

GAMER GUIDE

RAINBOW SIX
EXTRACTION
EDITION



the need to know you didn't know you needed



WHAT IS IT?



Tom Clancy's Rainbow Six Extraction, formerly known as *Quarantine*, is an online multiplayer tactical shooter developed by Ubisoft Montreal and published by Ubisoft. A spin-off of *Rainbow Six Siege*, *Extraction* is a cooperative multiplayer game in which players must work together to combat and defeat parasite-like aliens called Archæans.



While it shares the same foundation of *Siege*, *Extraction* is noticeably different from Ubisoft's popular PvP shooter. It requires a tactical approach. Going in guns blazing will almost always end up with a team wipe.

BREAKDOWN THE BASICS

Extraction is set in the near future. Parasitic aliens called Archæans have taken over specific locations around the world. It's up to players, generally in groups of three, to head into these alien-infested Zones to complete a variety of missions.

The alien threat is not easily dispatched with a flurry of bullets. Instead, REACT (Rainbow Exogenous Analysis and Containment Team) must complete different objectives in order to learn how to take down the Achaeans permanently.

Stealth is key. You'll be outnumbered and relatively weak – it'll only take a few hits before you're incapacitated – and items like ammo boxes are limited.





Objectives

Extraction is all about completing different objectives across various maps. Each map is split into three Zones, each of which having its own specific goals to complete. They range from killing a certain number of elite Archæan to rescuing a missing Operator. In order to claim ultimate victory, you'll have to complete each objective. That said, it is possible to leave a mission without completing one or all of a map's objectives.

Incursions (game sessions) start with you and potentially two other players customising your loadouts. You'll pick your weapons, gadgets and so on after being shown your three mission objectives. Once that's settled, you'll be flown to an Archæan infested map to start the first mission. Each one is timed and housed in its own section of the map. That said, running through any given area will lead to you and your team being overwhelmed.

If you succeed, you'll be prompted to head to a decontamination Zone (basically a safe room) to regroup before heading into the next part of the map to tackle the next mission. This continues until you reach the final mission, which ends with you being extracted from the Zone. If you're unsuccessful or deem the current threat to be too much, you can opt to head for one of the Extraction Zones early to await pickup. This can be done at any point/section of the map to escape the horde, to flee after barely surviving an encounter, etc.

Your rewards – experience points, item unlocks, and more – will be based on how many missions and sub-objectives (killing enemies, helping teammates) were completed before leaving the map.



Operators

Extraction's Operators are pulled from *Siege*. There are 18 in total, with each one equipped with their own weapons and special abilities/items. Choosing the right one for the job isn't a simple task. While they all are useful in their own right, especially after levelling up, none of them will be able to survive for long if they're constantly in the field.

Extraction utilises a perpetual health-based mechanic that determines whether or not an Operator is fit for duty. Say you used the Operator Jäger in an Incursion and he was badly hurt. You might've used a few health items to heal him up enough to complete every objective, but because those items only provide a temporary boost, he'll still be hurt when he gets back to REACT headquarters. The only way for his wounds to heal completely is if he sits out a few rounds; the amount of health Jäger receives is determined by how well you do in each subsequent Incursion.

This goes double for missing Operators. Fail a mission completely and they'll be MIA until you rescue them. Fail that and they'll be MIA for multiple missions and lose Experience Points (XP). The only way to prevent such an event is to rotate Operators frequently and/or get them to level 10, where they can no longer lose XP.

Here is a list of the currently available Operators in *Extraction* in the order they appear/are unlocked:

- Doc: The resident medic, Doc is able to heal players and/or revive himself and others with his Health Pistol.
- Ela: Ela sports sticky proximity mines that stun enemies.
- Pulse: Pulse is all about detection. Using his HB-7 Cardiac Sensor, he can pinpoint the location of Archæan, rescuable NPCs and Operators through walls.
- Alibi: Alibi's decoy ability, which can lure enemies away, is always useful in a fight.



