The Zero Rebalance (Concept)

- Argus Cameras massive sound reduction
- Argus Laser replaced with EMP burst
- Argus Camera green Night Vision filter removed
- Argus Cameras able to be picked back up after deployment.
- Smoke Grenades added
- SC3000K damage reduced by 1 (from 45 to 44)
- SC3000K recoil decrease (Mouse and Keyboard)
- Consideration of "the experiment"

Part 1: Faults in design and suggested solutions

"God it feels bad that they fucked up Sam Fisher. It just hits right in the gut. Man, it hurts." (TheRussianBadger timestamp 14:50)

The iconic goggle whirring noise associated with Sam Fisher is very present in Rainbow Six: Siege. Once a sound associated with stealth, being a silent predator, an instrument and weapon of top secret NSA initiative who would turn on you if you got caught. It is also the last part of the comically audible sound cue for the deployment of Zero's Argus Camera. Needless to say, we are far from Splinter Cell here in Siege. Zero is an operator who struggles with remaining practical at the higher ranks of competitive Rainbow Six Siege due to his inconveniences, unnecessarily loud audio cue, and clunky gameplay. As a massive fan of Sam Fisher and avid player of Siege, I believe we as the community should be highlighting the faults of our favorite characters to better voice our feedback for improvements instead of waiting for bandaid changes. Especially ones with such clear and blatant issues which hold them back significantly and are not being actively addressed. Zero has a variety of problems and some solutions can be found by looking at his other appearances, but let's begin with the problems that lie with picking him to use in the first place.

Information is a key utility and has remained so for many years with cameras being considered elite information gadgetry. Siege players seem to understand the power of information and cameras in particular extremely well considering that Valkyrie has been widely considered a top operator since she was released in Operation Dustline (Y1S2). Logically, an operator with a lot of cameras is invaluable. The only problem with that is how the attacking team already brings ten drones. Ten cameras that can be placed almost anywhere on any given map at any time. If you bring an operator whose only ability is more cameras you trade off utility you would have otherwise brought in favor of a resource you already brought in abundance. Yes, players lose drones all the time, however losing ten drones is borderline negligence of the attacking team. It is not hard to pre-place your drone to watch a common rotation or entry point to maximize its usefulness and survivability. Solis (while much better now than in some previous seasons) is not nearly the monster she was at the release of Operation Solar Raid. Zero is a highly inefficient flank watch considering the attacking team brings enough tools to often watch the flank without him.

Secondly, if in the scenario where you are in need of cameras I have a single question to ask. Why are you not bringing either Twitch or Brava? There are so many more advantages to those two operators. Sound is the first one (I'll brush on that later), but then convenience and utility clearing potential are also better. Zero's Argus cameras cannot move and therefore have blind spots where players can stand and aren't visible. With a drone, you can just drive around and scout, and you also don't even have to face check an angle to put a camera out. If you die because you didn't see a player when you droned then simply drone better. Argus cams that's not necessarily an option because the cameras being fixed in position makes blindspots a problem that cannot practically be worked around. Not to mention with drones, if they find your drone, you can still quickly drive away which Argus cameras simply cannot do. Then, when it comes to utility clearing both Brava and Twitch are better because Brava can clear a wider variety than both Twitch/Zero and a good Twitch will destroy more utility in a round than the best Zero players will. Bank has open enough rooms with small enough blind spots that can be seen around that I can understand him being brought there over Brava or Twitch solely for information gathering. Outside of Bank, I've also found some success on Border with Zero but I think Twitch or Brava is still probably better if you just needed cameras. As far as bringing more cameras, Zero is outclassed in everything besides the amount of cameras he brings.

