



Introduction

What was that!? It sounds as if it's coming from the rooftops! Duck, duck and cover! Huh? Oh, it was on the TV. Regardless, you better get your rear in gear, son, because you're in the most elite squad of professional killing machines this side of Grosse Pointe. You're out to stop some global terrorists that have their hands on a virus that can kill millions upon millions of people. They've also managed to nab one of your cohorts. Oops.

So what will do you when the going gets this tough? Wet yourself? Likely so, but luckily for you, when you equip the power of the almighty IGN Guides, you've got +5 to all sexy manliness powers, including slapping virtual terrorists. Unless you're a woman, then you gain the sexy womanliness powers. Hey, we don't discriminate! If you're still wondering which of the Gorillaz the guy from Blur is, you're here in the Intro. Need to learn how to pull the trigger? Browse our Basics. Go grab your gat at the Weapons section. Looking to defeat the evil empire? Take a gander at the Walkthrough. Finish strong with the Secrets page.



In this Rainbow Six: Lockdown strategy guide, you'll find:

- **Basic tips** to give you an edge.
- **Weapon info** and descriptions for every bit of your arsenal.
- **Complete Rainbow Six: Lockdown walkthrough**—all 14 missions dissected and detailed for your gaming pleasure.

Nobody can take you hostage with IGN Guides by your side. Unless they have some sort of weaponry. If they pull that out, we're running as far away as possible. Sorry, homie.

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Basics

Open Your Eyes

When you're seamlessly being shot at in the dark, by all means do not just sit there and get pelted with bullets from every direction known to man! Simply switch the type of goggles you're using between normal vision, night vision, and your trusty thermal goggles. Thermal goggles will detect any body heat in the vicinity, so use them when you're being assaulted by an unseen foe to spot them out right away.

Barking Orders

Throughout your trip through the missions of saving presidents and killing terrorists, you will have a squad of supporting characters to grind away at the enemy troops. You can give orders to these characters to defend you, go on the offense, and much more. These orders range from assaulting the enemy's human arsenal to going through in recon mode to scout ahead. We'll give you some general direction of how to have your crew succeed throughout the walkthrough, but keep in mind that this is your adventure, and you should play as you want to.

Capturing

Throughout your adventures as a member of the Rainbow squad, you will come across items such as briefcases that can be "captured." This will help you along your way, as it unlocks hidden things within the game. Look alive, people!



Save Frequently

After getting through a really tough area in the stage, make sure to save your game. Since you will start out at the exact same place as when you saved with the same amount of health, be careful of where and when you save your game, as well. It might be best to take cover midway through a rough spot to save your game in a different file so that in case you die, the battle is half over.

Two of Hearts

One of the new gadgets that will certainly come in handy while sneaking around or simply preparing for battle will be your handy heartbeat sensor. By pressing the Heartbeat Sensor button, you can penetrate walls and other solid matter to find heartbeats. This will allow you to determine how many enemies you will be facing without going in to find out. Prepare accordingly!

Send in the Troops!

One of the most important aspects of having a team to control is using them to save your own skin. Sure, it may be sadistic, but you can send your team in alone with every gruesome scene to scout the area and clear it for your own greatness to walk across. To stay sharp, however, we recommend tackling certain areas with 1-4 enemies all by your lonesome, to keep your mind going. But definitely send your squad into any situation where there are tons of guns firing in your direction.



Weapons

Primary Weapons

Assault Rifles

The Assault Rifle ranges in damage from poor to incredibly strong, as well as high and low accuracy. They have decent zoom in terms of direct combat weaponry, and some are suppressed. They hold a decent amount of bullets, as well.

Heavy Weapons

These things are papa's delicate condition, baby! While the good majority of them are hard to aim properly, they will certainly eliminate a lot of your problems right off the bat with how much damage they can do. They generally hold a lot in their magazines (150 on average), as well.

Shotguns

These are exactly as they sound; they will tear a hole through individual enemies like lightning, with very high damage and decent accuracy. Of course, fending off multiple enemies can become a burden on these non-suppressible weapons.

Sub-Machine Guns

It's really hard to find a Sub-Machine Gun that *doesn't* have the best accuracy in the game. Simply put, these things are the best guns to bust out when you need some precision to your bang, and work very well in large crowds. Say hello to our little friend!

Secondary Weapons

Pistols

The name explains it all! Pistols will be your best friend to the end when dealing with an all-out shootout, or when you need to be sneaky (just make sure that it's suppressed!). They're great all-around weapons.

Grenade Launchers

Certainly slower than the Pistol but a lot more damaging, the Grenade Launcher cannot hold many rounds whatsoever—but don't let that stop your fun, as they tend to explode with great magnitude.

Other Weapons

Breaching Hammer

You can use the Breaching Hammer to break into heavy doors.

Gas Mask

When you bring in the Gas Mask to a mission, you will wear it at all times and eliminate the side effects of tear gas grenades.

Breaching Charges

Place Breaching Charges along the doors to knock them down and stun enemies (and allies) on both sides of them.

Claymore Mines

Claymores work as hidden objects that can eliminate the enemy by stepping on them.

Flashbang Grenades

As you could tell by the name of the grenade, this will stun any attackers nearby.

Tripwire Traps

Again, this is exactly what it sounds like. Set up the tripwire to knock down your opponents.

Fragmentation Grenades

Frag grenades will quickly damage an enemy. They're best used in small quarters or against groups of enemies, and are excellent in indirect combat.

Smoke Grenades

Smokers will provide enough range of fog to allow you to sneak around the enemy or kill them without notice.

Tear Gas Grenades

Tear Gas Grenades will easily disable any oncoming enemy infantry units without thinking twice. Launch one to quickly take the enemy's mind off of war.

Nerve Gas Grenades

Oh boy, if you want a grenade that does a lot of damage, look no further than the Nerve Gas Grenade. This will damage whoever gets caught up in this gas to the breaking point of death.

Stun Grenades

This will quickly disorient whoever gets near it, allowing you to close in for the swift kill.

White Phosphorus Grenades

This enigmatic grenade will create a cloud of fog, which will explode into a ball of fire eventually.

Walkthrough

Mission 1: Operation Deadline

Start the mission by exiting the parking garage by walking straight ahead and smashing through a couple of enemies that burst into the room. It's best to use a different camera view, such as the thermal lens, to see the enemies in the dark garage. Follow the tutorials on basic gameplay as you carry on through the exit, and kill the additional troops that are standing around in this hallway. Descend the staircase and shoot the unsuspecting guard.



