

Tom Clancy's Rainbow 6: Siege

Check out their official site by clicking here!

So introductions are fun! That line has nothing to do with this list and nor does this line but starting with an exclamation mark is super fun! So to get to it, Here is a lot of help information, tips, tricks and even some negative stuff on the game, Tom Clancy's Rainbow Six: Siege. A great game all around with a lot of elements that you won't see in most other games.

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Tier List

What is the Tier List? The Tier List is a carefully thought out list ranking each of the operators on both the defending and attacking side in a skill based list. This Tier List may seem different or similar to some others maybe by more nooby of people (not socer he's great). This Tier List focuses on more than what kind of weapons you have to choose from but instead; how the operators work together, the abilities of the operators as well as their strengths and weakness for your team as well as the enemy team. Keeping that in mind, Tier 1 is the best of the Tiers and should more often be chosen than not. Tier 2 is the second highest of the Tiers, where Tier 1 are better picks Tier 2 comes a close second.

Then Tier 3 is a bit more of an iffy list as the operators can be useful and may have strengths but their benefit to the team or how they contribute in higher level play. Can you siege the day?

Operators By CTU

This list should help anyone find which operators they think may be a bit better than others to either work together, alone or who they work better against. This list contains all 20 operators in the game currently and will hopefully be updated as changes occur or as new operators are added. Please keep in mind some of the information is opinion based.

Roles/Positions

Now here is where we go a bit out of the box. Under all of the operator bios/the Tier List is another list. In that new list is well a list of different roles that either the attackers or defenders should try and play. You may fit under more than one role or start with one and end with another which is great! They split up some tasks that you and your team should try and cover from covering your backs to pushing against the incoming attackers.

There's a role for everyone, can you find your strongest role?

Tricks and Tips

Sick of being told what to do? Well to bad, just below those roles is 2 different lists, ones a top 10 (Well it's really top 11 but shh) and the other is a larger list of tips and strategies to either do or not do, we hope reading them can help you think of a new and better way to siege!

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Tier List

ATTACKERS

TIER 1

THERMITE – FBI SWAT

Thermite is almost always the **most needed attacker** on a squad for almost any match. While playing as Thermite you must **play extremely carefully** because if you die, the defenders can funnel your team into choke points that allow easy to defend areas or large traps. **Thermite can place his thermite charges on reinforced walls or trap doors to slowly breach them.** Thermite only has 2 of these so use them wisely.

Tips, Tricks and Drawbacks:

- Thermite is one of the top operators to play as he can use his special charge to **breach reinforced walls or trap doors. as well as barricades.**
- Thermite is one of the few operators who can **carry grenades** as a secondary gadget which can be **helpful** for **breaching or clearing** out a crowded room.
- Thermite can choose between 2 grenades or 3 breaching charges as a secondary gadget.
- Thermite can place his **thermite charge and a normal breach charge at the same time** to help his team **breach** or even cause a **distraction**.
- Thermite charges act just like a normal breaching charges where **if jammed, it will not work** but it can be **pulled off** the wall and **used elsewhere**.
- Thermite's Thermite charge while effective does take a short amount of time and is **VERY bright** making it easily visible for the defensive team to see where your breaching.
- As well as bright they are also **loud** so **find cover before** you hit the trigger.
- Just like any breaching charge if it is **shot or electrocuted** it will be **destroyed**.
- Thermite is the **only operator who can destroy reinforced walls or trap doors.** so if he dies you're stuck following the normal path.
- **Thermite's charge can be shot whether it is activated or not.**

Main Gadget - **2 Thermite Charges**

Secondary Gadget - **3 Breaching Charges or 2 Frag Grenades**

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt**

Hard Counter - **Mute, Bandit**

Strong Combo - **Thatcher, Twitch, Blitz, Montagne, Fuze**

Armor/Speed – **Medium and Normal**

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THATCHER – SAS

This operator allows you to **disable jammers, C4, traps, shock traps and anything else electric**. If you need a room cleared of jammers before breach charging a wall or window this is the guy for you. While playing as Thatcher try and pair up with another breacher to cover you while using your EMP grenades. These grenades work by causing a **small electromagnetic pulse or EMP about 5 feet in each direction** (side) of the grenade. Try to time your EMPS with your breacher to **cause chaos** while breaching. Thatcher can be considered **a second Thermite** as he can destroy jammed or electrified reinforced walls allowing your team access to breach.

Tips, Tricks and Drawbacks:

- Thatcher's EMP grenade **destroys any enemy electronic device within its range**, allowing you to **destroy Bandits CED or Mutes jammers**.
- **Thatcher's EMP is thrown** and can be thrown under doors, through open windows or even open vents, helping you clear a room of electronic devices.
- The blast from his EMP grenades can **go through walls, doors and windows**.
- The EMP can also take out Pulses Heartbeat sensor temporarily.
- Your EMP grenades magically **do not affect your teammates or their gear**.
- Thatcher's EMP grenades can destroy **defenders cameras** if within its range.
- With practice you can time it perfectly to breach as soon as your EMP goes off.
- Thatcher's EMP grenades are not destroyed by electrocution meaning you can throw it into Bandits shock wire and it will go off and clear it.
- Thatcher's EMP grenade can also take out **Kapkan's traps Smokes Gas grenades or any operators nitro cells**. Making an easier way to take them out than shooting them, this is **not the most effective way** but it does work.
- As said Thatcher is a very important operator as he can clear a **large amount of enemy gadgets with little effort** and often in a safe space.
- The emp grenades when thrown can be **shot down by Jager's ADS** making it useless.
- Thatcher's EMP grenades as of release **will destroy Fuze's cluster charges**.
- His EMP grenade when thrown **flashes bright blue** 2 or 3 times then explodes causing the EMP almost showing the defenders where your grenade was thrown.
- When the EMP goes off a large **blue sphere shows its range** as well as the lights close by flicker off for a short time, giving the defenders **a clear visual cue** of what just happened to their gadgets. .

Main Gadget - **3 EMP grenades**

Secondary Gadget - **3 Breaching Charges or 2 Stun Grenades**

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint**

Hard Counter - **Jager**

Strong Combo - **Thermite, Fuze, Operators with Breach Charges**

Armor/Speed – **Medium and Normal**

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Tier 1

FUZE - SPETSNAZ

This operator allows you to **use a cluster charge on breakable surfaces** to try and **clear rooms** of either **gadgets** or even **enemy players**. The point of a cluster charge is to **clear the room for you or your team**. If you manage to get a kill that's just a huge plus! Each Cluster Charge shoots **5** explosive devices, if you're using it to breach be sure to count them before you enter!

