

SIEGEIQ

SQUAD FINDER

What it is, how the matching actually works, and how to get a squad out of it that lasts more than one night.

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Every number in this guide is read from the live matching code.

What Squad Finder is

Squad Finder matches you with other Rainbow Six Siege players on **chemistry first**. Comms style and temperament carry more weight than rank and role, which act as a tiebreaker and a safety rail.

That ordering is deliberate. Rank tells you whether somebody can hit a shot. It tells you nothing about whether you will still want to queue with them at midnight after losing four in a row. Most stacks do not fall apart over aim.

What it is not

It is not a skill checker, and it does not verify anybody is the rank they say they are. Nothing on this platform can do that. See the section on verified profiles for exactly what can and cannot be proven.

How the matching actually works

Every other player is scored against your profile. The score is a plain sum, and the whole table is below, because a matching system you cannot inspect is just a slot machine.

What is compared	Effect on the score
Region	Plus 30 if you are in the same region. The single biggest factor, because ping decides whether the rest matters.
Rank distance	Plus 20, minus 5 for every tier of separation, never below 0. Same tier scores 20, one tier apart scores 15, four or more apart scores nothing.
What you are here for	Plus 15 if you both picked the same goal, or if either of you picked Any. Ranked grinding and casual evenings are different activities.
Comms style	Plus 10 if either of you is Flexible. Plus 8 if you are the same. Plus 5 for quiet paired with talkative, which works better than people expect. Minus 5 for two Leaders.
Lead or follow	Plus 12 for one caller and one happy to be led. Minus 8 for two hard callers. Minus 4 if neither of you wants to call, because somebody has to.
Mic requirement	Minus 25 if you require a mic and they do not have one. This is the heaviest penalty in the system and it is meant to be.
Comms preference	Plus 6 if either of you is on the mic. Minus 4 if you both avoid it.
Tilt	Minus 10 if you have both self-reported that you tilt heavily. Never shown to anyone, on either side.

Read the shape, not the number

A perfect fit lands in the low nineties. You will rarely see one, and you do not need one. Somebody in your region, within a tier, who wants the same thing and is happy to be called for is already sitting around 77 and will be a better teammate than most people you meet in a random lobby.

Your profile

Eight fields. It takes about a minute, and it is the only input the matcher has, so a lazy profile produces lazy matches.

Field	Options	Why it matters
Region	NA, LATAM, EU, MEA, APAC, OCE, Other	Worth 30 points. Set it accurately.
Rank	Unranked through Champion	Self-reported. Unranked never blocks you from anything.
Role	Entry, support, anchor, roamer, flex, IGL	Same vocabulary the scouting reports use.
Comms style	Leader, talkative, balanced, quiet, flexible	Flexible scores well against everyone. Pick it if it is true.
Lead or follow	Lead, follow, either	Follow is not a lesser answer. Squads fail more often from too many callers.
Comms preference	Mic, type, led, AI voice, any	How you talk, separate from how much.
Looking for	Ranked, casual, scrims, improving, any	Any is a real answer and widens your pool.
Tilt	Steady, sometimes, high, prefer not to say	Private. See the next section.

The tilt question, and the promise attached to it

One profile question asks how you handle a run of bad games. It is the only field that is never shown to another player, in any view, at any time.

Here is the promise, in plain terms. **Answering honestly never limits who can find you.** Saying you tilt heavily does not remove you from anyone's results, does not lower your visibility, and does not lock you out of squads. It does exactly two things.

- It applies a small penalty when two players who have both said the same thing are matched against each other, and it stops a squad being built with more than one of you in it.

Why it is built this way

Hiding high-tilt players would punish the people who told the truth and reward the people who did not. The honest answer has to be safe to give, or the field collects nothing but the word steady and stops being worth asking.

Verified profiles, and what verified honestly means

Some players carry a verified marker. It is worth being precise about what that marker does and does not claim, because it would be easy to imply more than is true.

What it proves

The Ubisoft account is genuinely theirs, locked to their profile ID, and the rounds behind their numbers were actually played. Those numbers come out of real match replay files, not a form. The threshold is 20 rounds, below which the sample is too thin to say anything.

What it does not prove

Their rank. **A replay file contains no ranked tier.** There is no rank field in it, so nobody can prove a player is Platinum, and SiegeIQ will never badge one as though it could. Rank stays self-reported and is labelled that way everywhere it appears.

That is a weaker claim than a rank badge, and it is a true one, which matters more. It is also still something no Discord LFG post can offer you.

Getting from a match to a squad

There are two routes, and they meet in the middle.

One at a time

For You shows your ten best matches, ranked. It is not everyone who is looking, only your strongest fits. Search is the manual version, filtered by region, rank, role or comms style and sorted by the same score. Send a request from either. When they accept, you are connected one to one.

A full five

From My Squad, ask for a squad and the system assembles up to five compatible players around you, then asks all five to confirm. Nothing is live until every one of them has.

The gates on an assembled squad

Gate	Rule
Rank spread	No more than one tier across the whole group. Gold with Platinum is fine. Gold with Diamond is not.
Unranked	Never blocks anything. Not having a placement is not evidence either way.
Tilt	At most one player who self-reported high tilt, per squad of five.
Confirmation	All five confirm, or it does not go live.

Once the group is live you get a short kickoff briefing from Cipher covering who is calling and what you are playing for. If a session goes badly, flagging a rough session returns a reset tip and names nobody.

How to use it well

- 1 Fill the profile properly, once.** Every empty field is a scoring dimension the matcher cannot use. The whole thing is shorter than a single ranked round.
- 2 Do not require a mic unless you mean it.** It is a 25 point penalty against every player without one, and it is the fastest way to shrink your own pool.
- 3 Pick follow if it is true.** One caller and four people happy to be called for beats five people all talking. Two hard callers is scored as a clash for a reason.
- 4 Check the hours before you commit.** The system does not know when you play. Ask before you accept a proposal, because this is the single most common reason a well-matched squad never actually queues.
- 5 Answer the tilt question honestly.** It costs you nothing, and it stops you being stacked with somebody who is having the same kind of night you are.
- 6 Treat a proposal as a real commitment.** One decline ends it for all five. Accept when you actually intend to play, not to keep the option open.

What Squad Finder cannot do yet

Stated plainly, because you will find these yourself within a week and it is better that you hear them here.

Limit	What it means for you
No availability or timezone	Two players in the same region who never play at the same hour can both score highly. This is the biggest gap in the matching today. Ask before you commit.
One decline ends a proposal	There is no backfill. If a fifth player declines, the other four go back to the start. Accept proposals you mean.

Limit	What it means for you
Proposals do not expire	A proposal nobody answers stays open and keeps everyone in it occupied. If a group has gone quiet, ask.
Tilt stays self-reported	There is no behaviour signal behind it. The rough session check-in is an interim measure, not a reputation system.
The pool is still small	A good matcher over a thin pool loses to a busy Discord. The advantage here is real but it grows with the number of players in it.

The short version

Squad Finder is good at telling you who you will get along with and honest about what it cannot check. Use the score to shorten the list, then spend two minutes asking about schedules before anybody confirms anything.

Questions, or something in this guide that does not match what you see on the site, go to siegeiq.gg and use Report a Bug. A guide that has drifted from the product is a bug.