Once you've hit the bottom, go through the next two doors to reach yet another parking garage area. Get ready for a shootout by taking cover and blasting away at the goons throughout this large room. Descend the stairs and carry on into the next parking garage and take cover. Pull out your scope and aim for headshots as your enemies pop up for the kill. Set your team up to open the door leading to the garage exit and go through in a jiffy.



Hold the enemy up on the wall by selecting your locations carefully. If you order your team in the right direction, you can

fend off the predators with ease. Go left up ahead and kill the man behind the dumpster with a Frag grenade. Carry on and head to the yellow marker to go to the next area. Kill the lone soldier to the left as you enter the dilapidated building, and carry on to the other side to kill another. Set up shop to the left and take care of the small raid that comes from that direction.



With all of the enemies defeated, shoot the snipers on the balcony and rooftop with your scope and carry on into the bank building. Go left to find a briefcase that you can capture by holding down the confirm button. Defeat the two guards at the desk and work your way around to the back slowly with your troops. Eliminate the goons on the ground before taking care of the ones up top.



Throw a grenade at the door once it opens to eliminate the immediate threat, and throw a Flash grenade in to blind the second enemy before clicking his clock (whatever that means). Climb up to the second floor and raid the first room. Clear this room by yourself, as these guys are pushovers in combat. Capture the briefcase at the other cubicle, and go down the stairs through the doorway you haven't examined yet.



Use your Heartbeat Sensor to detect some enemy activity through walls, and get ready for a showdown. Disable the security camera and slowly walk through the corridor to the vault. You will encounter about three tricky guards along your way to the president. Upon reaching the president, you will complete the mission. Go to Briefing to end it.



Mission 2: Operation Backlash

When you start out, you'll be in the helicopter, blasting down with that trusty Sniper Rifle of yours. Zoom in quickly and locate the enemies on the bridge, near your infantry units, sniping from balconies, and finish them all off. When you're done, the camera will shift and you'll have to get back to sniping away. The easiest way to pull this off is to watch where your infantry team is shooting, and trace their bullets to the bad guys.



Once you're on foot, quickly follow the plank to the other side of the rooftop and walk down the stairs. Straight ahead is where you'll want to aim at, and shoot the two villains on the street. Your team will move out, so trace their steps and cover them judging on where they're shooting at. After the coast is clear, you will wind up inside of the building, so get the police station on lockdown.



Clear the first room with the help of the police department, and go to the hall. Kill the guard to the right and raid the room at the end of the hall, killing two enemies in the process. Go up to the second floor and clear the main room before searching the rooms whilst crouching. Put on the thermal goggles to detect enemies in the room ASAP, and eliminate them just as fast as you can find them.



After clearing the entire second floor's side rooms, set your men up to bumrush the door and go in. Tackle the guy in the control room to the right, and your men will do the dirty work. Continue moving through the corridor and bumrush the next door, as well. Watch out for that combat helicopter that will be shooting at you from the open windows in the upcoming corridor, as it will surely down one of your troops if you're not careful.



Carefully move your squad around the helicopter to the hallway to the left. Shoot the guard in the distance and open the door to find a guard. Go through the doorway and left to find another enemy, and proceed down the corridor to find more enemies. Open the door and quickly kill the troop before opening the next to discover the outdoors! Go through the crumbled doorway to find two enemies lurking inside. Dispatch them and climb the ladder to reach the ventilation shaft. Go left to the arrow.



Shoot the enemy through the door before he even notices you. Take the key to holding the action button near it, and go through the hall to reach the third floor. Go through carefully, capturing the briefcase in the upcoming room. Use your thermal goggles in these halls to detect a couple of enemies that will easily manhandle you if you're not careful. Going through the door at the end of the hall will be a mess since there are so many enemies, so pop the door and throw a Frag grenade to clear the area.



By the time you make it down to the next floor, be sure to clear out the remaining enemies within this large room. Go through the side door and blast through the three guards in the next room before going up the stairs and into the very next room to find another mercenary. Kill him and operate the computer to secure the prison. Now it's time to save those hostages! Kill the henchman as you exit into the outdoors, and take care of the sniper on your right.



Aim dead ahead and blow away the guard firing at you from the higher ground. Kill the second guard as you get close and move to the left top drop a grenade down to kill the enemies down here. Nice! Open the door to the warehouse and smoke the two closest guards. Wander through here a little and shoot the sniper from down below. Kill the four to five guards in the dining room and go through the hall to off another (it's best to use a grenade here).



Kill another enemy at the end of the hall and equip your favorite vision to spot out the enemies after you throw a Flashbang grenade into the kitchen to blind the enemies. Best thing to do in the kitchen is to crouch down and blast away at each enemy with your scope as they come at you, using your Heartbeat Sensor to judge their distance. Go through the door in back of the kitchen to find a bunch of idiotic goons that you can easily dispose of. Kill two soldiers on the second floor but do not harm the hostage. Walk up to him to complete the mission.



Mission 3: Operation Dragon Hammer

Start the mission by putting on your night vision and walking into the building to the left. Whip out your silenced pistol and pop the guard coming to you from the right side. Go through the door on the right side and bust a cap in the guard patrolling here. The door on the right will host nothing, although there's a guard just beyond it, to the right. Before straying too far, go to the door on the left in the main hall and clear out the upcoming rooms, as well. Hey, ya might as well kill everybody!



Go into the hall and immediately turn left to shoot a guard. Use your Heartbeat Sensor to detect some enemy activity around these turning halls. Find the control room and quickly pop the guard inside, and then remove the computer system. Head for the control room to pop a cap into two guards and shut this computer down, as well. Don't shoot the troop coming into the room; it's one of your own. Now, head back to the main lobby and go upstairs.



Have your troop open the door and throw a Flashbang grenade into the room. This will blind the large amount of enemies in the room as you pick them off, one by one, but do NOT hit the hostage in the midst of all of this. Just make sure your marker is red before shooting carelessly. This will clear the objective and take you to another locale. You will have four minutes to disarm a bomb within the debating chamber. Hurry!



There's just no time for stealthy action, charge into the large room and open fire to the immediate guard and the one of the stairs to the right. Follow the path left and kill the other two guards before heading upstairs and eliminating another. Tuck away the computer in the control room to the right after killing the guard and walk into the library, killing two enemies. A third appears from the second floor stairs, so go upstairs with your infantry unit to kill guards on both sides of the hall. Quickly run through the hall and downstairs. Pop the two soldiers and disarm the bomb immediately. Duck and fire away at the enemies that have come in to shoot you. This ends the mission, so don't die at the very end.



Mission 4: Operation Ricochet

This is a frantic sniper-fest at the start, so watch out and take care of the four balcony enemies and the three down below. Once you've cleared the initial wave, you must protect your Rainbow squad by blasting away at the sniper on the right rooftop. Once you hear "RPG," turn to your left and look along the rooftop to find an RPG sniper. Kill him immediately, and follow this up by supporting Rainbow's assault on ground troops.