Tips, Tricks and Drawbacks:

- Be sure to use Fuze's cluster charges in a smart way as you **only have two** and if one of the explosives is close enough to a player it can instantly kill them or even down them.
- Try to **use your second drone to check rooms before** using your cluster charges to get the most out of them.
- **Fuze can use his cluster charge on breakable floors and walls or barricaded doors and windows. He can even place it in the gap of walls that may not be fully protected**
- Fuze is a strange shield wielder as he only has medium armour and normal speed making him one of the **faster of shield operators**.
- Fuze can also **choose between two other primary weapons**, one with a large capacity and the other with higher damage and accuracy meaning he can fit your playstyle better.
- Fuze's cluster charge can be **placed where you look** on the wall, window, floor or door meaning you can **place both a breaching charge and cluster charge** on the same door.
- **Each cluster charge shoots 5 explosive projectiles in a "Horizontal Fan" direction and distance in front of them**, which can be good or bad for either team. It goes left to right.
- Fuze's cluster charges can be jammed but just like a breach charge it can be **picked up and placed elsewhere**.
- As of release Fuze's cluster charge can damage through reinforced walls (sometimes?)
- Fuze is not given an option for his pistol, it is not a bad gun but options can be nice.
- Fuze's cluster charge is extremely lethal to a hostage making him a bad choice for hostage rescue, if you do play him. **Don't fuze the hostage room**.
- Fuze's cluster charge can also **hurt or even kill your teammates and their gadgets**. so be careful on which rooms you use it on.
- Each cluster charge shoot exactly **5** explosive projectiles making it **easy to count**.
- A cluster charge can be shot before or while it is activated, **when shot it will be destroyed** and no longer able to shoot any projectiles it may have left in it.
- **Jager's ADS can destroy 2 of the 4 explosive projectiles each wasting the ADS and the cluster charge.**

Main Gadget - **2 Cluster Charges**

Secondary Gadget - **3 Breaching Charges or 2 Stun Grenades**

Great Operator For - **Bomb Defusal, Securepoint, Terrorist hunt**

Hard Counter - **Jager, Mute, Bandit**

Strong Combo - **Thatcher, Twitch, IQ**

Armor/Speed – **Heavy and Slow**

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Tier 1

TWITCH - GIGN

This operator can use her special ability, a **shock drone to shock any gadget** placed in the map. Twitch can allow you to breach a room that may have **had been jammed or even electrified**. She is also great at giving your team **support fire from a distance**. Twitch's shock drone can **electrocute any enemy electronic device as well the enemies themselves**, damaging or even killing them if their health is low enough.

Tips, Tricks and Drawbacks:

- Twitch can use her shock drone to **disable any enemy gadgets**.
- Twitch's Shock Drone can **disable Mute's jammers** if it is just in range of the Jammers mild effects, as her **shock drones range is larger than a jammers**.
- Twitch's shock drone, similar to Bandits CED, can **electrocute players and hurt**, put them into down but not out or even **kill** them.
- Twitch is great for using her shock drone to **sneak into places** that have **jammers or electrified reinforced walls and destroy them** allowing your team to breach in.
- When the round starts Twitch is given **1 normal drone and her shock drone** on the map at the **same time** giving her two views through drones to help **support her team**.
- Twitch is a very **range focused** operator from her drone to her guns and should be played as a **supporting role** from a distance away.
- Twitch is a great **sniper** with her high damage although she does not have a proper scope.
- Twitch's drone unlike other drones **can not jump**, slightly limiting where it can go.
- Twitch has some strong weapons but because of her light armor she is **not the best for upclose encounters**.
- If you drive Twitch's drone just like any other drone, is driven **too close** to a jammer or electrified surfaces it will be **destroyed or jammed**.
- Twitch's shock drone is a bit **slower than a normal drone** allowing defenders to destroy it a lot easier.
- Twitch's shock drone is also a fair bit **larger** than a normal drone with its **bulkier base** making it a **bigger target** for defenders.
- Twitch has to wait about **2 or 3 seconds between shocks** from her shock drone for it to properly cool down before you can shock again.
- When the shock drone's shock ability is used a **large blue zap of electricity can be seen** where you shoot by both your team and the enemy team.

Main Gadget - **1 Shock Drone (15 Shocks)**

Secondary Gadget - **3 Breaching Charges or 2 Stun Grenades**

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint**

Hard Counter - **Mute, Bandit**

Strong Combo - **Thermite, Fuze, Operators with Breach Charges, Ash**

Armor/Speed – **Light and Fast**

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Tier 1

BLITZ - GSG9

Blitz is the best shielder in the game, hands down. Blitz has a riot shield with a special little something built into the front of it. Just remember back to the good 'ol days when getting your picture taken and FLASH! Your blind! You can't see! Now take the flash off your camera, multiply it by 10 then stuff it onto the front of a riot shield.

Tips, Tricks and Drawbacks:

- As said blitz is the best shielder in the game because of his flash ability that can be used up to 5 times per round.
- Blitz's flash ability has a medium range and can cover a medium sized room, blinding his enemies leaving them vulnerable to attack.
- While Blitz looks through his shields window he will not be affected by flash or stun grenades because of its "protective layer" (unconfirmed)
- With a shield it is best to slowly move around corners and have a buddy who can stand behind or beside you to give you better cover while you offer them more protection.
- When blinded an enemy may often still fire where they think you are so be careful when you enter as they can often get a lucky shot on you if you let your guard down.
- Blitz's flash ability has a 5-10 second cooldown between uses for the flash to recharge.
- As with all shields if shot in the "glass" area the mark will block your view out of it,
- As Well as a shielder your hip fire/behind shield aim is very bad, but you can aim down sight with a shield but allowing an enemy to shoot your feet/head
- If you are shot while behind your shield it will shake leaving you slightly more vulnerable at closer angles than not.
- As such a slow operator smoke is often saving just one more gas charge for you.
- In order to reload he must let down his guard and pull the shield down to his left hip.

Main Gadget - **5 Shield Flashes**

Secondary Gadget - **3 Breaching Charges or 2 Smoke Grenades**

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt**

Hard Counter - **Smoke, Kapkan, Bandit, Tachanka, Recruit (Explosives)**

Strong Combo - **Thermite, Sledge, Ash, Montagne, Fuze**

Armor/Speed – **Heavy and Slow**

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ATTACKERS

TIER 2

MONTAGNE - GIGN

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt**

This operator has the ability to fully extend his shield to protect the front of his entire body while standing still. If used properly you should become a movable wall while other operators shoot around you and use you for cover. Montagne becomes a slowly moving target when used right can make all the difference.

