

PC CLOSED ALPHA GAME GUIDE

WHAT IS RAINBOW SIX SIEGE?

Rainbow Six Siege is a team-based tactical shooter set in an indoor environment. It is a 5v5 asymmetrical confrontation, between Attackers and Defenders, that encompasses a battle between fortification and breaching.

THE FUNDAMENTALS

A firm understanding of the basics of Rainbow Six Siege will help you to get the most out of your gameplay. In the following sections, we'll help you get started on the path to becoming a better player and an asset to your team.

GAME CONCEPTS

The Siege

With the Siege as a gameplay concept in mind, both sides are given time and tools to prepare for the upcoming assault, leading to a tug-of-war between fortification and destruction.

Attackers observe, then assault a fortified position from one of several points of entry, with the goal of completing their objective.

Defenders fortify their objective location, then attempt to prevent the Attackers from completing their mission.

Match Flow

The two teams will get to alternate between attacking and defending for 6 rounds. The team with the most points wins.

In the case of a tie (3:3), the teams will go into overtime: best out of 3 rounds. At the start of the overtime rounds, the attack and defend roles are randomized.

Attackers

During the Planning Phase, Attackers will choose their Attacking Operators, select their loadouts and then vote on their Insertion Point.

In the Preparation Phase, Attackers will be scouting ahead with remote drones to assess the situation and recon valuable intel on the enemy's position, the Hostage's location, and the established fortifications.

During the Action Phase, Attackers will attempt to either find & extract the Hostage safely, before the time limit expires, or eliminate the enemy team without the Hostage being fatally injured.

Defenders

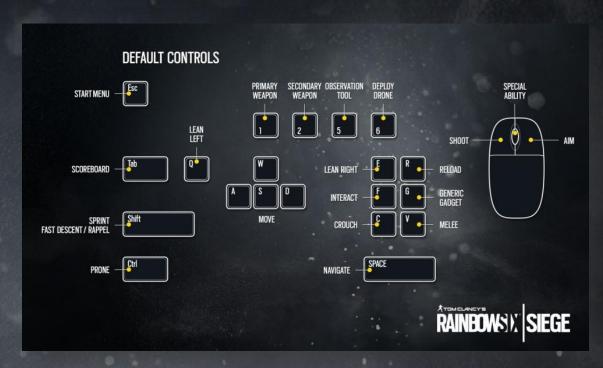
During the Planning Phase, Defenders will choose their Defending Operators, select their loadouts and then vote on an Objective Location.

In the Preparation Phase, Defenders get time to prepare for the upcoming assault: they can fortify the Hostage Location and mold their environment to their advantage.

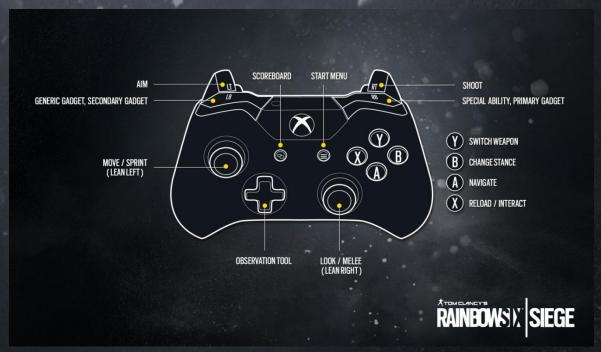
During the Action Phase, Defenders will fight to prevent hostage extraction or eliminate the incoming threat.

CONTROLS

Keyboard/Mouse Controls:



Xbox Controller for Windows Controls:



TIPS AND TRICKS

One life. No Respawns. Make sure that you make your life count. Make sure that your risks are calculated.

Use your observations tools.

- As Attackers, you can bring up the drone's camera feed (provided that they have not been destroyed).
- As Defenders, you can bring up the security camera feed to keep an eye on enemy movements.
- While in Support Mode (once you've been killed), both Attackers and Defenders can see through their teammates' point of view and available camera feeds.