Thirdly, when it comes to the necessity of bringing a flank watch operator, I just don't understand why anyone should bring Zero over Nomad or Gridlock. For Zero somebody on your team has to either be dead or actively sitting on the camera while alive. Compare that to Nomad or Gridlock where they get loud audio cues when somebody is there and still don't need to dedicate somebody to actively watch the flank. With that extra man not being on the Zero camera, you can now position better, take more map control, and apply more pressure. With this in mind I understand Zero being better than Nomad for the open spaces on Bank, but Gridlock is still fairly effective on Bank. Not to mention that Gridlock and Nomad both have better push potential in their secondary gadgets as Nomad has flashbangs and Gridlock has both frags and smoke grenades.

"You're overall better off picking something else" (SenVale on ranking Zero as a D Tier operator for Y11S1 timestamp 11:30)

Now let's talk about audio. "His cameras are too loud" are sentiments I've seen or heard from many players, including professionals like Rasco100. Argus cameras are unreasonably audible, so let me provide some context. At the end of this past June (2025) I was playing a quick match with a friend, and I heard an Argus camera pierce the ceiling while I was fighting an Ash on the objective site as a defender. When she backed off, I looked up and found the camera immediately and destroyed it before it even destroyed a friendly gadget. The Zero player tried to shoot two more cameras in the objective while fighting this Ash and I felt his annoyance as I destroyed them. The Ash player tries to pick a fight one final time and I kill her but amidst this, I hear the sound of a fourth camera as I'm performing her lobotomy. I called the camera sound out to my friend two rooms over because I didn't see it. It turns out that it's because it pierced into his room and he immediately shot it. All aspects of the Argus Cameras being even placed are so loud that I will go as far to say that if you are solo clearing a wall to breach as Zero and are successful, then it's because you got lucky on a sound bug, the enemy are deaf, there was nobody there to stop you, or the enemy team is just completely oblivious. I'll even state that "make sound" to cover

the audio is unreliable given my experiences. The current sound on these cameras is such a ludicrous hindrance to an already niche gadget.

“You can shoot a Zero like through the floor to get like a Kaid off or Bandit, but that’s only if the defender is literally deaf and can’t hear the Zero cam being shot through the floor. Most of the time (at least in my lobbies) if I’m trying to do this, they’re just going to shoot the camera, and I can’t actually use it to actually do anything effective” (Poxonlox timestamp 42:10).

The next problem is the night vision filter. I love the night vision on his cameras conceptually. Outside the thermal view on other cameras and Glaz’s thermal scope, it is the only night vision in the game. The only problem is that everything is green and because of that you can lose vital information by a lack of visible detail. For example, I was playing a match with another friend around early 2024 or late 2023 and he had a Zero camera in a room he was about to enter. I looked at the camera feed for him like a good teammate and called out a frost mat below a window, but nothing else was immediately visible other than that. He vaults in the window and immediately dies because the top of a Frost player’s head was part of a line of sandbags and due to the coloration of everything being green I wasn’t the wiser. The best part is when I apologized to my friend I told him to check the camera and even he could not see the Frost player who I could now see easily because of the context. He knew where they were because she just killed him and still he could not see the enemy because the filter hindered his perspective. It is a small change that could go a long way.

Finally, if anything is to be done in the balance of this operator then I want to take “giving him more cameras” off the table. He has so many cameras that most players won’t even use them all. In fact, I will go as far to say that him having so many cameras is a hindrance to his team. As the attack, you already bring TEN drones. That can be a lot to cycle through, but everyone knows that a lot of drones get destroyed. This can be bad because a good team understands the power of their drones and takes measures to maximize their effectiveness and not lose them. This means that lets say 4 drones get shot and it’s a good day and all six Zero cameras are out. The attack now has to cycle twelve cams amongst at most 4 players. To make sure there’s no overlap you now have to communicate who’s watching what because with that amount of intel on the board, there’s probably going to be two players watching the same spot on different cameras. Now your team is bogging up the comms and ruining the audio for the living. I’ll admit this can be avoided, especially with recent UI changes, but in my time of playing Zero, I’ll say it has happened a fair amount.

