

# MGL SWAT CAMPAIGN TWO KINGS

**MAYOR BURKE** has been the staunchest supporter of SWAT and the police department since his election to office. After his rescue in the previous riots (as a Councilman), he has pledged to give SWAT all the support his domain can manage.

**JOHNNY THE PRIEST** continues to rule his empire from prison. The acts committed in his name cannot be linked to him except by the graffiti left in the wake; though it is common knowledge he orders his captains via go-betweens both in and out of the confines of his castle.

**OUR CITY** is once again on the verge of war. Crime is on the rise, fear has filled the hearts of the just, and panic is taking seed in the minds of the innocent. This powder keg has been resting for almost a year, but the sparks are getting bigger and the cracks are beginning to show. It is up to SWAT to either diffuse the situation or minimize the casualties.

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## UPGRADE MODIFICATIONS

Both High Caliber and Touch-Kill will not be used this campaign. Also, due to a logistical concern with issuing Custom Weapons, that tag will be limited. Upgrade changes are as follows (all other upgrades are available as listed in the *MGL SWAT Theme*):

SWAT	Officer / Standard SWAT package: <i>Armor, Arrest</i> Assault: <i>Custom Weapons, Tactics</i> Sergeant: n/a (the Sergeant upgrade is not used in this campaign)
Bad Guys	Psycho White Guy: <i>Infiltration, Tactics/Armor</i>

## CAMPAIGN VICTORY CONDITIONS:

1 pt	per \$10,000 at end of Campaign
2 pts	per Victory, Scenarios 1-3, 5
1 pt	per Victory, Scenario 4 Objective

## SCENARIO 1: ARREST QUOTA (OR “WHY DO I HAVE TO GO?!”)

Crime has become rampant. It’s time for the police to get aggressive.

### PROPS:

NPCs: Innocent Bystanders

Chump Change

Drugs

## SWAT

1

**The Lieutenant:** “The crime rate is rising quickly, and is already equal to this time last year when Johnny the Priest started the riots. Mayor Burke has quietly issued an arrest quota which he expects to be met. Our brethren law enforcers are already overworked, and won’t be able to meet the quota this month. SWAT has been tasked with making the remaining arrests. We already have a target. Town Square has become a popular hangout for the criminal element. They have become unconcerned with the police cruisers that drive by, and the beat cops have become unwilling to enter. We can kill two birds with one stone: make three arrests to complete the quota, and send the message that SWAT is taking charge.”

*The battlefield for this scenario will center on the FOUNTAIN near the Gazebo (Town Square). SWAT has to successfully ARREST 3 BAD GUYS while being mindful of Innocent Bystanders. SWAT base is C-BUILDING. Once 3 Bad Guys are Arrested, SWAT may immediately call an end to the scenario, or continue in an attempt to Arrest more Criminals. SWAT receives a +1 PR BONUS FOR EACH ARRESTED BAD GUY.*

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

## BAD GUYS

1

**The Hessian:** “Johnny the Priest wants us to step up operations and make some serious money for some plans he’s got. Our dealers are feeling the stress put on us by the Mayor’s unofficial arrest quota, and profits are dragging. Town Square is our biggest territory, so get out there and pick up the slack.”

*The battlefield for this scenario will center on the fountain near the Gazebo (Town Square). Bad Guys have to trade as much drugs for the Innocent Bystanders poker chips as possible before SWAT shows up. Bad Guy base is G-Building, where all money must be returned to be collected. Only the money at G-Building when the scenario ends will be considered, in-transit doesn’t count. Bad Guys receive \$100 for each white poker chip, \$500 for each blue poker chip, and \$1000 for each red poker chip.*

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

**SCENARIO 2: ASSASSINATION** (OR “ALL YOU PEOPLE UP THERE IN CITY HALL”)

The criminals strike back and attempt to cut SWAT’s support – Mayor Burke.

**PROPS:**

NPCs: Mayor Burke

**SWAT**

**2**

**The Lieutenant:** “Word on the street is that Johnny the Priest’s right-hand man, only known as ‘The Hessian’, is planning an assassination attempt on Mayor Burk. We don’t have many specifics, but we know it’s going to be soon. Let’s form a bodyguard detail and make sure they know SWAT won’t let it happen.”

*The battlefield for this scenario will center on the GAZEBO (Mayor’s house) which is also the SWAT base. SWAT has to successfully DEFEND MAYOR BURKE for the duration of the scenario, but will not have prior knowledge of the Bad Guy’s base. A remaining SWAT player with Tactics may call a Retreat after 10 minutes (initiating a helicopter extraction). SWAT receives a +2 PR BONUS FOR KEEPING MAYOR BURKE ALIVE.*

**Bonus:** If the SWAT team accomplished their objective in SCENARIO 1: ARREST QUOTA, then every SWAT player receives the *Infiltration* advantage for this scenario. “One of the scumbags we collared rolled over and gave us some good intel.”

