

A COMPETITIVE FIELD GUIDE

THE PRINCIPLES OF COMPETITIVE SIEGE

A Complete Guide to Rainbow Six Siege

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Collected Edition · Clean Text

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Author's Note

I know this guide will take time to read, understand, and apply. Don't rush through it. The goal isn't to finish it quickly; it's to learn from it and become a better player over time.

I created this guide to help anyone who wants to improve at Rainbow Six Siege. Whether you're brand new to the game or trying to reach the highest ranks, I hope you'll find something useful here. Everything in this book comes from my own experience, mistakes, and lessons I've learned over the years.

This guide is for everyone, especially those who can't afford coaching or don't have access to it. If you're willing to learn and put in the work, I think this writing may be helpful for you.

This guide will never truly be finished. Every time I learn something new or teach another player, I'll update it as long as I know people are still reading this. As the game changes, this guide will change with it. Assuming I still have a passion for this game.

You may notice that I don't include every strategy or every setup. That's intentional. Part of becoming a great player is learning through experience. I want this guide to teach you how to think, not just tell you what to do. I don't want to take away the fun of discovering the game for yourself.

If this guide helps you become a better player, then it has done its job.

Thank you for reading, and good luck.

— Szhutsen K. Liang

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How to Use This Book

This is not a book you read once. It is a reference you return to as your rank changes and your problems change with it.

If you are brand new, start at Chapter 1 and set your game up properly before you worry about anything else. A bad setup will cap your ceiling no matter how much you practise.

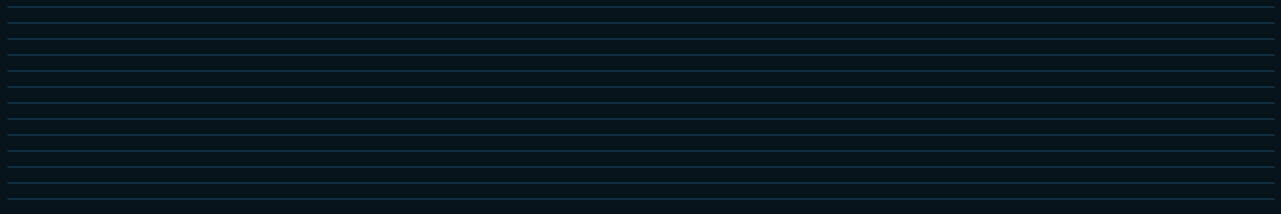
If you already play regularly, go straight to the chapter that matches the thing costing you rounds. Losing gunfights you should win? Chapter 14 and 15. Dying to angles you never checked? Chapter 16. Tilting off the map? Chapter 20.

If you are in a rank you feel stuck in, read the section for your rank in Chapter 5, then read the section one rank above it. That gap is your homework.

Nothing in this book replaces playing the game. Every idea here is a shortcut through experience you would eventually gather anyway. It saves you time. It does not save you reps.

PART I

Foundations



Settings and Optimization

Before you think about aim, strategy, or rank, your game has to be set up so it is showing you information instead of decoration. Most of the settings below exist to remove clutter, raise clarity, or cut delay between what happens and when you see it.

General

Connectivity Feedback — Icons Only Frees up clutter.

Defuser Pickup — Both Lets you run over the defuser and still pick it up without exposing your body to defenders.

Drone After Prep — Manual / Semi-Automatic Being force-ejected from your drone at spawn stops you watching a drone a teammate parked on a cutoff for roamer awareness. Manual gives you complete, active coverage of a room you droned in prep, so you can call whether it is clear or whether your team has an early pick available for a man advantage.

HUD

HUD elements exist to familiarise you with the maps and the mechanics. While they are on, actively absorb what they are telling you — with the goal of eventually turning them off to reduce clutter. Disabling things like health and teammate outlines feels drastic at first, but it forces you to build game sense, relying on environmental awareness and communication instead of a screen full of icons.

Compass Appearance — Simplified Frees up clutter. Advanced adds nothing.

Loadout Inputs — Off Turn these off once you are comfortable knowing where all your keys are and what they do.

Health — Off, or Numbers Only A flashing red bar in your peripheral vision is a distraction at the exact moment you need focus.

Action Reminder — Off Same reason as health.

Teammate Username / Outline — Turn off one of them Reducing visual clutter improves your read of the screen. Preference varies: some players prefer disabling usernames, others outlines. Outlines help identify teammates, but they also add clutter and cause problems when an enemy is between you and a teammate. Switching to icons demands active awareness of your team's positions and clear communication about where everyone is and what they are doing.

Audio

Dynamic Range — Night Mode or Hi-Fi Night Mode boosts quiet sounds while lowering the volume of gunshots, breaches, and other loud noises. Depending on your audio setup, that boost can meaningfully improve your awareness of footsteps and drones. Hi-Fi keeps a wider sound stage and can make certain cues easier to place without Night Mode's compression. Being comfortable with your audio is what matters

— test both.

Music — Off Music sets the atmosphere of Siege beautifully and does nothing for your competitive mindset.

Voice Chat Volume — Medium Set it slightly low, because some teammates are loud. If your team is in Discord it matters less.

Mute on Unfocused — Off Alt-tabbing to check something is normal. You still want to hear the round start or a rush so you can tab back in on time.

Display

Make sure you are running the highest refresh rate your monitor supports. Understand that resolution can restrict the maximum refresh rate available to you. Do not go below 1920x1080. If your monitor cannot exceed 60 Hz, buy a new monitor — 144 Hz is the minimum.

In a game like Siege, rounds are decided by reaction time, which makes refresh rate critical to having the most current information on screen. Verify your monitor is set to at least 144 Hz in all three places:

- Monitor settings: Settings → Display → Advanced Display Settings → Monitor → Screen Refresh Rate → maximum.
- Graphics card control panel.
- In-game settings.

Resolution — Highest Possible Resolution determines how much visual information you are given.

Display Mode — Fullscreen Windowed and Borderless can cap your frame rate and introduce stutter or screen tearing.

Refresh Rate — Maximum This tells the monitor how many times per second to update. There is no reason to run below your maximum.

Aspect Ratio — 16:10, 4:3 or 3:2 (stretched) Which stretched ratio you choose is personal. Experiment. Avoid the default ratio, which makes opponents appear smaller. A stretched resolution distorts the image and takes time to adjust to, but the one you settle into will give you an edge.

V-Sync — Off Synchronising frame rate to refresh rate introduces input delay. If you get screen tearing with this off, there is a different problem to solve first.

FPS Limit — Off Never cap below your monitor's refresh rate; it introduces input lag.

Field of View — 83 to 90 Generally the usable range. Anything lower puts you at a disadvantage because you cannot see enough of what is around you.

HUD Display Size — Personal (I use 83) Set it lower and see whether you like it. I run 83 because when I am locked in, I want all the information close to the centre of the screen.

Brightness — Around 60 Depends on your monitor, but 60–70 is generally right. Too high and colours wash out, blurring opponents while you clear a room. Too low and your monitor cannot display enough separation between a dark corner and a player standing in it.

Graphics

Texture Quality — Low / Medium Saves a frame or two, and low keeps the visuals from being over-stimulating.

Texture Filtering — Linear Filtering blends pixels so surfaces look smoother. In Siege you want to see pixels change colour rather than blend when someone peeks. If your monitor is poor and you already struggle to see anything, raise it so the image at least looks clean.

LOD Quality — Ultra Increases the distance at which high-quality models load. Siege is a game about angles, and a low-quality model at range is a direct disadvantage. This is the last setting you should ever lower for frames.

Shading — Low There is no benefit to improved lighting quality when your goal is to see everything.

Shadows — High Lets you see operator shadows.

Reflection — Off Siege has very few reflective surfaces. No real benefit.

VFX — Off Particles, dust and debris make the game look good at the cost of visibility, especially through breaches going off and soft walls being shot.

Ambient Occlusion — Off Like VFX, extra shadow obscures enemies. It darkens parts of the map unnecessarily — you want to see people wherever they are.

Lens Effect — Off Distracting, and a disadvantage.

Zoom-In Depth of Field — Off It blurs everything outside your scope, restricting your view.

Anti-Aliasing — Off Leave it off unless your display is genuinely poor, such as a laptop panel — then try FXAA. Do not use TAA. It forces your GPU to re-render the frame, producing a blurry image, and it will tank your frame rate by rendering above your resolution and downsampling.

Graphics summary: set everything to Low, then set LOD to Ultra and Shadows to High, and set Anti-Aliasing to the second option (off).

Controls

It should not need saying that aiming is the core of Siege. Your sensitivity is something your brain adapts to over time. Change it slowly and note how your aim responds. The end goal is never having to revisit this section again — one permanent sensitivity you use for Siege and every other game you play.

Make sure Windows mouse acceleration is off: Settings → Devices → Mouse → Additional Mouse Options → Pointer Options → uncheck “Enhance pointer precision”.

Raw Input — On Raw input lets the game receive data directly from the device instead of going through the operating system’s processing.

Mouse Horizontal and Vertical — Identical Matching horizontal and vertical sensitivity keeps your movement consistent in every direction, which matters most when the target is on a diagonal from your current aim point.

Mouse Sensitivity Low enough that a single sweep can turn you 180 degrees. Beyond that it comes down to your mouse, your mousepad, and how much desk space you have. If you cannot reach targets fast

enough, raise it. If you consistently overshoot, it is too high. Many players run sensitivity so high they cannot control recoil or make micro-adjustments. Roughly 5–8 for horizontal and vertical, 30–45 ADS for 1.0x, and 42–70 for 2.5x is a reasonable baseline if you are lost.

DPI Know what your mouse is set to. 400, 800 or 1600 are good standards. Higher DPI gives a marginally faster response. A 1000 Hz polling rate is the expectation; search for a polling rate tester to confirm what you actually have.

Gadget Deployment — Advanced Lets you deploy any utility — Banshees, Evil Eyes, Black Mirrors, breach charges — with the option to cancel the placement and get back to your gun. Gunfights are decided in milliseconds and you do not want to be locked in an animation.

Drone Deployment — Advanced Stops you from being pulled into the drone the instant you throw it. This lets you throw drones far away to be used later, bait a defender, or stay aware while the drone lands so you can drone safely.

Custom Controls

Be deliberate about what you bind to your mouse buttons, or to any key. If you find yourself performing unintended actions in ranked, that key is not bound correctly for you. If you struggle to deploy or activate your gadget on middle mouse, middle mouse is not your key.

Your controls should be personal, comfortable and intuitive — second nature, so you are never fighting your own hands. If you use a gaming mouse, avoid binding anything to the forward side button; the misclick rate during a gunfight is high, and this is not a game where you want to rely on probability.

For toggle versus hold on walk and lean, the defaults are generally right. If a different setup suits you because of previous games you have played, use it. Monitor yourself: if you are on toggle and keep sprinting or walking unintentionally, switch to hold. If you consistently fumble a keybind, rebind it to something more comfortable.

Reassign your DPI button as well — changing DPI mid-session actively works against building consistent aim.

Accessibility

Screen Shake — Off There is no benefit to being unable to see.

Motion Blur — Off Keeps your screen clear when you take damage.

Crosshair Colour — Personal With the variety of Siege environments, some colours simply work better than others. Green and red are the defaults and perform well across all maps. If you struggle to locate or place your crosshair, your sight choice or dot colour may be to blame — experiment with both until one becomes second nature.

- Do not run white if you like to spawn peek. It blends into the background, the lighting and the sky.
- I run black. It is not vibrant or distracting, nothing in this game has a background as dark as the reticle, and spawn peeking with it still works. I stick to mellow tones so I can see the opponent more clearly.

Team Colours — Personal Be able to identify teams instantly. I run my team orange, so it reads gold when I win and red when I lose, and the enemy team red so I do not confuse claymores and other utility.

Hardware and Peripherals

Most gaming gear is a waste of money. Five things actually matter: your internet connection, your computer, your mouse, your monitor, and your mousepad. Everything else is comfort.

Internet Connection

Get Ethernet. There is no debate here.

Computer

Get a desktop capable of producing more frames per second than your monitor's refresh rate — ideally enough headroom to fully use what the monitor can do.

Do not buy a gaming laptop. It overheats, the parts are not upgradeable through conventional means, and you are not going to do serious competitive work on one. Temperature, space, and being able to separate screen, keyboard and mouse all matter.