Tips, Tricks and Drawbacks:

- Montagne has the ability to extend his shield to cover him from head to toe while standing up, allowing him to stand in a doorway and block the way.
- He also has the choice of two pistols, one with high ammo capacity and the other with a high damage rate allowing you to choose how you shoot as him.
- With a shield it is best to slowly move around corners and have a buddy who can stand behind or beside you to give you better cover while you offer them more protection.
- When used well Montagne can extend his shield in a doorway and almost completely block it, leaving a safe passage for your team or helping lock down an objective.
- As with all shields if shot in the “glass” area the mark will block your view out of it,
- As Well as a shielder your hip fire/behind shield aim is very bad, but you can aim down sight with a shield but allowing an enemy to shoot your feet/head
- If you are shot while behind your shield it will shake leaving you slightly more vulnerable at closer angles than not.
- As such a slow operator smoke is often saving just one more gas charge for you.
- In order to reload he must let down his guard and pull the shield down to his left hip.
- Montagne may only extend his shield while standing up.

Main Gadget - **Shield Extend (Unlimited Uses)**

Secondary Gadget - **2 Stun Grenades or 2 Smoke Grenades**

Hard Counter - **Smoke, Bandit, Kapkan, Recruits (Explosives)**

Strong Combo - **Blitz, Fuze, Ash, Thermite, Sledge**

Armor/Speed – **Heavy and Slow**

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ATTACKERS

Tier 2

ASH – FBI SWAT

Great Operator For - **Bomb Defusal, Securepoint, Terrorist hunt**

Ash starts out with 2 long range breaching charges that shoot out of her “noobtube” these are great for distance breaching. These charges will breach through anything not

reinforced. When using Ash, just remember to stand back and help breach a window for your sniper from a safe distance if you can.

Tips, Tricks and Drawbacks:

- Ash has the ability to shoot 2 breaching charges from a “noobtube” that will break any breakable wall or trapdoor.
- Ash can use her ability at a fairly decent range then allowing her teammates to move in, use the newfound opening to shoot peekers or cause a distraction elsewhere.
- Ash can breach both vertically and horizontally so you can breach up but may not be able climb through that hole.
- She works well with other operators whom are sniping or have shields as she can clear a pathway for them to follow or open up a window.
- Ash’s breaching round can get past Mute’s jammers and still explode
- Her charge can also hurt players when they come to close like any other explosion.
- Ash’s breaching round can not break a reinforced wall or trap door. but it can break barricades of any kind.
- Ash can have some issues when pushing as she is very lightly armored and often near the middle of the issue,
- Ash only has two breaching rounds and unlike thermite or sledge she does not get the ability to use a frag grenade.
- When a breaching round is shot if it crosses the line of sight of a MAGPIE it can be shot down by it.

Main Gadget - **2 Noobtube Rounds**

Secondary Gadget - **3 Breaching Charges or 2 Smoke Grenades**

Hard Counter - **Jager, Reinforced Walls**

Strong Combo - **Glaz, Twitch, Blitz, Fuze, Montagne**

Armor/Speed – **Light and Fast**

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ATTACKERS

Tier 2

SLEDGE - SAS

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint**

Sledge has the ability to quickly breach any wall/window or hatch not reinforced for quick pushes. The only down fall is Reinforced walls, these stop Sledge in his tracks! Sledge’s hammer can be used up to 6 times and then breaking. He can also hit enemies with it like knifing although it may not be as safe and is not as fast.

Tips, Tricks and Drawbacks:

- Sledge has, what his name says, a Sledge hammer that he can use around 13 times!

- Sledge's hammer ability can break any breakable walls or trap doors as long as they are not reinforced.
- Sledge can also break normal barricades (Windows or door) and Castles Reinforced Barricades with one hit from his hammer.
- Sledge is one of the few operators that can take grenades, which are more helpful than breaching charges as he can use his hammer to breach.
- Sledge's gasmask will not allow you to walk through smokes charges.
- Sledge can not break reinforced walls or trap doors.
- Sledges weapons make him most optimal at close range although he only has medium armor.
- While sledge is using his ability he is vulnerable to attacks as it takes time to pull out, use then put away his specialty made sledge hammer.

Main Gadget - **Sledge Hammer (7 - 8 Uses)**

Secondary Gadget - **3 Breaching Charges or 2 Frag Grenades**

Hard Counter - **Bandit, Reinforced Walls**

Strong Combo - **Blitz, Fuze, Montagne**

Armor/Speed – **Medium and Normal**

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ATTACKERS

TIER 3

GLAZ - SPETSNAZ

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt**

Hard Counter - **Castle**

Low tier 2, this operator nets no value to his team. His operator skill just net value to him. Glaz's ability allows you to flip a specialty scope onto your normal sight which allows you to zoom in more and have a more clear shot at a long distance with the drawback of losing most of the colours you would normally see to the red lens.

Tips, Tricks and Drawbacks:

- Glaz's ability, the toggleable reticle allows a clearer view inside a building from a long distance
- Glaz, has no options of primary weapons but his sniper currently is a 1 shot kill to the chest or head and down but not out to an arm or leg shot.
- Glaz's sniper always has a scope and you can buy different reticles for you to choose.
- Glaz as mentioned only has one primary weapon which has a limited ammo capacity.
- Glaz is not a good operator for close range as he often finds himself out of ammo or that it may be hard to quickly aim for his target.
- If the defender is wearing armor from rook it gives them a higher chance to go into down but not out which makes it impossible to shoot them again if sniping through a window.

- In higher level play not many people will peak out a window allowing you to snipe them, making it not the best sort of operator.
- As mentioned for twitch, she works much better as a sniper as she has more options of both weapon and can move closer if need be.
- Most of the colours you would see are replaced by Pink-ish sight when used with a stronger scope.

Main Gadget - Toggleable Reticle (Unlimited Toggles)

Secondary Gadget - **3 Breaching Charges or 2 Smoke Grenades**

Hard Counter - **Rook, Doc**

Strong Combo - **Ash**

Armor/Speed – **Medium and Normal**

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ATTACKERS

Tier 3

IQ – GSG9

Great Operator For - **Bomb Defusal, Securepoint, Terrorist hunt**

This operator has a specialty made Electronics Detection Device (EDD) that will allow her to see electronics and traps through walls and barricades. She can see electronics and traps which can help your team disable or avoid them. She can unlike other operators use her pistol and EDD at the same time.

Tips, Tricks and Drawbacks:

- **IQ CAN SEE THROUGH SMOKE WITH HER EDD**
- IQ has the ability to scan for electronic signatures of items through walls/windows up to 10 meters away from her in a sonar style system.
- As you see these electronics you earn one score for each and at times IQ may say what the device is you just scanned.
- IQ may use her device and her secondary weapon, a pistol, at the same time.
- IQ works well with those with shields as well as Twitch or Thatcher as she can let them know where these things are.
- When working with a shield operator IQ should look for traps and try and use them as cover the best they can since she has light armor.
- IQ can also see Pulse when he is using his Cardiac sensor leaving them in a duel.
- IQ can use her ability to scan the bomb position
- If you play terrorist hunt the bombers will appear as an electronic.
- IQ can not tell the difference between a friendly electronic and an enemy electronic. Which means you need to watch out more to not shoot your own teams gear.
- IQ has no real way to mark any of the electronics she scans making it harder for her teammates to remember or even sometimes see where a trap or electronic is.

