

Rainbow Six: Rogue Spear Recon Missions FAQ

by PritomD

Updated to v1.5 on Oct 7, 2003

This walkthrough was originally written for Rainbow Six: Rogue Spear on the GBA, but the walkthrough is still applicable to the PC version of the game.

Last Update: October 07, 2003

Rainbow Six: Rogue Spear Recon Missions FAQ for Game Boy Advance-version 1.5

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-By Pritom Das (PritomD@comcast.net)

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I am on everyday, so I can reply to probably every message. E-mail me for questions. If you e-mail me, make sure to tell me what FAQ you have a question with, because I might have multiple FAQ's. Also, please don't spam and flame my inbox. Also, tips and tricks, and errors found in this faq are highly welcome!

Version History:

v1.5-Decided to be lenient and give out controls. Wrote down my opinions on best characters for each class. Will add stealth-half of mission 10 next update.
v1.4-Added the note about me not giving the controls out. My inbox ALWAYS

gets filled with those messages, and I just want to let you know:
I AM NOT A LIVING MANUAL! BUY the game, or look for the controls
on a site or forum! Also, added a tip that was submitted.

v1.3-Long time no update, busy with other things. Characters section
finished, some other things edited too. This is the last update,
I hope this has been helpful to all!

v1.2-Small update, added a site to use FAQ, added mission 5 tips.

v1.1-Added some description to Mission 9, added recon mission quote to intro,
finished level 9 FAQ, added a tip, added more credits. Soon to come:

Details

on all the characters(stats, who to choose for recon, etc.).

v1.0-Added full mission 5 FAQ, start of mission 9 FAQ, contact
info, legal, and basically the whole start of the FAQ! Soon to come: More
Mission 9 stuff, more typed-out descriptions, maybe edit intro.

Contents:

- I.)Intro
- II.)Tips
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- V.)Characters
- VI.)Credits

I.)Intro

Remember, this is a recon mission. If they see you, that's it...

First, there was the Game Boy Color. It was iffy...bad sound, not too good
graphics, but awesome games. One of them was Rainbow 6. It wasn't too popular,
but it played well in my opinion. After a few years, our savior was released:
The Game Boy Advance. It was loaded up with stereo sound, awesome graphics, and
even better graphics! It was amazing...there were real great games and some
had even 3-D graphics! After a month or two from release day, the second
installment of Rainbow 6 was released: Rainbow 6: Rogue Spear. It had
action-packed missions with GREAT sound and graphics, and a nice engine. Many
people enjoyed this game very much, and the game had few flaws. There were
certain missions, though, that had people troubled. They couldn't continue
with the game because of these. These were the recon missions; the missions
where you must avoid detection at all costs, place bugs and cameras, and
deactivate cameras. People were posting over and over on many different forums
and not always getting help, but this FAQ is designed to help those
recon-troubled people. Now, by reading this, you won't have to keep posting
on the forums asking for help, getting answers like "look at earlier topics."
Just look at this FAQ and your recon problems are solved! Remember, these
might vary with different people, but I am just explaining how I beat it.

II.)Tips

My FAQs use directions like North(N), South(S), East(E), and West(W).

A combination of two means to go in the diagonal direction

between the two. Remember, N. is up, S. is down, W. is left, and E.

is right. For all missions use someone with 100% Stealth

(most recon, Ding Chavez also.) You should be a recon since they are more
stealthy, handle equipment faster, and they have a radar with enemy locations!

Also, you will know when you are spotted if you or if they

see an opened door when you hear a guard yell. If you are seen, RUN! You

might be able to escape the guards sights, and he will forget you. If you keep

losing, try again! I've tested my FAQ's over and over and they worked fine for me. You could print this out, read and memorize it BEFORE you play. When I say to follow a guard, STAY BEHIND HIM. If you lose, position yourself differently and experiment. Sometimes when the guards yell "Who's there!", it isn't all because of you. Sometimes they see open doors and get alerted. Also, when they stop to look around, they will move their heads left and right. If you are in a bad hiding spot, and they see you, their heads usually will stop moving and point at you.

