RAINBOW SIX: SIEGE - YEAR 7 ROADMAP - ALT TEXT

Tom Clancy's Rainbow Six Siege Year 07 (Roadmap). Four columns, for Season (S) 1, 2, 3, and 4, with category rows. By category, then content by season.

Seasonal content: Operator, S1 Japan, S2 Belgium, S3 Singapore, S4 Colombia; S1-4 Battle Pass; S1-3 New Map, Event, Arcade, S4 Event and Arcade.

Player Behavior and Anti-cheat: S1 Privacy Mode, Griefing & Disconnect detection improvements; S2 Match cancellation improvements; S3 Reports from Replays.

Reputation System: S2 Stage 01 Early Reverse Friendly Fire Sanctions; S3 Stage 02 Reputation Score Display Beta, Early Restriction on Voice & Chat; S4 Stage 03 New Reputation System.

Consoles: S1 Match Replay; S2-4 Aim control personalization, new controller input presets, field of view settings.

New Content: S1 Attacker Repick, Team Deathmatch; S2 Shooting Range, Operator Tips; S3 Ranked 2.0; S4 Permanent Arcades.
S1-4 Balancing.

Crossplay & Cross Progression: S4 Launch.
Siege is a live game, end targets dates are subject to change. Expect target updates each season announcement for planned features and new surprises.

A man approaches a detailed wall-mounted board with news clippings, pushpin connections, regional maps, personal and locale photographs, operator dossiers, gadget blueprints and schematics, mission plans, various notes, collected thoughts, and redacted official documents, among other effects. Four headshots with notes pinned to the photographs.

Year 7 Roadmap.