- Finka: Finka uses nanobots to temporarily boost herself and others, improving their chances of surviving a given encounter. Her boost will even revive downed teammates.
- Hibana: Hibana is all about her sticky grenades as they're great for dealing damage through armour.
- Lion: Lion is similar to Pulse in that he can detect enemies through walls. The difference is that Lion's ability, once activated, sends out a constant wave that detects all moving enemies in an area; non-moving enemies won't show up.
- Sledge: Like his name suggests, Sledge carries a sledge hammer that stuns enemies and destroys walls.
- Vigil: Vigil is the team ghost. His cloaking device makes him temporarily undetectable to all nearby enemies.
- IQ: IQ uses her electronics detector to spot REACT equipment – ammo, health, gadget refills, etc. – through obstacles.
- Jäger: Jäger uses an automated turret to fire on enemies and intercept incoming projectiles.
- Rook: Rook likes to play defence. His armour plates, once picked up, grants himself and teammates with extra defensive stats and prevents being KO'ed; players will just be downed when wearing armour, even if they've been downed multiple times prior.
- Fuze: Fuze can deploy detonable charges onto surfaces. Once activated, they'll send cluster grenades into enemies waiting on the other side.
- Smoke: Smoke doesn't use *Extraction's* normal smoke grenades. Instead, his are remote detonated to deal damage to enemies standing in the gas cloud.
- Tachanka: Tachanka can deploy a mounted LMG that anyone on the team can use during a fight.
- Capitão: Capitão uses a crossbow that shoots either smoke screen or venom-based bolts.
- Gridlock: Gridlock uses traps that both slow and damage enemies.
- Nomad: Nomad uses proximity mines that can clear environmental hazards as well as violently push enemies away.

The Archæan

Extraction features a variety of Archæan enemies. Ranging from the fast-moving Grunts to the lumbering Smashers, each of them utilises different tactics to hinder your progress. With 13 variations to contend with, your Operators will have their work cut out for them. And that's before taking into account the behaviour/ability changing mutations seen on harder difficulties.

What makes facing Archæan difficult, besides their overwhelming numbers, is the biofilm (called Sprawl) that they leave behind when killed. The Sprawl slows your movement, making it easier to be swarmed by enemies. The best defence is to kill Archæan by either stealth killing them – using your melee attack in close proximity of an unalerted enemy – or by shooting the glowing weak points located somewhere on their bodies.



Here are the 13 Archæan enemies in their base states:

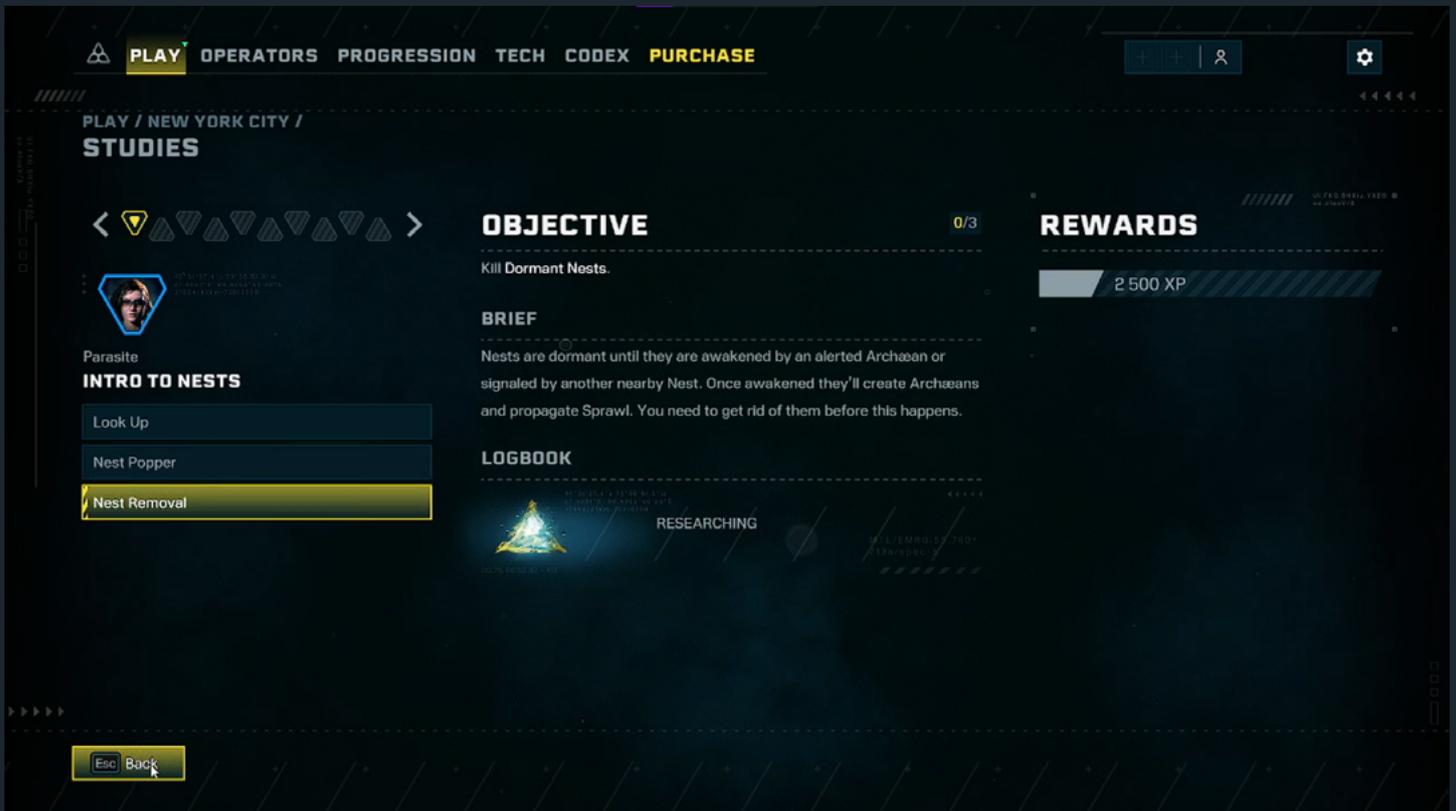
- **Grunts:** These fast-moving humanoid enemies make up the bulk of the Archæan army. They're easy to take down but deadly in a group. Make sure to kill them before they summon others; their weak point is their head, aim there.
- **Spiker:** Spikers are similar to Grunts in appearance. They have tougher skin and the ability to shoot spikes from their arms, making them a long-distance threat. Headshots work best.
- **Bloater:** These gas bags roam the area, just waiting to explode next to an unsuspecting player, blinding them with toxic gas. Shooting them in their backs will detonate them from afar, while shots to the rest of the body will just put them down; as long as they don't explode voluntarily, they won't release Sprawl.
- **Breacher:** Breachers are similar to Bloaters. The only difference is that when they explode it's more violent/able to take out players and Archæan alike.
- **Sower:** Easily one of the most annoying enemies to deal with, the Sower. This armoured enemy hides its weak point (its abdomen) by crawling on all fours. Wait till it rears up to scream, usually after charging at you, to hit their weak spots.



- Rooters: Rooters are the Spikers of the Sower family. In that, they look like Sowers but send spikes (or roots) through the group to immobilise players. Shoot them anywhere you can, preferably the head.
- Lurkers: Lurkers are a tricky bunch. Not only can they make themselves and other Archæans invisible, they can be hard to kill. The large area where their faces should be are their weak spots.
- Smasher: Smashers are like tanks. They aren't to be trifled with thanks to their armoured covered bodies. Make sure to aim for their weak spot (located on their backs) whenever possible. Even better, toss a Stun or Gas Grenade so you can stealth kill them but stabbing them in the back.
- Tormentor: A Tormentor can be hard to kill. They'll use the Sprawl to quickly move about the environment and shoot projectiles your way. Limit their movement by destroying the biofilm (using melee attacks or shooting it) and focus fire on them until they die.
- Apex: This Archæan can not only move like the Tormentor (through the Sprawl) they can also summon other enemies to fight for it. Make sure to prioritise taking it down before you're overwhelmed.

There are other Archæan called Proteans. These enemies resemble REACT Operators, mimicking their abilities with devastating results. The Smoke Protean, for instance, uses a shotgun-like attack and poison gas. The Alibi Protean can create clones of itself while the armoured Sledge Protean uses melee attacks. Taking these enemies on is no simple matter.