I want to state that it’s not all bad for Zero though. The Gonne 6 and secondary hard breaches are great utility for any attacker, especially on vertical takes. Then to top it off he has the SC3000K and MP7 which are both immaculate weapons. I’d go as far to say that the SC3000 needs a nerf because of how good it is on consoles. I can hit 20/25 headshots from 20m away with a horizontal grip, extended barrel, and a reflex while full spraying. With that extended barrel the SC3000 becomes so much better than every other primary weapon because of the sheer DPS. The SC3000K is not SMG12 busted, but it has become the main reason to pick Zero among players I’ve played with recently. He’s become treated like just a gun.

Over the last ~1800 words I have ripped into Zero's faults and probably angered some readers. For your anger, I do offer some apology as it was not my intention to make anybody mad. I do understand that anger comes from frustrations and implications about many of you as players. I still uphold what I have said about Zero though. No, I do not hate the character. I am doing this because Sam Fisher is among my favorite characters in all of fiction and his poor performance (not only in game, but statistically) is something I find disheartening and I only seek to amend some of his faults and make him better.

General improvements I recommend (reasons for rebalance stated above)

Make the Argus Cameras much quieter across the board. This is the single most imperative change that needs to be made. If the cameras are quieter their survivability massively increases. With them being quieter, the cameras can be used far more aggressively than currently and would no longer have Zero mitigated to a flank watch. Zero cameras will still be shot for numerous reasons such as, the large amount of ceilings with no visual obstructions preventing the camera from being seen and their continued lack of mobility.

I do have my concerns with the cameras being as quiet as they'll more than likely have to be. I believe that if quiet enough, the utility clear from the laser could prove completely overpowered. I think replacing it with the EMP shot that's currently on defender bulletproof cameras is the perfect substitute and fits better with the character than the laser ever did. The trade offs are that you can no longer clear Mira windows or destroy other pieces of utility like cameras and Goyo cans. However, Zero would become another distance counter to Maestro, as well as disable gadgets like Melusi "wubbs", Clash's shield, metal detectors, and forms of wall denial such as Kaid or Bandit. For that I think it's a relatively fair trade off. Another small (basically pointless) reason is that an EMP can turn off lights which heavily aligns with the character and playstyle of the Splinter Cell games.

Another major improvement is the ability to disable Kaid claws and Bandit batteries through walls. With this change Zero players would not have to consistently keep sacrificing their cameras repeatedly if they sought to solo breach any wall. Given the number of ops that can currently solo breach, and the ease of tricking it by a Bandit/Kaid, as well as the difficulty hitting the Bandit battery/Kaid claw through a wall, this is a reasonable improvement that is still highly counterable. Not to mention that on some wall the top of the reinforcement protrudes outward enough to block the line of fire for the camera making a removal of the Bandit battery/Kaid Claw with the current laser practically impossible.

Remove the Nightvision filter. In the Splinter Cell games there were cameras that you could shoot out and those cameras had night vision, but it was toggleable. I do not see any good reason for having the green filter when we don't really even have night maps right now anyways. It absolutely can be a hindrance, and I'd rather it be removed for sake of practicality than remain as the most niche nod to roots not even leaned into by Siege's design of the character.

Make the Argus Cameras able to be picked back up. I haven't mentioned the bugs here, but I have experienced many while playing this operator. Not long ago on Emerald Planes, I shot a camera into the skylight and it got stuck on glass instead of just going through. That is just one

example, and doesn't account for the bugs related to bouncing off invisible walls, being destroyed midair (not shot or caught by Jager ADS either, they just destroyed themselves), not being able to fire the laser despite not being on cooldown, and not being able to pierce when the reticle said you could. I do think these bugs have been getting rarer, but it is still noteworthy. Not to mention Sam could retrieve his sticky cameras in Splinter Cell, so there is also some lore consistency if he can do so in Siege.

If all the other changes are made, then realistically he wouldn't need all six cameras. That amount of what we be (now) reliable information would be far too strong. Going back to four would be ideal as it would not be bogging up the camera network to the current degree and its the amount of cameras he launched with.

