

SWAT

Special Weapons and Tactics was created in 1977 by the Los Angeles Police Department after the Watts Riots. Originally formed from ex-military personnel, the team was a volunteer position of additional duties above and beyond the typical police routine. When the situation called, the SWAT team would be assembled and suited up.

Today, SWAT teams are a fixture of nearly all police departments, the FBI, and law enforcement institutions around the world. The teams could be additional-duty or full-time positions and could be under a variety of alternate names (Special Weapons Assault Teams, Special Tactics and Response, Special Tactics and Resources, etc.) depending on the tastes of the department in question. SWAT is always a prestigious group, however, upholding rigid physical and mental standards.

The job of the police is never easy, and the job of the SWAT team is harder still. A SWAT team's duties include serving high risk warrants, controlling hostage situations, raids and riot control. It is a difficult and dangerous criminal element SWAT teams are required to handle; people who do not hold themselves accountable to the law, and abuse the rights given to them by the law. It is a job necessary for the protection of those who cannot protect themselves.

MGL CAMPAIGN CITY CRUSADE

We begin our story in the present day, in a city much like any other. A building crime rate has caused the police department to go on the defensive and it is left to the SWAT team to remain the aggressive factor. Murder and drugs take center stage as the police enact measures to take back the streets.

CONTENTS

Title Page

Scenario 1: The Sting

Scenario 2: Drug Bust

Scenario 3: High Risk Warrant

Scenario 4: Hostage Situation

Scenario 5: Riot Control

Appendix 1: Moderator Notes

Appendix 2: Complete Props List

Appendix 3: Innocent Bystanders

BOUNDARIES

The battlefield for this campaign is the entire campus. The listed battlefield in the scenario is only the initial area (part of the city) where the scenario will begin. If the players progress beyond the initial battlefield, so be it; they have taken the fight elsewhere through the city.

THE RIGHTS OF THE CITIZENS

Any Arrested Civilian Bystander may incur a -3 PR penalty if they choose to press charges. A SWAT Negotiator may offer them money from the Police Budget to settle out of court, or may act as Defense Council and refute with obstruction of justice to be decided by the Moderators (one Moderator (SWAT Moderator?) acting as Judge, the other Moderator (Bad Guys Moderator?) acting as Prosecution, and the rest of the Innocent Bystanders acting as the Jury).

SCENARIO 1: THE STING

1

An undercover operation culminates to this moment.

Props:

- Case of Money
- Case of Drugs

SWAT

1

The Lieutenant: *"We've got some men in deep cover with the rising crime syndicate. We've managed to secure a meeting to sell a large score of drugs and we'll use this opportunity to bust some of the syndicate's most influential members. One of you must go in with a wiretap and negotiate the sale. Once the transaction has been made, the SWAT team will move in and make the collars. Good luck."*

This will be an outdoor scenario (the track). SWAT base will be the backstop for Arrest and Medic purposes, though they will start at a location out of sight ("in the van"). One SWAT member must go in as an Undercover Officer without any SWAT tags and only three (3) hits remaining on his sensor (considered a Civilian) and get into position. Sharpshooters will have their standard grace period after the Undercover Officer takes the field. The Undercover Officer may be armed (SWAT's choice), and will have a Case of Drugs and a radio to signal the completion of the transaction: The Case of Drugs (\$25,000 worth of drugs which will sell for four (4) times that much on the street) in exchange for the Case of Money (\$25,000). SWAT must also Arrest both the drugs and the money before the end of the scenario, each worth a +1 PR bonus in addition to any normal PR bonuses/penalties.

If the Undercover Officer is killed before he can signal the SWAT team, SWAT Sharpshooters gain that responsibility.

Time Limit: Time begins once the Undercover Officer (or Sharpshooter) signals the completion of the transaction. Must play 5 min before either side may call a Retreat; 15 min max

BAD GUYS

1

Pope John: *"We've managed to secure a big score. Some entrepreneurial members of our syndicate have set up a meeting with a contact that will sell us \$25,000 worth of drugs. We can make that go for four times that much on the street. The catch is, we know this contact is being followed by the cops, so we're beefing up security for this transaction in case the pigs make a move. This is risky, but the rewards will be well worth it. Let's go make some money."*

This will be an outdoor scenario (the track). Bad Guy base will be the main gate for respawn purposes. Infiltrators will have their standard grace period after the Contact takes the field. The Contact is considered a Civilian but may or may not be armed. If the Bad Guys are in possession of the Case of Money at the end of the scenario, they receive +\$25,000 immediately. If the Bad Guys are in possession of the Case of Drugs at the end of the scenario, they receive +\$100,000 after the next two scenarios.

