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# RAINBOW SIX VEGAS 2

OFFICIAL GAME GUIDE

XBOX 360 • PS3 • PC

Tom Clancy's



BASED ON A GAME  
RATED BY THE  
ESRB



UBISOFT



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# Tom Clancy's **RAINBOW SIX<sup>®</sup>** **VEGAS 2**

## PRIMA OFFICIAL GAME GUIDE

WRITTEN BY DAVID KNIGHT



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We want to hear from you! E-mail comments and feedback to [dknight@primagames.com](mailto:dknight@primagames.com).

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David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer forSSI's WWII strategy game *Steel Panthers*. As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted *Game Waves*, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late '90s as a technical editor. After co-authoring a couple of guides with his brother Michael, David

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## INTRODUCTION

Welcome back to Sin City. In *Rainbow Six Vegas*, Logan Keller and his team secured the city in the aftermath of a large-scale terrorist attack headed by Irena Morales. But the surprise twist at the Nevada Dam left many unanswered questions. Why did Gabriel Nowak betray Rainbow? Who is he working for? Why does he resent Logan so much? *Rainbow Six Vegas 2* confronts these questions head-on as you take control of veteran Rainbow operative Bishop in the events preceding and following the operations in the first installment. In the action ahead you'll gain more insight on the attacks in Las Vegas and uncover Gabriel's motives. Finally, you can get the full picture, but it won't be easy. New gameplay elements stressing realism and enhancements in the enemy AI make this one of the most challenging Rainbow operations yet. So whether you're a grizzled veteran or a fresh recruit, read up and prepare for your next deployment.

### WHAT'S NEW?

*Rainbow Six Vegas 2* is a completely fresh experience, with several new elements and enhancements. Here's a quick rundown of new features.

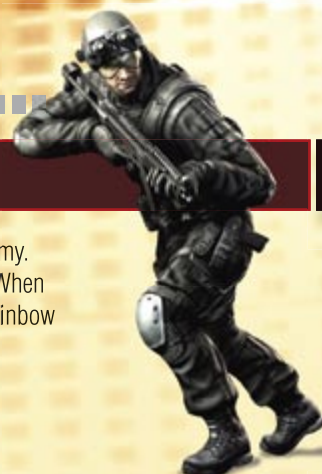
- » All New Story Mode Campaign: Lead Bravo Team through seven massive environments including an observatory in the Pyrénées, the Las Vegas Convention Center, and the Elements Hotel and Casino.
- » Improved Co-Op Play: Your friend can now seamlessly drop in and out of Co-Op while you control Bravo Team through the Story mode. The new environments have also been designed with Co-Op in mind, offering multiple entry points to maximize your team's tactical effectiveness.
- » Sprint Capability: Your operative can now sprint at high speed, which is useful for reaching cover while under fire.
- » New Weapons: *Rainbow Six Vegas 2* adds 11 new weapons including the M468 and L85A2 assault rifles, and the SR-25 SD suppressed sniper rifle.
- » Enhanced Team AI and Order System: Michael and Jung are now more autonomous, and can use cover while advancing. You can also issue them orders to deploy frag and smoke grenades during open combat.
- » Thermal Scan: You can now call a thermal scan through your intel officer, allowing you to see enemies that are outside of your field of vision and can't be seen by your Snake Cam.
- » Upgraded Enemy AI: The enemy artificial intelligence has been overhauled, making each engagement unique. Equipped with thermal/night vision goggles and ballistic shields, the tangers are deadlier (and smarter) than ever.
- » Realistic Ballistics: You can now shoot through (and even destroy) some pieces of cover. So think twice before ducking behind a sofa or a piece of plywood.
- » Expanded Persistent Elite Creation (PEC): All actions in single player and multiplayer earn you XP, allowing you to move up the ranks and unlock new armor and clothing to customize your character.
- » Advanced Combat Enhancement Specialization (ACES): Unlock new weapons by performing sound tactics in three different categories: Marksman, CQB, and Assault.
- » More Multiplayer Maps: Choose from 14 maps, emphasizing close-quarters combat.
- » New Multiplayer Game Modes: The new Total Conquest and Team Leader game modes elevate the online tension, requiring an unparalleled degree of cooperation and teamwork.



## MEET BRAVO TEAM

## BISHOP: TEAM LEADER

Bishop is a veteran Rainbow field operative, currently serving as an instructor at the organization's academy. Some of Bishop's former students include Logan Keller, Gabriel Nowak, Jung Park, and Michael Walter. When not preparing the next generation of operatives, Bishop is occasionally called back into the field when Rainbow requires a level-headed tactician with years of counter-terrorist experience to head critical operations.



## JUNG PARK:

## IT EXPERT AND RECON/SNIPER SPECIALIST

DOB: October 4, 1982

BIRTHPLACE: Ulsan, South Korea

HEIGHT: 5'11"

WEIGHT: 200 pounds

## PROFESSIONAL BACKGROUND:

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

2003–2006: Korean Army Special Forces Unit

2006–2009: 707th Counter-terrorism Unit

2009–Present: Rainbow



## SPECIALTY:

Electronics expert

Jung was trained in counter-terrorism during his service with the Korean Army's Special Forces. Despite his quiet nature, Jung's exceptional computer skills make him a vital member of the ground team.

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

## MICHAEL WALTER:

## DEMOLITIONS EXPERT AND HEAVY GUNNER

DOB: Sept 12, 1981

BIRTHPLACE: London, England

HEIGHT: 6'3"

WEIGHT: 230 pounds

## PROFESSIONAL BACKGROUND:

1999–2001: Royal Marines 40th Commando

2001–2005: 22nd SAS Regiment

2005–2008: Classified RE: 14th Int

2008–Present: Rainbow



## SPECIALTY:

Heavy-weapons specialist  
Demolitions expert

Mike has a special appreciation for Rainbow's extensive armory, but he prefers to deal with the more explosive variety. Mike has served with the Royal Marines as well as the SAS.

- » 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.



## PEC: PERSISTENT ELITE CREATION

As soon as you begin *Rainbow Six Vegas 2*, you must create your character. Unlike the previous game, the persona you create here is used in both the single-player Story mode as well as multiplayer matches. This allows your character to gain experience, earn promotions, and unlock new weapons and equipment regardless of whether you're playing the game by yourself or with others—every action you perform helps your character grow!

### CHARACTER CREATION



*Choose from a number of faces, armor, and clothing options to edit the appearance of your character.*

The customization feature allows you to alter your character's appearance as

well as the default equipment loadout. Your character's appearance can be edited by selecting sex, face, facial hair, and facial features such as face paint. You can even import your own face into the game using the *Xbox Live Vision* camera. Simply take a front and profile shot 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 service tag, designating your clan or team name. This tag appears in front of your profile's name in online games, useful for identifying your clan or team.

#### CREATING BISHOP

The role of Bishop can be played by either a male or female character. Your gender choice is not only reflected in the character's appearance, but can be heard during the Story mode's dialogue sequences whenever Bishop speaks—male and female voice-over audio tracks have been recorded to accommodate your choice.



### OUTFITTING

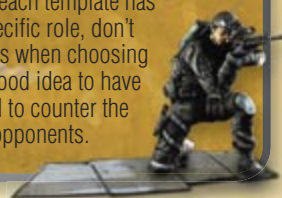
Now that you've created your character, select weapons, armor, and clothing in the Outfitting menu, accessible from the My Character option in the main menu. In Story mode and Terrorist Hunt missions, all players are granted five equipment slots. The first and second slots are reserved for your primary weapons, allowing you to choose from a number of submachine guns, assault rifles, light machine

guns, shotguns, and sniper rifles—in adversarial multiplayer matches, you get only one primary weapon, so choose wisely. Your sidearm occupies the next equipment slot, offering a variety of pistols. The last two slots are for tactical aids such as frag grenades, smoke grenades, and C4. For more information on weapons and tactical aids, see the "Rainbow Arsenal" section.

### NOTE

Four separate outfitting templates are available when choosing your equipment for adversarial matches: assault, recon, demo, and sniper. This allows

you to create four different loadouts for easy selection during online play. Although each template has a fixed name describing a specific role, don't feel constrained by these roles when choosing equipment. However, it is a good idea to have a variety of loadouts prepared to counter the tactics and loadouts of your opponents.



Next to equipment, armor is the 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, allowing you to change the default colors. Select the Customize option under each article to change camo patterns.

*Experiment with different armor configurations to find the right balance of protection and mobility. Watch the protection and mobility values (indicated by the red bars) change as you apply new pieces. More protection means a decrease in mobility.*



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 protection for your head, even if you're wearing a helmet. 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're



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.

## ARMOR AND PROTECTION

### ARMOR/DAMAGE ABSORPTION

ARMOR	PROTECTION VALUE	DAMAGE ABSORBED
LIGHT ARMOR	1-3 BARS	10%
MEDIUM ARMOR	4-6 BARS	25%
HEAVY ARMOR HEAVY	7-10 BARS	40%

Three grades of protection are available for each piece of armor: light, medium, and heavy. Light armor 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 the protection and mobility bars.

When equipping armor, select loadouts that net you one, four, or seven bars of protection. These are the threshold values for the light, medium, and heavy armor grades, providing optimal protection and mobility. Never exceed seven bars of protection—the extra weight will only slow you down.

## PEC REWARD SYSTEMS

Nearly every action you perform in the game helps your character earn experience points (XP) and specialization points. These points apply to two separate systems, each with their own set of criteria and rewards. Accumulating XP results in promotions to new ranks, which in turn unlocks new armor and clothing options. Earned specialization points count toward the three ACES categories, allowing you to unlock new weapons and accrue bonus XP. Both systems work in parallel, so you can simultaneously achieve XP and specialization points for the same action.

### XP AND RANKS

Your rank insignia appears on your character's right shoulder. The XP bar at the bottom of the screen displays your current rank, XP, and progress toward your next promotion.



Your starting rank at the beginning of the game is that of a lowly Recruit, but after some steady gameplay, you'll quickly move up

through the ranks by earning XP. XP is awarded for killing opponents and winning multiplayer adversarial matches. The XP bar at the bottom of the HUD keeps a running total of your current XP, rank, and amount of XP required to achieve the next rank. Once the XP bar is filled, a new rank is achieved. Promotions unlock new armor, clothing, headgear pieces, and camouflage patterns you can use to customize the appearance of your character. For a complete list of ranks and their rewards, see the ranks table in Appendix A, at the back of the guide.

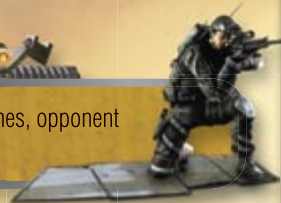
When playing the Story mode in single player or Co-Op modes, the amount of XP earned varies based on the difficulty level selected. Kills are worth considerably more when playing on Realistic difficulty than they are on Casual or Normal. Not all XP earned is permanent either. By injuring or killing teammates and civilians, you can incur an XP penalty. But no matter how incompetent you may be, your actions will never result in a demotion, even if your XP dips below the prerequisite level for your rank. See the tables below to study how XP is earned and what actions can result in a penalty.

### XP CRITERIA (SINGLE PLAYER AND CO-OP)

ACTION	CASUAL	NORMAL	REALISTIC
KILL TERRORIST	+1	+5	+10
AI TEAMMATES KILL TERRORIST	+1	+3	+5
AI TEAMMATES KILL TAGGED TERRORIST	+2	+5	+10

## NOTE

In adversarial multiplayer matches, opponent kills are worth 10 XP each.



### XP PENALTIES

ACTIONS	SINGLE PLAYER	CO-OP	ADVERSARIAL
KILL CIVILIAN/ HOSTAGE	-25	-25	-25
KILL AI TEAMMATE	-25	-25	—
KILL PLAYER TEAMMATE	—	-25	-25
INJURE CIVILIAN/ HOSTAGE	-10	-10	—
INJURE AI TEAMMATE	-10	-10	—
INJURE PLAYER TEAMMATE	—	-10	-10
PLAYER SUICIDE	-25	-25	-25



## MULTIPLAYER XP MODIFIER

To prevent players from exploiting the XP system in low-population adversarial matches, a modifier system has been implemented. This adjusts the total amount of XP that can be earned based on the number of players in a match—the more players in a match, the more XP awarded. So before starting a match, make sure you have at least 12 players to maximize the amount of awarded XP for all players.

### XP MODIFIER SYSTEM

TOTAL PLAYERS	VALUE
12–16	0%
10–11	-10%
8–9	-20%
6–7	-40%
4–5	-60%
2–3	-80%

## ACES: ADVANCED COMBAT ENHANCEMENT SPECIALIZATION

Inspect your progress toward new weapon unlocks by accessing the ACES option under the Rewards menu. Here you can see how many more points you must earn to unlock the next marksman, CQB, and assault levels.



The ACES system is broken up into three separate categories: marksman, CQB, and assault. Each category has 20 levels of achievement, each with its own points requirement and reward—odd numbered levels award bonus XP and even numbered levels unlock new weapons. See the ACES tables in Appendix A for a complete breakdown of each level and its reward. Specialization points are awarded for performing tactically sound and proficient actions. For example, marksman specialization points are awarded for actions that require great skill with firearms. CQB points are earned by competently scoring kills at close range. Gain assault points for eliminating threats in fortified positions through the use of firearms or explosives.

For a detailed breakdown of all possible actions and the points awarded for each, study the tables below.

### ASSAULT

ACTION	POINTS AWARDED			
	CASUAL	NORMAL	REALISTIC	MP
KILL USING C4	1	3	3	5
KILL USING EXPLOSIVES*	1	2	2	4
KILL THROUGH COVER	1	3	3	5
KILL A SHIELDED OPPONENT	1	2	2	4
KILL A TURRET-GUNNER	1	2	2	4

\* = environmental explosions (red barrels) apply

### CQB

ACTION	POINTS AWARDED			
	CASUAL	NORMAL	REALISTIC	MP
KILL USING BLIND FIRE	1	3	3	5
KILL A VISUALLY IMPAIRED OPPONENT*	1	3	3	5
KILL FROM BEHIND	1	3	3	5
KILL AT SHORT RANGE (< 10 METERS)	1	3	3	5

\* = target must be blinded by a flashbang or tear gas

### MARKSMAN

ACTION	POINTS AWARDED			
	CASUAL	NORMAL	REALISTIC	MP
KILL WHILE USING A ROPE	1	2	2	4
HEAD SHOT	1	1	1	2
KILL A SPRINTING OPPONENT	1	2	2	4
KILL AN OPPONENT USING A ROPE	1	3	3	5
KILL AT LONG RANGE (> 50 METERS)	1	3	3	5

## NOTE

Unlike XP, specialization points are solely earned by the player who performs the actions. AI teammates performing these actions will not earn you any points.





## COMBAT BASICS

All Rainbow operatives are CQB (Close-Quarter Battle) specialists, experts in clearing rooms and other confined spaces through the use of specialized gear and methodical search and engagement routines. Keeping Bravo team alive in *Rainbow Six Vegas 2* 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.

## MOVEMENT



Like most first-person shooters, movement 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 affects your character's speed. 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, affecting 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.

New to *Rainbow Six Vegas 2* is the sprint function, allowing you to move faster for a few seconds. To sprint, hold down the sprint button while moving forward. While sprinting, your weapon is completely lowered, preventing you from firing. Following a sprint there's a brief cooldown period, in which you cannot sprint again for a few seconds. Only sprint in dire emergencies when a boost in speed is the difference between life and death, such as when running away from a grenade or seeking cover while under fire. Sprinting makes you a much harder target to hit, but you're not invincible, nor can you maintain a sprint. So don't attempt to sprint long distances, and always choose a nearby piece of cover as your destination before setting out.

The faster you move, the more noise you make. 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, keeping your noise output to a minimum. Because speed is dramatically reduced in a crouch, accuracy is enhanced, 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 easily hide 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 such as 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. You also use the interact button to order your team to perform some actions such as using fast rope/rappel points and disarming bombs.



## FAST ROPING



Fast roping and rappelling allow you to rapidly descend high structures. To fast rope, locate a fast rope point, usually located on skylights or railings. The text

prompt identifies these points when you aim at them. When fast roping, your character slides down a rope until reaching the ground/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.

## 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, allowing you to 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 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. 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 attempting to maintain a stealthy posture.

## 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 a waypoint marker that appears on the HUD. This white circular icon shows 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 marker. In some instances the icon may be accompanied by an arrow pointing up or down. This indicates whether your objective is on an upper or lower level from your current position. 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, teammates, and known hostiles. Terrorists appear as red dot icons, but only if they are or were recently within the line of sight of you or your team. Tagged terrorists appear as red stars, but only while they remain within line of sight. The tactical map is a great way to monitor the patrol patterns of terrorists prior to assaulting a room.



## WEAPON 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 installment 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 until the crosshairs at the center of the HUD are placed over your intended target. Once your weapon is properly aimed, squeeze the fire button to shoot. To maximize

accuracy, always fire from a crouched stance while standing 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 such as scopes and reflex sights. Use the magnification offered by these attachments to fine tune your aim, particularly when engaging distant 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, causing the muzzle to climb and the weapon's reticle to expand outward, indicating a loss of accuracy. To combat recoil, fire in short bursts of 3–5 rounds. In between bursts, let your reticle 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 appears 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.

## WEAPON SELECTION AND CUSTOMIZATION

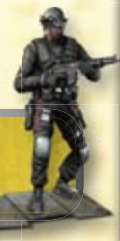
Before starting a mission or joining a multiplayer game, you're given the opportunity to select your weapons and equipment. You can also select new weapons and equipment at the various outfitting stations scattered among the Story mode levels. When choosing a firearm, determine the setting and your general objective. If you're tasked with clearing large outdoor areas, consider bringing along an assault rifle or a sniper rifle for long-range capability. If fighting indoors, go with a submachine gun or shotgun for superior close-quarter 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 action. All attachments provide some benefit with no penalty, so you've got nothing to lose.

## TIP

If you're low on ammo, grab one of the 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 sound suppressor, 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, 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 semi-automatic, 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, firing two or three rounds at a time. Burst is effective at any range, helping conserve ammo while optimizing accuracy.

All pistols, submachine guns, and assault rifles also have a detachable sound suppressor. Suppressors reduce the audible report of the weapon and eliminate muzzle flash, but do so at a decrease in stopping power. To ensure a kill with a sound suppressor, always fire 2–3 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. But laser sights also reveal your position, so turn it off when not actively engaging targets.

## BALLISTICS

All bullets fired in *Rainbow Six Vegas 2* 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 most objects constructed of light materials such as glass, wood, and plastic, 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 arc-like 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 them 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 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. The thermal scan is a new feature, available during the Story mode, using heat signatures to reveal the locations of hidden hostiles.

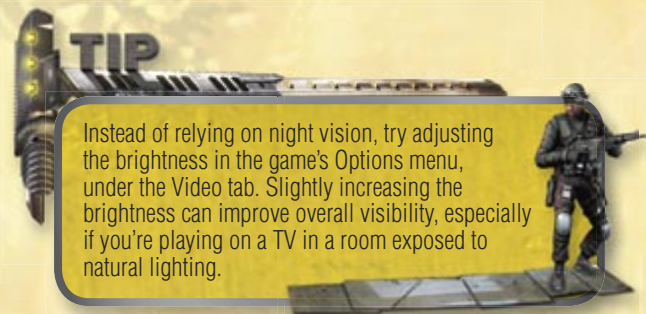
### SNAKE CAM



This camera is attached to a slender rigid wire and can be fed beneath closed doors to scout a room before entry. To deploy the Snake Cam, aim where the door meets the floor until the *SNAKE CAM* prompt

appears onscreen, 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 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.

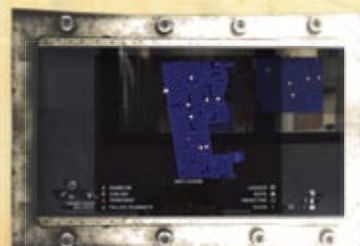
The thermal and night vision goggles are standard-issue equipment for all Rainbow operatives. Activate them by pressing the vision button. This activates thermal vision by default. To activate night vision, press and hold the vision button to access the Vision menu. Here you can choose which mode to activate. Thermal vision is the most useful of the two, allowing 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, allowing you to see tangers while remaining concealed behind the smoke screen. Night vision amplifies available light, providing a green-pixelated image, but with much greater detail than thermal vision. 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.



### THERMAL/NIGHT VISION GOGGLES

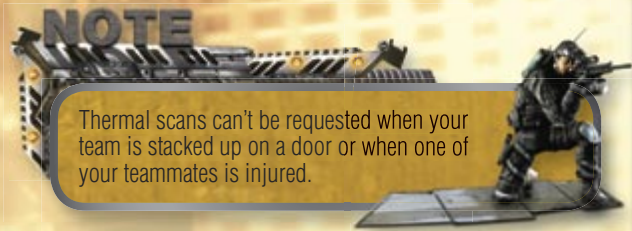


When you need a detailed picture of the hostiles occupying a room or area, the new thermal scan option is the way to go. Thermal scans are conducted from the team's chopper by Sharon Judd, Bravo's intelligence officer. Once requested, she'll run a thermal sweep of your current position, revealing all heat signatures, including those of yourself, teammates, hostiles, and civilians. The scan shows up on a minimap in the HUD's upper right corner. For an expanded





view, access your tactical map to see the thermal overlay of the floor you're currently on. The scan is more than a thermal snapshot—it's a live feed showing movement, allowing you to monitor patrols. After approximately 30 seconds, the scan expires and you can't request a new one for more than two minutes. So reserve these scans for special situations, particularly when you need to locate multiple tangos and you can't get a visual with the Snake Cam. All heat signatures are revealed, so take this into account before moving into action, especially if civilians are present.

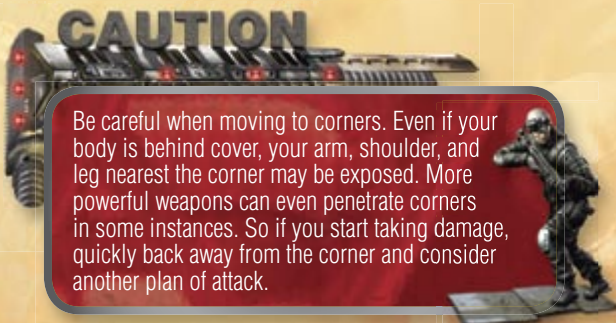


Thermal scans can't be requested when your team is stacked up on a door or when one of your teammates is injured.

## COVER MODE



Utilizing cover is more important than ever in *Rainbow Six Vegas 2*. Even if you're decked out in the heaviest body armor, one bullet can ruin your day. The cover system allows you to use almost any object in the game for protection, whether it's a car, 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 you're 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; sometimes it's necessary to reach a corner to fire your weapon.



Be careful when moving to corners. Even if your body is behind cover, your arm, shoulder, and leg nearest the corner may be exposed. More powerful weapons can even penetrate corners in some instances. So if you start taking damage, quickly back away from the corner and consider another plan of attack.

### COVER ASSESSMENT

Not all cover is created equally, so before ducking behind an object, assess its qualities and orientation. For instance, don't take cover behind objects



constructed from glass, wood, or plastic—even low-powered weapons can slice through these materials. Objects with large openings (such as car windows) aren't ideal either. Instead, seek out solid objects, preferably 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 any part of you, so pick a cover point that allows your whole body to remain concealed. But even the best piece of cover will do you no good if your opponents manage to flank you. So keep an eye on the hostiles and retreat to a new piece of cover if necessary.

### 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

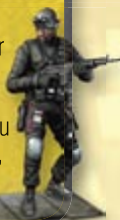
around the left and right sides of an object, you can also stand up and fire over the object, assuming it's low enough. While peeking in cover mode, your head, arms, and upper torso are exposed, so don't peek out too long—fire a quick burst, then duck back behind cover. But avoid continually ducking in and out of the same piece of cover. Such movements are predictable and



make it easy for enemies to shoot you—particularly in multiplayer games. Instead, vary your peeking movements to keep the tingos guessing. Try peeking around the left side, then the right side, then over the object. You gain no more visibility by peeking, so don't bother unless you're prepared to fire a shot.

## TIP

While in cover mode, locate the thin crosshairs icon in the screen's center. This indicates the direction your character is aiming. Use the crosshairs to aim your weapon before peeking out of cover. Once the crosshairs are over your target, peek around or over your cover and notice how your weapon is already aligned with the target. Make any small aiming adjustments, and then take the shot. This allows you to pop in and out of cover quickly during fire fights, limiting your exposure when taking aimed shots.



## BLIND FIRE

While behind cover, a small crosshairs icon appears at the screen's center—the crosshairs turn red when placed over an enemy. While the crosshairs are visible, you can blind fire on a terrorist or area by simply pressing the fire button. During blind fire, your character holds his weapon around or above the piece of cover and fires wildly in the general direction you're aiming. This allows you to return fire while staying behind cover. Blind fire is highly inaccurate and is most useful for suppressive fire or when an enemy is within 3–5



meters of your position—it's 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, helping secure the suppressive effect. While great for general suppressive fire, the light machine guns are tough to control when blind fired, exhibiting even fiercer recoil than usual. Still, even a wildly fired wall of incoming lead is likely to keep your opponents pinned.

## TIP

If your teammates or the terrorists begin blind firing, it's a sign that they're outnumbered or suppressed.



## COVERED GRENADE DEPLOYMENT

You can also deploy grenades while in cover mode. Simply aim approximately where you want to throw the grenade and press the throw grenade button. Your character will 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 seeking a new piece of cover. But 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.



## 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. The two ROE settings, assault and infiltrate, can be toggled by pressing the ROE button.

When the ROE is set to assault, your teammates equip their primary weapons and engage all tingos within their line of sight. Under infiltrate ROE, your teammates switch to silenced MP9 submachine guns and engage threats only 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, use 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 follows 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—an orange column-like icon appears at the location they'll move to. If the icon doesn't appear where you intended, reposition your aim and issue another move order, or tell your team to hold until you can better orient yourself. 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 adequately protect both teammates. Your team is smart and will use leapfrogging techniques to cover each other while moving to a distant location. So don't worry about micromanaging their movements. If moved to an open area, they'll automatically seek cover nearby. Once your team reaches a position, they'll hold until issued a move or regroup order.



## TALKING TO YOUR TEAM

If you have microphone-equipped headset available, you can issue some simple orders to your team simply by talking to them. Your AI teammates can recognize a handful of phrases that can be used to issue move, regroup, and hold orders. You can also use voice commands to change the ROE and tag terrorists. Here's a complete rundown of the orders you can issue through voice, along with the associated phrases. You must use one of these three phrases for the order to work.

### VOICE COMMANDS

ACTION	PHRASES
MOVE ORDER	"MOVE THERE," "MOVE," "GO, GO, GO"
HOLD	"HOLD," "STOP," "WAIT"
REGROUP	"REGROUP," "FOLLOW," "ON MY SIX"
ASSAULT ROE	"ASSAULT," "FIRE AT WILL," "WEAPONS FREE"
INFILTRATE ROE	"INFILTRATE," "HOLD YOUR FIRE," "RETURN FIRE ONLY"
TAG TERRORIST	"TAG," "TARGET"

## GRENADE DEPLOYMENT ORDERS

New to *Rainbow Six Vegas 2*, your team can throw grenades, giving you greater tactical flexibility during fire fights. In the previous installment, they could deploy grenades only during room entries. Order your team to toss a grenade by aiming at a location and pressing the appropriate direction on the tactical interface—a blue column-like icon appears at the point of impact. Your team must have a line of sight on the area you targeted before they can throw the grenade. If they don't have a visual, they'll move to a piece of cover where they can safely deploy the grenade. The grenades available are determined by the current ROE. While under assault, frag and incendiary grenades are available. During infiltrate, smoke grenades and flashbangs can be deployed. Make a habit of using your team's grenades before throwing your own.



## ENTRY ORDERS



When you order your team to move to a door, they automatically stack up along the sides of the door and prepare for entry. At this point you can select from various entry options,

depending 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 infiltrate or assault ROE, your team rushes into a room without the deployment of a tactical aid, potentially putting them at great risk. Use this entry order only when there are one or two terrorists in a room, preferably with their backs turned. Before issuing the order, tag the tangeros 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 the doorway before entering. Your team enters with



thermal vision activated, and engages any hostiles' 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 tangos 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 tangos.

### 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. Because the effects are nonlethal, flashbang entries are perfect for storming rooms containing hostages. As usual, always tag tangos before issuing the entry order to expedite the takedown. And don't forget to turn away from the doorway—if you're exposed to the flash, your screen turns white for a few seconds.

#### NOTE

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 tangos 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 will automatically try to toss the grenade toward the tangos, 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

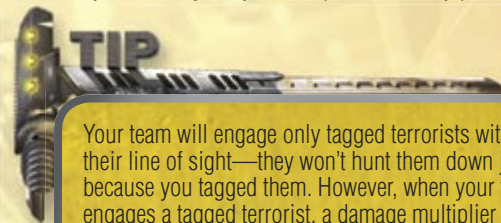
When ordered to breach and clear, your team attaches a small explosive charge to the door and detonates it, causing the door to explode, instantly killing anyone standing directly on the other side within approximately six meters. So if you spot a tango next to a door while scouting with the Snake Cam, stack your team on the door and order them to breach it. The explosion also has a dazing affect on tangos standing near the conical blast zone, similar to a flashbang, 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. At the same time, don't bother tagging terrorists who 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 tangos. Study their patrol pattern on your tactical map to determine when they're walking away from a potential entry point.



Your team will engage only tagged terrorists 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 fire fights to take advantage of this damage bonus. You also gain extra XP as your team eliminates tagged tangos.



### TERRORIST LEADERS

While tagging tangos through the Snake Cam, take note of terrorists holding pistols and wearing red berets. These terrorists are designated as leaders. Sometimes you'll spot them next to hostages. Try to kill these pistol-wielding tangos first when assaulting a room, especially when hostages are present. If your presence is revealed, the leader may execute the hostage. Once the leader is killed, the remaining terrorists are much less effective as a team. Instead of attempting to actively flank your team, they usually retreat 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 until the *Heal Teammate* prompt appears. Press the interact button to give him a shot of adrenaline

to get him back up. 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 healing, your teammate cannot return fire, leaving him vulnerable to incoming attacks. 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

Recite the OPA mantra every time you approach a closed door or creep toward an area filled with hostiles. The first step, observe, is best conducted with the ROE set to infiltrate. Otherwise, your team will engage any hostiles within their line of sight, potentially setting off a fire fight 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? Doors? Skylights? Windows?
- » Where are the best pieces of cover inside the room?
- » Which tactical aids are the most effective?

Once you've observed the situation, initiate a plan. First, determine the best entry point for your team and which ROE is most appropriate for the situation. Stack 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 your team on a door that allows them to kill or daze as many tangerines as possible with a breaching charge or frag grenade upon entry. Unless hostages are present, you'll usually want to enter 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 crossfire, 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 AND OVERWATCH

Bound and overwatch is a leapfrog-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 to a forward 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 in an attempt to suppress the tangeros before they can target you or your team. Once your team is in position, move to their piece of cover or one nearby and repeat the process. For added concealment, consider using smoke grenades to cover your team's advance.

## TIP

In the Story mode, 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 AND FLANK



The terrorist AI responds realistically to coming under fire by seeking cover. While behind cover, terrorists 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. 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 within frag grenade range.

## AMBUSHES

Your team is often outnumbered, so 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 a line



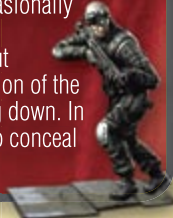
of sight on the tagged targets. As long as the ROE is set to infiltrate, they'll report in when a hostile is within sight, but they won't engage. Once your team is set, move to another position, so you can catch the hostiles in a crossfire. Target one of the untagged terrorists, then set the ROE to assault. 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.

## CAUTION

Clearing stairwells is extremely hazardous and should always be approached with great caution and minimal haste.



When ascending stairs, always backpedal, 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, use smoke grenades to conceal movement, 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 counter-terrorist teams. During most operations, 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:

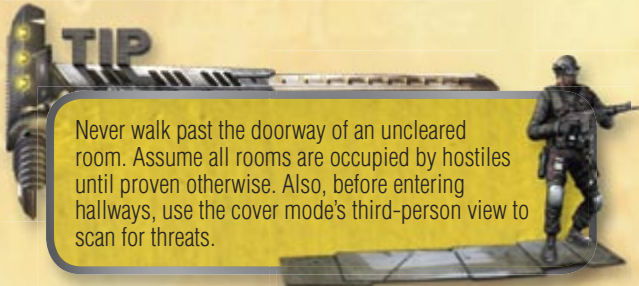
- » Rainbow's presence has not been compromised.
- » The location of threats/hostages are unknown.
- » Time is not an issue.

If the tangeros are unaware of Rainbow's presence, use stealth tactics 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; use it frequently to scout all rooms prior to entry. The information gathered from a Snake Cam sweep allows you to determine how the team should proceed. For instance, if multiple tingos occupy the next room, switch to dynamic tactics (assault ROE).

Because your team can't remain undetected throughout an entire mission, two main concepts help determine when to transition to dynamic tactics. 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 2*'s missions because 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, allowing 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 tingos or hostages in a specific room through Snake Cam sweeps or the placement of objective markers.

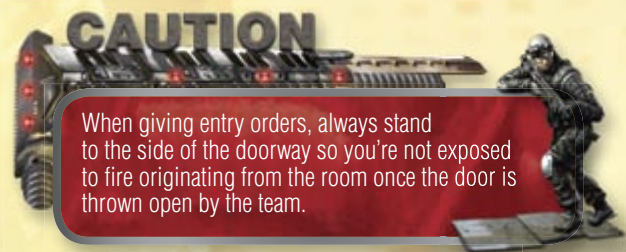


## DYNAMIC

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 movements, 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 limit the chances (or duration) of a fire fight. 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 such as *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 you master it, its effectiveness is unparalleled.



As previously mentioned, put off going dynamic until it's absolutely necessary. Once the team goes dynamic, the element of surprise is gone, often causing tingos 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 tingos in a room helps determine which tactical aids will be most effective. For example, if the room is filled with a mix of tingos and hostages, use a flashbang. If tingos 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.



A mission's success depends not only on which weapons and gear a Rainbow operative equips, 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 can best fulfill your objectives.

### OUTFITTING STATIONS

Outfitting stations are green crates located throughout the Story mode campaign. Access these stations to change weapons, attachments, armor, or clothing, or just to restock ammo and grenades. You can access an outfitting station 10 times and since they always come in pairs, you actually get 20 different accesses.



## 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.



Want to compare all the firearm stats? A complete firearm stat table is available in this guide's appendix, providing comparisons of each weapon's damage, range, accuracy, penetration, magazine capacity, fire modes, and unlock criteria.



### 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-quarter fire fights. All SMGs can be equipped with a sound suppressor and are the easiest of the automatic weapons to control while blind firing. Customization options include a Reflex Scope, laser sight, or rifle scope.

#### AUG PARA



**DAMAGE:** 5  
**RANGE:** 3  
**ACCURACY:** 8  
**PENETRATION:** 4  
**MAGAZINE CAPACITY:** 25  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** CQB Level 18

#### FIELD NOTES

The Austrian AUG Para is a compact variant of the AUG A1, utilizing a shorter barrel to accommodate a more compact design. Chambered in 9mm, the weapon stacks up well when compared with the other weapons in its class, offering top-notch power, range, and low recoil. Operators should be prepared for the weapon's relatively low rate of fire and limited magazine capacity.

#### MAC 11



**DAMAGE:** 4  
**RANGE:** 3  
**ACCURACY:** 3  
**PENETRATION:** 3  
**MAGAZINE CAPACITY:** 32  
**FIRE MODES:** Auto  
**UNLOCK CRITERIA:** None

#### 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:** 3  
**ACCURACY:** 8  
**PENETRATION:** 4  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto,  
 3-Round Burst  
**UNLOCK CRITERIA:** None

**FIELD NOTES**

The MP5 family of submachine guns are deployed by SWAT and counterterrorist teams around the world, famous for their dependability and accuracy. Although there are more powerful and accurate SMGs in Rainbow's arsenal, none offer 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:** 5  
**RANGE:** 3  
**ACCURACY:** 7  
**PENETRATION:** 3  
**MAGAZINE CAPACITY:** 40  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** CQB Level 12

**FIELD NOTES**

Players achieving CQB Level 12 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, great for sustained fire when suppressing or firing blind. This SMG is well worth the work it takes to unlock.

**NOTE**

Some of the weapons in each category are locked, thus unavailable to new players. These weapons can be unlocked by achieving specialization points in the new ACES reward system. For more information on the ACES system, see the previous chapter.

**MP9**

**DAMAGE:** 5  
**RANGE:** 3  
**ACCURACY:** 7  
**PENETRATION:** 3  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** None

**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:** 3  
**ACCURACY:** 7  
**PENETRATION:** 3  
**MAGAZINE CAPACITY:** 50  
**FIRE MODES:** Auto, Semi-Auto,  
 3-Round Burst  
**UNLOCK CRITERIA:** CQB Level 10

**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 attaching a sound suppressor. For best results, operate the weapon in burst mode and aim for the target's head or upper torso to maximize damage.



## TYPE 05



**DAMAGE:** 4  
**RANGE:** 3  
**ACCURACY:** 8  
**PENETRATION:** 4  
**MAGAZINE CAPACITY:** 50  
**FIRE MODES:** Auto, Semi-Auto,  
3-Round Burst  
**UNLOCK CRITERIA:** CQB Level 16

### FIELD NOTES

Designed for the Chinese military and police, the Type 05 borrows some of the best elements from the other weapons in its class, making it a close match to the popular MP5N. The SMG's light weight and bullpup configuration make it easy to maneuver in tight spaces, ideal for clearing rooms. Like the MP5N and P90, it also has a three-round burst mode—use this to combat the destabilizing effects of recoil.

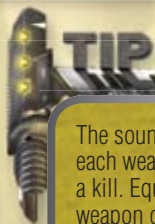
## UMP45



**DAMAGE:** 5  
**RANGE:** 4  
**ACCURACY:** 8  
**PENETRATION:** 4  
**MAGAZINE CAPACITY:** 25  
**FIRE MODES:** Auto, Semi-Auto,  
2-Round Burst  
**UNLOCK CRITERIA:** CQB Level 4

### 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 hold only 25 rounds per mag. To combat the effects of recoil and conserve ammo, use the two-round burst mode. Two hits from the UMP45 are usually enough to kill even the most armored targets.



The sound suppressors 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 sound suppressor by holding down the reload button and selecting the suppressor icon from the weapon options menu—fire modes and laser sight activation can also be selected from this menu.



## VZ 83



**DAMAGE:** 4  
**RANGE:** 3  
**ACCURACY:** 3  
**PENETRATION:** 3  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** CQB Level 14

### FIELD NOTES

The Czech-manufactured VZ 83 is a modern 9mm variant of the Cold War-era VZ 61 submachine gun. Although it looks different, the weapon functions almost identically to the MAC 11. Like the MAC 11, the VZ 83 has an amazing rate of fire, but lacks the stopping power, range, and accuracy of the other SMGs. If you seek humility choose this as your weapon during adversarial multiplayer matches.

## 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 sound suppressor and can be customized with an ACOG Scope, laser sight, 6X Scope, or Reflex Scope.

### 552 COMMANDO



**DAMAGE:** 7  
**RANGE:** 7  
**ACCURACY:** 8  
**PENETRATION:** 7  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto,  
3-Round Burst  
**UNLOCK CRITERIA:** None

### FIELD NOTES

The 552 Commando isn't extremely accurate, but it is very powerful for its size. Equip it when faced with clearing large multi-level structures such as warehouses. When engaging targets at long range, keep the rifle set on automatic and overcome its accuracy deficiencies with volume of fire.

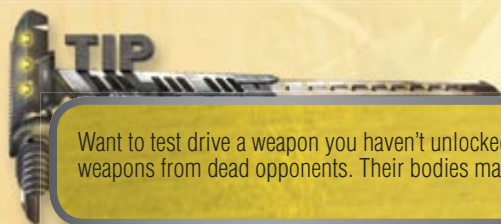


**AK-47**

**DAMAGE:** 7  
**RANGE:** 5  
**ACCURACY:** 6  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** Assault Level 18

**FIELD NOTES**

Despite its age, the AK-47 is still a dependable assault rifle. But you'll need to achieve Assault Level 18 before you can get your hands on one. 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 to semi-auto for increased accuracy.



Want to test drive a weapon you haven't unlocked? Whether playing the Story mode or multiplayer matches, you can pick up weapons from dead opponents. Their bodies may disappear, but their weapons stay behind. So pick one up and give it a go.

**AKS-74U**

**DAMAGE:** 7  
**RANGE:** 5  
**ACCURACY:** 6  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** Assault Level 12

**FIELD NOTES**

The AKS-74U is a compact variant derived from the AK-74 family of assault rifles. While the rifle performs similarly to the AK-47, it's considerably shorter and more maneuverable, making it a decent choice when clearing tight interior spaces. It does however exhibit some severe recoil, so go easy on the trigger when firing on full auto.

**AUG A3**

**DAMAGE:** 7  
**RANGE:** 5  
**ACCURACY:** 8  
**PENETRATION:** 5  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** Marksman Level 12

**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:** 6  
**RANGE:** 6  
**ACCURACY:** 9  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 25  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** None

**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 fired even in short bursts. Consider setting the rifle to semi-auto when operating outdoors or in large rooms. This helps keep the rifle on target when engaging at long range.



## FNC



**DAMAGE:** 7  
**RANGE:** 5  
**ACCURACY:** 8  
**PENETRATION:** 5  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** Assault Level 16

### FIELD NOTES

The FNC is a popular assault rifle deployed by armed forces around the world, including those of Belgium, Sweden, and Indonesia. Its widespread availability has also allowed it to gain favor among some terrorist and paramilitary organizations. As a result, you can usually find this assault rifle near the bodies of fallen tangoes during Story mode. Overall, the weapon's performance is strikingly average when compared with the other weapons in its class.

## G36C



**DAMAGE:** 6  
**RANGE:** 6  
**ACCURACY:** 8  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** None

### 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 2–3 round bursts at intermediate ranges. If you haven't unlocked any other assault rifles, make the G36C your first choice early on.

## G3KA4



**DAMAGE:** 7  
**RANGE:** 8  
**ACCURACY:** 8  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** Assault Level 6

### 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. Its size limits it mostly to outdoor use, 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.

## L85A2



**DAMAGE:** 6  
**RANGE:** 6  
**ACCURACY:** 9  
**PENETRATION:** 5  
**MAGAZINE CAPACITY:** 25  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** Marksman Level 18

### FIELD NOTES

The L85A2 is one of the world's premiere modern assault rifles, popularized by its deployment among the British Army. This rifle is an upgraded variant of the SA80, remedying several performance and reliability issues. Due to its compact bullpup design, the rifle is well suited for urban combat, performing well at close and intermediate ranges. But like the FAMAS, the L85A2 has a high rate of fire and limited magazine capacity. Use short bursts to reduce muzzle climb and conserve ammo.

## M468



**DAMAGE:** 7  
**RANGE:** 5  
**ACCURACY:** 8  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** Marksman Level 6

### FIELD NOTES

The M468 is modern variant of the M16/M4 assault rifles used by the US military. Unlike its predecessors, the M468 fires a larger and newly designed 6.8mm round, resulting in greater penetration and stopping power, even at long range. As a result, the M468 is great for engaging armored targets and punching through pieces of cover, but it isn't a compact weapon, so limit its use during close-quarter engagements.



**M8**

**DAMAGE:** 6  
**RANGE:** 6  
**ACCURACY:** 9  
**PENETRATION:** 5  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** Marksman  
 Level 16

**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 it when clearing rooms.

**SCAR-H CQC**

**DAMAGE:** 7  
**RANGE:** 8  
**ACCURACY:** 8  
**PENETRATION:** 5  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** None

**FIELD NOTES**

The SCAR-H performs similarly to the G3KA4, but it's significantly shorter, making it easier to maneuver in tight spaces. Its high power and smaller size makes for heavy recoil, so go easy on the trigger when firing automatically and always switch to semi-auto when taking shots at long range.

**TAR21**

**DAMAGE:** 6  
**RANGE:** 6  
**PENETRATION:** 6  
**ACCURACY:** 4  
**MAGAZINE CAPACITY:** 30  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** Marksman  
 Level 4

**FIELD NOTES**

Like the FAMAS and L85A2, the TAR21 utilizes a bullpup layout offering great close-quarter maneuverability and heavy fire power. Although it's slightly larger than most submachine guns, 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 short bursts. Make an effort to unlock this weapon as soon as possible so you can benefit from its awesome performance.

**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:** 5  
**ACCURACY:** 6  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 100  
**FIRE MODES:** Auto  
**UNLOCK CRITERIA:** Assault Level 2

**FIELD NOTES**

Although the 21E resembles an assault rifle, it's a true light machine gun firing 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, thus allowing for longer duration bursts with decent accuracy.



## M249 SPW



**DAMAGE:** 7  
**RANGE:** 6  
**ACCURACY:** 4  
**PENETRATION:** 5  
**MAGAZINE CAPACITY:** 100  
**FIRE MODES:** Auto  
**UNLOCK CRITERIA:** Assault Level 14

### 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. The recoil control stock attachment can help dampen the recoil, helping keep the weapon on target during sustained bursts.