- Make sure you are in a safe-ish place when scanning for electronics as putting it away takes time and you to press swap multiple times.

Main Gadget - **Electronics Detection Device (Unlimited Uses)**

Secondary Gadget - **3 Breaching Charges or 2 Stun Grenades**

Hard Counter – **Pulse**

Strong Combo - **Thatcher, Twitch, Blitz, Fuze, Montagne, Recruit (with shield)**

Armor/Speed – **Light and Fast** [Click here to go back to Tier List](#)

DEFENDERS

Tier 1

JAGER – GSG9

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt (Realistic)**

Jager is one of the better of the defenders because of his quick ability/gadget as well as the weapons available to him. Jager is given 3 Active Defence systems which can be placed on any wall or floor that has enough room. The Active Defence System or MAGPIE has a 180 degree view to destroy any explosive projectiles in its view.

Tips, Tricks and Drawbacks:

- Jager is one of the better defenders as his MAGPIE's can take down 2 enemy projectiles each.
- Jager can also quickly place his MAGPIEs then lurk around or roam around.
- The MAGPIE can take out ANY enemy projectiles including, Fuze's Cluster charge, Grenades and even Thatcher's EMP grenades.
- Jager has high damage weapons and is very fast allowing him to roam around quickly.
- A strong tactic with Jager is to overlap his MAGPIEs
- Jager can quickly place his MAGPIES then go elsewhere to set up in other areas of the map.
- Each MAGPIE can only destroy 2 projectiles each.
- The MAGPIE is fairly large and can easily be shot.
- Placing a MAGPIE can be challenging at times as it needs a fair bit of room.
- It can also only shoot down what it can see leaving it vulnerable depending on where you place it.

Hard Counter – **IQ, Twitch, Thatcher, Fuze**

Strong Combo - **Bandit, Mute**

Armor/Speed – **Light and Fast** [Click here to go back to Tier List](#)

DEFENDERS

Tier 1

BANDIT – GSG9

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt**

This operator has the ability to electrify Barbed-wire, Reinforced walls or Deployable Shields using his Crude Electrical Device's (CED-1). Bandit is given 3 CED-1's which electrify the entire metal object they are attached to. When used on barbed wire or Deployable Shields it will electrocutes enemy players and drones if they come in contact and any friendly electronics touching the wire/shield. When placed on a reinforced wall it will both electrocute enemy players and destroy any electronics touching them such as a breaching charge.

Tips, Tricks and Drawbacks:

- Bandits Crude Electrical Device (CED or Battery) can be used on any metal gadget, that list includes; Barbed wire, Reinforced Barriers and even Placeable Shields.
- Bandit starts with 3 CED's which if used effectively can block off an entrance or lock down a room.
- When a CED is placed in barbed wire or a deployable shield, it will destroy any drones that touch the wire and hurt the enemy team if they step on or touch it.
- If you place a CED on a Reinforced wall it will electrocute any attacker that touches it as well as destroy any charges they may have placed on that wall.
- As mentioned Bandit's CED can electrocute someone and damage them or even kill them if they are hurt enough.
- Using a CED on a wall is a great way to protect it from being breached.
- To repeat a CED on Barbed Wire can destroy a drone. Giving you an extra 10 points per drone.
- When a CED is placed on a metal Gadget or Reinforced wall it will show little white/blue sparks, alerting the attackers if they pay attention.
- The CED also makes a noise which can alert them if the sparks did not. You can also hear it making it harder for you to hear them coming.
- As the CED is made from a car battery, it is fairly large and easy to be shot,
- As Bandit you only get 2 Reinforced walls so it is important to communicate with your team on where you guys will protect and where you will use your CED's.
- Bandit similar to Jager or Mute, can place and go but depending on what he is trying to place his CED's on may take more time than others because it is a two step or even three step if you are using a CED on someone else's gadget.

Hard Counter – **IQ, Twitch, Thatcher**

Strong Combo - **Bandit, Jager**

Armor/Speed – **Medium and Normal**

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DEFENDERS

Tier 1

MUTE - SAS

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint**

This operator is tier one because of his ability to block or mute signals from the attackers. Mute is given 4 Signal Disruptors which he can place on the ground to jam all electronics that come into their ring of death. Mute has an important role at the start of the game to place his jammers to block enemy drones from passing. Mute also can place these jammers near doors and walls to block remote breaching of that section of the wall it covers.

Tips, Tricks and Drawbacks:

- When using mute you have a quick job to place your jammers blocking drones as fast as possible, as the less information the attackers get the better. (Keeping the objective hidden gets you points)
- Mute's jammers blocks signals from attacker devices including both drones and remote charges.
- Mute's Signal Jammers can be placed near a door, wall or window to block remote charges like a breaching charge or even Fuze's Cluster charge.
- Mute's main goal is to stop the enemy team from getting information as his jammers stop drones in a simple way.
- When a drone is caught in a signal jammer during the Preparation Phase, don't shoot it as it can not see and will leave the player stuck waiting for the phase to end. By doing that you are limiting the amount of eyes on other drones and on your team or defences.
- The best placement of Jammers to block drones are where they can not jump over or move around them so under a barricaded door or by a vent work better than an open hallway.
- Mute only gets four Signal Jammers, although this sounds like a lot there are many places you may want or need to place them.
- Each jammer acts like a **cylinder** (A Pringles can) where it goes **one meter across and to the ceiling of a normal sized room**, leaving a small bit of **wiggle room for attacks from above**.
- As with most electronics Mute's Signal Jammers can be taken out with one point of damage.
- Mutes jammers have a bit of a longer range for drones as their screen begins to shake letting them know that they are close to a jammer.
- If driven/used properly a drone can jump over a jammer and be freed from its jamming.
- If a Signal Jammer is destroyed anything that is caught in its jamming field will be freed.
- Mute's Signal Jammers make noise which can alert the attackers or even make it harder for you to hear the attackers near you.

Hard Counter – **IQ, Twitch, Thatcher**

Strong Combo - **Bandit, Jager**

Armor/Speed – **Medium and Normal**

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DEFENDERS

Tier 1

SMOKE - SAS

Great Operator For - **Bomb Defusal, Securepoint, Terrorist hunt**

Facing too many shields? Then Smoke is your answer! Smoke is given 3 Remote Gas Grenades which can be thrown one at a time then detonated later than throwing out another. Smokes Remote Gas Grenades will slowly poison an operator and put them into down but not out then kill them.