Take a single damage point off the SC3000K. It will remain amongst the top echelon of attacking weapons, but won't be nearly as oppressive as it currently is with the extended barrel. It'll perform about as well as Jackal's C7E which is still a great weapon. Maybe mildly increase the recoil for the SC3000K on console and mildly decrease it on PC as it's definitely too controllable from my own experiences on console, but I've heard it's a bit bouncy on PC by comparison.

Consider giving him smoke grenades. One of his biggest hindrances is his lack of push potential outside of his god tier weapons. A well placed smoke grenade can blind defenders, and force them to move. It's not nearly as aggressive as a flashbang, can be used in a support capacity, and I think it fits the character extremely well. I used to use smoke grenades in Splinter Cell Chaos Theory on Bathhouse every run of that level.

The Experiment: Silent Step passive (unique 5.7USG only)

Justification

When Sam Fisher was introduced in Operation Shadow Legacy, he joined team Rainbow using only one weapon that appeared in all six main Splinter Cell games. In his loadout, only two weapons appear in Splinter Cell more than once. The MP7 is usable in both Splinter Cell: Conviction and Blacklist, the SC3000K only appears in Conviction, and the Gonne 6 never appears in the series. The final weapon in Sam's loadout is the most iconic weapon in the whole Splinter Cell series. The FN FiveseveN which appears in every single mainline entry.

In Splinter Cell, there is not a weapon that you use more than the FiveseveN. In the first game, it is the only weapon you have until almost halfway through the game. In Pandora Tomorrow, it had precision via the laser sight whilst being quieter than the SC20K-MAWS. By Splinter Cell Chaos Theory and Double Agent, it had the OCP to disable lights and other electronics without raising the suspicion associated with them being destroyed. In Splinter Cell Conviction it was the best weapon in the game because it had 4 marks and executes (which was tied with the M468 for the most in the game) on top of it having infinite ammo and the ability to fire from ledges and pipes (unlike the M468). In Splinter Cell: Blacklist, it was the second best handgun in the game being mildly weaker than the SC-IS Pistol (which was later retconned in Ghost Recon Breakpoint into being a variant FN FiveseveN).

In Siege, Zero (Sam Fisher from Splinter Cell) has a unique variant of the 5.7USG. For obvious reasons his pistol performs suboptimally from a rifle or submachine gun. He also has the Gonne 6 which is objectively the better secondary to bring due to its ability to clear bulletproof utility. The advantages of being able to clear bulletproof utility far outweigh the risks that come with not bringing a handgun as players can be more conservative with their prefires. Essentially, the only iconic part in this iconic operators kit, is suboptimal in a competitive environment.

Essentially, I seek to add a passive to Zero's weapon to incentivize its use in a competitive environment whilst still keeping the option for the Gonne 6 (and the advantages that come with that). I think this is the ideal way to help ground him in the stealth roots that the character is known for without (hopefully) making the character overpowered.

The Old Passive

For those unfamiliar, Zero used to have a passive ability. He still kind of does, but it is not what it used to be. His 5.7USG for those unaware is completely unique to him. When he released, his 5.7USG did full damage and kept all the benefits of a suppressor without the drawback of a damage reduction (which is why it has a different icon in the kill feed). This was justified as the weapon having an "integrated suppressor". Unlike other variants of weapons that are integrally suppressed, Zero's 5.7USG is balanced exactly the same as the normal 5.7USG.

NOTE: While testing, it appears that only Echo's MP5SD is the only integrally suppressed weapon without the full effects of the suppressor. The MP5SD has shot tracers unlike other suppressed (and integrally suppressed) weapons. It does not however have notification markers just like other suppressed (and integrally suppressed) weapons. I am unsure if that is still intentional in design or a bug.

Because its advantage over the normal 5.7USG has been buffed into pointlessness, with both weapons being completely identical except for one having a removable muzzle attachment, I suggest this weapon gets a new passive to replace the old one. Something incredibly niche, but still fits with Sam Fisher's character.