## M249 TURRET

**DAMAGE:** 7  
**RANGE:** 6  
**ACCURACY:** 8  
**PENETRATION:** 5  
**MAGAZINE CAPACITY:** 100  
**FIRE MODES:** Auto  
**UNLOCK CRITERIA:** None

Some Story mode levels and multiplayer maps feature 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 Story mode campaign, but they're most useful in multiplayer matches. Because 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, making 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:** 6  
**RANGE:** 5  
**ACCURACY:** 4  
**PENETRATION:** 7  
**MAGAZINE CAPACITY:** 100  
**FIRE MODES:** Auto  
**UNLOCK CRITERIA:** Assault Level 8

### 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 3–4 rounds.

## MK46



**DAMAGE:** 7  
**RANGE:** 6  
**ACCURACY:** 4  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 100  
**FIRE MODES:** Auto  
**UNLOCK CRITERIA:** None

### 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 fired, so limit bursts to no more than four rounds. If you like laying down walls of lead, get familiar with this light machine gun because it's the only one available to new players.



## SHOTGUNS

The shotguns are extremely deadly during close-range encounters, making them 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.

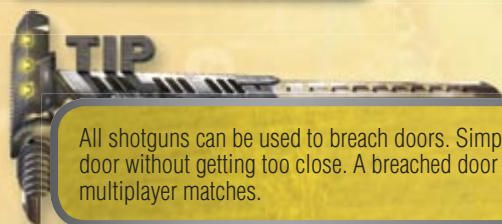
## 500 TACTICAL



**DAMAGE:** 9  
**RANGE:** 1  
**ACCURACY:** 2  
**PENETRATION:** 9  
**MAGAZINE CAPACITY:** 8  
**FIRE MODES:** Pump-Action  
**UNLOCK CRITERIA:** CQB Level 20

## FIELD NOTES

The 500 Tactical is a 12-gauge combat shotgun deployed by the US Army and Marine Corps. It has a slightly faster reload time than the other pump-action shotguns, making it more dependable during close-quarter fire fights. The shotgun also benefits from deep penetrative power, useful for breaching doors or engaging targets behind cover.



**TIP**  
All shotguns can be used to breach doors. Simply aim at the doorknob and fire. This is useful when you want to open a door without getting too close. A breached door cannot be closed, so this is also a good way to open long sight lines during multiplayer matches.

## 870MCS



**DAMAGE:** 10  
**RANGE:** 1  
**ACCURACY:** 2  
**PENETRATION:** 9  
**MAGAZINE CAPACITY:** 8  
**FIRE MODES:** Pump-Action  
**UNLOCK CRITERIA:** None

## 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 has remained unchanged, the MCS model is equipped with a pistol grip and multiple accessory rails.

## M3



**DAMAGE:** 9  
**RANGE:** 1  
**ACCURACY:** 2  
**PENETRATION:** 9  
**MAGAZINE CAPACITY:** 8  
**FIRE MODES:** Pump-Action  
**UNLOCK CRITERIA:** None

## FIELD NOTES

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

## SPA512



**DAMAGE:** 10  
**RANGE:** 1  
**ACCURACY:** 2  
**PENETRATION:** 9  
**MAGAZINE CAPACITY:** 8  
**FIRE MODES:** Pump-Action  
**UNLOCK CRITERIA:** CQB Level 2

## FIELD NOTES

In the game, the Special Purpose Automatic Shotgun is restricted to pump-action firing mode only, making it comparable to the 500 Tactical in terms of performance and functionality.



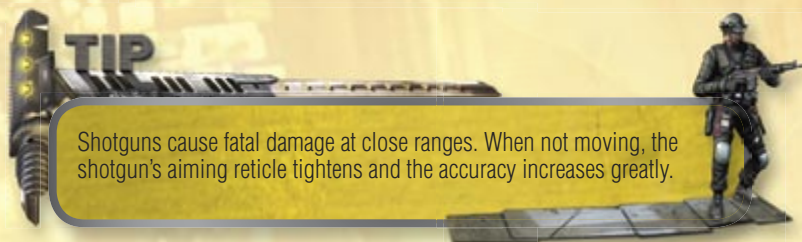
## XM-26 LSS



**DAMAGE:** 8  
**RANGE:** 1  
**ACCURACY:** 1  
**PENETRATION:** 8  
**MAGAZINE CAPACITY:** 5  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** CQB Level 6

### 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 five-round magazine in little more than one second. The weapon is most effective when fired semi-automatically at close range.



**TIP**  
Shotguns cause fatal damage at close ranges. When not moving, the shotgun's aiming reticle tightens and the accuracy increases greatly.

## 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 stand-off 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.

### L96 ARCTIC WARFARE



**DAMAGE:** 10  
**RANGE:** 10  
**ACCURACY:** 10  
**PENETRATION:** 10  
**MAGAZINE CAPACITY:** 5  
**FIRE MODES:** Bolt-Action  
**UNLOCK CRITERIA:** Marksman Level 20

### FIELD NOTES

Designed to operate in severe sub-zero environments, the L96 Arctic Warfare is the preferred sniper rifle among the armed forces of several European countries. The stylish aluminum thumb-hole stock adds a degree of elegance to this powerful weapon, but it functions similarly to the other bolt-action sniper rifles.

### M40A1



**DAMAGE:** 10  
**RANGE:** 10  
**ACCURACY:** 10  
**PENETRATION:** 10  
**MAGAZINE CAPACITY:** 5  
**FIRE MODES:** Bolt-Action  
**UNLOCK CRITERIA:** Marksman Level 10

### FIELD NOTES

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

### PSG1



**DAMAGE:** 9  
**RANGE:** 9  
**ACCURACY:** 10  
**PENETRATION:** 10  
**MAGAZINE CAPACITY:** 5  
**FIRE MODES:** Semi-Auto  
**UNLOCK CRITERIA:** Marksman Level 14

### FIELD NOTES

The German-manufactured PSG1 is one of only two semi-auto sniper rifles available to Rainbow operatives. This 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:** 10  
**ACCURACY:** 10  
**PENETRATION:** 10  
**MAGAZINE CAPACITY:** 5  
**FIRE MODES:** Bolt-Action  
**UNLOCK CRITERIA:** None

#### FIELD NOTES

This is a lightweight bolt-action rifle, comparable to the M40A1. The Scout Tactical has a slightly shorter barrel, making it slightly faster to swing around corners when firing from a covered position.

### SR-25 SD



**DAMAGE:** 9  
**RANGE:** 8  
**ACCURACY:** 10  
**PENETRATION:** 10  
**MAGAZINE CAPACITY:** 5  
**FIRE MODES:** Semi-Auto  
**UNLOCK CRITERIA:** None

#### FIELD NOTES

The SR-25 SD is a semi-automatic sniper rifle fitted with an integrated sound suppressor, making it the ideal choice for snipers during stealthy operations. In addition to firing silently, the suppressor also eliminates muzzle flash, aiding concealment. But the rifle sacrifices power and range to accommodate these covert features, so always go for the head shot to ensure the kill. The rifle's semi-auto functionality allows for quick follow-up shots if the initial bullet misses or proves less than fatal.

### SV-98



**DAMAGE:** 10  
**RANGE:** 10  
**ACCURACY:** 10  
**PENETRATION:** 10  
**MAGAZINE CAPACITY:** 5  
**FIRE MODES:** Bolt-Action  
**UNLOCK CRITERIA:** Marksman  
Level 2

#### 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:** 3  
**ACCURACY:** 8  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 15  
**FIRE MODES:** Semi-Auto  
**UNLOCK CRITERIA:** Marksman  
Level 8

#### 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:** 8  
**ACCURACY:** 6  
**PENETRATION:** 8  
**MAGAZINE CAPACITY:** 7  
**FIRE MODES:** Semi-Auto  
**UNLOCK CRITERIA:** Assault Level 4

#### FIELD NOTES

The massive Desert Eagle is the second-most powerful handgun in the game, usually killing with one shot, but the pistol's large bullets greatly constrain the magazine capacity. Recoil is also a major concern, causing the barrel to violently jump 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:** 1  
**ACCURACY:** 5  
**PENETRATION:** 5  
**MAGAZINE CAPACITY:** 10  
**FIRE MODES:** Auto, Semi-Auto  
**UNLOCK CRITERIA:** CQB Level 8

### FIELD NOTES

Unless you're intrigued by its high rate of fire, don't bother with the Glock 18. Not only does it lack stopping power, but it has a relatively small magazine. If you're looking for a good semi-auto pistol, you're better off with the 92FS for accuracy and range or the MK.23 for damage.

## MK.23



**DAMAGE:** 5  
**RANGE:** 4  
**ACCURACY:** 7  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 12  
**FIRE MODES:** Semi-Auto  
**UNLOCK CRITERIA:** None

### FIELD NOTES

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

## P99



**DAMAGE:** 4  
**RANGE:** 3  
**ACCURACY:** 7  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 12  
**FIRE MODES:** Semi-Auto  
**UNLOCK CRITERIA:** None

### FIELD NOTES

The reliable P99 is the standard-issue handgun of German police, as well as several other police agencies in Europe and North America. Designed to fire a standard 9mm round, the pistol performs similarly to the 92FS and USP 40, offering decent power and accuracy.

## RAGING BULL



**DAMAGE:** 9  
**RANGE:** 8  
**ACCURACY:** 6  
**PENETRATION:** 9  
**MAGAZINE CAPACITY:** 6  
**FIRE MODES:** Semi-Auto  
**UNLOCK CRITERIA:** Assault Level 10

### FIELD NOTES

The Raging Bull is the most powerful handgun available, and one of the most powerful weapons in the entire Rainbow arsenal. Like the Desert Eagle, it 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. But if you can handle these drawbacks, few weapons come close to matching the Raging Bull's devastating power.

## USP40



**DAMAGE:** 4  
**RANGE:** 3  
**ACCURACY:** 6  
**PENETRATION:** 6  
**MAGAZINE CAPACITY:** 13  
**FIRE MODES:** Semi-Auto  
**UNLOCK CRITERIA:** None

### 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 MK.23 in terms of range and accuracy. But any differences are negligible when firing at close range.



## 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 preferred gun sight of US 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 best suited to an assault rifle's intermediate range capabilities.

## 6X SCOPE



**AVAILABILITY:**  
Assault Rifles  
Sniper Rifles

This is a high magnification scope with hunting crosshairs for easier kill shots. The 6X Scope is the default scope equipped 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. Toggle magnification levels by pressing the zoom button. However, the toggling process 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.

## LASER SIGHT



**AVAILABILITY:**  
Assault Rifles  
Light Machine Guns  
Pistols  
Shotguns  
Submachine Guns

This laser sight improves accuracy, but can be seen by nearby enemies. Because all of 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. It gives away your position, so avoid using it when stealth is a 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 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 aim 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 such as the 21E or MG36 for improved sighting. It can also be useful as a long-range scouting tool when 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 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, dazing any nearby survivors. These charges are best

deployed on doors where you can verify the presence of tangos 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.

## C4



C4 is an explosive that you remote-trigger 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 in an attempt 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 non-lethal tactical aid is perfect for assaulting rooms containing hostages. These are best deployed from the cover of an open

doorway. Stand along the side of the door and toss the flashbang inside. Always turn away from the blast of a flashbang to avoid falling victim to its blinding effect.

## FRAG GRENADE



This grenade fills an area with high-velocity shrapnel. Frags can also trigger secondary explosions, blowing up cars and other flammable objects. To maximize a frag's effectiveness, toss it toward a cluster

of hostiles. They can also be banked off walls—useful when tossing a grenade around a corner or deeper into rooms.

## GPS DEVICE (MP ONLY)



The hand-held GPS device scans the area to temporarily reveal 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.

## 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, injuring anyone who

gets near it. The fire lasts only a few seconds, creating a temporary barrier between you and any hostiles. Use incendiaries as defensive weapons when you need to halt advances through certain choke points. They're also effective when trying to escape with tangeros hot on your trail.

## MOTION SENSOR (MP ONLY)



Deploy this laser tripwire to alert you of enemy movement in that area. When the sensor is 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.

## RADAR JAMMER (MP ONLY)



The radar jammer disrupts enemy radar and GPS in your area. This counters the GPS heat 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 utilizes one transparent viewport.

## BALLISTIC SHIELD



**UNLOCK CRITERIA:**  
Assault Level 20

This ballistic shield protects you from small arms fire. Choose the shield among the primary weapons when selecting gear in the outfitting screen. The shield attaches to your left arm; press the cover button to raise it. 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 significantly reduces your speed and vision. Also, you can't use other forms of cover while the shield is equipped. So use the shield only when you have someone to watch your flanks and rear. With the proper back-up, 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.

Because all players are equipped with thermal vision in multiplayer, don't rely on smoke too heavily for concealment, particularly during close-quarter fire fights. But smoke is still useful when crossing known fields of fire covered by snipers or other distant opponents—thermal vision is effective only within approximately 20 meters.

## TEAR GAS (MP ONLY)



Tear gas grenades emit a riot-control agent that causes irritation to 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 fire fights, rendering your opponents virtually defenseless for a few critical seconds. If you're planning to carry tear gas, consider bringing along a gas mask to avoid falling victim to the effects.



## SCENE ONE: NEGOTIATIONS

### SITUATION REPORT

**LOCATION:** Pic Des Pyrénées Observatory, France

**LOCAL TIME:** Unknown

Seated high above the clouds, the observatory provides valuable astronomical data and has recently become a testing ground for new communications technology. Prior to the activation of a new communications tower, terrorists stormed the compound and seized multiple hostages. Rainbow must covertly infiltrate the facility and free the hostages while negotiations are underway. Stealth is key, so choose weapons capable of being equipped with sound suppressors.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
MP5N	REFLEX SCOPE
G36C	6X SCOPE
MK23	HIGH-CAPACITY MAG
FLASHBANG	—
SMOKE GRENADE	—

### NOTE

You start this mission with the default equipment assigned in the outfitting screen within the My Character menu. Use this menu to choose your weapons and armor before starting the Story mode. There are no outfitting stations at the beginning of the mission.

### BACKSTORY: GABRIEL'S RESENTMENT

This operation takes place five years before the events in Las Vegas, and introduces you to Bishop, a veteran Rainbow operative. Bishop is joined by two familiar faces: Logan Keller and Gabriel Nowak. Before they were bitter adversaries, Logan and Gabriel were teammates, operating under Bishop's command. Gabriel's acrimony for Rainbow and Logan grew out of this very mission, providing insight into his betrayal.

### INSERTION POINT

### INFO

**New Objective:** Advance to the lower observatory catwalk to receive your briefing.



It's a crisp and clear day in the mountains as Bishop arrives at the facility's helipad. As you gain control, take a few seconds to get your bearings. Turn toward the chopper as it flies away to spot a Rainbow operative gesturing for you to follow him—a waypoint marker is also visible. Navigate the adjoining catwalk system and stairs to reach the waypoint marker.



As you move along the catwalk, notice how your weapon is lowered, slung across Bishop's chest. When your weapon is stowed in this manner you cannot use it or any other pieces of equipment.

But don't worry, you can't be harmed when your weapon is stowed. Your weapon is automatically lowered during scripted events. In this instance, you must advance to the small observation lounge off the lower catwalk where you'll receive your mission briefing.



### BRIEFING



Enter the observation lounge and turn toward the two men on the right side of the room. The man in the tactical gear is Ding Chavez, Rainbow's lead operative on this mission. Accompanying Chavez is

a negotiator, Lieutenant Monroe. Monroe will meet with the terrorists in a stalling tactic while Rainbow moves into position to free the hostages. Ding will take charge of Alpha team while you lead Bravo. Together your teams must silently advance through the facility until you can stage a combined assault on the room where the hostages are being held.

### INFO

**New Objective:** Infiltrate the negotiations and wait for Alpha team.



Bravo team consists of Bishop and two operatives: Logan Keller and Gabriel Nowak. This is Gabriel's first field op with Rainbow, and he's eager to exhibit his skills. But Logan and Gabriel won't be joining

you just yet. Move toward the waypoint marker on the catwalk beyond Gabriel. He steps aside as you approach, allowing you to pass.

### INGRESS



As you step out onto the catwalk, look up to spot Lieutenant Monroe meeting with the terrorists on the catwalk above. A video feed of the

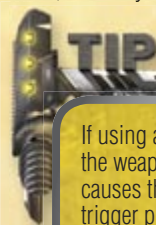
event appears on the upper right corner of your HUD. Quietly advance along the catwalk toward the next waypoint marker as the meeting convenes overhead.

Approach the doorway by the waypoint marker and enter cover mode with your back against the wall. Step along

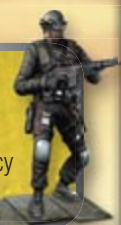


the right side of the doorway and watch for a tango to move into sight. Your weapon is now available and automatically equipped

with a sound suppressor. But don't open fire until you get the order from Ding. When you get the order, remain in cover mode and aim through the doorway, placing your aiming reticle directly over the terrorist's head. The terrorist is looking away, giving you the chance to perfect your aim, so don't rush the shot. When the target is aligned, gently squeeze the trigger to fire off a quick burst, instantly neutralizing the first hostile.



If using a submachine gun such as the MP5N, set the weapon to burst mode before engaging. This causes the weapon to fire three bullets with each trigger pull, providing a perfect balance of accuracy and damage.



Now that you've eliminated the tango, your team can join you. Step inside the room you just cleared and issue a regroup order to Logan and Gabe. They must cross the catwalk



to reach your position, so give them a few seconds to catch up before proceeding up the nearby staircase.



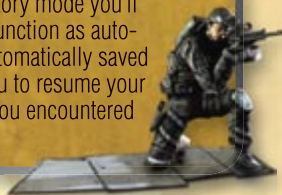
### CHECKPOINT

**Checkpoint Reached:** Enter the building after eliminating the first tango to activate the checkpoint.



## NOTE

Throughout the single-player Story mode you'll encounter checkpoints. These function as auto-save spots. Your progress is automatically saved at each checkpoint, allowing you to resume your mission at the last checkpoint you encountered if you die.



A set of closed double doors await at the top of the stairs—don't open them! Instead, aim at the base of one of the doors and activate your Snake Cam. The Snake Cam is a small wire-thin camera

that can be inserted beneath doors, letting you scout a room prior to entry. Two hostile snipers are inside this room, looking out a set of windows. Tag both snipers for your teammates in any order. This tells Logan and Gabe which targets to focus on as they enter.

## INFO

**Objective Updated:** Take out the snipers watching the window so that Alpha can enter the building.



The snipers are preventing Alpha team from entering, so it's up to Bravo to eliminate them. Once both snipers are tagged, deactivate the Snake Cam and order your team to stack up on the

right door. This gives them the best angle on both snipers as they enter. Wait until your team is in position, then give them an enter and clear order. With both snipers turned away from the door, no tactical aids are necessary during the entry. Hold back as Logan and Gabe throw the door open and drop the snipers with their silenced SMGs. It's all over in a matter of seconds. Alpha can now proceed.

Follow Logan and Gabe inside the room, turn right, and hug the wall while advancing toward the next waypoint marker. While moving, issue a regroup order to your team. After performing an entry order,



your team automatically holds position and will remain there until issued a new order. So make a habit of issuing regroup orders after clearing rooms to ensure that your team is following closely.

Descend the short flight of stairs at the room's far side and approach the exit. There are no tingos on the other side of the door so don't bother issuing an entry order—just open the door and walk through. However, you may want to use this opportunity to further experiment with the Snake Cam or to issue your team an enter and clear order. Whatever your decision, remain silent while passing through this doorway.



## CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated as you exit the building and step out into the snow-covered passage.



After passing through the door, turn left and issue a hold order to your team—you can handle the next round of threats on your own. Enter cover mode along the wall on the right and slowly creep out toward the corner until you can spot two tingos conversing on the adjacent pathway. As long as you stay behind the corner, they can't see you. As the tingos end their conversation, one turns around and walks away—they're both looking away from you now. Target the stationary tingo closest to you first, shooting him in the back of the head. Once he's down, quickly target the second tingo walking down the pathway. Keep in mind that the sign in front of these tingos will not protect them from your bullets, and if you choose to shoot through it, your shots can still be lethal.



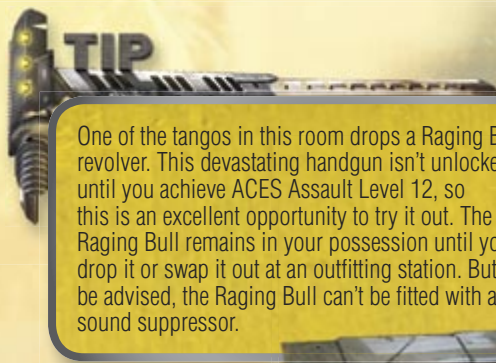


### CAUTION

Failing to quickly and silently eliminate the two tingos here can lead to repercussions later. If this occurs, you'll be forced to face three tingos in the next room, including one with a ballistic shield, instead of two. This is just one example where sloppy tactics and execution can make your job much tougher. For best results, try to kill your targets before they see you. If they manage to yell or fire a shot, be prepared for reinforcements.



You can issue several effective entry orders to secure the room, but stealth is an important factor, so avoid using any tactical aids. Instead, give your team a simple enter and clear order. You can provide support by opening your door at the same time, but Logan and Gabe can eliminate the two tingos on their own. Watch the assault through your Snake Cam to study the team's effectiveness.



One of the tingos in this room drops a Raging Bull revolver. This devastating handgun isn't unlocked until you achieve ACES Assault Level 12, so this is an excellent opportunity to try it out. The Raging Bull remains in your possession until you drop it or swap it out at an outfitting station. But be advised, the Raging Bull can't be fitted with a sound suppressor.



The path ahead is now clear of threats. Step around the corner and move toward the gate. If you haven't already, order your team to regroup. When you reach the gate, follow the on-screen

instructions to climb over the obstruction. While you can't jump, you can climb over low objects such as this gate. However, you can't fire your weapon while climbing, so make sure the area is clear before attempting to climb over any objects. Once you're over the gate, your teammates follow.

Continue along the outdoor path until you spot a set of double doors on the right. Slip your Snake Cam beneath one of the doors to peek inside. Two tingos stand in the center of the room—tag both of them. Next, locate the single door on the left side of the room. Aim at the door and order your team to stack up on it. Your team automatically rushes to the door and prepares for entry.



### CHECKPOINT

**Checkpoint Reached:** Enter the adjoining hallway to activate the checkpoint.

As your team moves down the hall to their door, turn back toward the door at the end of the hall by the window. Be sure to crouch and hug the wall while quickly moving toward the door. Activate your Snake Cam and locate the three terrorists inside. This time two tingos are talking in the room's center while a third tingo paces back and forth. Tag the pacing tingo first, then tag a stationary tingo. Now watch the pacing tingo. As he walks away from your team's door, order them to enter and clear with a flashbang. Deactivate the Snake Cam and assume a covered position. When you hear the flashbang detonate, throw your door open and help your team eliminate the tingos. The flashbang has



a deafening and blinding effect on the targets, making them easy to pick off. Be sure not to hesitate in clearing this room, as the tangers will move to the stairs if you take too long.

## TIP

Try using the tactical map in conjunction with your Snake Cam before assaulting rooms. This provides a top down view of the room, showing all entry points and significant objects within. All enemies within the line of sight of your Snake Cam also show up as red circular icons—the small line emanating from each red circle represents the direction the enemy is facing. Use this information to determine which entry point is most advantageous, as well as which tactical aids to use.



Enter the room and climb the staircase inside to reach the next level. While moving up the stairs, order your team to regroup. Approach the double doors at the top

of the steps and use your Snake Cam to spot one lone tango on the other side. Tag him for your teammates, then back away from the door. Order your team to stack up on the door, then issue an enter and clear order. Hold back as Logan and Gabe rush through the door and mow down the unsuspecting tango.



Follow your team outside, but don't step out around the corner to the right. Instead, enter cover mode and creep along the wall. A sniper covers the next pathway, positioned on a catwalk in front of the white domed structure. The target is too far away for your SMG, so switch to your assault rifle and attach a sound suppressor to the barrel. For greater control and accuracy, set the assault rifle to single shot fire mode and drop to a crouched stance. Now start scanning for the sniper. While in cover mode, move the crosshairs around until you spot him—the crosshairs turn red when placed over an

enemy. Zoom in on the target while still hiding behind the wall. Now you're ready to take the shot. While in cover mode, peek out around the corner. Because you're zoomed in, the assault rifle's scope automatically comes into view, directly over the enemy sniper. As you peek around the corner, the sniper will spot you and drop to a knee before taking a shot. Beat him to the punch by placing a silent round in the center of his skull before he can pull the trigger.



Now that the sniper is down, order your team to regroup and advance along the pathway toward a set of rappel points. Order your team to hook up to the rappel points on the left side of the path while you

attach to the single rappel point straight ahead. This allows you to assault the conference room below from two different sides.

Once attached to the rappel point, invert and begin walking down the side of the building. Slow down as you approach the window. Creep down until you can spot three tangers inside the conference room.



Tag the two hostiles farthest from your window—Logan and Gabe must deal with these guys. Order your team to descend their ropes until they're just above the window. Now center your sights over the untagged tango closest to your window. Order your team to burst through their windows and begin the assault. But before they crash into the room, open fire on the untagged tango in your sights, firing 2–3 rounds at his head to ensure the kill. Your gunshots alert the two tagged tangers, causing them to look toward you. This allows your team to flank them as they enter through the windows. If you time it just right, you can clear this room in about two seconds. Join your team in the conference room and order them to regroup.



Open the door leading out of the conference room and turn left down the hallway. Order your team to stack up on the door. Use your Snake Cam to tag the two tangers standing inside, but don't give the

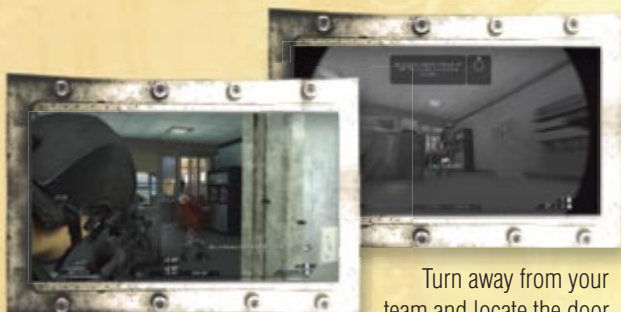


entry order yet. There's one more tango inside this room that you can't see from this entry point. Fortunately two more doors lead into this room.



### CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated after exiting the conference room.



Turn away from your team and locate the door

down the corridor to the left. Activate your Snake Cam to see the tango. This tango is your responsibility, so be ready to take him down with your silenced SMG. Assume a covered position along the left side of the door, then order your team to enter with a flashbang. Listen for the flashbang to go off, then throw your door open and down your dazed target with a quick burst. Your team will have no problem taking out the other two tangos.



### Co-Op TAKEDOWN

If you're playing Co-Op, consider hitting this room from all three entry points. Have Logan and Gabe attack from the door near the two tangos while you and your friend handle the single tango flanked by the two other doors. This is a very small room with few targets, but it's a good opportunity to practice a coordinated entry.



Enter the cleared room and head toward the large window, near the door where your team entered—three rappel lines hang outside the window. Order your team to regroup and open the door leading

outside. Knot-up on the center rappel line and begin climbing up. On the way up, you spot Alpha team clearing a floor as you pass in front

of a window—don't shoot! Instead, keep climbing up until you reach the roof.

On the roof, turn left and order your team to toss a smoke grenade at the concrete block near the next waypoint marker. Smoke is the



best way to keep your team from being spotted by the two tangos just ahead. Once the smoke screen has grown, move your team to the concrete

block where the smoke grenade was deployed. Use your thermal vision to see through the smoke and down each of the tangos.



Exercise caution while advancing down the path toward the next door. Have your team lead the way to ensure that all tangos are down. There may be one hiding next to

the vending machines in the nook to the right. Once both hostiles are down, move forward and order your team to regroup. Be sure to set the ROE back to infiltrate before proceeding.

Enter the door next to the red coffee machine and proceed through the hallway and into the adjacent stairwell. This area is clear of threats, so



there's no need to issue entry orders. However, the stairwell is quite dark, so take this opportunity to try out your night vision goggles. The double doors at the top of the stairs are wired to an alarm. Aim at the doors and order Gabe to disable the alarm.



### CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated while passing through the hall prior to entering the stairwell.



## HOSTAGE ROOM

### INFO

**Objective Updated:** Do not fire until Alpha gives the go order.



After Gabe deactivates the alarm, he opens the double doors. Follow Logan and Gabe inside the upper level control room overlooking the hostage room. Wait for Alpha to arrive before initiating the assault.

Notice that your weapon is automatically lowered, preventing you from taking any actions on your own. Instead, study the situation below. Multiple terrorists in the room below are watching over three hostages on the ground. Lieutenant Monroe is talking to the terrorist leader, trying to convince him to give up.



Suddenly, Gabriel accidentally opens fire, completely ruining the element of surprise. Immediately open fire on the tangers below, starting with the terrorist leader (in the red beret) standing next to Monroe. Unfortunately, there's nothing you can do to save Monroe as bullets start flying everywhere. Once the attack is underway, the three hostages run upstairs into the control room, cowering on the floor near your position. Don't shoot them as they run upstairs.

### INFO

**Objective Updated:** Protect the hostages.



Now that the hostages are out of the way, open up on the terrorists below. Switch the ROE to assault and remove the silencer from your SMG. Quickly order your team to move



toward the staircase on the far side of the control room. If this staircase isn't covered, the terrorists will attempt to flank you, putting the hostages (and your team) at risk.

Meanwhile, take cover along the concrete pillar and fire down on the tangers below. Even if you can't get a clear shot, continue firing in an attempt to pin them.

Join your team near the stairs and order them to toss a smoke grenade down onto the main lower floor. Activate your thermal goggles. As the smoke screen grows dense, order your team downstairs. If necessary, order your team to flush out pinned tangers by using frag grenades. Be wary of additional tangers that will come and hide by the door. Take your time and eliminate them all. An objective update appears on the screen once you've neutralized all terrorists in this room.



### INFO

**Objective Updated:** Assault the communications tower and take down the fleeing terrorists.

Move to the next waypoint marker at the room's far side. The adjoining hallway contains a pair of outfitting stations. Access one of them to replenish your ammo and grenades. Make sure you bring along an assault rifle for the next phase of the mission because you'll want something with considerable range and power.



### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
MP5N	REFLEX SCOPE
G36C	ACOG SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
INCENDIARY GRENADE	—



**Checkpoint Reached:** The checkpoint is activated after passing the outfitting stations.



## SCENE TWO: AMBUSH



### SITUATION REPORT

Despite the flawed assault, the hostages are now free and secure. But your job is far from over. The terrorists have consolidated around the observatory's new communications tower. Bravo is tasked with staging a frontal assault while Alpha circles around the back in an attempt to surround the tangeros, cutting off their escape.

### EXTERIOR ASSAULT



After utilizing the outfitting station, turn left and approach the open doorway. Stand in the doorway and turn right to locate a concrete planter a few feet from your position—order Gabe and Logan to move here. As your team moves into position, provide cover from the doorway, gunning down tangeros as they rush into view. If necessary, order your team to deploy smoke for better concealment.

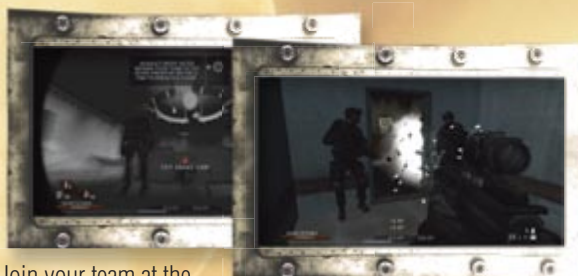
Use bound and overwatch tactics to advance through this area. Have your teammate deploy smoke to conceal movement while using the various concrete blocks for cover. Snipers on the roof of the stone building pose a significant threat, so avoid exposing your team (and yourself) to them. Don't forget to use your team's frag grenades either. This is a great way to take out hostiles hiding behind cover.



While advancing, look for the dark corridor off to the right and step inside. Leave your team at the concrete block just outside the door to prevent you from

being flanked. Approach this open doorway and take a covered position along its left side. The next waypoint marker is just beyond the double doors straight ahead, but you must eliminate a tango on the rooftop before you make your move. As you did earlier with the sniper, center your crosshairs on the tango, zoom in, then peek around the doorway to fire the fatal shot. Hold at the doorway and order your team to advance toward the double doors. Cover your team as they move into position.

### VISITOR'S CENTER



Join your team at the double doors and order them to regroup. Lead them inside the building and turn left to spot a single door. Do not pass this door or you'll run directly into an ambush. Slip your Snake Cam beneath the door to scout out the visitor's center. Directly on the other side of the door are two stationary hostiles—presenting the perfect opportunity for a breaching charge. Back away from the door and order your team to stack up. Once they're in position, order them to enter the room with a breaching charge. The resulting explosion destroys the door along with the two tangeros on the other side, instantly clearing the room of all threats.

At this point in the mission, the thermal scan feature becomes available, allowing you to pinpoint enemy positions in real time.

Activate the scan and a minimap appears in the screen's top right corner. The yellow/orange dots on the map represent the heat signatures of all individuals including terrorists, your teammates, and hostages. For an expanded view, access the tactical map to get a better idea of where the terrorists are located and where they're coming from. In a situation like this, the thermal scan is helpful for determining where to send your team. But make your decisions quickly because the scan only remains active for approximately 30 seconds.





Enter the visitor's center and turn right to locate the double doors leading back out to the lobby. Once again, use your Snake Cam to locate



two terrors standing on the other side—one is positioned behind a light machine gun turret. Tag both terrors for good measure, then back away

from the door. Order your team to stack up, then issue another breach and clear command. The breaching charge is close enough to kill the tango standing near the door, but it only dazes the tango standing behind the turret. But no worries. Your team will gun him down before he regains his composure.

Exit the visitor's center and turn left to access the stairwell leading up to the next floor. As you climb, Ding reports that the terrorists are cornered at the communications tower. Alpha has secured the rear exits blocking their escape path. It's Bravo's job to tighten the noose and finish off the remaining hostiles.



## CHECKPOINT

**Checkpoint Reached:** Approach the stairwell to activate the checkpoint.

## PLAZA



At the top of the stairs, open the door and pass through. The hostiles have barricaded this plaza with different objects. Quickly take cover behind the nearby pillars and stacks of tiles before the enemy

becomes aware of you. If your teammates haven't already, take out the lone hostile on the upper level catwalk, then focus on the enemies on the ground.

Tangos emerge from two doorways in the com tower building ahead. These doorways are natural choke points, so concentrate your fire on these areas to prevent tangos from advancing out into the plaza and taking cover behind the stacks of tiles. If the enemies do manage to take cover, respond with frag grenades to draw them out.



As you attempt to move toward the next building, a massive explosion rocks the plaza's center. Keep your distance from the explosion and resulting flames



and immediately duck back behind cover. The explosion is just the beginning of another wave of attackers advancing on the plaza. Move your team toward the left path, seek cover, and focus your fire on the main doorway to stave off this attack. Hold your position until all tangos are down for the count.

## COM TOWER



The next building has two entrances. Approach the single door on the building's side and take a covered position along the right side. More tangos are camped inside the next room, hiding behind the corners and the large concrete pillars. Hold at the doorway and pick off any tangos that dare to show their faces. Once the area around the door is relatively clear, order your team to toss a smoke grenade at the base of the nearby pillar. Follow up by ordering them to move behind the pillar. The smoke allows them to gain entry and reach cover without coming under attack. From this position they can help clear most of the tangos in the room.





Remain outside and move to the double doors on the adjacent wall. Enter cover mode along the right side of this doorway and look for more tangos. Now's a good time to use another thermal scan. Use

this information to move your team around to clear the rest of the room. Order them to deploy smoke, then have them advance to the next set of pillars.

One tango may crouch beneath a U-shaped security console at the far end of the room, waiting for you to walk past his position. Use a frag grenade to eliminate him before advancing any farther. You'll know the grenade scored a kill if you attain XP and assault points for eliminating a threat with explosives. Once the room is clear, order your team to regroup and enter the short corridor beyond the console.



**Checkpoint Reached:** Pass the waypoint marker by the security console to activate the checkpoint.

### CONTROL ROOM

Hug the wall on the right side of the corridor and peek around the corner to spot two tangos guarding a bomb in the center of the control room. Order your team to toss a smoke grenade into the room at the base of the left pillar. Once the smoke screen has grown, order your team to move to the same pillar. Peek around the corner and help your team gun down the two tangos next to the bomb.



### INFO

**Objective Updated:** Disarm the bomb.

Enter the control room and assume a covered position behind the pillar on the right. Peek around the pillar's left side and order Gabe to disarm the bomb.



As Gabe moves into position, have your teammate toss a smoke grenades toward the bomb, and another one at your feet. Once Gabe defuses the bomb, a large group of terrorists will attack through the doorways straight ahead and along the upper level walkways circling the room. Smoke helps conceal your team on the floor, allowing you and Logan to pick off the attackers, so take a few seconds to make sure the control room is saturated with smoke before all hell breaks loose.

The attack occurs on cue, with tangos storming in as soon as Gabriel has defused the bomb. Unfortunately Gabe is hit during the attack, leaving you and Logan to fend off the attack. Quickly activate your thermal vision and begin opening fire on the tangos, concentrating on the turret gunners. Stay cool and hide behind your pillar to reload.



### TIP

No matter how careful you are, you can't prevent Gabriel from getting shot. It's a scripted event that can't be avoided. Once Gabe is shot, Logan moves toward his body and remains there. This is why it's important to keep a smoke screen near the bomb. While you can order Logan to heal Gabe, it's best to keep Logan and his light machine gun on the offensive. If Logan goes down, you'll have a difficult time surviving the assault.



Alpha team eventually comes to your rescue, arriving through the door on the left, just beyond the bomb. Be ready for their arrival and hold your fire as they

enter the room—your crosshairs will turn green when placed over a friendly unit. This is the best way to determine friend from foe during this chaotic firefight. Alpha's timely arrival marks the end of the mission. But for Gabriel, the seeds of resentment have been sown, compounded by feelings of guilt and abandonment.



## SCENE ONE: ROOFTOPS

### SITUATION REPORT

**LOCATION:** Las Vegas, Nevada

**LOCAL TIME:** July 2nd, 1827 hours

While Old Vegas has lost much of its glitz and glamour, business continues. A bustling industrial district lies beneath the strip's shadow, maintaining the backbone of the city's tourism industry. The NSA suspects the presence of chemical weapons in this part of the city, and it's up to Rainbow to confirm or deny these suspicions. But public safety is Rainbow's number-one priority. The release of chemical weapons in a densely populated urban center such as Vegas would be catastrophic.

### INSERTION POINT



Bishop is back in the field five years after the events in France. Bishop is joined by Jung Park and Michael Walters for this critical operation in Las Vegas. Rainbow feels there may be a connection between the chemical weapons and Irena Morales's activity in Mexico. As you listen to the incoming transmissions from Ding Chavez and NSA Deputy Director Lawrence, select your loadout for the mission. A mix of indoor and outdoor follows, so choose your weapons accordingly—you can never go wrong with a SMG and assault rifle. Just be sure to make your selections before fast roping out of the chopper.



### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
MP5N	REFLEX SCOPE
G36C	ACOG SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



### CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated as soon as you reach the ground.

Your briefing resumes when you reach the ground. Seek cover and listen to the incoming transmission while waiting for Jung and Michael to fast rope out of the chopper. The NSA's prime suspects are brothers Miguel and Alvarez Cabrero, well known coyotes. Their criminal organization has been infiltrated by an undercover NSA agent whose main task is to confirm the presence of chemical weapons. It's your job to follow up on the agent's findings and prevent the chemical weapons from being deployed. While listening, set the ROE to infiltrate and attach a sound suppressor to your weapon. Move in quietly to avoid alerting any hostiles to your presence.



### INFO

**Objective Updated:** Follow Agent Neville to determine if Miguel Cabrero is producing chemical weapon.

Advance toward the first waypoint marker, climbing the ladder and stairs near the rooftop AC units and ductwork. Only one tango patrols this rooftop, pacing near these skylights a few meters away from the waypoint marker. Step around and neutralize him with a short, silent burst. He drops a Raging Bull.

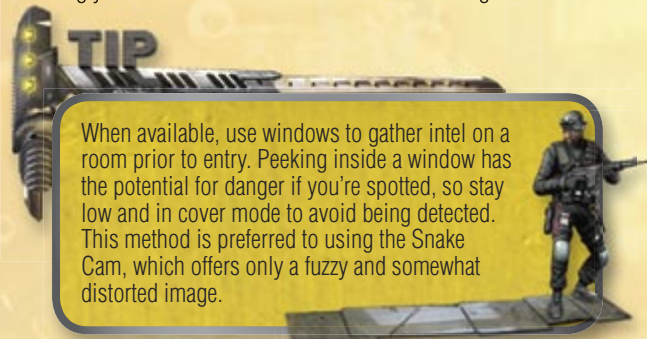






Follow the waypoint marker into the nearby doorway to enter this darkened corridor. As you spot this window, drop to a crouch and assume a covered position just below the glass. Two tangers are

inside, looking away. If either tango is moving, there's a chance he'll spot you, so time your move to the window carefully. Target the door on the room's left side and order your team to stack up and prepare for entry. As your team moves into position, tag both tangers in any order. When your team is ready, order them to enter with a flashbang to quickly clear the room. While you're taking down this room, Rainbow's intelligence officer, Sharon Judd, reports that undercover agent Neville has arrived nearby and is meeting with Miguel Cabrero. She establishes an audio link of Neville's wire to your com system, allowing you to listen in on his conversation with Miguel.



**TIP**  
When available, use windows to gather intel on a room prior to entry. Peeking inside a window has the potential for danger if you're spotted, so stay low and in cover mode to avoid being detected. This method is preferred to using the Snake Cam, which offers only a fuzzy and somewhat distorted image.



Join your team in the room and walk past the bodies to reach this dimly lit corridor. Order your team to regroup, and lead them up the short flight of stairs toward the next waypoint marker, just outside a

room with two doorways. Voices emanate from the room's interior, so be quiet.



**Checkpoint Reached:** Pass the overturned metal barrel and climb the steps to activate the checkpoint.

At the waypoint marker, turn right and order your team to stack up on this door in the hall next to the open doorway leading outside. This is the best entry point for your team, giving them a good angle on the two tangers inside.



While your team stacks up, step out of the open doorway (marked with an exit sign) and take a covered position along the wall to your left. Step up to the corner to spot two tangers; one staring off in the distance, and a sniper near the top of the ladder. Wait for the sniper to turn away, then peek around the corner and shoot him in the side of the head. Once the sniper is down, shoot the stationary tango. As long as you're quiet, the tangers in the nearby room won't be alerted, so use a silencer when you take your shot.



Now crouch and step around the corner. Take cover just below one of the three windows until you can spot both tangers in the



room. Tag them both, then order your team to enter and clear with a flashbang. You can assist with the takedown by firing through one of the windows, but Jung and Michael are completely capable of handling this assault on their own. Once they've cleared the room, aim through the window near the ladder until you spot a door on the far side of the room marked by an exit sign. Order your team to stack up on this door.

Climb the ladder next to the windows to reach the next rooftop area. Take cover along this low piece of cover, next to the black graffiti. Locate the sniper patrolling the fire escape of the Havana Hotel—tag him to make him easier to spot. Equip your assault rifle and make sure the sound suppressor is removed. Before taking the shot, set the ROE to assault so Michael and Jung equip their primary weapons. You'll need them to storm the lower rooftop area while you engage the sniper. When you're ready, zoom in on the sniper and take him out. As soon as you take the shot, order your team to enter and clear.



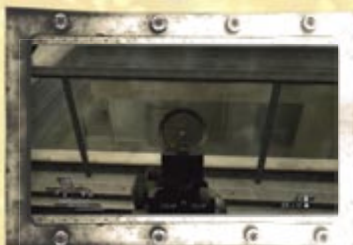




Once the sniper is down, move toward this railing and help your team clear the lower portion of the rooftop. While moving into position, watch the ladder on the left. Some curious tangos

may attempt to climb this ladder to investigate the sound of your assault rifle. Keep an eye on this area and don't let them flank you. Meanwhile, support your team from above, moving them behind cover if necessary.

Clear the rooftop, then descend the ladder on the left, joining your team on the lower level. Order your team to regroup and approach the skylight near the waypoint marker. Equip your SMG with sound suppressor, and slowly strafe around the skylight's perimeter, aiming down into the room below. A lone tango patrols this room. Locate and eliminate him. Once he's down, toss a smoke grenade into the room below and order your team to fast rope down inside.



Follow your team down into the smoke-filled room and turn your attention to the adjacent room—several tangos wait inside and they're aware of your presence. Take cover along one of these pillars and activate your thermal vision to see through the smoke screen. Pick off as many visible tangos as possible before your smoke screen dissipates.



Help your team eliminate the rest of the tangos in the adjacent room. Hold at one of the two doorways while ordering your team to move into position. The tangos in this room are equipped

with laser sights, making their positions easier to detect. Pick them off as they expose themselves or use frag grenades to clear a path.