For a tower, target an i7-equivalent CPU or better, a GPU at least equivalent to a GTX 1080 — an RTX 3090 equivalent if you have the budget, since some cards at the same price are dramatically better — and at least 16 GB of DDR4 RAM. Use an SSD.

Mouse

Your mouse is your primary tool and arguably the single most important part of your aim. Buy one with a polling rate of at least 1000 Hz — polling rate is how many times per second your mouse reports to your computer. You never want to be in a situation where your hardware cannot keep up with your mechanical skill.

Around 60 grams is a good weight target. A mouse meeting these criteria runs roughly \$30 to \$130. Aftermarket PTFE skates glide better than most stock feet and cost about ten dollars, so there is no reason to agonise over it.

Keyboard

Your keyboard is your movement tool. Get a mechanical board with short-actuation switches so you can respond faster. Smaller boards give you more mousepad room and are generally preferred — anything under a full-size layout, with 60%, 75% and TKL being the popular choices.

A good keyboard runs around \$100. Make sure the switches are at least lubed so they feel and sound right. Hall effect switches are a solid option. Reds are the basic choice; I use Silvers.

Monitor

This is how you see. The current market standard for gaming is 144 Hz, and the top end is currently around 540 Hz. More refresh means a smoother feel and, more importantly, seeing an enemy sooner. A 24-inch

panel is the practical sweet spot.

Mousepad

A mousepad is a road to drive on. If you run out of pad, you have nowhere to go — so buy one large enough for the sensitivity you use. A 1x1 ft pad is enough; a full desk pad is better. You want a surface your mouse glides across smoothly and responds to consistently. Expect to spend roughly \$10 to \$100.

I recommend a glass XL pad. Cloth requires too much maintenance, and its fibres wear down over time and create slow spots.

Microphone and Audio

Get a microphone that works and sounds clean. A headset mic is functional, but something crisp is far easier for your team to listen to. A good mic runs roughly \$100 to \$300.

Get a headset or earbuds that are good at localisation — placing where a sound came from — and add a sound equaliser to sharpen footsteps. FxSound on the Microsoft Store is a solid free starting point. Do not add third-party surround sound software on top of Siege's own system.

Desk and Chair

A 48-inch desk is comfortable. Smaller desks work, but they will not leave room for drinks and plates and will force a more aggressive keyboard tilt to fit a large mousepad. Keep the area around your mouse clear so you have room to flick and adjust.

Get an office or ergonomic chair. No debate. Make sure the desk and chair are adjustable so they fit your body rather than the other way around.

Software

Once the hardware is in place, make sure the software is doing its job. Double-check that your audio and monitor are actually running at their best available settings — use what you paid for. Look up whether your peripherals have companion software; it usually lets you set keybinds, adjust lighting, and control power output.

The Minimum You Should Be Running

- A keyboard smaller than full size
- 144 Hz monitor
- 1000 Hz polling rate mouse
- Enough performance for a consistent 150+ FPS to feed a 144 Hz panel
- A medium or larger mousepad, sized for full arm movement
- Ethernet

- SSD
- 16 GB RAM

The Twelve Core Skills

Now that you have a proper setup, here is the whole game broken into the twelve things you are actually being tested on. Every chapter after this one is an expansion of something in this list.

1. Map Knowledge

Callouts Learn the common callouts for every map.

Site Setup Know the best places to reinforce, rotate, and open holes.

Vertical Play Understand which floors and ceilings break, and what that opens up.

Flanking Routes Learn when, where, and how to flank.

2. Operator Knowledge

Gadgets Understand how every operator's gadget works and how to counter it.

Role Specialisation Know the difference between attacker roles (hard breachers, entry, support) and defender roles (anchors, roamers, denial).

Operator Synergy Learn which operators work together — Thermite and Thatcher being the classic example.

3. Gunplay and Aiming

Recoil Control Practise with different weapons and learn each pattern.

Crosshair Placement Keep your crosshair at head level and pre-aim common positions.

Peek Mechanics Master leaning and quick-peeking.

Prefiring Understand when and where to prefire common angles.

4. Communication

Effective Callouts Clear, concise, accurate information — nothing else.

Strategic Planning Coordinate executes, retakes, and site setups with your team.

Team Synergy Know when to push and when to hold based on what your team is doing.

5. Game Sense and Awareness

Sound Cues Recognise footsteps, reloads, vaults and gadget deployments.

Drone Usage Use and position drones for intel rather than sightseeing.

Timing Know when to push or rotate based on enemy movement.

Intel Processing Turn gathered information into decisions in real time.

6. Utility Management

Soft Breaching Know when and where to open walls with explosives or shotguns.

Hard Breaching Use Thermite, Hibana or Ace to open reinforced walls and hatches.

Gadget Denial Counter attacker utility — Jäger's ADS for projectiles, Mute's jammers for drones and breaches.

Timing of Utility Use gadgets at the moment they do the most damage, not the moment you remember you have them.

7. Positioning and Movement

Holding Angles Learn the common choke points and how to hold them.

Roaming vs. Anchoring Know when to leave site and when to stay on it.

Rotations Know when and how to move between objectives or flank.

Swinging off Information Take fights off audio, callouts and cameras — not hope.

8. Time Management

Attack Phases Understand the phases of an attack: droning, roam clearing, breaching, executing.

Defender Timing Learn to burn clock as a defender and force attackers into a rush.

Clutch Moments Stay calm in 1vX situations and make decisions rather than reactions.

9. Adaptability

On-the-Fly Adjustments Change your playstyle in response to what the enemy is doing.

Counter-Play Recognise enemy patterns and answer them with different setups or picks.

Flexibility Be competent on multiple operators and roles so you can fill what the team needs.

10. Meta and Strategy

Meta Knowledge Stay current on operator picks and strategies.

Team Compositions Build balanced teams — hard breach, intel, roam, anchor.

High-Level Study Watch pro matches and serious content creators for advanced tactics and setups.

11. Economy Management

Drone Economy Keeping drones alive so you have intel in the middle and end of the round, when a teammate is pushing site or clutching.

Utility Economy Use flashes, smokes and explosives with intent instead of dumping them at the first opportunity.

12. Psychological Warfare

Baiting Feed false information to pull enemies into bad positions.

Mind Games Use droning, sound and positioning to confuse or mislead.

- Running towards a room without entering it makes defenders believe a rush is coming.
- Make the enemy behave the way you want. Choose where they push from. Prepare for what you have engineered.
- Enemies are human, exactly like you. Put yourself in their role — attacker or defender — and stand in their angle. Ask what you would do in their position, then attack that.

Roles and the New Player

Starting Out

Before you play at all, make sure you have a comfortable, correctly sized desk and chair so you can hold decent posture. Then start unlocking operators. In Year 0, operators cost 1,000 Renown each. A Quick Match grants roughly 200 Renown; Unranked and Ranked grant roughly 400.

Once you have the Renown, buy operators that fit how you want to play. Play each one across several matches to get a real feel for their strengths, weaknesses and place in a team. Learning every operator is essential for ranking up, because it teaches you team composition and which picks matter in which situation.

Find the characters you like and the way you like to play. Learn from dying — it is going to happen a lot.

Knowing how to play every role — entry, frag, flex, roam, anchor, support and soft support — is what lets you solo queue effectively at any rank. Success in this game rests on three things: map knowledge, positioning, and information.

Strong positioning lets you take kills while keeping an escape route if it goes wrong. An early spawn kill hands your team a man advantage immediately. Clear communication tells you where it is safe to roam or flank. Understanding the layout lets you reposition intelligently, get back to site, or catch someone completely off guard.

Poor map knowledge leaves you trapped somewhere bad, dying for nothing. Positioning dictates your movement, your survivability, and your ability to support or trade for your teammates.

The Roles

Entry Fragger (2) Focused on taking early picks and gathering information. Not primarily a supporting role.

Support (2) Assists teammates in critical roles or provides quality-of-life value — healing, opening reinforced walls, droning teammates in.

Flex (1) The adaptable slot. Switches between aggressive and passive play as the round demands, filling the gaps between entry fraggers and anchors. A flex player should be able to play every operator.

Anchor Sits on site, denies plants, and keeps the objective safe from intrusion.

IGL (In-Game Leader) Directs the team — who plays where, when the push happens, and what the plan is.

Roamer / Lurker Moves around the map to stall time, take safe kills, and generally be a problem the attackers have to solve.

Playing Attack as a New Player

Prep Phase Use drones to find the weak part of the site. Set up cutoff drones to catch rotations and confirm when an area is clear.

Push Smart Always push on information. Avoid dry peeking. Clear rooms in sections and stay behind cover. Use lines of sight and noise as distractions.

Be Aggressive After a Kill Once you win a fight, take the space and secure map control. Do not stall.

Use Utility Every gadget and drone should be spent gaining an edge in a fight, not sitting in your inventory.

Playing Defence as a New Player

Audio Awareness Listen for footsteps, gadget sounds, and where the attackers are committing.

Angles and Cover Hold from behind cover. Use quick leaning to peek with less exposure.

Adapt and Move Reposition when you have been droned or when you hear movement — unless you are deliberately waiting for someone to walk into your line. Do not be a static target.

Support Teammates Stay close enough to refrag. Hold crossfires so you protect each other and deny easy entry.

Map and Spatial Awareness

Understand Layouts Build a three-dimensional model of the map in your head. Know what is above you, below you, behind you and ahead of you.

Callouts Learn every callout. Clear, concise language lets teammates aim and react faster.

Communication Basics

In Clutches When only a few players are alive, assign one person to make the calls.

Effective Comms Relay useful information without drowning out in-game audio.

Team Coordination Communicate the plan. Ask where enemies are pushing from. Share and request information constantly.

General Gameplay

Timing Know when to push and when to hold. Be patient and deliberate.

Plant Denial You can deny a plant by proximity alone, not just by shooting.

Angles Be aware of every angle you are exposed to. Always have a backup plan and cover nearby.

Aim and Movement

Crosshair Placement Aim at head level and adjust for elevation — stairs, rafters, ramps.

Quick Leaning Master quick leaning for peeks and corners.

Purposeful Movement Move with intent. Watch pro players to understand not just how they move through a map but why.

Extras

Watch Pro Content Study pro league, serious creators and scrims to learn the meta and the reasoning behind it.

Sound Equaliser Use one if you struggle to hear audio. Free options are available on the Microsoft Store.

Learn From Others Everyone plays differently. Take strategies and lines of sight from the people you play with and against.

When You Hit Level 50

Start playing Ranked. You will not have fully grasped the fundamentals yet, and that is exactly the point — Ranked forces you to adapt, to understand the flow of a round, and to learn who to bring and who to ban. It teaches common push spots, reinforcement patterns and droning technique faster than anything else.

Use match replays to review your games. You will hit frustration and walls. Persistence is the only way through.

Adjust your audio so you can actually hear the important things — Caveira's footsteps being the classic example — and invest in a decent headset so you can place direction accurately. Avoid additional surround sound software; Siege has its own system. Consider a sound equaliser so you are not putting yourself at a disadvantage. Siege should be loud. Use that.

The Rank-Up Guide

Find your rank. Read that section. Then read the one above it — that gap is your homework.

Copper through Emerald is comfortably solo queueable. Diamond is possible but difficult. Champion effectively requires a five stack.

No Rank to Gold — The Fundamentals

Everything from Copper to Gold comes down to three things: aim, movement mechanics, and being able to win a 1v1.

Below Level 50

Top Attackers Sledge, IQ, Buck

Top Defenders Rook, Kapkan, Bandit

- Do not barricade everything. Your team needs roamers.
- Aim at head height. Always.
- Learn not to tilt. Ranked is the game; everything else is practice.
- Learn map knowledge.
- Learn how to break barricades properly — from the side, so you are not standing exposed in the frame.
- Learn quick leaning.
- Work on reaction time and moving your mouse quickly. You want to be constantly checking the places people can appear from, with your crosshair on doorways and entry points rather than parked in the middle of a room.
- Practise moving your crosshair between the spots enemies can appear from.
- Learn how and when to drone.
- Use the right attachments and settings.
- Play every operator and get comfortable with each one the moment you buy them.

Copper / Level 50

Top Attackers Learn the hard breachers

Top Defenders Valkyrie, Mira, Maestro

- Play Ranked every day from the moment you unlock it.
- Map knowledge. This is the single most important thing at this stage.
- Aim at head height.
- Work on positioning, and on changing your position after the first encounter.

