provide some vital tips and tactics to lengthen your life span during chaotic multiplayer matches.

PEC: PERSISTENT ELITE CREATION

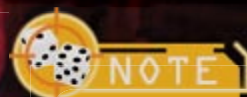
PEC allows you to create an online identity and save your progress from one match to another. Win or lose, you gain experience to improve your character over time and unlock more options to further customize your character.

Character Creation



Choose from a number of faces, armor, and clothing options to edit the appearance of your character.

Before joining an online game, you must create a character. The customization feature allows you to alter your character's appearance and the default equipment loadout. Your character's appearance can be edited by selecting their sex, face, facial hair, and facial features like face paint. You can even import your own face into the game using the new Xbox Live Vision camera. Simply take front and profile shots of your face, and the program does the rest, generating a skin with your likeness. After editing your character, you can enter a three-character prefix tag that designates your clan or team name. This tag appears in front of your character's name in online games; it's useful for identifying your clan or team.



If you want to change your appearance or edit your prefix tag, access the Service Record screen from the Player Info menu. The Player Info menu also allows you to view your achievements and the online leader boards. For more details on achievements, see the table at the back of this guide.



Your character's equipment loadout is where you select equipment, armor, and clothing. All players are granted four equipment slots. The first slot is for your primary weapon. You can choose from a number of submachine guns, assault rifles, light machine guns, shotguns, and sniper rifles. Your sidearm, which can be a variety of pistols, occupies the second equipment slot. The last two slots are for equipment like frag grenades, the GPS device, and C4.

ARMOR AND CLOTHING



Experiment with different armor configurations to find the right balance of protection and mobility.

After choosing equipment, armor is the next most important decision you must make. While armor helps protect your character, it does so at the cost of speed. The more armor you equip, the slower you'll move. Choose from the selections of body, shoulder, arm, and leg armor to find the right balance of protection and mobility. Clothing is purely aesthetic and has no impact on your character's capabilities. Most pieces of clothing and armor can be customized by applying a variety of camo patterns, so you may change the default colors.

Although armor is equipped over certain body parts, all armor values are cumulative. This global armor value is applied to your character's torso and limbs—there is no armor for your head. So technically, arm or leg armor could help you survive a shot to the chest. But no amount of armor will reduce the damage inflicted by a head shot. When you are hit in the torso or limbs, the global armor value helps determine how much damage your armor absorbs. Absorption is based on four armor levels: no armor, light armor, medium armor or heavy armor. The degree to which your armor absorbs the damage determines whether the shot is fatal.

DEVELOPER NOTES: ARMOR

ARMOR/DAMAGE ABSORPTION

Armor	Protection Value	Damage Absorbed
Light Armor	1-3	10%
Medium Armor	4-6	25%
Heavy Armor	7-10	40%

There are three grades of protection available for each piece of armor: light, medium, and heavy. Light offers the least protection but has the lowest impact on mobility, whereas heavy armor offers the most protection and comes with the biggest movement penalty. Equipping any piece of armor adds to your encumbrance level, which in turn reduces your maximum movement speed. You can view the impact that equipping a specific piece of armor will have on your encumbrance by looking at Protection and Mobility bars.

—Jean-Pascal Cambiotti, Lead Game Designer

Promotions and Reward Packages



Your rank insignia appears on your character's right shoulder. But there's much more to promotions than just showing off your rank.

By playing in online matches, you accrue experience points. These points aren't only based on your performance, but also by how long you've been playing. So you don't need to be an expert player to move up the ranks, but you do need to log some serious gaming time. The insignia of your rank shows up on your character's right shoulder, effectively communicating your level of experience to other online players. With each promotion, you're given access to a new reward package. These reward packages unlock a number of new items including weapons, armor, headgear, and camouflage patterns. See the table below to browse the different ranks and rewards, as well as the experience points you must earn to achieve them.

DEVELOPER NOTES: EXPERIENCE POINTS

The advancement system and experience points earned are independent from the score you earn in a match. A handful of elements determine how much experience you get:








1. Victory or Defeat: Win or lose, you'll still get experience points; but you get a lot more if your team wins.
2. Balanced Teams: As long as the number of players is balanced on both teams, you'll earn top experience points. However, if a team is missing one or more players, both teams will receive less experience.
3. Game Duration: The longer you play, the more experience points you accumulate. We realize that "no respawn" matches are usually shorter, so those types of matches receive a bonus to compensate for their shorter duration.

Last, but not least, it's important to remember that experience points are awarded per team. We want to reinforce team play. If you win, you win as team and if you lose, you lose as a team. Everyone on your team receives the same amount of experience points.

—Jean-Pascal Cambiotti, Lead Game Designer



RANKS AND REWARDS

Insignia	Rank	Experience	Reward Package
	Private 2nd Class	Starting Rank	Private Package
	Private 1st Class	3,000	Headgears 1
	Specialist	8,400	Rainbow Weapons
	Corporal	14,500	Camouflage 1
	Sergeant	23,500	Tactical Armor
	Staff Sergeant	38,500	Headgears 2
	Sergeant First Class	56,500	Camouflage 2
	Master Sergeant	82,500	Freedom Fighter Weapons
	First Sergeant	109,500	Headgears 3
	Sergeant Major	139,000	Black Market Armor
	2nd Lieutenant	172,000	Camouflage 3
	1st Lieutenant	214,000	Headgears 4
	Captain	264,000	Mercenary Weapons
	Major	330,000	Military Armor
	Lt. Colonel	415,000	Camouflage 4
	Colonel	535,000	Headgears 5
	Elite	675,000	Camouflage 5

WEAPON PACKAGES

Rainbow	Freedom Fighter	Mercenary
MP7A1	AK-47	MG36
FAMAS	Raging Bull	SPAS 12
USP40	SV-98	Desert Eagle

ARMOR PACKAGES

Tactical Armor	Black Market Armor	Military Armor
Raven Recon Armor	Typhoon Recon Armor	Viper Recon Armor
Vulture Combat Armor	Cyclone Combat Armor	Diamondback Assault Armor
Falcon Assault Armor	Hurricane Assault Armor	Anaconda Assault Armor

CAMOUFLAGE PACKAGES

Camo 1	Camo 2	Camo 3	Camo 4	Camo 5
Desert	Flecktarn	Pink	Yellow Urban	Custom 1
Urban	Orange	Blue	Red Urban	Custom 2
Russian	Swedish	Woodland	Tiger	Custom 3
Guerilla	War2k5	Wasp	Rust	—
Fall	Alpen	Sand	Urban2	—
Desert2	White	Crimson	Grey	—

HEADGEAR PACKAGES

Headgears 1	Headgears 2	Headgears 3	Headgears 4	Headgears 5
Balaclava	Three Hole Balaclava	Boonie Hat	Half-Face Mask	Ballistic Face Mask
Tactical Helmet	Baseball Cap	Beret	Reinforced Helmet	Riot Helmet
—	Breathing Mask	Tinted Goggles	Tactical Goggles	Night Vision Goggles

MULTIPLAYER CQB TACTICS

Entering a room filled with opponents is extremely dangerous, but you can tilt the odds in your favor by following a few simple procedures. Remember, each step you take can be heard by your enemies, so always ways move around as silently as possible (preferably while crouched) to avoid giving away your position. If your opponents hear you make a ruckus outside a room, they'll have a clear advantage: They'll have both the time and the proper directional cues to set up an ambush.

Observation



Use the snake cam to scout rooms prior to entry. Studying the layout of the room and positions of opponents helps you determine which tactical aids to deploy. It looks like this guy is the perfect target for a breaching charge.