Time Limit: Time begins once SWAT makes their move. Must play 5 min before either side may call a Retreat; 15 min max

SCENARIO 2: DRUG BUST

2

With information gleaned from the sting operation, the SWAT team prepares to raid the crack house.

Props:

- NPCs: Innocent Bystanders (as lab technicians)
- 7 Drug Packages
- Warehouse Operations Material

SWAT

2

The Lieutenant: *"We have located a major drug distribution center. We will raid it and hopefully pull off the largest drug bust in the last thirty years. As soon as we enter, however, they'll start trying to destroy the evidence, so we've got to move in fast. Arrest as many as you can and collect as much of the drugs as possible."*

This will be an indoor scenario (S Building). SWAT base will be the amphitheater for Arrest and Medic purposes, though SWAT players may enter the building through any entrance once the scenario starts. Sharpshooters will have their standard grace period in and around the building to search ahead of the rest of the SWAT team, though if spotted will lose SWAT the initiative. Drug Packages are represented by 7 Radar Extreme sensors somewhere in the building (plain sight at waist level). These sensors must be Arrested just like players. +1 PR bonus for every sensor Arrested in addition to any normal PR bonuses/penalties.

Time Limit: Must play 5 min before either side may call a Retreat; 20 min max

BAD GUYS

2

Pope John: *"You have all been brought here to work for several reasons. One, this is the largest distributor we've got, so it deserves the best. Two, as the largest distributor it's slowly becoming more high profile and we expect the cops to bust in sooner or later. We're going to squeeze this place for all it's worth, so it's going to operate until the cops show up. Your job is to make sure that once the cops do show up, all product is destroyed so they get nothing."*

This will be an indoor scenario (S Building). Bad Guy base will be the Vending Area for respawn purposes, though only one respawn is allowed (for those with the Reinforcements tag). Bad Guy players will begin with their Tasks with the Warehouse Operations Material, though Infiltrators may roam freely as guards if not assigned a Task by the Moderator. Drug Packages are represented by 7 Radar Extreme sensors which the Moderator will place and show where each is located (five downstairs, two upstairs). Scenario begins once the SWAT team has been spotted. Bad Guys receive +\$20,000 for each sensor destroyed (their supplier trusts them more).

- Tasks:
- A) assembly - two players will pack the paper bags.
 - B) transport - one player will transport the bags to C distribution and wait.
 - C) distribution - two players will remove the contents.
 - D) transport - B transporter will take the empty bag back to A assembly and wait.
 - E) transport - one player will take contents to F quality assurance and return.
 - F) quality assurance - two players will check product.
 - G) transport - E transporter will take checked product to A assembly and return.

Time Limit: Must play 5 min before either side may call a Retreat; 20 min max

SCENARIO 3: HIGH RISK WARRANT

3

The raid on the crack house has proven more valuable than imagined. A snitch has informed the SWAT team that a known felon is behind the recent criminal activity.

Props:

- 12 Mug Shots of "Johnny the Priest"
- NPC: Johnny the Priest
- NPCs: Innocent Bystanders
- Chump Change

SWAT

3

The Lieutenant: *"Some of the perps we've Arrested have rolled over and given us a name. It seems Johnny the Priest has been back in business for a while now, under the alias "Pope John," and it's up to us to bring him in again. We know he deals drugs personally at Freedom Park on Saturday nights. It's that time, gentlemen. Let's go get him."*

This will be an outdoor scenario (at the fountain). SWAT base is the steps to between M and L buildings for Arrest and Medic purposes, though the team will start from the Student Center. Sharpshooters have the standard grace period to roam campus. Freedom Park is defined as the area around the fountain between L, K, and B buildings. The Arrest of Johnny the Priest will merit a +1 PR bonus in addition to any normal PR bonuses/penalties (+2 total). Only those Arrested with outstanding warrants will count as an Arrest, but like it's said, "Good guys, bad guys... Everybody gets cuffed." However, if any Bad Guys make it to G (front walkway) or C (lakeside) buildings, they have eluded capture.