- Get familiar with all gadgets and utility, and learn how to place a proper claymore.
- Be aware of spawn peeks and pre-aim them.
- Understand how perspective changes how much of your body an enemy can see.
- Learn how every operator gadget works, and pick operators that benefit your team.
- Work on recoil control until you can shoot comfortably at any moment and manage the pattern without thinking about it.
- Learn which positions are bad to anchor in. For example, 3F Bar on Kafe exposes you to the skylight for a free kill.

Silver

Silver is an awkward place to sit, and the fix is mostly mechanical: hone your aim until you leave. Consider running suppressors as long as your aim holds up — players in the middle of the ladder struggle with aim, so removing the hit direction indicator from their screen buys you time when your first shots do not land.

Gold

Top Attackers Dokkaebi, Buck, Ram

Top Defenders Lesion, Doc, Melusi

- Keep working on aim.
- Start using your ears properly. Raise your volume until you can hear Caveira walking — test it in a Custom Game with a friend so you both learn what it sounds like and from where. It will be loud, but that is what you have to work with. Lower teammate volume to around 60 so that when a low lobby starts screaming you can stay focused.
- Communicate. Not wanting to talk is not an excuse — get a microphone.
- Know general map knowledge: every drone hole, hatch and window, and all the spawn peeks.
- Learn callouts.
- Crosshair placement, flicking, and reaction time.
- Learn every site setup.
- Learn how to roam and flank, and when flanking actually helps your team.
- Learn to change your head height mid-fight. Be a harder target and be in unexpected places.
- Learn to place drones at cutoff zones so a single drone covers a whole section of the map. It works like a flank cam but confirms far more — you know the moment a defender crosses, which makes pushing safe.
- Learn which doors and windows have lines of sight to where attackers like to hold. For example, Master Bedroom has an angle onto Study Balcony on Villa when attackers push Aviator.
- Learn the Bandit trick, the Kaid trick, the Mira trick, and the Tubarão-and-electricity interaction.

Plat to Diamond — Reading the Enemy

This is where the game stops being about mechanics and starts being about utility usage, mind games, and understanding what the other team is trying to do.

Plat

- Knows how to set up every site.
- Knows the strategies and effectively everything about every operator and how to play them, including the tips that live on YouTube.
- Can visualise every map in three dimensions and knows every callout.
- Understands the reasoning: C4, plant denial, angles.
- Can pre-aim common angles.

Record and review your games. Rewatch yourself with the same eye you would use on someone else, and reference pro players to see what they do differently. Understand why you died or why you did well. It is the only honest way to know where you actually are as a player — and whether you deserve the rank you are sitting at.

Emerald

Emerald is high-elo Plat by another name. That is why it feels like a wall. Keep putting in the work.

- Work on the basics: know your map, know when to flank, know intuitively where enemies are, know your angles, set up drone cams and keep them alive.
- Work on aim until there is genuinely nothing left to fix there.

Diamond

- Good aim, and knowledge of every site setup, angle and strategy.
- Callouts. Communication carries more weight here than anywhere below.
- Awareness of the situation and of where you need to be to help your team.
- Willingness to fill whatever operator the team is missing to raise the win chance — without anyone having to ask.

Champion

Get a stack. You are already at your solo ceiling and there is nothing left to coach mechanically. What is left is learning to work with a team, which is a different game from solo queue — you can start trusting your teammates to hold, and trusting that they will win their 1v1.

Play as though you are tethered to each other. Never be too far from a teammate. Communicate everything you do so someone can refrag you if you die. Your ego is never enough.

If You Are Solo Queuing

You cannot control what your randoms do, and you cannot control what your friends do either — especially if they are new enough that telling them in detail changes nothing. What you can control is getting kills yourself.

On attack, use the drone phase to find the weakness in the defenders' setup and attack it as fast as possible, while they are still setting up and still expecting attackers to be far away. You catch people mid-placement, in the middle of an animation, assuming they are safe. Because you have already identified the gap, you can

simply walk in.

On defence, your job is to set up site as fast as possible and then take a position where you can identify where the attackers are coming from — somewhere they would have to go to real lengths to remove you, costing them time and space. Easy kills on defence come from roaming and catching solo attackers by flanking, running out, or sitting somewhere nobody clears.

Structured Training

This chapter is the training plan that sits underneath the rank guide. It is what to actually do with your hours, in order.

Level 1 to 50 — Building the Machine

Warm up in Clear House. Play for an hour a day across different maps: headshot only, default dummy targets, destruction on and off, and change the configuration regularly. The goal is to clear it fast and clean, and to learn how to sweep a building.

This stage is also where you set your sensitivity permanently. It should be good enough that your hand-to-brain coordination produces in-game what you pictured before you moved.

The test: you want to look behind you, so you flick across your mousepad without thinking about it, and you land at 180 degrees without a readjustment. You should be able to move as far as you intended, through a physical movement, without deliberation.

Recommended Sensitivity

- PC: 5–8 horizontal and vertical at 800 DPI — and always keep the two identical.
- 1.0x ADS: 30–55
- 2.5x ADS: 40–70
- Console: 40–60 vertical and horizontal, on the higher end.
- The remaining sensitivities are not worth worrying about.

If you want finer control, open your game configuration file and change the sensitivity multiplier from 0.02 to 0.002. That converts a setting of 50 into an effective 5, and 51 into 5.1, giving you decimal precision the menu does not offer.

Focus at This Stage

- Fast, controlled clearing
- Head-level crosshair placement
- Smooth movement and aim
- Consistent aim through identical horizontal and vertical sensitivity
- Improved reaction time
- Reduced overcompensation from high sensitivity

Important

- Switch up maps and destruction settings so you are learning layouts while you train.
- Do not grind 1v1s. They do not translate to ranked, do not reproduce real match conditions, build unrealistic habits, and do nothing for team decision-making.

- Instead, play Ranked or structured matches, focus on real scenarios, and practise decision-making under pressure.

Summary for this stage: one hour of Clear House as a warmup, play every day for as long as you can, learn every map and how to set it up, make setting up site a habit, and lock in the Shaiiko peek and a sensitivity that is genuinely yours.

Level 50 to Gold — Skill Development

Be able to properly clear a map with good crosshair placement. Know every map, every drone hole, and every hatch. Know how to set up site properly — giving space for head holes, rotates and feet holes — and actually do it: reinforce, and make your holes.

Time management matters here. Always be prioritising your time to improve your environment, so you have the space to take a fight wherever you are. Have an escape plan and cover no matter where you stand.

Learn to peek properly, specifically the Shaiiko peek. You can frag your way out of Gold on fundamentals alone, provided your sensitivity and recoil control are solid. Learn to call out every part of every map — communication is what wins.

Skills You Should Perform Without Error

- Proper map clearing
- Crosshair placement at all times
- Understanding enemy positions

Map Knowledge

- Every room, hard wall, hard floor, piece of furniture and angle
- The strongest plant spots
- The entry points into each site and the default setups

Setup

- Performed every single round
- Know how to reinforce every site
- Rotates
- Head holes and feet holes

Focus

- Controlled peeks
- Avoid over-peeking and swinging unnecessarily wide
- Mastering the Shaiiko peek

Gold to Emerald — Refinement

This is where you start learning the strategies: prone mid-fight, vaulting structures to change your head height, peeking first standing, then crouched, then prone, and changing position every single time you are spotted. This is also where the Shaiiko peek becomes automatic.

You should already know how to set up every site, where every rotation, reinforcement and hole belongs, and how to call out every part of every map. This is the rank where you go through the tips-and-tricks content properly.

Work on positioning. Never be caught without cover or without a way out of your situation. Survivability and the ability to fight alongside your team — letting them engage the same target with you — is what carries rounds here. Never be alone, but do not stand on top of your teammate either. If they are fighting a doorway, cover the flank and cover the enemy's exits.

What Changes at This Level

- Mistakes are punished harder
- Positioning and crosshair placement matter more than raw aim
- Small errors cost entire rounds

Awareness

- Tracking enemy positioning
- Prefiring and predicting common positions
- Understanding timing
- Expecting a flank when it gets too quiet
- Understanding that people will not swing you without information
- Recognising default rushes earlier

Positioning Rule

Never stay in the same position after being spotted. Move to another part of the room — just do not remain in the same pocket of space.

- Why: predictable equals dead. Good players prefire the common spots.
- Instead: reposition constantly, change your angle after every engagement, and stay unpredictable.

Diamond to Champion — Consistency

Refine everything. Build connections with players at your level to reduce the variance that loses you games. Minimise chatter and speak only when it is relevant to the round. At this level especially, you cannot coast.

The goal is no longer to improve your aim. It is to eliminate mistakes, master consistency, and outthink the other team.

What Changes at This Level

- Everyone has good aim

- Mistakes are punished instantly
- Information wins rounds
- Decisions, not mechanics, win rounds

Survivability

- Stop taking unnecessary fights alone when a teammate is available
- Play off information, not ego

Information

- Use drones efficiently
- Constantly relay enemy positions
- Track and predict movement
- Gather information first, then get into position to win the fight

Team Play

- Play with and off your teammates, not alone
- Trade every fight
- Coordinate your actions

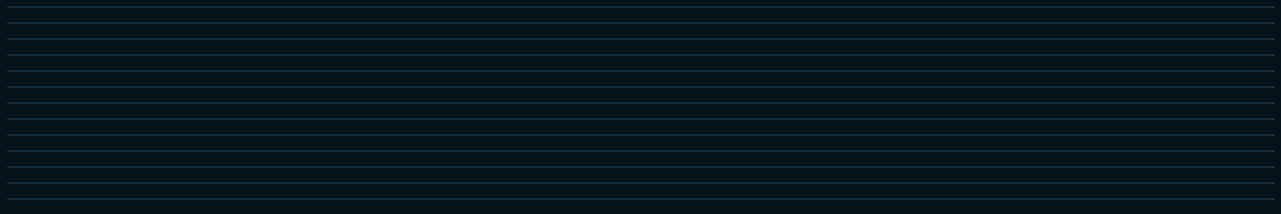
Mindset

- You are constantly being read by the enemy
- Adapt to every action and every piece of information you are given
- Stay unpredictable

At this rank you do not lose because of your aim. You lose because of your decision-making.

PART III

Operators and Utility



Operator Selection and Loadouts

Choosing an Operator

It is crucial to pick someone who benefits the team, rather than a selfish pick whose ability only ever helps the person holding it. Pick someone who still contributes to the team after you die.

Choosing an operator is not about what you like — it is about synergy. If your team has no hard breacher, bringing Thermite or Ace is not optional. On defence, a combination of utility denial (Bandit, Mute) and roamers (Caveira, Vigil) disrupts attackers and delays the push.

If the plan is not to breach and you just want to frag on a breacher, that is survivable in low ranks — but communicate it, so the team removes breaching from the plan rather than assuming it is handled. And understand that even if you are not opening the objective wall, there is always something worth breaching that creates a distraction or opens a line of sight.

Understanding when and why to pick certain operators is central to winning, especially in ranked where every decision compounds across the round.

Selfish picks Operators with no impact after death — Deimos, Vigil, Oryx, Nøkk, Warden. In most cases it is better to play someone who helps the team as well as themselves. You can still frag; just frag on an operator who contributes.

Good Starting Operators

Attack Sledge, IQ, Buck, Jackal

Defence Bandit, Rook, Kapkan, Alibi

Pick someone with a good gun and a predictable recoil pattern. Do not start on something fancy. Sledge is as old as the game and still a great pick, because it works.

Sights and Attachments

All attachment values are subject to change. Refer to the current Ubisoft developer notes.

Use 1x for control Lower magnification reduces zoom, which makes recoil easier to manage and lets you react faster to sudden movement. Especially useful in close quarters and against unpredictable opponents.

Adapt to the situation If you are unfamiliar with the map or the round feels chaotic, stay on 1x for the wider field of view. Once you are comfortable and the environment becomes predictable, a 2.5x gives you better long-range precision.

Function over cosmetics Many sights get picked because they look good. Prioritise visibility, comfort and control.

Sights

ACOG — 2.5x The most widely used and arguably the best.

Holo — 1x A rectangle. Completely fine.

Reflex — 1x A small triangle. Not bad.

Iron Sights — 1x Reduces ADS speed by 10%.

Never run a red dot. Of the 1x options it gives you the least usable picture.

Barrels

Muzzle Brake Reduces first-shot muzzle rise and centring time by 45%.

Flash Hider Decreases vertical recoil.

Compensator Lowers horizontal recoil.