The Passive

I would like to see an experiment run on the Testing Grounds where Zero gets a silent step passive when he's actively using his unique 5.7USG (holding it in his hands). There's so many more drawbacks in this scenario than when Nokk had the silent step ability. Nokk, of course, is completely invisible to cameras and unlike Vigil gives no notification of her gadget in use. Zero with this passive on the other hand would still be visible to all cameras. That still doesn't even factor the Kapkan traps, Lesion mines, Ela mines, Thorn Razorblooms, Castle barricades, barbed wire, Denari lasers, Fenrir mines, proximity beepers, Aruni gates, and Melusi "wubbs" that could give away this passive ability. That is 9 operator gadgets that directly counter this passive and several secondary gadgets that do as well (without factoring operators whose gadget is a camera). I think this could be very fun to play with, it helps align Zero with the stealth gaming icon he was in Splinter Cell, while having profound risks. Also, as far as passives go Skopos

having gained a second passive is an argument alone for more passive abilities in the game, not to forget that Solid Snake has a passive as well.

One of the most notable differences in this scenario compared to previously being on Nokk is that it is much harder to win a gunfight against the T-5 on Lesion with just the 5.7USG in comparison to the FMG9 or SIX12SD. Zero's 5.7USG does only a meager ~40 damage for a semi automatic weapon making it far less than ideal for taking gunfights. There is also the tradeoff of losing the Gonne 6 which means a hit to utility for essentially a selfish reason.

I should also state that he has in lore proven he can do this multiple times recently such as the finale of Ghost Recon Breakpoint Deep State DLC, sneaking up on Deimos in the Year 9 reveal, in the operator banter dialogue (R6 Siege Archive timestamp 0:55), and finally during Solid Snake's reveal.

There would have to be other things to differentiate the weapon from the other 5.7USG like renaming it and changing the suppressor model. I would also go so far as changing it a little statistically like increasing the damage to 45 and adding a red dot sight, but reducing the magazine to 18+1 shots. Ubisoft could even reuse the Night Vision filter here instead of the Argus Camera while the passive is activated as another balancing metric, and it would also imply that he's using his goggles to sneak around. It is one of those things where we let the community try it and see how it goes before thrusting it into the game. I think it would be far less powerful than Dokkaebi's passive hacking of cameras or the combination of both of Skopos' passives. Finally, it serves as a legitimate reason to use the only iconic part of his kit that is from the Splinter Cell games.

Other passive suggestions I have seen (and why I don't agree with them)

The First Passive and why I am not a fan

One of the passives I always see discussed is giving Zero an interrogation. Interrogation was one of the core aspects of the old Splinter Cell games. Sam would kidnap some poor soul and threaten them (or worse) for information. There are two reasons I never liked the idea of Sam being able to do that in Siege. The first reason is balancing related. How would you even balance him having an interrogation because it cannot be the same as Caveira. If you found a way for it to even be fair, considering the risks, could it be done in a way to make it remotely worth the risk? It just seems implausible to balance while keeping it potentially worthwhile using.

The second reason I am against him getting an interrogation is because of the length in which they occurred in Splinter Cell. Some interrogations lasted more than a minute, and even then some guards and persons of interest could resist. There is a guard in Splinter Cell who is so stupid that he doesn't give you information because he thinks it's cool that he was being attacked by a "ninja".

The Second Passive and why I am not a fan

The second passive I have seen suggested is for Sam to be able to climb hatches like Oryx. I kinda like this, but I feel like it's super niche and almost completely intrudes on Amaru. How often are we really takingAmaru to climb hatches? It is not all that common in my experience. Even then, in scenarios where Amaru climbs a hatch it is extremely audibly telegraphed in comparison to the audio that Oryx makes (which isn't as loud but isn't particularly quiet either).

The Third Passive and why I am not a fan

The final passive I have seen suggested for Sam is gaining the On Site Procurement Pouches. This is something I heard Kudos suggest on his livestream. I do not like this idea because I do not think it particularly fits with Sam as well as it does for Snake. In Splinter Cell, there is a degree of "on site procurement", however it is usually limited to things like bottles, bricks, datasticks, and in the final level of Chaos Theory the shock rounds for Sam's grenade launcher.