Time Limit: Must play 10 min before either side may call a Retreat; 30 min max

BAD GUYS

3

Pope John: *"The raid on our distribution facilities was bad news, but it's nothing we can't recover from. Operations will continue as normal and we'll show the city that we don't fear the cops or anything they think they can do to us. Every Saturday night I do business personally at Freedom Park and that's not going to change. Let's go make some money."*

Innocent Bystanders will be out-and-about for this game. They will have poker chips representing their meager income and Bad Guys are encouraged to get these chips either by sale of illegal narcotics or armed robbery.

This will be an outdoor scenario (at the fountain). Bad Guy base is A building ("maze") for respawn purposes, but all bad guys will start at Freedom Park, defined as the area around the fountain between L, K, and B buildings. Infiltrators have their standard grace period to roam campus. Every Bad Guy player with an upgrade (Mafia, Terrorists, Psycho White Guys) is considered to have an outstanding warrant and will earn the Bad Guys +\$500 for escaping by reaching G (front walkway) or C (lakeside) buildings. Pope John is not afraid of incarceration and will be Arrested unless controlled by two other Bad Guys. Pope John is worth +\$1000 for escaping, -\$500 for his Arrest, and -\$1000 for his death.

Time Limit: Must play 10 min before either side may call a Retreat; 30 min max

SCENARIO 4: HOSTAGE SITUATION

4

In retaliation for the (attempted?) bust on Pope John, his lackeys organize a little terrorism to put the city on edge.

Props:

- NPCs: 5 Innocent Bystanders (1 Hostage)
- Police Money

SWAT

4

The Lieutenant: *"Pope John's syndicate is striking back for our (attempted?) arrest of Johnny. We've received word that they've taken an unknown number of hostages at the Civic Center. They haven't made any demands yet and the City Council is getting worried. It may only be a matter of time before the Mayor caves and gives them whatever they want. He's expected to make an address to the council in a half an hour, so we've got have the situation taken care of before then. Be aware that there are news personnel already on scene."*

For all intents and purposes, the Negotiator(s) will be in charge of the SWAT team for this scenario. This will be an outdoor scenario (at the tennis courts). SWAT base is at the bottom of the steps at the corner of the J building (Gymnasium) for Arrest and Medic purposes, though the team may start in either direction around the building. The Civic Center is defined as the area around and including the tennis courts. Sharpshooters receive their standard grace period to get into position. SWAT Negotiator may write down dollar values on green index cards and pass them to the Bad Guys. This represents money from the Police Budget to be transferred to the Criminal Cash Flow. (If Pope John was Arrested in SCENARIO 3: HIGH RISK WARRANT, Pope John's release will incur a -5 PR Penalty.) Any Hostages still in possession of the Bad Guys at the end of the scenario incur the same PR penalty as if killed. Due to the presence of the media, all normal PR bonuses/penalties are doubled.

Time Limit: Must play 20 min before either side may call a Retreat; 35 min max

BAD GUYS

4

Syndicate Leader: *"The cops are getting bold. They think they can (try and?) arrest Pope John without retaliation? We're going to show them how wrong they are. We will go to the Civic Center and take as many hostages as we can. Then we will demand \$30,000+ for each hostage (and the release of Pope John?) for their miscalculation."*

This will be an outdoor scenario (at the tennis courts). Bad Guy base is the Field 5 Backstop. The Civic Center is defined as the area around and including the tennis courts. Bad Guys will start with one Hostage, but Infiltrators receive their standard grace period to collect up to four more Hostages at the Civic Center before the rest of the Bad Guys may join in. Bad Guys may negotiate for a much or as little as they want for the hostages, depending on how well the negotiations are going. The SWAT Negotiator will have green index cards to represent money. Any money in the Bad Guy's possession at the end of the scenario is immediately placed in the Criminal Cash Flow.

Time Limit: Must play 20 min before either side may call a Retreat; 35 min max

SCENARIO 5: RIOT CONTROL

5

Events suddenly spiral out of control as the criminal element makes a move to take over the city.

Props:

- NPC: Councilman Burke
- NPCs: 5 Innocent Bystanders (infinite respawn at any building)
- Bankroll

SWAT

5

The Lieutenant: *"The syndicate's recent crime wave has reached a climax. We've had reports of civil disturbances all over the city, and a police presence just seems to escalate the disturbances into all-out riots. The bad news is that the Mayor's only given us thirty minutes to take care of the situation before he turns it over to the Governor who will declare Martial Law. Our uniformed patrolmen are doing all they can to contain the situation, but there are things going on inside the crowds that require a more aggressive hand. That's where we come in.*

"A city councilman is currently under siege at his own home. Councilman Burke needs to be retrieved and brought back to the station immediately.