Suppressor No damage drop-off and no change to recoil. Hides your fire direction.

Extended Barrel 6% to 10% damage increase over base.

Grips

Vertical Grip Lowers recoil.

Angled Grip 20% faster reload.

Horizontal Grip 5% movement speed.

Laser

Reduces ADS speed by 10%, at the cost of revealing your position while hip-firing.

A suppressor carries no damage penalty, which makes it excellent on low-recoil guns: it does not reveal your direction until you have already hit them, and by the time they process it they should be dead.

Extended barrel adds marginal damage and occasionally saves you a bullet, shortening time-to-kill. The other barrels exist for guns whose recoil you cannot otherwise control.

Universal Gadgets

Melee

Instant death at close range, moves shields, makes punch holes, and destroys utility. Never forget it exists.

Attacker Gadgets

Claymore (2) Fan-shaped, laser-triggered explosive.

Frag Grenades (2) Self-explanatory.

Stun Grenade / Flashbang (3, reduced to 2 in Year 10) Self-explanatory.

Smoke Grenade (2) Creates smoke and denies line of sight.

Impact EMP Grenade (3) Disables electronic utility within a short radius.

Rappel Lets you scale a building up or down, and hang upside down in a window.

Drone Arguably the most important mechanic in the game to get comfortable with. It lets you collect information without putting your body at risk.

Defender Gadgets

Barricades Self-explanatory.

Reinforcements Self-explanatory.

Default Cameras Self-explanatory.

Barbed Wire (2) Slows and damages attackers. Destroyed by explosives or melee.

Deployable Shield (1) Self-explanatory.

C4 / Nitro Cell (1) Remotely detonated explosive. Can be pre-placed at a distance and usually kills outright.

Impact Grenade (2) Roughly a 2 m explosion radius dealing up to 40 HP. Mostly used to create rotations.

Observation Blocker (3) Denies vision to drones.

Bulletproof Camera Placed on surfaces. Destructible from the sides, and the glass can be broken.

Proximity Alarm (2) Makes noise.

Attacker Operators

Sledge Breaching hammer. Makes square holes and breaks anything it can reach except reinforced walls and hatches. Great for easy access into rooms and for going wherever you want.

Thatcher Three EMP grenades that disable electronics. Excellent paired with hard breachers, but remember it is also good against players — a disabled gadget means no reticle for them. Communicate with your team so they know when to throw or place their gadget.

Ash Two explosive breaching rounds. Breaks surfaces, makes holes, and removes utility at range. Strong for rushing into a building. Place the round in the top corner of a barricade so you do not take damage from your own breach at close range.

Thermite Two exothermic charges. Hard breach — makes a very large hole. Remember they work on floors, so you can break the hard floor above a wall you want opened from another angle.

Counter: Tubarão plus electricity.

Twitch Two standard drones and two shock drones with unlimited shocks and minor damage. Excellent for removing utility. Your intel is enormous — keep your drones alive and positioned, and do not finish a round with drones unused.

Montagne Le Roc extendable body shield. Play off your team and act as a distraction while still taking kills wherever you can. Your job as a shield is to make the enemy look at you so your team gets the kill. Unshielding and re-shielding is a good way to break their read, but do not forget you can also just kill people.

Counter: Oryx, traps.

Glaz Scope that highlights defenders; they must stop moving for the yellow highlight to brighten. Strong for holding long angles. Play around smokes and avoid the obvious lines of fire — people prefire smokes the moment they know a Glaz is present.

Counter: Warden.

Fuze Three cluster charges placed on walls, windows and floors, firing pucks right to left. Explosive, so it is strong for vertical play and for clearing utility.

Blitz Shield that flashes and blinds, letting you rush in and melee blinded opponents.

Counter: Warden, Oryx.

IQ Scans electronics through walls. Strong for removing utility and for locating operators with active electronics.

Buck Skeleton Key underbarrel shotgun for creating lines of sight and rotations. Not a great damage tool unless you are close. Strong for going anywhere you want.

Blackbeard Ballistic shield that folds up so you can fire.

Capitão Crossbow with two fire bolts and two smoke bolts. Strong for pushing operators out of tight positions and for creating the space you need to move.

Hibana Fires pellets in adjustable clusters that break reinforcements. Hard breach in 1x2, 2x2 or 2x3 patterns. Excellent for opening hatches and for burning through Aruni gates.

Jackal Three scans that read footsteps and ping the player's location in pulses; the colour of the scan indicates how fresh the trail is. Removes roamers from the game and comes with a solid gun.

Counter: stay on site.

Ying Three Candelas that can be charged to change how they flash. They can roll, stick to walls and floors, and blind through them. Plenty of ammunition.

Counter: Warden.

Zofia Two concussion charges and two breaching charges. Good for clearing utility and for being a persistent problem for defenders.

Dokkaebi Two Logic Bomb calls that hack defender phones, plus access to defender cameras through dropped phones. Excellent for clearing entire rooms without entering them, and the guns are excellent.

Lion Three scans that live-ping any defender who moves. Strong for organised, coordinated pushes.

Counter: do not move.

Finka Three Adrenal Surges. Heals 40 HP and can revive downed teammates. Requires awareness of your team's health to use well.

Maverick Blowtorch that opens reinforced walls, creating holes that either produce excellent results or end badly, depending entirely on your discipline.

Nomad Three Airjabs. They make noise, knock attackers off their feet and stun for roughly three seconds. Placed to cover flanks or cut a defender off.

Gridlock Trax Stingers. Slow and damage anyone crossing them, dispensing across a wide radius. Excellent for securing plants and for stopping defenders from being where they need to be.

Nøkk Makes you invisible to cameras, though a distortion effect remains visible to players.

Amaru Grappling hook that pulls you through windows or up through unopened soft hatches. Strong for hatch entries and comes with good guns.

Kali Explosive lance with a small radius, used to take out utility. A difficult gun for most players, but devastating in the right hands. Primarily used to clear utility ahead of a hard breach.

Iana Gemini Replicator. Creates a clone of yourself that cannot shoot but is unlimited on a cooldown. Excellent for clearing rooms, burning Aruni gates, and general recon.

Ace S.E.L.M.A. breaching device. Hard breach with three charges, each extending downward to open a 2x1 section. Great gun, and it opens both walls and lines of sight.

Zero Argus cameras that can be shot through and drilled into reinforced walls, though they cannot be moved once placed. Strong for flank watch and for locating defenders.

Flores Three RCE-Ratero drones that explode, and become indestructible once engaged. They always travel forward even without input. Excellent for removing electricity and for prying defenders out of difficult anchor positions.

Osa Talon-8 transparent deployable shields. The glass can be broken, and there is a canister on the side facing the direction it was placed. Excellent for creating an area attackers can hold safely until the shield is removed.

Sens R.O.U. Projector System — rolling walls of light that obstruct vision. Strong for covering pushes and for enabling unexpected plant positions.

Grim Kawan Hive Launcher — canisters of bees that can be shot and live-ping defenders. Excellent for removing difficult anchors, and they bounce off surfaces.

Brava Kludge Drone that hacks defender utility and converts it to the attacking side, creating a real headache and excellent intel.

Counter: Mute, or simply shooting the drone.

Ram BU-GI Auto Breacher. A drone that breaches soft walls and floors, following a preset path and collapsing when it reaches its destination. Excellent for vertical play and for generating noise.

Deimos Deathmark tracker that live-pings a single defender for you alone, while that defender sees Deimos in pulses. Restricts you to a revolver. Best played with a team, and a fast way to establish the general location of a defender if you choose not to commit to the kill. Strong for coordinating pushes.

Counter: communication, and out-aiming them.

Playing Against Cheaters

Prefire. Hold crossfires. Use traps — people beelining to site do not look for Kapkan traps. Smokes, Melusis, Lesion mines, Frost mats, Castle panels, electrified walls, Azami barriers. Change the map for them. Beyond that there is genuinely nothing you can do. GG, go next.

Play to improve yourself. Your statistics are a representation of what you did, not of who you are as a player.

Defender Operators

Smoke Three canisters of yellow toxic gas dealing 15 HP per second. Excellent for stalling and for cutting sections of the map off entirely.

Mute Four signal jammers that disrupt technology within a spherical area, blocking drones and remote breaching. Do not place them in the open — make the attackers work to remove them.

Castle Four bulletproof armour panels for doorways and windows. Withstands nine melee hits and can be destroyed by explosives. Excellent for cutting off approaches and closing lines of sight when placed thoughtfully.

Pulse Cardiac sensor that reads attacker heartbeats through walls and floors. Excellent for vertical play, intel and team coordination, and outstanding when paired with a C4 or a shotgun.

Doc Three stim shots that heal anyone — including downed players — to full. Excellent for anchoring, workable for roaming if you want to play selfishly, and the gun is strong. Do not forget you can stim through a wall or a punch hole.

Rook Armour packs for the whole team, adding 20 HP and enabling self-revive. Less useful in high elo, where being seen means dying regardless, but strong in lower lobbies. Good right up to the point where everyone starts hitting headshots.

Kapkan Five Entry Denial Devices mounted on door and window frames, dealing 60 HP each. All five can go on a single frame. Place them where they are least expected. You can put several on the same doorway so an attacker who thinks they cleared it still walks into one.

Tachanka Shumikha Launcher — incendiary grenades that bounce once and then explode, covering a large area in fire. Needs reloading. Excellent for cutting off sections of the map, and best used as a way to stall time and block entry.

Jäger Three Active Defence Systems placed on surfaces, intercepting grenades before they detonate. Ten-second cooldown between intercepts. Solid gun and strong utility denial.

Bandit Four Shock Wires that electrify walls and barbed wire, blocking utility and dealing under 10 damage. Great gun. Learn the Bandit trick and standard wall denial.

Do not place them all in the centre of the breach, or Maverick simply removes the middle. Do not be afraid to give up the wall. If Maverick opens a line of sight at head height, that is usually a free kill for him.

Frost Three Welcome Mats — traps that instantly down an attacker. They can pick themselves up, but they cannot run afterwards. Usually placed behind shields or under windows. Place them off to the side rather than in the obvious centre.

Valkyrie Three Black Eye cameras that can be thrown and stick to surfaces. Hide them in lights, dark areas, debris and cover. There are hundreds of documented placements worth studying.

Counter: IQ.

Caveira Silenced pistol dealing 65 damage that downs attackers, who can then be interrogated to reveal the live position of every attacker for ten seconds. Silent Step makes her movement quieter, though it is still audible. Devastating in lower lobbies.

Being quiet does not mean being inaudible. Crouch when you are close. Only interrogate when you are confident no attackers are nearby; otherwise just finish the kill.

Counter: good enough audio.

Echo Yokai drones that stick to ceilings and concuss attackers, and can stop a plant outright. Excellent for intel, plant denial and countering shields. Keep your body away from site, or at least somewhere safe, and consider keeping one drone above yourself.

Counter: IQ, and audio — listen for the fans.

Mira Black Mirror — a one-way bulletproof window, removable via the red canister on the side it was placed from. As an attacker you should never give a Mira a line of sight to you. Usually paired with a head hole beside it.

Do not fight your teammates over the window; there are always other angles to hold.

Counter: melee, explosives, or simply pushing somewhere else.

Lesion Gu mines that accumulate as the round progresses, to a maximum of seven to nine. Deal 5 HP on trigger and continue damaging in pulses until removed. Place them where attackers take cover, plant, and push — not in the open. Common plant spots and corners are ideal.

Ela Grzmot mines that stick to surfaces and concuss anyone who triggers them. Excellent for free information the moment an attacker commits. Great gun. Treat the gadget as an audio cue — it is a glorified proximity mine attached to a very good loadout.

Vigil Blocks drones and cameras from seeing him, though attackers still see a distortion. Also blocks Lion scans while active. Strong for roaming and for anchoring in awkward positions.

Use it so attackers do not know your exact location. Be careful running — movement makes the distortion easier to spot. It does not hide you completely; it makes you harder to kill. And you still make noise.

Maestro Three Evil Eyes — bulletproof cameras that stick to surfaces and deal 5 HP per shot when open, at which point the lens becomes vulnerable. Also destructible with explosives. Excellent for harassing attackers and clearing drones and gadgets.

Place one above a hatch and then break the hatch. One camera can watch several rooms for kills or, at minimum, for information. Keep moving the camera so the glass does not crack in one place.

Counter: EMP, explosives.