Another reason I am not the biggest fan of it is that he could lose his secondary hardbreaches. I may not feel like they fit the character particularly well, however they were introduced when he came out and they synergize with his kit very well.

Conclusion

Do I think this would fix all of his issues? No. Absolutely not, but it wasn't supposed to fix them as much as mitigate them to more reasonable levels and address issues that could be created while keeping him true to his roots in Splinter Cell. I think after any implementation of these proposed changes, he would still be a fairly situational pick. However, in the scenarios where he's brought outside the niche found on Bank, he would be MASSIVELY more practical and convenient for higher skilled players. That alone makes it vital to me that these suggestions are actively considered by the team at Ubisoft Montreal and discussed by the community.

Part two: Lore

I'm going to break down every single lore issue I have with Sam Fisher in Rainbow Six:Siege.

The Scenario (lore)

Sam is on the run from an unknown enemy and joins team Rainbow as an instructor. I don't really mind this concept, but the execution of it really wasn't the greatest.

Sam Fisher has worked as a training officer before (notably in Third and Fourth Echelon). In that time he trained Splinter Cell's in stealth infiltration and tactics. That's the thing, anybody that's ever played a Splinter Cell game would immediately note that there is a huge difference in skill set to do what a Splinter Cell does versus what a Rainbow Operator does.

Sam Fisher makes sense as a specialized mentor in infiltration, reconnaissance, and counter-intelligence. Sam is essentially not the most qualified person to be teaching siege tactics. Rainbow hiring him as the general training instructor is like hiring a Social Studies teacher to teach English. There is some overlap, but he is not the most qualified. If it wasn't for how

headstrong Thatcher is for the “old ways”, he is the logical choice as he has the most training and relevant experience in Siege tactics. He is “out of place” as Team Rainbow’s primary authority in siege doctrine.

If I am writing the lore, I would have Sam transfer out of the role as the lead training instructor for team Rainbow and instead, have him transfer into the lead training instructor for the Ghost Eyes squad. I would then find another “old” Rainbow Operator from the original games (or Vegas) to run the training program. This way the lore works better for this instance.

Another thing is DECANONIZE ANY OPERATOR KNOWING ABOUT ANY OF THE EVENTS OF THE SPLINTER CELL GAMES. The whole thing with what Splinter Cell’s do is they are shady and as unethical as it gets. If other nations knew about the Splinter Cell program or even some of its missions, it WOULD cause an international incident (Georgian Information crisis especially) and massive problems domestically in the United States as Sam often spied on entities domestically (Broke into CIA, Displace, JBA). Fourth Echelon doesn’t even officially exist either so remove it from his bio or have it as “redacted → Fourth Echelon”. Please retcon how Solis and others know about his work (Solid Snake should be fine to keep aware of the events of Splinter Cell).

Splinter Cells - NSA/Third Echelon/Fourth Echelon operatives who are essentially asked by the government to do shady acts undetected. Splinter Cell’s are a ghost shadow and their missions “never happened” and they “weren’t there”. They are professional ninjas sent to do the impossible in the most highly secure places imaginable.

Third Echelon - Top secret branch of the NSA that specializes in the collection of sensitive information from the most difficult and secure locations. Founded in 2003 and disbanded in 2011 after the events of Splinter Cell Conviction. Succeeded by Fourth Echelon.

Displace - Displace International is a private military organization founded in 2003 by former Marine Douglas Shetland (deceased). Displace International was taken over by another PMC called Black Arrow after the East Asian Cyber Crisis in 2007.

John Brown's Army (JBA) - A United States domestic terrorist organization founded by Emile Dufraisne in 2002. It was largely dismantled in 2008 although it did still survive in small sects.