Pay attention to the left and right rooftops, as well as the one straight ahead, as snipers will be picking off your Rainbow squad if you're not careful. Pick off another RPG tote-r in the upper left-hand corner. After killing enough folks with Webber, your team will infiltrate the university. Mission accomplished for the first part of the dance. Now it's time for breakdancing, and honey, we're about to do a jig!



Using Chavez, order your troops to crack the door. Move in and take out the enemy resistance. Watch out for the pesky

hand grenades that will most definitely be thrown if you get too close. Allow your troops to take care of everybody on the ground and launch a grenade beyond the blockade to take care of the lonely soldier back there. Go up the stairs to the second floor and turn left to shoot the guard in the distance. Afterwards, go right and shoot the soldier in the open doorway.



Kill two additional guards up here, including a sniper that is keeping your team from moving downstairs. Go downstairs on the other side and snipe away right into the stomach of the enemy. Shoot a couple more enemies from afar and call your troops to your side. Crack open the double doors and go through the hall to find a lone gunman. Go up top to the next floor and kill the guard in here. Bumrush one door and have your other squad go through the other door.



Go clear the rest of the enemies after spotting them with the Heartbeat Sensor, and you will receive a new objective. You must now cut the power to the building. To do this, you must go through the scaffold room and into the stairway hall. You learn that the terrorists placed traps in this area, so be careful. Watch out for the red lines when looking at a door through the thermal goggles. Disable it from the frame of the door.



Head into the room and kill the soldier. Walk into the next and bump off the guard to the left through the window frame and walk into the control room. Go through this door and head right to find a large battlefield just waiting to happen! Kill the enemies and go into the next area. Throw a grenade through the window to kill the guard and walk in. Shut off the power in the next room and get ready for one hell of a ride.



The generator rooms are a mess, as you can tell by how badly your vision is messed up. Put on your thermal goggles and go through the next room. Shoot at the enemies in here through the fog, and capture the briefcase in the control room on your way out. Go through to reach a new area. Blast away at the enemy troops that make their way to you and equip your night vision goggles before heading into the dark hallway just beyond the double doors.



Go through this hallway and kill the enemy patrolling within it. Enter the door to reach the podium room and shoot the two initial enemies before working on the reinforcements that come in through the door at the top of the room. There are multiple entrances to this room once you reach the top, so definitely bring in back-up to clear this corridor clean. Go into the open doorway together so the enemy fire will be on your teammates rather than you, and blast away while you have cover.



Your squad will bust down the barricade, giving you room to sneak in to the left and cap the soldier waiting there. Shoot into the flames up ahead to destroy the enemy lurking, and move into the next hall with your troops. Pop open the door on the left and make a clean sweep of the entire large corridor. This area is very large, so use your Heartbeat Sensor to determine how many enemies are left. Make sure to send your crew in before you take the plunge. There are a couple of briefcases to capture scattered in multiple rooms.



Disarm the trip wire at the final door and allow your team to kill the terrorists inside, as they rarely hit hostages on their own. When the final terrorist is killed, the hostages are freed.

Mission 5: Operation Chimera

Go through the first few doors to start the mission and you will soon find yourself in a huge room with a lot of enemies. Duck and cover while your teammates work as guinea pigs as you pump the enemy full of bullet holes. Watch your back as you make your way into the next area of this corridor, as there are tons of guards that are packing serious heat. Send your troops ahead to scout so you can pick off the pesky guards without worrying about getting shot every second.



Zoom in and zone out as you pick off each guard with a shot to the chest. Call for back-up as the room is cleared, and capture the briefcase inside of the truck. Go through the door and into the hall to the left. Kill two patrolling guards in this hallway before kicking in the door at the end to stir up some trouble. They will kill the two guards inside, and use them in the next area to clear the immediate threat.



Drop down and look towards the rooftop to spot a sniper, just as he eyes you. Drop him, and kill the second sniper on the left rooftop at the top of the hill. Go into the next building to locate another enemy after completing the objective and hiking the stairway to the right. Take this to the other side and have your team ambush the door. Kill the two enemies inside and go through the next door with your teammates intact.



Within this steam room, knock away at a few useless pieces of life with your sniping abilities and carry on to the other doorway. Head left to discover a briefcase for capturing, and find the door to the right. Go in with your squad and kill the sniper on the balcony to the right, out of the window. Go through the next door and up the ladder to reach the catwalk. Crouch down and snipe away at the enemies down below. Afterwards, shoot the guard at the top of the stairs, and ascend them.



After climbing the steps, go through the hall and shoot the guard in the head. You'll arrive at the next checkpoint in the mission. You must shoot the guards through the windows to the left to eliminate the threat they pose immediately, and open the door at the other end with your team in toe. Watch out for the trip wire on the next door. Disable it and open the door to reveal about six guards that want you dead. Send in your back-up first and ask questions later as you slay every

enemy.



Go through the hall and blast the soldier along the way. Zip down the ladder and descend the staircases. There are a total of four enemies located on these stairs, including one under the bottom staircase. Pop the door with your homies and kill the two guards before descending another ladder. Watch the cut-scene and turn left to pop a cap into a few fools. Send your squad to scout ahead after killing three enemies solo. Hey, you need a break, hero. Grab that briefcase in the closed room before exiting to the next checkpoint marker.



You must locate the camp Commander now, so hurry up and run through the tunnel to find a clumsy guard standing around. Move up and to the left to find another. You can disarm the booby trapped door to the right to enter a very dangerous room where the majority of your team will be killed. You can avoid this if you open the door yourself to lure the enemies out and pick them off yourself. All of these doors practically lead to the same places, so just watch your back and pick off enemies one by one.



Find the long hallway that leads to a door and have your teammates go through it to kick some tail. There are tons of enemies lurking inside of here, so go into sniper mode and pick off the long distance ones first as the team kills local enemies. Use your Heartbeat Sensor to determine enemy locations throughout the next few halls, but be sure to watch out for the trip wire on the doorway. Go through a dirt hall at the end of this maze to end the mission.