When you come to a door leading into a room, take some time to do a little reconnaissance. Each player is equipped with a snake cam, a compact camera that is slid beneath doors to give you a view of what's waiting for you on the door's other side. While using the snake cam, look for alternate entry points, opponents (distance, positions, etc.), and nearby cover positions that you can use upon entry. But, keep in mind that you're extremely vulnerable while you're hunched over your snake cam, so limit its use to a few seconds, or make sure a teammate is watching your back. If you're equipped with the GPS device, you can get an even more comprehensive view of enemy positions. Opponents show up as red dots on the tactical map. Their positions are relayed to your team's tactical maps, as well, when you're playing team-oriented matches. Thermal vision can even pick up nearby opponents hiding on the other side of a wall. Whatever the method, always try to gather intelligence before barging into a room.



Wooden doors can be shredded by automatic fire. If you suspect an opponent is on the other side of a door, blast away!

Prepare to Breach



Always stand clear of doors before opening them. You can never be 100 percent sure of what's waiting on the other side.

Even if a room looks devoid of threats, never stand in front of the door while opening it. Instead, take cover on the left or right side of the doorjamb, then aim at the door and press the interact button to open it. This allows you to open the door without exposing yourself to incoming fire. The third-person view also gives you a good view of the room's interior. Simply opening the door may cause trigger-happy opponents inside the room to fire at the doorway. This gives away their position and allows you to respond accordingly with a grenade or other tactical aid. But even if the room looks clear, don't enter just yet. While still in cover mode at the side of the doorway, peek in and scan the room's interior. Pull out of cover mode and strafe left and right in front of the doorway while aiming inside the room. This allows you to see as much of the room as possible before entering. CQB operators call this "slicing the pie" or "slicing the doorway."

Entry



Deploy a diversionary device, such as a flashbang, before entering a room. Then take down your opponents while they're still in a daze.

When it's time to move in, consider deploying a tactical aid, especially if you suspect opponents are still lurking inside the room. Move to a cover position on the left or right side of the doorway and toss in a flashbang or smoke/frag/tear gas grenade. As soon as the tactical aid is deployed, rush into the room and immediately check the adjacent corners for opponents. Keep moving and firing as necessary until the room is clear of threats. If you take heavy fire, immediately seek cover and retaliate with blind fire or a grenade. But if you followed the preceding steps, any remaining threats should be minimal.



TIP

Many rooms have more than one entrance. If a room is heavily defended by opponents, try to hit them from as many angles as possible in an attempt to divide their attention. Dual entries take careful timing and coordination, but they are the best way to overwhelm your opponents. Before moving in, call out targets and discuss which tactical aids to deploy upon entry. Avoid entering on opposite sides of a room, as this may lead to unintentional team kills. Instead, try to enter along adjacent walls, forming an L-shaped line upon entry.

TEAM PLAY

Many of the game modes in *Rainbow Six Vegas* require a heightened degree of teamwork. Teams that are organized and work well together have an enormous advantage over teams made of lone wolves who try to win the match all by themselves. But getting a group of strangers to work as a team is easier said than done. It all starts with communication.

Communication

Unlike the single-player mode, there are no canned commands you can issue your teammates in multiplayer. Instead, you must speak to your teammates over the headset to coordinate assaults, ambushes, and other tactical maneuvers. When joining a game, start by saying hello to everyone on your team. Establishing a personal connection is the best way to break the ice. Next, ask your team what they need you to do. What kind of weapons and gear could they use? Listen to their suggestions and select your gear accordingly. For instance, if the team keeps getting hammered by hiding opponents, bring along a GPS device to help reveal the campers' locations.

Organization

Once you're in the game, rendezvous with at least one other teammate. Team members are shown as green markers on the tactical map. If you're new to game or just unfamiliar with the map, spend a few rounds following teammates and supporting them. This will help you learn the map as well as establish rapport with your teammates. Keep the communication lines open, too. Call out targets for your team members and work together to set up coordinated assaults or defenses. When clearing rooms, discuss which tactical aids to deploy prior to entry, then count down till the assault for a coordinated takedown.

Teams are best organized in multiple squads of two to four players. Larger groups make too much noise; plus it's better to spread out your team to keep the opposing team on their toes. The squads should communicate prior to the match and discuss strategy, pointing out which direction they'll travel in as well as what objective they'll attempt to accomplish. It may take some time to find a good group of players that is willing to work together, but when you do, the game becomes much more immersive and fun as you lay waste to unorganized teams round after round.



GAME MODES

There are eight core game modes providing adversarial, team play, and co-op options. Although the gameplay remains the same throughout, the different game modes offer a variety of rules and objectives that require you to adjust your style of play.

Attack & Defend

Attack & Defend is new to *Rainbow Six Vegas*. Players are divided into two teams fighting for a specific objective: One team assaults the location while the second team defends the objective. There are three variations of Attack & Defend: hostage rescue, bomb defusal, and briefcase retrieval. In the hostage rescue games, the attackers must locate and escort an AI-controlled hostage to an extraction point while the defenders strive to prevent the rescue effort. Bomb defusal games require the attackers to locate a bomb and defuse it while the defenders try to stop them. In briefcase retrieval games, the attackers are after a briefcase and must carry it to an extraction point while evading the defenders.

FRAG DOLL TIP

Hostages won't rappel down the rappelling rope with you; they stay wherever you leave them.

ATTACK & DEFEND MAPS

Map	Game Type
Border Town	Hostage
Calypso Casino	Briefcase
Dam	Briefcase
Dante's	Bomb
Library	Hostage
LVU Campus	Bomb
Research Labs	Briefcase

FRAG DOLL TIP

If the attackers retrieve the briefcase, the defenders can kill the carrier of the briefcase, causing the briefcase to fall on the ground. At this point it cannot be returned to its original location. Defenders should stay near the briefcase to protect it from being taken again by the attackers. But stay at a good distance in case the attackers throw grenades toward the briefcase before charging in.

Retrieval

Two teams race to locate biohazard canisters and deliver them, one at a time, to their team depot to score points. This plays much like capture the flag, with only one canister appearing on the map at a time. Both teams must try to retrieve and maintain control of the canister till they can carry it to their depots. If the carrier is killed, the canister falls to the ground and will remain there for a few seconds unless it is grabbed by another player. If it's not grabbed quickly, it will respawn at the starting point.

Sharpshooter/Team Sharpshooter

This is free-for-all combat with respawns enabled where the player or team with the most kills wins the match. These modes are old-fashioned deathmatch games. But don't get caught up in the run-and-gun fever. Stick to cover and use crouched movement to remain stealthy. Campers often exploit the third-person view when behind cover, so stay on your toes and watch out for ambushes. Carry frag and incendiary grenades to deal with annoying campers.

Story (Co-Op)

Up to four players fight together through the story line as elite Rainbow members to save Vegas. Playing the Story mode with three other players is fun but it can be a bit difficult, as there are no team orders. Instead, you'll need to rely on voice communication to execute entries and other coordinated maneuvers. In games of four players, consider splitting into two fire teams, but don't wander too far from each other. When possible, stay within line of sight of your teammates so that you can provide support. Use one fire team to suppress with light machine guns or assault rifles while the other flanks with SMGs or shotguns.

Survival/Team Survival

No respawns, no second chances, and no mercy! The last warrior or team standing in this free-for-all is the winner. Survival games play just like Sharpshooter games, without the respawns, which ratchets up the tension even more. If you die, you'll have to sit and wait for the round to end before you can play again. For this reason, players are usually much more cautious when playing the Survival modes, making for a slower pace. Utilize the surveillance tools like the snake cam and GPS device to scout your surroundings and limit your noise production when walking.

FRAG DOLL TIP

In Team Survival, the last death on your team means a loss. Instead of running around the map, go to a room with only one entrance and set a remote charge by the door. Then you can watch the fireworks as your enemy comes searching for you...and be the hero for your team.