Always communicate. Communication saves lives and alerts teammates to the presence and location of enemy combatants, as well as the status and position of the Hostage.

Minimize your target profile. You can lean around objects and corners by aiming and pressing Q & E on your keyboard, or with Aim+LSC/RSC on an Xbox 360 Controller for Windows. Additionally, you can crouch to duck under half-covers throughout the engagement zone. You can also prone.

OPERATORS

Each round, players will be able to select an Operator from one of the available CTUs featured in Rainbow Six Siege. In each CTU, there are four unique Operators and one Recruit.



Operators have specialties. They are either Attackers or Defenders and are equipped with their Unique Gadget. Each Operator will come equipped with their specific loadout options. Players will be able to make adjustments to each of these to suit their tastes, but each Operator will have their own unique set of choices on primary and secondary weapons/gadgets.

Keep in mind that each Operator is a unique pick during a game. Thus once an Operator is chosen, others players won't be able to choose him or her. So choose wisely!

CTU: SAS

Here are the 4 SAS Operators you will be able to choose from in the Closed Alpha:

ATTACKERS

SLEDGE

Sledge is a destruction-focused, close-range Operator, with medium armor class.

Unique gadget: Breaching Hammer

Sledge's breaching hammer can be used to quickly go through destructible walls, floors and barricades. It's also much quieter than using explosives but might leave you exposed to the enemies on the other side, so be ready to quickly take cover from enemy fire. However, his breaching hammer is no use against reinforced walls.

Recommended composition: That cher. Sledge can blow a hole in the wall and That cher can throw an EMP grenade in order to disable enemy traps in the room — all of this, without a single explosion.



THATCHER

Thatcher supports his team by disabling enemy gadgets. He has a medium armor class.

Unique gadget: EMP Grenades

Thatcher disables the enemy's traps that are out of reach, using EMP Grenades. It is particularly helpful to have Thatcher leading the attack as he can interfere with the Defenders' set-up and plans, jamming their devices. This enables his teammates to use their respective gadgets. For example, he would enable them to destroy walls that would have been protected otherwise.

Recommended composition: Sledge. Sledge can blow a hole in the wall and Thatcher can throw an EMP grenade in order to disable enemy traps in the room — all of this, without a single explosion.



DEFENDERS

MUTE

Mute is focused on protecting a location by disrupting enemy gadgets. He has a medium armor class.

Unique gadget: Jamming Device

Mute has a jamming device that prevents communications, such as remote detonations or usage of drones in its range. He protects his team's stronghold against breach charges and drones, rendering them useless as long as they are within the active jamming device's range. But jamming devices have a limited range so use them wisely: place them in a barricaded doorframe to prevent a drone from entering a room or at the corner of a room to protect two walls instead of only one.

Recommended composition: Castle. Together, they can really lock down a room by combining Castle's fortified barricades and Mute's jamming device that prevents breaching.



SMOKE

Smoke traps a selected area, strongly discouraging his opponents to navigate within it. He has a medium armor class.

Unique gadget: Toxic Gas Charge

Smoke can set a remotely detonable chemical gas charge that deals damage over time to anyone in the smoke. Smoke is the ideal pick if you like to plant traps. You can plant both plant a nitro cell and a toxic gas charge at the same time and detonate them separately in order to cover two entry points. But be careful with the toxic gas, Smoke is immune to it but not his teammates.

Recommended composition: Pulse. Pulse can tell Smoke where the enemies are and Smoke can throw a trap.



CTU: SWAT

Here are the 4 SWAT Operators you will be able to choose from in the Closed Alpha:

ATTACKERS

THERMITE

Sledge is a destruction-focused Operator, with medium armor class.

Unique gadget : Exotermic Charges

Thermite sets exothermic charge that destroy reinforced walls. He is an unstoppable breacher. He is especially useful while playing against enemies who are heavily relying on fortifications. Equip Thermite with frag grenades so that he can attack enemies right after the breach. However, keep in mind that exothermic charges can't be detonated if they are inside a jamming device's radius.