While clearing the room, be careful not to get too close to the windows on the left. A couple of tangos loitering outside will open fire if you reveal yourself. Once the room is clear, take a covered position beneath one of the windows to spot and engage the hostiles outside. Both are equipped with Skorpion VZ83 SMGs, so be prepared for their rapid rate of fire. Wait until they're looking away or reloading before peeking through the window to take a shot.



Order your team to regroup and follow the waypoint marker outside to these double doors. Before opening one of the doors, make sure your ROE is set to infiltrate, and equip a silenced weapon.

Otherwise, your team may open fire prematurely, compromising the element of surprise during your next entry.

Open one of the doors and creep inside. You can hear hostiles in the room straight ahead, behind the duct with the rotating fan blade. Avoid the temptation to shoot any visible tangos now, and proceed up the short flight of stairs on the right.



## CHECKPOINT

**Checkpoint Reached:** Passing the waypoint marker (by the fan blade's shadow) activates the checkpoint.



The stairs lead to a set of double doors. Order your team to stack up on the right door while you run your Snake Cam below the left door. Multiple tangos

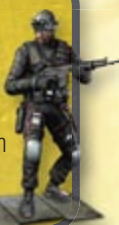


in the next room are positioned on this upper-level catwalk. Tag the two tangos nearest the door, then back away. Order a flashbang entry for your team and stand aside while they clear house. Just be sure to avert your eyes from the flashbang, or else you'll be blinded too. As you prepare entry into this room, Neville's wire reveals that his cover has been blown. He's now in great danger. You must reach him quickly!



**TIP**

The tangos in this darkened room are equipped with night vision goggles. The bright flash from a flashbang is extremely effective in blinding such threats. It's possible to enter this room from two doorways, but the lower doorway puts your team at a significant disadvantage. Have them enter from the upper level while you provide support from the doorway.



### INFO

**Objective Updated:** Rescue Neville from Miguel Cabrero.

Advance through the now-cleared room and order your team to regroup. Enter this adjoining corridor and use one of the outfitting stations on the left. Consider sticking with the same loadout, as the path ahead offers more of the same. If you can live without your frag grenades, consider swapping them out with breaching charges. There's at least one opportunity ahead where a dual breach can have spectacular results.



### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
MP5N	REFLEX SCOPE
G36C	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



### CHECKPOINT

**Checkpoint Reached:** Walk past the second outfitting station to trigger the checkpoint.

## SCENE TWO: NIGHTCLUB

### SITUATION REPORT

Agent Scott Neville's cover has been compromised. He's currently being interrogated by Miguel Cabrero and his men. You must advance across the rooftops and reach Neville's position before they kill him.

### COMMERCIAL ZONE



Approach the open double doors at the end of the corridor, but don't walk through just yet. A lone tango patrols the rooftop beyond the doorway. Wait for him to pass by and drop him with a quick burst. The rest of this rooftop is now clear of threats. Advance to the billboard on the opposite side.



There are several rappel points on the billboard railing, but don't use them yet. Neville's wire reveals that your team has been spotted. Cabrero responds by sending

several of his men to stop you. Position your team at the very end of the billboard catwalk, where the cardboard boxes are stacked. Set the ROE to assault and break out your silenced assault rifle.





Turn to the tall building straight ahead and aim toward the billboard. A sniper appears along the left side of the sign. Pick him off quickly before he can engage you and your teammates. Two more tangos join the fight by rappelling down the building, just below the billboard. Try to hit them while they're still on their ropes and watch them fall. During this engagement, Cabrero has intensified his interrogation of Neville, revealing critical information about his operation. Sharon reports that Lawrence now wants your team to proceed to the Cabrero warehouse.

### INFO

**Objective Updated:** The Cabrero brothers are making explosives. Find their warehouse.

Once the area is clear, order your team to fast rope down to the lower rooftop. Provide cover from the billboard as they descend. Once they're in position, fast rope down to meet them. Take cover at this corner and order your team to move forward, behind the low AC unit. As your team moves forward, a tango peeks around the corner ahead. Blast him before he can open fire on Michael and Jung.



Move to the corner where you neutralized the tango and peek out toward the next rooftop area. Several tangos are waiting for you here, so order your team to toss a smoke grenade between

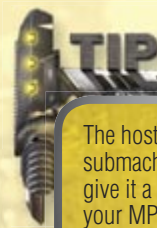
the two fenced-in pieces of rooftop equipment. Next, order your team to move to the low box-like duct between the two fence elements.

Join your team at the low piece of cover and activate your thermal vision while the smoke screen is still in place. Pick off a couple of tangos waiting

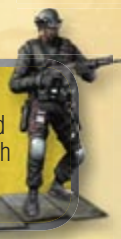


on the rooftop area ahead. Next, order your team to drop smoke at the next piece of cover to the right. Once the smoke is in place, order them to take cover behind the white electrical box. As they move into position, they'll immediately begin engaging tangos through the smoke.

While the smoke screen is in place, sprint past your team and take cover behind this dark gray duct. Two tangos are on the elevated walkway ahead, hiding among the solar panels. Shoot them as quickly as possible before they start throwing grenades. If you're having trouble spotting the hostiles, shoot out the solar panels to destroy their only cover. When both tangos are eliminated, hold your position and order your team to advance up the stairs. It's important to stay back in case one of the tangos survived your assault.



**TIP**  
The hostiles near the solar panels drop AUG A3 submachine guns. If you're intrigued, grab one and give it a test drive. But you're better off sticking with your MP5N for the next phase of the operation.



Join your team at the top of the stairs and order them to regroup. Pass through the green door to enter a corridor lined with electrical equipment. At the end of the corridor, turn to the railing on the left and fast rope down to the next level.



### CHECKPOINT

**Checkpoint Reached:** Fast rope to the lower level to activate the checkpoint.

### CRAZY GLOBE: KITCHEN

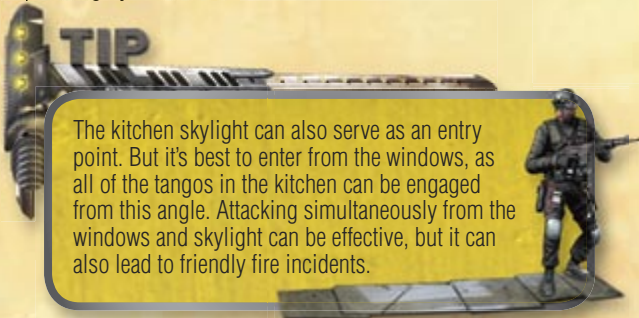
While waiting for your team to catch up, set the ROE to infiltrate and equip your SMG. Pass through the door at the end of the next corridor and turn right to spot three windows. Agent Neville is being held





in the kitchen of the Crazy Globe strip club straight ahead—and he's still alive. You can spot a few hostiles inside the kitchen too, with their backs turned. Don't open fire, as you can't see all of the hostiles from this position. Instead, walk past the windows and climb the ladder leading up to the roof just above the office.

Three rappel points are conveniently located just above the office windows. Connect to the center point and wait for Jung and Michael to connect to the two points. Once connected, invert and walk down the wall to get a better view into the kitchen. As soon as you connect your line, you hear a gunshot inside the kitchen—Neville is dead. This is a scripted event that you can't avoid, no matter how quickly you move into position. Open fire on the tangers inside, starting with the two standing next to Neville's body. Two more tangers are positioned at the back of the kitchen. Inch down the rope until you can see them. To assist in the assault, order Michael and Jung to burst through their windows. Once the kitchen is clear, hop through your window.

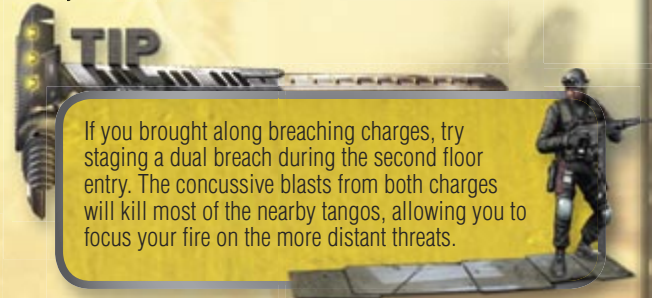


**Checkpoint Reached:** Enter the kitchen to activate the checkpoint.

### CRAZY GLOBE: SECOND FLOOR



After entering the kitchen from the window, turn down the short hall to the left to enter a small storage room—one of the club's employees lies in a pool of blood on the floor. Turn away from the dead employee and slip your Snake Cam under the closed door. Cabrero's men are expecting you, nervously aiming their weapons at your door and one to the right. Aim at the door on the right side of the room and order your team to stack up. You need to stage a dual entry to get an upper hand in this fight. Next, swing your Snake Cam to the left and tag the tangers farthest from the doors. Be sure to tag the one hiding behind the bar in the corner. Back away from the door and take a covered position along its right side. Now set the ROE to assault and equip your assault rifle. When you're ready to attack, order your team to breach and clear.



Listen for the sound of the exploding breaching charge and throw your door open. The explosive breaching charge stuns all the tangers near your team's door, making them easy targets. Swing out around your doorway and start picking off targets. Hold at your doorway and order your team to move behind cover. If necessary, deploy smoke for greater concealment. If the assault went well, you should have the second floor completely cleared within a matter of seconds. But stay on guard and watch and listen for hiding tangers.

Circle around the club's second floor, using bound and overwatch tactics. Two staircases lead down to the first





floor. Cautiously peek over the railings to the first floor and pick off any tangers you spot. Your thermal goggles and thermal scans are useful for spotting the heat signatures of hiding tangers. Clear as much of the first floor as possible from the upper level before heading downstairs.

## CRAZY GLOBE: FIRST FLOOR



Once you've cleared as much of the first floor as possible, order your team downstairs under the concealment of smoke. Hold at this staircase and provide cover. Watch for movement and muzzle flashes to locate more tangers. Once the incoming fire ceases, join your team downstairs. Carefully move from one piece of cover to the next to clear this portion of the club. Use your tactical map and a thermal scan (if available) to locate any stragglers.

### TIP

One of the tangers on the first floor drops a Desert Eagle handgun. This is a good opportunity to try it out before you unlock it yourself through the ACES awards system.



Order your team to regroup and head toward the Crazy Globe neon sign. The room ahead is filled with slot machines, gaming tables, and hostiles, so be prepared for another firefight. Order your team to move to the left side of the sign, while you take cover on the right. Peek around your corner and open fire on anything that moves. Remember, your assault rifle can punch through certain pieces of cover, so don't hold back. Hold this position until incoming fire greatly diminishes.



While crouched, move forward, taking cover behind this bank of slot machines next to the short set of steps. Order your team to move to the adjacent bank of slots on the opposite side of the

steps. More tangers are probably hiding among the slot machines and tables ahead. Check your tactical map to locate their positions. The gaming tables on the room's far side are popular hiding spots. If tangers are pinned, they'll blind fire over the tabletops. But the tables aren't bulletproof, so don't wait for a clear shot. Fire directly through the tables to hit the hostiles on the other side. You'll know you scored a hit when you hear the tango groan and the contact disappears from the tactical map.

Cautiously clear the rest of the room, using bound and overwatch tactics. If available, use another thermal scan to verify that all tangers are dead. Order your team to regroup and head toward the waypoint marker at these sliding doors, leading into a parking garage.



## SCENE THREE: PARKING

### SITUATION REPORT

The Cabrero brothers are manufacturing explosives in their warehouse. But reaching the warehouse won't be easy. The hostiles are aware of your presence and are setting up defenses to delay your advance. Proceed with extreme caution!



### CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated as soon as the level loads.



### PARKING GARAGE

As the level loads, Sharon reports in, warning of you several incoming tangos. Seek cover behind the nearby concrete pillar (by the fire extinguisher) while ordering your team to take cover behind the truck on the opposite side of the garage. Make sure the ROE is set to assault and equip your unsilenced assault rifle. Peek around the sides of your pillar to open fire on tangos as they rush into view. More tangos arrive in a van that screeches to a stop at the far end of the garage. Try to hit them as they hop out. Otherwise they'll disperse, taking cover behind the various parked vehicles.



Once the area ahead is clear, advance to the rear of the white van on the right while your team moves to the truck on the left. Just ahead, the parking garage turns left where several tangos have set up a turret

and other barricades. To avoid walking into their trap, have your team deploy a smoke grenade near the pillar ahead to provide concealment for your next move. You can also shoot at the fire extinguishers to reduce visibility. Wait until the smoke screen has grown, then order your team to move to the same pillar. They'll take cover behind the pillar and open fire on the tangos ahead with the aid of the thermal goggles.



While your team engages the enemy, rush forward toward the two vans in the corner of the garage, moving along the driver's side. Take cover behind one of the pillars next to the van and watch for tangos attempting to flank your team—pick them off as they move into view. From the pillar, locate the red SUV on the right side of the garage. Toss a smoke grenade toward the SUV, then order your team to regroup. As your team nears your position, order them to move to the red SUV while the smoke screen is still in place. From this position they can finish off the rest of the tangos, including the hostile operating the turret.

As the garage grows quiet, order your team forward, moving them from one piece of cover to the next. Follow closely behind, heading toward the waypoint marker. Consider running a thermal scan to ensure that the garage is clear.



### CHECKPOINT

**Checkpoint Reached:** Pass the waypoint marker near the parking garage exit to trigger the checkpoint.



As you near the garage exit, order your team to this corner. They automatically engage multiple tangos gathered around the exit, including some in the office on the left.

Hold back and let Michael and Jung score some kills. The sound of their weapons will draw more hostiles into the kill zone, so just be patient.



When your team stops firing, rush past your team's position and take cover behind this pillar. Order your team to toss a smoke grenade in the center of the street. Wait until the smoke screen expands, then order your team to move behind the yellow lift on the far side. Wait until your team reaches cover, then move into the nearby office and flank the hostiles in the street by firing through the windows and open doorway. Try to hit the tango behind the turret first, then focus on the tangos equipped with handguns and ballistic shields. Hold inside the office until the street outside is clear of threats.

### CONSTRUCTION ZONE

Cross the street and order your team to regroup. Move toward this gray trash bin and peek around the left side to spot a steamroller. Order your





team to move to this steamroller and watch as they take corner positions on each side. Several tingos are in the construction zone ahead, and your team can clear out the first batch from this position. Check your tactical map to ensure that all hostiles are down before moving out.

Advance along the steamroller's right side to this yellow lift, taking cover



along its left side. Peek out to the left to spot the large stack of cinderblocks. Move

your team behind this stack. As they move into position, an explosive charge knocks out a huge section of the overpass in the distance. This triggers a new wave of attackers. Your team is already in a good position to face this threat and opens fire as soon as targets present themselves. Move up to the nearby concrete pillar and engage tingos as they rush forward. Watch for incoming frag grenades and be prepared to fall back to the yellow lift if necessary.

Instead of rushing forward, move laterally, using the stacks of construction materials for cover. Stay toward the rear and tag targets for your teammates while staying behind cover. A sniper is positioned on top of the portable office straight ahead. Don't move any closer until this threat is neutralized.



Once the turret gunner is down, approach his position and take cover among the wooden crates. You'll take more fire from the portable offices ahead as well as from a sniper on top of another office beyond the overpass. Let your team deal with the tango inside the office while you go after the sniper. Hold in this area until these threats are down.



More hostiles wait near the waypoint marker next to the warehouse. Toss a smoke grenade by this low trailer and order your team to move behind it. Once in position, they'll immediately engage the tingos in the next area. While your team pins the tingos (and while the smoke screen is still available) rush forward, taking cover next to this crate near your team's position. From here you can spot another turret gunner in the portable office straight ahead. Tag him for your team and wait for them to take him down. Don't attempt to take the shot yourself until the gunner reloads.

Continually check your tactical map to locate any remaining tingos while advancing forward, using bound and overwatch tactics. When the path is clear, head toward the waypoint marker at the double doors leading into a warehouse. This isn't the Cabrero brothers' warehouse, but you're getting closer.



The warehouse is empty, so simply open one of the doors and step inside. Find a couple of outfitting stations on the right. Switching to a shotgun can work well, but it's recommended that you keep your current loadout. You'll want an SMG for some close-quarter firefights, but you'll also need the power and range of an assault rifle for some outdoor engagements.



## RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
MP5N	REFLEX SCOPE
G36C	ACOG SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



**Checkpoint Reached:** The checkpoint is triggered after passing the outfitting stations.

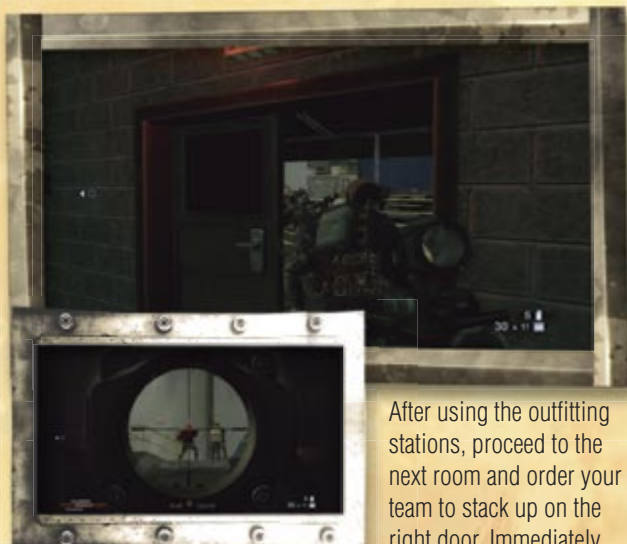


## SCENE FOUR: SWEATSHOPS

### SITUATION REPORT

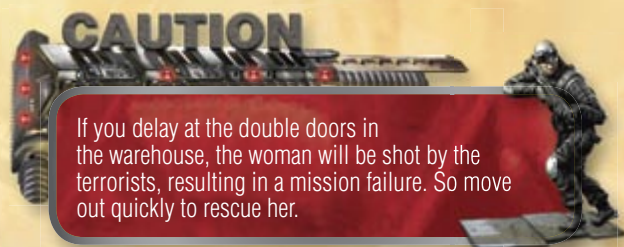
Expect continued resistance as your team approaches the Cabrero brothers' warehouse. This is a busy industrial zone, so watch for civilians. There's a strong possibility that hostiles have taken hostages in an effort to delay your assault. So keep your eyes peeled and go easy on the trigger when taxpayers are present.

### WAREHOUSE DISTRICT



After using the outfitting stations, proceed to the next room and order your team to stack up on the right door. Immediately

issue a enter and clear order, following your team outside. A woman is being held at gunpoint by two tangos in the distance. Quickly pull up your assault rifle's ACOG Scope and carefully fire on the two hostiles. The woman wisely ducks as shots ring out, giving you a good angle on both tangos.



If you delay at the double doors in the warehouse, the woman will be shot by the terrorists, resulting in a mission failure. So move out quickly to rescue her.

After downing both tangos, approach the young woman. She tells you that her family is being held hostage. You must save them before they're executed. At this point you



can give a follow and hold order to the young woman. Order her to hold for now while you clear the next sector of the facility.

### INFO

**Objective Updated:** Save the girl's family from execution.



The hostiles have set up another ambush for you and your team in the street ahead, so get ready for another heavy firefight. Have your team toss a

smoke grenade at the corner of this white building to the left, then move them to that corner. The smoke allows them to peek around the corner and engage hostiles through the smoke screen.

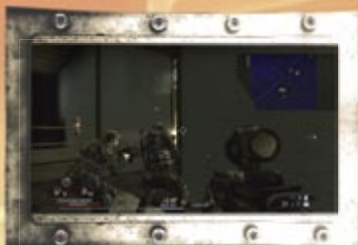
While the smoke is in place, sprint to the center of the street and take cover behind this forklift. A turret gunner and rooftop sniper cover the street ahead. Ignore the turret gunner for now and engage the sniper. Creep out to the right, taking cover behind the tall crate held by the forklift. Quickly peek out along the crate's right side and knock the sniper off the roof with a head shot.



While holding behind the forklift, watch out for tangos flanking you from the loading dock area to the left. From their corner, your teammates cannot support you during such an attack.



Order your team into the loading dock area and follow them inside. Run a thermal scan to locate the tangos hiding inside, and order Michael and Jung to take the lead while clearing this area. If necessary, use smoke for concealment. Frag grenades may also come in handy.



Use a frag grenade to blow him away or deploy smoke and use your thermal vision to target him.

Once the loading dock and street are clear of threats, order your team to regroup and follow the waypoint marker to this locked gate. The young woman you rescued earlier automatically moves to your position—you don't have to go back and retrieve her. Aim at the gate and ask her to open it.



**Checkpoint Reached:** A checkpoint is triggered when you reach the locked gate.

## HOSTAGE WAREHOUSE



When the gate is opened, the woman tells you she can help you gain entry to the building where her family is being held. Take her up on her offer. Order your team to hold back and switch the ROE to

infiltrate. Equip your SMG and attach a sound suppressor. Follow the woman toward the building's door. Crouch and take cover behind this trash bin. A terrorist opens the door and steps outside while talking with the woman. When his back is turned, stand up and shoot him in the back of the head.

You now have a way into the warehouse, but stay quiet to avoid alerting the tangos near the hostages. While crouched, step into this small office. Three tangos lurk in the adjoining warehouse. Fortunately, you can kill them all from this office. Eliminate the first one from this window. Shoot him in the head before he spots you. Don't worry, the shattering glass won't alert the other two tangos.



Now approach the next window to spot a second tango patrolling the area around the shelves, not far from the waypoint marker—tag him to help track his movements. Instead of shooting him through the window, open the nearby door and shoot him in the back of the head as he walks away.



Next, use your Snake Cam on the door to the left to spot a tango patrolling the warehouse's far wall. Wait until he's walking away from you, then open the door. Center his head in your sights and squeeze

the trigger to score the silent kill. This section of the warehouse is now clear of threats.



Order your team to regroup and move toward the waypoint marker. The hostages are in this next room. Act quickly to save them, or they'll be shot and the mission will end in failure. So order your team to stack up on this door. As they move into position, slip your Snake Cam beneath the door and tag the two tangos inside. Note the position of the hostages on the floor, between the two



tangos. Back away from the door and order your team to enter with a flashbang. Hold back as Michael and Jung enter and clear the room, gunning down the dazed hostiles in the process.

### TIP

You could stage a dual entry on this hostage room using this second door. But only two terrorists are inside, so it isn't necessary. With the aid of a flashbang, your team can clear the room on their own through one entry point.



Follow your team inside the room and approach the hostages. The young woman rushes inside as well, elated with your team's success. The hostages thank you for saving them and inform you that more hostages are being held in the Cabrero warehouse.



### INFO

**Objective Updated:** Prevent the terrorists from killing the hostages.

Order your team to regroup, then lead them through the nearby double doors, following the waypoint marker to a pair of outfitting stations outside the next warehouse. Once again, an SMG and assault rifle are your best options for the next phase of the mission.



### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
MP5N	REFLEX SCOPE
G36C	ACOG SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



### CHECKPOINT

**Checkpoint Reached:** Approach the outfitting stations to trigger the checkpoint.

### WAREHOUSE A-3



Next, turn to the double doors near the outfitting stations. You want to silently gain entry into the next warehouse, so set the ROE to infiltrate and equip your silenced SMG. Order your team to stack up on the left door while you run your Snake Cam beneath the right door. Two tangos are inside the next room. Tag both of them and wait until they initiate a conversation in the center of the room, not far from the doors. Back away from the door and order your team to enter and clear. Michael and Jung enter and mow down the two tangos on their way in. Follow your team inside.

### TIP

This room can be cleared from two entry points: the double doors by the outfitting stations and the single door around the adjacent corner. However, your team can handle this entry on their own, so hold back and let them do the work.



Now prepare your assault on the warehouse floor. Stack your team on the single orange door next to this window. As they move into position, peer through the window to spot multiple tangos patrolling the floor. Tag a couple of tangos for your team, then turn around and climb the ladder to reach an upper-level catwalk above the room.



Approach the door at the top of the ladder and use your Snake Cam. The office beyond the door may look empty at first, but a single tango armed



with an M3 assault rifle patrols this room. When he's walking away from your door, lower your Snake Cam and push the door open. Fire a quick, silent burst into the back of his head. The office is now clear.



Step into the office, equip your unsilenced assault rifle, and set the ROE to assault—it's time to go loud! While standing in the center of the office, order your team to breach and clear. As your team prepares to blow their door open, rush toward the window on the far side and begin opening fire on the tangers inside the warehouse. Start with the tango on the shelf straight ahead.



The combined assault catches the tangers by surprise, allowing you and your team to clear the entire warehouse within a matter of seconds. Keep firing from your upper-level perch while issuing

move orders to your team. Soon after they enter, get them behind cover, preferably behind the forklift directly across from your window. Keep an eye on the office doorway in the far corner of the warehouse floor—just below the red exit sign. A few reinforcements may attempt a counterattack from this direction. Focus your fire on the doorway and office window to down any threats.

Once the firefight is over, descend the nearby staircase and join your team on the warehouse floor. Order them to regroup and head toward the corner office. Be careful when approaching the office door and window, as more tangers may be inside. Consider using a thermal scan or frag grenade to ensure that the office is clear. Advance through the office and turn down the adjoining short hallway to spot a closed orange door.



## CHECKPOINT

**Checkpoint Reached:** Exit the corner office in the warehouse to trigger the checkpoint.

## CABRERO WAREHOUSE



As you approach the door, Sharon reports that you're near the Cabrero warehouse. She suspects the hostages are being held in a back room, accessible via two doors and a rear window. But first

you need to advance through a large loading bay. Run your Snake Cam beneath the door to scout out the exterior of the warehouse to the left. A lone tango patrols the front of the warehouse, passing behind a large delivery truck—tag him for your teammates.



Stack your team on the door and wait for the tagged tango to move to the back or front of the truck before ordering your team to enter and clear. They'll barge through the door and open fire

on all visible tangers, including the tagged sentry. But the fight has just begun, so don't stand still. Move your team behind the delivery truck's cab while you move to the rear of the truck.

The warehouse's loading bay is filled with hostiles, so be careful when peeking around the back of the truck. Included among the threats are a turret gunner and two tangers equipped with ballistic shields. Hold at the back of the truck and tag threats for your teammates while occasionally taking shots. If you can draw some fire, it gives your team an easier time engaging the tangers.



Watch out for the tangers equipped with ballistic shields. They advance rapidly, hiding behind their shields while firing handguns. Because their torsos are completely concealed, try grazing the tops of their heads or shooting their arms or feet. If all else fails, attack with frag grenades or use flanking maneuvers.







As the action dies down, deploy smoke just inside the loading bay and order your team to move up to this crate. Use this opportunity to take a covered position along the warehouse doorway.

Use your thermal goggles to see through the smoke and engage any stragglers—make sure the turret gunner on the loading dock is dead before moving inside. Use a thermal scan to locate any survivors.



After clearing the loading bay, follow the waypoint marker to the office at the back of the warehouse where the hostages are being held. This office has three entry points. Stack your team on the double doors along the cinderblock wall—near the A-2 label. As your team sets up, run your Snake Cam beneath the door. A hostile with a ballistic shield stands directly in front of the door. This is the perfect setup for a breaching charge. Don't bother tagging any tangos just yet.



Leave your team at the doors and circle around the office past the next set of double doors. As you approach the warehouse exit, crouch and step outside, moving directly beneath the closest window.

This window gives you a better view inside the office, allowing you to see all three tangos and the two hostages. Tag the terrorist with the red beret first. He's the leader and is responsible for executing the hostages, so he's your top priority. Next, tag the tango talking to the terrorist leader. Don't bother tagging the hostile with the ballistic shield by your team's door—the breaching charge will take him out.

Once you're ready, order your team to breach and clear. Wait for the sound of the exploding breaching charge, then stand up and aim through your window. Your team's entry causes the hostages to duck, giving you a clear shot at the three remaining tangos.



Help your team take down the terrorist leader, then focus on the other two hostiles.



### Co-Op TAKEDOWN

During Co-Op play, use all three entry points to clear the hostage room. Use your AI teammates to



breach the door by the tango with the ballistic shield while you attack from the exterior windows. Have your friend enter through the other set of double doors, assaulting the room from the side. The side doors offer a great angle on the two tangos in the center of the room, including the terrorist leader.



After the assault, hop through the window and approach the hostages. They inform you that two bombs have been constructed, but they're no longer here.

Sharon reports that a white van has been spotted leaving the warehouse. There's a good chance the bombs are inside.

### INFO

**Objective Updated:** Extract to the chopper.



Leave the office and backtrack through the warehouse loading bay. After exiting the loading bay, turn right and approach the waypoint marker. Wait for your chopper

to land, then hop inside. It's unclear what the Cabreross' motives are, but you must track the van and secure the bombs. As you board the chopper, Sharon reports that the van is pulling into the Hawkins Recreation Facility.



## SCENE ONE: GYMNASIUM

### SITUATION REPORT

**LOCATION:** Hawkins Recreational Facility,  
Las Vegas, Nevada

**LOCAL TIME:** July 2nd, 1936 hours

The Hawkins Recreational Facility sits in the heart of residential Las Vegas. It provides its members with a wide range of athletic and health-oriented activities. Miguel Cabrero is suspected of transporting an explosive device to the facility in a white van. The van has been spotted outside the Arnett Center, one of three buildings at the facility. Rainbow must reach the van and secure any explosives found within.

### INSERTION POINT



While your chopper flies to the recreational facility, take a few seconds to update your equipment. An assault rifle is a must of this next op, as you'll face multiple tangos equipped with body armor. Supplement your assault rifle with a powerful SMG for close-quarter engagements. Your team is equipped with gas masks for this operation due to the possibility of weaponized chemical agents deployed by the terrorists.

#### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
MP5N	REFLEX SCOPE
FAMAS	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



The insertion point outside the rec facility is hot. Your chopper begins taking fire as soon as it hovers into position. Fast rope down to the ground and crouch as soon as your boots hit

the concrete—don't worry, you can't be hit while fast roping in this location. Rush forward and take cover behind the low wall while your team exits the chopper.



### CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated as soon as you reach the ground.

### INFO

**Objective Updated:** Search Miguel Cabrero's white van for explosives.

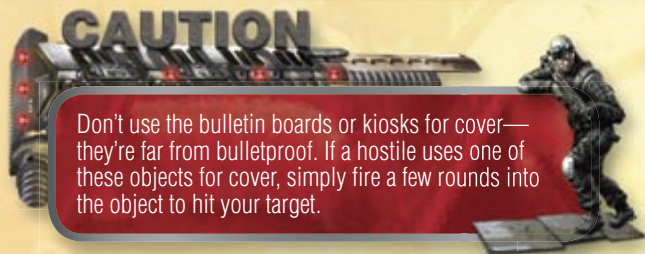
Once your team is in position, move them to the same wall where you are, ordering them to hold the left side while you take the right. From these corner positions your team can cover the perimeter footpaths as well as the center of the outdoor plaza. Maintain these positions and open fire on the advancing tangos to avoid getting flanked. A turret gunner is near the entrance to Arnett Center, not far from the waypoint marker. Try to take him out before advancing.



When there's a break in the incoming fire, rush forward and take cover behind the concrete planter on the right footpath. Look across the plaza and order your team to advance to a similar planter on the left



footpath. By holding these perimeter positions, your team can cover the entire plaza. Watch out for reinforcements fast roping off the roof of the brick building straight ahead. Try to shoot them before they reach the ground.



Run a thermal scan to locate any stragglers hiding in the plaza. If the scan is clear, move forward toward the van, but maintain control of your zones on the plaza's right and left sides in case you run into trouble. While advancing, watch for more tingos fast roping off the roof ahead. If you don't shoot them quickly, they may rush to the turret and open fire.

Move toward the white van and order your team to search it. Michael reports the van is empty except for some gas masks, confirming suspicions that you're dealing with a chemical weapon. NSA Deputy Director Lawrence suggests sweeping the nearby buildings for the bomb, starting with the Arnett Center.



**Checkpoint Reached:** Climb the steps toward the Arnett Center to activate the checkpoint.

## ARNETT CENTER

### INFO

**Objective Updated:** Sweep the Arnett Center. Find Miguel's bomb.



Approach the two sets of double doors at the entrance to the Arnett Center. Order your team to stack up on the set of doors to the left. Now

circle around the left side of the building and duck beneath the windows to scan the lobby for threats. There are two tingos on the ground floor and one tango on the upper-level walkway to the left. Tag the two tingos on the ground floor for your team. Next, locate the tango on the upper floor—he's your responsibility. Order your team to enter and clear, and shoot your tango through the window at the same time. Hold at the window and help them clear the rest of the lobby.



Hop through the window and join your team in the lobby. Order them to regroup and climb the staircase next to the reception desk. At the end of the upper-level hallway is a set of double doors. Stack your team up on the right door, then use your Snake Cam on the left door. Two tingos are visible on the other side. Tag the one directly across





from the doors first, then pan the camera to the right to locate a second tango patrolling a hallway—tag him too. Back away from the door and take a covered position along the left door.



When you're ready to assault, order your team to enter and clear. As they open their door, open your door too. Your team will mow down the first tango with no problem, but they may have difficulty getting an angle on the second tango. Wait until your team has entered, then aim out of your open doorway to hit the tango on the right—he's most likely behind the window.

Next, rush inside and move toward the staircase on the right. Blast the tango on the lower level before he storms up the steps and flanks your team. Another tango is in the hall on the left, but your team should be able to take him out. Once the area is clear, order your team to regroup and lead them through the hall on the right, near the staircase you just cleared.



### TIP

For a safer entry, change the ROE to infiltrate, and issue a smoke and clear entry order to your team. The smoke will provide concealment for your team as they clear out the tangos on the upper level.



From the hallway, locate the staircase and immediately take cover behind the pillar on the right—move your team to the pillar on the left. The area below is crawling with tangos, evident by the high

volume of fire aimed in your direction. They'll even deploy smoke in an attempt to conceal their positions. While their smoke screen



is in place, activate your thermal goggles and peek around the pillar to engage any visible threats. The tangos are equipped with thermal goggles too, so limit your exposure. Hold this position until all incoming fire ceases.

You cannot advance through this next area on the upper floor—both perimeter paths are obstructed. Carefully descend the stairs and cautiously push forward using bound and



overwatch tactics. As you near the last skylight at the end of the room, a tango barges through the glass, fast roping down onto the staircase ahead. Blast him before he can aim his weapon.

Take a left at the adjoining hall and order your team to move to the corner ahead. As your team moves, two civilians rush forward—hold your fire. In the meantime, watch the staircase straight ahead as a tango may attempt to ambush your team. Stay behind your team and let them engage tangos in the next room from the corner position.



Leapfrog from one piece of cover to the next while advancing into the next lobby area. Despite your team's efforts, a few tangos are probably hiding among the desks and overturned file cabinets here. Use a thermal scan to reveal their positions, then hunt them down one by one. Frag grenades come in handy for this task. Once the area is clear, order your team to regroup and enter the adjoining hallway. Open the double doors at the end of the corridor and step inside a dark stairwell.



### CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated as you enter the stairwell.



### BOILER ROOM

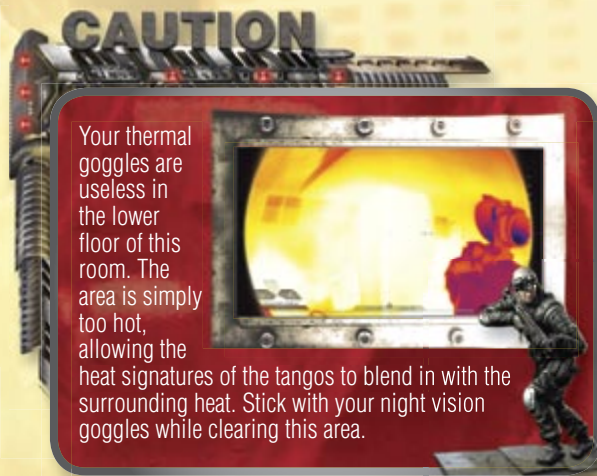


The stairwell is clear of threats, so descend quickly. Order your team to stack up on the first door you encounter. This door leads into the boiler room.

Slip your Snake Cam under the door to spot one tango patrolling the upper-level walkway. Because the room is very dark, consider activating your night vision goggles. Wait for the patrolling tango to appear, then tag him for your teammates.



Now step behind the boiler to the left of your pillar and open fire on the window straight ahead. There's a tango inside the room beyond the window, but your team may have already taken him out.



Your thermal goggles are useless in the lower floor of this room. The area is simply too hot, allowing the heat signatures of the tangos to blend in with the surrounding heat. Stick with your night vision goggles while clearing this area.



Leave your team at the door and continue down the stairwell to reach another door. This one leads to the boiler room's ground floor. Use your Snake Cam and pan right to locate a tango at the far end of the room. You may not be able to see him, but when your crosshairs are over his position, you'll be given the option to tag him. Do so to track his whereabouts.

Now back away from the door and watch the tango patrolling near your team's position on the level above. When he stops near your team's door, issue a breach and clear entry order. Wait for the sound of the breaching charge, then rush through your door, immediately taking cover behind the pillar to the right. By now the tango you tagged earlier is firing at you. Wait for him to reload, then peek around the corner to take him out—aim just below the red icon to score the kill.



Your team is still holding near the door. Leave them at their position while you move along the lower level and scan the upper-level walkway for targets. The pillar near the staircase is a popular hiding spot. Once you've cleared the walkway, order your team to regroup and cover them as they approach the stairs. Now lead your team out of the room through one of two doors on the lower level—they both lead to the same corridor.



### CHECKPOINT

**Checkpoint Reached:** Exit the boiler room to activate the checkpoint.

**5**  
Hawkins  
Recreational  
Facility





Follow the corridor until you reach a single door. Order your team to stack up while you investigate with your Snake Cam. Pan the camera left to spot a nearby patrolling tango and another hostile at the far end of the hallway. Tag the nearby tango first, then tag the distant threat. Back away from the door and order your team to enter and clear. They'll down both terrorists with no problem.

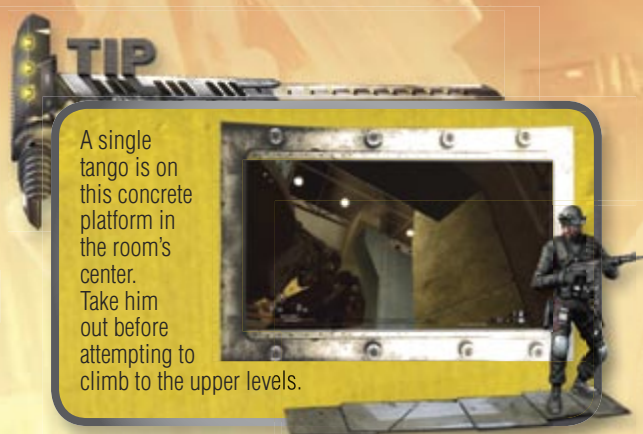
### CLIMBING ROOM



Follow your team into the adjoining corridor and turn right. Open the first door on the left to enter the locker room next to the climbing room. Approach the door on the left side of the locker room and assume a covered position on the right. Throw the door open and peer inside the climbing room. This large room features a central climbing wall ringed by two upper-level walkways, lined with more climbing surfaces. Watch for tangos patrolling the second level, and open fire. Order your team to enter the room, taking cover behind the wooden object near the doorway. They automatically engage any visible tangos.



While your team provides cover, circle around the back of the room, taking cover behind the central climbing wall. Peek around the corner to scan the room's center. Watch out for tangos fast roping down from the ceiling and rappelling down the wall on the second level. Pick them off before they reach the ground. Hold this position for a few seconds, then order your team to regroup. Have them hold here while you continue advancing along the back of the room.



**TIP**  
A single tango is on this concrete platform in the room's center. Take him out before attempting to climb to the upper levels.

Open the door in the room's rear corner to access the closet-sized room with a ladder. Climb the ladder inside to reach the



second level. At the top of the ladder, move to the left side of the next door and throw it open. Hold this position and open fire on

the tangos moving about the second and third level. Order your team to regroup, and provide covering fire as they join up.



With your team in position on the second level, cautiously approach the yellow climbing wall to the right of your doorway. As you advance, watch out for tangos rappelling down the wall. Quickly shoot them in the back to aid their descent. Hold near the wall for a few seconds, then order your team to climb the ropes up to the third level. Provide cover as they move up, then join them on the third level.





Order your team to lead the way to the next waypoint marker on the third level. There may be a few tingos on this level, so proceed with caution. Advance through the double doors on this level and enter the adjoining corridor, leaving this challenging room behind.



### CHECKPOINT

**Checkpoint Reached:** Exit the climbing room and approach the outfitting station in the next hall to trigger the checkpoint.

Stop at the outfitting station straight ahead to stock up on grenades and ammo. Maintain the same loadout for the next phase of the mission, as you'll be facing the same types of threats.



### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
MP5N	REFLEX SCOPE
G36C	ACOG SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—

## SCENE TWO: ARENA

### SITUATION REPORT

Your team has completed its search of Arnett Center. But Cabrero and his bomb are still unaccounted for. Continue your search, advancing through Goodman Center then continuing to Baker Arena. Expect continued heavy resistance from Cabrero's thugs as you advance through the next two buildings.

### ARNETT CENTER EXIT



Stack your team on the double doors next to the outfitting station and break out your Snake Cam. A tango guards the exit in the next room and a second tango patrols

the adjoining walkway outside. Tag the hostile by the door first, then locate and tag the patrolling tango as he passes in front of the window. Back away from the door and order your team to enter and clear. Follow closely behind and help them eliminate both threats.

### INFO

**Objective Updated:** Sweep the Goodman Center. Miguel's bomb is still missing.

Stack your team up on the next doorway straight ahead. The area between the Arnett and Goodman Centers is





patrolled and guarded by multiple tangos. There's no safe and easy way through this area, so prepare for an aggressive head-on assault. Start by issuing an enter and clear order to your team. They rush outside and surprise a few tangos on the lower level.

Join your team outside and turn right. Look down to the lower level and order your team to move behind the concrete wall. As they move into position, provide covering fire.

Several tangos are positioned along the skybridge straight ahead as well as in the windows of the Goodman Center on the left.



Hold at this position, coaxing the tangos on the skybridge into an ambush. Tag the threats as they move into view, prioritizing the tangos equipped with ballistic shields. As they

move forward, your teammates engage them from the lower level. Fire a few bursts yourself to catch the hostiles in a lethal crossfire.

When the tango assaults halt, creep forward along the upper-level walkway toward the skybridge. As you advance, turn around and scan the glass-enclosed skybridge behind you. One tango is positioned inside. Aim at the broken section of glass and wait for him to pop into view. Take him out before advancing any farther.



Continue to the skybridge ahead, helping your team down any survivors along the way. When you reach the entrance to the Goodman Center, order your team to regroup and prepare to make entry.

## GOODMAN CENTER



The lobby of the Goodman Center is clear, but if you make too much noise, you'll have a full-scale firefight on your hands as reinforcements arrive from the adjoining cafeteria. Attach a sound suppressor to your weapon before stepping inside. Order your team to move behind the pillar in the center of the lobby while you move to the right, covering the stairway ahead. From their position at the pillar, your team can spot and engage a hostile patrolling the hall to the right. Hold back as they silently eliminate this threat. If the tango manages to fire off a shot, be prepared for more hostiles descending the stairway ahead.

## CAFETERIA



Once the patrolling tango is down, move toward his body and locate the door on the left side of the hallway. This door leads into the cafeteria's ground floor. Stack your team on the door and activate your Snake Cam. You can see only one tango from the doorway. Tag him for your teammates and back away.





### CAUTION

Be careful if attacking the cafeteria from the upper and lower floors simultaneously. To pull off a successful multi-level attack, you must enter the lobby silently. Have your team enter from the upper level doorway, using a breaching charge. Meanwhile, attack from one of the lower level doors. Deploy smoke at your doorway for concealment, then engage the tangeros through the smoke screen by using your thermal goggles. Attacking from both levels allows you to catch the hostiles in a deadly crossfire, useful when playing on Realistic difficulty.



### CHECKPOINT

**Checkpoint Reached:** Exit the cafeteria to activate the checkpoint.

### GOODMAN CENTER EXIT



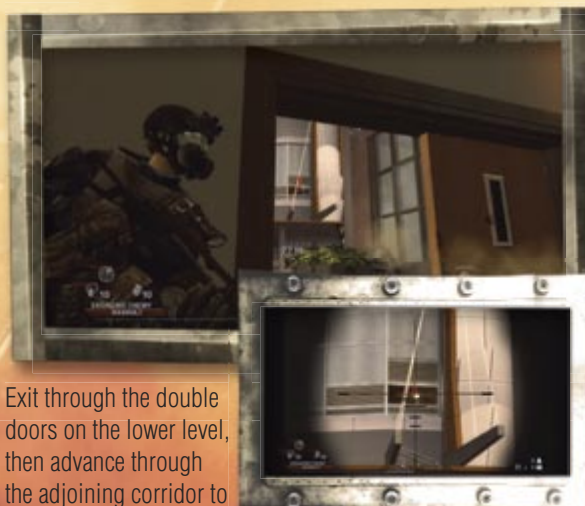
Turn left in the adjoining hall and approach the window straight ahead—you can see the Baker Arena in the distance. From the window,

turn left and head down the stairs. Advance through the workout room, and descend the nearby staircase.