"Several beatings downtown have turned into random murders. This threat has to be neutralized before EMTs can move in and help the wounded.

"With all the looting going on, the Mayor has ordered a security detail to Central City Bank to ensure the citizenry's money is safe."

This is an outdoor scenario. SWAT base is the S building. Innocent Bystanders will be out in force and may respawn by touching any wall of any building. They will be counting how many times they die. Any Innocent Bystander that is escorted to the S-Bldg must wait five (5) minutes before respawning.

Councilman Burke's address is defined as the Gazebo. The councilman has three hits just like any other Innocent Bystander. If necessary, a SWAT member may give up his/her Armor tag and reset the councilman's sensor to ten (10) hits. The rioters will break into the councilman's house sometime between five (5) and ten (10) minutes after scenario-start.

Downtown is defined as the tennis courts. EMTs are considered on-scene but trained to stay out of SWAT's way. There will be Innocent Bystanders on-scene to indicate if the situation is still playable; if there are no bystanders, it has already played-out.

Central City Bank is defined as the enclosed chiller for the new building. The green flag will represent the Bankroll and if it is taken, the Bank has been successfully robbed.

Time Limit: Either side may call an individual Retreat at any location at any time, though the scenario – and thus the Riots – will continue for the allotted duration; 30 min max

BAD GUYS

5

Syndicate Leader: *"Our time has come, the riots have begun. We have stirred the city and they have already broken into chaos. We will use the confusion to make the police sorry they thought they were better than us."*

"Councilman Burke has consistently been the advocate of the police in City Hall. He is currently barricaded in his house. Teach him a lesson.

"We will also strike at the pigs directly. If we begin wanton evil downtown – beatings, muggings, killings – we can lure the cops into an ambush.

"With all the looting going on, it's only natural we take some for ourselves. However, we're going for the Big Fish. With the cover of chaos, the Central City Bank is a juicy target."

This is an outdoor scenario. Bad Guy base is the wooded knoll beside A building. Innocent Bystanders will be out in force and may respawn by touching any wall of any building.

Councilman Burke's address is defined as the Gazebo. The councilman has three hits just like any other Innocent Bystander, but be aware that SWAT has the option to give the Councilman additional hits. The Bad Guys may not immediately harm the Councilman, but may break into the councilman's house sometime between five (5) and ten (10) minutes after scenario-start.

Downtown is defined as the tennis courts. EMTs are considered on-scene but trained to stay out of SWAT's way. There will be Innocent Bystanders on-scene to indicate if the situation is still playable; if there are no bystanders, it has already played-out.

Central City Bank is defined as the enclosed chiller for the new building. The green flag will represent the Bankroll and if it is taken, the Bank has been successfully robbed. There is no "stash" so the Bad Guys must hang on to the flag for the remainder of the scenario.

Time Limit: Either side may call an individual Retreat at any location at any time, though the scenario – and thus the Riots – will continue for the allotted duration; 30 min max

APPENDIX 1: MODERATOR NOTES

It seems more difficult to be on the SWAT team. Is that intentional?

Yes. The SWAT Theme and this campaign are intended to be somewhat realistic. Criminals typically have it easy because they don't play by anyone's rules but their own. The Police are bound by the same laws they are sworn to protect and enforce. SWAT teams are very limited and restricted, but it's doing the job that counts – just like in Laser Tag where it's playing the game that counts.

Couldn't Push make the scenario longer?

No. A Push may not go over the stated time limit of the scenario.

How many times may the SWAT team get their Police Budget bonus for a +5 PR Image?

Once for every +5. They can't hit +5, drop to +4, hit +5 again and get the same bonus. SWAT receives +\$80,000 once at +5 PR Image, once at +10 PR Image, once at +15 PR Image, etc.

What happens if the SWAT budget runs low and they can't afford any more rookies?

Those ex-SWAT players become either Innocent Bystanders or Bad Guys.

In SCENARIO 5: RIOT CONTROL, it says the Bad Guys will “break into the councilman's house sometime between five (5) and ten (10) minutes after scenario-start.” What's the actual time?

It's an equation that a Moderator will have to be on-hand to regulate. Start with 7 minutes (more or less depending on the number of Bad Guys available. For each Bad Guy on-scene, subtract fifteen (15) seconds. If a Bad Guy leaves, add his fifteen (15) seconds back on. This will be a fluctuating time for which the Moderator will have to track. Keep in mind that the SWAT team does not have this time frame to contend with.

