



ART OF SIEGE GUIDE

**4-PAGES EXTRACT OF THE ART OF SIEGE GUIDE
INCLUDES IN THE RAINBOW SIX : SIEGE - ART OF SIEGE EDITION**

TOM CLANCY'S
RAINBOW SIX | SIEGE



HOUSE

72

This small map shows an elegant suburban American home, relatively isolated, with a river running close by. The house is set in extensive grounds with a large summer house in the south garden. The property has a spacious basement with a garage and a gym, a ground floor with five rooms, including a kitchen and a dining room, and an upper floor with two bedrooms, a spare room, and a bathroom.

5 KEY POINTS ON THE MAP

- ◆ The entry porch and respective balcony are a vital in connecting the north and east sides of the house.
- ◆ The master bathroom on the first floor is a good access point with its numerous windows and destructible walls.
- ◆ The garage in the basement level has two entrances in the form of large, lightweight metal doors that can be destroyed.
- ◆ The workshop on the upstairs floor is a safe location, as it contains various elements that can be used to hide behind and the floor cannot be destroyed.
- ◆ The roof of the summer house in the south is accessible via ladder, and is a good vantage point from which to monitor the upstairs bedrooms.

TIPS FOR ATTACKERS

Deploy at least one operator in the team with a shield (Montagne or Blitz) capable of penetrating the most robust defences. Similarly, the presence of Ash or Thermite would be vital, the former to create breaches from a distance, the latter to breach reinforced walls. Moreover, do not hesitate to exit the house and sneak round to surprise the enemy from behind. It could be useful to position an operator, preferably Glaz with his Dragunov SVU rifle and flip sight, on top of the summer

house to survey the entire south side of the house. Glaz can also snipe through the upstairs bedroom windows while covering any teammates arriving on the south (kitchen) porch and balcony. Throw his smoke grenades to conceal the assault group. Finally, keep a close watch on the balconies, because attackers are vulnerable to fire from defenders on more than one side. However, the advantage of the balconies is that they can accommodate more than one attacker, in addition to those rappelling down.

73



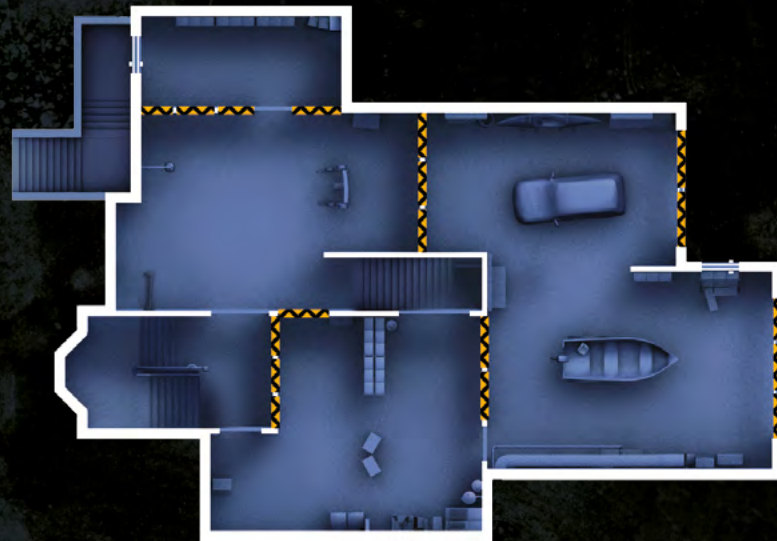
INSERTION POINTS

A Starting from a construction site across the street provides a direct line to the front door—but this is a risky option. Take the small steps that go down to the basement entrance on the west side of the house for a less obvious point of insertion. You can also reach the numerous windows on the north façade from the ground floor or by climbing to the first floor.

B From the riverbank, look to gain entry through the garage by blowing up one of the metal garage doors or by scaling the façade, but beware of the large dining room window, from which defenders can fire down. The fence on the south-east portion of the grounds has two openings, with steps leading to the summer house and to the south façade of the main house, where the rear (kitchen) entrance porch is located. The porch can be climbed to access its respective balcony.

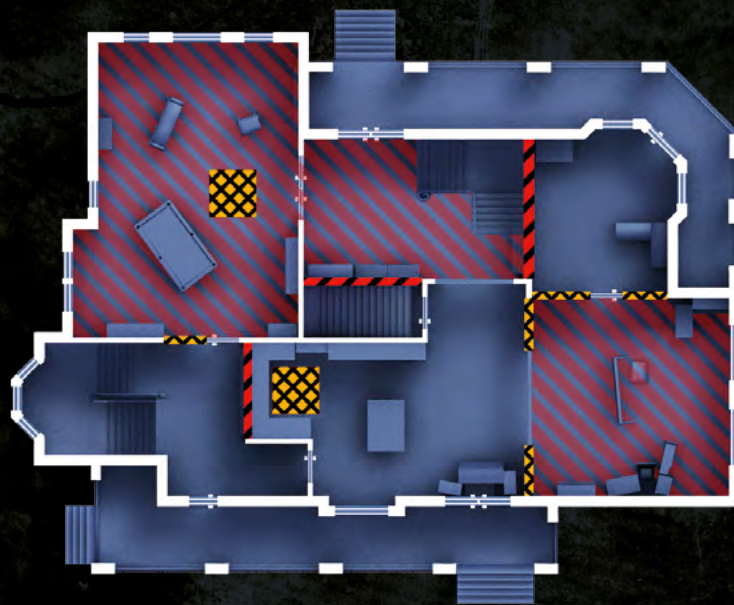
C Entering the grounds behind the house to the south, the roof of the nearby summer house is accessible and makes a good sniping position, as does the raised wooden platform to the west, which provides an excellent view of the child's bedroom and also of the stairs between the floors. Note that from the child's bedroom, defenders can fire on attackers scaling the south and west façades of the house.

BASEMENT




74


GROUND FLOOR



-  BREAKABLE WALLS
-  BREAKABLE FLOOR TRAPS
-  LINE OF SIGHT WALLS
-  LINE OF SIGHT FLOOR

PLAN OF ACTION

 Use the porches to scale the north or south façades of the house to gain access to the roof. If the hostage is confined to the master bedroom, an attacker could rappel down to the window while another sneaks in through the bathroom window. If the hostage is held in the dining room, shoot through the bedroom floor and drop through the hatch. Lastly, if the hostage is in the laundry room, blow a hole in the wall adjacent to the stairs and use the hatch from the kitchen.


 The workshop is the safest room for a hostage. Leave the task of reinforcing the workshop or master bedroom windows to Castle and his armoured panels (consider pairing him with Mute and his signal disrupters). If you're in the master bedroom, use a rifle butt to make a small breach in the barricade to monitor the corridor. Finally, place barbed wire on the stairs to hinder access upstairs or to the basement.

1st FLOOR



75

TIPS FOR DEFENDERS

 Have no qualms about inflicting damage to the residence if it plays to your advantage. To more effectively monitor the arrival of any enemies, use explosive charges or a pump-action shotgun on the walls in the master bedroom or bathroom to create a line of sight onto the main corridor. The same applies to the walls between the laundry room and the garage and between the laundry room and the stairs. Similarly,

reinforce the hatches in the dining room and laundry room ceilings to block any forced entry. The dining room window on the ground floor and the child's bedroom window on the floor above make for good surveillance and firing positions. Keeping at least two defenders posted outside the room in which the objective is located will give the enemy a nasty surprise; and feel free to use the hostage as a human shield, because if he is hit or killed by enemy fire, the attacking team automatically loses the round.