Mission 6: Operation Breakpoint

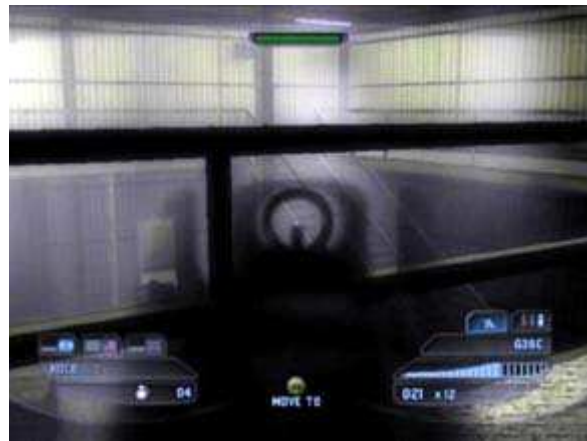
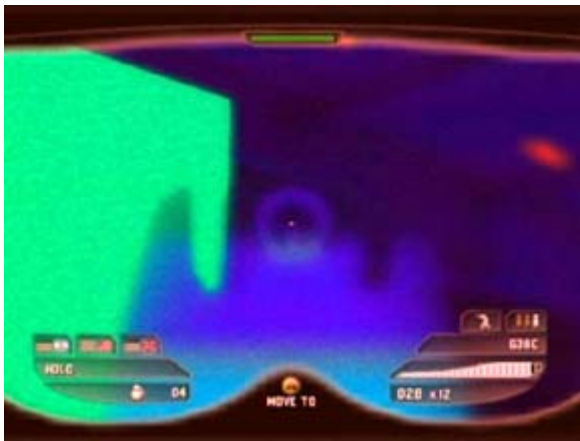
You'll be playing sniperboy again, so take aim out of the window and shatter it with a bullet aimed at your enemies. You can quickly eliminate the ground troops by taking aim from the first window and repositioning yourself through multiple others as the battle progresses. Watch out for the RPG on the far right after taking care of the first wave of enemies. Move to the far right window in the center of the room to find him on the rooftop. This sniping mission doesn't last as long as the ones prior to it.



Once you're inside, judge the enemies' distance closely by using the Heartbeat Sensor. Send your troops through the door on the left and watch out for thrown grenades from the balcony, as they will kill your soldiers. In fact, all of these enemies are very grenade-heavy in use, so watch their movements closely before engaging them. It's smart to have your troops scout each area before you carry on.



Go through the warehouse door on first floor and beware of the grenades. Move your troops up top to go through the second floor and charge to the left side to hide from the three ground-based enemies and the sniper on the catwalk. Pop out from behind the truck occasionally to hit the enemy, or simply shoot their arms/neck from the side while sniping to avoid getting shot at. It takes more effort, but it's less risky. Slowly move through the corridor and watch out for the grenade throwing peasants. Kill everyone in the warehouse. Note that if you're into sniping, you should take the top and let your squad handle the bottom. They're smart enough to avoid grenades most of the time.



Head through the doorway in the warehouse and kill the two goons in the alley. Force your army into the door of the next building, and into the next warehouse. The same situation occurs here, so blast through the first two waves of enemies by inching your way through the hall. Pick off the three snipers on the catwalk in the meantime. Inch throughout the room to spot the enemies and stop them in their tracks before they can cause any harm to your team. Step outside to complete the objective.



Of course, now you have to secure the warehouse on top of things. Sheez. Put on your night vision goggles and step into the dark warehouse. The first point of cover is yours for the taking so hide well and shoot when needed. Once the

other half of the room is clear, bust into the shack and capture the briefcase. Go through the next door to watch a cut-scene, and get ready to take care of a bunch of enemies on the ground as your troops deal with snipers. With this done, you'll be transported to the next area.



Kill the first guard that's walking in the alley and snipe away at the guard shooting through the window. Order your guards to open the door, and head left after they kill the enemy. Storm this by yourself and take the lives of the terrorists within the room and atop the stairs for starters, then call in back-up to patrol the rooms down here, picking off any leftovers. Move your troops up the stairs and get ready for more battles beyond the hallway.



Search the rooms after the enemies have been slain to find a briefcase for capturing. Afterwards, head through the halls and take out anybody that's left along the way to the next hall. Go down the sets of stairs and kill the soldier at the bottom. Capture the briefcase after the guys do their work cleaning up the terrorist scum, and send them in to kill the next guard. Send your boys into the next outdoors area to kill the lone gunman out here.



Send them into the warehouse after this to find a window where you can execute an enemy from afar on the left. Move to the next window to kill off the second enemy via the window. Send your troops through the door, and pop out to kill the guy that's keeping your troops at bay. That's why you're the leader, after all. Search for additional snipers from safety with your Heartbeat Sensor and pop out to pop them, as well. This will clear a path for your troops to roam free.



Watch out as you go through the containers to reach the outdoors. There are some deadly RPG snipers in the area, so be on the lookout when exiting the container. Snipe away at everyone and have your group follow you. Defeat the remaining scattered guards to complete the mission.

Mission 7: Operation Leviathan

This will be one hell of a fight to the death as your sniping pal Weber must take out terrorists that are using people as human shields on deck. Do not clock hostages with your glock, no matter what. Watch out for the RPG unit straight ahead on the upper deck, and keep shooting at the patrolling forces on the center deck. Once you have shot away at every last one of them, Rainbow will drop in. You must protect them by killing the RPG unit to the far left, and keep dropping the bad guys to help'em out on the ground front. Be sure not to kill your own guys!



Take over as the Rainbow squad and send your troops through one door as you storm through the other. This will equalize the situation and quickly clear out the command center. Do NOT shoot any civilians while you're storming the room, or the mission will end. Step outside and shoot the mercenary along the way. Order your troops to open the door downstairs, and go in to reach the next door. Guns are a-blaazin' after popping this one, so be on the lookout. This outdoors area will lead to multiple enemies, so have your squad scouting ahead.



Go through the two rooms at the same time to eliminate the enemy forces within this large room. Serve as covering fire for your troops as they make their way through here. When the room is clear, go through the hall in the back and launch a grenade to kill the guard in the hall and alert the others that you're ready to rumble. Kill the guards in the next hall and go right through the odd, multiple halls to reach the "core," where a bunch of enemies are hiding. Throw a grenade to clear a few out and send your troops in to clean up the mess.



Line your soldiers up and burst through the door to kill a few guards. Throw on your night vision goggles to navigate through the dark corridor safely, and go down the stairs. There are three enemies down here: one straight ahead, and one on each side. Eliminate the one straight ahead and the one to the right first. Have your soldiers plow through the right doors as you go through the left door, and kill the two guards right away.



Upon entering the next room, go through the immediate door to find a briefcase in the bar. Beyond that, scour the halls in an attempt to defeat any enemies. Put on those night vision goggles in case you don't already have them and swarm the upcoming room from both sides. Watch out for enemies that might sneak up on you by backing yourself against a wall as you pick off each terrorist. Go downstairs and defeat the enemy at the foot of the steps before stepping back

outside.