### BAKER ARENA

### INFO

**Objective Updated:** Secure Baker Arena. The bomb must be found.



Exit through the double doors on the lower level, then advance through the adjoining corridor to



When you're ready, order your team to enter and clear. Hold at the doorway and provide support, scanning the upper level first. The group's leader (identified

by his red beret) is behind the counter near the menu board. You have a clean shot at him from the doorway, so take it. If you experience heavy incoming fire, back away from the door and deploy smoke. Remove your sound suppressor now to give Michael and Jung access to their primary weapons.

By now, most of the tangeros in the cafeteria should be dead. But don't take any chances. Leave your team behind their piece of cover near the doorway and return to the lobby. Climb the stairs in the lobby and open the door to access the second level of the cafeteria. Finish off any survivors.



Rejoin your team downstairs and order them to regroup. Cautiously approach the cafeteria exit, near the counter. If one of the doors is open, a tango may have retreated to the adjoining hall. Move

your team next to the open door to investigate; they'll automatically engage if they spot a threat. To be on the safe side, have them clear the way into the next hall.

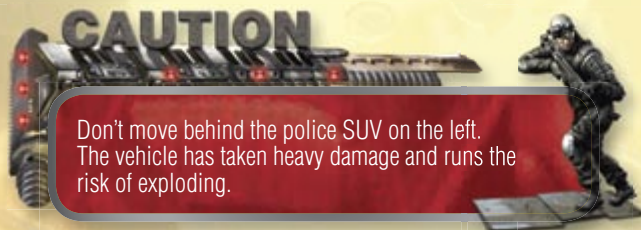




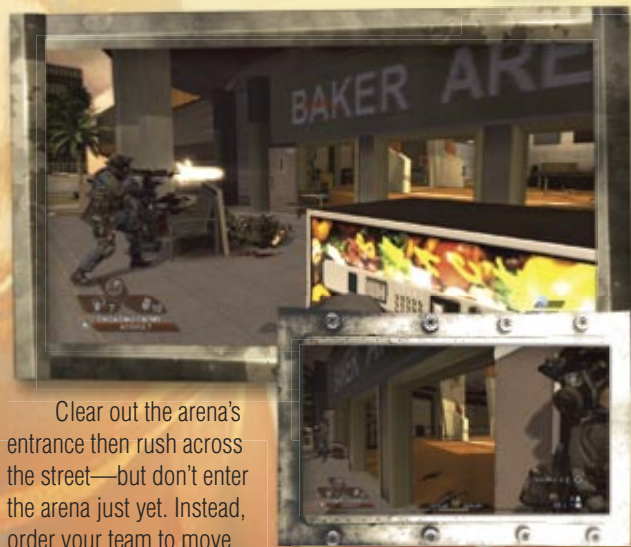
reach the wooden doors leading out to Baker Arena. Take cover along the left side of the doorway and throw it open. Immediately order your team to move behind the planter outside. Another turret gunner is positioned in the upper-level window above the arena's entrance. Tag him to better mark his position. Your teammates probably can't hit him at this range, so peek out of the doorway and engage him through your assault rifle's ACOG Scope. It may take several short bursts to take him out, so persist until the tag above his head disappears—this indicates he's dead.



While there are plenty of targets to shoot around the arena's entrance, you must eventually push forward—otherwise tingos will continuously appear. Order your team to deploy smoke between the two police SUVs in the street ahead. This gives you the chance to move forward. While the smoke screen is in place, advance toward the concrete garbage receptacle on the right and order your team to move to the SUV on the right. Hold at the garbage receptacle and help your team clear out the tingos swarming the arena's entrance, including several hostiles equipped with ballistic shields.



**CAUTION**  
Don't move behind the police SUV on the left. The vehicle has taken heavy damage and runs the risk of exploding.

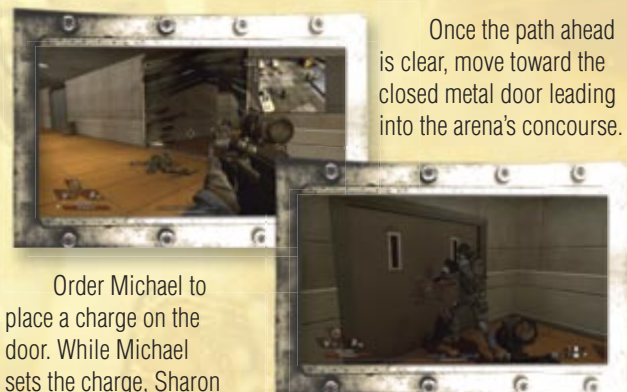


Clear out the arena's entrance then rush across the street—but don't enter the arena just yet. Instead, order your team to move

behind the reinforced bench while you duck behind the overturned vending machine. Several hostiles are inside the arena's foyer. Engage them from these covered positions, then work your way up to the perimeter doorways, with your team taking cover on the far left doorway while you move to the far right. From these angles, you can spot and engage the hostiles hiding inside.



Cautiously enter the arena, heading to the right from your doorway. Take cover behind the large pillar and peek around the right side to spot a tango in the distance. Take him out, then order your team forward—a second tango is around the corner. Provide support as your team advances and engages the second tango.



Once the path ahead is clear, move toward the closed metal door leading into the arena's concourse.

Order Michael to place a charge on the door. While Michael sets the charge, Sharon reports that Miguel and his men have been spotted on the arena's roof—they've just released chemical agents into the ventilation system! After the charge detonates and blows a hole through the metal door, follow your team into the concourse. Unfortunately the arena doors have been rigged, preventing you from gaining entry and rescuing the civilians inside. There's nothing more you can do. Sharon instructs you to head outside to a decontamination tent.

## INFO

**Objective Updated:** Advance to the decontamination tent behind the arena.





Back away from the sealed arena doors and advance toward the double doors by the next waypoint marker. Open a door and walk into the next corridor. The path ahead is blocked by a room filled with tangerines. Stack your team on the door to the left of the corridor. Use your Snake Cam on the door to locate two tangerines inside—tag both of them. A third tango is to the left, but you can't see him from this angle.



### CHECKPOINT

**Checkpoint Reached:** Exit the arena concourse to trigger the checkpoint.



Leave your team at the door and continue advancing down the corridor. Slow down as you approach a few chairs stacked on the left. Slip past the chairs and assume a covered position at the next corner. A tango paces back and forth down the adjoining hall. As he walks away from your position, order your team to breach and clear the room. As soon as you give the breach order, swing around your corner and shoot the patrolling tango in the back. Next, round the corner and open one of the double doors leading into the room your team is clearing. Open fire on any survivors, but be careful not to hit your teammates.



Once the room is clear, order your team to stack up on the double doors to the right. Give them an enter and clear order. They rush in and instantly open fire on the hostiles hiding among the shelves. Hold at the doorway and help them out. Position them behind the concrete pillar in the center of the corridor while providing covering fire. If hiding tangerines pose a problem, order your team to attack with frag grenades.



Deploy smoke at the next corner, as the corridor turns right. Wait for the smoke screen to envelope the width of the adjoining passage, then order your team forward. Follow closely behind and activate your thermal goggles to spot and engage any visible tangerines in the next corridor.



### STORAGE ROOM



A single door at the end of the corridor leads into the arena's storage room. This large warehouse-like room is filled with shelves, boxes, and multiple hostiles. Stack your team on the door, then scan the room with your Snake Cam. You can't see many hostiles from this angle, but be sure to tag any that come into view. Because it's difficult to locate the positions of the hostiles, take direct control your team's entry. Start by pushing the door open, then toss a smoke grenade just inside. Next, order your team to move behind the shelf closest to the doorway. They'll rush through the smoke and begin opening fire on the tangerines inside with the aid of their thermal goggles.





Follow your team inside and activate your thermal goggles to help them clear out the nearby threats. As the smoke screen clears, seek cover behind the shelf at the back of the room. From

this position, order your team to move deeper into the room, using the shelves for cover and smoke grenades for added concealment. As your team approaches the room's center, they encounter tangos on the upper-level walkway. Some of these tangos may rappel down to the ground floor, so hold your position at the shelf and help your team fend off the attackers.



Continue moving your team around the ground floor of the storage room until all incoming fire ceases. If available, run a thermal scan to locate any survivors. Once the room is clear, proceed through the ground-level exit and enter the next hallway. Open the door at the end of the short hall to enter the decontamination tent. This tent removes all traces of the chemical agents released in the arena. You can also remove your gas masks. Approach the man in the hazmat suit at the far end of the tent to load the next phase of the mission.

## SCENE THREE: LIBRARY

### SITUATION REPORT

Miguel Cabrero's chemical attack on the arena has left hundreds of civilians dead. But your job isn't over yet. A large contingent of hostiles has been reported in the nearby library. There's a strong possibility Miguel and his men are moving through this building in an attempt to escape. Expect heavy resistance in and around the library as you close in on Miguel.

### LIBRARY PLAZA



**Checkpoint Reached:** The checkpoint is activated as the new level loads.

### INFO

**Objective Updated:** Clear the library of terrorists. Find Miguel Cabrero.



Before exiting the decontamination tent, interact with the outfitting station on the left side. It's recommended to stick with the same loadout for your library assault. Choose a powerful assault rifle with good range such as the G36C or M468. Supplement your assault rifle with a solid SMG—unless the UMP45 is available, the MP5N is still the best choice.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
MP5N	REFLEX SCOPE
G36C	ACOG SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—





From the decontamination tent, proceed to the plaza straight ahead—but don't enter just yet. Instead, seek cover behind the concrete planter to the right while your team assumes a similar position on the opposite side of the plaza. By the time you reach the planter, several tangos appear in the distance, including on the skybridge above. Stay behind cover and tag the terrorists for your teammates.

Use bound and overwatch tactics to advance through the plaza, using the concrete planters for cover. Keep your team in the lead, while you provide support from the rear. As you advance, keep an eye on the two skybridges above the plaza. Tangos are positioned on each skybridge, so be careful not to expose your back to these spans. If necessary, use smoke to advance to the open doorway in the plaza's far left corner.



### PUBLIC LIBRARY



Upon gaining entry to the library, have your team lead the way. Climb the stairs and approach the doorway leading out onto one of the skybridges. More tangos are probably camped out on this bridge, so move your team to the open doorway and have them deal with the threats.

Once the skybridge is clear, order your team to regroup and lead them across. After



crossing the bridge, turn left and advance to the door at the end of the hall. Slip your Snake Cam beneath the door and monitor



the enemy activity inside the next room. Three tangos are visible inside: stationary hostiles next to both entry points and one patrolling the stairs in the center. Tag the tango on the stairs first, then tag the one on the other side of the door. Finally, order your team to stack up on the single door on the other side of the room.

While your team moves into position, back away from your door and assume a covered position on the right side. Once your team is ready, order them to breach and



clear. The breaching charge kills the tango on the other side of their door, allowing your team to focus on the two tagged tangos upon entry. As soon as the breaching charge explodes, throw your door open and peek inside to help clear the room. A fourth tango may be hiding among the cubicles directly across from your doorway—don't let him hit your teammates.

Once all the tangos are down, enter the room and turn left, toward the open doorway marked with an "Employees Only" sign. The sound of the breaching charge and the subsequent gunfire causes 2–3 tangos to investigate via the stairwell doorway. Be ready to drop them as soon as they move into sight, then cover the doorway while your team enters the stairwell—there may be more hostiles inside.



### CHECKPOINT

**Checkpoint Reached:** Approach the stairwell to trigger the checkpoint.





Follow your team inside the stairwell, but don't descend the stairs—they lead to the lower level of the room you just cleared. Instead, enter the door on the left to enter the workstation room, complete with an outfitting station and several computer desks. As you enter the room, Sharon informs you that you're nearing a central atrium packed with tangeros. She suggests using a skylight on the roof, allowing you to snipe the terrorists from above. Take her advice and choose the SR-25 SD sniper rifle as a backup to your assault rifle when accessing the outfitting station.

#### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
G36C	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



Now that you're stocked up, turn the corner by the outfitting station and order your team to stack up on the door. This leads out to the atrium's upper level. Leave your team here while you head to the roof.

Later, they can enter and help you clear out the atrium. But for now you're best off proceeding on your own.

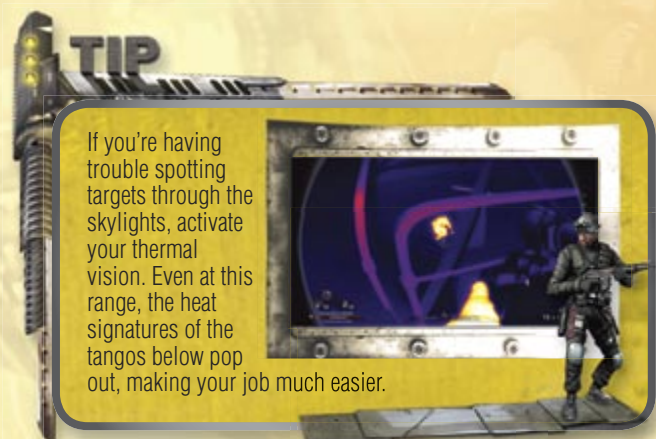
#### ATRIUM



Locate the stairwell at the far side of the workstation room and climb the steps inside to reach the roof. Step out onto the roof and immediately take cover behind the large AC unit.

Two tangeros patrol the roof, flanking the two massive skylights in the center. Attach a sound suppressor to your assault rifle and take them down one by one, preferably as they walk away from you. The roof is all yours!

The two skylights span the entire length of the atrium section of the library, allowing you to look down and spot several tangeros hiding among the shelves, pillars, and desks. Use the SR-25 SD or your silenced assault rifle to covertly engage the tangeros below. Take your time and score head shots to instantly kill your targets. If injured, they may return fire and alert other tangeros to your whereabouts. Circle around each skylight multiple times and pick off as many targets as possible. You won't be able to clear the whole room, but you can eliminate the majority of the threats.



**TIP**  
If you're having trouble spotting targets through the skylights, activate your thermal vision. Even at this range, the heat signatures of the tangeros below pop out, making your job much easier.



When you can no longer see any more targets from the skylights, order your team to enter and clear from their doorway inside, on the atrium's upper level. Watch as they enter, then issue them move orders, placing them behind cover. You can't issue a move order through the glass of the skylight, so shoot out the glass before issuing the order. As your team moves along the upper level, monitor their progress from above and provide support if they come under fire.





Next, have your team descend to the atrium's lower level by ordering them to move behind the center information desk in the middle of the room. They'll automatically fast rope off the upper level

and move into position. If they come under fire, consider dropping a smoke grenade through the skylight to provide extra concealment. The large information desk provides excellent cover and a good vantage point on the surrounding areas. If there are any more tangos in the room, your team can engage them from this position.

Once the atrium is clear of threats, join your team on the floor below by rappelling through the skylight. You must rappel down the short vertical wall just below the skylight, then fast rope the rest of the way. Move down as quickly as possible to limit your exposure.



When your boots touch the ground, order your team to regroup and follow the waypoint markers to the atrium's exit. Your sweep of the library is complete, but Miguel is still missing.

Sharon reports in, telling you to rendezvous with the chopper outside. It's time to get out of here and regroup. The rest of the library is clear of threats. Advance through the hall and reception desk area to reach the parking lot outside.

### INFO

**Objective Updated:** Extract to the chopper.



### CHECKPOINT

**Checkpoint Reached:** Exit the atrium area of the library to activate the checkpoint.

## SCENE FOUR: CHASE

### SITUATION REPORT

Your sweep of the library has yielded nothing. Despite your aggressive pursuit, Miguel Cabrero has managed to evade capture. But some suspicious activity is occurring in the parking lot outside the library. Move out and investigate!

### PARKING LOT



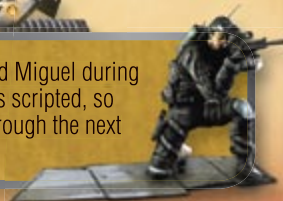
As you exit the library, Bishop's weapon is automatically lowered. Move ahead past the two guys in hooded hazmat suits. Just beyond these two men is another man in a hazmat suit next to an ambulance. When he sees you, he begins rapidly limping away, moving out to the parking lot—it's Miguel! He managed to slip away by dressing as one of the hazmat responders! Although Miguel appears to be injured, he has plenty of support to aid his escape, so proceed with extreme caution. He won't get very far.

### INFO

**Objective Updated:** Apprehend Miguel Cabrero for interrogation.

### NOTE

You cannot shoot or apprehend Miguel during the chase. The final outcome is scripted, so don't worry about speeding through the next few areas.







As you near the parking lot, focus on the small security building in the center. Multiple tangos are in and around this structure. Start by shooting the two tangos inside, then watch for more hiding

around the back. To aid in the assault, move your team to the yellow truck a few meters away from the structure.



While your team holds at the yellow truck, circle around the back of the nearby delivery truck, then bolt toward the concrete planter on the far side of the parking lot. Engage more threats from this

position, including a sniper on the rooftop just ahead. More tangos are on the ground level, beneath the striped awning. Deploy smoke near the dark-colored station wagon and order your team to move to the driver's side of the vehicle. From here they can engage the rest of the tangos in this area.



Join your team at the station wagon, then bound ahead to the rear of the red truck. Miguel is escaping down the alley straight ahead. Deal with any more threats in this area, particularly beneath the striped awning, then continue your pursuit.



## CHECKPOINT

**Checkpoint Reached:** Enter the alley between the parking lot and residential area to activate the checkpoint.

## RESIDENTIAL AREA



Follow Miguel into the backyard, but be ready for a fight. The yard is packed with tangos, including two

equipped with ballistic shields. Move Jung and Michael behind the spa in the center while you take cover behind the planter right next to the back gate. Neutralize the shielded tangos, then cautiously sidestep along the back fence while aiming toward the side of the house to spot a terrorist wearing a red beret. Pick him off before advancing to the next yard.



Have your team lead the way into the second yard, moving behind one of the pillars by the back porch. They automatically engage a few tangos at close range as they move into position. Continue to the low white wall serving as the base of the patio cover—move your team to the nearby brick planter. Both of these spots provide an excellent view into the third yard, allowing you to pick off targets at long range.

Rush past the bodies of the dead tangos to enter the third yard. Take cover near the gazebo while ordering your team to advance to the hexagonal brick planter on the other side. Once they're in position, have them toss a smoke grenade at the low concrete wall ahead. Wait until the smoke screen grows, then order your team to move to the wall. Keep an eye out for a tango that may be taking cover next to the house on the left. Don't let him surprise you.





Join them at the wall and activate your thermal vision to engage targets in the fourth yard. The tangos here are mostly likely hiding behind the patio cover's pillars and stacks of lumber.



### CHECKPOINT

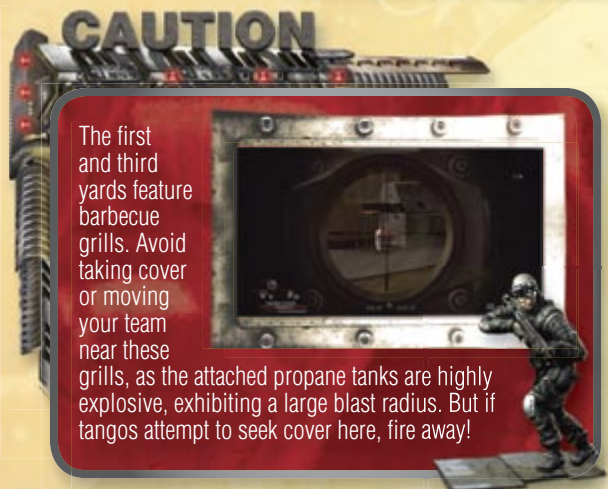
**Checkpoint Reached:** Approach the damaged junkyard wall to trigger the checkpoint.

## NEON JUNKYARD



Hop over the damaged wall and immediately seek cover on the right side of the junk-littered path. Entering the junkyard triggers the appearance of four tangos, one near your position. Peek out of your cover to eliminate the nearby tango—blind firing works well at this range too. Once he's down, order your team to move to the stack of cinderblocks on the right side of the path. Two more terrorists are on the path ahead, and one terrorist leader stands atop the "Dirty" sign on the right. Eliminate all four tangos before moving deeper into the maze of abandoned signs.

Once the aisle of junk is clear, move forward and look for a small black-and-white sign on the right—you can step over the sign to reach the next aisle. Before climbing over the sign, order your team to move behind a pile of red letters in the aisle ahead. As they move into position, climb over the sign and provide covering fire as more tangos show themselves on the path to your right. Hold at this spot to prevent your team from being flanked.



The first and third yards feature barbecue grills. Avoid taking cover or moving your team near these grills, as the attached propane tanks are highly explosive, exhibiting a large blast radius. But if tangos attempt to seek cover here, fire away!



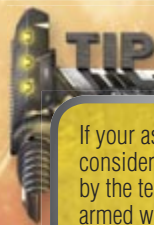
Advance through the fourth yard and seek cover at the low brick wall in the back corner. Watch out for tangos crouched along the red station wagon and in the alley ahead. Hold at the brick wall and deal with these tangos before advancing any farther. Deploy smoke in the alley ahead, then order your team forward. Without the cover of smoke, your team will be flanked from the right by tangos positioned in the alley leading to the junkyard.



Join your team in the alley and advance by using bound and overwatch tactics.



Keep an eye on the portable office next to the yellow excavator. As you advance down the alley, two tangos appear here, one exiting through the office door. Clear the path ahead, then advance toward the office. Before reaching the office, turn left to spot a breach in the concrete wall. Miguel and his men are in the junkyard ahead. Hold at the wall for a few seconds and scan for threats before climbing into the junkyard.



**TIP** If your assault rifle is getting low on ammo, consider picking up one of the weapons dropped by the terrorists. Most tangos in the junkyard are armed with the FNC assault rifle, a fine substitute for your G36C.







Take cover behind the tall crate and help your team mop up the resistance ahead. Once it's clear, order them to move to the left side of the pile of garbage, marked by the letters "BILBIL." You can

advance around the left and right sides of the pile. Have your team cover the left side while you advance along the right.

Step out from behind your crate and advance to the low concrete barricade to the right of the junk pile. Hold here and watch for more tangers ahead. Prepare to deal with any threats at close range. Instead of peeking out from your cover, use blind fire to knock them down.



## CAUTION

As you move past the junk pile, watch for this tango on top of a beam to the left. Your team may take him out as soon as he appears—assuming they can see him. So keep an eye on this area and be prepared to pick off this tango before he ruins your day.



Advance past the junk pile and turn left. More tangers wait to ambush your team in the next aisle. Move your team to the large letter "E" propped against the trash bin. They automatically open fire on the hostiles ahead. Hold back and wait for the exchange to halt.

Advance to the empty concrete planter in the next aisle, then order your team to move forward, taking cover behind the stack of red-and-white letters ahead,



next to the "N." Several tangers are positioned among the junk by this pile. Hold back and help your team engage them from the planter.



As the incoming fire diminishes, advance to your team's position while scanning the pile of junk for more contacts. Miguel is within sight, but don't let him distract you from eliminating the last two

tangers standing on this pile of junk. If you can't draw a bead on their locations, toss a few frag grenades into this area—you won't need any more, so don't hold back.

## CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated when you reach Miguel.



You finally have Miguel Cabrero cornered.

Following some barbed exchanges, Bishop and Michael eventually convince Miguel to spill the beans. And the news isn't good. The second bomb is on its way to the Las Vegas Convention Center. Apparently the operation at the Convention Center is headed by Miguel's brother, Alvarez. When Bishop suggests informing Alvarez that Miguel ratted him out, Miguel gets angry and raises his pistol. Shoot Miguel before he can fire a shot!

## INFO

**Objective Updated:** Extract to the chopper.

Your work here is complete. Turn right and open the gate to approach the descending chopper. Climb aboard and get ready for your next operation. It's up to you to stop Alvarez Cabrero from inflicting more casualties at the Convention Center.





## SCENE ONE: SOUTH HALL

## SITUATION REPORT

**LOCATION:** Las Vegas International Convention Center,  
Las Vegas, Nevada

**LOCAL TIME:** July 2nd, 2042 hours

With over three million square feet of building space, the Las Vegas International Convention Center boasts the biggest exhibition halls in the city. It's located near several major hotels and even has its own monorail station. According to Miguel Cabrero, the second bomb is on its way to this facility. His claim is backed by a recent security call placed from the convention center—something big is going down. Infiltrate the convention center and secure the bomb to prevent the terrorists from staging another mass casualty event.

## INSERTION POINT



NSA Deputy Director Lawrence is fuming over the terrorist attack on Baker Arena, failing to accept any personal responsibility for the catastrophic event. While listening to his tirade, gear-up for the next op before the chopper reaches the convention center. This time bring along an assault rifle and a silenced SR-25 SD sniper rifle. The convention center is a massive indoor facility, so you'll want powerful weapons with long-range capability. When the chopper pulls to a hover, fast rope down to the south hall's rooftop.

## RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—

## INFO

**Objective Updated:** Locate the bomb placed by Alvarez Cabrero inside the convention center.



## CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated as soon as you reach the ground.



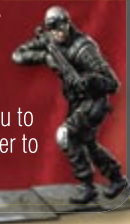
While waiting for your team to fast rope out of the chopper, set the ROE to infiltrate. Unlike the rec center, the hostiles here aren't expecting your arrival. So go in quietly

to avoid setting off a massive firefight. Once your team has regrouped on the rooftop, enter the nearby stairwell and fast rope to the bottom.

## CAUTION

It's possible to rappel down the side of the convention center and breach the south hall entrance

through the huge windows. But this tactic is extremely dangerous, leaving you and your team vulnerable to incoming fire from the tangeros inside. Furthermore, there's little cover inside near the windows, requiring you to scramble for cover upon entry. It's much safer to enter via the rooftop stairwell.



**Las Vegas  
International  
Convention  
Center**



## SOUTH HALL ENTRANCE



At the bottom of the stairwell, equip the SR-25 SD sniper rifle and push open the door. The door opens onto the south hall entrance's upper-level mezzanine. A single tango stands guard on this level, just to the right of your doorway. Locate him from the open doorway and take the shot with your silenced sniper rifle. It's critical to score head shots with this rifle, as shots to the torso or other areas may not be lethal, giving your injured target time to request support or fire a weapon. Alerting any tangos here could set off a large gunfight, spanning all three levels.



Order your team to hold in the stairwell while you step out onto the upper-level mezzanine. Approach the low wall directly across from the doorway and assume a covered position. Using the third-person view, peer over the wall to locate two tangos on the mid-level mezzanine below. One patrols the area near the steps directly across from you and another stands between a cluster

of chairs on the right. Consider tagging them to make them easier to spot. When the patrolling tango walks away from his comrade (moving toward the large windows), peek over the wall and shoot the stationary tango in the head. Once he's down, swing your rifle left and engage the patrolling tango. Instead of tracking him through your scope, position your crosshairs a few paces ahead and wait for him to walk into your kill zone. As soon as his head is behind your

crosshairs, take the shot. If you miss, or if the bullet isn't fatal, be prepared to fire a second shot. Fortunately, the SR-25 SD is semi-automatic.



Now move to the right, toward the corner of the low wall. Before reaching the corner, assume a covered position against the wall and equip your assault rifle. Attach a sound suppressor to the

end, then aim over the wall to scan the level below. Two more tangos stand just below your position. Eliminate the nearest tango first, then silently gun down his buddy.

Back away from the wall and approach the stairs to the right. Cautiously descend the stairs leading to the mid-level mezzanine. More tangos occupy this area, but they have their backs to the stairs, allowing you to pick them off easily and silently.



Having cleared the mid-level mezzanine, order your team to regroup and approach the next set of stairs leading down to the ground floor. Assume a covered position near the steps and monitor the floor for more enemies—silently pick off any that move into sight. Once your team joins you, set the ROE to assault and prepare to go loud by removing your assault rifle's sound suppressor. From the top of the steps, locate the three-panel poster display on the floor below. Have your team deploy smoke near this display, then order them to move behind it. Hold at the steps and provide cover as they move into position. When your team has reached its destination, descend the steps, stopping at the first landing. This triggers a few tangos to appear and advance through the adjoining hall, moving toward your team's position. Use the stairway's left banister for cover while firing on the approaching hostiles. Your team opens fire too, clearing this area of threats.





Join your team on the ground floor and order them to regroup. Now follow the waypoint marker toward the first exhibit hall. Before reaching the marker, position your team at the corner—civilians

and a tango are just ahead. Sidestep into the next hall, taking cover behind the cabinet. Help your team engage the tango ahead, but watch your fire to avoid hitting any civilians. Once the tango is down, the civilians rush forward, running past your position. Hold still until they clear out.



### CHECKPOINT

**Checkpoint Reached:** Advance to the corner by the exhibit hall to activate the checkpoint.

## EXHIBIT HALL



The exhibit hall ahead is packed with hostiles. Fortunately, you can eliminate most of them before even entering. Have your team toss a smoke grenade directly in front

of the large entrance. As the smoke screen expands, order your team to move behind one of the palm tree planters, directly across from the entrance. Follow them as they move out, and take cover behind one of the adjacent planters. Using thermal goggles, your team will immediately engage tangos inside the exhibit hall, firing through the smoke. Help your team clear out the tangos, using your thermal goggles to spot threats until the smoke screen dissipates. Hold this position until all incoming fire ceases.

Now move your team to the left side of the exhibit hall's entrance. From this position they can see deeper into the massive chamber, allowing them to engage more tangos.

If they come under heavy fire, deploy smoke at their position. From the exhibit hall's entrance, move your team inside, behind the yellow forklift. Follow them inside and seek cover among the boxes in the SL IV exhibit, near the entrance.



By now, most of the exhibit hall should be clear, but a few stragglers may be hiding among the booths. Advance toward the stage in the corner opposite

the entrance, using bound and overwatch tactics. Keep your back to the perimeter wall and focus your attention on the exhibit hall's interior.

Instead of sweeping the hall booth by booth, focus on reaching the exit, indicated by the waypoint marker. Expect more resistance as you approach the second

aisle of booths near the exit. Keep your team in the lead, moving them from one piece of cover to the next. They'll automatically engage any threats they encounter, clearing a path through the room. For added peace of mind, conduct a thermal scan of the exhibit hall to locate any tangos hiding along your path. If necessary, use frag grenades to draw them out of cover. Don't worry, there are no more civilians in this area.



Cautiously advance through the rest of the exhibit hall and exit to the concourse on the left. Move your team to the corner just ahead while you take advantage

of the outfitting stations. Keep your assault rifle and sniper rifle for the next phase. You'll want plenty of power and range as you advance through the massive corridors ahead.



## RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



## CHECKPOINT

**Checkpoint Reached:** Pass the outfitting stations outside the exhibit hall to trigger the checkpoint.

## LOWER LEVEL CONCOURSE



The span of the concourse ahead is camped by multiple tangos. Take cover along the corner, then order your team to move to the nearby two-panel poster display in the corridor's center. Michael and Jung can cover both sides of the corridor from this position. Peek out around your corner and help them eliminate the tangos. As the incoming fire dies down, have your team lead the way down this section.



The hall ahead splits into two branches, forming a Y-shape. A few hostiles are positioned in each branch, so you need to hit both sides simultaneously to avoid being flanked. Have your team take the left hall, while you take the right one. Start by moving your team to the corner position on the left hall, then move out to the

opposite corner so you can cover the right hall. You and your team can clear both halls from these corner positions, so hold tight until all the hostiles are sprawled across the floor.



Advance down the right hall, seek cover behind one of the map displays directly across from the large staircase ahead, and order your team to regroup. Have your team toss a smoke grenade

at the poster display on the midpoint landing of the staircase. Next, order your team to move behind the poster display. Follow them up the steps and activate your thermal goggles. Two tangos fast rope through the skylights above as you reach the poster display. The first one appears above the top of the stairs, and the second one descends directly above the base of the stairs. Pick off each hostile before they reach the ground.

More tangos are positioned on the upper level, so be very careful when ascending the remaining stairs ahead. Feel free to engage any heat signatures—there are no civilians to worry about here.



## CHECKPOINT

**Checkpoint Reached:** Advance beyond the staircase landing to activate the checkpoint.

From the landing, have your team deploy another smoke grenade at the top of the stairs. Move them to the overturned furniture at the top of the stairs and watch as they open fire on the tangos above. Activate your thermal vision and join them at the top of the stairs, helping them clear the area of all visible threats.





### UPPER LEVEL CONCOURSE



Don't loiter at the top of the stairs too long—more hostiles occupy the

adjacent hall. Move your team to the corner at the hall entrance, near the Crazy Globe poster. Follow your team to the corner, then cut across to the nearby pillar in the hall's center, taking cover behind the orange-and-blue Getgone poster. Focus on the hostiles to the left first, including a few crashing through the windows lining the hall. Your team can handle most of these tangeros on their own, but give them a hand to expedite the process.



Next, peek around the right side of the pillar to spot a turret gunner at the end of the hall—he's behind a colorful overturned vending machine. Peek around the corner and

pick him off. If he opens fire before you can take the shot, remain behind cover and wait for him to reload.

Once the gunner is down, order your team to move forward. The hall should now be clear, but you can never be too careful. Advance to the end of the hall using the pillars and planters in the center for cover. Approach the door just beyond the turret and step inside to load the next level.



### CHECKPOINT

**Checkpoint Reached:** Enter the room at the end of the hall to activate the checkpoint.

## SCENE TWO: EXHIBITION

### SITUATION REPORT

The south hall is clear, but there's still no sign of the bomb. Continue your search, and be prepared to face heavy resistance. If the bomb is in the convention center, there's a good chance the terrorists moved it in through the facility's loading dock and warehouse.

### LOADING DOCK



- Pause inside the room to stock up on ammo and grenades.
- Maintain your current loadout for the fight ahead. Feel free to try out different assault rifles and sniper rifles, but the TAR21 and SR-25 SD are well suited for the action you'll face at the loading dock and warehouse.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



Exit the room with the outfitting station to access a stairwell. Descend the steps and use your Snake Cam on the door next to the red light. The warehouse loading dock area is just



outside this door, guarded by several tangos. Tag a couple of nearby tangos, then back away from the door. Order your team to stack up on this door and make sure the ROE is set to assault.

Approach the next door and use your Snake Cam to scan the loading dock from a different angle. Note the sniper on the catwalk just above a white van. Stow your Snake Cam and assume a covered position along the doorway's left side. When you're ready to assault, order your team to breach and clear—the breaching charge should stun any tangos standing near their door, allowing your team to gain easy entry. As soon as the breaching charge explodes, throw your door open and engage the sniper on the catwalk. Remain at your doorway and help your team mop up the rest of the tangos. Multiple hostiles are scattered across the lower level, including one turret gunner inside the warehouse. Fortunately, you can eliminate most of them without even exiting the stairwell, and your team will down the rest.



## INFO

**Objective Updated:** Search Alvarez Cabrero's white van for the bomb.



Directly across from your doorway is a white van, much like the one Miguel drove to the recreational facility. There's a good chance this is Alvarez's van. Once the loading dock area is clear,

approach the van and order Michael and Jung to search it. No luck. The bomb has been moved. Sharon suggests tracking down the convention center's security head, Dennis Cohen. If he's still alive, he should be in the facility's security office. You'll have to advance through the nearby warehouse to reach it.



## CHECKPOINT

**Checkpoint Reached:** A checkpoint is activated after searching the van.

## INFO

**Objective Updated:** Find Dennis Cohen in the security office and interrogate him about the bomb.

## CONVENTION WAREHOUSE



Climb the stairs next to the van to reach the catwalk on the side of the warehouse. Open the door at the top of the stairs and enter the small room. Turn right and order your team to stack up on the door. This leads out onto the warehouse's upper-level catwalk. But don't have your team enter just yet. As Sharon suggested, you can attack the station from multiple levels, but you'll need to cross one of the footbridges first.

## NOTE

It's possible, but very dangerous, to assault the warehouse from the floor. The catwalk system running above the warehouse is the preferred method of entering and clearing this large facility.



Return to the catwalk outside the warehouse and turn left, approaching the door at the end. Slip your Snake Cam beneath the door and scout the warehouse interior. From this angle you can spot three tangos. One patrols the catwalk between this door and the one where your team is positioned. Two more are on the room's far side. Tag the two distant tangos while monitoring the patrolling hostile. When the patrolling tango moves near your team's door, order them to breach and clear. If you time it just right, the charge will kill the patrolling tango, allowing your team to focus on the tagged hostiles on the far side. Throw your door open and help them clear the catwalk.



The upper level is now clear, but several tangos remain on the floor below. Step onto the catwalk and peer over the railing to locate targets. Encircle the tangos on the floor by moving your team toward the vending machine to the left of their entry point. The hostiles are all equipped with laser sights, making them easy to spot. Sidestep along the catwalk and open fire on the enemies below while using the vertical support beams for cover. Join your team by the vending machine and order them to regroup while passing through the open doorway ahead.



Lead your team through two empty rooms and stop when you reach a closed door. Use your Snake Cam to spot two tangos on the adjoining catwalk—tag both of them. The tangos are probably

aiming at this door, so your team will need to enter with a breaching charge to temporarily stun them. Back away from the door and order your team to breach and clear.

Follow your team inside, out onto the next catwalk. Immediately turn left and order your team to move behind the wooden crate in the corner. As they move left, duck behind the crate next to the doorway.



A large contingent of tangos will respond to your presence, attacking from the floor below and along the catwalk. Keep an eye on the doorway across from your team's position. Several tangos will storm the catwalk from this direction. Gun them down before they flank your team.



Engage the tangos on the ground floor too. A few are equipped with ballistic shields, making them tough to kill. Scan the floor for red explosive barrels—find two on the right side of the large doorway. When

a shielded enemy moves next to one, shoot the barrel and enjoy the fireworks as the tango goes flying through the air. If all of the barrels have been shot, break out your frag grenades or use your team to flank the enemies from the adjoining catwalk span.



Before entering the next room, order your team to deploy smoke near the next catwalk. Two metal plates flank the catwalk. Move your team to the plate on the far side, so they're positioned just right of the catwalk. The smoke screen allows them to move into position without coming under fire from the tangos inside.

Follow your team inside while the smoke screen is in place, taking cover behind the metal plate on the right side of the catwalk.

From here, you can engage tangos in the room on the opposite end of the catwalk as well as hostiles on the ground. Peek around (and over) the metal plate to locate and engage targets. Don't forget to tag targets for your teammates. Tangos on the floor can be tough to spot, so run a thermal scan to uncover their hidden positions among the shelves below. Your assault rifle can easily penetrate the boxes and other items lining the shelves, so get creative.



Once the last section of the warehouse is clear, order your team to cross the catwalk. Follow behind, but be ready to provide support if your team comes under fire. The room at the end of the catwalk may contain a few survivors, so have your team toss a frag grenade inside before you have them enter.



Exit the warehouse and order your team to regroup. Keep moving through the next room until you come to a set of closed double doors. Ignore



the staircase leading down, as it connects to the warehouse floor. Slip your Snake Cam under one of the doors to locate a single tango patrolling the hall outside the security office. Tag him and order your team to stack up on one of the doors. To avoid alerting the tangos in the security office, set the ROE to infiltrate so your team uses silenced SMGs. Wait until the patrolling tango is walking away from the door, then order your team to enter and clear. They'll rush inside and down the hostile within seconds.



## CHECKPOINT

**Checkpoint Reached:** Advance to the waypoint marker beyond the warehouse to trigger the checkpoint.

## SECURITY OFFICE



Follow your team inside the hallway and step over the body of the downed tango. When you reach the branch in the hall, turn right and order your team to stack up on the double doors ahead in the tiled corridor. These doors lead into the security office. You'll need to hit this room from two angles to quickly neutralize all the tangos. Set the ROE back to assault—it's time to go loud.

Continue advancing down the carpeted hallway until you reach a closed single door. Break out your Snake Cam and scan the interior of the security office. Pan to the right to spot two tangos standing right next to your team's doorway. A breaching charge will take them out. Pan back to the center of the room and tag the tango standing by the steps to the left of your door. Your team will have a straight shot at this tango upon entry. Next, tag the tango in the window directly across from your door. You'll need to take this hostile out.



Now begin the assault. Assume a covered position along the left side of your door and order your team to breach and clear. Wait for the sound of the charge, then throw your door open and shoot the tagged tango in the windowed booth across the room. Hold at your doorway and watch for reinforcements to advance along the hall to the left.

Leave your team on the elevated walkway near their entry point while you approach the security booth from the opposite side. As you near the back of the room, take cover along the wall (by the outfitting station)—one more tango may be waiting here to ambush you. Blind fire around the corner to get his attention. Once he begins firing at your corner, order your team to regroup. They'll enter through the double doors on the far side, flanking the tango from the right. Alternately, you can take the shot yourself, preferably while the terrorist is reloading his shotgun.



Enter the security booth. A dead civilian sits in the corner, but it's not Dennis Cohen. Order Jung to hack the security console. He locates Cohen on one of the security cameras and uplinks the

feed to your HUD. Cohen is being held at gunpoint by Alvarez's thugs on a convention stage. Apparently Alvarez paid off Cohen to gain easy access to the convention center. Now Alvarez is eager to scrub out all evidence of his involvement, including Cohen. Although Cohen is dirty, saving him is your best chance at locating the bomb. One of the terrorists mentions Irena Morales, confirming the suspected link between the events in Vegas and Mexico. Before leaving the security booth, access the outfitting station. Consider swapping your sniper rifle for a submachine gun.



### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
MP5N	REFLEX SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—

### INFO

**Objective Updated:** Save Dennis Cohen from Alvarez's terrorists.



### CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated after Jung hacks the security console.

Exit the security booth and move to the ground floor of the security office. While advancing, attach sound suppressors to your weapons and set the ROE to infiltrate. You'll need to sneak up on Cohen's position silently. Any excess noise could result in his immediate execution. Open and pass through the double doors at the back of the security office and proceed through the next open doorway.



### CONVENTION FLOOR



When you reach the hall with wood-paneled wall, turn to the door on the right and order your team to stack up. Run your Snake Cam beneath the door to spot one tango patrolling the adjoining passage.

Tag him, then back away from the door. Wait for the tango to walk away from the door, then order your team to enter and clear. They'll rush inside and silently drop the pacing tango.

Follow your team into the doorway and turn left. Leave your team in a holding pattern in the cramped passage while you approach the corner on the right. Two tangos are in the next room. Use a thermal scan to spot their positions, then peek around the corner to pick them off one by one, using the silenced weapon of your choice. Take out the nearby tango first, then hit the one on the right.



Once the two tangos are down, order your team to regroup and lead them through the room ahead. Take a left to enter a short side passage, then take an immediate right to

enter the backstage area. Stack your team on the first door to the left—you can hear two terrorists discussing video games on the other side. Continue down this passage and take a left at the next corner.

Take a covered position along the wall and slowly inch out toward the corner—be careful not to expose yourself to the three tangos in the room ahead. Locate and tag the two tangos talking by your team's door. Next, locate the third tango at the concrete base of red central support. When you're ready to attack, order your team to enter and clear. As they rush inside and drop the two tagged tangos, swing around the corner and shoot the hostile by the pillar. If you miss, your team should have no trouble dropping him from their entry point.



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Leave your team in a hold position and cautiously approach the waypoint marker on the room's right side. Drop to a crouch and step into the next hall, taking cover behind the crate to the left.

A single tango patrols the passage ahead. When his back is turned, peek out from your corner and shoot him in the back of the head. For added precision, use your assault rifle and ACOG Scope attachment to seal the deal.

Slowly advance toward the waypoint marker, passing near the enclosed area with two pool tables. A terrorist stands near one of the tables with his back turned. Pop him in the back of the head and order your team to regroup. The convention floor is now clear. Proceed to the exhibit stage where Cohen is being held.



## CHECKPOINT

**Checkpoint Reached:** Approach the conference room to activate the checkpoint.

## EXHIBIT STAGE



As you near the exhibit stage, you can hear Cohen pleading with his captors. You don't have long until they waste Cohen, so move quickly and quietly. Open the single door on the left to access the backstage area. You can use the elevated platform to assault the room, giving you and your team a good angle on the terrorists. Order your team to stack up on the door to the right while you take the door on the left. As you move into position, switch the ROE to assault and remove the sound suppressor from your assault rifle.



From your door, run a quick Snake Cam scan of the room. Cohen is seated at the center of the stage, flanked by two terrorists. Tag both terrorists then

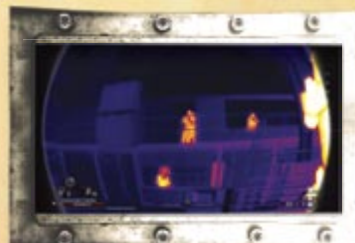
back away from the door. Stand along the left side of your doorway, then order your team to enter and clear. Simultaneously open your door and peek out to engage the tagged tangos. Take carefully aimed shots to avoid hitting Cohen. When both tangos are down, aim at Cohen and order Michael to disable the small bomb attached to his chest.



## Co-Op TAKEDOWN

Four entry points into the exhibit stage area make this the ideal opportunity for a multi-entry takedown. Have your AI team enter through one of the lower-level doors while you and your friend assault through the upper-level single doors. Alternately, you can simultaneously snipe the two tangos next to Cohen by firing through the upper level windows. Select different targets then count down from three (over voice) to perform the simultaneous takedown.

Rush down to the stage and seek cover behind the equipment crates at the center of the stage, directly in front of Michael and Cohen. Jung automatically takes cover behind the crates to the right. Once in position, order Jung to deploy smoke grenades all around the stage. Help him out with a few smoke grenades of your own. Tangos are about to storm the stage, so it's up to you and Jung to prevent Michael and Cohen from being killed.