The Fit (outfit)

Default

I don’t really think that he looks like Sam Fisher in the default skins. I think it’s the beard that is killing it for me. It’s the straightest beard I’ve seen. It’s too late to change it, but a beard more like what was seen in Ghost Recon looks more like the iconic character to me.

The coat doesn’t make sense at all. He’s wearing it over his ops suit from Splinter Cell: Blacklist, and assuming that it’s an upgrade over the older model then it regulates temperatures. The sleeves are also zip on and off so they can just be reattached. It’s less weight and not to mention the coat looks kinda silly.

I don’t mind the assault pack. Logically the needs of a siege operation are going to require more gear than in Splinter Cell (from a lore perspective).

I do find the lack of gloves weird. He had them in the animated cinematic for the season he released. Then the skin just doesn't have them. Maybe one day we can get a bundle based around his look in that initial cinematic because it looks pretty good to me.

The Elite

I have the weirdest love/hate relationship with this. I loved it at first when it was released because he actually looks like Sam Fisher. Now, there is just… I think it got ruined for me because a member of the Splinter Cell community made her own models and then I saw all the inaccuracies in the one from Siege. So I am going to break down all the inaccuracies I can think of without looking at the Siege model or the one from the original Splinter Cell games (which the skin is based off)

1. Wrong goggles. The goggles depicted are reminiscent of the Fourth Echelon era during the events of Splinter Cell Blacklist
2. Sam Fisher does not wear an earpiece. He has a subdermal radio in his neck which is a plot point for several missions in the Splinter Cell franchise.
3. Lack of OPSAT on left forearm. I understand the technical limitations and extra work that it would've taken for him to use it, but to omit it entirely makes me sad.
4. Incorrect undershirt. The undershirt from the original games is a black/grey color and not a weird purple/(kinda green). The notable diamonds are missing from his sleeves as well.
5. The vest is incorrect as well. The vest is too loose fitting and lacks the corset-like strings on the back for tightness. The entire back is actually wrong but I lack the words to describe the top part. Instead the back is completely plain except for a single radio and oddly placed pouch. The vest also does not appear armored (which doesn't make sense).
6. Incorrect knife placement. His knife infamously is on his back right hip in Splinter Cell. In Siege the knife is placed on the front of the vest. The knife is also incorrect (it being the karambit), but I'm going to let that slide because the karambit in the feed is pretty cool.
7. Incorrect gloves. The gloves also have that weird purple coloring to them. The design is also off. The gloves depicted are more similar to the ones featured on the Mk VIII tac suit from Splinter Cell Blacklist.
8. Unbloused boots. Sam has his boots bloused in the original trilogy (from which this suit is based).
9. The camo on his pants is incorrect. He wears a flat black trouser or a dark black and grey camo. The camo here has much brighter shades of black and grey than previous depictions of his tac suit.
10. There are no built in kneepads on the original suit. In certain missions he does have visible kneepads on the outside of his trousers, but they are not built in.

The loadout

The FN FiveseveN

This is the iconic weapon from the series and it makes an appearance in every single Splinter Cell game. It is also THE ONLY iconic weapon in Zero's kit from the Splinter Cell franchise. I do have two notes about its implementation in Sam's kit.

1. The 5.7 was phased out by Fourth Echelon in place of the SC-IS pistol. The SC-IS pistol is a modified FN 5.7 pistol with an integral suppressor. In Siege, we get the standard 5.7USG. It is easier to just reuse the asset and I don't blame anyone (especially considering he only used the FN FiveseveN until Conviction), but I felt it was worth noting.

2. The suppressor on the model is incorrect to Sam. Sam is always seen with a cylindrical suppressor on his FN FiveseveN. We have cylindrical suppressors in Siege, refitting a different suppressor model onto his variant FiveseveN would take time but probably would not be particularly difficult.

SC3000K

The lore. This is a custom FN F2000 made for Splinter Cells by Third Echelon. It replaced the SC-20K MAWS as the standard issue rifle of the unit. It was later replaced by the SC40K designed by Charlie Cole of Fourth Echelon.