Terrorist Hunt (Co-Op)

A team of players cooperate to locate and eliminate all terrorists in the map. This plays a bit like Team Survival, except all of your opponents are AI-controlled tangos. If you die, there are no respawns until the next round. The enemy AI is extremely sensitive to noise, and tangos will investigate any suspicious sounds, so consider using silenced weapons to remain stealthy. However, you can use the AI's reliance on sound to your advantage by staging devastating ambushes. Set up in a hallway or other narrow choke point and fire a round or simply run around. Take cover as terrorists approach to investigate and mow them down as they walk into view. The firefight may draw more hostiles, often allowing you accumulate a large pile of bodies at the choke point. By repeating this process at three or four areas, you can clear most of the map.

FRAG DOLL MULTIPLAYER TIPS

- If there's a rappelling rope, get on it and hang upside down to have an inconspicuous camping spot for eliminating enemies. But be aware that the only weapon you can use while on the rappel rope is a pistol, so accuracy counts!
- Silence your weapon at the beginning of the game to draw less attention to yourself when taking out an enemy.
- Ambush: Un-silence your weapon and shoot, or throw grenades to draw enemies toward you. Have a teammate watch the path the enemy would travel to come to get you. Your teammate will be unnoticed and can get a clean shot if they are in a higher, covered spot.
- Many maps have series of rooms and doors you can run through to lose an enemy that's hot on your trail.
- You may have a hard time rooting out entrenched enemies from cover. Use your team to flank terrorists or a grenade to flush them out.
- Try covering your tracks when advancing through a map by closing doors after you enter an area.
- If necessary, you can blow doors open if you suspect an enemy is on the other side. An alternative and much quieter way of checking if an enemy is in a room is to use the snake cam.
- Cover is your best friend. Identify cover when you enter a room so if you come under fire you have some defense. Keep this in mind as well when you're hunting an enemy. They have every opportunity to hide in those same places.

MORE MULTIPLAYER TIPS

- Study the tactics and equipment loadouts of your opponents and counter them with the proper equipment. If they're using tear gas, counter by wearing gas masks. If they're locating your teammates with the GPS device, block their scans with a radar jammer. If they're using smoke and thermal vision, blind them with flashbangs.
- Choose your weapon based on the layout of the map and your objective. If you're attacking in close quarters, go with an SMG, assault rifle, or shotgun. But if you're defending, consider bringing along a sniper rifle or light machine gun.
- Breaching charges are an excellent way to gain entry during room assaults. The blast is lethal within 6 meters, killing any opponents on the opposite side of the door. Even if they're outside the kill radius, they'll still be stunned, which makes them easy to take down. When possible, work with teammates to perform simultaneous breaches on the same room.
- Always seek the high ground. Many of the maps have large areas surrounded by catwalks or balconies. When possible, use these elevated positions to fire down on your opponents. Some cover positions are compromised when fired on from above.

- Bust wooden doors with grenades or gunfire to increase the line of sight in some areas. Doors also make noise when opened and closed, so eliminating them allows your team to move about stealthily.
- When gearing up, discuss your loadout with your teammates and try to take along a variety of weapons and tactical aids to enhance your team's tactical flexibility. Always make sure someone brings along a GPS device.
- Take the time to move from one piece of cover to the next while teammates provide cover. Never stray too far out of your teammate's line of sight—if they can't see you, they can't support you.
- Attackers should create diversions by breaking glass or simply firing their weapons. Luring enemies to a particular area is a great way to set up an ambush. It's also a good way to draw defenders away from their objective while your teammates exploit their absence.
- Defenders should avoid camping near their main objective, as organized assaults from multiple directions are difficult to survive. It's better to spread out and intercept attackers en route to the objective, where they're less prepared to face resistance. Use GPS devices or motion sensors to track their positions and hunt them down.
- Don't run around in large groups. The thundering sound of your footsteps is audible by your opponents. It gives away your position and makes your team vulnerable to ambushes.

MAPS

Border Town

The City of San Joshua Del Mosquiera was recently overrun by crime and gang violence. The abandoned church is now the center of a violent turf war between rival gangs.

MAP TIPS

- Choose a compact assault rifle for greater versatility. You'll face long-range threats in the streets while encountering close-range hostiles in the cramped interiors.
- Be careful when climbing or descending the ropes on the sides of the church—you make an easy target for opponents in the adjacent streets and alleys.
- Avoid advancing down the streets. Instead, utilize the building interiors and alleys. If you must cross or move along a street, deploy smoke for concealment.

FRAG DOLL TIP

Watch out for enemies hiding in the alley ways or inside houses on this map. Get on top of the church or other buildings for an effective way to locate enemies and to have a better view of their positions. Higher ground also provides better cover when enemies are shooting at you.

LEGEND

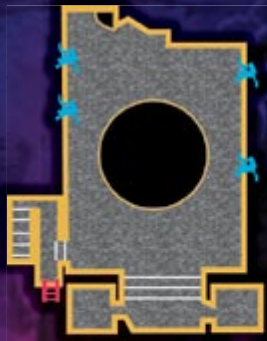


Ladders



Ropes





UPPER STREETS/CHURCH ROOFTOP



LOWER STREETS/CHURCH INTERIOR

Calypso Casino

Since its opening last year, the Calypso Casino is the gambling casino of choice in the city of Las Vegas. The complex cost an estimated \$4 billion to build and furnish, making it the most expensive casino ever built in the city.

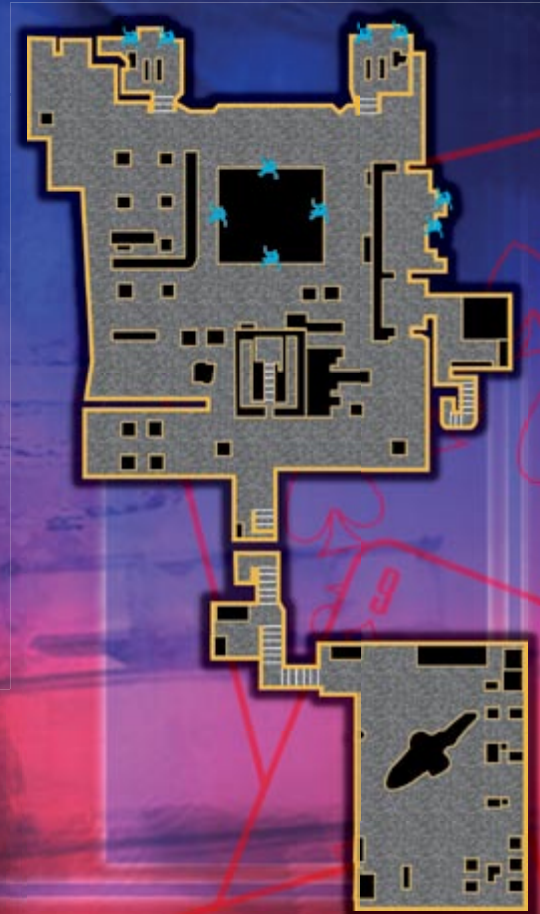
CASINO BASEMENT OFFICES



CASINO FLOOR

MAP TIPS

- Shoot through the skylight on the rooftop to pick off opponents on the casino floor. But don't fast rope through the skylight unless you're certain the floor below is clear of threats. At the very least, deploy smoke before sliding down. The rappel points on the north side of the roof or the stairwells are much safer.
- While in cover mode, use the third-person view to peer out the windows in the basement offices to stealthily monitor the movements of enemies.



CASINO ROOFTOP

Casino Vault

This large vault facility is located beneath the Calypso Hotel and Casino. The central vault is surrounded by counting rooms and small offices used by casino employees.