As smoke fills the room, activate your thermal goggles and watch for tangos entering the room from the upper and lower levels. Focus your fire on the left side because Jung can suppress the attackers entering from right. Try to eliminate the tangos on the upper



level first, as they stand the greatest chance of scoring a lethal hit on Michael or Cohen. Peek out behind the crates to take a shot, then duck back behind your cover to reload and spot new targets.



The smoke screen will wear off after a few seconds, so deactivate your thermal vision and resume picking off the attackers. Don't bother deploying more smoke at this time. Your time is better spent eliminating hostiles. Peek out to the right to help Jung finish off the tangos on this side. Stay behind cover until Cohen starts talking—this indicates that all of the threats have been eliminated.



Michael finishes defusing the bomb attached to Cohen's chest soon after the attack subsides. Grateful for your intervention, Cohen informs you that the terrorists are headed for

the convention center's monorail station. Apparently Alvarez plans to attack one of the nearby hotels using a tram as the delivery system for his bomb. It's time to move out. Michael wisely leaves Cohen tied to his chair. He'll be secure until the police arrive and take him into custody.

### INFO

**Objective Updated:** Assault the north hall to get to the monorail station.



### CHECKPOINT

**Checkpoint Reached:** The checkpoint is triggered once Cohen is safe.

Exit the stage area and return to the convention floor. You must reach the hallway where you first entered the floor, requiring some backtracking. Stay on guard—the area you cleared earlier is now swarming with tangos. Use bound and overwatch tactics as you move out.



Terrorists occupy every room along the way, so use a thermal scan in conjunction with your tactical map to uncover their positions. Use this information to choose your cover positions and identify opportunities to deploy frag grenades.



Follow the waypoint markers to the gray door marked by an exit sign. Open the door and turn right in the adjoining hall to spot an open doorway. Pass through the doorway to enter a stairwell. Climb the stairs to load the next level.



### CHECKPOINT

**Checkpoint Reached:** Move to the waypoint marker in the stairwell to trigger the checkpoint.



## SCENE THREE: NORTH HALL

### SITUATION REPORT

Alvarez Cabrero is planning to detonate the second bomb near a major Las Vegas hotel, using the city's monorail as a delivery system. The casualties inflicted by such an attack would likely dwarf Miguel's attack on the arena. You must reach the convention center's monorail station by advancing through the north hall. Be prepared to face heavy resistance along the way.

### NORTH HALL CONCOURSE

#### INFO

**Objective Updated:** Locate the monorail station.



As the level loads, you can spot the monorail system out the window. Approach the window and gear-up at one of the outfitting stations. Keep your assault rifle, but swap your SMG for a sniper rifle. Choose the SR-25 SD or PSG1. Both rifles are semi-automatic, making them ideal for heated, long-range engagements in the massive corridors ahead.

#### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



Next, order your team to stack up on one of the double doors—there are two sets. Move to other set of doors and slip your Snake Cam beneath to scout the next hall. Several tangos patrol inside, all at varying distances from the doorway. Tag the two tangos closest to the door, then locate the planter filled with cacti. While still in your Snake Cam view, order your team to move behind this planter. They'll automatically open their door and rush inside, engaging tangos as they move to the planter. As your team rushes forward, open your door and provide covering fire from the doorway. Wait until the incoming fire dies down, then rush inside and take cover behind one of the concrete planters along the right wall. From your piece of cover, order your team forward to the pillar in the center of the hall. From here they can engage more tangos in the passage to the right.

Inch ahead to the next passage, placing your team at the corner position. While your team moves ahead, duck behind the planter. From here you have a great view of the entire corridor ahead. Equip your sniper rifle and begin picking off targets at long range. If using the SR-25 SD, you can remain hidden here, too. Your team will draw most of the incoming fire, allowing you to silently snipe from behind the planter. From this position, order your team to move ahead, using the blue palm tree planters in corridor's center for cover. As they advance, scan ahead and pick off any targets that move into view.



Keep moving your team forward until the path ahead is clear of threats. Join your team near the large third planter and peek over the low white wall to the left. A few tangos patrol



the floor below, moving around the information desk. Wait until their backs are turned, then peek over the wall and silently eliminate them with your SR-25 SD or suppressed assault rifle—at this range, the assault rifle is easier to operate.



Use the staircase to reach the lower level. Enter cover mode on the left side of the steps and watch for more tangers below in case you missed one earlier. Once the area appears clear, have your

team deploy a smoke grenade near the wooden booth. As the smoke expands, enveloping the base of the staircase, order your team to move behind the wooden booth, with their backs to the large window. From here they can engage targets in the next corridor. Hold on the stairs and help your team engage any threats that rush into view. If you haven't already, switch to your assault rifle.



Cautiously descend the steps and order your team to move into the next passage, using pillars and interactive kiosks for cover. There are two parallel paths

here, both containing tangers. If you're not careful, you can easily get flanked. Have your team move down the left side while you hold at the pillar in the middle, but don't watch them. Keep an eye on the path to the right—the one featuring the large "Tech and Design Convention" arches. Watch for tangers advancing along the path, while ordering your team to advance along the left path. Once this area is clear, join your team by the food court entrance on the left, but don't enter the food court from these doorways. Sharon reports that there are upper-level entrances accessible via the stairs just ahead.



### CHECKPOINT

**Checkpoint Reached:** Advance toward the stairs by the food court to activate the checkpoint.

### FOOD COURT



Climb the stairs by the food court to reach an upper-level hallway. A few civilians cower along the side of the hall, but the area is clear of threats. Across from the civilians are



two doors leading into restrooms. Open the door on the left to access the women's restroom. Inside, locate the closed door and order your team to stack up. As they move into position, use your Snake Cam on the door to locate two tangers on the other side. These terrorists are positioned on an upper-level walkway surrounding the courtyard floor. Tag the tango near the turret first, then tag the one to the right of the door.



Exit the restroom and return to the hall, moving toward the staircase leading down to the food court's floor. Take a covered position along the wall, and slowly inch out toward the staircase—if you move too far, you risk exposing yourself to the terrorists below, causing them to open fire. Once you're in position, order your team to breach and clear from their door. The charge will stun the tagged tangers by the door, allowing your team to gain easy entry onto the upper-level walkway. Your team's entry will also get the attention of the tangers on the floor. Watch for movement below and peek around the corner to engage, flanking the tangers from the side. Your team can hit enemies on the lower level too, so remember to tag any hostiles you see.

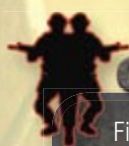
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As the firefight concludes, run a thermal scan and cautiously descend the steps leading down to the food court's floor. Any remaining heat signatures on the floor are hostiles, so be prepared to

take action. A popular hiding spot is the area beneath the escalators. A tango equipped with a ballistic shield may be hiding here. Move to this corner to spot him, and consider tossing a frag grenade around the corner. At this range, blind fire from your assault rifle is also very effective. Once the food court's floor is clear, ascend one of the nearby escalators and order your team to regroup.



## Co-Op TAKEDOWN

Five entry points lead into the food court, providing plenty of tactical options when playing

Co-Op. Two doors are on the lower level, beneath the food court sign, and two restroom doors lead out onto the upper-level walkway. Finally, there's the staircase beyond the restrooms on the upper level. It's best to have your AI teammates assault from the women's restroom while one player provides a base of fire from the staircase. The second player should perform a delayed entry on one of the lower-level doorways shown here, preferably after the firefight has begun. Hitting the food court from these three directions will snare the terrorists in a deadly crossfire, allowing your team to clear the space in record time.



## MONORAIL CONCOURSE



At the top of the escalator, turn right and take cover along the left side of the next corridor—order your team to move behind the square pillar on the right. A few tangos appear ahead, deploying smoke. Activate your thermal goggles and engage them through the smoke screen using your sniper rifle. Once the first wave is down, hold at the corner and order your team forward along the right side of the hall, toward the next square pillar. As they advance, two tangos crash through the skylight above the hall. Help your team pick them off before they can reach the ground and take cover. Watch for a couple more tangos to round the corner ahead. Help your team finish them off.

Move toward your team's position and order them to regroup. Lead them around the corner to the left to enter the next hall—it's clear of threats. On the hall's left side are two outfitting stations.

Maintain your same loadout, but take a few seconds to restock on ammo and grenades.



## RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



## CHECKPOINT

**Checkpoint Reached:** Approach the outfitting stations to trigger the checkpoint.

Across from the outfitting stations is a meeting room with two entry points. Clear this small room before advancing any farther. Start by using your Snake Cam on the nearby double doors. Tag the two shotgun-toting tangos patrolling the interior, then pan the camera right to spot a second set of doors—order your team to stack up on these doors. While your team moves





into position, set the ROE to infiltrate and silence your assault rifle. You'll need to clear this room silently to avoid alerting the tangers in the nearby concourse. When the tangers are moving away from your team's door, order them to enter and clear. Open your door and help clear the room.



Once the meeting room is clear, step inside and turn left. Slip your Snake Cam beneath the double doors on the far side of the room to spy on the large concourse ahead. Pan the camera to the right

to locate a tango standing by a poster display—tag him. There are more tangers in the distance, but don't worry about tagging them. You want your team to focus on the nearby threats first. You can handle the others once your team reaches cover. Back away from the doors and order your team to stack up.

Exit to the hallway and approach the corner. While moving into position, set the ROE to assault and remove the sound suppressor from your assault rifle. When you're ready, order your team to breach and clear. The explosive charge will stun any tangers near your team's door, allowing them to enter. Peek around the corner and support your team's entry. A tango may attempt to flank your team from the right, so stay on watch until your team reaches cover.



Use bound and overwatch tactics to clear the rest of the corridor. As your team moves along the left side, seek cover behind the last bank of slot machines on the right. Move your team to the pillar directly ahead of your position and focus your aim on the skylight above. As your team nears the pillars, two tangers fast rope through the skylight. Help your team pick them off one by one. This corridor is finally clear.

Order your team to regroup, and lead them through the doorway on the right, indicated by the waypoint marker. Advance through the crooked hall until you spot a pair of outfitting stations on the left. Maintain the same loadout, but stock up on ammo and grenades.



### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



### CHECKPOINT

**Checkpoint Reached:** Step beyond the outfitting stations to trigger the checkpoint.



Soon after your team's entry, push forward into the next corridor. Order your team to take cover behind the bank of slot machines on the left while you seek cover behind the slots on the right. There are several tangers ahead, most likely behind pillars, planters, and slot machines. Hold behind your cover and help your team engage the hiding tangers.



## SCENE FOUR: MONORAIL

### SITUATION REPORT

Alvarez Cabrero's bomb is inside the monorail station ahead. According to Dennis Cohen, the bomb is being loaded onto a train in preparation for an attack on a major hotel located along the monorail's route. As expected, the station is swarming with hostiles, so expect heavy resistance from Cabrero's men.

### STATION EXTERIOR

#### INFO

**Objective Updated:** Assault the monorail station and find the bomb.



Open the door ahead and order your team to move behind the planter outside. As they move ahead, seek cover along the right side of the doorway. A massive explosion rocks the front of the station as your team nears the planter—the terrorists are waiting for you. Hold at the doorway and watch for terrorists to appear on the upper-level walkways on the front of the station. Tag them to track their movements, then peek around the corner and pick them off with your sniper rifle. Your team can assist from their planter, but they'll have to watch the footbridge to the left to prevent being flanked.

#### NOTE

If no tangos appear at the monorail station after the explosion, quickly step outside, then duck back in, taking cover along the open doorway. Advancing toward the planters outside usually triggers the enemies, causing them to attack.



Wait for the incoming fire to subside, then dash toward the footbridge on the right, using the newspaper vending machine for cover. Have your team move behind the ticket booth on the

right. Hold here and engage more tangos on the upper level, this time using your assault rifle. If you have trouble spotting the tangos above, use your tactical map to pinpoint their locations. A thermal scan can be useful at this point too.

Stay on the right footbridge and order your team to lead the way up the next set of stairs. Place the move order at the top of the steps, along the left handrail. From this spot they can engage any survivors on the upper-level platform. If they encounter heavy fire, drop a smoke grenade on their position for added concealment.



Ignore the two central escalators and proceed to the exterior stairwell on the right. Climb the steps until you reach the top. Note the ladder at the top of the steps, but don't climb it yet. Instead, move through

the adjoining tiled corridor. Avoid the corridor lined with white tiles and stick to the one with tan tiles.



### CHECKPOINT

**Checkpoint Reached:** Reach the top of the stairs to trigger the checkpoint.



### CAFÉ



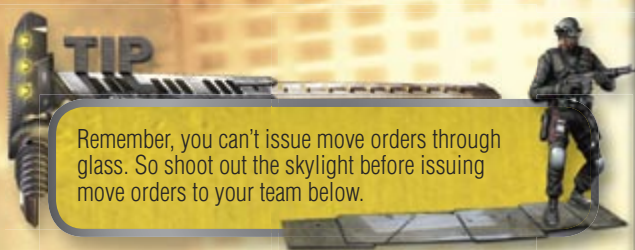
When you come to the first set of interactive double doors, break out your Snake Cam and recon the small café on the other side. The café is packed with tangos, including two hostiles equipped with ballistic shields patrolling a circuit around the bar. Tag both of these patrolling tangos. You can see two more tangos from this angle—one behind the bar and one standing guard at the café's entrance. Back away from the door and order your team to stack up.



Return to the stairs outside and climb the ladder to reach a rooftop area. Here you find a small skylight directly above the café. Carefully circle around the skylight while studying the room below.

Set your sights on the tango guarding the café entrance, then monitor the positions of the tagged patrolling tangos. When they near your team's door, issue a breach and clear entry order. The blast of the charge should kill both tagged tangos and daze the terrorist standing behind the bar. When you hear the breaching charge detonate, fire through the skylight to kill the tango standing at the café's entrance.

As soon as all four tangos in the café are dead, order your team to move behind the bar for cover. More tangos are outside the café, and they begin attacking from the station's interior. As your team exchanges fire with the tangos outside the café, fast rope down to the café's floor and join Michael and Jung behind the bar.



**TIP**  
Remember, you can't issue move orders through glass. So shoot out the skylight before issuing move orders to your team below.

### STATION INTERIOR



Instead of exiting the café through the main entrance, enter the side hall to the right of the bar. Stack your team on the door at the end of the hall and break out your Snake Cam for a quick peek. Tag the tango behind the turret mounted on an overturned vending machine. Back away from the door and order your team to breach and clear. The breaching charge won't kill the tango, but it will stun him, giving your team sufficient time to enter and gun him down.

Once your team makes entry, move them behind the vending machine where the turret is positioned. Meanwhile, exit the hall and approach the corner on the left. Stay behind cover and tag targets for your teammates. Any survivors are most likely on the far side.



Hold behind cover until this area is clear, then turn down the narrow hall directly across from the café. Slip your Snake Cam under the double doors on the right to spot three tangos patrolling the locker room—two carry ballistic shields. Tag the tango without the ballistic shield, then stack your team on this doorway.

**6**  
Las Vegas  
International  
Convention  
Center





While your team stacks up on the double doors, proceed down the hall and take cover along the right side of the open doorway. The shielded terrorists enter the employee lounge ahead. As they do, flank them

from the side, and either shoot them through the windows on the right or hit them as soon as they step through the locker room door ahead. Once both of the shielded tangos are down, order your team to breach and clear. Enter the employee lounge and support your team's entry by aiming through the windows on the right. Wait until the hostiles are down for the count, then join your team in the locker room. Order them to regroup and enter the short hall at the back.



## CHECKPOINT

**Checkpoint Reached:** Enter the hall beyond the locker room to trigger the checkpoint.

Two doors lead out to the large room ahead. Turn to the door in the nook on the right and order your team to stack up. Use your Snake Cam on the same door to pick out some crucial targets for Michael and Jung. First, notice the tango with the ballistic shield standing directly in front of the door—a breaching charge can take him out. Next, locate the turret gunner at the far end of the room, positioned behind a low table-like display. This gunner is your team's first priority, so tag him first. Next, tag one of the tangos patrolling to the left of the door. Pick one that moves close to the door.



Move to the other door leading into the same large room. Assume a covered position along the left side of the doorway. Now monitor the tagged patrolling tango. When he nears your team's door, order them to breach and clear. Within seconds the shielded tango

by the door will be dead, along with the turret gunner and patrolling tango. When the breaching charge goes off, open your door and order your team to move behind cover, preferably behind one of the two planters by the blocked escalator.



Exit the hall and scramble to the low table-like map display. Take cover here and help your team engage the remaining tangos on the room's far side. As soon as the incoming fire diminishes,

order your team to move toward one of the pillars to the left. Once they're in position, you have both sides of the room covered. This allows you to easily pin and eliminate the remaining tangos.



Continue pushing forward, moving along the right side while your team advances on the left. Use the pillars for cover and tag any hostiles you encounter. While advancing, watch for reinforcements descending the escalator in the center of the room. Take cover along the side of the display table where the turret is mounted and engage any hostiles that descend the escalator. Have your team move behind one of the planters directly in front of the escalator to catch the attackers in a lethal crossfire.



Cautiously take cover behind the pillar next to the escalator. Blind fire on any hostiles that attempt to descend. Once the path is clear, order your team to toss a smoke grenade at the top of the steps. As the

smoke screen expands, order your team to the top of the escalator in order to reach the station platform where the bomb is being prepped for transport.



### STATION PLATFORM



Follow your team to the top of the escalator and activate your thermal goggles. Turn toward the waypoint marker and open fire on the tangeros crowded around the bomb. Respond quickly and eliminate all the tangeros on the platform before your smoke screen dissipates.

Deactivate your thermal goggles once the smoke clears, but stay on guard while facing the windows beyond the control terminal. A couple of tangeros rappel down the window. Blast them while they're still attached to their ropes. Otherwise, they'll access the exterior catwalk and assault from behind the control terminal.



### INFO

**Objective Updated:** Disarm the bomb before the monorail leaves the station.



The train is scheduled to depart in less than one minute.

Now it's safe to approach the bomb, in one of the monorail cars to the right. Aim at the bomb and order Michael to disarm it. While Michael inspects the bomb, Jung accesses the monorail control terminal.



As Michael and Jung work, aim toward the large windows beyond the terminal booth. It's up to you to protect Michael and Jung as they attempt to disable the bomb

and monorail system. Watch for three tangeros rappeling down the side of the station, visible through the large windows. Pick them off one at a time before they can reach the catwalk outside the station. Once all three tangeros are down, the platform is safe.

Jung is incapable of stopping the train from leaving the station and Michael can't disarm the bomb. But before the train leaves, Michael attaches a detonator to the bomb. Your best bet is to detonate the bomb as the train moves farther down the tracks, but before it reaches its next stop at the hotel. Hold back as the train leaves the station. When it's a safe distance away, Sharon gives Michael the okay to detonate the bomb. The massive explosion rocks the station violently, but causes no harm to you, your team, or any civilians nearby.



### INFO

**Objective Updated:** Extract to the chopper.

Step out onto the catwalk by the monorail tracks and ascend the ropes on the side of the station—the same ropes the tangeros used earlier. As you climb to the roof, one of Lawrence's NSA agents informs you that Cabrero's mercenaries are at the penthouses of the Elements hotel and casino and preparing another major attack. Continue your ascent to the station's rooftop and board the waiting chopper. Looks like your work isn't over yet...





## SCENE ONE: PENTHOUSE

### SITUATION REPORT

**LOCATION:** Elements Hotel and Casino,  
Las Vegas, Nevada

**LOCAL TIME:** July 2nd, 2137 hours

Elements has two stages, each with a unique theme and visual style. The performers cycle each month, promising visitors a wide variety of entertainment. The theater is the most likely venue for Alvarez's next attack, but before reaching it, your team must advance through the penthouse suites and casino floor. The NSA has an agent inside the casino, reporting a heavy terrorist presence. He'll be your primary contact during this op. Rainbow has deployed Echo team to assist with the assault. Echo is scheduled to arrive shortly and is tasked with sweeping the casino's second tower.

### INSERTION POINT



Alvarez Cabrero's mercenaries have been spotted inside Elements, preparing for another attack. While it's unclear what kind of attack is underway, their mere presence requires your team's immediate attention. This could be your chance to track down and apprehend Alvarez. While flying to the insertion point, choose your weapons. The penthouse suites on the upper floors consist of small rooms and cramped halls. Choose a submachine gun and a compact assault rifle for the close-quarter combat ahead. A shotgun can be effective, but it can't be suppressed when stealth tactics are necessary.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
MP5N	REFLEX SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
INCENDIARY GRENADE	—



As you near the roof of Elements, a sniper round penetrates the chopper's cockpit, striking Sharon. The sniper shot is followed by heavy gunfire from below—the tangos know you're here. Quickly fast

rope down to the roof and take cover behind one of the low walls on the terrace. Wait for Michael and Jung to exit the chopper.

### INFO

**Objective Updated:** Descend to the ground floor and search for Alvarez Cabrero.



### CHECKPOINT

**Checkpoint Reached:** Fast rope out of the chopper to trigger the checkpoint.



Once your team has regrouped, position them along the low wall. They'll automatically engage the tangos on the terrace's lower level. Watch and listen for the sniper that hit Sharon. He's on the balcony across the terrace. Engage the sniper from the insertion point



to get some payback for Sharon. Use your assault rifle and ACOG Scope to score this long-range kill.



Hold near the insertion point until the lower-level terrace is clear. Descend the nearby steps and assume a covered position behind the planter. Order your team to move behind the wicker patio furniture

ahead. While these don't offer great cover, they'll suffice. As your team moves forward, two tangeros barge out of the doorway ahead. Peek around your planter and open fire as they file out of the door, killing them one at a time. Or throw a well-timed frag or incendiary grenade at the doorway to kill all three simultaneously.

One more tango may be hiding inside the corridor just ahead. Use a thermal scan to uncover his hiding spot and move to the left side of the terrace to spot him. Take cover behind one of the planters because he'll probably open fire on you. As soon as you have a clear shot, peek around the planter and take him out with a quick burst from your assault rifle. The rooftop terrace is now clear of threats.



Order your team to regroup and step through the double doors ahead. Slowly and quietly descend the steps in the adjoining hall off the terrace. At the bottom of the steps are a couple of outfitting



stations. Use one to max out on ammo and grenades before moving on. Your current loadout is more than sufficient for the action ahead, but you may want to swap the incendiary grenades for smoke grenades. Once you're well stocked, equip your MP5N and attach a sound suppressor before continuing on.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
MP5N	REFLEX SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



## CHECKPOINT

**Checkpoint Reached:** Approach the interior stairs to activate the checkpoint.

## PENTHOUSE SUITES



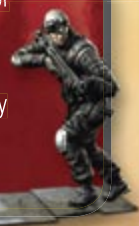
Order Michael and Jung to stack up on the door to the left. Don't bother using the Snake Cam—you can scout the room through the window on the patio. Keep the ROE set to assault, but make sure you have a sound suppressor attached to your weapon. As long as you keep your silencer attached, Michael and Jung will use their suppressed MP9s.

Proceed down the hall and open the door at the end to step out onto the patio. Crouch and assume a covered position along the wall to the left and slowly move just below the window. You can see three tangeros grouped together inside. Tag two of them. When you're ready, order your team to enter and clear. After giving the order, stand up and start shooting. If all goes well, you'll have this room cleared in a couple of seconds.



## CAUTION

If you fail to clear this room silently, prepare for an immediate counterattack. Two tangeros rush up the stairs near your team's doorway and a third tango attacks from the bathroom near the window. So use stealth tactics as frequently as possible to avoid alerting reinforcements and setting off large-scale fire fights in these tight quarters.





Leave your team on hold in the cleared room and slowly descend the steps into the room below. At the bottom of the steps, peek around the corner to the right to spot a tango next to a pool table. Set your MP5N on single shot and place the Reflex Scope's red dot on the back of the tango's head. Fire one silent round into the hostile's cranium. If necessary, fire a follow up shot until he falls. But be careful not to penetrate the window. The sound of breaking glass will alert the tango in the adjoining hall.



While crouched, approach the window where the dead tango lies. On the right, locate the low wall adorned by lit candles. Step behind the wall and take cover. A single tango patrols the hall ahead. Wait until he's moving away from you, then peek over the wall and shoot him in the back of the head—notice how the gasses expelled from your sound suppressor extinguish the candles. Once this tango is down, the floor is clear. Order your team to regroup and approach the elevator shaft at the end of the hall. Unfortunately, the NSA agent has shut down all of the elevators in an effort to hinder the terrorists' movement. You need to continue hoofing it through the upper-level suites to reach the ground floor.

## INFO

**Objective Updated:** Find another route to the ground floor.



At the elevator shaft, turn right and descend the next set of steps to the floor below. At the bottom of the steps, enter the office and order your team to stack up on the door. This door leads into a large

living room guarded by two tangoes. You can hear them talking, but don't worry about them yet. You need to clear the rest of the floor and exterior patio before going after these guys.

Leave your team in the office, and turn left to advance down the hall. While crouched, pass through the open doorway at the end of the hall and immediately turn right to take cover behind the minibar. Another tango patrols the dining room. Hold tight behind cover as he makes his rounds. When he nears the minibar and turns his back, stand up and fire one round into the back of his head.



Now it's time to clear the exterior patio. Open the door next to the minibar to spot your next target. Hold in the doorway and take aim through your Reflex Scope. Place the red dot over the side of the tango's head and fire one shot to take him out.



Step out onto the patio and turn right. Take cover at the corner ahead to spot a tango enjoying the view of the Vegas skyline. Peek around your corner and shoot him in the back of the head. As you pass

the dead tango, you can see Echo team's chopper to the left. They'll assault the facility's second tower while you clear this one.

Now you can let your team handle the two talkative hostiles inside the living room. Move along the exterior wall and take cover below the window. Tag both tangoes inside and order your team to enter and clear. Watch as Michael and Jung rush inside and blindside the two tangoes from their doorway. Stay behind cover to avoid getting hit by errant rounds penetrating the windows.







Order your team to regroup and follow the waypoint marker to the exterior alley. Two outfitting stations are just ahead. Interact with one of the stations to stock up on fresh magazines.

You can expect more

close-quarter action in the suites ahead, so stick with the same assault rifle—submachine gun combination.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
MP5N	REFLEX SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



## CHECKPOINT

**Checkpoint Reached:** Advance toward the outfitting stations to trigger the checkpoint.

Order your team to hold by the outfitting station while you move ahead. Take cover below the window to scan the interior of the next suite. A quick visual scan reveals several tangos inside as well as a few on the patio on the far side. To get a better view, use a thermal scan and check your tactical map. There's no easy way to assault this suite, so hold at the window and thin out the resistance with your assault rifle. Attach a sound suppressor and start picking off targets, beginning with the nearest tango. After each kill, duck beneath the window and watch the reactions of the tangos inside, both through the window and on your tactical map. The sound of breaking glass alerts them, but because your weapon is silent, they have no idea where the shots are coming from. Continue engaging targets through this window, including the tangos on the far patio.



Once you've cleared as much of the suite as possible from the exterior, order your team to regroup and lead them to the door.



Use your Snake Cam to spot any more threats inside and tag them. Have your team stack up on the door, then issue an enter

and clear order with the ROE still set to assault. Follow them as they enter and help them clear out any survivors. Upon entry, pay close attention to the patio to the left, as more tangos may be hiding out there. Order your team to move into this area next. Cautiously clear every room of this suite, using the thermal scan to locate any stragglers.



## CHECKPOINT

**Checkpoint Reached:** Move to the waypoint marker in the living room to trigger the checkpoint.



Once you've cleared the entire suite, enter the living room with the white grand piano. Move to the windows in this room and attach to the middle rappel points—there are four here. Once attached, invert on your line and walk down the exterior wall to peer into the window below. This large piano lounge contains several hostiles armed with smoke grenades, so equip your thermal goggles. There's no stealthy way to assault this room, so begin the attack. Start by shooting the nearby tangos with your pistol, then order your team to breach through the windows. Provide support while your team crashes through the glass, then join them inside. Use bound and overwatch tactics to sweep and clear the room of all threats. The tangos in here have laser sights attached to their weapons, making them easy to locate. Feel free to use frag grenades to draw them out of cover.





## Co-Op TAKEDOWN

You can hit this lounge from two different angles by using the rappel points in the living room and

patio from the suite above. During Co-Op play, have your AI teammates use the two rappel points on the patio while you and your friend attach to the points in the living room. The ropes leading down from the living room offer the best view of the room, allowing you and your friend to shoot the enemies in the lounge with your pistols while your team crashes through the other set of windows.



## HOTEL SUITES



Once the lounge is clear, enter the short hall (opposite the windows) and move toward the double doors on the left. The next two rooms are clear. Order your team to regroup and lead them toward the next waypoint marker. When you step into the room, turn right and raid one of the outfitting stations to stock up on ammo and grenades. Your current assault rifle and SMG are more than sufficient for clearing the next areas.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
MP5N	REFLEX SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



## CHECKPOINT

**Checkpoint Reached:** Enter the room with the outfitting stations to activate the checkpoint.



Next, turn to the door by the outfitting stations and use your Snake Cam to scout the adjoining corridor. Three tingos loiter inside this hall, including one equipped with a ballistic shield

looking away from the door. Tag the tingo with the ballistic shield first, then tag one of the two tingos positioned farther down the hall. Stack your team up on this door, but don't have them enter yet.

Move to the next door across the room. Perform a quick scan with your Snake Cam to locate the two tingos standing in the hall beyond the door. Back away from the door and stand slightly to the right

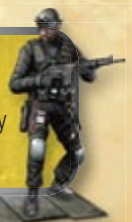
of it, aiming toward the red tag marker. Now set your MP5N to full auto. Once you're set, order your team to enter and clear from their doorway. At the same time, throw open your door and mow down the two tingos standing on the other side. Hold this position and watch for more tingos rushing in through the door across the hall. Help your team gun them down before they can seek cover.



Move into the hall and order your team to stack up on the open door the other tingos just exited. There are probably one or two tingos still inside this room. Order your team to flash and clear. Follow them inside and help them finish off any dazed survivors.



Normally, your team can't deploy flashbangs while under assault rules of engagement. But if a door is open, the breaching charge option is replaced by the flashbang option.







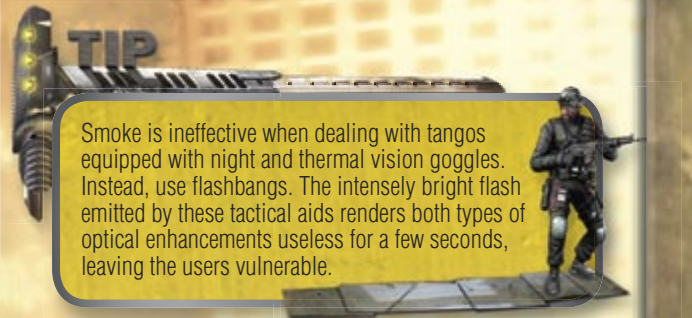
In the room, move to the single rappel point on the window next to the television. Have your team use the rappel points on the opposite side of the room near the bed. Attach, invert, and descend to the next set of windows. The room below is empty at the moment. Order your team to breach through their windows and gain entry. Hold on your line and aim toward the doorway straight ahead. The NSA agent contacts you and warns of tangers heading your way. Suddenly, the lights in the room cut out and two tangers barge through the doors ahead. Activate your thermal vision and engage the hostiles, being careful not to hit Michael or Jung. Once the tangers are down, breach through the window to join your team.

The tangers ahead have cut the lights in the next hall and adjoining room in an effort to gain a tactical advantage with their night vision goggles. Activate your goggles as you approach the open doors leading into the hall. Have your team deploy smoke into the hall, then run a thermal scan to locate the tangers. Order your team into the smoke screen in the hall, and follow them. If necessary, use your thermal vision to locate and engage the tangers hiding here.



In the hall, order your team to stack up on the door on the right side. As they move into position, slip your Snake Cam beneath the door to tag one terrorist equipped with night vision goggles pacing inside the room. Two more tangers are present, but you can't see them from this angle. Back away from the door and set the ROE to infiltrate—this allows your team to enter with a flashbang. When your team is ready, order them to flash and clear. Once the flashbang detonates, follow your team inside the room and help them dispose of the two dazed tangers.

In the hall, order your team to stack up on the door on the right side. As they move into position, slip your Snake Cam beneath the door to tag one terrorist equipped with night vision goggles



Find a pair of outfitting stations on the left side of this room. Order your team to stack up on the nearby door, then rummage through one of the outfitting

stations to replenish your supply of ammo and grenades. A mix of short and intermediate ranged engagements lie ahead, so keep your current assault rifle and submachine gun, but feel free to experiment with different weapons in these classes.

#### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
MP5N	REFLEX SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



#### CHECKPOINT

**Checkpoint Reached:** Approach the outfitting stations to trigger the checkpoint.



Join your team at the door where they're stacked, and perform a quick sweep of the next room with your Snake Cam. Two tangers are visible inside. As you near the door, they deploy a smoke grenade, inhibiting your vision. Just activate your thermal vision to see through the smoke and tag both tangers inside. Back away from the door and order your team to flash and clear. Follow your team in as they enter, and assist them in eliminating the two dazed tangers.





After clearing the room, order your team to stack up on the door to the right of the wall-mounted television. Join them at the door and scout the hall on the other side with your Snake Cam. The lights are

on in the hall so you can deactivate your goggles. Pan the camera right and tag a couple of tangeros near the luggage cart. Back away from the door and switch the ROE to assault.

Now move to the door on the left side of the television and use your Snake Cam to spot a tango standing near this doorway. You need to take him out before your team enters from their door. Stow your



SNAKE Cam and take cover along the right side of the door. Once you're ready, open the door and swing out into the hall to shoot the tango in the back. As soon as he's down, order your team to enter and clear from their doorway to deal with the hostiles at the far end. While your team moves into position, watch the closet on the left side of the hall. If any hostiles emerge, shoot them before they can flank your team. Hold at the doorway and help your team clear the hall and room ahead. If necessary, move them behind cover or deploy smoke.



Order your team to move forward and clear the small lounge near the elevator. Have them hold here while you move to the windows straight ahead. Attach to the center rappel point at the window directly across from the elevator. Invert on your rope and walk down the side of the building to the window below. This lounge looks identical to the one on the floor above, except the tangeros down here are alive. First, look to the left side of the room to locate the door below the exit sign—order your team to stack up. They automatically descend the stairwell from the floor above and move into position behind the door. While waiting for Michael and Jung to set up, tag the patrolling tango on the left side of the room—he passes within feet of the door where your team will enter, making

him a good candidate for a breaching charge. Next, tag the hostile with the ballistic shield standing next to the elevator. Now center your pistol's reticle on the tango standing between the white chairs on the right. Wait for the patrolling tango on the left to move toward Michael and Jung's door, then issue the breach and clear command. Wait for the breaching charge to detonate, then fire several shots through the window to strike the tango by the chairs. Your team will have no problem clearing the rest of the lounge and adjoining hallway.



## Co-Op TAKEDOWN

Rappel points are located on both sets of windows in the lounge above, allowing you to



assault the lower-level lounge from three directions. Have Michael and Jung breach through the door as described above, while you and your friend assault from the two sets of windows. Instead of breaching through the windows, hold onto your ropes and fire your pistols into the lounge while your AI teammates enter—just be careful not to shoot them.



Crash through the window and join your team in the lounge. Advance to the end of the hall and stack your team on the door to the right. Two tangeros are in the next room. Use your Snake Cam to tag two of them, then order your team to breach and clear. Follow your team inside and help them clear the room. Next to the television are a pair of outfitting stations. Interact with one and swap your SMG for the SR-25 SD sniper rifle. You're finished clearing the upper-level penthouses and hotel suites. It's time to head downstairs where you'll encounter longer sight lines, ideal for assault and sniper rifles.

## RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—





After selecting your new gear, climb out onto the balcony. As you do, a series of massive explosions rocks the hotel suites in the nearby tower—this is the building Echo team was clearing. Bishop attempts to contact Echo, but there's no response. The NSA agent checks in and says he's heading downstairs into the casino. Locate the fast rope points on the balcony railing and order your team to descend. Wait until they reach the bottom, then fast rope down to join them.



## CHECKPOINT

**Checkpoint Reached:** Fast rope to the ground to activate the checkpoint.

## EXTERIOR BAR AND LOUNGE



As soon as you hit the ground, take cover behind one of these white planters. Get Jung and Michael behind cover too. This lounge is swarming with enemy activity. Hold here and engage the tangeros ahead using your assault rifle.



When the incoming fire ceases, creep forward to the steps, moving along the right side.

Locate the bar on the left—a couple of tangeros may be hiding here. Toss a frag behind the bar to clear out any tangeros, then order your team to take cover at the bar's corner. Hold at these steps and use your sniper rifle to pick off targets in the distance, including a couple of tangeros equipped with ballistic shields. Use bound and overwatch tactics to clear the rest of the lounge, using the various planters for cover. Watch for more tangeros hiding behind the bar beyond the piano. Consider running a thermal scan to hunt down any survivors.

Have your team hold near the piano while you approach the double doors to the left of the bar. Slip your Snake Cam beneath the door to scan the lobby for threats. This space is crawling with hostiles, calling for a dual entry. Locate the door on the room's right and order your team to stack up. They'll automatically move through the storage room behind the bar and set up on this door. While they move into position, tag a couple of the patrolling tangeros. Wait until at least a couple of tangeros are near your team's door, then issue a breach and clear command. Take cover along the right side of your door and open it as soon as the breaching charge detonates. Swing out from behind your cover and open fire on the tangeros inside the room. Be sure to target the stationary tango (with the red beret) on the far side of the room behind the planter to prevent him from flanking your team.



Enter the lobby and order your team to regroup. Head toward the bank of elevators in the corner and locate the one marked with a caution sign (and waypoint marker). Use

the fast rope point here to descend to the bottom of the elevator shaft to reach the casino.



## CHECKPOINT

**Checkpoint Reached:** Fast rope down the elevator shaft to trigger the checkpoint.



## SCENE TWO: CASINO

### SITUATION REPORT

Having advanced through the penthouse and hotel level, you're now one step closer to the theater. But before reaching it, you must fight through the casino. A large concentration of Alvarez's mercs are positioned inside the casino, awaiting your arrival. You need aggressive tactics to clear the casino floor and reach the theater.

### INFO

**Objective Updated:** Reach the Elements theater and locate Alvarez.

### CASINO PROMENADE



Once the next level loads, don't waste any time. Round the corner to the right to spot a terrorist. Tag the terrorist and order your team into the hall, placing them behind the welcome sign. As they move into position, open fire on the tango. More tangers are farther down the hall. Seek cover along the side pillars and central planters while clearing this corridor of threats.



At the intersection ahead, take cover at the corner on the right and order your team to move behind the ornate planter in the center of the next corridor. As your team moves into position, several tangers appear in the corridor ahead, including one crossing directly in front of your team's position—drop him with a quick burst

before he flanks Michael and Jung. Hold your positions until all tangers in this corridor are eliminated.

The room ahead is designed to look like a quaint European courtyard, complete with a faux cloudy sky covering the ceiling. But don't let the impressive décor distract you. Several tangers await to ambush your team here. Advance along the right side of the hall and take cover behind the pillar next to the statue. Equip your sniper rifle and order your team to move behind the last planter at the end

of the hall—their advance triggers the ambush. A sniper rushes out onto the upper-level balcony straight ahead as more tangers pour out onto the floor, opening fire on your team. Swing out from your pillar and pick off the sniper with a swift head shot. Continue scanning the balcony for more tangers, including a few fast roping to the ground floor. Try to pick them off before they can move behind cover.



Carefully move toward your team's position by the planter and help them engage the remaining tangers in the room ahead. Use a thermal scan to uncover their hiding spots, then direct your fire into these zones. But avoid moving into the room. Instead stay in the hall and engage from a distance, even if it means deploying frag grenades.



### CHECKPOINT

**Checkpoint Reached:** Advance beyond the last planter in the hall to activate the checkpoint.

You need to advance through the courtyard-like room ahead, but you don't have to cut down the middle. Instead, use the side hallway on the left, near the last planter. This





passage leads into the restroom. From the restroom you can enter the courtyard from the side and advance along the cashier's cage to reach the opposite side. While advancing along the room's left flank, watch for more tingos hiding behind planters and slot machines. Use bound and overwatch tactics to clear this area, keeping your team in the lead.



Exit the courtyard room and turn right at the next corridor to spot a couple of outfitting stations. Keep the TAR21 as your primary weapon because you'll face stiff resistance ahead. You'll

also have an opportunity to take some long-ranged shots, so keep your sniper rifle or consider swapping it for a PSG1.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



## CHECKPOINT

**Checkpoint Reached:** Enter the hall with the outfitting stations to trigger the checkpoint.

## CASINO FLOOR



From the outfitting stations, turn down the nearby passage to the right and order your team to stack up on the door. A tango stands on the other side of this door, making him the perfect target for a breaching charge. But don't issue the breach order just yet.



Turn around from your team's position and advance to the far end of this same hall, ignoring the main casino floor's entrance on the right. When you reach the door, stand to the left side, and aim directly at the door. Another tango is on the other side of this door—use your Snake Cam and tag him if you wish to track his position. Order your team to breach and clear on their door. As the charge goes off, throw your door open and shoot the unsuspecting tango in the back.

Step inside the door and immediately take cover behind the low wall on the right. Entering this room triggers the arrival of multiple tingos via the side passages on the left and right. Fortunately your team is well positioned to deal with this attack by holding the perimeter corners. Gun down the tingos that rush through the narrow passage ahead. Any tingos that manage to make it to the center of the floor won't last long as they walk directly into a crossfire created by you and your team's overlapping fields of fire.



Conquering the next area can be tricky, as the gaming floor splits into two distinct paths on the left and right. You need to cover both branches to prevent an enemy flanking maneuver. Fortunately you have time to position your team before all hell breaks loose. Move to the right side and position Michael and Jung behind the bank

of slots at the entry to the right path. Now cross the room and seek cover along the first bank of slots on the left path—you may need to step a few paces beyond these slots to trigger the next wave of attackers. Hold behind cover and engage the tingos as they appear ahead. Your team does the same on their side. If you come under attack by a shielded tango, toss frag grenades to take him out.



While holding at the slot machine bank, watch for tangeros appearing on the balcony at the room's far end. A turret is also mounted on the balcony railing, so deal with these threats quickly. Equip your sniper rifle and score some long-range kills. A similar balcony is on the right, but you can't see it from this vantage point. Check your tactical map and perform a thermal scan to locate new threats before advancing.



Cautiously proceed past the slot machines and toward the card tables. While en route, keep a close eye on the two balconies ahead and make sure they're clear. Beyond the poker tables is a large

staircase that branches in two directions. Position your team at the top of the stairs on the right while you cover the left branch. From these positions you can fire down on the enemies below and flank any unwise terrorists that attempt to climb the stairs.

Hold at the top of the stairs until the area below is clear, then order your team to regroup as you descend to the floor below. Pass through one of two double doors straight ahead and look for these outfitting stations on the left side of the adjoining hall. You're not far from the theater, so stock up on ammo and grenades at one of the outfitting stations. But keep your current loadout—you'll need these weapons for the fights ahead.



#### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



#### CHECKPOINT

**Checkpoint Reached:** Move to the waypoint marker beyond the outfitting stations to activate the checkpoint.

## SCENE THREE: CENTER STAGE



### SITUATION REPORT

You have reached the theater at Elements and have yet to encounter Alvarez or any evidence of his next planned attack. But the heavy terrorist presence suggests that something big is in store. The two stages here in the theater could be possible venues for a large-scale mass casualty event. Advance to the stages and investigate.

### THEATER LOBBY



Advance through the corridor to reach the theater's lobby—you hear gunfire ahead. As you move within view of the lobby, you see two SWAT officers battling tangeros in the adjoining corridor.

Quickly rush into the lobby and provide assistance. Take cover behind the pillar by the elevators while ordering Michael and Jung to take cover behind the large gold-accented planter ahead. Once in position, tag tangeros for your teammates, then break out your SR-25 SD sniper rifle and begin engaging targets at long range. You'll know all the tangeros are eliminated when the female SWAT officer approaches her injured colleague. She tells you that terrorists are holding hostages somewhere in the theater. They've threatened to execute the civilians if any of the rooms ahead are attacked. Jung suggests accessing the theater's security cameras to locate the hostages. The SWAT officer confirms that the security room is on the second floor, but warns of a heavy enemy presence in the area. She also informs you that a few SWAT members have been out of contact, so watch out for friendlies as you proceed through the theater.



## TIP

The white sofas in the lobby and adjoining corridor are plentiful, but don't use them for cover. Even smaller caliber weapons can slice through these pieces of furniture. So if you see an enemy hiding behind a sofa, simply shoot through it. Stick to the planters and pillars for cover.

## INFO

**Objective Updated:** Get inside the security room and access the cameras.



After speaking to the SWAT officer, move to the second planter on the right side of the hall ahead. Order your team to take cover behind the palm tree planter in the center. Listen for the sound of breaking

glass as you advance—this is from tangos fast roping through the roof ahead. Watch for more tangos rushing into view by the circular bar ahead. Hold behind cover and tag hostiles for your team. Bring down this next wave with your assault rifle, and cover the left side of the hall to prevent your team from being flanked. As the incoming fire dies down, run a thermal scan to locate any survivors. Use bound and overwatch tactics to move toward the bar.