Recommended composition: That cher. That cher can throw an EMP grenade that disables enemy traps in the area (such as Mute's jamming device) — insuring that Thermite's exothermic charge can be detonated.



ASH

Ash is a destruction-focused Operator, with light armor.

Unique gadget: Remote Breach Launcher

Ash can fire a remote breach charge that burrows into a surface and automatically detonates. She can reach surfaces that would normally be hard or even impossible to reach such as higher windows or ceilings. Enemies will definitely be surprised to see the floor beneath them blow up! Additionally, the remote breach charges automatically detonate once they get stuck on a wall meaning that they cannot be affected by jamming devices. The remote breach launcher is also the best way to destroy a wall from a safe distance without exposing yourself if you expect the enemies to shoot you if you get too close.

Recommended composition: The Recruit, equipped with a Point Man's shield. Ash can blow out barricades and walls from a distance and, if there is a Point Man in the front, he can push through and draw their fire. Ash and the Recruit can execute this entire tactic while on the move.



DEFENDERS

PULSE

Pulse supports his team by detecting enemy presence. He has a light armor class.

Unique gadget : Heartbeat Sensor

Pulse detects heartbeats at a short distance through obstacles with his Hearbeat Sensor. If you play with Pulse, it's absolutely primordial that you communicate actively with the rest of the team, as you will be the only one to know the movements of your enemies nearby. The range of the Heartbeat Sensor is limited

to 15 meters. Be careful of Thatcher's EMP grenades as they will render the Heartbeat Sensor useless for a few seconds.

Recommended composition: Good with any Operator or Recruit, as long as you are good at communicating.



CASTLE

Castle is focused on blocking a location by installing stronger fortifications. He has a medium armor class.

Unique gadget : Fortified Barricades

Castle sets bulletproof barricades, more resistant than standard ones that will greatly slow down the enemies' progression by blocking doorways or windows. These barricades will require a higher amount of destruction to go through, as they block bullets. They are especially useful to cover up windows that are highly exposed to enemy fire.



Recommended composition: Mute. Together, they can really lock down a room by combining Castle's fortified barricades and Mute's jamming device that prevents breaching.

CTU: GIGN

Here are the 2 GIGN Operators you will be able to choose from in the Closed Alpha:

ATTACKERS

TWITCH

Twitch supports her team by remotely dealing minor damage to enemies and disabling traps. She has a medium armor class.

Unique gadget: Shock-Drone

Twitch pilots a shock-drone that can deliver electric shocks thanks to a short-range tazer, dealing minor damages and disabling traps. You can use her drone both as an observation drone (but it's not available during the observation phase before the beginning of the round) and a shock-drone, so make sure to use each one in the right situation. The drone can also be used a diversion to distract enemies while your teammates move in. However, beware of jamming devices as the shock-drone is vulnerable to them.

Recommended composition: Good with any Operator or Recruit, as long as you are good at communicating.



DEFENDERS

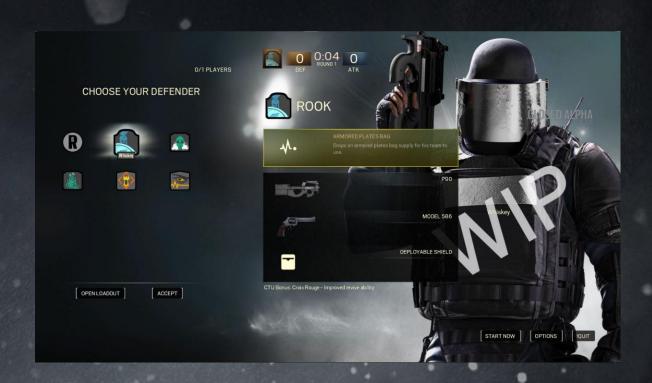
ROOK

Rook supports his team by providing them with additional armor. He has a heavy armor class.