MAP TIPS

- Be careful when passing through the fabric room dividers in the southern passages. Your thermal vision probably won't be able to spot opponents hiding on the other side, but a GPS device will.
- Don't enter the main security room without high-ground coverage. The walkway surrounding this room is a popular camping spot.
- Shoot out the windows in the upper walkway behind the security room to access the vault. You can hop down from the walkway, but you can't get back up through the same windows.

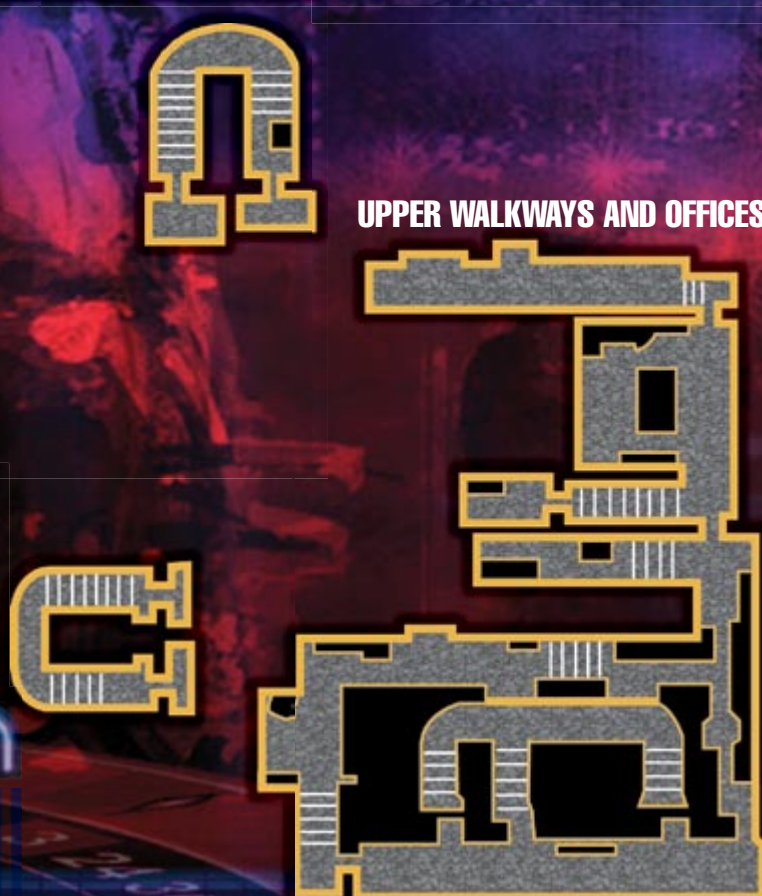


VAULT FLOOR

FRAG DOLL TIP

This is a map with several rooms. You want to be careful and cover your tracks here. Take your time advancing and be sure to take cover.

UPPER WALKWAYS AND OFFICES



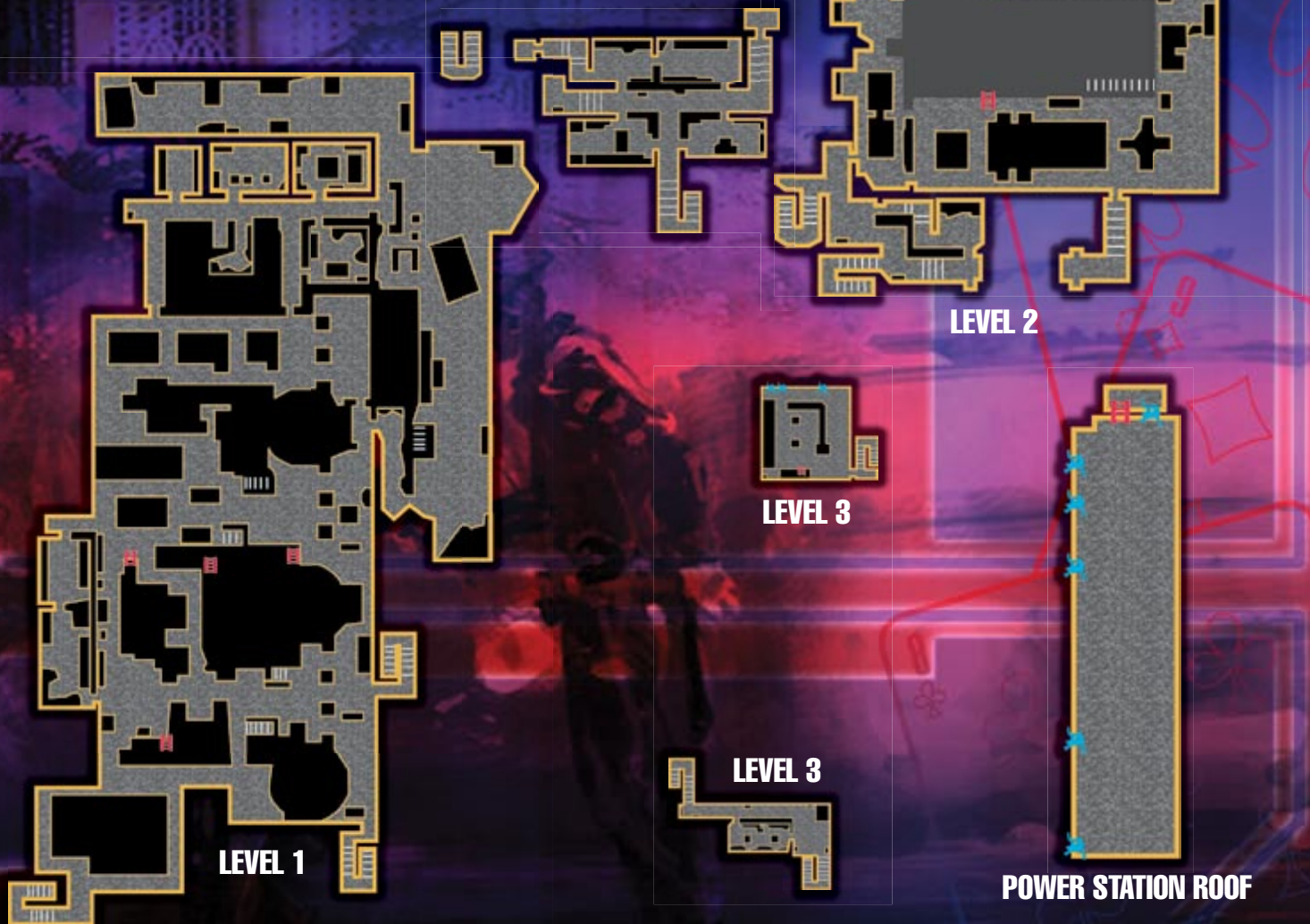
Dam

The Nevada Dam is a concrete, gravity arch dam built on the Colorado river. Its hydro-generated electricity is used in three states and it is the largest supplier of green energy in the southwestern United States.

MAP TIPS

- Use assault rifles with scopes when advancing through the open areas of Levels 1 and 2. Sniper rifles are effective, too, in these large spaces, but you'll probably want a higher rate of fire. Compromise by choosing the PSG1.
- Climb the ladders on the north side of the power station to access the rooftop. From here you can fire or fast rope through the two northern skylights.
- Players positioned on the rooftop only have a clear view of the western side of Level 2. So stay on the eastern side to avoid getting sniped through the skylight.
- Use the metal plates along the Level 2 walkway railing for cover when engaging opponents on Level 1.