## SECURITY OFFICE



From the bar, turn right and climb the nearby staircase to reach the door.

The corridor beyond leads to the security office, and as the SWAT officer informed you, the room is heavily defended. Using a Snake Cam on this door reveals only one tango, but many more are inside.

Tag the visible tango, then order your team to enter and clear. As they enter and down the tagged tango, immediately order them to take cover behind the corner on the left. For additional concealment, have them toss a smoke grenade at their feet.



While the smoke screen is in place, dash across the hall to the right and enter a small conference room at the top of a short set of stairs.

Advance through the conference room and cautiously enter the hall ahead while aiming into the security room. Move to the side door leading into the security room and flank any tangos inside. They'll be too busy firing at Michael and Jung to realize their position has been compromised.



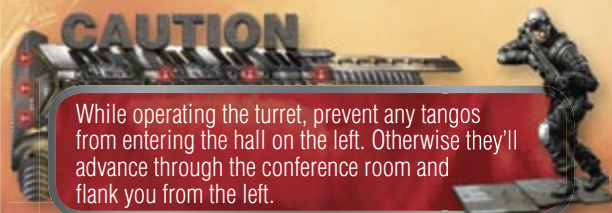
Enter the security room and order Jung to hack the security cameras in an attempt to locate the hostages.



As soon as Jung begins his hack, turn to the turret in front of the security window and take control of it. By the time you get into position, Jung warns that several tangos are incoming. When the double doors at the end of the corridor burst open, fire on the tangos that pour out. The turret exhibits a high rate of fire, but is plagued by heavy recoil. So fire in short bursts to keep the weapon on target. The double doors are a true bottleneck, so focus your fire on this point of entry and down the tangos before they can seek cover in the hall. It's possible to eliminate all the tangos without reloading, but if the turret runs out of ammo, don't bother reloading. It takes too long and leaves you vulnerable to incoming fire. Instead, ditch the turret and use your assault rifle to finish off the remaining hostiles. Once the fight is over, Jung reports finding two major threats in the theater. The terrorists have placed a bomb in the Chinese theater and the hostages are being held on the music stage. You'll need to deal with the bomb first.

## CAUTION

While operating the turret, prevent any tangos from entering the hall on the left. Otherwise they'll advance through the conference room and flank you from the left.







## CHECKPOINT

**Checkpoint Reached:** Exit the security room to trigger the checkpoint.

### INFO

**Objective Updated:** Disarm the bomb in the Chinese theater.



Exit the security room and turn right to climb a short set of steps. Pass through the next door and climb a longer staircase to reach a pair of outfitting stations. Stealth is a must for the next phase,

so choose your weapons carefully. The SR-25 SD sniper rifle is absolutely mandatory for clearing the Chinese theater, so if it's not part of your arsenal, add it now.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—

## CHINESE THEATER



After gearing up, pass through the door to the right of the outfitting stations to enter the hall outside the Chinese theater's sound booth. Turn to the door on the right and order your team to stack up—set the ROE to infiltrate. This door leads out onto the catwalk system

running above the theater. You'll need your team to assault from this door to secure the bomb, but first you must silently clear out the large contingent of tangeros patrolling the theater. So leave your team here for now.



Turn away from your team and drop to a crouch while advancing through the sound booth. If you're not careful, the tango patrolling the catwalk may see you through the sound booth's window. Stay low

and approach the next door leading out onto the catwalk. While en route, equip your SR-25 SD.

Slip your Snake Cam beneath the door and monitor the lone tango on the other side. You need to take him out before accessing the catwalk—tag him to make him easier to spot. Continue watching the tango through the Snake Cam until he walks away from your door. As he turns, push open the door and quickly center his head in your sniper rifle's scope to score a silent kill. The catwalk is now yours.

There are several tangeros below, so remain crouched and move very slowly to avoid alerting them.



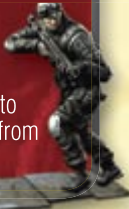
Five tangeros are in the theater: two standing on the stage next to the bomb, two patrolling the aisles on the lower level, and one patrolling the balcony. Ignore the tangeros next to the bomb for now. Instead,

target the tango on the balcony first. Hold at your current position by the door to spot him. When he walks away from you, shoot him in the back of the head. Next, target the three tangeros on the floor. You can hit two of them from your current position by the door. For best results, wait until they stop walking before taking the shot. If you have to hit them on the move, let them walk into your crosshairs—don't move the rifle while firing.



## CAUTION

While engaging the tangeros in the theater with the SR-25 SD, keep an eye on the rounds remaining in the rifle's magazine. Never engage a target with fewer than two rounds remaining. In some instances you may need to hit your target twice, particularly if you miss the head shot. So make sure you can fire at least one quick follow-up round if the first one isn't fatal. If you have to reload in the middle of an engagement, the injured tango will have time to alert his comrades, potentially blowing your cover. If this occurs, set the ROE to assault and order your team to enter and clear from their doorway.



To hit the last tango on the floor, sidestep right along the catwalk until you can see the left side of the stage—he patrols the seats next to the stage steps on the left side of the theater.

Once he's down you only have to worry about the two tangeros next to the bomb.



Quietly move along the catwalk until you get a good angle on the two tangeros standing next to the bomb. One stands on the right side of the bomb and the other patrols around it. You'll need to carefully dispatch these two tangeros to prevent them from activating the bomb's countdown timer. Target the patrolling tango first as he moves outside the view of the stationary hostile standing next to the bomb. Once he's down, shoot the tango standing next to the bomb. The theater is now clear.

Order Michael and Jung to fast rope down from the catwalk to the theater floor. Once they make it down, join them on the floor and advance to the stage. Aim at the bomb and order Michael to disarm it. If you're already getting flashbacks from Dante's theater, don't worry. You won't have to



defend Michael from an onslaught of attacking terrorists. Just stand by and wait for Michael to do his job. Now you can focus on rescuing the hostages.



## CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated once the bomb is disarmed.

## BACKSTAGE

## INFO

**Objective Updated:** Free the hostages on the music stage.

Move to the set of double doors behind the stage in the Chinese theater and



order your team to stack up. These doors lead to a series of storage rooms. You need to clear these

rooms to reach the hostages in the music theater. While your team prepares to make entry, use your Snake Cam to tag a couple of tangeros inside. They may be hard to see through the shelves, but their shadows are visible on the wall ahead—a downed SWAT officer is also visible, slumped against the far wall. Back away from the door and order your team to smoke and clear. The smoke provides extra concealment as they enter and engage the tangeros on the other side of the shelves. Two more tangeros are in the hall on the other side of the shelves to the left. Fire through the shelves to down these two other tangeros.

Once all four tangeros have been eliminated, advance down the hall and use one of the outfitting stations on the left to stock up on ammo and grenades. Keep the same weapons for the action ahead. An assault rifle is handy for the room ahead, and a sniper rifle proves useful once you reach the music stage.





## RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



From the outfitting stations, turn right and use your Snake Cam on the nearby set of double doors. This next storage room is packed with hostiles, and they're ready for a fight. Two tingos equipped with

ballistic shields cover the two doorways into the room. Don't bother tagging the one directly in front of this door—he'll be killed by a breaching charge. Instead, tag a couple of tingos in the distance. Back away from the doors and order your team to stack up. If you haven't already, switch the ROE to assault.

Move back toward the outfitting stations and approach the second set of double doors on the left. Use your Snake Cam to spot the second tango with a ballistic shield on the other side of this door. Note his position, but don't tag him. Take cover on the right side of the door and order your team to breach and clear. Once the charge explodes, throw your door open and engage the shielded tango inside while your team downs the tagged tingos. The breaching charge gets his attention, causing him to look away from your doorway, making him easy to flank.



Hold at this doorway and order Michael and Jung to move behind the large crates straight ahead, by the dead shielded tango you just shot. From these positions you and your team can clear the large storage room. If necessary, use frag grenades to eliminate tingos hiding behind shelves or other cover.



Advance to the back of the storage room and enter the double doors to access the backstage corridor. The doors ahead lead onto the backstage area of the music stage where the hostages are being

held. Set the ROE to infiltrate and order your team to stack up on the doors ahead.

A second set of double doors around the corner allows you to perform a dual entry. Slip your Snake Cam beneath this second set of doors to monitor the situation inside. There are four terrorists and three hostages. Two of the hostages cower on the ground in the distance while the third stands in the center, attempting to convince the terrorists to give up—this is one of the missing SWAT officers. Tag the tango standing next to the cowering hostages first, then tag the one standing to the right of your door—pan the camera to spot him. Once you've tagged these tingos, order your team to flash and clear. The flashbang blinds all the tingos, giving your team plenty of time to enter and gun them all down. You can monitor the entire assault from your Snake Cam.



Once the room is clear, open your door and approach the SWAT officer. He thanks you for your intervention and says he'll lead the other hostages to safety. Your job here is complete. It's time to head to the roof for extraction, but Alvarez's mercenaries won't make it easy.



## CHECKPOINT

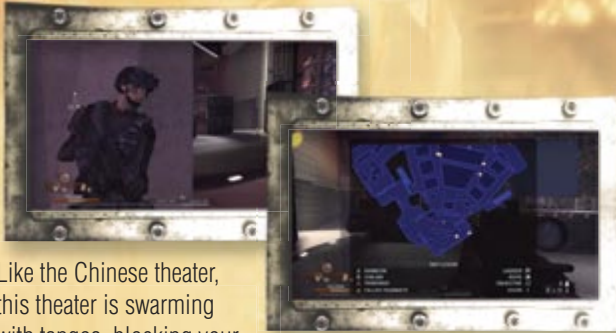
**Checkpoint Reached:** Approach the hostages once the room is clear to activate the checkpoint.

## MUSIC STAGE

### INFO

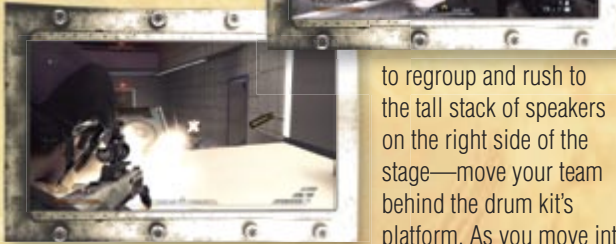
**Objective Updated:** Head to the rooftop for extraction.





Like the Chinese theater, this theater is swarming with tangos, blocking your exit route. Have Michael and Jung hold backstage while you scout ahead. Take cover along the backdrop and equip your SR-25 SD. As you move to the corner, run a thermal scan and check your tactical map to reveal the positions of several tangos on the floor. Use this info to spot tangos through the semi-transparent curtain, and drop them with your silent rifle. You can't clear the entire theater using this method, but you can thin out the tangos before making a move to the front of the stage.

When you've cleared as much of the theater as possible from behind the curtain, equip your assault rifle and set the ROE to assault. Order your team



to regroup and rush to the tall stack of speakers on the right side of the stage—move your team behind the drum kit's platform. As you move into

position, you take heavy fire from the remaining tangos and trigger the arrival of several new threats. Focus on the tangos in the upper tier first, tagging them for your teammates. A couple of turrets are mounted on this tier, so deal with the gunners quickly to prevent them from pinning your teammates. Don't ignore the tangos on the lower level; if you're not careful, they'll rush the stage and flank you. Hold your position and keep up the fight until all the hostiles in the theater are dead.

## THEATER LOBBY (UPPER LEVEL)



Once the theater is clear, order your team to regroup and lead them off the stage, moving directly into



the stairwell on the right. At the top of the steps, turn left and pass through the nearby double doors on the right to enter the lobby just outside the music stage. Move through the passage to the next set of double doors marked with an exit sign—this leads out into the main theater lobby you cleared earlier. More hostiles have taken up positions in this area since you last swept it, so use your Snake Cam to tag a couple of tangos. One tango patrols near the doorway—be sure to tag him.

Back away from the doors and monitor the position of the patrolling tango. When he nears the doors, order your team to breach and clear. If you time it right, the charge will kill the patrolling tango. At the very least it will stun him, allowing your team to take him out. As your team enters, move to the open doorway and help them engage the remaining tangos, focusing on the two on the opposite upper-level walkway. When the lobby is clear, advance along the path and enter the double doors on the right to access the stairwell leading to the theater's rooftop.



## CHECKPOINT

**Checkpoint Reached:** Enter the stairwell hall to activate the checkpoint.

## SCENE FOUR: EXTRACTION

### SITUATION REPORT

You have secured the hostages and disarmed the bomb, foiling Alvarez's attack. Unfortunately, Alvarez continues to elude capture. Your work at Elements is complete. Proceed to the theater's rooftop for extraction. But move out cautiously—a large group of Alvarez's mercenaries still occupy the theater, and they won't let you out without a fight.



## STAIRWELL

Climb the first set of steps to enter the hallway. A couple of tangos are down the adjoining corridor to the right, so order your team to take position at the corner. From here they can down the two tangos.



Hold your position at the beginning of the corridor and use thermal vision to target the terrorists as they approach from the terrace and double doors. Tossing a grenade near the double

doors is another good way to deal with some of the tangos.

Continue along the roof, moving toward the open double doors. As you approach, sidestep left to peek inside the next corridor. A terrorist may be hiding behind a stack of boxes here, waiting to ambush your team. Instead, get the jump on him by flanking him from the rooftop.



Order your team to regroup and enter the hall where you just flanked the tango—you can see a set of stairs to the left. As you advance, two tangos fast rope down the stairwell, deploying smoke ahead of their descent. Blast both tangos before they reach the ground and take cover along the right. When your team catches up, move them behind the boxes to the left. A tango may be positioned behind the boxes in the corner ahead. Toss a frag grenade toward these boxes to take him out. Step out from your cover and slowly advance forward while scanning the dangling ropes ahead—be prepared to gun down a third fast roping tango.

Finally, it's safe to approach the next set of stairs. Ascend both flights and use one of the outfitting stations at the top to stock up on ammo and grenades. Your current loadout is well-suited for the action ahead. Feel free to swap out assault rifles, but keep the SR-25 SD sniper rifle. You'll benefit from its stealthy long-range capability while clearing the rooftop.



## RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—

## INFO

**Objective Updated:** Clear the rooftop of all terrorists.



## CHECKPOINT

**Checkpoint Reached:** Move toward the outfitting stations at the top of the stairs to activate the checkpoint.



A large contingent of Alvarez's thugs guard the theater's rooftop. You need to eliminate them all before your chopper can land. Order Michael and Jung to stack up on the door next to the outfitting stations.

This leads out onto the rooftop's lower level. Don't issue an entry order yet; you need to thin out the resistance with your sniper rifle before giving Michael and Jung the go ahead.



## TIP

Before leaving your team at the door, use your Snake Cam to monitor the situation on the roof. From this doorway you can spot and tag two terrorists. Tag the tango equipped with the shield on the left first. Then tag the patrolling hostile to the right. It's possible to tag these tangos from the upper level of the roof too, but using your Snake Cam here is much safer.







Move to the end of the hall and climb the short set of stairs to the next door. This leads out onto the rooftop's upper level. Drop to a crouch, open the door, and walk out onto the roof, taking cover along the AC

unit on the right. Peek around the left side of the AC unit to spot a hostile behind a turret gunner. He's covering the rooftop's lower level, looking away from your position. Swing around the corner and score a silent close-range kill.

Next, move around the corner of the AC unit (while still in cover mode) and monitor the situation below—be careful not to expose yourself to the tango patrolling the left side of the roof. Four tangos patrol the roof's lower level. Tag a couple as they pass near your team's door, then issue a breach and clear order. Your team will burst out onto the roof, downing the two tagged tangos and drawing the attention of others. Once they're out on the lower level, order your team to take cover behind the large vent system near their entry point. As your team accesses the roof, a civilian news chopper enters the airspace above, shining its spotlight on the action. Don't let this chopper distract you from the task at hand.



Hold behind your AC unit and provide support with your sniper rifle, focusing on the two turret gunners near the helipad. These turrets continue to be a nuisance for the duration of the firefight as new

tangos rush to the guns to replace their dead comrades. Monitor both turrets and pick off their gunners as quickly as possible.



Move out to stem the flow of terrorists rushing out onto the rooftop. If you stay put, they'll just keep coming. Rush behind the crate where the turret is mounted, then order your team to move forward behind one of the

pieces of cover below. Keep them within visual range so you can support them. Tag targets for them and pick off any tangos that approach the two turrets.

Continue advancing along the upper-level portion of the rooftop, eventually taking cover behind these blue barrels near the ladder. Watch for tangos moving down the stairs ahead, between



the two turrets. If you spot a high concentration of tangos near the stairs, begin lobbing frag grenades in their direction. From this position, you can eliminate the rest of the tangos. Hold here and keep up the fight until you get a new objective—this indicates that the rooftop is clear of all tangos.

## INFO

**Objective Updated:** Extract to the chopper.

Following the firefight, Ding contacts you, requesting a report. Bishop confirms the Elements theater is clear, then asks about Sharon's condition. Ding assures Bishop that Sharon is stable. Apparently Logan's mission to apprehend Irena Morales has gone awry—his teammates Gabriel and Kan have been captured by Irena's thugs. Logan managed to escape and is on his way to Vegas. Ding needs Michael and Jung to fill out Logan's team as they prepare to hit the strip and the Calypso Casino. Bishop is cleared for immediate extraction.



Join your team

on the lower level, then follow the waypoint marker up the stairs toward the helipad where your chopper is waiting. Say goodbye to Jung and Michael on the helipad. They'll catch another ride to the strip where they'll join Logan. Soon after you board the chopper, the NSA agent you were in contact with earlier hops in—he looks something like Sam Fisher. He informs you that Alvarez has been located at the Clark County airstrip—he's preparing to catch a flight out of the country. Bishop passes the information along to Ding. While initially reluctant, Ding allows Bishop to go after Alvarez. But no other Rainbow personnel are available for support, so you'll have to go in alone.



## SCENE ONE: DROP OFF

### SITUATION REPORT

**LOCATION:** Clark County, Nevada

**LOCAL TIME:** July 3rd, 0122 hours

Once serving as a private aircraft repair station, the Clark County airstrip now primarily transports the workers of the nearby oil refinery. The NSA has confirmed Alvarez Cabrero's presence here. Infiltrate the airstrip and apprehend Alvarez before he catches a flight out of the country. The NSA agent from Elements will assist with intelligence on this op, but you're going in alone, as the recent events in Mexico and Las Vegas have put a strain on Rainbow's resources.

### INSERTION POINT

#### INFO

**Objective Updated:** Advance to the airstrip and intercept Alvarez Cabrero.



Alvarez Cabrero is on the run and it's up to Bishop to stop him. While Rainbow can't provide support, the NSA agent from Elements

will assist on this operation. You'll insert near the oil field. From there you'll have to hoof it through the nearby refinery to reach the airstrip. The NSA agent will insert closer to the airstrip, providing you with vital intel as you infiltrate the facility. Before you reach the insertion point, carefully choose your gear. Because you're on your own, stealth tactics are essential and your equipment should reflect that. An accurate, high-powered assault rifle such as the TAR21 or

G36C is a good choice for your primary weapon. Back it up with the SR-25 SD sniper rifle, because you'll need it to silently eliminate sentries from long range. As Gary pulls the chopper to a hover, fast rope down to the rooftop of a small restaurant near the refinery. If you failed to configure your gear before hopping out of the chopper, don't worry—a couple of outfitting stations are positioned on the roof.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



### CHECKPOINT

**Checkpoint Reached:** Fast rope out of the chopper to trigger the checkpoint.

### RESTAURANT



Locate the ladder on the restaurant's roof. Climb down the ladder to enter the interior. Although you've set down a safe distance from the airstrip, there are five guards positioned outside the restaurant. You'll need to take all of them out before heading to the nearby refinery. At the bottom of the ladder, enter the adjoining hall, turn right and open the door to enter a small closet. Inside there's a window on the left. Open it and climb through. As you step out of the window, a van pulls up outside the restaurant to your left—don't stick around to watch the hostiles get out. Instead, take cover behind the dumpster next to the window. While in cover mode, move to the right corner of the dumpster until you can see a tango walking toward your position. A second tango can be seen standing in the distance. Before the patrolling hostile gets too close, attach a sound suppressor to your assault rifle. When the tango halts his patrol between the two nearby cars, he turns away from you, allowing you to peek out and shoot him in the back of the head. Now equip your SR-25 SD and eliminate the distant tango with another silent head shot. Two down, three to go.



## NOTE

If a fire fight breaks out at the restaurant, it won't alert the tangoes at the refinery, but because you're operating solo, do your best to eliminate these threats silently, one at a time.



Move along restaurant's outer wall and equip your suppressed assault rifle. Another tango stands guard at the restaurant's entrance. Sneak up behind him and shoot him in the back

of the head—be careful not to shoot the windows as the sound of breaking glass may alert the other hostiles.

Next, move toward the opening in the chain link fence. Another sentry blocks your path to the refinery. Zoom in on the back of his head with your ACOG scope and fire a quick silent burst to drop him. One more to go.



Turn away from the gate for now, and focus on eliminating the last hostile. He's located near the front of the van parked outside the front of the restaurant. Take cover along the back of the van

and peek around the passenger side to locate and engage him. He's looking away from you, so take your time.

Turn away from the restaurant and approach the burning tanker truck. Move along the driver's side of the truck, but don't get too close because the flames will injure you. As you approach the truck, the NSA agent reports a large enemy presence at the oil refinery ahead—there's a possibility Alvarez is here. While you advance through the refinery and search for Alvarez, the NSA agent moves toward the airstrip.



## CHECKPOINT

**Checkpoint Reached:** Move past the flaming tanker truck to trigger the checkpoint.

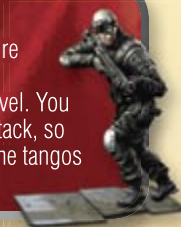
## REFINERY ENTRANCE



Pass along the front of the tanker truck and take cover along the low concrete wall. A guard post is ahead. Equip your SR-25 SD and prepare for some silent sniping. Watch as the gate opens and a hostile walks forward. Swing out from your cover and stop his patrol with a silent shot to the head. Next, target the tango in the guard post manning a turret. The window's center divider may make it hard to score a head shot. Instead, fire two quick rounds into his upper torso for the kill.

## CAUTION

Alerting any of the tangoes guarding the refinery's entrance will result in a huge fire fight, complete with reinforcements fast roping down from the refinery's upper level. You can't afford to face a full-scale counterattack, so take the time to silently eliminate all of the tangoes in this area.



While crouched, move to the front of the now-vacant guard post. Sidestep left to peer around the side. Just ahead (near the waypoint marker) a

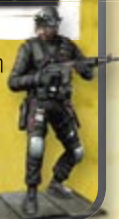
lone tango stands guard at the top of some steps. Center him in your crosshairs and pick him off with your sniper rifle.



## TIP

The main road leading into the refinery is flanked by two low, grated platforms. Advance along the left platform and descend the red ladder at the end to

enter a short underground passage running beneath the main road. This passage is a good way to cross the road and reach the guard post without being seen. Just be sure to eliminate the turret gunner inside the guard post before moving this close.



Creep forward along the left side of the guard post toward the lamppost. Another tango is on the platform ahead, just beyond the van. He's hidden in the shadows, so consider

activating your thermal vision to locate him. Once you've found him, take him out with another silent head shot.

Move around the back of the guard post and approach the tanker trucks to the right while equipping your suppressed assault rifle. Slowly move along the driver's side of the first truck and peek around the back to spot another tango with his back turned—shoot him in the back of the head.



Pass the rear of the first truck and inch along the back of the second one. Peek around the passenger side of the second truck. Another tango stands on the platform here, looking toward the side of the

truck. Fire a quick, silent burst into the side of his head.

The platform is now clear, but you should eliminate one more hostile before proceeding to the waypoint marker. Turn to the door behind the second truck. Open the door and slowly step inside, preferably while crouched. Climb the short set of steps on the left and take cover along the corner to the right. One more tango guards this hall, with his back to your position. Peek around the corner and shoot him in the back of the head. Step into the hallway and turn left. Open the door and return outside, moving toward the waypoint marker.



## CHECKPOINT

**Checkpoint Reached:** Approach the waypoint marker to trigger the checkpoint.



As you pass the waypoint marker in this short passage, you hear two tangos yelling in the area ahead. No matter how careful you are, these next two tangos attack in this scripted event. Take cover

along the barrels to the left, and aim to the right side of the passage, scouring the area ahead for movement. The tangos usually seek cover among the pillars, but one may approach the nearby corner. Be ready to pick off both hostiles as they move into sight.

From the short passage, turn left and take cover behind the pillar. While behind cover, use the crosshairs to scan the white smokestack in the distance while equipping your SR-25 SD. A sniper is on the smokestack's lower catwalk—the crosshairs will turn red when you locate him (unless you're in realistic mode). Zoom in on his position, then swing out around the left side of the pillar. Your scope view automatically engages, allowing you to perfect your aim and fire the fatal head shot before the sniper can respond.



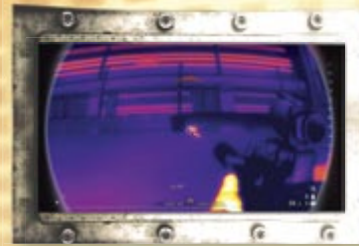


## TIP

If the sniper has already spotted you, stay behind cover and listen to the rhythm of incoming rounds. The sniper has a bolt-action rifle, requiring him to eject the spent round from the chamber before loading a new one. So wait until the sniper is reloading to peek around the corner and take the shot.



Once the turret gunner is down, turn to the central platform and slowly move forward. There may be a few tingos on the lower level just ahead. Activate your thermal vision and peer through the grated catwalk to spot them. Engage any heat signatures you encounter, firing through the catwalk with your assault rifle.



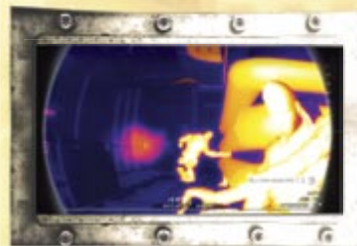
After you down the sniper, move past the explosive barrels to engage more tingos on the upper and lower levels ahead. Stay behind cover and equip your assault rifle. Watch for muzzle flashes

to locate the tingos. Quickly engage them before they can seek cover. If they get too close, they begin lobbing incendiary grenades at you. If you hear a bouncing grenade, move out and seek new cover. The pillars offer the best protection. Just stay away from the flammable barrels in the center—gunfire will ignite them, setting off a large fire. Keep up the fight until all tingos ahead are eliminated.

Once the area is clear, climb the red ladder straight ahead to access the catwalk attached to the upper level. At the top of the ladder, drop to a crouch and seek immediate cover behind the metal



plate on the left. A turret gunner is positioned in the passage ahead, near the waypoint marker. He'll open fire as soon as you advance along the catwalk, so hold behind cover and wait for him to reload before engaging. Your assault rifle is capable of finishing the job.



Continue scouting the lower level from this central platform, but stay on guard. When you hear tingos sliding down ropes, seek cover and watch for two hostiles

attempting to flank you. Be prepared to engage these tingos at close range. If necessary, use blind fire to cut them down.

Once the platform and lower level are clear of threats, fast rope down to the ground and approach the waypoint marker in the passage where the turret gunner was positioned. As you near the marker, the NSA agent reports that Alvarez is in the train yard ahead.



## CHECKPOINT

**Checkpoint Reached:** Approach the waypoint marker to trigger the checkpoint.

## SCENE TWO: FURNACES



## SITUATION REPORT

You've managed to infiltrate the refinery without alerting Alvarez. The NSA agent has located Alvarez in the large train yard in the facility's center. Proceed with caution and stealth to tighten the snare around Alvarez before he can make it to the airstrip.

## TRAIN YARD

## INFO

**Objective Updated:** Intercept Alvarez in the train yard.





Advance to the train yard, around the next corner to the right. When you reach the short set of steps leading down into the train yard, turn left and sidestep to the right to scan the narrow path next to the tracks—a tango patrols ahead. Equip your SR-25 SD and shoot him in the back of the head as he walks away.

From the steps, move to the back of the nearby tanker car and take cover, cautiously creeping out toward the corner on the right. Another tango patrols the aisle between the two tracks. Wait for him to turn away, then pop him in the back of the head with your sniper rifle.



Advance to the parallel set of tracks on the right and take cover behind the next tanker car. This time don't approach the right corner. Instead, watch the red laser on the right—this indicates that the next tango is walking toward you, so stay behind cover. When the laser light turns away, creep out to the corner on the right and silently dispatch the patrolling tango as he walks away.



Equip your suppressed assault rifle and advance along the aisle between the tanker cars on the left and the raised loading platform on the right. Suddenly, tangos deploy a smoke screen ahead. Immediately take cover behind the nearby tanker car and activate your thermal goggles. Peek around the left side of the tanker car to spot two tangos fast roping off the catwalk ahead. Kill them both before

they reach the ground. Next, peek around the right side of the car and engage any heat signatures ahead. Remove your thermal goggles once the smoke clears to locate more tangos in the distance.



Instead of rushing forward, toward the waypoint marker, take a more indirect route to avoid walking into an ambush. From the rear of the tanker car, move to the left side of the train yard,

advancing along the other set of tracks. Take cover along the side of the tanker car, and peek around to scan this area for more threats—a couple of tangos equipped with goggles and laser sights may be hiding beneath the stairs. Peek around the side of the car and flank them with your assault rifle.

Continue advancing along the left side of the train yard and sidestep left around the back of the last tanker car to engage the tango standing on the platform ahead. Take the shot quickly before he spots you and opens fire. This clears the train yard, and there's still no sign of Alvarez. Approach the platform where you just downed the tango to get another report from the NSA agent. He admits the earlier intel was faulty, but suggests searching the rest of the refinery.



## FURNACE FACILITY

### INFO

**Objective Updated:** Continue the search for Alvarez.



From the platform, climb the red ladder on the right to reach the catwalk above. Wait in the middle of the ladder for the patrolling tango to move away from the window, then take cover next to the window,

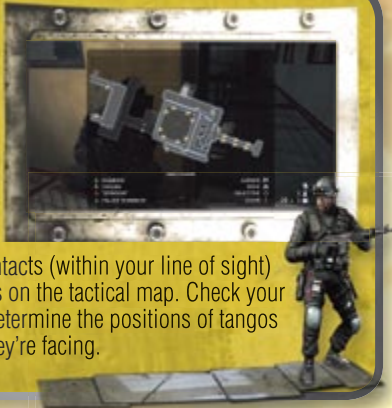
then approach the door ahead. While in a cover position along the left side of the door, open it while the patrolling tango has his back turned. Then peek through the open doorway and shoot the tango in the back of the head. Another tango patrols the floor below, so make sure he doesn't hear or see you. Don't shoot him yet.



## TIP

Without Rainbow's support, you don't have access to thermal scans.

But your tactical map can still be very helpful when monitoring the patrol patterns of hostiles. Enemy contacts (within your line of sight) appear as red marks on the tactical map. Check your map frequently to determine the positions of tangos and the direction they're facing.



the second tango on the platform, toss a frag grenade toward the crates—he's probably hiding behind them. At this point, a frag detonation will not alert any other tangos in the facility, so don't worry about making some extra noise.

When the area is clear, follow the waypoint marker onto the platform and proceed through the corridor. As you advance, a ringing fire alarm is sounded.

The NSA agent reports in, saying he's been trapped by some fire doors that just closed on him. You need to reset the alarm so he can escape his current predicament.



## CHECKPOINT

**Checkpoint Reached:** Move to the waypoint marker to activate the checkpoint.

## INFO

**Objective Updated:** Reset the fire alarm.



Don't step onto the interior catwalk. Instead, move to the end of the exterior catwalk and shoot out one of the windows on the left, leading into a control room. Some civilians have been killed

inside, but there's nothing you can do for them now. Advance to the closed door on the opposite side of the control room.

Slip your Snake Cam beneath the door to spot a lone tango patrolling the adjoining hall. Wait until he turns away from your position, then open the door and shoot him in the back of the head. Enter the hall and descend the stairs on the right.



At the bottom of the stairs, turn right to locate an open doorway, but don't approach it yet. Instead, toss a smoke grenade in front of the opening and wait for the smoke to disperse—activate your thermal goggles. Take a covered position along the left side of the doorway and peer into the next room. Three tangos are inside: one patrols the center and two are on the raised platform to the right. Pick them off silently, one at a time, while your smoke screen is still in place. If you have trouble locating



At the

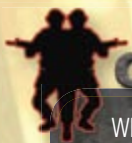
T-intersection in the hall ahead, turn right and use your Snake Cam on the closed door at the end. The room ahead is very large with a lower floor, upper floor, and catwalk system above. To make matters worse, tangos occupy all three levels, making this a difficult room to assault. Pan the camera left to spot a tango ascending the nearby stairs. He approaches another tango on the platform ahead and begins a conversation—a third tango stands nearby looking toward your doorway. This is a good time to strike. Take cover along the left side of the door and push it open. Immediately peek inside and open fire on the three tangos in the center of the platform. Don't worry about accuracy—just hold down the trigger and sweep your weapon from right to left over the three targets. Drop back behind the doorway and load a fresh magazine, then peek out again to eliminate the tangos on the upper-level catwalk. By now your doorway is probably attracting some attention, including grenades, so retreat into the hall.





Continue down the hall, past the T-intersection, to reach the next closed door. Take cover along the door's right side and open it. Scan for threats on the upper and lower levels and engage

them from this doorway—you can fire through the grated flooring on the upper level to hit tangers on the floor below.



## Co-Op TAKEDOWN

When playing this mission in Co-Op mode, attack from the upper and lower levels simultaneously. You can access the lower

level by descending the stairs near the previous checkpoint. Clear the lower level while your friend attacks from the upper-level doorways. When clearing from below, use your thermal goggles to spot tangers on the upper levels. You can sneak directly beneath them without drawing their attention.



When the incoming fire ceases, step inside and carefully scour the room for threats. If necessary, use your thermal goggles to spot threats on the floor below and use frag



grenades to draw hostiles out of cover. Advance through the closed door on the upper level by the flashing red light—this doorway leads outside.



The loading dock area outside is clear of threats. Advance to the building straight ahead and climb the stairs to access its entrance. At the top of the steps, take cover along the right side of the door

before pushing it open. A tango stands in the cage-like area ahead with his back to the door. Peek around the corner and shoot him.

Step inside the room and turn right to spot another tango standing at the end of the hall—don't worry, his back is also turned. Shoot him in the back of the head, then advance down the hall, entering the closed door on the left to load the next area.



## CHECKPOINT

**Checkpoint Reached:** Open the closed door in the hall to activate the checkpoint.

# SCENE THREE: REFINERY



## SITUATION REPORT

Alvarez is still on the run. You'll need the NSA agent's assistance to track him down. But the agent was trapped in a room by automatic fire containment doors when the alarm was triggered. You need to reset the alarm in the nearby control room to open the doors and free the agent. Then you can resume your search for Alvarez.

## CONTROL ROOM



A nearby fire has triggered the sprinkler system in this corridor. Move forward and use one of the outfitting stations on the right to stock up on ammo and grenades. Your current weapon

loadout is sufficient for the action that lies ahead. If you wish,



swap out the TAR21 for another assault rifle, but keep the SR-25 SD sniper rifle. You may also want to swap your smoke grenades for incendiary grenades. Many of the tangeros ahead are equipped with thermal goggles, limiting the effectiveness of smoke for concealment purposes.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
INCENDIARY GRENADE	—



Turn away from the outfitting stations and enter the double doors near the fire. Advance down the adjoining hall to reach a dimly lit control room. Move to the waypoint marker to locate the fire

alarm switch—interact with it to reset the alarm and free the trapped NSA agent. You can now go after Alvarez, but you'll have to deal with some aggressive tangeros first.

### INFO

**Objective Updated:** Locate Alvarez.



As soon as you throw the switch, immediately take cover along the low partition, opposite the exit sign and door. When the lights go out, activate your thermal goggles and watch the door ahead. Two tangeros outside the control room are about to attack by placing a breaching charge on the door. Remain behind cover until the charge has exploded, then peek around the right to engage the tangeros as they barge into the room. Hit them as soon as they rush through the door to prevent them from gaining entry and seeking cover—you don't want to get into a prolonged fire fight in this small room.



Once the assaulting tangeros are down, two turret gunners open fire on the control room, shattering the glass windows and peppering the equipment inside with automatic fire. Take cover below the window first, on the opposite side of the exit doorway. While in cover mode, scan the adjacent building's window for one of the gunners. Once you spot him, wait until he ceases firing, then peek up over your cover and take a shot. When he's down, move to the window below the fire alarm switch you deactivated earlier. The second gunner is in the window across from the control room. Quickly peek up and out of your covered position and take a quick shot to knock him down.



Now cautiously approach the exit door, but don't step outside. Stand to the left of the doorway to spot a forklift moving toward you. Immediately shoot the red barrel on

the forklift, causing it to erupt into a massive fireball. If you miss, the barrel explodes when the forklift rams the side of the control room. Following the explosion, locate the tricky tango that sent the forklift at you and gun him down.

Step to the left side of the exit doorway and scan the upper-level catwalk to the right. Another tango is taking cover behind a metal plate.

Try to pick him off quickly to avoid a prolonged exchange. If you miss, duck back in the control room before he counterattacks. Don't bother using smoke either—he's equipped with thermal goggles. Just be patient and duck in and out of cover until you score the kill.







More tingos are on the ground level, waiting for you to rush out of the control room. Try to draw their fire to reveal their positions on the tactical map. Then hold at the doorway and toss a frag

or incendiary grenade at them—there are usually a couple in the far corner by the front of the van. This is the best way to clear the lower area outside the control room, as it's difficult to get a safe line of sight on the tingos from the doorway.

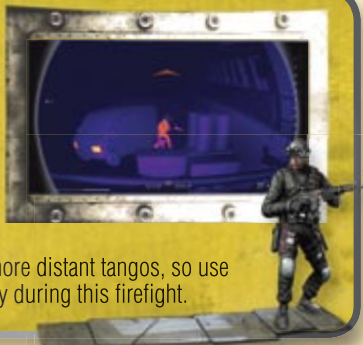
## REFINERY GROUNDS

Rush out of the control room and follow the railing on the right toward a set of steps leading down to the lower level, but don't move to the steps just yet. Pause in front of the metal panel below the railing and enter cover mode—more tingos are positioned ahead. While behind cover, use your tactical map to locate the sources of the incoming fire. Choose your targets first, then pop up over the metal panel to fire a brief burst. If you get greedy, the terrorists will punish you, so limit your exposure to no more than a couple of seconds.



### TIP

Your thermal goggles can help you spot tingos hiding near the vans at the base of the steps, but they won't be able to pick up the heat signature of the more distant tingos, so use them intermittently during this firefight.



Hold at the top of the steps until all incoming fire ceases. But that doesn't mean the area below is clear. Cautiously descend the steps and sidestep around the vans to scan for more hiding tingos. If you

come under heavy attack, backpedal to your cover position at the top of the steps while returning fire. If necessary, toss a couple of frag grenades to clear out the rest of the tingos.

Advance toward the waypoint marker on the platform, but stay on guard. A tingo reports on his radio at the top of the stairs. Take cover at the corner of the stairs and shoot him with a silent burst from your assault rifle. Climb the nearby steps to access the next area.



## CHECKPOINT

**Checkpoint Reached:** Move to the waypoint marker at the top of the steps to trigger the checkpoint.



Sidestep into the shadows on the right and crouch while scanning the next area. Two tingos patrol here: one on the ground level and another on the catwalk. Equip the SR-25 SD. Target the tingo

on the catwalk first. Wait until he pauses at the end of the catwalk, then score the head shot. Next, silently snipe the tingo on the ground, hitting him in the side of the head as he walks by the yellow ladder. Alternately, you can shoot the red barrel behind the ladder, setting off a lethal explosion. This area is now clear. Climb the yellow ladder and follow the catwalk to the next building.

## GENERATOR FACILITY



Open the door at the end of the catwalk and enter the hall. The door on the right leads out onto the catwalk running above the nearby generator room, but don't enter here unless you want to set off a large-scale fire fight. Instead, proceed to the end of the hall and descend the stairs.

At the bottom of the stairs, turn left, and quietly move past the two fan blade ducts on your way to the door at the end of the hall. Slip your Snake Cam beneath the door and activate your tactical map.



There are three tingos inside this generator room: one on the catwalk and two on the floor. One of the tingos on the floor patrols in a path perpendicular to your doorway, and the other stands across the room



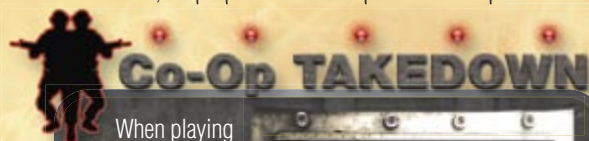
with his back to you. Fortunately, you can eliminate all three hostiles from this doorway, but it takes precision marksmanship and patience.



If you fail to clear this room silently, tangers from the upper-level control room will join the fight, putting you at a severe disadvantage.



When all three tangers are looking away from your door, stow your Snake Cam and take cover along the left side. Push the door open and wait for the patrolling tangers to walk away from you. Peek out into the doorway and target the stationary tanger on the far side of the room. Zoom in on the back of his head and fire the lethal shot. Once he's down, duck back behind the doorway and set up your next kill. If the tanger on the catwalk is still walking away from your door, wait for the tanger on the floor to walk past your doorway. When he comes into view, peek out and shoot him in the side of the head. Finally, deal with the tanger on the catwalk. As he nears your door, fire up through the catwalk to strike him in the head. If the first shot misses the mark, be prepared to fire a quick follow-up.



**Co-Op TAKEDOWN**  
When playing Co-Op, consider a more aggressive and expedient assault on this room by attacking the upper and lower levels simultaneously. Assault the lower level from the same doorway described previously. Meanwhile, have your friend attack from the doorway in the hallway above. From here, your buddy can hit the tanger on the catwalk as well as the hostiles inside the control room on the far side.

The room is now clear. Step onto the floor and open the door on the left to enter a small storage room connected to the corridor. While advancing to the staircase ahead, equip your suppressed

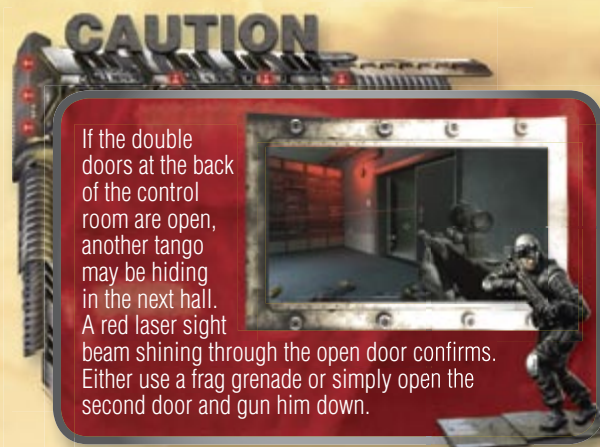


assault rifle. You'll engage the tangers in the control room above at close range.

At the top of the steps, run your Snake Cam beneath the closed door. You can see a single tanger, sadistically firing his FAMAS assault rifle into a couple of dead civilians to the left. Wait until he reloads his rifle, then open your door and teach him what it feels like to be on the receiving end of a quick automatic burst.



Turn right in the next hall and scout the control room for enemies with your Snake Cam. You probably won't see any from this angle. Cautiously step inside and begin your hunt for the remaining tangers. If you cleared the rest of the room silently, you should be able to sneak up on them, but if you have some frag or incendiary grenades remaining, use them in this compact space to score some assault points. When the room is clear, proceed through the double doors to enter the next hall.



If the double doors at the back of the control room are open, another tanger may be hiding in the next hall. A red laser sight beam shining through the open door confirms. Either use a frag grenade or simply open the second door and gun him down.



## CHECKPOINT

**Checkpoint Reached:** Exit the control room and approach the outfitting stations to activate the checkpoint.

Two outfitting stations are in the next hall, on the right side of the double doors. Raid one to stock up on ammo and grenades. But maintain your





current loadout of weapons, especially the SR-25 SD sniper rifle. You'll need to clear a path out of the refinery on your way to the airstrip.

### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
SR-25 SD	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
INCENDIARY GRENADE	—



After stocking up on gear, equip your sniper rifle and cautiously sidestep left around the next corner. Two guards are on the other side of the double doors. Wait for them to move away from

the door, then silently shoot them in the back.



Cross the generator platform and enter the hall lined with windows where you just eliminated the tangos. Equip your suppressed assault rifle and aim out the window on the left. The room below is guarded by multiple tangos, including two standing by the door. These hostiles block your path to the airstrip, so you need to eliminate all of them. Instead

of heading downstairs and fighting at close range, attack from above by engaging through the windows in this hall. Rapidly gun down the two tangos by the door, beginning with the terrorist leader in the red beret. As soon as they're down, back away from the window to avoid drawing fire. Now move to the windows on the right and scan for threats below. If you see clusters of two or more tangos, toss a frag or incendiary grenade at them. Keep the tangos guessing by alternately attacking from the windows on the left and right side of the hall. Take your time and carefully peer out each window to ensure that the room below is clear before moving downstairs.