Alibi Three Prisma holograms of herself that live-ping any attacker who shoots them. Outstanding guns. Place them where the hologram's feet are concealed so attackers cannot verify them, and consider using one mid-gunfight to surprise someone. Keeping one on your person to deploy at the right moment is a legitimate play — use it responsibly.

Clash Full-body electrified shield that slows attackers while dealing damage. Weak in isolation. If you must play her, play with your team: bait attackers into a crossfire, hold an angle where a push into you runs into a teammate. Playing with your team is the only thing that makes her hard to kill.

Counter: melee, and making sure she has no crossfire behind her.

Kaid Electroclaws that electrify walls and barbed wire, blocking utility and dealing under 10 damage. Works through walls, so place them where they cannot easily be destroyed — for example below the wall you are electrifying.

Mozzie Four Pest launchers that hack attacker drones and hand you control of them. The purpose is to stop drones entering site and giving attackers free information. Place them near site or wherever you hold, so that when higher-rank attackers try to drone you out you are not the person with three drones circling them. Keeping one on you is fine.

Warden Glance Smart Glasses that prevent blinding and let him see through smoke while stationary. Excellent against flashbangs. Do not peek a Glaz through a smoke.

The loadout is solid; take a shotgun if you need angles. Anti-flash lets you play more aggressively, because nobody expects a Warden to be the one holding through the flash. Feel free to push smokes — just watch for a Glaz.

Goyo Four Volcán shields deployed on walls and floors that explode into fire when shot, covering a large area. Excellent for stopping pushes and denying the places attackers want to anchor. Place them where pushes come from: doorways, walls, barricades, or breaches where players want to hold and stall.

Wamai Mag-NET discs that stick to surfaces and capture incoming projectiles — grenades, flashes, Ash rounds — detonating and destroying them in the process. Best placed near doorways and stairwells.

Oryx Remah Dash. Runs through soft walls and deployable shields, knocking down operators including shield operators. Passively climbs hatches. Strong for roaming and for relocating, though the dash creates a loud audio cue. Also excellent for demolishing cabinets, such as 3F on Kafe.

Good roamer, good gun, and an easy way out of a bad position provided you are willing to spend a little health.

Melusi Four Banshee devices that slow operators within range and are bulletproof until triggered. Place them on stairwell walls so the attacker's crosshair is pulled to the gadget while you swing off the trigger. Place them mid-staircase but slightly closer to site, so removing one requires real commitment. They also give you an audio cue.

Aruni Three Surya Gates deployed on doorways and windows, dealing 30 HP to anything that passes through. Indestructible by gunfire, but can be EMP'd and can be disabled by throwing utility through them. Best on high-traffic doorways.

Do not forget to make punch rotations and angles for your team if nobody brought a shotgun or impacts.

Thunderbird Four Kóna Stations that heal 20–30 HP and can revive downed operators, eventually healing to full. Place them in low-traffic but accessible areas — somewhere you would fall back to, but not so close to a push point that its presence tells attackers you are there. Used deliberately, a station near a push point can also work as an early-warning indicator.

Thorn Three Razorbloom Shells that stick to surfaces when thrown, charge up, and explode for roughly 40–50 HP. Excellent for information and for punishing choke points. Place them in common plant and hold spots.

Azami Kiba Barriers that accumulate as the round progresses, to a maximum of five, each covering roughly 2–3 m. They can be shot and exploded. Consider building half walls and one-ways with them — as long as an edge exists, you can build cover from it.

Counter: explosives.

Solis Spec-IO Electro-Sensor. Sees and pings technology through walls, and she can move while it is active. Essentially IQ on defence: claymores, drones, phones and gadgets.

Fenrir Four F-NATT Dread Mines with two active at any time, blinding anyone who triggers them. Not bulletproof. When an active mine is destroyed, an inactive one can be activated in its place, keeping your total intact. Best on high-traffic choke points and entries, and better still somewhere unexpected.

Counter: effectively none. IQ can locate one, and you may be able to destroy it from vertical, but if you do not break it as it activates you are taking the full animation even while retreating.

Tubarão Four Zoto Canisters that freeze technology for twelve seconds and slow anyone in range. Excellent for stalling and for buying time for electricity or a reposition.

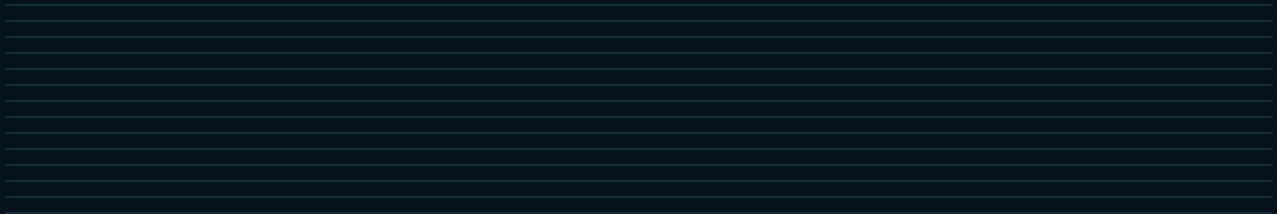
When a Bandit or Kaid is using electricity, place the canister on the opposite side from the gadget so the wall can still be electrified — high on the ceiling for a Bandit battery placed low, and vice versa.

Skopos A second body, excellent for roaming, holding site, and creating a bulletproof camera. Weak to electronic denial such as IQ, Thatcher and EMP grenades.

Keep the second body near site so you can flank and rotate the way the gadget intends. Do not be afraid to sacrifice one — you swap in at full health, so ditching a body is not a loss.

PART IV

Map Knowledge and Space



Holes, Rotates and Destruction

Making Holes

Whenever you create a hole of any kind, make sure your line of sight is flush with the side of the wall. Enemies can still shoot you through soft walls, and you want the exchange to be fair — because if they can see your barrel while you cannot see them, you lose. They already know your position and how close you are.

The exception is when you are deliberately building a one-way, where you can see and shoot them before they can see you. Do not build that kind of hole on site unless you know exactly why you are doing it.

Site Rotates

Rotates are what let you move through a site without exposing yourself. Good map knowledge lets you place them where they not only serve you but funnel the other team into positions you can kill from.

Be careful: a rotate placed a certain way can open a line of sight through both bomb sites at once. That is usually bad, because your team still needs to move around.

Crouch Rotates Create a one-way, or at least make crossing harder. They usually expose your barrel first.

Vault Rotates Provide cover for your body and force attackers into a vaulting animation if they commit into site. They also give you a way to cross without being seen.

Types of Holes

Head Holes Hide the majority of your body while creating a line of sight you can shoot through. The remaining soft wall acts as a partial barrier, so you take less damage than you would fully exposed.

Feet Holes Create a one-way that gives you the advantage as an opponent crosses through an area.

Vertical Holes Cut into the floor, played from above or below while waiting for someone to walk past.

Kill Holes Usually placed above head height to create an off-angle attackers do not expect, making you a much harder target. Best facing a staircase, or positioned so you can throw C4 through them.

Rotation Holes Placed to let defenders move between rooms without going through contested space.

Drone Holes Small openings that let a drone pass through so attackers can scout without exposure.

Barricades

Standard Barricade Three melee hits to break. Two hits to open a vault. Twenty bullets to destroy. Two bullets to remove an individual panel.

Castle Barricade Nine melee hits to break.

Hatches

Soft Hatches Excellent for C4 plays, because placing a charge on one produces audio. Breakable with DMRs, and easier with shotguns. Kali's rifle destroys one in a single shot.

Reinforced Hatches Can be electrified with Kaid's Electroclaw.

Roof Hatches Usually impossible to reinforce unless you can get onto the roof. Excellent for throwing C4 through based on audio.

Aruni's gate can be deployed on hatches as well as doorways and windows.

Vertical Play

Learning It

Use Custom Games with Buck or Sledge to learn maps vertically. Start from the top floor and work downward, or start around the bomb sites and expand outward. Identify every floor and ceiling you can break, and note the visual reference points that tell you where you are. This is what builds real map knowledge and pre-plant denial setups.

Vertical Play on Attack

Use it to control sites, cut off rotations and disrupt defenders. Always drone first to confirm it is safe. Buck, Sledge, Ram and Fuze are the top picks, and breaching charges also work. Vertical control is at its most valuable during the plant and post-plant phase.

Vertical Play on Defence

Play from above or below to deny plant areas and burn attacker time. Nitro cells, reinforcements and operator tools like Pulse, Solis and Valkyrie maximise the effect. Pre-placed C4 is particularly strong on common attacker routes.

Hatch Control

As a defender, reinforce hatches — and Kaid can electrify them. As an attacker, use Hibana, Ace, Thermite or Maverick to open them. As a defender you can also deliberately leave a hatch soft so you have a fast rotation or escape route.

Ideal Operators for Vertical Play

Attack Buck, Sledge, Ram, Fuze, and anyone carrying breaching charges.

Defence Pulse, Solis, Valkyrie, Lesion, Azami, Aruni, Oryx — and anyone with a shotgun or DMR for making angles.

Site Setups

Site setups are the one area of this book I have deliberately left thin. There are creators who cover every site on every map in far more depth than I could fit here, and going through them yourself is part of learning the game.

What follows is the structure to think in, using Oregon as the example.

Oregon — The Four Sites

- 2F Main Dorms Hall and 2F Kids Dormitory
- 1F Dining Hall and 1F Kitchen
- 1F Meeting Hall and 1F Kitchen
- B Laundry Room and B Supply Room

What a Setup Actually Consists Of

- Which walls are reinforced, and in what order
- Where the rotates go, so the site is traversable without stepping into the open
- Where the head holes and feet holes go, and what each one is watching
- Which hatches stay reinforced and which stay soft for rotation
- Where the cameras and traps go, and what each one is meant to catch
- Who holds what, and where the crossfires are

Learn one map completely before you spread yourself across all of them. Knowing every setup on a single map is worth more than knowing the first reinforcement on every map.

Where to Learn the Rest

- r6maps.com — interactive floor plans for every map
- r6calls.com — callout reference for every room on every map
- Ubisoft's official map guides
- Sternab's map blueprints and Fett's blueprints
- Athieno's attack and defence guides, which cover every site individually

Aim, Recoil and Sensitivity

Why a Slower Sensitivity

- Your movements become smoother. On high sensitivity you overshoot far more often.
- A shaky pencil is harder to control than a steady one. High sensitivity turns small hand movements into large in-game movements, which makes hitting shots harder.
- Muscle memory develops faster, because you learn how far your hand physically needs to travel. Repeating the same distance is far easier at a lower sensitivity, where small errors do not compound.
- The result is consistency, control and accuracy.

Arms for big turns, wrists for micro-adjustments. High sensitivity played entirely from the wrist is less stable, builds worse habits, and makes it much harder to recover your aim after time away from the game.

Posture

Your hardware is an extension of your body, and how you sit determines how you move. Sit correctly. If you sit sluggish, you play sluggish. If you lean on one side for hours at a time, you are building a long-term physical problem, not a playstyle.

Shooting Technique

Segment your arm so each part has a job:

- Fingertips for small movements and micro-adjustments
- Hand for looking around
- Forearm for flicking and turning

Use a claw grip. The most important thing is a hold that is versatile and comfortable, because that is what actually improves your movement.

Console You are limited to joysticks, so you want a higher sensitivity — roughly 30–50 vertical and 70–100 horizontal — so you can move something like a mouse-and-keyboard player. Watching someone take three seconds to turn around is painful for everyone involved.

Sensitivity

Make sure your sensitivity is not so high that you overcompensate and exaggerate recoil to your own disadvantage. A lower sensitivity helps because it is easier to stop, since it takes longer to travel left to right — whereas on high sensitivity a flinch puts you well past your target.

If you run a high DPI, my only concern is whether you can actually control it. If you can, that is fine. If you cannot, drop it. It will take time to adjust, but some improvement beats none.

Move how you want to move, not how fast you can get there.

Finer control Change the sensitivity multiplier in your game configuration file from 0.02 to 0.002. A setting of 50 becomes an effective 5, and 51 becomes 5.1.

Reference ranges 400–1600 DPI. 1.0x ADS: 30–55. 2.5x ADS: 40–70.

Recoil Control

Shoot at a plain wall to learn each pattern. If it pulls left, you learn to drag right, and so on. Distance also affects how much you compensate, because a target further away is effectively smaller and every degree of error matters more.

If you are completely new, use the firing range first.