I have three notes.

1. The SC3000K replaced the SC-20K MAWS *after* Sam left Third Echelon (following the events of Splinter Cell: Double Agent). It was only featured during the events of Splinter Cell Conviction when Sam wasn't a part of Third Echelon. There is a good chance that he never canonically used this weapon.
2. The model in Siege is not the same as the one seen in Splinter Cell Conviction. I will overlook this just as I did the retcon of the SC-IS pistol where they made it a modified FiveseveN.
3. This weapon is outdated. The SC40K exists, and he uses it. It makes an appearance during Ghost Recon Wildlands (which IS canon to Siege). Not only does it make an appearance, but Sam is the one using it.

MP7

One note. Sam uses the MP7A1 in Blacklist, and we actually see him with it. As for whether he canonically used it… unclear, but it is far more likely than the SC3000K.

Gonne 6

No notes believe it or not. Seeing as it was developed for use by team Rainbow during his time there, logically he found a use for it. From a competitive gameplay perspective, it is the most logical secondary to use in his kit. My only qualm against it is that you aren't using the literal ONLY iconic part of his loadout.

Argus launcher

Infamously the Argus launcher and cameras did not exist in any of the Splinter Cell games. Instead we had the sticky cams which were fired from an underbarrel grenade launcher. I'm fine with this change because removing the launcher means less weight on the weapon itself and therefore easier precision for shooting things like a certain Kombayne Nikoladze's head. I would like to say that the launcher firing is very loud in game (but lore and game are different)

Argus Camera

These things are a straight up downgrade from the sticky cameras of old.

Lets venn diagram the two for pros/cons/ and shared features

Sticky Camera	Both	Argus Camera
+Quiet +retrievable + not forced nightvision (toggleable) + toggleable thermal vision + gas grenade + distraction noise feature + smaller + no goggle whirring noise -laser -no piercing -less convenient carry	*camera *fired from a launcher	+pierces surfaces +more convenient carry +laser - Loud - Non retrievable - forced nightvision - no knockout gas - no distraction noise - bigger - additional unnecessary goggle whirring noise

Some notes

1. I understand them being louder and bigger for balancing reasons. Although I do think they are currently too loud
2. I understand that the distraction noise and the knockout gas grenade would not work out in Siege. Siege is very different to Splinter Cell
3. The laser doesn't make sense to me. Sam is big on not leaving a trace, but destruction of property is very obvious evidence.

Voice Actor

I think Jeff Teravainen is a great choice for Sam Fisher. He's not Michael Ironside, but then again nobody is. He is definitely the second best voice actor for the character and if Ironside is done, then he should voice Sam.

I do have one note

His take on Sam often comes across as a no nonsense man that reminisces on his experience. Sam isn't that. Sam literally jokes around in the field all the time, and has tight lips for his experiences. His dark sarcasm is largely missing from Teravainen's take on the character.

Part 3: Skin Recommendations

Splinter Cell Deathwatch is currently out on Netflix, so I do figure that will get a skin at some point especially because season two has been confirmed to be in development.

I think a skin based off his appearance in Ghost Recon Breakpoint would be fitting as that appearance takes place during the year 2025. The time period for Siege is currently unclear though.

I've seen on Reddit, other players asking for skins that turn Zero into Archer and Kestrel from the Splinter Cell: Conviction CO-OP mode. I would not mind this at all, however if I were to choose a skin between Archer and Kestrel, then I would choose Archer.

Personally, if I were to have any of Sam's looks from Splinter Cell then I would have how he looked during the mission Displace from Chaos Theory. There was a model created a few years ago by a fan (who worked for EA creating designs for Apex Legends) that looked beyond perfect for Siege.

Something to note is that Sam looks cooler with his goggles over his eyes instead of on his forehead. It is something that exists in a single headgear, but it's not his goggles. Instead of the goggles, Sam has a weird faceplate covering his eyes with the iconic three dots upside down. The headgear is a little cool, but certainly odd and I can't bring myself to use it.