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

**BAD GUYS**

**2**

**The Hessian:** “Mayor Burke and his big budgets and arrest quotas have gone far enough. Without Burke, the cops will have to deal with City Hall’s politics like the rest of the blowhards. So we take out Burke. We do it now.”

*The battlefield for this scenario will center on the GAZEBO (Mayor’s house). Bad Guy base is C-BUILDING. Bad Guys have to KILL MAYOR BURKE within the allotted time limit. Bad Guys may call a Retreat at the 10 minute mark (helicopter extraction). Bad guys receive +\$50,000 FOR KILLING MAYOR BURKE.*

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

### SCENARIO 3: PRISONER TRANSFER (OR “CHOP, CHOP! LET’S GO!”)

The police gamble on a move that could make or break them.

#### PROPS:

NPCs: Johnny the Priest

## SWAT

3

**The Lieutenant:** “The Brass have decided to move Johnny the Priest. By taking him to a more secure location, we can stop his contact with the outside world – and thus his orders to his organization – and nullify the mounting threat of a prison break. To take a straight path to the secure location, however, would be asking for trouble. Therefore, we’re taking Johnny through a series of checkpoints. So let’s mount up and get rolling.”

*The battlefield for this scenario is the INNER CORSET of campus. SWAT has to successfully MOVE JOHNNY THE PRIEST from the amphitheater and through two checkpoints before heading to their final destination:*

*Starting Point: Amphitheater*

*Checkpoint 1: I-Building Chiller.*

*Checkpoint 2: Jones Building Chiller*

*Ending Point: Crow’s Nest*

*Each checkpoint may be used to reset Johnny the Priest’s sensor and/or drop off any Arrested Bad Guys. Johnny the Priest will remain quiet and cooperative (confident in his people’s competence), but will alert the Bad Guys to his presence during any firefight. A remaining SWAT player with Tactics may call a Retreat after 10 minutes (effectively releasing Johnny the Priest). SWAT receives a +2 PR BONUS FOR DELIVERING JOHNNY THE PRIEST, -2 PR PENALTY FOR NOT DELIVERING HIM, AND -1 PR PENALTY FOR THE DEATH OF JOHNNY THE PRIEST.*

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

## BAD GUYS

3

**The Hessian:** “One of our contacts in the police tells us they’re moving Johnny the Priest. We’re not sure where, but we know they’re hitting a series of checkpoints before they go there. We’re throwing all our resources behind this, because if we can get the Priest back, we’ll be unstoppable.”

*The battlefield for this scenario is the INNER CORSET of campus. Bad Guys must RESCUE JOHNNY THE PRIEST from SWAT custody. Bad Guys base is G-BUILDING. Bad guys receive +\$75,000 FOR RESCUING JOHNNY THE PRIEST, BUT SUFFER A PENALTY OF -\$50,000 FOR HIS DEATH.*

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

## SCENARIO 4: RIOT CONTROL (OR “ALL YOU PEOPLE IN THE STREETS IT’S TIME TO RISE UP”)

A city in chaos.

### PROPS:

Pipe Bomb Location

Bad Guy Command and Control

SWAT Command and Control

## SWAT

4

**The Lieutenant:** “They did it again. Riots have broken out all over the city, and the entire police force is out trying to control or contain the situation. In the meantime, there are several crisis situations that SWAT will have to handle personally. First, and foremost, City Hall is burning and the arsonists are keeping the fire department back. Next, officers everywhere are reporting the use of pipe bombs among the mobs; we have a lead on the location of their manufacture and have to raid it before any more damage is done. During all this we must find a defensible, strategic location for our command and control van. Finally, we have to locate the headquarters where Johnny the Priest’s men are coordinating everything and take ‘em out. Let’s get out there and take care of this mess before it escalates and we lose any hope of getting this city back.”