Put up your scope and bust a cap into the terrorist to the left. Move to the garage to initiate the next region of play. This is gonna be time-based, with three minutes until the bomb detonates, so hurry! Head forward and throw a grenade to the left, where the wall ends. This will get rid of the set of enemies lined up there. Pick off the rest and open the door at the end of the garage. Launch a grenade at the doorway to defeat some enemies, and clear the rest. Move through the hall quickly and kill three enemies along the way.



Open the door to the engine room and equip those thermal goggles. Go right and disarm the bomb. There's another, however, so cross the "bridge" in the room, killing the enemies along the way, and follow the path. Collect the briefcase along the way and enter the next door. Disarm the trip wire and go through the door. Send your troops ahead to deal with enemy forces since you're on the clock. Go through and disarm the trip wire on the second doorframe, and disarm the bomb to the left. End mission.



Mission 8: Operation Lowlife

You've only got one man to back your ass up in this one, so hop to it, bub. Quickly duck and aim your gun at the gunmen straight ahead. Turn your attention to the catwalk to the right and the door at the top of the stairs. Completely clear the room (and use the Heartbeat Sensor to detect enemy motion), and head upstairs to finish the objective by killing the lone gunman within the control room. Capture the briefcase from within the room and exit to go downstairs and through the door beyond the car.



From here, go into the room and through to the outside. Shoot the sniper off of the building and kill the grenade-thrower before he takes you out. Now have your partner go through the door and take out the lone terrorist inside. Move into the next area and raid the door again with extreme caution, as you cannot kill any civilians that are running for their lives amidst the bad guys. Go up the stairs in the alley and kill the enemy before rounding the corner.



Move up ahead and snipe the guy on the fire escape. From here, go forward and pick off the one above him. There's one loose guard behind a dumpster to kill before climbing up the ladder. There's a briefcase at the very top for you to capture. Go back down and go through the doorway in the enclave. Send your buddy in to kill a few guards after sniping the one in plain sight. He will fight with a few, and you should back him up.



The next few rooms will be empty or damn near it. There's a civilian bartender at the bar, so don't shoot her. Go through the next hall and take down the two gunmen before heading up the stairs at the end of the hall. Kill the guard at the top and climb the ladder. There are enemies waiting for you outside, so go with Price to find them and eliminate them. Climb down the ladders and kill the lone gunman on ground level before entering the yellow cone to enter the next region of the stage.



In the second region, there's one hell of a wild ride in store for you. Go through the door and run after the contact. In the hall, kill the guard at the bend and walk in. Do not kill the civilian to the left, but do snipe the bad guy beyond him. Have Price kill the rest of the enemies in this room and continue going through corridors until you reach a winding road, where the objective is complete. Now you must defend the slimeball.



Shoot the sniper to the left of the witness and watch the cut-scene after taking out a second attacker. Immediately after this, shoot the agent trying to kill your witness and follow the defendant. There will be a shootout between two rooms up at the top of the stairs so use the Heartbeat Sensor to detect where the enemies are piling in from. Kill them all from both sides (they appear from either side at random), and the mission is complete.



Mission 9: Operation Sandstorm

Remember to keep all of your teammates healthy throughout this mission. Start out by moving forward to the left. When you reach the hallway, put up your scope and snipe away at the opposition down the perimeter. Have your squad open the door and go in to blow away the enemies. After this, go in with them and head to the next area, use the computer to get those files, and allow your team to cover you before you make your way outside, as this could get ugly.



Go right and head into the first door to storm an enemy. Kill him and go back out to creep around the wall. There will be another enemy in the open door, so make a little noise and prepare to shoot to kill. There's also a briefcase to capture in the room at the very back of this courtyard. On the lower floor, an RPG will shoot towards your guys. Shoot him by scoping in on him with your weaponry and taking his head smooth off. Your troops will go into the open door and kill an enemy afterwards.



Follow their role by heading through the open door (once it's been cleared), and when you reach the stairs you must immediately kill the troop below. Before stepping outside, send your troops out there to clean up the place before you make your grand entrance. Your use Heartbeat Sensor to detect if any more ground troops are on your tail. Stray from the snipers on the balcony above you if you can. Snipe away at the enemies up above, picking them off one by one.



When the area is secured, go through the waterfall hallway and you'll soon see a civilian running from an enemy. Kill the enemy to the left and send your troops in to clear the next area of enemies, in case you were to accidentally attack a civilian, as there are many in this area. There is a sniper on the awning to the left, so be careful (you can hear his voice when you get near him). Go through the next hall and send your army in.



They will kill a bunch of enemies, but it's your duty to back them up accordingly. You can capture a briefcase in the alley in this big outdoors area, so do so. Have your troops open the two doors at the end of the area, and capture the next briefcase to the left of the third room's entrance. Watch the cut-scene as you approach the van to catch a glimpse of what might be in your future. Shoot the RPG sniper behind you, and kill the oncoming guard. This completes the objective, but now we need a different escape route.



As you roam through the alleyways, watch out for a sniper on the second floor of the small apartment building. Move to the yellow arrow to be transported to the second region. Shoot the enemy on the corner of the rooftop after sending your troops outside to see where the enemy fire is coming from. Step down onto the ground and focus your fire on the sniper to the left. Once he is dead, scatter your troops around the perimeter to seek out and destroy all enemy infantry.



Once the area is clear, go through the half-open door in an alley and open the next door. Throw a grenade into this room to kill two enemies, and kill the enemies scattered throughout the next few rooms, which are already open. Go through the door at the end and into the door on the right to find a briefcase. The hallway on the left leads to a second briefcase, and kill the snipers out of the left window while you're up there. Locate them all with the Heartbeat Sensor. Come down and go through the center door to reach ground level, but beware. Send your troops down there first.



Watch the cut-scene and kill the rooftop sniper as soon as possible. Kill his cohort and head through the alley with your squad in tact. This is a dangerous place that will require back-up. Climb the stairs and have your team open the door to raid the plaza. There are two enemies in the next room, including one to the left side, shooting at you. You can solo this room. The room after that is outdoors, so scope in on the sniper and pluck away.



Using your Heartbeat Sensor is vital as you make your way down the steps. Take out the two snipers and head to the yellow icon. In this region, you will play as Weber, our sniping buddy. Kill the first guard and move to the left window to shoot the RPG on ground level. Go back to your other window and kill other enemies until you hear about the RPG on the left balcony. Turn your attention to him and get in a good shot to neutralize him. Keep gunning the infantry units until you hear "check the side window." Do so, and kill Chavez's attacker in the alley. This concludes



Mission 10: Operation Archer

It's time to get Weber back, so hop to it! This is a pure stealth mission, so be very careful to not get spotted. Turn left and scope in to defeat your opponent with a headshot. Try to do the same with the snipers that are on the balconies and rooftops. Just crouch down and wait for the enemies to come by and give them some headshots. Go into the door and go upstairs. Turn left to find a couple of enemies to kill, and listen to the audio to hear about trip wires. Go out onto the balcony to the left and scope in to find a troop on the ground. Shoot him dead.