Tips, Tricks and Drawbacks:

- Smoke starts off with 3 Remote Gas Grenades which can be thrown ahead of time and blown up later when necessary.
- Smoke is most known for his effectiveness against Shield wielding operators.
- Smokes Gas Grenades can fill most if not a whole room with his toxic gas blocking anyone from entering it.
- Smoke works well against Shields and other slow operators as it's hard to get away from his gas.
- Smokes Gas Grenades do a moderate amount of damage and will kill anyone instantly if they go into Down But Not Out.
- Smoke CAN breath through his own Gas allowing him a clear path to safety or to sneak around and kill an attacker from behind.
- Each Gas Grenade is covered in Double-sided tape allowing it to stick to anything it touches.
- Smoke's Gas Grenades can also harm teammates if not killing them.
- If flashed while in his gas it fills whomever's screen with bright green until the flash wears off.
- In order to use his Gas Grenade you must first Throw it then Detonate like a Nitro Cell.
- If using a Nitro Cell as a Secondary Gadget you must be careful which you throw as it can mean life and death.

Hard Counter – **IQ, Twitch, Thatcher and Sledge (IF masks work)**

Strong Combo - **Castle, Pulse, Mute**

Armor/Speed – **Medium and Normal**

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DEFENDERS

Tier 2

CASTLE – FBI SWAT

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint**

Castle is given 3 Armored Panels which can be used like a normal barricade to act like a wall to all operators as it cannot be shot through. In order for the enemy to get past this makeshift wall they must use a breaching charge or explosive device. Castles placement of these Armored Panels is very important to the team as it can change where the enemy team may focus and help secure the objective.

Tips, Tricks and Drawbacks:

- Castle can break down his own Armored Panels to move them.
- Castle starts with 3 Armored Panels that can be used on either a window or doorway as a barricade.
- Each Armored Panel is bulletproof.
- If used properly you may either stall the enemy or make them find a new path.
- These work great in a room where you are very vulnerable to an attack either from a window or door.
- The Armored Panel ends a bit higher than a normal barricade making it easier for you to shoot at an enemy's feet if you see them.
- You can break an existing barricade and replace it with one of your Armored Panels for anywhere you normally board up, this includes exterior windows/doors.
- To break an Armored Panel the enemy must use a Breach charge, Thermite charge or Sledge's Hammer or even Ash's "noobtube" to destroy it quickly or You can melee the Armored Panel 12 times.
- Fuze's Cluster charge can go through the armored panel.
- Explosions near it such as a grenade can make holes into it.

Hard Counter – **Ash, Sledge, Thermite, Fuze, Breaching Charges**

Strong Combo - **Mute, Pulse**

Armor/Speed – **Medium and Normal**

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DEFENDERS

Tier 2

ROOK - GIGN

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt**

Hard Counter – **Blitz, Montagne, Recruit (Shield)**

Rook can be used by both new and veteran players of siege as his ability is very easy to quickly place and then roam or set up defences. Rook places a pack of R1N “RHINO” Armor which comes with 5 vests to be used by the defending team. These vests allow you to take an extra bullet and give you a higher chance to go into Down But Not Out (DBNO). Rook works well with DOC on the team as he can revive people from a distance, Rook is also known to roam which makes him one to watch out for.

Tips, Tricks and Drawbacks:

- Rook is a great operator to start out playing the game with as he can place his pack of RHINO Armor then basically walk away.
- Rook and any defenders can pick up the RHINO Armor and wear it.
- When you wear the armor you get one more armor rating meaning you can take another bullet
- The armor also gives you a higher chance to go into DBNO which makes teaming up Rook and Doc great.
- Rook can be used as a Lurker or Roamer as he can place his RHINO Armor Pack quickly and just go where he plans on going.
- When using Rook try and place the Armor at the start of the match as everyone spawns in the same room, making it easy for them to grab a vest and go.
- When you put on a piece of RHINO Armor you are given one more point in armor but you are slightly slower (Untested)
- Attackers can shoot the bag of armor and destroy it.
- Can also pick up the Armor Pack on the Attacking side!
- The armor does nothing if you are shot in the head. (You die instantly)
- Rook is slow, but he is also very strong against attacks.

Hard Counter – **Glaz, Twitch, Blitz, Montagne, Recruits (with shields)**

Strong Combo - **Doc, Pulse**

Armor/Speed – **Heavy and Slow**

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DEFENDERS

Tier 2

KAPKAN - SPETSNAZ

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt**

Higher tier 2, Kapkan starts off with 3 Entry Denial Device or EDD. As you can try to piece together an EDD is basically a tripwire or as the game calls it a Booby Trap. Kapkan can place the booby traps on window frames or doorframes, when an enemy passes the laser it explodes killing or rarely severely hurting them.

Tips, Tricks and Drawbacks:

- Kapkan's Booby traps can be placed on any door/window frame around the map.
- When an enemy passes one, it will explode hopefully killing them or severely damaging them.
- There are many different places to put these trip mines, one way is to go further from the protection area/room catching the attackers off guard.
- Another way is to place them to protect areas around your team like the window behind another defender, this way is often more expected but can still be effective.
- Kapkan is a fairly good roamer/lurker as he can place his EDD's and go or even place them while or where he is lurking.
- The spike does stick out less if you are using the trip mine on an exterior door/window.
- The better way to mask the large spike is to use barbed wire.
- depending on which side you are closer to the trip mine will be placed on when you push the button.
- Even losing a trip mine without it killing someone can show you which way an enemy is planning on going.
- From time to time, when a player sees a EDD they will try and find another way to get there.
- Kapkan's mines can be detected by IQ and taken out by Twitch's drone or Thatcher's EMP grenades but they can also be shot.
- His tripmines can easily be seen by either the bright red laser OR even the GIANT spike sticking out of the back.
- Kapkan can not decide on the height of his trip mine it is stuck to center for windows and bottom for doors.

Hard Counter – **IQ, Twitch, Thatcher**

Strong Combo - **Castle, Jager, Mute, Bandit**

Armor/Speed – **Medium and Normal**

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DEFENDERS

Tier 2

DOC - GIGN

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt**

Doc is a very unique operator as he utilizes the Down But Not Out (DBNO) mechanic as he has a special Stim Pistol which when used on anyone DBNO it will revive them instantly. Doc walks slow and should stay with the group however if needed doc can also revive himself from DBNO using a shot from his stim pistol. As said Doc can revive ANYONE from both Defenders and Attackers so aim carefully.