Extraction has other threats beyond the Archæan. Most act-like environmental traps – Blinding Spores, Sprawl Mines, etc. – and are removed with a few bullets.



Nests

Nests are nodes that will continuously spawn Archæan when alerted. They'll also create Sprawl, making it harder to navigate around them. The nests can be killed using a stealth melee attack (including shots from a silenced weapon) to prevent this. A few shots will take them out when alerted as well.

Maps

Extraction features 12 different maps for players to explore. Each location's layout stays the same. The positioning of items, objectives, enemies, and hazards are randomised though – there's no "right approach" to learn per map.

Progression

Progression in *Extraction* is linked to two separate categories. One deals with the basic levelling of your Operators by completing missions and performing well in the field. The other is tied to map specific goals called Studies. They're basic in nature – ping a certain type of enemy, using your secondary weapon, etc. – but provide needed XP.

The only way to unlock new maps, Operators, and items is to level up your Operators and complete Studies. Meaning, that you shouldn't only focus on one or two characters or you won't be able to hit certain milestones as quickly as possible.

Environment



Extraction's maps are well designed. They are similar in terms of aesthetics but vary in size and scope. All of them present their own challenges.

Extraction features four map groups. Each group – New York City, San Francisco, Alaska, and Truth or Consequence – contains three maps that are located in a specific part of the world. New York City, for instance, offers the Monolith Gardens (Hotel), Liberty Island, and a Police Station. They are unlocked after hitting certain Ranks - a representation of your progression, comprised of Operator levels and the number of Studies/sub-objectives completed.

While their layouts are always the same, the mission objectives, enemies, and items per Zone are randomly generated. The random nature of *Extraction's* maps makes them difficult to outline. Going from A to B will always differ thanks to the shifting of key areas; the bar will always be on the bottom level of the hotel, but the mission you're tasked with completing may steer your group in a different direction. They also sport different default difficulty settings that alter how one would approach a given objective.

These difficulty levels are as follows:

- Moderate: *Extraction's* based difficulty. Appropriate for Operator level 1-3. Only feature low level Archæans.
- Cautious: Appropriate for Operator level 3-5. Low level Archæan with 50% risk of mutations – bonus elements that make Archæans (and the environment) more deadly due to new abilities or perks.
- Severe: Appropriate for Operator level 6-8. High level Archæan with 75% risk of mutations.
- Critical: Appropriate for Operator level 8-10. High level Archæan with 100% risk of mutations.



New York City

At the start of *Extraction*, you'll only have access to the New York City maps. This is a good thing considering that they feature solid indoor and outdoor layouts. None of them are really big, yet they are complex enough to give players a look what they'll potentially face in the later maps.

The New York maps are typically shaped like a square or rectangle with stairs going up and down. There are a ton of rooms and transitional areas shuttered by doors. This is believed to help curb running and gunning; new players are made to pause every so often before heading into a new area. Liberty Island starts with an open layout but becomes more closed off the further you get into the map.

The box-like layout, multiple doors, and medium sized areas help with pacing. You won't find yourself getting lost or struggling to make it out of a section before the mission timer reaches zero. Because of this, the New York maps are the perfect place to learn the ropes. Try the different REACT detection devices. Learn how the early enemies move about. Be stealthy. And remember to check the floor, walls and ceilings for Nests – the pulsating growths that, when alerted, continually spawn enemies – whenever entering a new room.

San Francisco

The San Francisco maps are unlocked at Rank 4, allowing access to the Tenderloin, Enterprise Space Foundation and Apollo Casino and Resort maps. They are the smallest maps in the game, offering you your first real challenge.

Each of the San Francisco maps are small, yet seemingly filled to the brim with Archæan. You're going to want to take things slow, eliminating as many Nests as possible before trying to complete the mission. Check every corner to make sure you don't run into a foe before you're ready. REACT detection tools like the Recon Drone will certainly be useful.

Because of their small size and large Archæan count, the San Francisco maps make it easy to accidentally alert several enemies at once. That's why you should remove as many Nests as you can before then. If not, the potential threat of being overwhelmed minutes in skyrockets.