Unique gadget: Ceramic Armor Plates Box

Rook will greatly improve your team's survival thanks to his Ceramic Armor Plates box. These Armor plates increase the chances of the wearer to drop in DBNO (down but not out state) when shot. It also increases the armor rating of anyone picking it up. Make sure to always drop the box during the preparation phase, as Attackers can destroy the box.

Recommended composition: Good with Mute and Castle. He can also maximize the roaming capabilities of Smoke.



RECRUITS

There is also the option to select a Recruit. Recruits are operatives that are less specialized, but very versatile. They can both Attack and Defend and have broader loadout options. However, they do not have a Unique Gadget. Recruits can be picked multiple times by the same team.

Note that during the Alpha, Recruits are the only ones that can equip the Point Man's shield.



WEAPONS & EQUIPMENT

The weapons available to your chosen Operator will allow you to shape their gameplay to better suit your preferences.

Once you've selected your Operator, you will be able to choose your loadout:

- Primary weapon
- Secondary weapon
- Generic gadget



The types of weapons available in Tom Clancy's Rainbow Six Siege can be broken down into the following categories:

Primary Weapons

These weapons are your main means of assault, and cover the following weapon types:

- Assault Rifles

- Shotguns
- SMG (Sub-Machine Guns)

Secondary Weapons

- Handguns
- Machine Pistols

Generic Gadgets

In addition to the unique gadget each Operator carries with him, you will be able to choose to equip one secondary generic gadget:

Attackers Generic Gadgets

- Flash-bang Grenades
- Fragmentation Grenades
- Smoke Grenades
- Breach Charge

Defenders Generic Gadgets

- Nitro Cells
- Deployable Shields
- Barbed Wire

MAPS & STRATEGIES

In this section we'll go over the maps available in the Closed Alpha and some basic strategies to get you started.

MAPS

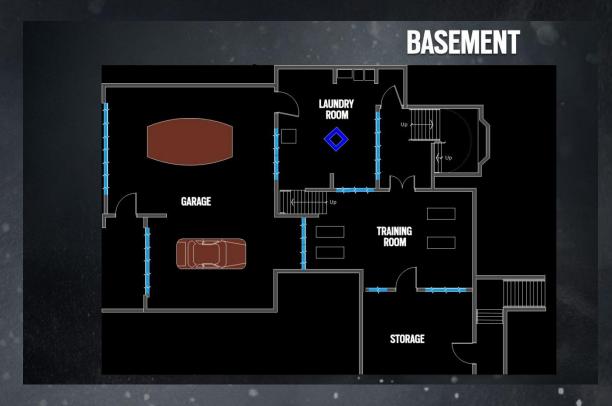
House

Set in the suburbs of the United States, this two-story house features:

- For the Attackers, a rappel everywhere mechanic on the House's exterior structure
- 3 Attackers' spawning locations
 - River
 - Building under construction
 - Backyard
- 4 Defenders' objective locations
 - Mater Bedroom (top floor)
 - Workshop (top floor)
 - Dining Room (main floor)
 - Laundry Room (bottom floor)
- 3 trap doors
 - Master Bedroom (near the couch)
 - Lounge (near the pool table)
 - Kitchen (near the fridge)

Note that these trap doors are all access points to objective locations below them. Whether you are on the attacking or on the defending side, you should pay close attention to these hotspots.