Tips, Tricks and Drawbacks:

- Doc is great on his own or in a group as he can revive himself or other operators in Down But Not Out (DBNO) from both up close and afar with his Stim Pistol.
- Doc works great with rook as anyone who wears his RHINO Armor has a higher chance to go into DBNO.
- Doc is a fairly rounded operator and is a good one to use to start thinking more about abilities and working with a team dynamic.
- Doc has 5 Stim needles that he can shoot each round giving you lots of chances pick up your team or yourself from DBNO.
- Doc's stim pistol when used on someone in DBNO will give them 75 health instead of the normal 50 health. That makes Doc a better choice for anyone who has gone down.
- Doc is a tier two operator as if playing a strong team he does not have much of a chance to use his ability as head shots are more common than luck.
- For higher ranked play Doc is not the best choice as a headshot is an instant kill.
- Doc must aim and shoot his Stim Pistol at whomever he is trying to revive, it is possible to miss and its range is not the best so try and aim carefully so you don't waste your chance to save a friend.
- Doc can pickup attackers with his Stim Pistol so unless you're playing for their team be careful.
- Doc is kinda slow making him not that good against shields.
- Doc should be careful to not peek out windows as he is a large target making him hard to sneak around.

Hard Counter – **Glaz, Twitch, Montagne, Blitz, Recruits (with shields)**

Strong Combo - **Rook, Pulse**

Armor/Speed – **Heavy and Slow**

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DEFENDERS

Tier 3

PULSE – FBI SWAT

Great Operator For - **Bomb Defusal, Hostage Rescue, Securepoint, Terrorist hunt**
Hard Counter – **IQ, Thatcher**

Pulse is equipped with a Cardiac Sensor which can detect heartbeats through doors, windows and walls for a short distance. Pulse if used correctly can help his team get some sneaky kills through walls without needing to make a hole first.

Tips, Tricks and Drawbacks:

- Pulse's Cardiac Sensor detects heartbeats and as they come closer they become bigger, keeping that in mind you can try and tell what room someone is in.
- As said the Cardiac Sensor can detect heartbeats through walls, ceilings or floors.
- Pulse's Ability does NOT have a limit to how many times you can use it,
- There are many ways to use Pulse one of the stronger Strategies is to go into a room with many breakable walls as you can shoot through them when you detect an enemy through the walls.
- Something not often done with Pulse is to look up and down with the CSD as you can often shoot through the floor or ceiling to get a sneaky kill.
- Just like using cams when you scan an attacker it will give you points (Causal only)
- Using Pulse you can detect how many enemies are in the rooms around you if you don't have cams.
- Your Cardiac Sensor can not tell the difference between an attacker or defender so be careful.
- When in ranked mode you will not be alerted that you detected an attacker.
- Pulse while in his Cardiac Sensor can be detected by IQ's EDD.
- Your Cardiac Sensor can also be temporarily disabled by Thatcher's EMP Grenade.

Hard Counter – **IQ**

Strong Combo - **Smoke, Tachanka**

Armor/Speed – **Light and Fast**

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DEFENDERS

Tier 3

TACHANKA - SPETSNAZ

Great Operator For - **Bomb Defusal, Securepoint, Terrorist hunt**

Tachanka is a very average operator besides the fact that he has a Mounted LMG, which can be used by both defenders and attackers. The Mounted LMG can be hard to place needing lots of room around it and can only be placed in the standing position. His Mounted LMG can watch a 180 degree angle. It can also swivel up and down and does a strong amount of damage to enemies with its high fire rate.

Tips, Tricks and Drawbacks:

- Tachanka can place a large Mounted LMG in a room to cover his team or watch for enemies.
- His Mounted LMG can watch a 180 degree angle , 90 degrees on both sides from center of where you placed it. It can also look up or down.
- Tachanka's turret is great for holding down a large hall as it does have a high ammo capacity and fairly high damage.
- His LMG can be used to shoot holes in walls that you can normally break making a large shooting hole for him to use to shoot incoming attackers.
- Tachanka's LMG can be used by both defenders and attackers so where you place it is key.
- His LMG is not an electrical device so anything that can harm them like an EMP or electricity will not affect it, Explosions will though.
- Finding a spot where placement is allowed for Tachanka's LMG can be fairly hard.
- When looking around while using his LMG it makes a lot of "ticking noises".
- The Mounted LMG can only be placed in a standing position leaving it vulnerable to attacks from well anywhere of it.
- You can use a Deployable Shield in front of it but that can cover about 40-60 percent of your view, leaving some room for them to sneak past you.
- No matter how you protect yourself, your head will almost always be unprotected.

Hard Counter – **Fuze, Blitz, Montagne, Recruits (with shields)**

Strong Combo - **Castle, Kapkan**

Armor/Speed – **Heavy and Slow**

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RECRUITS

Recruit - General Info

Great Operator For - **Not really much... Just a basic operator**

Recruit is a basic operator that anyone can play. There can be as many recruits in a match as you like, they are not limited to the one of each operator per round as others are.

Tips, Tricks and Drawbacks :

- You can have as many recruits on your team as you would like.
- Great to play with to focus more on your aim than gadgets
- If the operator whose gun you like is taken you can play them as recruit as he can equip any primary and secondary weapons from the CTU (Country/team) that you choose.
- You dont have a “specialty” gadget making him a less helpful operator at times.
- As a Recruit you are not able to customize your weapons with any attachments or camo’s leaving them with a default reticle.

Recruit - Attacker

Tips, Tricks and Drawbacks :

- Frag grenades are fairly rare making using them as a recruit a bit surprising.
- If the operator whose gun you like is taken you can play them as recruit as he can equip any primary and secondary weapons from the CTU (Country/team) that you choose.
- The Spetznaz, GIGN and GSG9 CTU’s allow you to equip a standard riot shield.
- You can use Twitch’s marksman rifle (sniper) however it will come with an iron sight (default) leaving you with no way to properly zoom in to focus at a distance.
- You dont have a “specialty” gadget making him a less helpful attacker at times.
- As a Recruit you are not able to customize your weapons with any attachments or camo’s leaving them with a default reticle.

Main Gadget - **3 Breaching Charges or 2 Smoke Grenades**

Secondary Gadget - **2 Stun Grenades or 2 Frag Grenades**

Armor/Speed – **Medium and Normal**

Recruit - Defender

Tips, Tricks and Drawbacks :

- Similar to frag grenades nitro cells are a bit rare for some operators making them a good choice.
- Deployable Shields are not so common and are very helpful to the team if used correctly.

- As a Recruit you are only given 1 Reinforced wall as opposed to other operators
- 2.
- As a Recruit you are not able to customize your weapons with any attachments or camo's leaving them with a default reticle.

Main Gadget - **2 Barbed Wire**

Secondary Gadget - **1 Nitro Cell (C4) or 1 Deployable Shield**

Armor/Speed – **Medium and Normal**

Roles/Positions

Attacker

Rusher

Rusher is a **very nooby** way to play. However friendly it is as a noob, it is a very easy way to **die very fast**. A Rusher if played right can be a strong role to the team however if the defenders setup the game properly or with the smallest bit of effort, **they will more likely see you and stop you if not kill you**.