Choosing a Scope

If you are still learning a map, or fighting people who like unexpected positions, use a 1x so you see more of your screen and can find them without difficulty — assuming your reflexes hold up. Never run a red dot.

Once you are comfortable with a map and know where people usually are, an ACOG lets you pre-aim positions, hit pixel angles and take long-range fights.

Distance and Cover

Distance plays a major role in recoil. A target further away is smaller, so the same recoil requires more compensation to stay on them. Siege is a game of perspective — where you stand relative to your cover changes both what you can see and how much of you is visible.

Ammunition Management

Make sure you always have enough ammunition to kill at least one person. How much that is depends on your aim — if you can hit a headshot, it is very little. After a kill you can either hold off reloading until the next fight, or take cover and reload before engaging again. What you cannot do is walk into a fight with four rounds in the magazine.

Peeking and Holding Angles

Peeking

When you take a gunfight, you do not expose your whole body. The objective is to cover as much of yourself as possible so your hitbox is not fully available, which makes you harder to kill.

If you do not win the first exchange, do not re-peek at the same head height. That lets the other player simply prefire your original position for a free kill. Changing it can be as simple as moving to the other side of the room, crouching, or going prone mid-fight. As long as you are unpredictable and awkward to kill, you will win more 1v1s.

Standing on objects and fighting from behind cover are things people do not predict easily. Having teammates positioned to refrag you is what turns those fights into round wins.

You do not need to take every fight. Peek on information: audio cues, drone intel and teammate callouts.

Dry peeking Peeking without information. Avoid it. This is where learning the Shaiiko peek matters — it is what lets you gather whether a room is clear and where to aim before you commit your body.

Slicing the pie Fractioning a room and taking one angle at a time so you never face multiple targets simultaneously.

Peeker's Advantage

Like any online game, Siege has ping delay. The player who is moving gets updated to the server first, so a peeker naturally sees a stationary player before that player sees them. This is inevitable — it is how servers work.

The counter is to always be moving. A static player gives the peeker a long window to anticipate, predict and confirm that someone is standing there, before the defender has any chance to see them at all.

How to Fight It

- Always be moving.
- Listen so you can predict and prefire the moment they peek.
- Never hold a common, active angle openly. An active angle is one where you know an enemy will peek or is likely to arrive.
- The exception is when you are camping, roaming or lurking a specific angle — but even then, do not simply sit aimed at a spot people can guess and prefire.

Holding an Angle

Always move when both parties know where the other is. If you are lurking, staying still is fine. If you are waiting for someone to peek, move — because everything in this game makes noise, and you should assume

everyone knows where you are.

Do not get prefired and then assume the other player is cheating because they knew where you were through audio. That is the most amateur assumption in the game. Work on your movement instead. Siege has a limited movement set and people still spend years improving it.

Know when to peek, when to hold, where to hold, and how the enemy sees you when they clear for angles.

Null movement Failing to engage after the enemy kills your teammate, or failing to react to a sound cue.

That is the habit to break.

Always imagine the scenario you cannot see. If there is a gunfight on Chalet top Blue Stairs while you are in Basement, assume a flank is possible because they are occupied. Silence is not nothing — if it has been too quiet during a fight, and it is a 5v3 with two enemies engaging your teammate across the map, assume a flanker is already moving on you regardless of who they are.

Lower lobbies do not understand flanking, so they will all sit inside site without ever venturing out. Higher lobbies will punish you for the same assumption.

It is crucial to act on audio that tells you the enemy is occupied. Example: they are breaching the Garage wall on Chalet and there is no other indication of entry. Assume the rest of them are stacked outside that breach. Action: run out of the 2F Library window, hope there is no claymore, and gun them down.

Now apply that. Practise using your ears to make decisions.

Attacking Guide

Cover as much of the map as possible and eliminate roamers. If everyone on the enemy team is roaming, rush in, plant, and defend the site while they try to attack their own objective — defending is always easier than attacking, and you only need to know how to hold the site and where to anchor.

As an attacker your main goal is to get into the building unharmed. Roaming is straightforward to understand: they are moving around the map waiting for audio information, and the site is always the destination.

When a defending team brings no roamers, attacking becomes far easier, because there are no flankers or stray enemies to worry about. Every target is grouped together. That is exactly why a defending team needs a balance of roamers and anchors.

Defending Guide

Stall time and hold as much map space as you can. As a roamer, your job is to take time away from the attackers, forcing them to become disorganised and to focus on the wrong objective.

Roaming means finding where the attackers are coming from and intercepting them, ideally without announcing your presence. If they are all pushing directly into site — say through Big Window on Oregon 2F Kids — you have no business holding Lobby, because nobody is coming.

Do not spend time in a place they are not pushing. Identify quickly where they are coming from and be flexible; your initial guess will sometimes be wrong, and the point is to correct it as fast as possible.

A team of all roamers has nobody contesting site. A team of all anchors has nobody stalling or flanking. Neither works.

Map control Do not barricade every door on site. Doing so hands the attackers the entire floor with no consequences.

Gunplay Concepts

- Shoot and peek so the players you are fighting are lined up in a way that makes your job easy.
- Prefire to scare people out of position.
- Shoot through walls to create a distraction and a line of sight they have to worry about.
- Rotate after creating a disturbance.
- As a roamer, shooting at enemies without killing them makes them worry about you and spend time clearing something that is no longer there.

Frequency of peeking You can quick peek repeatedly and then stop. You can peek once and hold. Or you can mix quick peeks with holding while waiting for audio. Varying this is what makes you unreadable.

Perspective

Understanding how your camera and your body are positioned lets you take smarter fights and expose less of your character. Your perspective is what you see — and, more importantly, how much of you can be seen.

What Perspective Is

- Perspective is what your player camera can see.
- In Siege, the camera sits between your character's eyes, and bullets are fired from that point.
- Your hitbox — especially your head — can be visible before you can see the enemy, particularly on slopes and stairs.

The Player's View

- The camera is located between the character's eyes.
- Ascending stairs, your head and body are visible to someone at the top before your camera sees them.
- This puts you at a disadvantage when pushing into elevated positions blindly. The same applies holding a corner: your shoulders or feet appear before you can see the other player.

Leaning and Perspective

- Leaning shifts your camera towards the side you lean.
- This lets you peek with minimal body exposure.
- An enemy standing in a corner is seen first by whoever is leaning as they clear the room.

Angles vs. Perspective

- Holding a tight angle without leaning means exposing more of your body to see around the corner.
- A leaning player will see you before you see them.
- Always think about what part of your character is visible from the opponent's point of view, not yours.

Shields and Elevation

- Shield players must be especially careful. What looks safe from your view may expose your head, feet or shoulders to someone at a different height.
- Fighting on staircases or uneven ground exposes parts of you unintentionally.
- Crouching too close to a standing opponent can expose your head over the top of the shield.

Clearing Angles Effectively

The common mistake is swinging left while leaning left, or swinging right while leaning right. That exposes your body before your camera can see into the room.

The correct technique is the Shaiiko peek, which gives you more visibility into the room while exposing less of yourself. Treat a doorway like a pie and slice the angle slowly, with your crosshair already where a new threat is most likely to appear.

The Theory of Pushing and Holding

Defending

First, establish a common site setup with your team, and agree on which holes and lines of sight you are holding. If you made a rotate into Elbow on Oregon Basement, someone needs to be holding it. Someone needs eyes on Freezer.

- Bring roamers to make the attack harder, and shoot drones early so they cannot identify the weakest part of your setup.
- Establish where the attackers could push from and how you would kill everyone coming through there.
- Fill that space yourself, or communicate so a teammate has eyes on it, so it is never overrun unseen.
- Rotate and move when the attackers commit hard to an area. Holding an angle for an enemy who is never coming is worthless.
- Hold the push spots, not the quiet ones.
- Understand whether the map needs a roamer at all. Not everyone should roam, and not everyone should anchor — unless the attackers only have one viable approach from outside.
- Understand when to jump out on an enemy who is too distracted to react.

For Oregon Basement, a workable distribution is: one holding Main and Freezer, one at Freezer Hallway pillar, one in Electrical, one at Elbow, and the fifth either supporting Elbow or roaming for the push.

Where you hold depends primarily on where the push is happening and whether they are coming from anywhere else.

Attacking

Droning is what identifies the gap in a site. You are looking for the weakest link — the area with the least utility, where they have nothing to answer a push with.

- Run a fake team capable of drawing attention and potentially taking a kill. This pulls the defence's resources to the wrong side of the map. Once that chaos starts, execute the real push.
- Either go quiet until you cannot any more, or go loud and swift. Choose one.
- Locate the area with the least utility, then coordinate the push into it.
- Communicate to create a distraction, or to overwhelm them outright.
- If a push fails but you know for a fact they have neglected a different area, rotate and attack from there, then fall back through the original approach. There is almost always another angle into a site.
- Distractions can also be vertical — enough noise above their heads will stop defenders roaming and pull them out of position.

The rock-paper-scissors of Siege: a fast push beats a default setup, a default setup beats a slow push, and a slow, disciplined defence beats a rush.

Intel, Drones and Cameras

Why Intel Matters

- Intel is what separates a random play from an informed one.
- It stops you being surprised, lets you react to enemy positioning, and lets you coordinate with your team.
- Building a mental map of where enemies are — or probably are — is what enables good decisions mid-round.

The Drone Phase

Do not waste this time. No mindless droning, no alt-tabbing.

Objectives During Prep

- Identify the site and the setup.
- Plan your entry point based on your role and operator.
- Position drones to cover your entry or key flanks — hidden, but with usable sightlines.
- Listen for audio cues, and check teammates' drones if you need to.

Progressing With Drones

- Use your drones as you move through the map, not all at the start.
- Drone only one or two rooms ahead, so you can actually act on what you find.
- Do not drone to see enemies — drone to clear areas and decide your next move.
- Use one drone for scouting and the other for flank watch.
- Droning well keeps you alive longer and creates plays: safe entries and easy picks.

Droning Someone In

With Comms

- Call what the drone can and cannot see.
- Stay close enough to support or capitalise on the kill.
- Set up flank watch, or bait — let the enemy chase a sound while your teammate holds.

Without Comms

- Use yellow pings only when necessary.
- Keep the drone close and visible; teammates will follow its lead.

- Act on the intel yourself if the teammate dies.

Being Droned In

- Do not tailgate the drone. Leave a few seconds of gap.
- Watch what the drone is not seeing — the off-angles and flanks.
- Expect enemies to react to drone noise. Support does not mean safety.

Drones After Death

- Use your drones to actively support the team.
- Cover flanks, check site, or track roamers.
- Make sure at least one useful drone is hidden for later. If it is not, fix that next round.

Cameras

Default Cameras Reveal spawns and entry routes, and can trick attackers into revealing themselves or misplaying.

Bulletproof Cameras Two advantages: they see through smoke, and they emit EMP pulses that disable gadgets. Place them somewhere they cannot be casually punched or shot, such as above a hatch.

Unique Cameras

Zero Argus launchers that stick to surfaces, inside or outside.

Valkyrie Black Eye cameras that can be hidden almost anywhere.

Maestro Evil Eyes, offering bulletproof vision plus shock utility.

Sound

Siege is a game where everything makes noise.

- Footsteps vary by surface — wood, carpet, metal.
- Crouching, vaulting, rappelling and gadget deployment all sound different.
- Aiming down sights and leaning are audible.
- Learn operator-specific sounds, such as a Skopos swap or an Oryx charge.

Do not blindly copy someone else's audio settings. Test different configurations and understand what works for your headset and your playstyle.

Communication and Callouts

Communication is arguably the most important factor in Siege, because it is how information moves.

Whether you solo queue or run a stack, you have to learn the callout for every room, stairwell, hall and spawn peek. It raises your chances of winning with anyone you get queued with.

Build the habit of learning what things are called early. If you want to win, keep it professional. Most people like to talk and play casually, and that is fine — but knowing at least where places are called makes the game far more enjoyable, and you have to communicate to have the highest chance of winning.

Types of Communication

Active Comms Live description of what is happening as it happens.

Yellow / Red Ping Yellow is a human ping. Red is a live ping from a gadget or camera.

Sound Cue Take it with a grain of salt. Treat it as a tip-off, not a confirmation.

Making Calls

- Stick to a structure: who, then where. “Bandit, Main Stairs.”
- Avoid vague calls like “on ping.” Give the room or location name first, then ping.