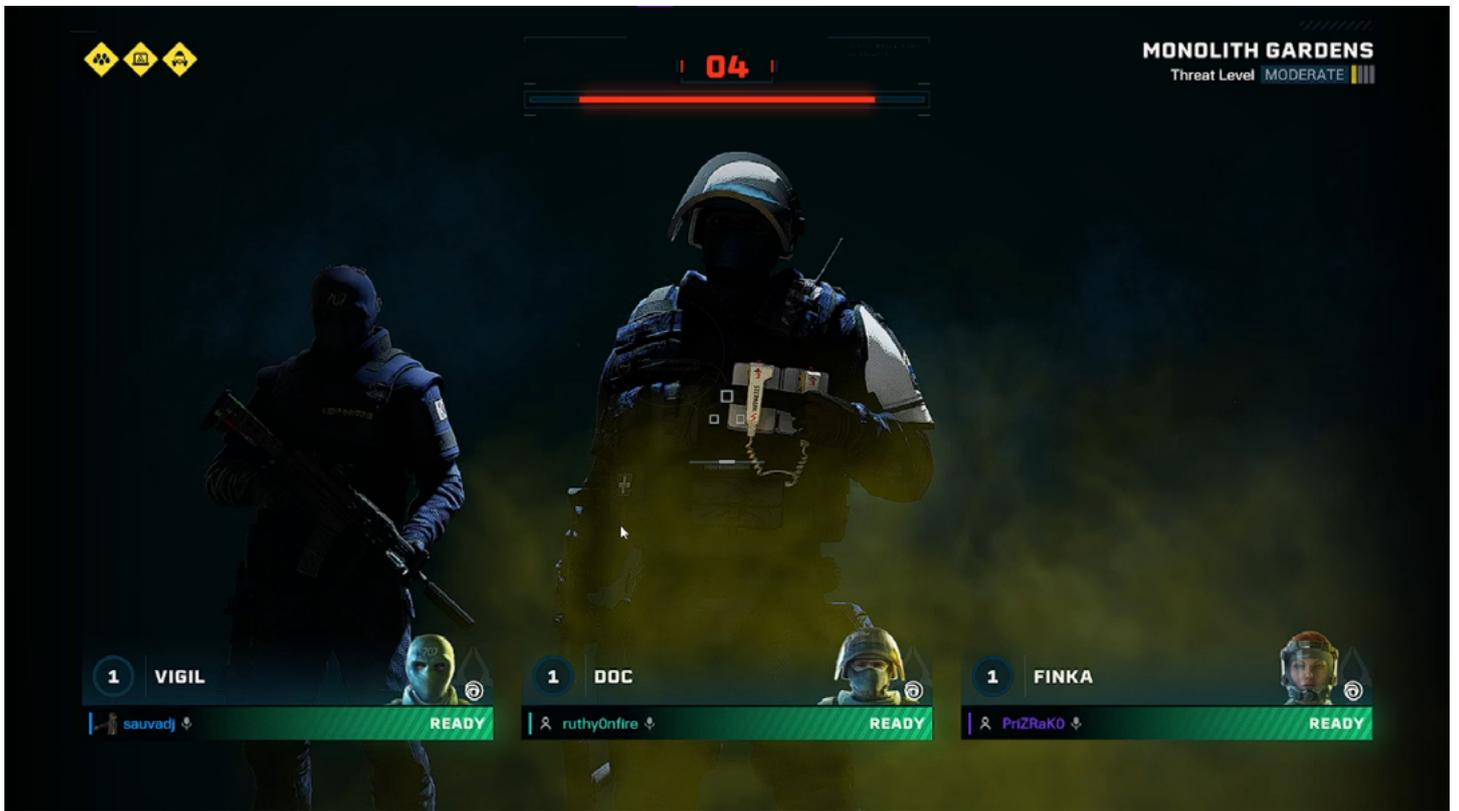
Alaska

Alaska is the opposite of San Francisco. Unlocked at Rank 7, this map group is large with ample space between major areas. That doesn't necessarily make them easier to traverse of course. The open space gives way for new Archæan threats, namely the Smasher.

Large outside areas lead to large inside areas. Wide halls and such, allowing for the tank-like Smasher to move freely about. New enemies like these will appear when reaching the Severe difficulty setting. Stronger mutations – like acid based Sprawl – are also present. In order to prevail, you're going to really utilise new REACT tech.