Great Operator Choice: **Blitz, Montagne, Sledge**

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Pusher

A Pusher is a **better** way to play as a **Rusher**. A Pusher is similar to a Rusher as said but will **take more time as you go**, using more cover and listening for sound cues is a key difference between running with your head cut off and pushing into the objective. As a push Thermite can be helpful to you as he can make a new path for you to use. Pushers may often **push in and take the objective or clear a room** before anyone else enters the room. **Shield wielding operators are often good Pushers** as they can take bullets and **hold a position** or siege a room that may not be the safest.

Great Operator Choice: **Bliz, Montagne, Sledge, Ash, Fuze**

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Hunter

A Hunter's job well besides hunting animals is to **find the Lurkers** and put them down. Lurkers can often be a challenge to the attacking team as they push or hold a position because they can be well anywhere. A **strong strategy** as a Hunter is to **enter from the top of the map and work your way down** and around to the objective to clear or spot any Lurkers your team may have to face.

Great Operator Choice: **Fuze, Sledge**

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Support

Support is more a **category of roles** as it can cover well many different types so just to clarify, support may **not always be the first one in the room but they are a very important role**.

Support may often be a distance away from the objective but their role is a **key to success**.

Support may or may not get kills but a good support will gather and **relay crucial information** to the team.

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Thermite (Support)

Thermite is as said in his operator info, is the **most important** operator as he can destroy reinforced walls with his thermite charges. Thermite is basically a **support** role and should often **stay back** and cover the rest of the team until he is needed as he is the only one who can **destroy reinforced walls/trap doors**. This role is important because it makes a new entrance for the team and **can often be useful for a two sided siege or catching the defenders off guard**.

Great Operator Choice: **Thermite**

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Attacker (Continued)

Dronner (Support)

A Dronner will use their drone whether it is the first one from the preparation phase or a new one to **gather and relay (tell) as much information to your team as possible**. As a Dronner it's **not very wise to mark enemies** because they will know you have a drone there and they will look for you and they will get you. Using your drone you can **scout** out for your team or **cover** an exit/entrance. As a team it is important for you to try and **find good positions** for your drones as your whole team can see them and as a Dronner you can watch and use them. You may not be able to move your team mates drone but to **leave it in a safe space** if one of your **teammates die to watch and almost replace** you can be a very good habit to get into.

Great Operator Choice: **Twitch, Any Operator**

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BackScratcher (Support)

A BackScratcher is well to repeat what most of these will say an **important role** to have. As a BackScratcher your job is to **cover your team's backs**. With all sieges it's important to **watch behind you** and that's your main job. A BackScratcher **Will often depend on their team to cover well their back as you cover theirs**. This is a great way to make sure your team is **not surprise attacked** by a Lurker or even a Rusher. This may often be a hard role to get into as you often will have a larger area to watch than the other attackers. It is a **great habit to watch or even look behind** you from time to time.

Great Operator Choice: **Thatcher, Thermite, Twitch, Fuze**

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Sniper (Support)

A Sniper is a fairly helpful role to have on your team. As of release the defenders do not have any specifically long range operators and **using a Sniper to cover a long hall can be key to a strong attack**. A Sniper will act **similar to a Turret** covering either a pathway your team may use or even blocking those from getting close to them. Snipers are often **great against Lurkers but are often weak towards them as well** as whoever spots the other first will more likely win the fight.

Great Operator Choice: **Twitch, Glaz**

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Sweeper (Support)

Sweeper is a role played mostly by IQ or possibly twitch where you will **go around and find then destroy different defender gadgets**. The Sweeper role works well with a shield as they may not always be looking as much for gadgets as players to cover themselves. This role is **not as important as sound and visual cues are fairly easy to spot if you listen/look for them** as anyone who plays siege should be learning to do.

Great Operator Choice: **IQ, Twitch, Thatcher**

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Defender

Camper

A Camper although given a negative term is well the **basis of defending** an objective. As a camper your main job is to **stay with the objective and defend it** from the oncoming attackers. A Camper ensures that the objective is **protected** leaving the hunting for the lurkers. Campers often play as an operator who may take some more time to set up their gadgets. As a Camper you may find yourself **setting up cover for yourself** before you think about the room as **you have to be safe to keep it safe**.

Great Operator Choice: **Mute, Bandit, Smoke**

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Sentry

A Sentry is very similar to a camper although is often **close to the objective instead of inside the room**. A Sentry can move around but is **often known to set up a mini camp** with some form of protection from attackers and some form of **visual on the objective** to ensure its safe. **A Sentry works great at the end of a hall** to try and cover an entrance leaving those with the objective one less place to worry about being attacked from.

Great Operator Choice: **Tachanka, Pulse, Castle**

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Cammer

A Cammer or Cams has an unfortunately short job at times. As a Cammer your main goal is to **find a place that you are safe**, such as with a camper or even a Sentry where you use the cameras to help **find and follow incoming attackers** helping your team know where to look or where to go to stop them. Cameras are often shot out making your job a bit harder to follow them. A Cammer should hopefully **have a microphone** or be fast to type as **telling someone where an attacker is rather than marking them thus notifying them you are watching**. Your job is also complete as soon as your first teammate dies as they can watch the cameras from beyond the grave.

Great Operator Choice: **Any Camper/Sentry**

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Lurker (Close)

A Lurker is an important role as they **expand the area that the defenders control**. The Lurker has two different categories, close and far, here we will talk about **close Lurkers** as they are **easier** to learn. A lurker will **roam around the map** sometimes close or sometimes far away from the objective to **protect an entrance or present a new challenge for the attackers**. A close Lurker will often place his gadgets and go or even in some cases take their gadget with them and use it as they lurk around. A close lurker will often be on the same floor or right above or below the objective to protect it. **A Lurker will often also cover any trap doors above the Campers to help protect them from above.**

Great Operator Choice: **Doc, Rook, Jager, Kapkan**

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Defender (Continued)

Lurker (Far)

A far Lurker will roam around a larger distance than a close Lurker and will and are often near the top of the score board. **A far Lurker will often run around the map like a crazy lunatic trying to stop the incoming attackers in as many ways as they can.** These Lurkers are often fairly far away from the objective but do **play a key role as they keep those pesky attackers out**. A far Lurker may **spawn kill** from time to time as it is very easy for them depending on where they are. Although these lurkers may not always use their gadgets near the objectives and may even miss their reinforcements from time to time they do depend on them to help funnel attackers their way and **stop them from getting in or sometimes getting out.**

Great Operator Choice: **Doc, Jager, Kapkan**

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Rusher

A Rusher is not often a solo job it is often done with a team or at least a partner. A Rusher does what you would expect and they **rush the attacking team**, usually by their spawn but sometimes by their breaching point. **They often run outside which although dangerous, at times it's worth the risk.** Just like a far Lurker they may spawn kill from time to time but they both definitely rely on reinforcements and gadgets from their team or even themselves if they have the time. Rushing is fairly hard and often **requires a keen sense of accuracy as they may see you marked if you have gone outside or the dead attackers somehow communicate from beyond the grave.**