III.)Mission 5 FAQ

Mission 5 a.k.a. Relentless Lancet is the first of the recon missions, and it is an arctic-based level in which you have to infiltrate Alexei Kirakov's private estate north of Kursk, Russia and plant surveillance devices in the building without being detected by guards or cameras. Many people ask me about the starting part. You see, the maze has four corners, and your goal is to go down the stairs in the NW corner. On to the FAQ!

*start off by going on the NW path right away, staying on the S wall.

*follow the guard in your patch N till an E path opens. Go N of the guard you are following.

*the guard will look E, SW, then S Once he walks S, go E, stop at the wall, crouch, and go S just a tiny bit.

*there is a guard at N He will go E, W, then E again. When he goes E, go N on the W wall, then E on the N wall, then walk N at the path opening.

*you will see 2 path openings...go on the W path you see. Go N, W, and then crouch once you see the guard and go against the W wall. Once the guard passes you, stand and continue on to the stairs.

*go E and stay to the S wall. Wait behind the next wall.

*when the guard at the E goes E in the N opening, go E to the S opening.

*guard will go W again and check panel. Exit S opening and go into the N opening.

*continue in and out of the next rooms, but when you see 2 boxes, crouch behind(behind as in W of the box)the first one. The guard at the E will go to the E of stairs. When he does, go and crouch behind the NEXT box. He will check the area again, and once he goes E of stairs again, stand and go up the stairs.

*go N, then W along the N wall. go to the bottom of the E-stairway's wall.

*when guard at W leaves, follow him out of the stairs area. You will see a red staircase, and S of it are 2 corners. Wait in the lower of the 2 corners.

*when the original guard(at E now) goes E to check stairs again, go S then E into the new room, then go S, E, and place camera at the objective.

*go back to the corner you were in earlier, once the original guard goes to check the stairs.

*crouch and walk into the upper corner.

*the guard W of you will check the stairs N of you, and then he will go W. When he does, go N, and to the E of the doorway, and crouch.

*the guard at N will go N, then E. At this time, go N, and W into the room, and stay W of the cabinet with the objective. The guard will come S, look in room, and continue his cycle. When he goes N again, then place the bug.

*when the guard continues his cycle, and goes S, exit the room, and go N, and then W while hugging the N wall. Go S, W, N by opening the door, and then deactivate security.

*exit the room by going S, E, N, and go E on the N wall, and wait on the next wall.

*when the guard at E goes far E, go S, E, S, out of the opening, and stay in the E of doorway.

*go S, E when the guard at S goes W, and then wait under the camera(it is not working, so don't worry.) The guard at E won't see you from there.

*once the E guard goes E, then you go E, N into the locked door, W, then place the bug, and hide by crouching W of the bed.

*you, sir, have just beaten mission 5.

IV.)Mission 9 FAQ

Mission 9 a.k.a. Resolute Bridge is the second of the two recon missions. It takes place on top of a building in Dresden, Germany, and it has you infiltrate the building and place bugs and deactivate security. This mission is actually a lot harder than the first recon mission, and it involves many tactics, such as distraction so be prepared to start over a few times, even with my FAQ.

*go N, then E. Open the door to distract the guard.

*go S, E into building, then N, E, S till the wall at W ends. Wait against W wall.

*guard at W will come E. When he looks W, go W, and when you get into the next room stay on the S wall.

*go wait in the middle of stairs on the E wall.

*guard at S will come N, then go S again. go SE to the middle of the N wall. It is sort of an island wall.

*the guard should be at the S. When he goes W, then E, go down the W side of the wall.

*go E, N and wait at the pathway.

*when the guard at E with the rifle looks E, go into the hall and wait NW of guard in the corner.

*when the guard looks SW, go E, then N into the room with the guard who is looking N. Stay S of the guard, but N of the doorway.