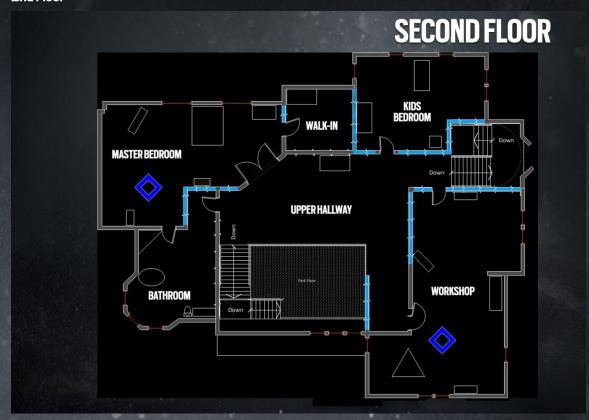
Basement



1st Floor



2nd Floor



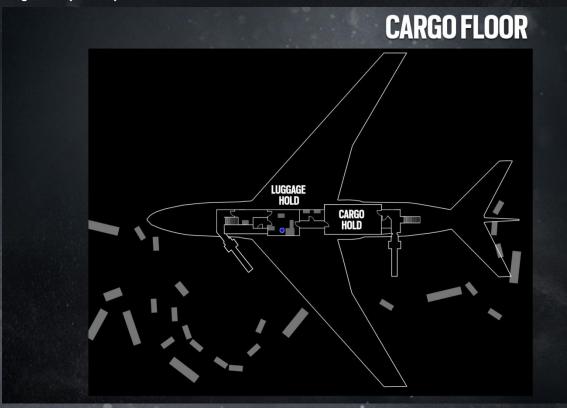
Plane

Grounded according to FAA guidelines for hostage scenarios, this hijacked plane offers:

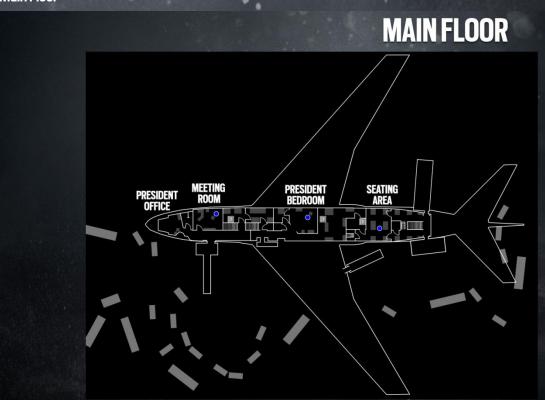
- A more narrow, horizontal layout.
- No rappel on the plane.
- 4 Attackers' spawning locations
 - Front (left side)
 - Middle (under wing)
 - Middle (right side)
 - Back (left side)
- 4 Defenders' objective locations
 - Meeting room (main floor)
 - Bedroom (main floor)
 - Journalist seating (main floor)
 - Cargo (bottom floor)
- 5 trap doors
 - Cockpit (top floor)
 - Server room (top floor)
 - Staff seating (main floor)
 - Changing room (main floor)
 - Security room (main floor)

Note that most of these trap doors are access points to objective locations below them. Whether you are on the attacking or on the defending side, you should pay close attention to these hotspots.

Cargo Floor (Bottom)



Main Floor



Top Floor



STRATEGIES

Here are some helpful strategies to get you started in your first games of Rainbow Six Siege:

Stick with teammates that have unique gadgets that work well with yours. Synergy.

ATTACKERS

- Use breaching charges judiciously. They can open new pathways into rooms and line of sights
 (walls and floors that you can shoot through but cannot traverse). Be creative in your uses. It is
 possible to breach through a trap door on the floor and drop a surprise attack on the defenders.
- Use your drones to scout the objective location, enemy's fortifications and positions, and then place your drones in order to gain an area of surveillance. It is advisable to hide a drone in a position where the hostage is visible, so you can keep eyes on your objective.
- You can disable the defenders' security camera feeds by shooting them out.

DEFENDERS

- Use destruction to your advantage. You can use shotgun blasts to create your own line-of-sights (walls and floors that you can shoot through but cannot traverse), or even use explosive gadgets in order to create unexpected openings that were not once there.
- You can position your defenses to leave intentional "weak" points, and thereby lure the attackers into a well-laid trap.
- Use the security camera feeds to gain intel on the enemy team's position and their movements.
 You can use this information to adjust your team's tactics on the fly.
- Eliminating the attacker's drones will rob them of visibility.