LEVEL 2 CONTROL ROOMS



Dante's

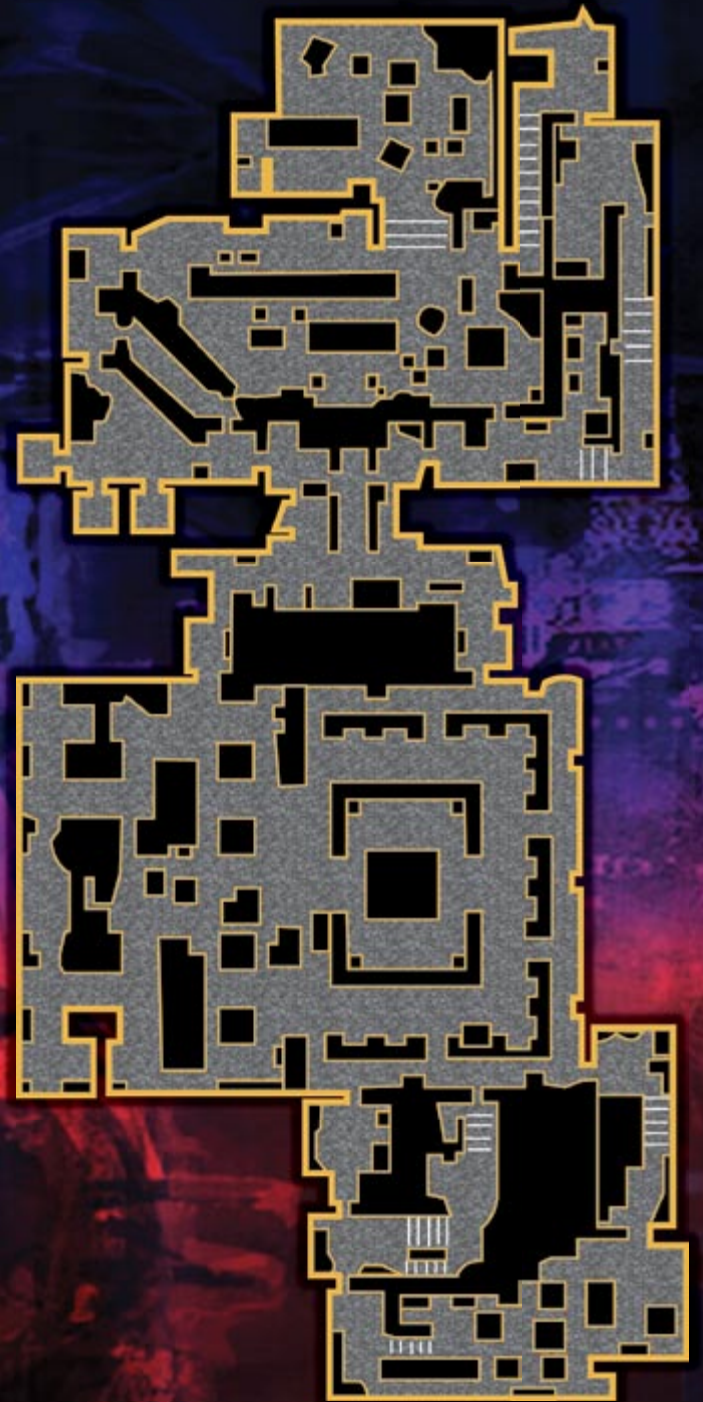
The city of sin is embodied in Dante's Hotel and Casino, which reaches out to a more adult audience with its gothic theme. Its opening is planned for the end of the year.

MAP TIPS

- When defending, take the high ground. Use the upper level walkways to fire down on opponents advancing through courtyard and gambling area.
- Several turrets are positioned along the upper level walkway of the gambling area. Use them to suppress enemy movement on the ground.
- The two narrow halls connecting the courtyard and gambling area are natural choke points. Use C4 or other explosives in these cramped passages to rack up some kills.

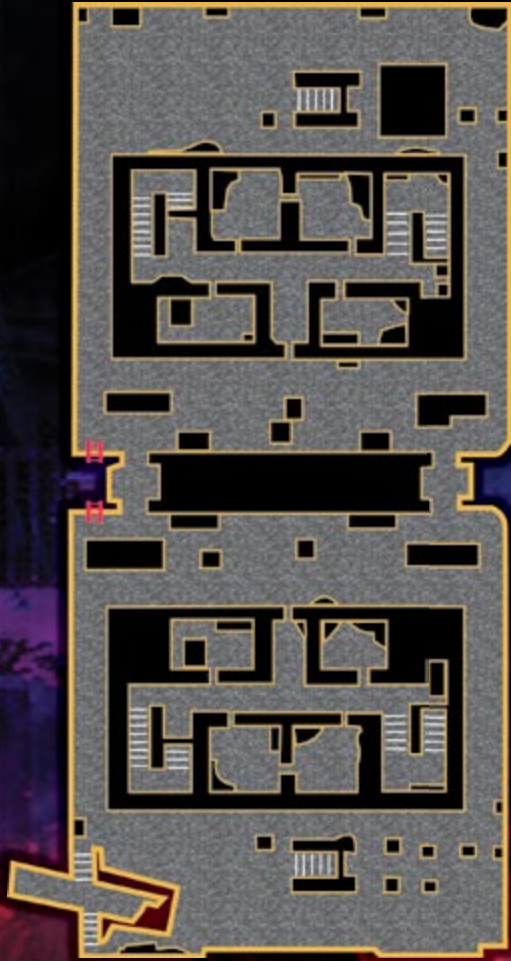
FRAG DOLL TIP

This casino construction site has wooden boards throughout the level with room location tips written on them. This proves to be very useful when you're navigating through Dante's.



Kill House

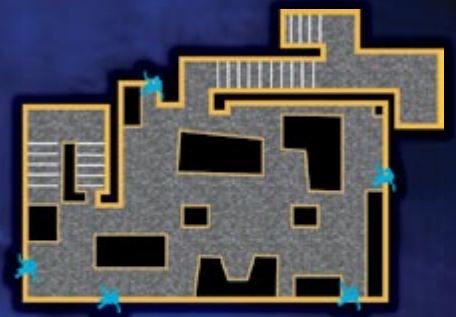
This kill house was built near the Mexican border to train counterterrorism units in urban warfare tactics.



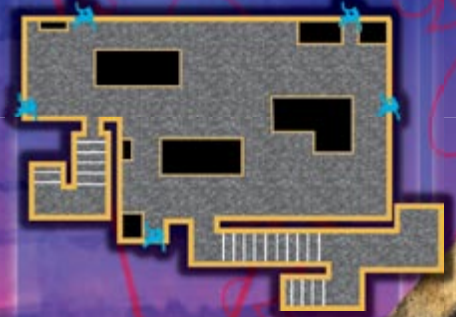
GROUND FLOOR



SECOND FLOOR ROOMS AND CATWALKS



ROOFTOPS



ROOFTOPS

MAP TIPS

- The second floor catwalks provide a great view of the ground, but they offer no cover. Avoid advancing across these catwalks. When you have to do so, don't linger, even if you spot opponents below.
- The two wooden structures at both ends of the map are tough to move through silently. Each step you take produces a significant amount of noise. While you can't completely eliminate the sound of your steps, you can reduce it with crouched movement.
- Watch for snipers on the rooftops and other elevated positions. There's plenty of cover on the ground, so use it.



Library

The Las Vegas University Library is located at the center of the student campus and boasts one of the most complete collections of gambling books in the world.



LIBRARY BASEMENT



LIBRARY FIRST FLOOR



STREET PERIMETER

MAP TIPS

- When attacking, use snipers to contain opponents inside the library. A couple of snipers positioned within sight of the front, side, and rear entrances can score some easy kills.
- The first floor of the library is a kill zone surrounded by the upper-level walkway. Avoid moving through this area unless your teammates hold the high ground. You can bypass the library floor by traveling through the flanking hallways.
- Watch for campers in the basement, especially in Team Survival matches. Players often barricade themselves in this small room if they're the last living member of their team. The second floor restrooms are also popular hideouts.