Go upstairs and disarm the trip wire at the very top of the staircase before carrying on. Walk outside and go through the series of doorways to reach the stairs that lead down to the street. Kill the guard that comes out of the door to the right immediately, and capture the briefcase to the left. Go through the doors and watch your Heartbeat Sensor to determine that the next enemy is straight ahead, and go out the door to the outside and go left. Carry on and keep heading left at the fork in the road. Go through a door to dispatch the highly alert guard and go to the other side.



Do not go through the door leading outside just yet, as it is booby trapped with a trip wire. You can either disarm this, or backtrack to the far right and follow the path. Disarming it and going outside here is pointless, since you're back at the start, so go right at that fork in the road. Go through the door on the left and be careful of the patrolling guard on the balcony to the dead-ahead-right, and of the guard on ground-level to the left. Take them both out immediately.



Be wary on entering the door atop the stairs on the far right, as it has a trip wire attached to the frame. Disarm it, and go inside carefully. Walk down the stairs and kill the soldier here. Carry on to the right and shoot the next guard to the far right. Go farther and you'll notice two bodies on your Heartbeat Sensor. No, they're not Weber, so go in with your guns blazin'. Exit here and you'll watch a cut-scene. You must rescue Weber without staling.



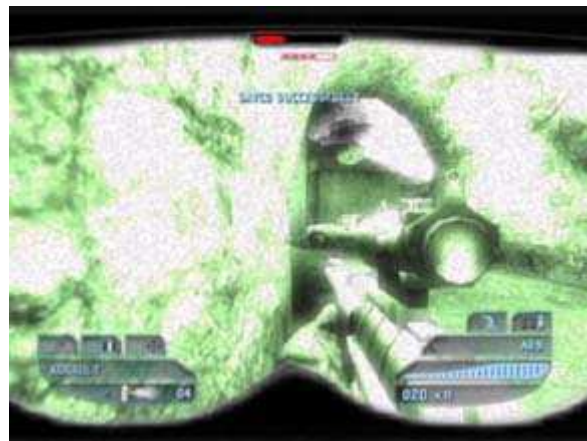
Go through the doors very swiftly and simply follow the direct path to find the guard. Shoot him twice and Weber is freed. You'll be transported to a new location to escape from this hellhole, so quickly put on your night vision goggles and follow the winding path. Have Weber follow you, and shoot the enemies as they appear. There are quite a few enemies in the vicinity, so be careful when running into new rooms. At the waterfall cavern, shoot the two enemies and the sniper in the distance right away.



Make your way around the waterfall and kill the soldiers as you go. There is a guard protecting a briefcase to the right after killing the two sneaky patrolling guards. Carry on this path to find more enemies and even more across the way. Call for back-up and you and Weber can take them out together. Carry on throughout this corridor to find yet another yellow region transporter after killing multiple enemies throughout here.



You'll come to a new area to find that all of your squad is in tact, which is definitely a positive thing considering all of the flak you took back there. The bunk in the upper right-hand corner contains a briefcase, but make sure your team clears the enemy fire. Go through the cave once the campfire scene has been taken, and send your troops into the second part to take out the enemy forces by charging the door (note that you should kill the singular enemy in the open prior to this).



On the other side, your team will mow down plenty of enemies. When you reach a large window, shoot the enemies as much as you can without going outside. Heavy firepower is your opposition the moment you step a foot out of this building, so kill as many villains as possible before moving out—and definitely travel in a pack. They lie to the left, so eliminate them before carrying on to the next area. You will finally reach a yellow arrow around the corner, but you must hold your position here as enemies attack. Take cover and let your team do the work. This ends the mission.



Mission 11: Operation Catalyst

Now that we know who is up to what, it's time to enter the boathouse. Go right and kill the two guards that are inside here, and turn right to spot another enemy way in the distance. Pick him off with your scope and send your troops outside to kill the rest with your assistance. Go up the stairs to reach a large warehouse. You can solo the warehouse if you're really up to it by sniping the two enemies straight ahead and killing the sniper to the right as you make your way to cover. Kill the guard after you turn around and call in your troops.



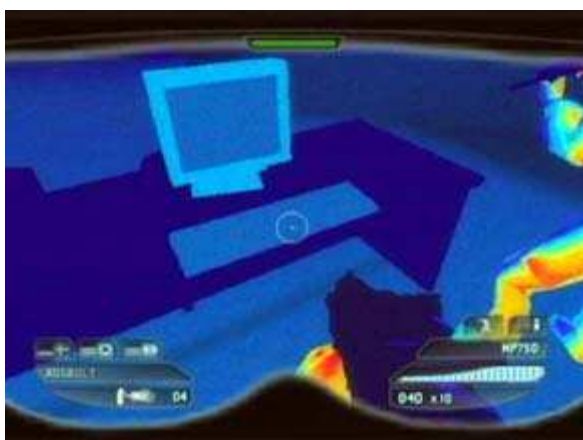
Your guys and gals will finish off whatever's left in the warehouse as you go upstairs and snatch the briefcase. Go back down and go through the door. There's a singular guard in here, so kill him and order your troops into the large room. Help them take care of a few terrorist mutts roaming around, and watch out for Flashbang grenades. Go around to the back of the room to find the office part of the level.



Go upstairs and take care of the room with the enemies. You should head left once you receive the option and continue killing enemies after finding them by using the Heartbeat Sensor. Go through the grey hall and into the lounge. Go into the room to the left of here to find another enemy to dispatch. Keep tracking down enemies between doors with the Heartbeat Sensor and kill them upon discovery. You will complete the objective once everyone in the office has been terminated.



Head downstairs and send your teammates through the double doors to raid the place. Blast the three suckah MCs inside of the office and use the computer to transport to another region, where you will take over as Weber, the sniping madman. You must snipe away at three security cameras, which are located directly below, to the right on the small building, and to the far left, beyond the trees (you can spot a glowing green light even if the tree is in your way; just shoot the green light to disable it). Do not forget about the enemies, however, as they will easily manhandle the team if you do not kill them ASAP.



It's wise to save a lot in different files during the Weber portion of your mission, as it gets very tedious. Take out the first camera and clear the pond of enemies before scoping out the second. Quickly rush over and kill two enemies after taking out the final camera. Get back to the Rainbow units in time to kill the oncoming attackers. By the time the third camera comes around, kill the northern, southern, and eastern (2, pond and 2nd camera balcony) enemies before they hit Chavez, in that order.