At the T-intersection in the hall, turn left and descend the stairs to the lower level. At the bottom of the stairs, turn right and approach the closed door next to the fan duct. Before opening the door, use your Snake Cam to ensure that the room is clear. If you can still spot tangos inside, move back upstairs and resume the assault from the windows in the hall above. If it looks clear, open the door and cautiously enter. Keep your weapon trained on the center of the room while sidestepping left onto the platform. If you come under fire, take cover immediately and return fire. Otherwise, proceed through the double doors on the left. Turn left in the next corridor and pass through the next doorway to reach the waypoint marker.



**Checkpoint Reached:** Approach the waypoint marker at the closed door to activate the checkpoint.

## SCENE FOUR: AIRSTRIP

### SITUATION REPORT

The NSA agent reports that Alvarez is currently inside a hangar at the airstrip. You're not far away, but to reach the hangar, you must fight past the hostiles guarding the refinery's exit. Don't let the threat of Alvarez's escape cloud your judgment. Stealth and patience are the keys to escaping the refinery in one piece.

### REFINERY EXIT

#### INFO

**Objective Updated:** Apprehend Alvarez inside the airstrip hangar.



After the NSA agent reports Alvarez's presence at the airstrip, take cover along the right side of the door ahead and open it. Five tangeros patrol the maze of pipes and platforms in the next area.



If you're careful, you can eliminate them all, one by one, without raising an alert and setting off a massive fire fight. Equip your SR-25 SD and monitor the yellow



platform directly ahead. Two tangeros patrol the platform, one appearing on the left side of the electrical transformer, and another appearing along the right side. They're not always visible from this angle, so be patient and wait for them to appear. When you spot one, peek out of the doorway and take the shot. At this range they can't see you, so don't worry if they're moving toward you—just make your shot count! Hold at the doorway until both of these tangeros are down.



Next, move to the barrels straight ahead and take cover. Your next target is a tango patrolling a corridor of pipes in the distance. Check your tactical map to study his patrol path. You can glimpse him through the pipes ahead, but you can't get a good angle on his head until he reaches the far left side of his patrol. As he nears the left side, peek over the barrels and aim at the small open area where his head appears. When he stops, quickly (but carefully) center your crosshairs over the left side of his head and squeeze the trigger. If you miss, quickly follow up with subsequent rounds until he drops.



Stay behind the barrels and turn right. Activate your tactical map to study the patrol of your next target. You can't hit him from here, but you still need to know which direction he's moving before you advance. Otherwise he may see you and open fire. This tango patrols

the aisle near four rectangular pieces of equipment on the far right. When he moves away from you, turn around from the barrels and descend the nearby stairs to reach the ground level. Move to the path on the right and approach the small bridge-like catwalk, taking cover along the low concrete wall on the left. Hold here and study your tactical map again. As the tango moves toward you, aim your sniper rifle at the opposite side of the catwalk. He walks directly into view and stops. Quickly zoom in on his head and fire a silent shot at close range. Four down, one to go.



Enter the aisle the previous tango patrolled and advance toward the horizontal pipes blocking the path ahead. Before reaching the pipes, take cover behind the low concrete wall surrounding the piece of equipment on the right. Monitor the next tango's patrol ahead, studying the red laser sight beam emanating from his weapon. As he walks into view in the distance, peek around the left side of your cover and zoom in. Place your crosshairs just above the horizontal pipes ahead and wait for the tango to walk into your kill zone. Once the crosshairs are superimposed over his head, take the shot. This area is now clear.



Exit your cover and climb over the horizontal pipes blocking the path ahead. Instead of entering the double doors straight ahead, turn left down the path

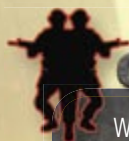
the last tango patrolled. A second set of double doors is here, at



the bottom of some steps. Use your Snake Cam on the door and scan the adjoining corridor to locate any tangos waiting on the other side. The hostiles in this next building are Alvarez's last line of defense, blocking your path to the airstrip. They're alert and very trigger happy, so proceed cautiously. Take cover along the door's right side and throw it open. As soon as you open the door, the tangos inside the next hall open fire, potentially drawing more tangos to your entry point. Respond by tossing a frag or incendiary grenade at them. Hold at this doorway until you can gain a safe foothold inside.



Enter the building and turn right at the next corner. While advancing down the passage, aim at the next corner on the left and watch for more tangos to rush into sight. Respond by peppering them with a full auto burst from your assault rifle. Assume a covered position along the wall on the left and carefully inch out toward the corner. Be prepared to encounter at least one more tango in the next hall. Instead of peeking around the corner, clear a path with frag or incendiary grenades. Once all hostiles are down, advance through the adjoining hall and exit the double doors at the back of the building. You're officially out of the refinery!



## Co-Op TAKEDOWN

When clearing the last building in the refinery during Co-Op play, attack from both sets of double doors. This divides the attention of the tangos inside, making them much easier to eliminate. Make plenty of noise too. This draws the hostiles to the entry points where you can eliminate them with grenades.



## AIRSTRIP

Exit the double doors and turn toward the building on the right, indicated by the waypoint marker. This is the hangar where Alvarez has been spotted. There are no ground-level entry



points, so climb the red ladder on the side of the building to reach the roof. Peer through the opening on the hangar's roof—there are no visible hostiles inside. Use the fast rope point to descend to the hangar floor.



## CHECKPOINT

**Checkpoint Reached:** Move to the waypoint marker on the hangar's roof to activate the checkpoint.



Once inside the hangar, turn toward the office. Alvarez is on the other side of the window but so is... Gabriel? Rainbow reported that Gabriel was captured by Irena's thugs during Logan's mission in Mexico. What's going on here? Listen in on the conversation to find out. Apparently Gabriel hired the Cabrero brothers to instigate a sense of chaos in Las Vegas, perhaps as a precursor to Irena's current attacks. When Alvarez complains about his payment, Gabriel shoots him. Spotting Bishop outside the window, Gabriel laments his failures as a Rainbow operative, stating that he's just trying to look out for himself. He then orders his thugs to attack the hangar. Gunfire erupts through the windows beyond the private jet. Take cover behind one of the nearby crates, but there's little more you can do. An explosion suddenly rocks the hangar, rendering Bishop unconscious.



Bishop regains consciousness inside the chopper outside the hangar. Apparently Gary landed and dragged Bishop out of the rubble. Ding checks in, ordering you back to base for a

medical check-up, but Bishop wants to go after Gabriel immediately. Ding denies permission, stating that Rainbow isn't currently prepared for such an operation, given Irena's current attacks underway in Vegas. Disappointed by the response, Bishop asks Gary for his assistance.



## SCENE ONE: COMPOUND

## SITUATION REPORT

LOCATION: Puerto Caldera, Costa Rica

LOCAL TIME: July 3rd, 1904 hours

This tiny Costa Rican town offers exceptional access to the Pacific coast and serves as a key trade port. The NSA has tracked Gabriel to a nearby cliffside estate overlooking the ocean. While details still remain fuzzy, Gabriel appears to be the mastermind behind the attacks in Vegas, using the Cabrerros and Irena as mere pawns. Although Rainbow has not sanctioned this op, Bishop is proceeding with the aid of Jung and Michael. Infiltrate the estate and apprehend Gabriel. Along the way, search for clues that may explain the motivation for his betrayal.

## INSERTION POINT



Fresh from thwarting Irena's attack at the Nevada Dam, Michael and Jung have rejoined Bishop for this critical mission. While Gary flies you toward the estate, choose your gear. Your first task is to

secure the estate grounds, so choose a solid high-powered assault rifle such as the TAR21. For longer-range engagements, consider bringing along a sniper rifle such as the PSG1.

## RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
PSG1	6X SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



When the chopper pulls to a hover, fast rope down to the ground. Wait for Jung and Michael to join you before moving out. Jung suggests cutting the power to disable the estate's security system.

As expected, the estate is swarming with hostiles, so be ready for a fight—keep the ROE set to assault.



## CHECKPOINT

**Checkpoint Reached:** The checkpoint is triggered once your team has fast roped to the ground.

## INFO

**Objective Updated:** Locate the power box to disarm the estate's security system.



Turn to the small

massage cabana ahead and order your team to move to the corner on the right. They'll immediately open fire on the tangos ahead. While Michael and Jung provide a base of fire from the corner, enter the cabana through one of the windows—simply run through one of the broken panes. Once inside, aim through the window on the left to engage a tango on the balcony outside. If you don't see him, your team may have already taken him out. Consider tossing a frag grenade onto the balcony just to be safe.

Next, take cover along the left side of the cabana's open doorway and engage the tangos on the path to the right. From this angle you can flank any tangos your team has pinned. If you come under fire, retreat inside the cabana and take cover beneath the window on the right. From here you can continue engaging tangos along the path outside.



## ESTATE GROUNDS



Once the area ahead is clear, exit the massage cabana's doorway and order your team to regroup. Pass the gated fountain on the left and approach the next building



ahead—this is a sauna. Move Michael and Jung to the corner of the sauna while you sidestep right onto the wooden deck area. Take cover behind the low wooden wall and watch for tangos rounding the sauna's far corner. Your team will automatically engage them. Help out by firing through the sauna's windows, hitting tangos before they rush around the corner.



When the tangos stop appearing, order your team to the next corner of the sauna. As they pass the sauna's windows, they'll immediately engage multiple targets in the nearby courtyard. Drop to a crouched stance and follow your team toward the sauna. But instead of moving to the corner, take cover beneath the windows. From here you can see all the tangos in the courtyard, including a turret gunner on the balcony of the building ahead—tag the turret gunner for your teammates. Continue tagging targets for your team, but feel free to peek through the window and engage a few targets yourself. Hold here until the courtyard is clear.

Climb through one of the sauna's windows, then exit through the open doorway on the other side to enter the courtyard and



order your team to regroup. Activate a thermal scan as you move toward the waypoint marker. Some tangos may be positioned on the upper-level patio, near the steps. Fire

through the wooden railing to hit any tangos hiding here. Next, order your team to take cover along the left side of the steps while you rush to the wooden planter opposite the steps. Watch for several tangos exiting the workout room ahead. Your team can hit most of them from the side of the steps, but toss a frag grenade on the patio to expedite the process.

More tangos may be inside the workout room ahead, so have your team deploy a smoke grenade toward the entrance before advancing up the steps.



Have your team take cover along the double doors. Follow them into the smoke screen and activate your thermal goggles. As you near the open doorway, peer inside and engage any heat signatures.

As the smoke clears, deactivate your thermal goggles and study the interior of the workout room. If the double doors at the back of the room are open, order your team to move inside behind the small white partition on the left. From this angle they can engage any tangos on the patio ahead. For good measure, have them toss a frag grenade onto the patio before moving any closer to the open doorway.



On the other hand, if the double doors at the back of the workout room are still closed, have your team stack up on them. Quickly slip your Snake Cam beneath one of the doors to monitor the heavy resistance ahead—there may be as many as four tangos clustered on the patio, including one equipped with a ballistic shield. Tag the two tangos farthest from the doors, then back away before ordering your team to breach and clear. The breaching charge kills anyone nearby and dazes the rest, allowing your team to easily mop up. But you must act quickly. If you don't order the breach soon, one of the tangos may open a door and step into the workout room, putting your team at great risk.



Once your team has cleared a path, step out onto the patio and turn to the small electrical room on the left. The power box is on the wall opposite the open doorway. Peer inside and order Jung to cut the power. The room grows dark when he succeeds, indicating the estate's security system is disabled. You can now move to the estate's interior and begin the search for Gabriel.



## INFO

**Objective Updated:** Locate the traitor Gabriel Nowak.



## CHECKPOINT

**Checkpoint Reached:** The checkpoint is activated after Jung cuts the power.



Jung's handiwork has gotten the attention of more hostiles, so be prepared to encounter stiff resistance as you return to the courtyard. Order your team to take cover along the right side of the workout room's doorway. From here they can engage most of the tangos advancing from the courtyard as well as a turret gunner on the balcony you cleared earlier. Hold back while they clear a path.



bother with your sniper rifle, you can still score the kill with your assault rifle.

Have your team lead the way back into the courtyard, utilizing cover along the way. At the bottom of the steps, turn to the door on the left, beneath the balcony with the two turrets. Open the door and step into the adjoining corridor. A couple of outfitting stations in the passage allow you to stock up on ammo and grenades before assaulting the estate's interior. Keep your assault rifle, but swap your sniper rifle for a submachine gun such as the MP5N or UMP45.



### RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
UMP45	REFLEX SCOPE
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
SMOKE GRENADE	—



### CHECKPOINT

**Checkpoint Reached:** Move toward the outfitting stations to trigger the checkpoint.

## SCENE TWO: HACIENDA

### SITUATION REPORT

Now that the power has been cut, you'll have an easier time infiltrating the estate, but don't let your guard down. As is apparent on the estate grounds, Gabriel has surrounded himself with a small army of mercenaries. You must proceed with extreme caution to overcome the overwhelming odds. Secure the garages and front yard before infiltrating the hacienda.

### GARAGES AND FRONT YARD

The estate has two garages, one of which lies beyond the next door. Set the ROE to infiltrate and quietly step into the garage. You may see a tango in a black suit, but



don't engage yet. Instead, order Michael and Jung to move to the side of the garage doorway on the left, while you move to the one around the corner to the right. Don't

worry, the tangos on the driveway won't see your team. When you approach your cover spot, peer out the doorway to spot three tangos—they're wearing black suits and have submachine guns. Tag the two tangos standing near the back of the black car—Michael and Jung can take them out. Set your sights on the guy walking near the entrance of the second garage. When you're ready, set the ROE to assault and wait for Michael and Jung to open fire on their targets. Once they do, peek around the corner and shoot your target.







When all three tangeros are down, quickly take cover along the right side of the doorway, and order your team to move to the left side, where you were just standing. The gunfire attracts tangeros from the front yard to investigate. Hold this spot and watch for reinforcements rushing out onto the driveway. Tag any hostiles that come into sight, and help your team flank them from this position. Wait for more hostiles to appear on the driveway before moving out.

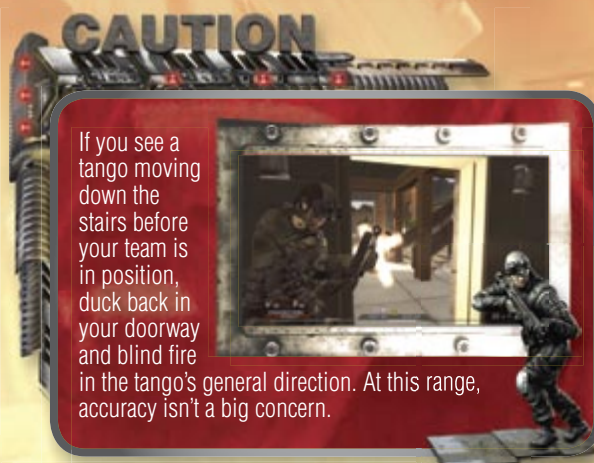
Once the driveway is clear, have your team deploy smoke along the left side of the next garage's door. As the smoke dispenses, order your team to move into the smoke screen, placing them at the corner to the left of the garage door. From here they can cover the lower-level patio and upper-level deck outside the estate, engaging any tangeros that advance from the front yard.



While your team sets up at the corner, enter the garage and locate the door on the left. Use your Snake Cam to spot a few more tangeros in the front yard, including a turret gunner aiming directly at the door. Tag any patrolling tangeros in the front yard to keep track of their positions. Stow your Snake Cam and take cover along the door's left side before throwing it open. Opening the door won't alert the turret gunner, so quickly peek out through the doorway and drop him with a quick burst from your assault rifle.



Once the turret gunner is down, order your team to move onto the covered patio to the left of your doorway, taking cover behind the crates. This allows them to cover the staircase outside your door, shooting any tangeros that attempt to flank from the upper-level deck. While your team covers the stairs, deal with the patrolling tangeros in the front yard. Before moving upstairs, run a thermal scan to ensure that the front yard is clear of threats.



If you see a tango moving down the stairs before your team is in position, duck back in your doorway and blind fire in the tango's general direction. At this range, accuracy isn't a big concern.



Ascending the stairs to the upper-level deck is very dangerous, so have your team deploy smoke at the top of the steps, then move them into the smoke screen. Hold back as they back up the steps and engage tangeros on the deck outside the estate. Once they reach the top of the steps and crouch, join them in the smoke and activate your thermal vision. Turn toward the residence and engage the tangeros rappelling off the roof.



**Checkpoint Reached:** Reach the top of the stairs outside the residence to activate the checkpoint.

Once the smoke clears, turn to the door near the top of the steps and order your team to stack up. This door leads into the kitchen, but don't bother using your Snake Cam. Instead, cover your team as they stack up on the door, watching the upper-level deck for more tangeros. Hold near the door and stay clear of the kitchen windows to avoid getting shot by tangeros inside. When your team is ready, order them to breach and clear. The breaching charge will stun anyone inside the kitchen and adjoining dining room, allowing Michael and Jung to clear this area with ease.



Leave your team in the kitchen and move along the exterior deck, taking cover beneath the window. Hold here until you spot a tango patrolling inside—equip your SMG.







When he walks past the window, stand up and fire a quick burst into the side of his head. Killing this tango triggers the arrival of two more fast roping hostiles, crashing through an interior skylight. They'll

descend directly in front of the window, making them easy targets to pick off. Kill them both before their boots touch the floor.

## ESTATE INTERIOR: FIRST FLOOR



From the window, sidestep right toward the next closed door—you may hear voices of hostiles in the nearby living room. Open the door and order Michael and Jung to move to the corner just outside the living room. From this position they can safely clear out the tangoes inside. Hold back and wait for the shooting to stop.

Step out in front of the living room's entrance and order your team inside, having them take cover below the low wall straight ahead. As they move forward, two tangoes fast rope through the skylight above the room. Michael and Jung will have no problem taking them out, but feel free to assist. Just be careful not to hit your teammates as they stand up to engage the tangoes.



Cautiously approach your team's position at the low wall and scan the left side of the living room. A tango equipped with a ballistic shield is on the upper-level walkway overlooking the room. His shield prevents you or your team from

getting a clean shot at this angle, so move to the left side of the room, beneath the tango's position on the walkway. As you move beneath him, he turns, allowing Michael or Jung to hit his exposed side.

Now turn to the closed door beneath the walkway and order your team to stack up. A quick sweep with your Snake Cam reveals two tangoes in the next office—tag them both and back away from the door, but don't order your team to enter yet. You can use a second doorway to assist during the entry.



Exit the living room and turn right in the foyer. The second door leading into the office is down a short hall to the right. Take cover along the right side of the door and order your team to breach and clear. As soon as the breaching charge explodes, throw your door open and help your team finish off the two tangoes inside. Depending on their distance from the breached doorway, the tangoes may have managed to take cover. So hold at the doorway and help flank them as your team rushes in. Once the tagged hostiles are down, join your team inside and approach the closed door at the back of the office, near the waypoint marker. Open the door and enter the adjoining hall.



## CHECKPOINT

**Checkpoint Reached:** Reach the waypoint marker by the bookcase to trigger the checkpoint.

Upon entering the hall, stack your team up on the door straight ahead. As they move into position, slip your Snake Cam beneath the door to scout the room. You can see as many as three tangoes from this angle, including one on the upper-level walkway to the left—tag him first. Then tag the tango closest to the door. Given the layout of the room, any type of entry is risky. Your team is better off holding in the hall and engaging from the doorway, so stow your Snake Cam and throw the door open quickly. As the door swings open, sidestep to the left to avoid getting shot by the tangoes inside.







While your team opens fire on the tangeros from the open doorway, proceed down the adjoining hall to locate a second door. Take cover along the right side and push it open. Instead of peeking out into the

doorway, blind fire on the tangeros inside with your submachine gun. The hostiles get caught in a crossfire, causing them to scramble for cover. When a tango with a ballistic shield enters the room, take him out with a frag grenade. Hold at the doorway until the room is clear.

Upon entering the room, turn left and look up to spot a figure on the upper-level walkway, but don't shoot! It's Logan.



Keller's team has decided to join you on this op, along with Charlie and Delta teams. You can now focus on hunting down Gabriel while the other teams secure the compound. Order your

team to regroup and head toward the waypoint maker to enter the nearby room with a spa. Turn left at the next opening to reach the stairs leading up to the second floor.



## CHECKPOINT

**Checkpoint Reached:** Approach the stairs to activate the checkpoint.

# SCENE THREE: SHOWDOWN

## SITUATION REPORT

The noose is tightening around Gabriel's neck with the arrival of Logan and the other Rainbow teams. But the fight is far from over. As a former Rainbow operative, Gabriel is familiar with your operating procedures and tactics. If he feels cornered, he may resort to desperate measures to evade capture. Stay on guard and proceed with extreme caution.

## ESTATE INTERIOR: SECOND FLOOR



As you climb the stairs to reach the second floor, Gabriel taunts Bishop with a remark about Sharon. Ignore Gabriel and approach the closed door at the top of the stairs—order your team to stack up. Slip your Snake Cam beneath the door and focus on the master bedroom. A tango in a dark suit (carrying a shotgun) patrols the area by the bed. Tag him, then back away from the door. Don't order an entry yet.



Turn down the hall to the right to locate another closed door—this one leads into the bedroom's adjoining bathroom. Use your Snake Cam to spot another suited tango patrolling here, armed with a submachine gun. Wait until he walks away from the door, then order your team to breach and clear. Listen for the sound of the breaching charge, then open your door to gun down the tango in the bathroom. Cautiously enter the bathroom, then move into the master bedroom.



## CAUTION

In the master bedroom, a third tango hides in the closet, opposite the bed. Your team may have taken him out upon entry, but enter the bedroom assuming otherwise. If you're not careful, he'll shoot you as you exit the bathroom. Sidestep left out of the bathroom to scan this closet as you enter the bedroom.



The fire fight inside the bathroom and bedroom triggers activity outside. Aim out the bathroom window near the sinks to spot a tango rappelling down from the roof. Shoot him before he can crash through the window and seek cover in the adjoining hall. Scan the window ahead for more targets and pick them off as they move into sight. To reduce your exposure, take cover along the wall in the bedroom and peek out into the bathroom doorway to shoot through the window. Your SMG has no problem penetrating the wooden blinds, so don't worry about lining up a perfect shot.

Move to the next door in the bedroom and order your team to stack up. A Snake Cam sweep reveals two tangos with ballistic shields waiting on the other side of the door.



A third tango is positioned behind the boxes ahead, but you can't spot or tag him from the doorway. As your team prepares to enter, Logan reports that his team has uncovered a list of

buyers. Apparently Gabriel has been selling secrets to some unsavory individuals. Stand back from the doorway and order Michael and Jung to breach and clear. The exploding charge kills the shielded tangos instantly, allowing your team to focus on the third tango behind the boxes.



Follow Michael and Jung through the doorway and help them clear the next area. Pay close attention to the small nook on the right—if

you didn't hit the tangos from the bathroom window, they'll be hiding over here. Have your team lead the way to the next corner, approaching the walkway above the living room you cleared earlier. As you move forward, Gabriel reports in, offering insincere congratulations on your progress.

Move out onto the walkway and enter the office on the left. The door at the back of this office is rigged with explosives. Order Michael to disarm it. While Michael defuses



the charge on the door, Jung inspects a laptop computer on the nearby table. What he finds is unsettling. Gabriel has sold the personal information of Rainbow's operatives. In addition, he's accepted bids on NATO weapons systems information, including the micro-pulse bombs used in Vegas. While Jung talks, equip a smoke grenade and move away from the door.



Suddenly, the charge Michael is attempting to disarm explodes, injuring him and filling the room with rust-colored dust. But that's just the beginning. Tangos fast rope

through the skylight above the office, attempting to engage your team at point-blank range. Quickly toss a smoke grenade toward Michael's position, then open fire on the attackers. Use the pillars and crates near the office's entrance for cover, particularly when reloading.

As Jung moves toward Michael, keep your position on the side of the room and engage the fast roping tangos as well as any





that appear on the nearby roof, visible through the window on the left. Don't order Jung to heal Michael just yet. You need him to attack the hostiles on the upper-level walkway above your position. If necessary, toss another smoke grenade toward Jung and Michael to offer more concealment. As the incoming fire dies down, order Jung to heal Michael. They'll have a much easier time clearing the upper level together. When you receive an objective update, the room is clear.

## INFO

**Objective Updated:** Decommission Gabriel Nowak.

Gabriel's attempt to wipe out your team has failed. Now it's your turn to go on the offensive. Open the door where the charge was placed and descend the stairs on the other side. At the bottom of the steps, open the outfitting station and select your gear for the finale. For the action ahead you'll want a weapon with a high rate of fire and a large magazine capacity. So trade your SMG for a light machine gun like the 21E. You may also want to ditch the smoke grenades in exchange for some incendiary grenades. When you're finished selecting your gear, step through the nearby door. Michael and Jung reluctantly hang back, allowing you to confront Gabriel on your own.



## RECOMMENDED EQUIPMENT LOADOUT

WEAPON/ITEM	ATTACHMENT
TAR21	ACOG SCOPE
21E	RECOIL CONTROL STOCK
MK.23	HIGH-CAPACITY MAG
FRAG GRENADE	—
INCENDIARY GRENADE	—



## CHECKPOINT

**Checkpoint Reached:** Move past the outfitting station to trigger the checkpoint.

## TENNIS COURT



Step out onto the balcony and turn right, toward the tennis court below. Gabriel is just ahead. Before you can react, Gabriel detonates more explosives, causing the

balcony to collapse and knocking Bishop out. When Bishop regains consciousness on the ground below, an attack helicopter is visible, hovering on the right side of the tennis court—and it's not friendly.



Immediately take cover behind the concrete block serving as the base for one of the tennis court's lights.



Ignore the chopper for now and focus on the tango advancing across the tennis court toward your position. They emerge from the building on the far side of the court, so try to pick them off as they exit, especially targeting the tango rappelling down side of the building. While you're holding off the attack, Rainbow intelligence officer Joanna Torres reports in—she must have arrived with Logan's team. She says she may be able to target the chopper with some nearby surface-to-air missiles, but because the missiles sites don't have a visual, you need to get the helicopter to use its radio so Joanna can use the transponder signal to achieve a missile lock.



Take out the tango rappelling from the building on the right, then waste no time targeting the helicopter. Peek around the right side of the concrete block and open fire on the chopper with

your light machine gun. Don't worry, it won't shoot back. Keep up the attack until Joanna reports in. She says the chopper has requested backup, and she can now use its transponder to secure a missile lock. Unfortunately, it will take a few minutes. In the meantime, stay alive.



After you receive Joanna's incoming message, the chopper fires a salvo of rockets, blowing a hole in the nearby fence. You can now access the tennis court. As the chopper swings to the court's left

side, make your move for the L-shaped building on the far side. If you stay put, the chopper will flank you and open fire with its cannon. While advancing across the court, continue firing on tangoes that emerge from the building. Use your assault rifle during this advance, because it's much more accurate while you're moving. Rush inside the nearest doorway, and be ready to gun down any tangoes inside.





## CHECKPOINT

**Checkpoint Reached:** Enter the building near the tennis court to activate the checkpoint.



After clearing the building of hostiles, take cover below the window and watch for tangos advancing across the tennis court. Equip your light machine gun and focus your fire on the open gate in the chain link fence. All advancing tangos must pass through this opening to reach the tennis court, making it an extremely useful choke point. Channel your fire through the gate to keep tangos pinned on the other side of the court. As the action around the gate subsides, locate more targets hiding behind the planters on the opposite side of the fence. Fire your light machine gun in short bursts to conserve ammo and enhance accuracy. If you run out of ammo in the middle of a heated exchange, switch to your assault rifle. All light machine guns take a long time to reload, so wait for a lull in the fire fight before loading fresh ammo. Do whatever it takes to keep the tangos from advancing onto the court. Otherwise they can easily flank you, attacking from any of the building's three entrances.

## TIP

Notice a couple of explosive barrels on the far side of the tennis court, near the gate. If any tangos manage to slip past the open gate and advance onto the court, open fire on one of these barrels to set off a large explosion—shooting one barrel detonates the other. If you time it just right, you can catch a few hostiles in the resulting inferno.



Joanna reports in occasionally, updating you on her progress. Keep up the fight from this building until she can target the chopper with a missile. As soon as she attains a

lock, she gives you a heads-up, letting you know a missile is on the way. Watch as the missile slams into the side of the chopper, causing it to crash near your building, destroying one of its outer walls.



## CHECKPOINT

**Checkpoint Reached:** This checkpoint is triggered when the chopper is shot down.



Step through the rubble and pass the flaming wreck—Gabriel stands near the wreckage at the waypoint marker. Approach him and listen to his last diatribe. Bishop pleads with Gabriel to give up, but Gabriel won't have it. He's tired of being controlled by others. Most of all he resents Bishop for promoting Logan instead of him. As he talks, pay close attention to Gabriel's gestures. When he raises his pistol, shoot him before he opens fire.

Michael and Jung show up once Gabriel is down. Bishop's unsanctioned mission hasn't gone unnoticed by Rainbow command. Ding checks in, and he doesn't look happy.



He reprimands Bishop for disobeying orders. Even worse, he terminates Bishop's position at the academy. Instead, Ding has a new job for Bishop—as Rainbow's deputy director. Ding ends his transmission by congratulating Bishop on a job well done. It's been a long two days, but the mission is finally over. Good work!



*Rainbow Six Vegas 2* offers 14 different maps with a number of different types of games. The locations vary from the streets of Mexico to the bright neon lights of Sin City. Even Vegas veterans will find the new multiplayer experience a challenge with the new features. There are two new types of games—Demolition and Team Leader. In addition, the Conquest game has been upgraded to Total Conquest. As if that were not enough, Terrorist Hunt has been improved to allow you to take along your AI team.

Are your multiplayer games turning into a frag fest with players throwing grenades around the map like rotten tomatoes at a bad comedian? As the host of a game, you can restrict various items. For example, to solve the above problem, remove frag and incendiary grenades. Or, if you don't want gas to be used, just restrict the tear gas...no need to worry about gas masks. The host can restrict up to five different items from a game, allowing for a customized experience.



## MULTIPLAYER CQB TACTICS

All of the multiplayer maps take place in urban areas where you must operate in structures with lots of rooms, doors, and narrow walkways—all perfect for an ambush. Therefore, it is a good idea to use some of the skills and tactics you use in the single-player game to help you dominate your multiplayer adversaries. For example, entering a room filled with opponents is extremely dangerous—however, you can tilt the odds in your favor by following a few simple procedures. Remember, each step you take can be heard, so always 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, giving them time and the proper directional cues to set up an ambush.

### OBSERVATION



*When available, use the Snake Cam to scout rooms prior to entry. Study the rooms' layout and the opponents' positions to determine which tactical aids to deploy.*

When you come to a door leading into a room, do a little reconnaissance. Each player has a Snake Cam, a compact camera that slides beneath doors, giving you a view of what's waiting for you on the other side. While using the Snake Cam, look for alternate entry points, opponents (distance, positions, etc.), and nearby cover positions you can use upon entry. You're extremely vulnerable while hunched over your Snake Cam, so limit its uses 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, showing up as red dots on the tactical map. When you're playing team-oriented matches, these positions are relayed to your team's tactical maps as well. 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 void 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 open fire on the doorway, giving away their position and allowing you to respond accordingly with a grenade or other tactical aid. But if the room still looks clear, don't enter just yet. While still in cover mode on 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

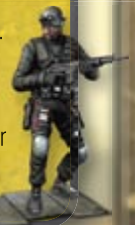


*Deploy a diversionary device, such as a flashbang, before entering a room, then take down your opponents while they're still in a daze.*

- 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 threats remaining should be minimal.

## TIP

Many rooms have more than one entrance. If opponents heavily defend a room, 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 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 6 Vegas 2* require a heightened degree of teamwork. Teams that are organized and work together have an enormous advantage over teams of lone wolves who try to win the match 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 to 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.

## ORGANIZATION

Once in the game, rendezvous with at least one other teammate, shown as green markers on the tactical map. If you're new to the 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 and work together to set up coordinated assaults or defenses. When clearing rooms, discuss which tactical aids to deploy prior to entry, then countdown for a coordinated takedown.

Teams are best organized in multiple squads of 2–4 players. Larger groups make too much noise, plus it's better to spread your team out 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 as well as what objective they'll attempt to accomplish. It may take some time to find a good group of players who's willing to work together, but once you do, the game becomes much more immersive and fun as you lay waste to unorganized teams round after round.

## ADVERSARIAL GAME MODES

There are five main types of games where you are competing against other players—either on your own or as teams. Each offers its own unique challenges.

### ATTACK & DEFEND

Attack & Defend divides players 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, Item Extraction, and the new Demolition mode.

#### HOSTAGE RESCUE

In the Hostage Rescue games, the attackers must locate and escort AI-controlled hostages to an extraction point while the defenders strive to prevent the rescue effort. For each game, there are two hostages located in different areas. The hostages don't move unless an attacking player orders them to follow (use the action button while facing the hostage). Hostages can't rappel, so you have to take stairs or ladders. The defenders' objective is to kill the attacking team—not the hostages. Both the player and the team that kills a single hostage are penalized at the end of the round, so watch your shots and use flashbangs or tear gas rather than frag grenades. If a team kills the second hostage, they instantly lose the game.

#### ITEM EXTRACTION

The attackers in Item Extraction games must infiltrate an area within the defenders' territory and retrieve a metallic briefcase. To pick up the case, the attacking player need only walk over it. That player is then the carrier and must take the briefcase back to an extraction point while teammates provide cover. The defending team must prevent the briefcase from reaching the extraction point. If the carrier is killed, the briefcase will fall to the ground and stay where it lands. Defenders can't pick it up, so they must then protect the briefcase in its new position.

#### DEMOLITION

Demolition is somewhat reminiscent of the old bomb defusal game in *Rainbow Six Vegas*. However, in the new game, an attacking team

member must pick up the bomb, and then carry it into one of two target sites while fellow teammates offer protection. Once the bomb is planted, the attacking team must protect it for one minute. The defending team must prevent the bomb from getting to a target site. If the bomb is successfully planted, then the defenders must defuse it within the 60-second timer. Attackers win if the bomb detonates while defenders win by preventing this from happening. Because the attackers can pick either of two locations, the defenders must try to protect each one.

### DEATHMATCH

This is free-for-all combat where the player with the most kills wins the match. Be careful to not 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. This game can be played with or without respawns enabled. For a more cautious game, disable the respawns.

### TEAM DEATHMATCH

This is similar to Deathmatch except that players are divided into two teams. The team with the most kills wins. Because you are on a team, use your teammates. Move around in groups of at least two for mutual support. This game mode can also be played with respawns either enabled or disabled.

#### NOTE

In *Rainbow Six Vegas 2*, Deathmatch and Team Deathmatch replace Sharpshooter/Team Sharpshooter and Survival/Team Survival from *Rainbow Six Vegas*.





## TEAM LEADER

This is a new type of game. Each team begins with one player designated as the leader. The objective is to eliminate the enemy team leader and his or her team while protecting your own leader. The team leaders can see each other on their HUDs, so a good leader will guide his team to the enemy leader's location. As long as a team leader is alive, players of that team that are killed by non-leader enemies can respawn at the leader's position an unlimited number of times, but players killed by the enemy leader are out of the game permanently. Once the team leader has been killed, no one on that team may respawn. Therefore, protect your team leader while trying to kill the opposing leader as quickly as possible.

## TOTAL CONQUEST

This improved version of Conquest is extremely challenging and requires a lot of teamwork and communication in order to win. The objective for each team is the same—maintain control of three satellite transmitters simultaneously for 30 seconds or two of the transmitters when the round ends. These transmitters are in different locations around the maps, so you have to divide your team into three groups to secure and hold each transmitter. While it may not sound that difficult, this is one of the more challenging multiplayer games—and the most frustrating. Another tactic that can work is to send your entire team to one transmitter and wait for the other team to grab the remaining two transmitters. After they make an attack against your position, send out half of your team to snatch a second transmitter. Then rush for the third while keeping some defenders at the transmitters you control.

## CO-OP GAME MODE

In addition to adversarial multiplayer games, you can also hook up with another player to take on the AI in Co-Op modes.

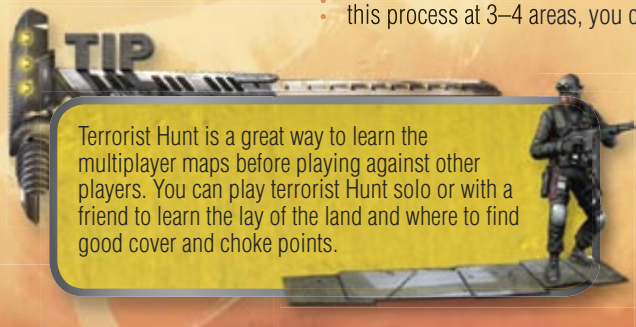
## STORY

Story mode allows you to play through the campaign along with another player. The host player is Bishop—the player's character in the campaign—while the guest is Knight. Bishop controls the AI teammates. However, you'll need to rely on voice communication to execute entries and other coordinated maneuvers with your teammate. When possible, stay within line of sight of your teammate so you can provide support. It is also a good idea to specialize, with one player suppressing the enemy with a light machine gun or assault rifle while the other flanks with an SMG or shotgun. Each player should also carry different equipment, with the flanker carrying smoke and flashbangs while the fire support player is armed with frag and incendiary grenades.

## SINGLE/CO-OP MODE

## TERRORIST HUNT

In Terrorist Hunt mode, you or a team of up to four cooperating players locate and eliminate all terrorists on the map. This plays a bit like Team Survival, except all your opponents are AI-controlled tangos. New to this type of game is the ability to take along your AI teammates. The enemy AI is extremely sensitive to noise, investigating any suspicious sounds, so consider using silenced weapons to remain stealthy. However, you can also use the AI's reliance on sound to your advantage, 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 fire fight may draw more hostiles, often allowing you to accumulate a large pile of bodies at the choke point. By repeating this process at 3–4 areas, you can clear most of the map.





## 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 map's layout 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.
- » 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.
- » Choose your treatment of wooden doors carefully. Busting them with grenades or gunfire can increase the line of sight in some areas, but it makes a lot of noise. Seeing a busted door also tells an enemy that you've been there. The stealthier option is to close doors behind you as you pass through. Bear in mind that even opening and closing doors makes noise, and can reveal your location.
- » 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 teammates' 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 them away from their objective while your teammates exploit their absence.
- » Defenders should avoid camping 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. Doing so leaves your team vulnerable to ambushes and explosives.
- » When selecting armor, there's no reason to load your character with more than seven bars of protection. A seven bar protection value reduces damage by 40 percent, the maximum allowed. Increasing protection beyond seven bars will only slow you down.
- » Choose your cover carefully. Even if you're in cover mode, it doesn't mean you're protected. Any visible piece of your body is still vulnerable to incoming fire. For best results, avoid low pieces of cover that leave the top of your head exposed. Also, the type of cover can have a big impact on your tactics. Plywood and sheetrock might as well be paper to a bullet. Don't stay behind light cover for too long. Instead, look for metal and concrete to stop enemy bullets.
- » Try covering your tracks when advancing in a map by closing doors once you enter an area.



## MAPS

## CONVENTION CENTER

The Las Vegas Convention Center is the largest convention destination in the world.

## MAP TIPS

- » The large room in the middle of the first floor can be tough to move through safely. Watch for snipers camping out on the upper walkway.
- » An assault rifle or light machine gun works well on this map because there are some large rooms where longer-range firepower comes in handy.
- » Even in the large rooms, you can find cover—and so can the enemy. Use grenades to flush them out or kill them in place.
- » Use the second floor to get from the southwestern to the southeastern areas of the first floor.





## CQB TRAINING

The latest military facility in close-quarter training features replica buildings and targets.

### MAP TIPS

- » Two platforms on the second level—one in the northeast and the other in the southwest—are accessible only by a single ladder. Watch for enemy snipers there, because these locations give a good view of about half of the map each.
- » Because this map has several buildings under construction, some of the cover is quite thin. Therefore, check before you duck behind something. Try to stick to concrete and brick for your cover.
- » If necessary, the central building can be defended fairly easily from the second floor walkway. However, a coordinated enemy assault with grenades can turn this structure into a deathtrap.
- » Try to advance within the first floor buildings because moving out in the open can be dangerous. The narrow areas between the buildings are great kill zones for grenades thrown from the second floor. A good tactic is to work with a teammate and throw frag or incendiary grenades to bracket enemies, so that no matter which way they run to get away from a grenade, they will run into another one.

### [1ST FLOOR]



### [2ND FLOOR]





## IMPORT/EXPORT

Every successful black market shipping operation needs a front.

### MAP TIPS

- » The streets are lined with stone pillars that offer great protection and allow you to engage any enemies moving out in the open without exposing yourself.
- » Use the windows to enter and exit the buildings to surprise enemies who are focused on the doors.
- » Within the two large rooms in the warehouse building are a couple of platforms at the second floor level that are accessible only by a single ladder each. Watch for enemy campers at these locations.
- » The second floor, in the northern part of the map, can be difficult to get up to since all of the approaches can be covered by enemies hiding behind walls and doorways. Working as a team, throw flashbangs or tear gas to distract or disorient the enemy while your teammates hurry up ladders, stairs, or ropes.





## KILL HOUSE

The Kill House was built near the Mexican border to train counter-terrorism units in urban warfare tactics.

### MAP TIPS

- » This map consists of two buildings, one on each side, with elevated walkways connecting them. Use sniper rifles and light machine guns to defend from the roof, and submachine guns to infiltrate the buildings room by room.
- » Use well-placed smoke grenades to confuse the enemy. Throw them in choke points you will not be moving through to focus the enemies' attention away from where you are really moving.
- » The elevated walkways are a major choke point, as are the two walkways in the middle. Plant C4 at these spots for a big surprise.
- » Once again, watch the material you're taking cover behind. Use concrete and brick rather than wood in order to lengthen your lifespan.

### [1ST FLOOR]



### [Roof]





**MURDERTOWN**

Highrise condo projects all over town remain abandoned after the Vegas housing boom came to an abrupt halt last year.

**MAP TIPS**

- » Many of the walls on this map are merely plywood. Take along an assault rifle or light machine gun and shoot right through them to kill enemies on the other side.
- » The second floor is extremely exposed in some areas. If you have to move through them, stay low and behind cover if possible, or sprint from cover to cover.
- » Use crouched movement when moving through some of the unfinished buildings, especially on the second floor, to maintain as much stealth as possible.
- » There are good sniper positions at both the northern and southern sides of the map—each accessible by a single stairway.

**[1ST FLOOR]****[2ND FLOOR]**



## OIL REFINERY

Price of oil has once again reached a record high. It's a good time to be in the oil business.

### MAP TIPS

- » The walkway on the second floor in the south provides not only access to the railyard in the south, but also offers a good spot for campers waiting to snipe unsuspecting enemies below.
- » Objects in the large building in the map's center don't react well to bullets. Use them to your advantage and plan a trap for your enemies.
- » The three levels on this map can be confusing at first because they are broken up. Play Terrorist Hunt on this map to get a feel for how everything connects.
- » While there are some open areas where assault rifles are good, a shotgun or submachine gun dominates the interiors—especially for those games where you must move through the narrow hallways and walkways to get to your objective.





## PRESIDIO

Previously a fortress guarding the sea, this presidio now serves as a hideout for militant organizations.

### MAP TIPS

- » If entering the building from the south, try using the rope to reach the second floor right at the start.
- » Unless an objective is in the north-central room, avoid this location because players on the second floor can easily fire down on enemies below.
- » Use windows instead of doors to enter the building from the outside.
- » When outside of the northern side of the building, watch for enemy snipers in the second floor windows.

### [1ST FLOOR]



### [2ND FLOOR]





## STREETS

The streets of this abandoned shanty town in Mexico have been used as a training grounds for close-quarter combat by elite counter terrorist units.

### MAP TIPS

- » 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 a bird's eye view of the map, but be sure to have a teammate watch your back.
- » 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 until 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, utilize 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.

### [UNDERGROUND TUNNELS]



### XBOX 360 EXCLUSIVE CONTENT: STREETS

Streets is a classic map from *Rainbow Six Vegas*, making its appearance here as a downloadable exclusive. Before downloading it, you must first create an Ubisoft account and link it to your Xbox Live Gamertag. Follow these quick steps to set up your Ubisoft account and download the Streets map from Xbox Live Marketplace.

1. Press "Start" at the main menu. Select "Extras", then select "Exclusive Content".

### NOTE

This map is unlocked when you're added to Ubisoft's database of active players.



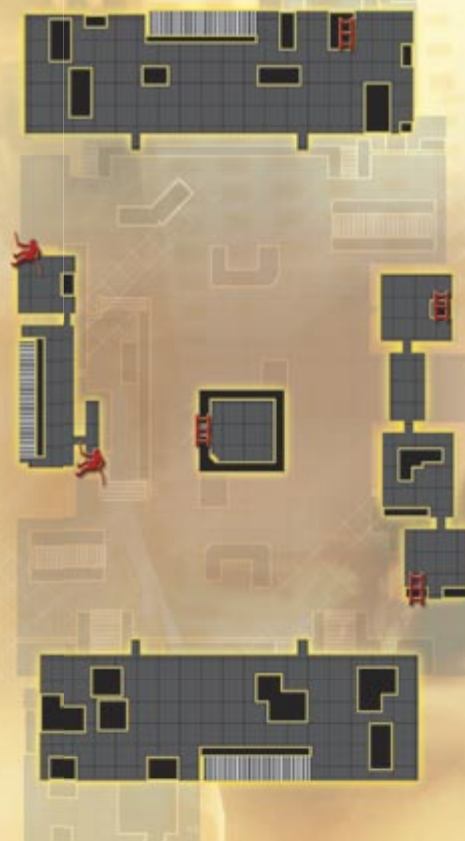


### STREETS

#### [STREET LEVEL]



#### [SECOND FLOOR ROOMS]



2. If you do not have a Ubisoft account, select "Create An Account". If you already have a Ubisoft account, select "Login" and go to step 4. Please read the Terms of Use & Privacy Policy, then select "Accept" to proceed.