LIBRARY SECOND FLOOR

FRAG DOLL TIP

There are three door entrances into the library and two rappelling ropes. If you take a door into the building, watch out for enemies shooting down at you from the upper level of the library. Each rappelling rope passes two windows for breaching the building on the way up. You can also climb the rope all the way to the top of the building for a good view to watch the street. Once you're on the roof, you can use a third rappelling rope to climb down to a lower balcony and enter the library.

LVU Campus

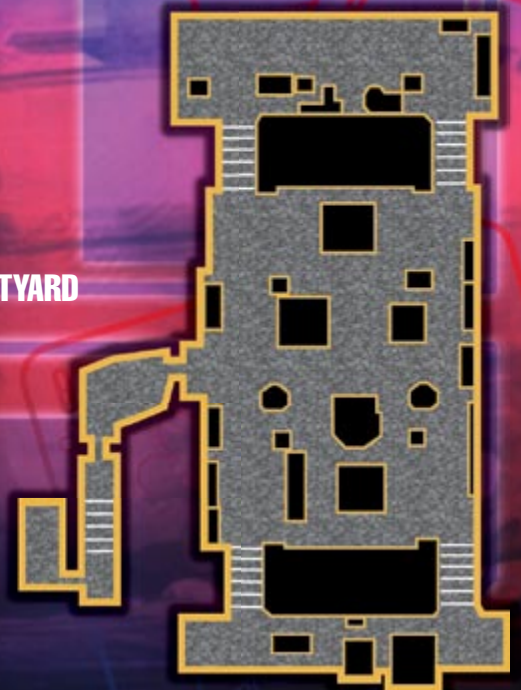
Located a short distance from the main LVU Library, this area of the campus consists of an outdoor courtyard area flanked by two buildings. The second floors of both structures are connected by two glass-covered footbridges that cross above the central courtyard.

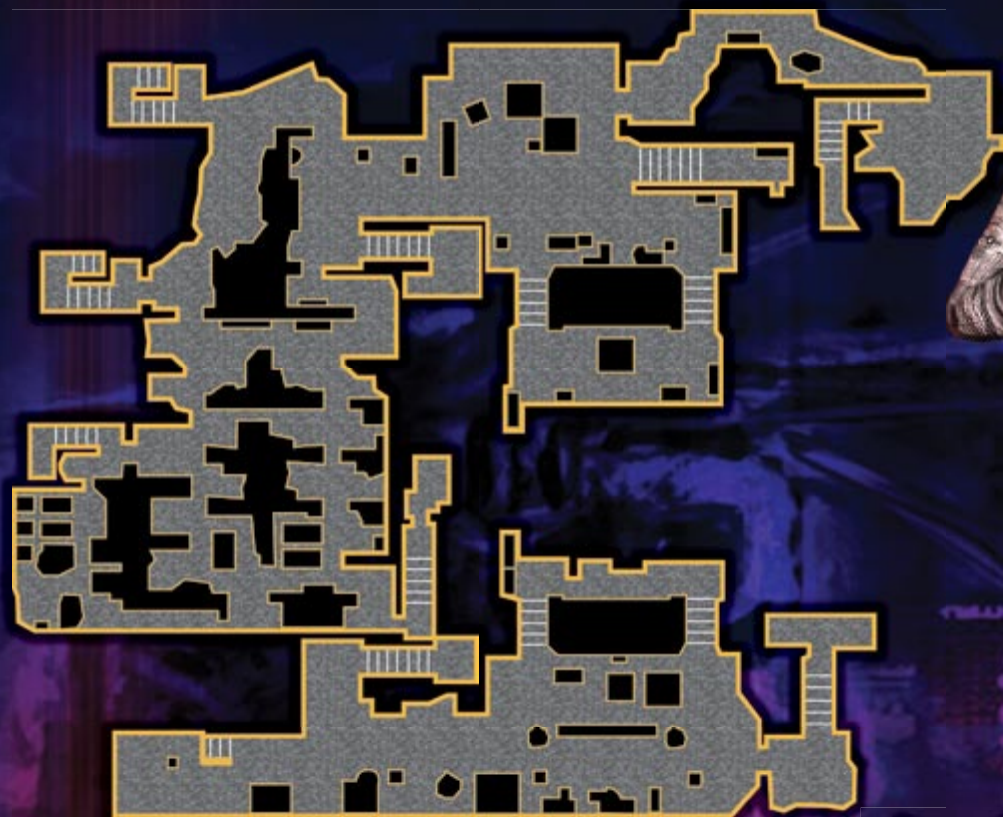


LOWER-LEVEL COURTYARD

MAP TIPS

- A turret is positioned on the southern side of the lower-level courtyard. This weapon is great for engaging players crossing between the two buildings.
- When crossing the second floor foot bridges, remain crouched. Snipers and other enemies in the courtyard below will be able to spot you if you're standing.





FIRST FLOOR



SECOND FLOOR

FRAG DOLL TIP

Remember there are many ways to navigate through this map. Try different routes through the library or the skylight bridges to complete an objective or take down the enemy.

SECOND FLOOR



Research Labs

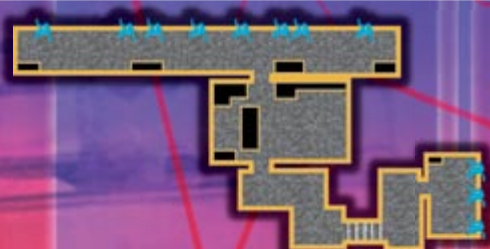
This massive Department of Defense research facility is buried deep within the Nevada Dam. Its top-secret projects are powered by the dam's hydroelectric generators.

MAP TIPS

- SMGs and shotguns are perfect for assaulting the small lab rooms in the center of the map. But you'll want better long-range performance for the open perimeter areas.
- There are a number of rappel points on Levels 2 and 3. If snipers are present, avoid using these ropes. Use the stairs instead.
- In the generator's room, you can survive falls from the Level 2 windows. But you'll need to wait a few seconds before you fully recover.
- When covering the perimeter areas, hide in the backs of the idling delivery trucks. You'll have no path of escape, but at least you can't be flanked. Still, don't make a habit of camping here or else you'll find yourself on the receiving end of incoming grenades.



LEVEL 2 LABS



LEVEL 3



GROUND FLOOR

LEVEL 3

Streets

The streets of this abandoned shanty town in Mexico have been used as a training grounds for close-quarters combat by elite counterterrorist units.

MAP TIPS

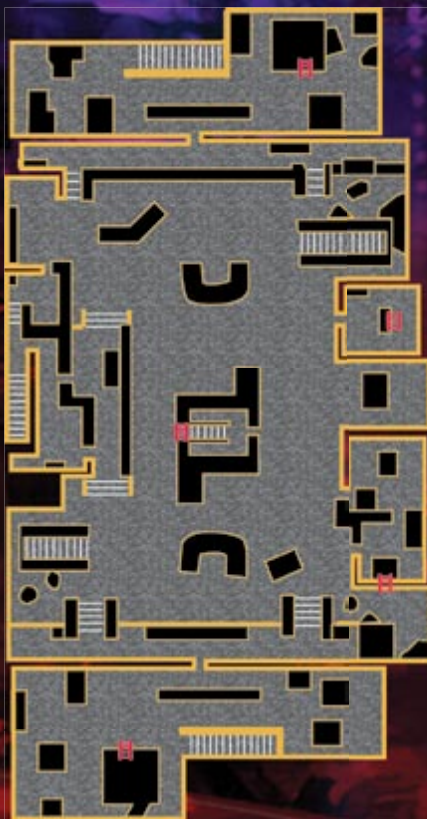
- This map attracts snipers, so instead of getting caught up in long range duels, take the fight to the snipers at close range. They're often too preoccupied to notice you till it's too late.
- Don't occupy the central tower! It may seem like a great sniping spot, but you'll quickly come under fire. You're better off sticking to the map's perimeter buildings, where you're less likely to be flanked.
- Instead of advancing through the streets, use the underground tunnels to access the various structures. While long-range weapons rule the streets above, SMGs and shotguns are more effective in these confined passages.