Once you're inside of the estate, you must be ghosts as you roam around the mansion, as you cannot be seen or heard or else they will delete all of the files. Open the door and kill the guard with your silenced weapon. Shoot the security camera to the right and this will likely awaken another guard straight ahead and one to your right. Kill them both, either way, and carry on throughout the hallway. Go into the door on the far right and bust a cap into the three guards and security camera within the room.

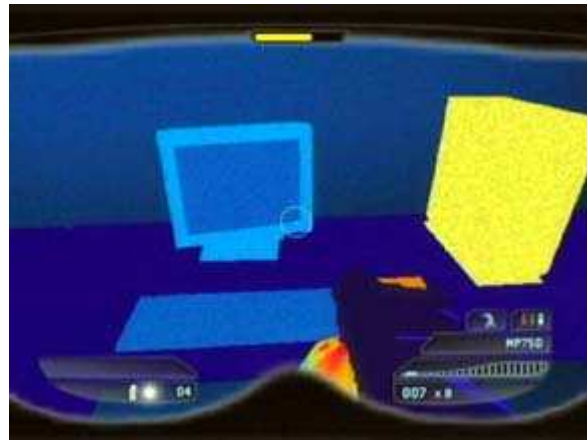


Go through the foggy corridor and into the bar area, but IMMEDIATELY destroy the security camera to the left. Take out another security camera and head through the door at the end of the room to go upstairs and go forward to watch a cut-scene. You must locate the bedroom and disable the security system. To get there, march forward and kill the soldier. Go upstairs and kill two soldiers. Equip your pistol and head through the halls, and follow the general path. Capture the briefcase in the dining hall, and head into the entertainment room to kill more. When you come out, go left and through the black door. Kill the man and disable the security system.



Now you must locate the security system completely by locating yet another room. To find it, quickly kill any enemies that get in your way, as long as you have the time. It's located on second floor, across from where you came from and

beyond the door. Access the computer and head for the room with the files by following the path. Kill the three soldiers in this room and use the computer to download those files, and thus complete the mission.



Mission 12: Operation Red Scythe

A massive terrorist attack is being planned, and you have 10 minutes on the dot to stop it! Go forward and take out the first three guards on your own before sending your troops in. Go around the hallways and pop a cap into the soldier before opening the door and killing the first three guards. Send your units in to clean up this fairly large room after disarming the trip wire on the doorframe. Throw a grenade into the hallway room to the right to kill two troops.



Go in with your teammates to clear out the rest of the room. You'll get eaten alive by going in solo. It's best to pick them off from afar by sniping from a crouched distance. Go through the hall and through the next door. The next open area has a few enemies lurking, so send your men in and watch their backs by popping some heads off if things get tough. Patch uplink the computer system, and enemies will burst in to kill you and your squad. Sadly, some of your squad may not survive this attack.



With everybody dead on the opposing team, go through the hallways and kill the guard. When you reach the fork, throw a grenade to kill/scatter the opposition. There's a briefcase for capturing to the right, and the correct way to the left. Disable the satellite quickly as back-up kills the lone guard to swarm you. Go through the door straight ahead and up the stairs to find another guard to the right. Dispatch him, and go through the double doors with your teammates.



You will have to quickly clear the room out before your team dies, and disarm the bomb in the center of the stage. Afterwards, turn around and kill off the bad guys hidden behind the pillars scattered throughout the room while taking cover with whatever you can find. Go through the hallway to find a yellow arrow to transport you to the next region. You must now search for hostages and rescue them. Shoot the guard that comes in to check on you and hide along the wall after climbing the first set of stairs until a guard slides his head over the edge. Shoot him in the eye.



Go up the stairs and kill the guard that comes out from behind the corner. Lure the guard out in the room to the right and kill him. There are two guards in the dining room, so kill them, as well. In the mirror room, shoot the guard to the left from around the corner and point your gun straight ahead to eliminate the guard that rushes into the room. Go in and kill the guard to the left. In the next area, you will need to kill all of the terrorists and avoid harming the hostages. This is a great

area to send in your squad, since they rarely harm hostages.



You must now travel to the top of the building, so make your way through the upcoming hall and blast away at the enemies coming at you. Go up the stairs and kill the two soldiers at the top. Open the door and shoot the RPG launcher to the left (move to the right if he gets the rocket off in time), and pop out to nail another enemy when given the chance. Once everyone is dead, you will complete the mission.



Mission 13: Operation Citadel

After such a tough mission, you'd think we could get a vacation. Instead, we're off tracking down the bastard son of a snake in the middle of nowhere. Start off by going outside and operating the control panel to lift the door. Shoot the guard to the right and scope in on the one to the left before plucking him away. You can catch a glimpse of a third soldier that can be killed between the objects on the left prior to entering the room. Kill them all before going in, that's for certain.



Go through the doorway and down the stairs to reach a long, dark hallway filled with enemies. Shoot the first one behind the crate and zoom in on the one around the corner. Blast away and climb down the ladder to reach another door. Have your men go through it and kill the man inside of the control room. Send your troops into the door to the left to find a room swarming with enemies. Help them pick off each one individually until they cease to exist. It might be best to throw a well-placed grenade in there to clear a good number of them. If this still fails, try throwing a Flashbang grenade in there and running to the wall ahead. Kill the guards from the corner of the view individually.



Once everything is cleaned of terrorist scum, go through the hallway and operate the control panel to open the door up ahead. Send your troops in down here and you tackle the upstairs. Shoot any enemies up there with you to start things out, and pick off enemies down below using your scope. Go through the door on first floor leading to a control room beyond the hallway that has a briefcase in it. In the other door is a bathroom with an enemy inside. Go through this door to reach a large control room. Kill the guards immediately. Operate both of the keyboards to complete the objective, but you will be ambushed by attackers immediately afterwards. Duck down and turn quickly to bust a cap towards the doorway, along with your teammates.



With all of the enemies dead, get down to the bio-lab by going to the yellow relocation arrow. Kill the guard to the left with a headshot and move forward to find a couple of soldiers to the right. Snipe them away and put on your thermal goggles to spot a couple of trip wires. Disarm the lot of them, and order your troops through the middle door. Kill the guard and go through the next to find four terrorists within the hall. Take cover and pick each one of them off.



Order your squad to ambush the door at the end of the hall and they will snipe away at all of the goons below. Head down the stairs to find and destroy each of the remaining enemies while still using your thermal goggles to see through the thick smog throughout the room. Go through the hall with your teammates and order them to open up the door straight ahead. They will kill off the first wave of enemies, giving you enough leeway to inch closer towards the bio-lab and defeat the remaining gunman in this large room.