Great Operator Choice: **Bandit, Jager, Pulse, Mute**

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Tricks and tips

Top 10 Tips

1. **Play an operator that you like.** It does not always matter if you are the best with them or not you will always try harder with someone you like than someone you don't like.
2. **Work as a team.** This is the main part of this game it's **rainbow not rambo**.
3. **Use your voice.** This is a game where communication is key, you can use in game or out of game voice, if you don't have a microphone and your on pc **try using chat**.
4. Whether you are attacking or defending **use your cameras**. They are a great way to get information and **relay the information to your team**. You may also get some points from it.
5. **Take your time!** Rushing 30 seconds into a match is just foolish! You can **plan** a better attack or have a better place to try and breach in.
6. **Check your corners!** So many people die from not looking into the corner of a room. It's a hard habit to get into but **it really helps** in the long run!
7. **Watch your back or your team's back.** People at times like to be sneaky and run **behind your team** leaving their backs **vulnerable** if not covered properly.
8. **Change** up your strategy/positions. Repeating the same thing over and over again can become stale and boring but also a great way for the **enemy team to know where you are and when**.
9. Don't think somewhere is **completely safe**. Defenders can go outside and attackers can blow a hole in a wall. **You may stall them but they will find a way in**.
10. If you have been **seen** or worse **spotted** by a drone or camera, they know where you are. **Don't stay in that same spot**, whether you think it's safe or not, **they know where you are** and it will be a lot **easier for them** to hurt you than for you to hurt them.

Bonus tip: Don't all be in one room, this may sound like a good idea but it really is an **easier push** if everyone is in one room rather than a bit **more spread out**. This does not mean be alone but the 5 of you don't need to watch 1 objective from the same place.

Tips on Becoming a Stronger Siege Player

- Watching from the doorway or a hole in the wall can be just as **strong or even a stronger** way to **protect the objective**. It may even be **safer** too.
- **Take your time**. Although the time limit may seem short there's **no need to rush as soon as the match starts**.
- Find a team or even a few people that you can work with and **communicate**.
- **GET A MICROPHONE!!!** If you don't have one, sorry but your playing the game wrong. **Communication is a big part in this game** and a great way to get into the game.
- Try and use a good pair of **headphones**. Sound is large part in this game as with **listening carefully** you can figure out **where** an enemy is and at times, **what they are doing**.
- Find guns and attachments that work for **you**, they may be very similar but they do have a noticeable difference at times, so find what **you like** or what **you are good with**.

- **Aim for the head.** If you are not the best at aiming try aiming for the **upper chest** as **recoil** can become your friend in getting a **headshot**.
- Work **together** with **shield wielding operators**. They may not have the best accuracy but they are **great cover** for friendly operators.
- Your gadgets can be both helpful and a hindrance so be careful where you place/use them.
 - o **Fuze** for example can be great to clear a room **but** he is also great at **killing a hostage**.
 - o **Bandit** can protect any metal object **but** he can also **destroy friendly gadgets**.
 - o Most gadgets/abilities have a **limited number of uses**. Try and use them in the **best ways possible**, they are there for a reason.
- Try and use the time before a round to **make a plan**, you may not know all the facts but you can **start simple and go more advanced** as the round continues.
- **Use the ping button** (Default **Z** on PC, **Left** on pad for controller) to show your team **where** you are **looking** to give them a **visual** cue on **what** is there or even **where** an **enemy** may be.
- Work with your team and try **mixing up your secondary gadgets**. You don't all need a breaching charge or all need barbed wire.
- It is **not all about the gun** you use. **Gadgets, abilities and, aiming** your weapons can be more important than which weapon you choose. A headshot is better than a shot to the knee.
- Don't try and start a match as if you already won, start it like you have something to prove.
- **Practice**. It's a one word sentence, not really much else to say, to get better you gotta practice...
- **Try something new**. You never know until you **try**. You may find a **strength** or even a **weakness** but at least now you know and knowing is half the battle.
- **Don't run inside** the house! Well by house I mean map, it's hard not to run but **you make so much noise** if the enemy team is anything like you want to become **they can hear you coming**.
- Try and plan an **escape rout**. **Don't trap yourself**. Doors can be **open**, walls can be **broken**.
- Here's one you were most likely expecting. **Have fun!!!** It's in like every list of rules and tips because well it's **important**. **Enjoy yourself** or what's the point?
- One of the best places to put a **deployable shield** is in an **open doorway**. If done correctly **anything that enters will have to vault or jump over it** leaving them vulnerable to your team.

Game Mode Tips and Tricks

These are raw and random at the moment, in writing/testing phase

Hostage

- The hostage has 100 health, something sneaky you can do with this information is to magically lower it as best you can so if an attackers stray bullet hits the hostage they will have 15 seconds to revive it
- After a hostage is revived they go back to 100 health

- You can not get a headshot on a hostage (Possible custom game bug)
- Electrified hostage confirmed (defender, place and elec)
- Extra 1.5 min overtime (no shown time)
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Fun Facts

- You can punch a hole in breakable walls and walk through them as long as it is broken fully, meaning top bottom left and right must have a gap
- Castles fortified barricade takes 12 hits
- castle can remove and replace his barricades as many times as he likes
- trap door takes between 3-5 shotgun shells to break open

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Updates/Patch Notes

Dec 15

- Edited more operators info
- Highlighted stuff and things
- Did more stuff that Dec 14 says i did

Dec 14

- Fixed note on Doc - Headshots
- Re-ordered Roles and Tips and Tricks
- Finished Attacker Roles
- Started Bolding/Highlighting different key notes
 - Finished in Attacker/Defender Roles
- Started removing unneeded grammar (Capitalizations)
- Slightly edited Top 10 Tips
- Added Tips on Becoming a Stronger Player
- Removed Do's and Dont's (Moved towards Becoming a Stronger Player)
- Edited spacing
 - New page for each operator in Tier List
 - Table of contents on own page
 - Tips on separate page
 - Updates/Patch Notes on own page
- Fixed up operator bio's
 - Fuze
 - Thatcher
 - Thermite
- Added Gadget and Secondary Gadget to operators (Started)
- Setup jumpto whenever you click on operator's name to go to their "bio"
 - Just Mute sofar (Why yes it will link from here)
- Fixed up table of contents into tables
- Added a "full" table above patch notes

Dec 12:

- Finished adding notes to Recruit's (both attacker and defender)
- Did some additional spell checking/correcting
- Added Roles section
 - Defenders (Completed)
 - Attackers coming soon
- Fixed up headings

Dec 11:

- Added Top 10 Tips
- Added Patch Notes
- Added Recruit to operators (Both attack and defend) [in progress]
- Updated Doc - tips and tricks
- Doc moved to tier 2
- Updated Bandit (+ 10 points per drone destroyed with wire)