FRAG DOLL TIP

This is a small map, which means that it will be easier to spot enemies. One of the best strategies on this map is to take the higher ground and equip a scope on your weapon. There are several areas to stake out and shoot from, giving you a bird's eye view of the map, but be sure to have a teammate watch you back.



UNDERGROUND TUNNELS



STREET LEVEL



SECOND FLOOR ROOMS

APPENDIX A: ACHIEVEMENTS

XBOX 360 ACHIEVEMENTS

Name of Achievement	Type	Description	Gamerpoints
Basic Training	Ribbon	Achieve the rank of Private 1st Class	5
Best of the Best	Ribbon	Achieve the rank of Elite	40
Bomb Expert	Badge	Defuse the bomb within 2 minutes in Attack & Defend	15
Co-op Hunt Novice	Ribbon	Complete a Cooperative T-Hunt mission with at least one other player	10
Co-op Story Novice	Ribbon	Complete a Cooperative Story mission with at least one other player	10
Dam Buster	Ribbon	Complete Nevada Dam in Story mode at any difficulty	30
Demolition Expert	Medal	Kill 50 players using explosives only	20
Elite Hunter	Medal	Complete Splitscreen Terrorist Hunt on Hardest difficulty (all maps)	75
Equipment Specialist	Badge	Use all gadgets once in Story mode	20
Executioner	Badge	Kill 500 terrorists (any mode online or offline)	30
Hazmat Specialist	Badge	Deposit the canister and kill an enemy canister carrier in a single Retrieval game	15
Hell Hound	Ribbon	Complete Dante's in Story mode at any difficulty	30
High Climber	Ribbon	Complete Vertigo Spire in Story mode at any difficulty	30
High Roller	Ribbon	Complete Calypso Casino in Story mode at any difficulty	30
Hostage Rescue	Medal	Rescue all hostages in an Attack & Defend mission in under 5 minutes	15
Infiltration Specialist	Badge	Recover the briefcase in Attack & Defend within 2 minutes	15
Killer's Rampage	Medal	10 consecutive player kills without dying	30
Killer's Spree	Medal	5 consecutive player kills without dying	20
Lone Wolf	Badge	Most kills in an online Sharpshooter match (ranked)	15
Marksman	Medal	100 kills in any MP adversarial mode	10
Master of Ceremonies	Ribbon	Host a 16-player match on a dedicated server	15
Officer	Ribbon	Achieve the rank of Lieutenant	20
Pistoleer	Badge	Kill 150 terrorists using a pistol (any mode online or offline)	25
Rainbow Six Legend	Trophy	Complete the Story mode at the hardest difficulty	100
Siege Specialist	Ribbon	Leading contributor of kills for the defenders in a winning Attack & Defend match (ranked)	15
Sniper	Medal	10 kills with a Sniper rifle (ranked)	15
Special Operations	Badge	Play every map in all adversarial modes	50
Street Cleaner	Ribbon	Complete Fremont in Story mode at any difficulty	30
Survivor	Ribbon	Be the only remaining player in an online Survival match (ranked)	15
Team Champion	Badge	Leading contributor of kills in a winning online Team Sharpshooter match (ranked)	15
Team Survivalist	Badge	Leading contributor of kills in a winning online Team Survival match (ranked)	15
Tough Hombre	Ribbon	Complete Mexican Border in Story mode at any difficulty	30
Tour of Duty	Medal	Cooperatively complete all T-Hunt missions at any difficulty (all maps, online, offline splitscreen, system-link)	60
True Identity	Medal	Use the Xbox Live Vision to create a character with your appearance	30
Vegas Champion	Trophy	Cooperatively complete the Story at any difficulty (all maps, online, offline splitscreen, system-link)	50
Veteran Hunter	Medal	Complete Splitscreen Terrorist Hunt on Normal difficulty (all maps)	50
Total Points			1,000



APPENDIX B: WEAPONS, ARMOR, AND CLOTHING

WEAPON COMPARISON CHART

Weapon	Damage	Range	Accuracy	Magazine Capacity	Fire Modes	Rank to Unlock
SUBMACHINE GUNS						
MAC 11	4	2	6	32	Auto	—
MP5N	5	2	8	30	Auto, Semi-Auto, Burst	—
MP7A1	4	3	8	40	Auto, Semi-Auto	Specialist
MP9	5	2	9	30	Auto, Semi-Auto	—
P90	4	2	7	50	Auto, Semi-Auto, Burst	—
UMP45	5	3	9	25	Auto, Semi-Auto, Burst	—
ASSAULT RIFLES						
552 Commando	8	7	4	30	Auto, Semi-Auto	—
AK-47	7	5	4	30	Auto, Semi-Auto	Master Sergeant
AUGA3	7	2	5	30	Auto, Semi-Auto	—
FAMAS	7	6	4	25	Auto, Semi-Auto	Specialist
G36C	7	6	5	30	Auto, Semi-Auto	—
G3KA4	7	8	5	30	Auto, Semi-Auto	—
M8	7	6	4	30	Auto, Semi-Auto	—
MTAR21	8	6	4	30	Auto, Semi-Auto	—
SCAR-H CQC	7	8	5	30	Auto, Semi-Auto	—
LIGHT MACHINE GUNS						
21E	6	3	6	100	Auto	—
M249SPW	8	4	4	100	Auto	—
M249 Turret	7	4	5	100	Auto	—
MG36	7	4	4	100	Auto	Captain
MK46	7	4	4	100	Auto	—
SHOTGUNS						
870MCS	9	2	3	8	Pump-Action	—
M3	8	2	3	8	Pump-Action	—
SPAS12	9	2	3	8	Pump-Action	Captain
XM-26 LSS	7	1	4	5	Auto, Semi-Auto	—
SNIPER RIFLES						
M40A1	10	9	10	5	Bolt-Action	—
PSG1	8	9	10	5	Semi-Auto	—
Scout Tactical	10	9	10	5	Bolt-Action	—
SV-98	10	9	10	5	Bolt-Action	Master Sergeant

WEAPON COMPARISON CHART

Weapon	Damage	Range	Accuracy	Magazine Capacity	Fire Modes	Rank to Unlock
PISTOLS						
92FS	4	6	6	15	Semi-Auto	—
Desert Eagle	8	6	6	7	Semi-Auto	Captain
Glock 18	3	5	4	10	Semi-Auto	—
MK.23	5	3	6	12	Semi-Auto	—
Raging Bull	9	5	5	6	Semi-Auto	Master Sergeant
USP40	4	3	5	13	Semi-Auto	Specialist

ARMOR

Armor	Protection	Mobility	Rank to Unlock	Description
BODY				
Anaconda Assault Vest	3	7	Major	Ultimate military-grade protection made to absorb intense punishment.
Colossus Recon Vest	1	9	—	Lightweight armor custom-made for mercenaries.
Cyclone Combat Vest	2	8	Sergeant Major	Layers of medium-grade armor patched together, offering significant protection.
Diamondback Combat Vest	2	8	Major	Traditional Kevlar-weave armor worn by soldiers worldwide.
Falcon Assault Vest	3	7	Sergeant	Heavy-plated tactical armor designed for maximum protection.
Goliath Assault Vest	3	7	—	Heavy armor customized for mercenaries to withstand punishment.
Hurricane Assault Vest	3	7	Sergeant Major	Heavy plates of armor fashioned together for high-combat missions.
Raven Recon Vest	1	9	Sergeant	Lightweight tactical armor allowing excellent mobility.
Titan Combat Vest	2	8	—	Customized armor that provides good protection and mobility.
Typhoon Recon Vest	1	9	Sergeant Major	Light armored pieces layered together for decent protection.
Viper Recon Vest	1	9	Major	Ballistic armor padded with lightweight Kevlar.
Vulture Combat Vest	2	8	Sergeant	Medium-grade tactical armor that sacrifices some mobility for better protection.