Make sure to bring some Stun Grenades. They'll be able to stun enemies, including the Smasher, allowing you to stealth kill them even after being spotted. Field Walls are great for Archæan that shoot projectiles. The XL Recon Drone will help spot enemies from afar. Do what you can to stay ahead one step ahead of any potential threats.

The larger map size means you won't alert too many Archæan at once if you are seen (unless there are Nests nearby) or be easily backed into a corner. The larger, stronger enemies aren't to be trifled with though. Make sure to scope out each area before heading to an objective.



Truth or Consequences

Truth or Consequences sport the largest maps in *Extraction*. You're going to want to move at a quick pace if you plan on conquering these deadly environments. Easily dwarfing the others, it can take several minutes of exploring just to find your objective. And of course, Archæan will be stationed at several choke points along the way. You don't want to rush into them. But going slow isn't recommended. Not until you've somewhat memorised each map's layout.

You must bring REACT detection devices. I'd recommend several XL Recon Drones, not just to find enemies but to also simultaneously search multiple areas at once. Finding the objective early on is key. Keep an eye out for traps as you go. The strongest Archæan and game changing mutations will be present. Avoid them. Seriously, try not to engage any enemies if you can. You're going to need your bullets.

Whatever you do, don't panic. It's easy to get turned around, especially when navigating through the Dam. You don't want to accidentally run into a new threat while trying to escape another. If all else fails, don't be afraid to head to the Extraction Zone. Live to fight another day and all that!

TIPS & TRICKS



If you've played previous R6 games, it's no surprise *Extraction* can be difficult. To beat back Archaean swarms and survive this extraterrestrial invasion, you'll need to come prepared.

Choose your Operators carefully

Team composition is crucial in *Extraction*. When selecting your Operators, we highly recommend you discuss a strategy with your team. Operators tend to fill certain roles, so using a variety of roles in your team will ensure you're ready for anything. For example, Tachanka, Jager, and Ela are excellent defensive Operators, with various turrets and mines that they can deploy to defend objectives as the Archaean swarms attack. Having one of these on your team is critical for certain objectives, but a team consisting of just these Operators may quickly run into trouble.

Avoid spores and mines

When exploring in *Extraction*, always check the walls and ceiling for any alien traps. Spores, mines, and sludge will appear on various surfaces, ready to blind, stun, damage, and kill any Operators that walk nearby. In *Extraction*, one bad decision to sprint through a room or down a corridor could be all it takes to set off some traps, stunning your team and alerting any Archaeans in the area. This is sure to cause chaos and lead to a few Operators going MIA, which is a major setback to your progression.

Spot enemies through walls

If you like the idea of X-ray vision, use the UV light attached to every gun in *Extraction*. If you aim the UV light on a nearby breachable wall, you'll see straight through and spot any enemies that are on the other side. This is an easy way to know what's waiting in the next room and allows you to orchestrate a tactical breach-and-clear that consists of a few easy headshots and very little noise.

You can stealth kill breachers and bloaters

Stealth is key in *Extraction*, but breachers and bloaters will bring it to an explosive end. If you see one of these coming your way, don't panic. If you just spray and pray, you're going to shoot that big explosive bomb sac and cause a very loud (and painful) explosion. Instead, we've got a few different ways to take down Breachers and Bloaters without making any noise.

Use your map to find supply crates and objectives

Often, I'll wipe out all enemies on the map and then wander around aimlessly looking for an objective while the timer ticks down ominously. If you find yourself going around in circles in *Extraction*, open up your map using the TAB key. This will show you all rooms in the current sub-Zone, while also highlighting how many supply crates are hidden around the nearby area. If you're desperate for an extra health boost or more ammo, using your map is an easy way to know whether you'll find the treasures you desire in the current sub-Zone, or whether you'll need to delve further into the chaos and hope for a resupply.



CONCLUSION

You should be ready to head into *Extraction* and beat back the Archaeans, but don't get cocky. With one mistake, you could alert hordes of Archaeans and make your whole team go MIA, losing lots of XP and some of your best Operators.