

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 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 experience in Siege tactics.

If I am writing the lore, I would have Sam transfer out of the role as the lead training instructor for team Rainbow. Instead have him transfer into the lead training instructor for the Ghost Eyes squad. 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 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 knows about his work.

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 Dufraine in 2002. It was largely dismantled in 2008 although it did still survive.

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 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 mission 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 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 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 in 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.
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. Although, I do have two notes.

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, but I felt it was worth noting.
2. The suppressor is incorrect. Sam is always seen with a cylindrical suppressor on his Fiveseven. We have cylindrical suppressors in Siege, refitting a different suppressor in his variant would take time but probably wouldn't be 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 still 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 5.7.
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. 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 shooting like a certain Kombatnik 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 -laser -no piercing -less convenient carry - no goggle whirring noise	+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.

Balancing note: You could replace it with the EMP blast on bulletproof cams. It would be easier to use on console as that community constantly (and rightfully) complains about the camera sensitivity. You could also justify making the cameras quieter because they would lack the ability to permanently destroy utility. Not to mention it turns off lights (which is useless in Siege but not Splinter Cell).

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 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 missing from Teravainen's take on the character.

That's my only note. That is more for the writers though. His voice is definitely a good fit for the character, and he clearly has a passion for the series. He certainly sounds better as the character in comparison to Eric Johnson from Blacklist.