SHOULDERS

Anaconda Assault Shoulders	2	8	Major	Ultimate military-grade shoulders made to absorb intense punishment.
Colossus Recon Shoulders	0	10	—	Lightweight shoulder armor custom-made for mercenaries.
Cyclone Combat Shoulders	1	9	Sergeant Major	Layers of medium-grade shoulder armor, offering significant protection.
Diamondback Combat Shoulders	1	9	Major	Traditional Kevlar-weave shoulder armor worn by soldiers.
Falcon Assault Shoulders	2	8	Sergeant	Heavy-plated tactical shoulder-piece designed for maximum protection.
Goliath Assault Shoulders	2	8	—	Heavy shoulder armor customized for mercenaries to withstand punishment.
Hurricane Assault Shoulders	2	8	Sergeant Major	Heavy-plated shoulder armor fashioned together for high-combat missions.
Raven Recon Shoulders	0	10	Sergeant	Lightweight tactical shoulder armor allowing excellent mobility.



Armor	Protection	Mobility	Rank to Unlock	Description
Titan Combat Shoulders	1	9	—	Customized shoulder piece that provides good protection and mobility.
Typhoon Recon Shoulders	0	10	Sergeant Major	Light armored shoulder pieces cobbled together for decent protection.
Viper Recon Shoulders	0	10	Major	Ballistic shoulder armor padded with lightweight Kevlar.
Vulture Combat Shoulders	1	9	Sergeant	Medium-grade shoulder armor that sacrifices some mobility for better protection.

ARMS

Anaconda Assault Arms	2	8	Major	Ultimate military grade forearm protection made to absorb intense punishment.
Colossus Recon Arms	0	10	—	Lightweight elbow pads custom-made for mercenaries.
Cyclone Combat Arms	1	9	Sergeant Major	Medium-grade arm guard patched together, offering significant protection.
Diamondback Combat Arms	1	9	Major	Traditional Kevlar-weave arm guard worn by soldiers.
Falcon Assault Arms	2	8	Sergeant	Heavy-plated tactical forearm bracer for maximum protection.
Goliath Assault Arms	2	8	—	Heavy armor forearm bracer made to withstand punishment.
Hurricane Assault Arms	2	8	Sergeant Major	Heavy armor plates fashioned together in a forearm bracer.
Raven Recon Arms	0	10	Sergeant	Lightweight elbow piece allowing excellent mobility.
Titan Combat Arms	1	9	—	Customized arm guard that provides good protection and mobility.
Typhoon Recon Arms	0	10	Sergeant Major	Light armored elbow piece layered together for decent protection.
Viper Recon Arms	0	10	Major	Lightweight Kevlar elbow piece.
Vulture Combat Arms	1	9	Sergeant	Medium-grade tactical arm guard with decent mobility and protection.




LEGS

Anaconda Assault Legs	3	7	Major	Ultimate military-grade leg protection made to absorb intense punishment.
Colossus Recon Legs	1	9	—	Lightweight knee pads custom-made for mercenaries.
Cyclone Combat Legs	2	8	Sergeant Major	Medium-grade shin-plate armor patched together, offering significant protection.
Diamondback Combat Legs	2	8	Major	Traditional Kevlar-weave leg armor worn by soldiers.
Falcon Assault Legs	3	7	Sergeant	Heavy-plated tactical leg armor designed for maximum protection.
Goliath Assault Legs	3	7	—	Heavy leg armor customized for mercenaries to withstand punishment.
Hurricane Assault Legs	3	7	Sergeant Major	Heavy plates of armor fashioned to form leg and knee armor.
Raven Recon Legs	1	9	Sergeant	Lightweight tactical knee pads allowing excellent mobility.
Titan Combat Legs	2	8	—	Customized shin-plate that provides good protection and mobility.
Typhoon Recon Legs	1	9	Sergeant Major	Light armored knee pads layered together for decent protection.
Viper Recon Legs	1	9	Major	Lightweight Kevlar armor used for knee pads.
Vulture Combat Legs	2	8	Sergeant	Medium-grade tactical shin-plate sacrifices mobility for better protection.

STANDARD CLOTHING (ALL RANKS)

Item	Description
CHEST CLOTHING	
Assault Vest	Combat vest with reinforced back-plate, Kevlar weave, and heavy padding for vital points.
BDU Shirt	Battle-dress uniform shirt used by military units worldwide, for a variety of different environments.
High-Collar Shirt	Lightweight and custom-fitting insulated vest with integrated joint padding.
Leather Vest	Rugged leather vest custom-designed for military action in various environments.
Tank Top	Sleeveless shirt that allows for unhindered movement in hot, sticky, climates.
T-Shirt	Light shirt that allows for unhindered movement in hot environments or as something worn under armor.
LEG CLOTHING	
Assault Pants	Combat pants with articulated hard-points, Kevlar weave, and heavy padding for vital points.
BDU Pants	Battle-dress uniform pants used by military units worldwide, for a variety of different environments.
Field Pants	Lightweight and custom-fitting insulated pants with integrated joint padding.
Leather Pants	Rugged leather pants custom-designed for military action in various environments.

CUSTOM HEADGEAR

Image	Name	Rank to Unlock	Description
	Bandana	—	Head cloth used in warmer climates where high heat makes for uncomfortable conditions.
	Baseball Cap	Staff Sergeant	Classic baseball cap worn by off-duty military and police personnel.
	Beret	First Sergeant	The headdress of distinguished units worldwide, berets are the mark of elite operators.
	Boonie Hat	First Sergeant	Jungle Hat that protects against sunlight and rain; offers good air circulation to the head.
	Military Cap	—	Popularized by U.S. military and police forces, the ball cap now sees action on the battlefield.
	Reinforced Helmet	First Lieutenant	A customized helmet built on the battlefield with whatever materials available.
	Riot Helmet	Colonel	A variant of the tactical helmet, this model uses a clear plate to cover the face.



Tactical Helmet

Private First Class

Made from layered Kevlar and impregnated resin, this ballistic helmet sees international usage.

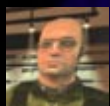
EYE WEAR



Night Vision Goggles

Colonel

Military-grade night vision goggles.



Retro Sunglasses

—

Military-grade sunglasses with high-impact frame, antifog, shatter-proof lenses.



Tactical Goggles

First Lieutenant

No-fog, flexible, form-fitting goggles that protect the wearer's eyes from shrapnel and debris.

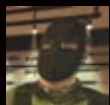


Tinted Goggles

First Sergeant

Shatter-proof goggles with mirror tints to protect the wearer against desert and snow glare.

FACE GEAR



Ballistic Face Mask

Colonel

Full ballistic mask that covers the face, with interior pads to absorb projectile shock.



Breathing Mask

Staff Sergeant

Half-mask used to intimidate enemies; used by mercenaries to look unique or foster reputation.



Half-Face Mask

First Lieutenant

Quick and easy to don, the bandana fosters the outlaw look in operatives.

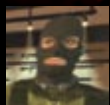
BALACLAVAS



Balaclava

Colonel

Conceals the operative's face.



Three-Hole Balaclava

Colonel

Conceals the operative's face.