Quickly turn around and fire at the two loose enemies and quickly turn back around to launch a grenade at the four nearby enemies coming through the doorway. That'll take care of them! Have your squad open the door at the end of the hall to hear gunfire ensue. Go through the next room to find a computer panel next to a door. Operate it and step into the lab with your gun pointed to the right to defeat the two enemies and collect the briefcase filled with knowledge. There's a third guard further down the room, to the right. Pop a cap in his head and access the panel on the door. Step back and throw a grenade as it opens to instantly kill a guard.



In the large room with the nasty enemies filling the entire place, you will have to snipe away at enemies from the sides of the doorframe. After clearing the initial area, destroy all of the snipers on the balcony to the left. With the balcony blown away, the objective is complete and you must now secure the barracks. Go through the hall upstairs to be transported to another region. In the new area, order your troops through the door on the left and kill the enemies inside.



In this room, charge the next door and help kill the enemies that are far off in the distance. Be careful of the snipers out of the windows (you'll want to take them out while you're here), and watch out for the RPGs. At the end of the hall, you will find two enemies to the left that can be easily dispatched before they even notice you, if you're quick enough. A third will appear, so send your team in to deal with him. Send your troops through the door on the right to defeat a few more enemies.



With everybody dead, go through straight ahead and shoot the guard to the right directly in the mouth. Woohoo! The barracks are secure! Sadly, the mission prolongs as you must now secure the Underground Hangar. Jesus H. Christ, that's a lot of securing. Go down the hall and slide down two ladders before opening another door. Crouch down and snipe at as many guards as you can. Call for back-up and have them clean up the rest of the spilt milk. They will swarm

in from the left doors once the alarm goes off, and from the right doors once you've cleared the other side. Do your best to get headshots to eliminate them swiftly without much retaliation.



After all of the commotion with the charging rebels, go downstairs and secure each door individually. Make sure no one in the entire complex is left alive except your team. This completes the mission.

Mission 14: Operation Lockdown

The final mission is a brawl and a half. Go forward and kill the guard around the bend whilst crouched. There's another to the left and right at the fork, so be incredibly careful not to get caught up in the rage of the enemy onslaught. Go right and have your team open the door at the end of the line. Open the door to rile the enemy up before sending your team in, as they'll launch a deadly grenade that will kill off your entire team. Capture the briefcase inside after taking care of each and every guard within the first room.



Truth be told, you can easily solo the next few hallways without much trouble at all. Put up your thermal goggles and crouch down. Take steady aim and shoot the heads of each soldier that pops in. Once all of the halls are clear, have your men go into the room to the left and kill the enemy. Go into the next room alone to clear the initial thing and bring in your men for solid back-up in this nightmare infested with varmints. Again, it's not too hard to solo this entire room, if you've got an itchy trigger finger.



In the next room, you will have to line your men up to swarm the first door as you go into the second one. Shoot the two enemies that are still baffled by your troops' presence and go into the room to the left to kill the last of the terrorists. Carry on to the upstairs and kill a guard along the way. In the long rooms, you must crouch down and put on your scope to snipe in on enemies in the distance. Once again, this is yet another complete doable corridor all by your lonesome. Just be careful and take cover when you're under fire.



This is a very maze-like corridor, however, so definitely keep your back-up right beside you in case you end up getting ganged up on—doubtful, given the Heartbeat Sensor and your scope, but it's better to be safe than sorry. Move to the hallway to be transported to region 2. Now it's time to take over as the resident badass, Weber. Snipe away at the infantry units down below, and all of the snipers and RPG units that appear along that wall to the right-center. Yeehaw!



The main places to often check for enemies are that wall, each of the doorways on the ground, the very top of the castle, and the small window to the left within the big castle. When you hear the words "RPG," look for the smoke. If it's coming at you, run like hell! Get out of the window as fast as you can. Watch the cut-scene and you will take over as Chavez once again.



As Chavez, go forward and kill the two guards all by your lonesome. Go downstairs and shoot the enemy between the water spraying atop you, and put on your thermal goggles before looking into the next room. Shoot the enemies from the doorframe to lessen their numbers, and watch out for the grenade launching fellow in the next room. Now you must stop the madman himself. Go up the spiral staircase and kill the two guards atop it. Watch out for RPG launching fools throughout these rooms, and have back-up cover you as you help your teammates pick off each one of these terrorists.



After the initial portion of the large room, go towards a second to (abruptly) discover an RPG villain. Clear the room by sniping away with your teammates and go up the second spiral staircase to reach another huge room packed with enemies. Launch a grenade into the correct doorframe on second floor from first floor after judging where the enemies are with your Heartbeat Sensor, and go upstairs to second floor to find a soldier in the center, to the right, and to the left. Kill them center, right, and turn around to destroy the left one (there's a briefcase for capturing to the left). There are three more soldiers beyond here, near the region marker.

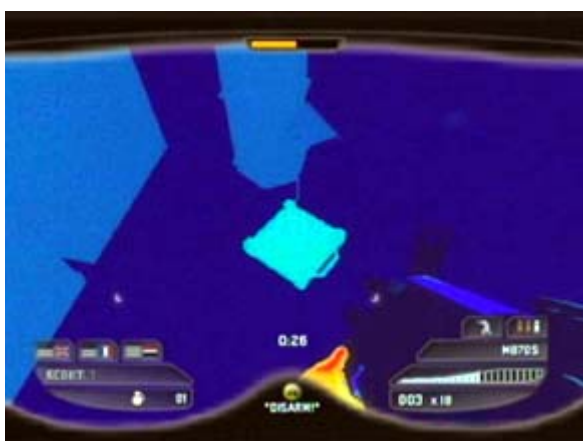


In the next region, you'll have five minutes to disarm a bomb. Start by running forward and watch out for the RPG launcher that shoots at the corner of the building. Capture the briefcase in the building to the right and go through to the

next room, where two enemies are hiding. Watch out for the Flashbang grenades, as the disorientation will certainly eat up time on the steadily-ticking clock. Watch out for more Flashbang grenade-launchers, as well as a nasty RPG that attacks the front of the entrance to the wall.



You will notice multiple flying aircrafts throughout the sky. These copters will fire at you, so bring your back-up as you head down the stairs and pluck the enemies' lives away with your remaining bullets. Be careful when navigating down here, as enemies can creep up on you a lot here. Quickly defeat any leftover enemies near the bomb and disarm it. The crazed psycho lands, so snipe him off of the planet. He's on the wall. Mission accomplished.



Congratulations! You've completed Rainbow Six: Lockdown! The terrorists definitely haven't won, thanks to you, ya big stud.