APPENDIX 2: COMPLETE PROPS LIST

Bankroll – In SCENARIO 5: RIOT CONTROL, the green flag will represent the bank's money.

Case of Drugs – Used in SCENARIO 1: THE STING, this should be a case different from the Case of Money (see below). Preferably a 12x18 inch briefcase, but could be represented by a simple red index card.

Case of Money – Used in SCENARIO 1: THE STING, this should be a case different from the Case of Drugs (above). Preferably a 12x18 inch briefcase, but could be represented by a simple green index card.

Chump Change – Innocent Bystanders use poker chips to represent money used to purchase illegal narcotics. Alternately, only the white and blue chips will represent money, while the red chips will be in possession of the Bad Guys and represent small quantities of drugs to be sold.

Councilman Burke – Used in SCENARIO 5: RIOT CONTROL, this may be one of the Innocent Bystanders or an additional player if available. Councilman Burke is treated the same as any other Innocent Bystander, though will run randomly away from any approaching Bad Guy (and not necessarily into the arms of SWAT).

Drug Packages (7) – In SCENARIO 2: DRUG BUST, the drugs to be confiscated/destroyed take the form of seven (7) Radar Extreme sensors. These sensors have a full measure of 10 hits. They are to be placed by the Moderators at waist level throughout the Student Center: five (5) downstairs, two (2) upstairs.

Innocent Bystanders (5) – See APPENDIX 3: INNOCENT BYSTANDERS.

Johnny the Priest – For the initial briefings, and perhaps the entire campaign, the Bad Guy Moderator will be playing the part of “Johnny the Priest” aka “Pope John”. In SCENARIO 3: HIGH RISK WARRANT, Johnny the Priest will be an NPC on the battlefield who the SWAT team must Arrest.

Police Money – For SCENARIO 4: HOSTAGE SITUATION, the SWAT Negotiator uses green index cards and a marker to write down dollar values, representing money.

Mug Shots of “Johnny the Priest” (~12) – In SCENARIO 3: HIGH RISK WARRANT, a dozen (12) pictures of the Bad Guy Moderator should be passed around to the SWAT team during their briefing. This is more for theatrics and an “at the station” mood and is not essential for the flow of the campaign.

Warehouse Operations Material – In SCENARIO 2: DRUG BUST, a dozen ziplock bags filled with flour and half a dozen brown paper bags will represent the product being prepped and distributed.

APPENDIX 3: INNOCENT BYSTANDERS

Five (5) additional players with the Moderator's side to play the part of random, civilian citizens. These players have a sensor with only three (3) hits remaining and are unarmed. These players will act curious regardless of the danger, and generally create containment issues for the SWAT team and potential hostages for the Bad Guys. Innocent Bystanders should always keep "The Rights of the Citizens" (see global rules on the title page) in mind. Any killed Innocent Bystander is encouraged to lay down and play dead.

SCENARIO 1: THE STING – not used. May observe, assist the Moderators, or take the part of Gang Bangers at Moderator's discretion.

SCENARIO 2: DRUG BUST – take the form of Lab Technicians. Any Arrested Lab Technicians do not incur a PR bonus, nor do they incur a PR penalty (i.e. are not allowed "The Rights of the Citizens").

SCENARIO 3: HIGH RISK WARRANT – all Innocent Bystanders will have Chump Change (see APPENDIX 2: COMPLETE PROPS LIST) which they will be able to trade for the Bad Guy's narcotics or possibly be robbed of at gunpoint.

SCENARIO 4: HOSTAGE SITUATION – one will already be a Hostage controlled by the Bad Guys. The rest of the Innocent Bystanders will start in the tennis courts and may not leave the immediate area in and around the tennis courts (the "Civic Center"). If not taken Hostage by the Bad Guys when the SWAT team takes the field, they may play the role of news reporters trying to get a "good shot" of the Bad Guys or a comment from the SWAT players.

SCENARIO 5: RIOT CONTROL – all Innocent Bystanders receive infinite respawn at any wall of any building. They should keep a running count of how many times they die during the scenario. If no other players are available, one Innocent Bystander will play the part of Councilman Burke (see APPENDIX 2: COMPLETE PROPS LIST) and wait at the Gazebo to be rescued by SWAT or killed by the Bad Guys. At least two Innocent Bystanders should be waiting at the tennis courts (downtown) for the beatings and murders and may leave once that scene has been played.