*when the rifle guard looks SW, exit the room, go E on S wall, and wait behind the next wall.

*the guard at E will go E. Go E when he does, and open the door at N. Go in, go E, and go S at next doorway once the guard passes you to the W. Don't worry if he says "Hey!" or something, he is just surprised at the open door.

*keep going E till the next door, open it, and go S all the way to the windows then W till a wall blocks your path.

*wait for the closest guard at W to go N, and then W.

*go N, then W really fast, and then wait in the NW corner of the whole room.

*the 2nd guard in the room will check the door at S. When he walks E, go S and open the door.

*go into next room and wait in NW corner of room, on the plant.

*when the guard at W comes up, stay N of the western doorway and wait. When he starts moving, follow him. Once you get into the weapon room, wait in the NW corner.

*when the guard passes you and goes E, go W into the next room, and crouch N of table, and wait. You can't go N of the table by the E, so you have to go W of the table to reach the N.

*the guard will come back, then go back E. Turn off security when he does, and then crouch and wait.

*once the guard comes back again, and goes E, follow him, and stay behind him at all times. When he gets to the main hall, stay W, and N when he turns.

*the guard will go SW, and S. When he does, go S, open the door, and go in SW room RIGHT AWAY. Go into the room W of the weapon room, and wait in the NE corner. the guard will come W, then go E. PLACE THE BUG RIGHT AWAY when he goes E. Then go and hide in the NE corner again. If you planted the bug a little late, it would be easier to go in the SE corner.

*when the guard go E again, follow him.

*don't go into the next room, but instead, wait in the SE corner of the hall.

*when the guard passes N, continue into the next room, and wait in the NW corner of the room. It should be a weapons room.

*the guard at the W will look E, and SW. When he looks SW, go into the room

and go W on the N wall, and then go S through the center.

*go E when you can, and stay on the N wall with the couches. Go to E end of the wall.

*the guard at E will look SW, SE, E, SE, and SW, then repeats his cycle. When he looks SE, go N on the W wall, and wait next to the plant.

*when he looks SW, go to the table with the objective and crouch N of it.

*the guard will look E, then SE. Place the bug when he does, and then crouch.

*wait for the guard to look SW, and then run back to the plant. When he looks SE or E, then run down back to the couches.

*go to the W end of the wall.

*when the guard at N looks E, go N through the center to the N wall, and E into the weapons room when he looks SW. Stay in the NE corner of the room.

*follow the E guard N, but don't go W with him. But go N, and stay S of the lower doorway(connecting hall to security hallway/room.)

*wait for the W guard to come N, then follow him, and stay NW of the guard when he stops.

*go E into the room with the plant and wait on the plant once the guard near you goes S again.

*when the guard in the N room comes to your position, looks around, go N and wait in NW corner of the room, once he goes E.

*the guard will come back W. He will look N, then SW. When he looks SW, go E, then S at the doorway to go to the windows, then go W all the way to the wall.

*the new guard that is close to you will go N, then W. Once he goes W, go W, and S to open the door. Go in the room and wait in the NW corner.

*when the guard at W goes W, follow him, and keep going S. When he goes into the new room, don't go with him, just wait in the SE corner in this hallway.

*once the guard passes you and goes N, go E, then stay N of the door. Wait for the S

guard to check the door, THEN you can open the door(he will go SE).

*when you do open the door, though, go W, then S and hide W of the big table. A guard will yell out, but don't worry, it's cause of the door, not you. DO THIS RIGHT AWAY!

*whenever that guard NE of you isn't looking, creep on over to the next E table. When

you are on the last table, wait till the N guard or E guard isn't looking, and then go

S of the skinny wall, and crouch.

*when the E guard checks door, then goes to window, go NE and open the door. Go back to your 'skinny wall' and crouch again. Wait.

*the guard at the window will go towards the doorway and search. When he goes back to the window, go N into the room, but wait just W of the doorway(you should be in a corner.)