Reacting to Calls

- First decide whether the call affects your position.
- If it does: respond, adjust, use utility, or reposition.
- If it does not: retain the information anyway. It builds your picture of where the enemy is and what they are likely to do next.

Basic Callouts

For new players, naming an object is a callout. Playing with randoms or newer players, keep it in plain English.

Colours Typically indicate a stairway — White, Red, Brown, Marble, Metal, and so on.

90 A ninety-degree corner.

Red Red stairs. Elevator means a literal elevator.

Vase A literal vase.

Window A literal window.

Intermediate Callouts

The shared language of people who have played for a while.

Banana The curved balcony inside Bank.

Harry Potter Under the stairs. In the films, that is where he slept.

Half Wall A literal half wall — though newer players will not know unless you point it out.

CCTV, Breach, Connector Standard room names that appear across multiple maps.

Advanced Callouts

Terms that only exist inside a stack. Playing with the same people long enough, you invent your own vocabulary — Goblin, Sandwich, Jungle, Pig. These work because everyone has agreed on them.

Nobody outside your group has any idea what you are talking about. For everyone else, keep it simple and familiar: short enough to be fast, standard enough to be understood. Do not expect anyone to know your terms.

Mindset, Discipline and Composure

Additional advice on these topics exists elsewhere. Remember this book was not written by a team of people.

If you top frag consistently, unbind Tab. The scoreboard gets into your head and you stop fragging.

Discipline and Composure

Play without tilting. It is a game. One match against the hundreds you will play this season — and you are going to let it wreck your aim, your comms, and your ability to win the next one?

Nobody wants to play with someone who is constantly angry, yelling and tilted. It drags down the team's morale and their willingness to keep enjoying their time. Do not ruin it for other people, especially the people you call your friends.

It is all fun in casual, ranked or customs — right up until someone gets angry and shuts down over something minor.

Do Not Use Stat Trackers

Stat-checking your opponents gets in your head as a developing player. Seeing higher ranks makes you feel beaten before the round starts. Seeing lower ranks makes you overconfident and frustrated when things go wrong. Either way it distracts you from playing well. Focus on your own game. Play the game, not the stats.

It Is Okay to Mute

Your teammates, especially new ones, often do not know much yet. That is not a reason to be cruel about it.

Toxic players and people accusing you of cheating do not determine who you are or whether you get banned. Toxicity is unavoidable in competitive games, but you do not have to absorb it. If a teammate is being abusive, mute them — better to lose a few callouts than your focus. Engaging only shifts your mindset away from winning. Stay focused, mute early, and stay out of pointless arguments.

Do Not Play Tilted

Tilt is an unnecessary mental state that gets in the way of improving. It is anger built up from playing too long, and at the end of the day it is stress accumulated over a video game.

Do Not Blame Your Team

Blaming teammates is easy, and it stops you growing. Instead of criticising other people, look at your own actions and how you could have played it differently — especially if you often die early and spend the round

spectating. Learn from your own mistakes rather than backseat driving.

Some rounds are genuinely unwinnable. Developing the ability to analyse your own play anyway is what separates people who climb from people who do not, and it matters most in solo queue, where your progress depends entirely on you.

Rank Does Not Matter

Under the current system, rank is a glorified battle pass. It looks good, but if someone is in your lobby then one of three things is true: they have the same skill as you, they got boosted, or they are a single Champion being carried by four Coppers.

Emotional Control

You will lose. You know you will lose. Take it on the chin. There is no way someone like you is going to fall apart over a player who shot you in the back of a room you never checked. Drone it. Listen for it. Get better and queue the next one.

If you are one game away from ranking up and you cannot close it, play next season. It is just like that sometimes.

The Rules

- Accept losses immediately.
- Do not blame teammates.
- Focus only on what you could have done better.
- You will get outplayed. You will get unlucky. That is part of the game.

What to Do

- Learn from every death.
- Queue next without carrying the last round with you.
- Stay focused on improvement, not ego.

Running the Scenario

During a round, run the scenario in your head. Imagine you were on the other side. Imagine you were the person you are fighting. Anticipate where they went, where they will push from, and — if you did not kill them and they ran — where you would have gone from there in their position.

Prefiring

Prefiring is shooting preemptively for a possible kill. Make sure it does not compromise your position.

You can use it in many ways, wherever you deduce an enemy is likely to be from the information available.

Where to Look, Where to Hold Your Crosshair

People can only be in a limited number of places. As an attacker, the bomb chassis, head glitches and head holes are the spots you want your crosshair on while you wait for a defender to peek into your line for a free pick.

Scan the room. Keep your crosshair on the openings that have the potential to produce an enemy.

Clearing Rooms

- Change your crosshair height based on the elevation of the room. A stairwell goes up or down, so your head height needs to change with it, because those stairs lead to a different floor.
- Do not keep your crosshair at first-floor head height while walking to the second floor.
- Trace around corners and use quick peeks. If you hard peek into a room or doorway you get shot, because you do not know where they are. If you quick peek and they shoot, they have just revealed their position.

Physical Preparation and Habits

Wrist Stretches

If you need to get blood flowing before you play, these five take a couple of minutes.

1. **Hand Rotations** Interlace your fingers. Rotate your hands around each other, slowly increasing speed. Keep the movement as fluid as possible, with your fingers firmly connected and your palms in contact. Repeat in the opposite direction.
2. **Hand Waves** Interlace your fingers with your palms facing the ground and your elbows out to the side. Flex one wrist and let the movement flow through the opposite wrist and down to the elbows, making a wave. Keep it fluid, and keep your fingers connected.
3. **Prayer Stretch** Place your hands together at roughly face level with your fingers pointing upward. Keeping your hands in contact, lower them with your elbows out to the side. At the end of the range, push your hands back up to face level and pull your elbows together. Try to increase your range of motion slightly with each repetition.
4. **Inverted Prayer Stretch** Start with the backs of your hands in contact and your fingers pointing down. Pull your arms upward, flaring your elbows out. Once your wrists reach elbow height, push your elbows inward to apply pressure between your hands. As with the prayer stretch, increase the range slightly each repetition.
5. **Hang Loose Stretch** Extend your thumb and little finger while bending the middle three. Rotate your wrist back and forth, keeping the rotation going for the duration of the exercise.

Sleep, Food and Posture

Get 7 to 10 hours of sleep. That is not optional — it is what lets you remember what you learned, function properly, and remember to eat and drink. You cannot frag and flick while you are worrying about an empty stomach.

Do not neglect food or water. Three meals a day or fewer; more than that without exercise and you will put on weight you did not intend to.

Sit up straight. Do not slouch — you will not play as well, and the long-term cost is real. Microwave your food during prep phase. Take your bathroom break when you die. Evaluate your time and what you actually need to do in it.

If you have the same commitment to this game that I do, the temptation to let everything else slide is real. Do not. Change your monitor settings if your eyes start hurting. You are not developing thicker glasses or scoliosis over a video game. Your mental resilience, on the other hand, is worth building.

General Improvements

This is what I would do if I had all of this knowledge and none of the skill — starting completely fresh.

Learn Not to Tilt

It is not worth tilting if you are going to play 500 games this season. What is the impact of one game that ended 4–5? You have to learn to manage your own mind, or you are a slave to your emotions.

Never let your ego get ahead of you. Understand that you are not the greatest, and never will be — the moment you decide you are the best, you stop improving. That is different from being happy. Do not confuse being happy with having an ego. As hard as this game is, you can be happy and still be humble.

You will have bad games. Nobody wins every game. But the moment you start complaining is the moment you stop being willing to learn. Bad game? Go support. There is always an opportunity to win and frag the next one.

Death replay is a good way to understand where the bullets came from and how they moved to kill you. It also shows you their perspective of you, and what you could have done differently.

Train in Terrorist Hunt and Training Grounds

Headshot only. Playing a single map for a whole day builds map knowledge faster than anything else, and it is the quickest way to train crosshair placement. You learn where everything is. Opening floors teaches you the vertical angles. You develop a mental map of default plants and common angles.

Ideally I want you playing one map for a week straight, Quick Match and Ranked included. Rushing to kill bots trains the same movement you will use in a real round. But the human mind is flawed, so in practice: three hours a day, one map a day, repeated until you reach level 200.

Clip, Rewatch, Reflect

Comparing yourself to streamers and pro players is a legitimate way to learn. You are not a pro player or a streamer. You might be one day, but not right now. Learn how they move. Ask what they are doing that you are not. Note how they swing, clear, breach, communicate and drone.

Critique yourself, but do not fold. Comparison is a killer of self-development. Do not discount what you have already achieved. Keep learning and keep improving — that is what this game is about.

Learning Game Sense

There is no better way to develop game sense than getting beaten repeatedly, then going back and watching what happened. The reflection is the part that turns losses into knowledge.

Change Settings Only Out of Necessity

Change your settings based on need. But once you have found something you like, after a year or two, stop changing it. Why change something that works? Consistency comes from practising with the same setup long enough that it stops being a variable. Your aim should feel natural: you move your hand this far, you expect to move that much in game.

For Those Who Get Angry Too Easily

Grow up. Your teammates will not improve because you screamed at them, and you will not improve by screaming until you wake the neighbours. Learn not to tilt. Reflect on what actually happened — what did they do to get the advantage over you?

Even if your teammates are bad at the game, communicate calmly. If they do not listen and you lose, queue the next one. One 4–5 game in a pool of 500 will not mean anything, and you will have forgotten it within a month.

Volume of Games

Play at least 10 to 15 games a day if you are seriously trying to learn the game. Anything less and you are limiting how good you could become. It is not hard — it is a video game. What is hard is doing maths for fifteen hours straight. But it still has to be done.

Final Message

Ultimately, the only way to get good at Siege is to accumulate enough experience to understand player behaviour — when to swing and when to hold, when to go prone in the middle of a gunfight, when to run out on someone who is reloading.

Sound cues will be your biggest ally in this game. Plenty of people have told me my volume is too loud for them. The reason it is that loud is that it gives me an enormous amount of information, because in Siege everything makes noise. Even aiming in.

Map knowledge is what makes you aware of where you are and which angles you are exposing yourself to. Whether you are holding an angle or standing in the middle of a room, you have to know where your cover is. Without it you are a sitting duck trying to win a gunfight in the open, caught with your pants down.

Understanding which walls to reinforce and why will win you more games. Higher lobbies leave more angles open; lower lobbies reinforce everything because they are scared to die and equally scared to take a fight. You have to take initiative — the same way you hold an angle as an attacker and expect a defender to walk into you. If both sides are too scared to do anything, nothing happens, including winning.

In gunfights, be aware of where you are and how much of your body is showing. The human body does not have eyes in its shoulders or its legs. What you see comes from the middle of your head.

So before you shout that you never even saw them, use your brain and ask why you died. Watch the kill cam.

Always read the developer patch notes when a new season releases, so you are never the last person to know something changed.

If you read all of this to the end — good stuff. Get in touch and tell me about it. My contact details are at the back of this book. — Szhutsen

Quotes for My Students

"I can show you the path to get where you need to go. I cannot walk it for you."

"Never get caught with your pants down. Do not get caught in the open without cover."

"Do not trust your randoms to cover your flank. They do not know what they are doing."

"Run away from your teammates until you hit Diamond. Do your own thing — but do not get caught doing nothing. Bait and refrag."

"Only play Ranked. It forces mentality. Casual and Unranked are not playing the game."

"Controlling a Prius at 15 mph is easier than an F1 car at 150 through a corner. This is not about cars."

"Watch content so you understand how you are supposed to move."

"Everyone in Siege is a roamer who frags, once you are good enough. Even Maestro."

"Stay funny. Keep your sense of humour."

"This game will test your emotions. Do not forget to keep your cool."

I appreciate you for reading the whole document. Let me know what rank you hit with my help.

Contact the Author

Ask me anything about Siege. Questions, disagreements, something you want added to the next edition, or coaching — all of it is welcome. I would rather you ask than guess.

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If something in this book is wrong, out of date, or no longer matches the current season, tell me. This edition is a snapshot. The next one is written from what readers send back.