3. Please complete all of the required fields and select "Continue". Select one of the options if you would like to be updated with exclusive content from Ubisoft or Ubisoft Partners, then select "Continue".



4. Enter your Ubisoft username and password, then select "Continue".



5. Download Map: Streets



6. You will then be directed to the download in Xbox Live Marketplace. Select "Confirm Download".



7. After the download is complete, select "Continue". The game will then restart and the map will now be accessible in Terrorist Hunt and Versus modes.



## 10 Multiplayer



## THREE KINGDOMS CASINO

The casino is rumored to have a life-size statue of the warlord Cao Cao, estimated to be worth a small fortune.

### MAP TIPS

- » The soldier room can be quite dangerous. If you have to fight in there, use the bases of the statues for cover.
- » The casino has lots of objects you can use for cover in the large rooms.
- » The second floor is in the eastern part of this map. Since there are no ladders or ropes, the only way to get up to it is via one of five stairways. However, depending on the location of the objective, you may only need to cover two or three of them.
- » The casino's western side can be defended at two or three choke points as well. Open or blow up the doors in the hallway so you can take long-range shots at enemies as they approach.

### [1ST FLOOR]



### [2ND FLOOR]





## TRAINYARD

Low on money and security, this California trainyard has become overrun by criminal organizations.

### MAP TIPS

- » Because of the grated ceiling of the basement's main rooms, you can look down into the basement from the first floor and detect enemies waiting to ambush you.
- » Though the tactical map shows the rail cars as solid, some of the boxcars have their doors opened—allowing you to shoot through them at enemies on the other side.
- » The windows on the second floor in the northwest give snipers a great view of the first floor below. Try counter-sniping at them from the eastern end.
- » When playing this map, it is a good idea to have at least one light machine gunner and a sniper on your team for fire support, with the rest of the team carrying assault rifles because there is often a lot of medium- to long-range combat.

[BASEMENT]

[1ST FLOOR]

[2ND FLOOR]

10  
Multiplayer

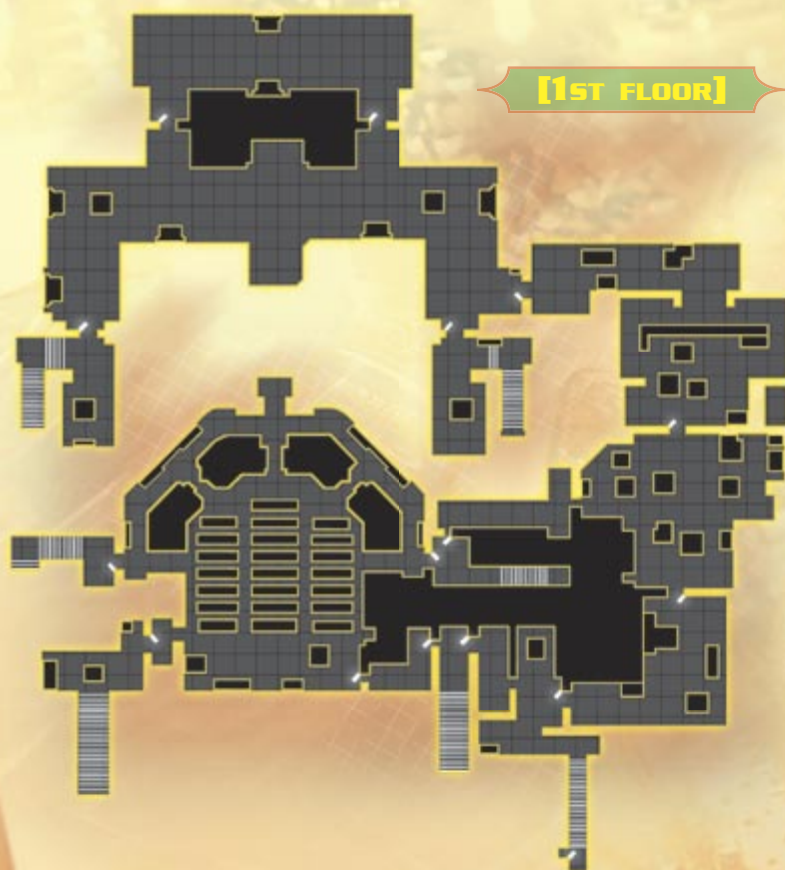


## THEATER

Las Vegas shows have helped make Sin City one of the most popular cities in North America.

### MAP TIPS

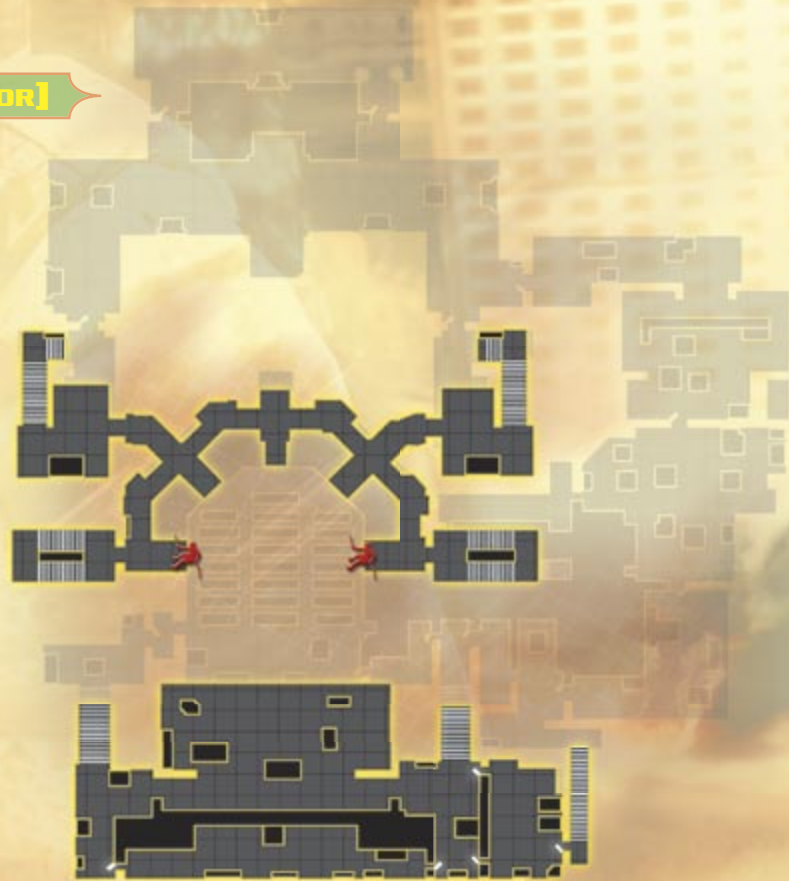
- » Many areas are somewhat dark. Wear a dark uniform to make it harder for the enemy to see you. Also use your night vision goggles so you can see enemies at longer range than going thermal.
- » Stay off the stage and out of the main floor of the theater itself because there is little cover and moving through these areas leaves you seriously exposed to snipers in the balconies.
- » This map has three main choke points between the north and south: the hallways between the stairs on the second floor balcony area and the doorway between the two backstage rooms in the east.
- » If snipers on the third floor balcony are bothering you, try sneaking up on them using the rope at the rear of the theater to climb from the ground floor to the third.





## THEATER

[2ND FLOOR]



[3RD FLOOR]



**10**  
Multiplayer



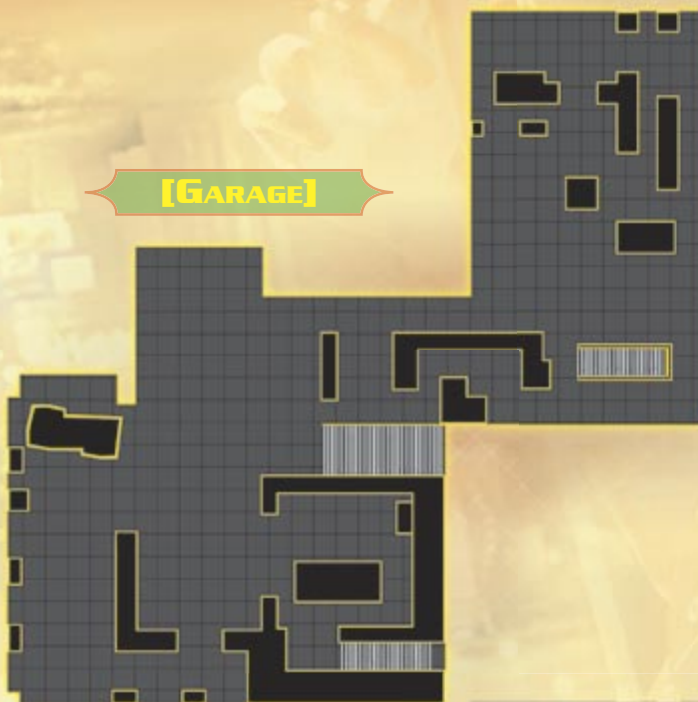
## VILLA

Located in Central America, this villa functions as an auction house for smugglers.

### MAP TIPS

- » The east staircase is the best way to reach the second floor, third floor, and the roof.
- » The main choke point on this map is the central room on the first floor. If entering from the garage level, you have to go through this room to get to the southern part of the first floor and then on to the upper levels.
- » The walkways on the second floor provide good locations to fire down on enemies on the first floor to both the north and south.
- » When entering the villa, have your team enter all at the same time from the garage stairs, the front door, and the kitchen door. This will usually overwhelm the defenders. Just watch for friendly fire—especially when throwing in grenades.

### [GARAGE]



### [1ST FLOOR]





# MULTIPLAYER

CHAPTER 10

## VILLA

[2ND FLOOR]



[Roof]



10  
Multiplayer



## VEGAS JUNKYARD

As stores go out of business in Vegas, their signs are laid to rest in this boneyard.

### MAP TIPS

- » The underground tunnel is a quick way to get from the outside loading area in the south into the main building in the north.
- » This map features machine gun turrets on the northwest corner of the first floor and the western side of the main building on the second floor. Both turrets face east, so approach them from the side or rear to take out the gunner.
- » While trucks provide cover, you can still shoot under them to hit enemies in the legs to either kill them or at least get them to move.
- » Shoot out windows and then throw grenades through the opening to kill enemies hiding inside rooms while staying at a distance.

### [GROUND FLOOR]



### [UNDERGROUND TUNNEL]



### [2ND FLOOR]


























# APPENDIX A: PEC RANKS AND REWARDS

CHAPTER 1 1

## RANKS

INSIGNIA	RANK	XP REQUIRED	REWARD 1	REWARD 2	REWARD 3	REWARD 4
	PRIVATE SECOND CLASS	500	BALLISTIC GOGGLES	TACTICAL HELMET	BALACLAVA	—
	PRIVATE FIRST CLASS	1,250	RAID BDU	CARGO PANTS	LONG SLEEVE SHIRT	—
	SPECIALIST	2,500	DPM DESERT CAMOUFLAGE	CADPAT CAMOUFLAGE	RUSSIAN CAMOUFLAGE	—
	LANCE CORPORAL	5,000	GUERRILLA CAMOUFLAGE	FALL CAMOUFLAGE	DESERT II CAMOUFLAGE	—
	CORPORAL	10,000	GOLIATH ASSAULT ARMOR	TITAN COMBAT ARMOR	COLOSSUS RECON ARMOR	—
	SERGEANT	15,000	ASSAULT VEST	ASSAULT PANTS	TANK TOP	—
	STAFF SERGEANT	20,000	LIGHTWEIGHT HELMET	BANDANA	FLIGHT HELMET	—
	GUNNERY SERGEANT	30,000	FLECKTARN CAMOUFLAGE	ORANGE CAMOUFLAGE	SWEDISH CAMOUFLAGE	—
	SERGEANT FIRST CLASS	40,000	ANACONDA ASSAULT ARMOR	DIAMONDBACK COMBAT ARMOR	VIPER RECON ARMOR	—
	MASTER SERGEANT	50,000	THREE-HOLE BALACLAVA	REINFORCED HELMET	BREATHING MASK	—
	SENIOR MASTER SERGEANT	70,000	WAR2K5 CAMOUFLAGE	ALPEN CAMOUFLAGE	WHITE CAMOUFLAGE	—
	FIRST SERGEANT	90,000	BLUE CAMOUFLAGE	URBAN II CAMOUFLAGE	MARPAT CAMOUFLAGE	—
	SERGEANT MAJOR	110,000	LEATHER VEST	LEATHER PANTS	FIELD PANTS	—
	WARRANT OFFICER	140,000	CURVED BOONIE HAT	BERET	TINTED GOGGLES	—
	SECOND LIEUTENANT	170,000	HURRICANE ASSAULT ARMOR	TYPHOON RECON SHOULDERS	CYCLONE COMBAT LEGS	CYCLONE COMBAT SHOULDERS
	FIRST LIEUTENANT	200,000	WASP CAMOUFLAGE	SAND CAMOUFLAGE	CRIMSON CAMOUFLAGE	—
	CAPTAIN	235,000	TACTICAL GOGGLES	TACTICAL SUNGLASSES	HALF-FACE MASK	—
	MAJOR	270,000	YELLOW CAMOUFLAGE	RED CAMOUFLAGE	TIGER CAMOUFLAGE	—
	LIEUTENANT COLONEL	310,000	RUST CAMOUFLAGE	PINK CAMOUFLAGE	GREY CAMOUFLAGE	—
	COLONEL	350,000	BALLISTIC FACE MASK	RIOT HELMET	NIGHT VISION GOGGLES	—
	ELITE	400,000	CUSTOM CAMOUFLAGE 1	CUSTOM CAMOUFLAGE 2	CUSTOM CAMOUFLAGE 3	—

**11**  
Appendix A:  
PEC Ranks  
and Rewards



### ACES: MARKSMAN LEVELS AND REWARDS

LEVEL	POINTS REQUIRED	REWARD
1	25	+250 XP
2	50	SV-98
3	85	+500 XP
4	120	TAR21
5	165	+750 XP
6	210	M468
7	265	+1000 XP
8	320	92FS
9	385	+1500 XP
10	450	M40A1
11	525	+2000 XP
12	600	AUG A3
13	685	+2500 XP
14	770	PSG1
15	865	+3000 XP
16	960	M8
17	1,065	+4000 XP
18	1,170	L85A2
19	1,285	+5000 XP
20	1,400	L96 ARCTIC WARFARE

### ACES: CQB LEVELS AND REWARDS

LEVEL	POINTS REQUIRED	REWARD
1	25	+250 XP
2	50	SPAS 12
3	85	+500 XP
4	120	UMP45
5	165	+750 XP
6	210	XM-26 LSS
7	265	+1000 XP
8	320	GLOCK 18
9	385	+1500 XP
10	450	P90
11	525	+2000 XP
12	600	MP7A1
13	685	+2500 XP
14	770	VZ 83
15	865	+3000 XP
16	960	TYPE 05
17	1,065	+4000 XP
18	1,170	AUG PARA
19	1,285	+5000 XP
20	1,400	500 TACTICAL

### ACES: ASSAULT LEVELS AND REWARDS

LEVEL	POINTS REQUIRED	REWARD
1	25	+250 XP
2	50	21E
3	85	+500 XP
4	120	DESERT EAGLE
5	165	+750 XP
6	210	G3KA4
7	265	+1000 XP
8	320	MG36
9	385	+1500 XP
10	450	RAGING BULL
11	525	+2000 XP
12	600	AKS-74U
13	685	+2500 XP
14	770	M249
15	865	+3000 XP
16	960	FNC
17	1,065	+4000 XP
18	1,170	AK-47
19	1,285	+5000 XP
20	1,400	BALLISTIC SHIELD



### WEAPONS

WEAPON	DAMAGE	RANGE	ACCURACY	PENE- TRATION	MAG. CAPACITY	FIRE MODES	UNLOCK CRITERIA
SUBMACHINE GUNS							
AUG PARA	5	3	8	4	25	AUTO, SEMI-AUTO	CQB LEVEL 18
MAC 11	4	3	3	3	32	AUTO	—
MP5N	5	3	8	4	30	AUTO, SEMI-AUTO, BURST	—
MP7A1	5	3	7	3	40	AUTO, SEMI-AUTO	CQB LEVEL 12
MP9	5	3	7	3	30	AUTO, SEMI-AUTO	—
P90	4	3	7	3	50	AUTO, SEMI-AUTO, BURST	CQB LEVEL 10
TYPE 05	4	3	8	4	50	AUTO, SEMI-AUTO, BURST	CQB LEVEL 16
UMP45	5	4	8	4	25	AUTO, SEMI-AUTO, BURST	CQB LEVEL 4
VZ 83	4	3	3	3	30	AUTO, SEMI-AUTO	CQB LEVEL 14
ASSAULT RIFLES							
552 COMMANDO	7	7	8	7	30	AUTO, SEMI-AUTO, BURST	—
AK-47	7	5	6	6	30	AUTO, SEMI-AUTO	ASSAULT LEVEL 18
AKS-74U	7	5	6	6	30	AUTO, SEMI-AUTO	ASSAULT LEVEL 12
AUG A3	7	5	8	5	30	AUTO, SEMI-AUTO	MARKSMAN LEVEL 12
FAMAS	6	6	9	6	25	AUTO, SEMI-AUTO	—
FNC	7	5	8	5	30	AUTO, SEMI-AUTO	ASSAULT LEVEL 16
G36C	6	6	8	6	30	AUTO, SEMI-AUTO	—
G3KA4	7	8	8	6	30	AUTO, SEMI-AUTO	ASSAULT LEVEL 6
L85A2	6	6	9	5	25	AUTO, SEMI-AUTO	MARKSMAN LEVEL 18
M468	7	5	8	6	30	AUTO, SEMI-AUTO	MARKSMAN LEVEL 6
M8	6	6	9	5	30	AUTO, SEMI-AUTO	MARKSMAN LEVEL 16
SCAR-H CQC	7	8	8	5	30	AUTO, SEMI-AUTO	—
TAR21	6	6	8	6	30	AUTO, SEMI-AUTO	MARKSMAN LEVEL 4
LIGHT MACHINE GUNS							
21E	6	5	6	6	100	AUTO	ASSAULT LEVEL 2
M249 SPW	7	6	4	5	100	AUTO	ASSAULT LEVEL 14
M249 TURRET	7	6	8	5	100	AUTO	—
MG36	6	5	4	7	100	AUTO	ASSAULT LEVEL 8
MK46	7	6	4	6	100	AUTO	—
SHOTGUNS							
500 TACTICAL	9	1	2	9	8	PUMP-ACTION	CQB LEVEL 20
870MCS	10	1	2	9	8	PUMP-ACTION	—
M3	9	1	2	9	8	PUMP-ACTION	—
SPAS12	10	1	2	9	8	PUMP-ACTION	CQB LEVEL 2
XM-26 LSS	8	1	1	8	5	AUTO, SEMI-AUTO	CQB LEVEL 6
SNIPER RIFLES							
L96 ARCTIC WARFARE	10	10	10	10	5	BOLT-ACTION	MARKSMAN LEVEL 20
M40A1	10	10	10	10	5	BOLT-ACTION	MARKSMAN LEVEL 10
PSG1	9	9	10	10	5	SEMI-AUTO	MARKSMAN LEVEL 14
SCOUT TACTICAL	10	10	10	10	5	BOLT-ACTION	—
SR-25 SD	9	8	10	10	5	SEMI-AUTO	—
SV-98	10	10	10	10	5	BOLT-ACTION	MARKSMAN LEVEL 2
PISTOLS							
92FS	4	3	8	6	15	SEMI-AUTO	MARKSMAN LEVEL 8
DESERT EAGLE	8	8	6	8	7	SEMI-AUTO	ASSAULT LEVEL 4
GLOCK 18	3	1	5	5	10	AUTO, SEMI-AUTO	CQB LEVEL 8
MK.23	5	4	7	6	12	SEMI-AUTO	—
P99	4	3	7	6	12	SEMI-AUTO	—
RAGING BULL	9	8	6	9	6	SEMI-AUTO	ASSAULT LEVEL 10
USP40	4	3	6	6	13	SEMI-AUTO	—



## ARMOR

ARMOR	PROTECTION	MOBILITY	RANK TO UNLOCK	DESCRIPTION
BODY				
ANACONDA ASSAULT ARMOR	3	7	SERGEANT FIRST CLASS	ULTIMATE MILITARY-GRADE PROTECTION MADE TO ABSORB INTENSE PUNISHMENT.
BALLISTIC COMBAT ARMOR	1	9	RECRUIT	MEDIUM WEIGHT KEVLAR BODY ARMOR CREATED FOR RAINBOW OPERATIVES.
COLOSSUS RECON ARMOR	1	9	CORPORAL	LIGHTWEIGHT ARMOR CUSTOM-MADE FOR MERCENARIES.
DIAMONDBACK COMBAT ARMOR	2	8	SERGEANT FIRST CLASS	TRADITIONAL KEVLAR-WEAVE ARMOR WORN BY SOLDIERS WORLD-WIDE.
FALCON ASSAULT ARMOR	3	7	RECRUIT	HEAVY-PLATED TACTICAL ARMOR DESIGNED FOR MAXIMUM PROTECTION.
GOLIATH ASSAULT ARMOR	3	7	CORPORAL	HEAVY ARMOR CUSTOMIZED FOR MERCENARIES TO WITHSTAND PUNISHMENT.
HURRICANE ASSAULT ARMOR	3	7	SECOND LIEUTENANT	HEAVY PLATES OF ARMOR FASHIONED TOGETHER FOR HIGH-COMBAT MISSIONS.
RAVEN RECON ARMOR	1	9	RECRUIT	LIGHTWEIGHT TACTICAL ARMOR ALLOWING EXCELLENT MOBILITY.
TITAN COMBAT ARMOR	2	8	CORPORAL	CUSTOMIZED ARMOR THAT PROVIDES GOOD PROTECTION AND MOBILITY.
VIPER RECON ARMOR	1	9	SERGEANT FIRST CLASS	BALLISTIC ARMOR PADDED WITH LIGHTWEIGHT KEVLAR.
VULTURE COMBAT ARMOR	2	8	RECRUIT	MEDIUM-GRADE TACTICAL ARMOR SACRIFICES SOME MOBILITY FOR BETTER PROTECTION.
SHOULDERS				
ANACONDA ASSAULT SHOULDERS	3	7	RECRUIT	ULTIMATE MILITARY-GRADE SHOULDERS MADE TO ABSORB INTENSE PUNISHMENT.
COLOSSUS RECON SHOULDERS	1	9	RECRUIT	LIGHTWEIGHT SHOULDER ARMOR CUSTOM-MADE FOR MERCENARIES.
CYCLONE COMBAT SHOULDERS	2	8	SECOND LIEUTENANT	LAYERS OF MEDIUM-GRADE SHOULDER ARMOR, OFFERING SIGNIFICANT PROTECTION.
FALCON ASSAULT SHOULDERS	3	7	RECRUIT	HEAVY-PLATED TACTICAL SHOULDER-PIECE DESIGNED FOR MAXIMUM PROTECTION.
GOLIATH ASSAULT SHOULDERS	3	7	RECRUIT	HEAVY SHOULDER ARMOR CUSTOMIZED FOR MERCENARIES TO WITHSTAND PUNISHMENT.
TYPHOON RECON SHOULDERS	1	9	SECOND LIEUTENANT	LIGHT ARMORED SHOULDER PIECES COBBLED TOGETHER FOR DECENT PROTECTION.
VIPER RECON SHOULDERS	1	9	RECRUIT	BALLISTIC SHOULDER ARMOR PADDED WITH LIGHTWEIGHT KEVLAR.
VULTURE COMBAT SHOULDERS	2	8	RECRUIT	MEDIUM-GRADE TACTICAL SHOULDER ARMOR SACRIFICES SOME MOBILITY FOR BETTER PROTECTION.
ARMS				
ANACONDA ASSAULT ARMS	3	7	RECRUIT	ULTIMATE MILITARY GRADE FOREARM PROTECTION MADE TO ABSORB INTENSE PUNISHMENT.
COLOSSUS RECON ARMS	1	9	RECRUIT	LIGHTWEIGHT ELBOW PADS CUSTOM-MADE FOR MERCENARIES.
DIAMONDBACK COMBAT ARMS	2	8	RECRUIT	TRADITIONAL KEVLAR-WEAVE ARM-GUARD WORN BY SOLDIERS.
GOLIATH ASSAULT ARMS	3	7	RECRUIT	HEAVY ARMOR FOREARM BRACER MADE TO WITHSTAND PUNISHMENT.
TITAN COMBAT ARMS	2	8	RECRUIT	CUSTOMIZED ARM-GUARD THAT PROVIDES GOOD PROTECTION AND MOBILITY.
VULTURE COMBAT ARMS	2	8	RECRUIT	MEDIUM-GRADE TACTICAL ARM-GUARD WITH DECENT MOBILITY AND PROTECTION.
LEGS				
ANACONDA ASSAULT LEGS	4	6	RECRUIT	ULTIMATE MILITARY-GRADE LEG PROTECTION MADE TO ABSORB INTENSE PUNISHMENT.
COLOSSUS RECON LEGS	2	8	RECRUIT	LIGHTWEIGHT KNEEPADS CUSTOM-MADE FOR MERCENARIES.
CYCLONE COMBAT LEGS	3	7	SECOND LIEUTENANT	MEDIUM-GRADE SHIN-PLATE ARMOR PATCHED TOGETHER, OFFERING SIGNIFICANT PROTECTION.



## ARMOR CONTINUED

ARMOR	PROTECTION	MOBILITY	RANK TO UNLOCK	DESCRIPTION
DIAMONDBACK COMBAT LEGS	3	7	RECRUIT	TRADITIONAL KEVLAR-WEAVE LEG ARMOR WORN BY SOLDIERS.
FALCON ASSAULT LEGS	4	6	RECRUIT	HEAVY-PLATED TACTICAL LEG ARMOR DESIGNED FOR MAXIMUM PROTECTION.
RAVEN RECON LEGS	2	8	RECRUIT	LIGHTWEIGHT TACTICAL KNEEPADS ALLOWING EXCELLENT MOBILITY.
TITAN COMBAT LEGS	3	7	RECRUIT	CUSTOMIZED SHIN-PLATE THAT PROVIDES GOOD PROTECTION AND MOBILITY.
VIPER RECON LEGS	2	8	RECRUIT	LIGHTWEIGHT KEVLAR ARMOR USED FOR KNEEPADS.

## CLOTHING

ITEM	RANK TO UNLOCK	DESCRIPTION
BODY		
ASSAULT VEST	SERGEANT	COMBAT VEST WITH REINFORCED BACK-PLATE, KEVLAR WEAVE, AND HEAVY PADDING FOR VITAL POINTS.
BDU SHIRT	RECRUIT	BATTLE-DRESS UNIFORM SHIRT USED BY MILITARY UNITS WORLD-WIDE, FOR A VARIETY OF DIFFERENT ENVIRONMENTS.
HIGH-COLLAR SHIRT	RECRUIT	LIGHTWEIGHT AND CUSTOM-FITTING INSULATED VEST WITH INTEGRATED JOINT PADDING.
LEATHER VEST	SERGEANT MAJOR	RUGGED LEATHER VEST CUSTOM-DESIGNED FOR MILITARY ACTION IN VARIOUS ENVIRONMENTS.
LONG SLEEVE SHIRT	PRIVATE FIRST CLASS	COMFORTABLE LONG SLEEVE SHIRT WITH HOLSTER, WORN BY MERCENARIES AND OFFICERS.
RAID BDU	PRIVATE FIRST CLASS	BATTLE-DRESS UNIFORM THAT HAS BEEN MODIFIED FOR TACTICAL OPERATIVES.
TACTICAL VEST	RECRUIT	CUSTOM-MADE TACTICAL SHIRT MADE ESPECIALLY FOR RAINBOW OPERATIVES.
TANK TOP	SERGEANT	SLEEVELESS SHIRT THAT ALLOWS FOR UNHINDERED MOVEMENT IN HOT, STICKY, CLIMATES.
LEGS		
ASSAULT PANTS	SERGEANT	COMBAT PANTS WITH ARTICULATED HARD-POINTS, KEVLAR WEAVE, AND HEAVY PADDING FOR VITAL POINTS.
BDU PANTS	RECRUIT	BATTLE-DRESS UNIFORM PANTS USED BY MILITARY UNITS WORLD-WIDE, FOR A VARIETY OF DIFFERENT ENVIRONMENTS.
CARGO PANTS	PRIVATE FIRST CLASS	PANTS WITH LARGE POCKETS, BEST SUITED FOR PARAMILITARY ORGANIZATIONS.
FIELD PANTS	SERGEANT MAJOR	LIGHTWEIGHT AND CUSTOM-FITTING INSULATED PANTS WITH INTEGRATED JOINT PADDING.
LEATHER PANTS	SERGEANT MAJOR	RUGGED LEATHER PANTS CUSTOM-DESIGNED FOR MILITARY ACTION IN VARIOUS ENVIRONMENTS.

## HEADGEAR

ITEM	RANK TO UNLOCK	DESCRIPTION
HEADWEAR		
BANDANA	STAFF SERGEANT	HEAD CLOTH USED IN WARMER CLIMATES WHERE HIGH HEAT MAKES FOR UNCOMFORTABLE CONDITIONS.
BALLISTIC ASSAULT HELMET	RECRUIT	ADVANCED COMBAT HELMET USED BY RAINBOW OPERATIVES.
BERET	WARRANT OFFICER	THE HEADADDRESS OF DISTINGUISHED UNITS WORLD-WIDE, BERETS ARE THE MARK OF ELITE OPERATORS.
BOONIE HAT	RECRUIT	JUNGLE HAT THAT PROTECTS AGAINST SUNLIGHT AND RAIN; OFFERS GOOD CIRCULATION TO THE HEAD.
CURVED BOONIE HAT	WARRANT OFFICER	VARIATION OF THE BOONIE HAT WITH SIDES FLIPPED UP FOR INCREASED VISIBILITY.
LIGHTWEIGHT HELMET	STAFF SERGEANT	LIGHTWEIGHT MULTI-IMPACT HELMET MADE OF COMPOSITE PLASTICS.
FLIGHT HELMET	STAFF SERGEANT	COMPOSITE SHELL WITH POLYSTYRENE IMPACT-ABSORBING LINER.
MILITARY CAP	RECRUIT	POPULARIZED BY US MILITARY AND POLICE FORCES, THE BALL CAP NOW SEES ACTION ON THE BATTLEFIELD.
REINFORCED HELMET	MASTER SERGEANT	A CUSTOMIZED HELMET BUILT ON THE BATTLEFIELD WITH WHATEVER MATERIALS AVAILABLE.
REVERSED CAP	RECRUIT	BASEBALL CAP WORN BACKWARDS, USED BY MARKSMEN AND SNIPERS.
RIOT HELMET	COLONEL	A VARIANT OF THE TACTICAL HELMET, THIS MODEL USES A CLEAR-PLATE TO COVER THE FACE.
TACTICAL HELMET	PRIVATE SECOND CLASS	MADE FROM LAYERED KEVLAR AND IMPREGNATED RESIN, THIS BALLISTIC HELMET SEES INTERNATIONAL USAGE.
TUQUE	RECRUIT	WOOL HAT USED IN COLD WEATHER OPERATIONS.
EYEWEAR		
BALLISTIC GOGGLES	PRIVATE SECOND CLASS	TACTICAL GOGGLES EQUIPPED WITH IMPACT-RESISTANT POLYCARBONATE LENSES.



## HEADGEAR CONTINUED

ITEM	RANK TO UNLOCK	DESCRIPTION
NIGHT VISION GOGGLES	COLONEL	MILITARY-GRADE NIGHT VISION GOGGLES.
RETRO SUNGLASSES	RECRUIT	MILITARY-GRADE SUNGLASSES WITH HIGH-IMPACT FRAME, ANTI-FOG, SHATTER-PROOF LENSES.
TACTICAL GOGGLES	CAPTAIN	NO-FOG, FLEXIBLE, AND FORM-FITTING GOGGLES THAT PROTECT THE WEARER'S EYES FROM SHRAPNEL AND DEBRIS.
TACTICAL SUNGLASSES	CAPTAIN	MODULAR EYEWEAR THAT COMBINES SUNGLASSES WITH GOGGLES.
TINTED GOGGLES	WARRANT OFFICER	SHATTER-PROOF GOGGLES WITH MIRROR TINTS TO PROTECT THE WEARER AGAINST DESERT AND SNOW GLARE.
MASKS		
BALLISTIC FACE MASK	COLONEL	FULL BALLISTIC MASK THAT COVERS THE FACE, WITH INTERIOR PADS TO ABSORB PROJECTILE SHOCK.
BREATHING MASK	MASTER SERGEANT	QUICK AND EASY TO DON, THE BANDANA FOSTERS THE OUTLAW LOOK IN OPERATIVES.
HALF-FACE MASK	CAPTAIN	HALF-MASK USED TO INTIMIDATE ENEMIES; USED BY MERCENARIES TO LOOK UNIQUE OR FOSTER REPUTATION.
BALACLAVAS		
BALACLAVA	PRIVATE SECOND CLASS	CONCEALS THE OPERATIVE'S FACE.
THREE-HOLE BALACLAVA	MASTER SERGEANT	CONCEALS THE OPERATIVE'S FACE.

## CAMOUFLAGE

NAME	RANK TO UNLOCK	DESCRIPTION
ACU CAMO	RECRUIT	UNIVERSAL CAMOUFLAGE PATTERN USED BY THE US ARMY.
ALPEN CAMO	SENIOR MASTER SERGEANT	MOUNTAIN CAMO USED BY SWISS SPECIAL FORCES.
BLACK CAMO	RECRUIT	CAMO BEST SUITED FOR NIGHT OPERATIONS.
BLUE CAMO	FIRST SERGEANT	PROTOTYPE CAMO FOR MARITIME OPERATIONS.
CADPAT CAMO	SPECIALIST	DIGITAL PATTERN USED BY THE CANADIAN FORCES.
CRIMSON CAMO	FIRST LIEUTENANT	DARK RED CAMO USED FOR TRAINING PURPOSES.
CUSTOM CAMO 1	ELITE	USE ANY PATTERN AND COLOR SCHEME TO CREATE PERSONALIZED CAMOUFLAGE.
CUSTOM CAMO 2	ELITE	USE ANY PATTERN AND COLOR SCHEME TO CREATE PERSONALIZED CAMOUFLAGE.
CUSTOM CAMO 3	ELITE	USE ANY PATTERN AND COLOR SCHEME TO CREATE PERSONALIZED CAMOUFLAGE.
DESERT CAMO	RECRUIT	NATO CAMO USED FOR DESERT OPERATIONS.
DESERT II CAMO	LANCE CORPORAL	USED IN DESERT STORM BY US TROOPS.
DPM DESERT CAMO	SPECIALIST	DESERT CAMO USED BY BRITISH PARATROOPERS.
FALL CAMO	LANCE CORPORAL	DESIGNED TO BLEND IN HEAVY FORESTED MISSION AREAS.
FLECKTARN CAMO	GUNNERY SERGEANT	SPOTTED CAMO USED BY GERMANY'S JGSDF.
GREY CAMO	LIEUTENANT COLONEL	CAMO USED BY ELITE COUNTER-TERRORIST TEAM RAINBOW.
GUERRILLA CAMO	LANCE CORPORAL	OLD-FASHIONED CAMO USED BY GUERRILLA FIGHTERS.
MARPAT CAMO	FIRST SERGEANT	DIGITAL PATTERN USED BY THE USMC.
NAVY CAMO	RECRUIT	THE SIGNATURE COLOR FOR LA'S FINEST.
OLIVE DRAB CAMO	RECRUIT	WWII-ERA CAMO USED BY AMERICAN GIS.
ORANGE CAMO	GUNNERY SERGEANT	SEASONAL CAMO FOR HEAVY WOODLANDS.
PALE BLUE CAMO	RECRUIT	VERSATILE CAMO USED BY RAINBOW OPERATIVES.
PINK CAMO	LIEUTENANT COLONEL	WARGAME CAMO TO HANDICAP ELITE OPERATORS.
RED CAMO	MAJOR	PROTOTYPE HEAVY URBAN CAMO.
RUSSIAN CAMO	SPECIALIST	WOODLAND CAMO USED BY RUSSIAN COMMANDOS.
RUST CAMO	LIEUTENANT COLONEL	PROTOTYPE CAMO DEVELOPED FOR THE RUSSIAN NAVY.
SAND CAMO	FIRST LIEUTENANT	USED IN BEACH OPERATIONS WITH PALE SAND.
SNOW CAMO	RECRUIT	CAMO FOR WINTER TERRAIN OPERATIONS.
SWEDISH CAMO	GUNNERY SERGEANT	SUBARCTIC AND TEMPERATE WOODLAND CAMO.
TIGER CAMO	MAJOR	CAMO USED TO PATROL TROPICAL RAINFORESTS.
URBAN CAMO	RECRUIT	ALL-SEASON CAMO WORN BY US SPECIAL FORCES.
URBAN II CAMO	FIRST SERGEANT	URBAN OPERATIONS CAMOUFLAGE VARIANT.
WAR2K5 CAMO	SENIOR MASTER SERGEANT	ALL-PURPOSE CAMO USED BY MODERN MILITARY OPS.
WASP CAMO	FIRST LIEUTENANT	PROTOTYPE CAMO DEVELOPED FOR JOINT OPERATIONS.
WHITE CAMO	SENIOR MASTER SERGEANT	ALTERNATIVE CAMO USED IN THE ARCTIC REGION.
WOODLAND CAMO	RECRUIT	US CAMO PATTERN FOR WOODED TERRAIN.
YELLOW CAMO	MAJOR	PROTOTYPE SEASONAL CAMO.



## XBOX 360 ACHIEVEMENTS

ACHIEVEMENT NAME	DESCRIPTION	GAMER-POINTS
MEDALS		
ACE OF SPADES	GET 5 CONSECUTIVE KILLS WITHOUT DYING IN AN ADVERSARIAL MATCH WITHOUT RESPAWNS.	15
BRING IT ON!	COMPLETE A TERRORIST HUNT MISSION AT THE HARDEST DIFFICULTY.	10
COME CLOSER	KILL 100 ENEMIES USING A SHOTGUN WITH AT LEAST 6 PLAYERS PRESENT.	20
DON'T MESS WITH ME	GET A TOTAL OF 1,000 KILLS IN MULTIPLAYER ADVERSARIAL WITH AT LEAST 6 PLAYERS PRESENT.	45
ELITE	ACHIEVE THE RANK OF ELITE.	50
EYE OF THE SNIPER	GET A TOTAL OF 500 KILLS IN MULTIPLAYER ADVERSARIAL WITH AT LEAST 6 PLAYERS PRESENT.	30
GIMME A HIGH FIVE!	PLAY 5 SCENES AS BISHOP'S TEAMMATE, KNIGHT, IN COOPERATIVE STORY MODE AT ANY DIFFICULTY.	10
GUN SHARK	GET A TOTAL OF 300 KILLS IN MULTIPLAYER ADVERSARIAL WITH AT LEAST 6 PLAYERS PRESENT.	25
HERE'S FOR A WICKED FIVE!	PLAY 10 SCENES AS BISHOP'S TEAMMATE, KNIGHT, IN COOPERATIVE STORY MODE AT ANY DIFFICULTY.	20
MACHINE GUNNER	KILL 100 ENEMIES USING A LIGHT MACHINE GUN WITH AT LEAST 6 PLAYERS PRESENT.	20
NATURAL LEADER	LEAD YOUR TEAM TO VICTORY 20 TIMES IN TEAM LEADER GAME MODE WITH AT LEAST 6 PLAYERS PRESENT.	15
NOVICE HUNTER	COMPLETE YOUR FIRST TERRORIST HUNT MISSION AT ANY DIFFICULTY.	5
OFFICER	ACHIEVE THE RANK OF OFFICER.	30
ONE SHOT, ONE KILL	KILL 100 ENEMIES USING A SNIPER RIFLE WITH AT LEAST 6 PLAYERS PRESENT.	30
POINTMAN	GET A TOTAL OF 50 KILLS IN MULTIPLAYER ADVERSARIAL WITH AT LEAST 6 PLAYERS PRESENT.	10
PRIVATE FIRST CLASS	ACHIEVE THE RANK OF PRIVATE 1ST CLASS.	10
SHORT CONTROLLED BURSTS	KILL 100 ENEMIES USING AN ASSAULT RIFLE WITH AT LEAST 6 PLAYERS PRESENT.	15
SIDEARM FRENZY	KILL 100 ENEMIES USING A PISTOL WITH AT LEAST 6 PLAYERS PRESENT.	25
SPRAY AND PRAY	KILL 100 ENEMIES USING A SUBMACHINE GUN WITH AT LEAST 6 PLAYERS PRESENT.	15
TRIGGERMAN	GET A TOTAL OF 150 KILLS IN MULTIPLAYER ADVERSARIAL WITH AT LEAST 6 PLAYERS PRESENT.	20
VETERAN HUNTER	COMPLETE 5 TERRORIST HUNT MISSIONS AT ANY DIFFICULTY.	20
BADGES		
CLUSTER BOMB	KILL 3 ENEMIES AT ONCE USING EXPLOSIVES WITH AT LEAST 6 PLAYERS PRESENT.	10
COVERT OPS SPECIALIST	EXTRACT THE BRIEFCASE 10 TIMES WITH AT LEAST 6 PLAYERS PRESENT.	10
DEMO EXPERT	DEFUSE 10 BOMBS IN ATTACK & DEFEND WITH AT LEAST 6 PLAYERS PRESENT.	10
FREEDOM SHALL PREVAIL	COMPLETE THE STORY MODE AT THE HARDEST DIFFICULTY.	75
HAUTE COUTURE	CREATE YOUR OWN CAMO! USE CUSTOM CAMOS (ELITE RANK) AND SAVE NEW PATTERN.	10
I LIKE THE SOUND IT MAKES	KILL 150 TERRORISTS WITH A SHOTGUN.	25
KAMIKAZE	DETONATE 10 BOMBS IN ATTACK & DEFEND WITH AT LEAST 6 PLAYERS PRESENT.	10
MY HERO!	RESCUE BOTH HOSTAGES 10 TIMES IN HOSTAGE RESCUE WITH AT LEAST 6 PLAYERS PRESENT.	10
MY NAME IS SAM	NEUTRALIZE 5 TERRORISTS IN A ROW BY PERFORMING HEAD SHOTS USING A SOUND SUPPRESSOR.	25
RAPPEL KING	KILL A TOTAL OF 25 ENEMIES WHILE SUSPENDED FROM A ROPE.	20
TRUE IDENTITY	USE THE XBOX LIVE VISION TO CREATE A CHARACTER WITH YOUR APPEARANCE.	20
RIBBONS		
COMPLETED PIC DES PYRÉNÉES	COMPLETE PIC DES PYRÉNÉES IN STORY MODE AT ANY DIFFICULTY.	25
COMPLETED OLD VEGAS	COMPLETE OLD VEGAS IN STORY MODE AT ANY DIFFICULTY.	25
COMPLETED RECREATIONAL FACILITY	COMPLETE RECREATIONAL FACILITY IN STORY MODE AT ANY DIFFICULTY.	25
COMPLETED CONVENTION CENTER	COMPLETE CONVENTION CENTER IN STORY MODE AT ANY DIFFICULTY.	25
COMPLETED THEATER	COMPLETE THEATER IN STORY MODE AT ANY DIFFICULTY.	25
COMPLETED NEVADA DESERT	COMPLETE NEVADA DESERT IN STORY MODE AT ANY DIFFICULTY.	25
COMPLETED ESTATE	COMPLETE ESTATE IN STORY MODE AT ANY DIFFICULTY.	25
DOUBLE OR NOTHIN'	WIN 2 RANKED MATCHES IN A ROW.	10
EXTREME HUNTER	COMPLETE ALL TERRORIST HUNT MISSIONS AT THE HARDEST DIFFICULTY.	50
ROYAL FLUSH	WIN A TOTAL OF 100 ADVERSARIAL MATCHES WITH AT LEAST 6 PLAYERS PRESENT.	30
THAT WASN'T SO HARD	PLAY A SCENE AS BISHOP'S TEAMMATE, KNIGHT, IN COOPERATIVE STORY MODE AT ANY DIFFICULTY.	5
THE ACE ALWAYS WINS!	WIN YOUR FIRST RANKED MATCH ONLINE!	5
THE HOUSE ALWAYS WINS	HOST AND WIN 10 MATCHES WITH AT LEAST 6 PLAYERS PRESENT.	15
THREE OF A KIND	WIN 3 RANKED MATCHES IN A ROW.	15
WEAPON COLLECTOR	UNLOCK EVERY WEAPON IN THE GAME.	30
<b>TOTAL POINTS</b>		<b>1,000</b>