*this next part is very tricky and requires precise timing. Wait for the E guard to look N,

and make sure the S guard isn't looking, and go to the tables NW of you, and wait on the lower

one on the W side. Make sure the N guard is looking N too.

*when the N guard comes S, and looks SE, go N, E, and wait E of the table with objective. Be

sure that SE guard won't see you go N. When the close guard goes S, plant bug, and crouch.

*you, sir, have just beaten mission 9. Congratulations on winning the recon missions.

*SUBMITTED BY Jesse Potter(tygers_xcalibr@yahoo.com):

In Mission 9 Resolute Bridge, when you place the first bug, go into the very

top NE corner of the room, tap the <= button until the top of your life bar touches the bottom of the N wall's shadow. The guard can't see you and you can place the bug while he's standing at the door without him seeing you!

Characters

There are a lot of characters to name, many from the PC and console counterparts. This section is very convenient, as it will tell you all the characters, their stats, info, and other important details.

To make is easy, I have made the character table in this format:
NAME-STEALTH, AIM, HEALTH, REFLEX-COUNTRY

So for example:

Pritom Das-99, 99 ,99 ,99-India

This is showing my name is Pritom das, my stealth, aim, health, and reflex stats are 99, and I am hailing from India. On to the list:

Assault Operatives:

S. Arnavisca-82, 100, 83, 91-Spain
D. Bogart-73, 98, 97, 87-United States of America
A. Burke-78, 93, 94, 82-United Kingdom
D. Chavez-100, 100, 97, 99-United States of America*
G. Filatov-70, 91, 83, 79-Russia
K. Heider-74, 89, 96, 81-Austria
T. Hanley-85, 91, 100, 94-Australia
L. Loiselle-78, 94, 85, 89-France
J. Murad-88, 97, 65, 86-Iran
A. Noronha-73, 100, 82, 78-Brazil
A. Novikov-70, 94, 83, 80-Russia
E. Price-89, 94, 87, 75-United Kingdom
J. Walther-67, 96, 100, 91-Germany

Demolition Operatives:

L. Beckenbauer-72, 80, 81, 91-Germany*
R. McAllen-70, 96, 98, 68-Canada
G. Morris-71, 84, 79, 75-United States of America

Recon Operatives:

A. DuBarry-91, 84, 91, 88-France
A. Maldini-100, 95, 95, 100-Italy*
P. Suo-Won-99, 89, 100, 94-South Korea
K. Sweeny-99, 90, 85, 97-United Kingdom

Sniper Operatives:

H. Johnston-100, 100, 98, 92-United States of America*
E. Narino-90, 97, 84, 89-Colombia
E. Peterson-89, 99, 98, 91-Norway
D. Weber-96, 95, 100, 95-Germany

Reserve Operatives:

Assault-70, 90, 90, 80-United Nations
Demolition-60, 70, 100, 70-United Nations
Recon-100, 75, 80, 90-United Nations
Sniper-80, 85, 70, 75-United Nations

*My recommendations for each class have a * by them

The kind of equipment each class varies. I have them listed out below:

Assault-Medium Armor, 5.56mm M4 Assault Rifle, 9mm 92FS Pistol,
Extra Clips, Flashbangs

Demolition-Heavy Armor, 12g M1 Shotgun, 9mm 92FS Pistol, Frag Grenades,
Demolition Kit

Recon-Light Armor, 9mm MP5 SMG, 9mm 92FS Pistol, Heartbeat Kit,
Electronics Kit

Sniper-Light Armor, 7.62mm Sniper Rifle, 9mm 92FS Pistol, Extra Clips,
Extra Clips (again)

Credits

Red Storm and Ubisoft and all other company's, for making a great game.

The Gamefaqs Rogue Spear Forum, for giving me support and ideas.

Aeonstar, for maps that helped me write my FAQ.

All Contributors to this FAQ.

Anyone who loves playing this game!

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