Glossary of Terms

- 90** A bend or corner in a hallway that creates a ninety-degree angle. Commonly used in callouts.
- Ace / Aced** Getting five kills in a single round.
- ACOG** Advanced Combat Optical Gunsight. The 2.5x magnified scope.
- ADS (Aim Down Sights)** Zooming in through your weapon's sight or scope.
- Aggro** Short for aggressive. A player who pushes and seeks out gunfights rather than playing passively.
- Anchor** A defending role focused on staying near or on the objective. Anchors are the last line of defence.
- Angle** The available line of sight from a specific position. "Doc is holding a tight angle watching Skylight."
- Back Site** The part of a bomb site that is less commonly contested or approached directly. Typically further from the main entrances, where defenders hold more passively or set up utility. Defenders fall back here when the front of site is compromised.
- Baited** When a player is deliberately lured into a vulnerable position to be killed or exploited.
- Ban Phase** The stage before a ranked match where both teams vote to ban operators from the round.
- Banana** The curved balcony on Bank.
- Basement** A map level below the first floor, and a bomb site on several maps.
- BB** Blackbeard.
- Bomb Chassis** The physical frame on a bomb site where attackers plant the defuser. "They're planting behind the bomb chassis."
- Boosting** When a player hires a cheater or recruits a much higher-ranked player to queue with them and inflate their rank.
- BP (Bulletproof Camera)** A defender gadget providing surveillance, immune to standard gunfire but destructible by explosives or melee from the sides.
- C4 / Nitro** A throwable, remotely detonated explosive used by defenders — to destroy utility, break soft surfaces, or catch attackers out.
- Callout** Informing your teammates by voice or text of an enemy, trap or hazard. Stairs are commonly named by colour, such as "Red Stairs."
- Camping** Holding a single position for a long period, waiting to ambush.
- Cav** Caveira.
- Charm** A cosmetic accessory that hangs from the side of a weapon or shield.
- Chassis** The bomb chassis — the yellow frame cage at the base of the bomb.
- Claw Grip** A mouse hold where the fingertips rest on the buttons, forming a claw shape. Useful for precise aiming.
- Clear Comms** A request for teammates to stop unnecessary communication so important callouts can be heard.

Clearing Rooms Entering and systematically checking a room for enemies and traps.

Clutch Winning a round from a disadvantaged position, typically as the last player alive against multiple enemies — a 1v3 or 1v4. Requires skill, timing and usually a degree of surprise.

Contest Actively preventing the other team from controlling an area or objective. A defender contests site by staying close enough to deny a safe plant; attackers contest by holding key areas to stop a retake.

Crossfire Two or more players covering the same area from different angles, making it very hard for an opponent to survive the space.

Crosshair Placement Where you consistently hold your sights while moving and clearing.

Crouch Walking Moving while crouched to reduce the noise you make.

Default Camera The stationary security cameras placed around the map at the start of a round. Accessible to defenders and destructible by attackers. Removing them is often an attacker priority.

Default Plant A commonly used plant position on a given site, usually chosen because it offers good cover or a strong post-plant.

Defuse Disarming the bomb as a defender, or planting the defuser as an attacker.

Dokkaebi Hacking Cams Dokkaebi's ability to hack dead defenders' phones and give her team access to defender cameras.

Downed (DBNO) Down But Not Out. A player who is incapacitated but not dead, and can still be revived.

Drone Hole A small opening in a wall or floor that lets a drone pass through, used to scout without exposure.

Drop Shot Going prone during a firefight to become a harder target.

Dropped Moving down through a hatch or from one floor to another.

Dry Peeking Peeking without information.

Electrified A wall or barbed wire electrified by Bandit or Kaid, preventing remote breaching without EMP utility.

Elite Skin A purchased cosmetic set, roughly \$15, that includes an MVP animation, gold banner, exclusive weapon skins and a chibi charm.

ELO The rating system used to determine competitive rank based on performance.

EMP An electromagnetic pulse used by Thatcher and certain gadgets to temporarily disable defender electronics.

Entry Fragger An attacker whose role is to engage first and create space for the team to follow.

Execute To carry out a plan the team has agreed on.

Flank (Flanking) Attacking an enemy from behind or from the side of their position.

Flank Drone A pre-placed drone dedicated to watching for roamers or flankers.

Flank Watch The responsibility of watching for enemies approaching from behind or from unexpected angles.

Flash / Full Blind The state caused by a flashbang, where vision is fully obscured for a few seconds.

Flick A quick, reflexive aim movement that snaps onto a target.

Floor Bang Shooting through a soft floor or ceiling to hit someone above or below you.

FOV (Field of View) How much of the game world is visible on screen at once.

Frag Slang for a kill. A fragger is the player responsible for getting kills for the team.

GG Good game.

GH Good half.

GJ Good job.

Good Stuff High praise, used to acknowledge skill, effort or creativity.

Gunfight A direct combat encounter between two players. Winning gunfights is what converts into map control.

Half Wall A wall that only covers half your body, used for peeking or holding an angle.

Hard Breach Opening a reinforced wall or hatch using a hard breaching gadget — Thermite, Hibana, Ace, Maverick.

Hard Counter An operator or tactic specifically designed to negate another. Thatcher is a hard counter to Bandit's electrified walls.

Hard Wall A wall reinforced by defenders, identifiable by the metal support rods visible from the outside.

Hatch A destructible square in a floor or ceiling that lets players drop between levels.

Head Hole A small hole at head level in a soft wall, letting a defender shoot through while exposing very little.

Hip Fire Firing without aiming down sights. Less accurate, but faster to initiate.

Impact Tricking Using an impact grenade to destroy breach charges or Hibana pellets on a reinforced wall.

Intel Information about the enemy's position or plan, typically gathered through drones and cameras.

Interro Short for interrogation — Caveira's ability to reveal all enemy positions from a downed attacker.

Jiggle Peeking Rapidly peeking in and out of cover to bait shots without fully exposing yourself.

KD (Kill/Death Ratio) The ratio of a player's kills to their deaths.

Kill Hole A small hole in a soft wall used to fire through without full exposure. Also called a murder hole.

Line of Sight (LOS) The direct visual path between a player and a target. Manipulating it is central to both attack and defence.

Lit Low on health. "I just died to the Ash, she's lit."

Main Stairs The primary route between floors, commonly called Red Stairs or Blue Stairs depending on the map.

Map Knowledge Familiarity with layouts, destructible surfaces, and the common strategies for each map.

Matchpoint The round in which one team needs a single further round win to take the match.

Maverick Hole A small hole made in a reinforced wall with Maverick's blowtorch, used for intel or a quick kill.

Monty Montagne.

Nade A grenade, typically a frag.

NT Nice try.

Off-Angle An unconventional or unexpected position that is hard to pre-aim or anticipate.

Off-Site A defender positioned away from the objective, usually to roam or take map control.

One Hit A call meaning an enemy is on very low health and needs one more shot.

Open Mic A voice chat setting where all audio is transmitted continuously.

OPFOR Opposing force.

Overtime (OT) Additional rounds played when a match is tied. Ranked overtime is scored at 5–4, Unranked at 4–3.

Patch Notes Ubisoft's official notes on updates, balance changes and bug fixes.

Peek Exposing yourself from cover, either to fight or to scout.

Peeker's Advantage The phenomenon where a moving player sees a stationary one first, caused by latency and how servers update positions.

Pixel Peek An extremely tight angle where only a few pixels of you are visible.

Plant Placing the defuser on a bomb site as an attacker.

Prefiring Shooting at a location before seeing an enemy, based on game sense or prior knowledge of common positions.

Pre-Placed C4 A C4 set in advance on an objective or choke point, detonated remotely when attackers push.

Prep (Preparation Phase) The first 45 seconds of a round, when defenders reinforce and attackers drone.

Preplaced Drone A drone hidden during prep phase and used for intel later in the round.

Prepping a Window Damaging a window or barricade slightly so it can be destroyed instantly later for a runout or fast peek.

Prone Lying flat. Reduces your profile and offers more cover, at the cost of mobility.

Punch Hole A small hole made in a soft wall, floor or barricade with a melee hit. Used to create a line of sight while exposing very little.

Pushing Advancing aggressively towards the enemy or the objective.

Push to Talk A voice chat setting requiring a key press to transmit.

QE Spam (Lean Spam) Rapidly leaning left and right to become a harder target while peeking or moving.

Quick Peeking Peeking briefly and immediately returning to cover.

Rank System The competitive ladder, where players gain or lose rank based on ranked performance.

Rat A player who stays hidden in a corner or out-of-the-way position to ambush.

Recoil The upward or sideways movement of a weapon while firing. Recoil control is counteracting it.

Red Ping A marker placed directly on an enemy or object, visible to all teammates — usually via a camera or drone.

Refrag Killing an enemy immediately after they kill your teammate, trading the loss.

Reinforcing Placing metal panels on soft walls to make them immune to standard gunfire and soft breaching.

Renown The in-game currency used to unlock operators and cosmetics.

Reset Intentionally downing a teammate to reset their health to 20 HP, typically before healing them back up.

Retake Regaining control of an area your team previously lost.

Reverse Friendly Fire (RFF) A system that reflects damage back onto players who repeatedly kill teammates.

Roam Clear Systematically eliminating or pushing back defenders away from the objective, usually early in the round.

Roamer (Roaming) A defender who leaves the objective to catch attackers off guard and flank them.

Rotate Moving from one area to another to reposition or to confuse the enemy about your location.

Rotation Hole A hole placed to let defenders move between rooms without crossing contested space.

RP (Ranked Points) The points gained or lost after a ranked match, determining your position on the ladder.

Runout A defender leaving the building to surprise attackers holding near windows or doors.

Rushing Pushing quickly towards the objective to overwhelm defenders before they are set.

Seasonal Skins Limited universal skins available during a specific season, applying to all weapons released up to that point.

Sensitivity The settings controlling how quickly your aim responds to mouse or stick movement.

Site The current objective — where attackers plant and defenders defend.

Smoked Off An area blocked by smoke, making it dangerous or impossible to cross safely.

Soft Wall A non-reinforced wall, destructible by gunfire, melee or soft breaching gadgets.

Sound Cues Audio signals — footsteps, reloads, gadget deployment — used to locate enemies.

Spawn Kill Killing an attacker at the moment they spawn.

Spawn Peek A defender attempting to kill attackers as they spawn, usually from a window or door in the opening seconds.

Sweaty A player or team performing at a level noticeably above what the lobby can handle.

Take To seize control of something, usually a room.

Tilt / Tilting Frustration or mental stress from repeated mistakes or losses, causing performance to drop.

TK (Team Kill) Killing a teammate, accidentally or otherwise, usually resulting in a penalty.

Toxic A player who lowers everyone's mood and the team's morale.

Trade When two players kill each other, or when a teammate immediately avenges your death.

Trap Operator A defender specialising in placed traps — Kapkan, Frost, Lesion, Ela — that damage or alert.

Universal Skins Skins available across all weapons, or all weapons available at the time of release.

Utility Non-weapon gadgets used to support the team, gather intel, block movement, or counter enemy gadgets.

Utility Burn Using grenades, flashes and other throwables to destroy defensive gadgets before pushing.

Valk Valkyrie.

Vertical Using destructible floors and ceilings to create lines of sight and pressure a site from above or below.

Waffling Being indecisive or unable to commit to a plan, wasting time and executing poorly.

Wall Bang Shooting through a soft wall or surface to hit an enemy on the other side, usually based on sound or prior intel.

Washed A player who used to be skilled and no longer performs at that level.

Whiff Missing multiple shots, or failing to convert a clear opportunity.

References and Further Study

Creators Worth Watching

- youtube.com/@ooziie
- youtube.com/@CoconutBrah
- youtube.com/c/JägerHimselfToo
- youtube.com/@Beaulo
- youtube.com/@Spoit
- youtube.com/@Serenity17
- youtube.com/@ChrisGodly
- youtube.com/@Szhutsen
- youtube.com/@Szyma
- youtube.com/@coreross
- youtube.com/@R6Mint

Topics to Search For

- Peeking guides, and the Shaiiko peek specifically
- Quick peeking technique
- Gold to Plat improvement guides
- Mentality and tilt control training
- Room clearing
- Game sense
- Movement and reaction training
- How to hold site, and how to set up every site
- Wrist aiming versus arm aiming
- Pro wrist stretching routines
- Attacking and defending every site — Athieno's series

Tools and Reference Sites

- r6.tracker.network/r6siege — statistics and match history
- r6siegecenter.com — attachment and balance references
- r6maps.com — interactive map layouts

- r6calls.com — callouts for every room on every map
- Ubisoft's official map guide
- Sabsie's Siege document
- Sternab's map blueprints
- Fett's blueprints

Always read the developer patch notes when a new season releases. Attachment values, operator abilities and map layouts change, and everything in this book is written against the game as it stood when the page was written.