*The battlefield for this scenario is the ENTIRE CAMPUS. SWAT must successfully COMPLETE AS MANY OBJECTIVES AS POSSIBLE before the time limit.*

Objective 1: *The A-BUILDING FRONT PATIO (CITY HALL) MUST BE CLEARED of all bad guys before the 7 minute mark. A Moderator will be on-hand to announce the 7 minute mark by declaring, “The fires are too high, City Hall is lost.”*

Objective 2: *The GREEN FLAG AT M-BUILDING CHILLER (PIPE BOMB MANUFACTURE) MUST BE CAPTURED by the 20 minute mark. A Moderator will announce over the radio when the 20 minute mark is reached.*

Objective 3: *PLACE THE BLUE FLAG (SWAT COMMAND AND CONTROL), AND DEFEND IT until the end of the game. The flag may only be placed after the game has started, and must be situated before the 10 minute mark. Once placed, the flag may not be moved again.*

Objective 4: *FIND AND CAPTURE THE RED FLAG (Bad Guy Command and Control) by the end of the game. The red flag must be returned to the SWAT base.*

*SWAT base is the AMPHITHEATER. A remaining SWAT player with Tactics may call a Retreat only after completing at least one objective. SWAT receives a +1 PR BONUS FOR EACH OBJECTIVE COMPLETED.*

**Time Limit:** 45 min.

## BAD GUYS

4

**The Hessian:** “We did it again. Riots have broken out all over the city to prove that we’re the ones in control around here. We’ve set City Hall ablaze and we’re making sure the fire trucks stay back, we’re making pipe bombs for mobs everywhere, we’re going to take out SWAT’s communications van, and all the while we’re controlling everything from a secure location. The cops are going to try to stop us, but we won’t let that happen. The riots will continue for as long as we let them. Let Mayor Burke and his chumps understand that they’re done here.”

*The battlefield for this scenario is the ENTIRE CAMPUS. Bad Guys must successfully COMPLETE AS MANY OBJECTIVES AS POSSIBLE before the time limit.*

Objective 1: *The A-BUILDING FRONT PATIO (CITY HALL) MUST BE DEFENDED until the 7 minute mark. A Moderator will be on-hand to announce the 7 minute mark by declaring, “The fires are too high, City Hall is lost.”*

Objective 2: *The GREEN FLAG AT M-BUILDING CHILLER (PIPE BOMB MANUFACTURE) MUST BE DEFENDED until the 20 minute mark. A Moderator will announce over the radio when the 20 minute mark is reached.*

Objective 3: *PLACE THE RED FLAG (BAD GUY COMMAND AND CONTROL), AND DEFEND IT until the end of the game. The flag may only be placed after the game has started, and must be situated before the 10 minute mark. Once placed, the flag may not be moved again.*

Objective 4: *FIND AND CAPTURE THE BLUE FLAG (SWAT Command and Control) by the end of the game. The blue flag must be returned to the Bad Guy base.*

*Bad Guy base is G-BUILDING. A remaining Bad Guy player with Tactics may call a Retreat only after completing at least one objective. Bad Guys receive a +\$25,000 FOR EACH OBJECTIVE COMPLETED.*

**Bonus:** If the Bad Guys accomplished their objective in SCENARIO 3: PRISONER TRANSFER, then every Bad Guy player receives the *Infiltration* advantage for this scenario. “Johnny the Priest knows his city.”

**Time Limit:** 45 min.

**SCENARIO 5: A MATTER OF SIZE (OR “HE’S ENCROACHING ON MY DECREES!”)**

It’s all come down to this: an all-or-nothing, last-ditch smash and grab for the opposing side’s leader. Winner takes all.

**PROPS:**

NPC: Mayor Burk

NPC: Johnny the Priest

**SWAT**

**5**

**Alteration:** If Mayor Burke was killed in SCENARIO 2: ASSASSINATION, then the key NPC for SWAT becomes *Councilman Cohn*. If Johnny the Priest was killed or remained in custody for SCENARIO 3: PRISONER TRANSFER, then the key NPC for the Bad Guys becomes *The Hessian*.

**The Lieutenant:** “The Governor is a hair away from calling Martial Law. Mayor Burke has given us one last order to try and stop that from happening: get Johnny the Priest. At the same time, word on the street is that the bad guys are gunning for Mayor Burke. This is it, people. This is what it all comes down to. We lose this, we lose it all. But if we win...”

**Objective 1:** *The Downtown Battlefield is defined as the INNER CORSET OF CAMPUS. SWAT must DEFEND THE SWAT NPC who may not leave the Downtown Battlefield.*

**Objective 2:** *The City Limits Battlefield is defined as the TRACK, TENNIS COURTS, AND ADJACENT WOODS. SWAT must ARREST OR KILL THE BAD GUY NPC who may not leave City Limits Battlefield.*

*SWAT base is G-BUILDING which is not included in the Downtown Battlefield. SWAT receives +5 PR FOR ARRESTING THE BAD GUY NPC, +3 PR FOR KILLING THE BAD GUY NPC, AND -5 PR FOR THE DEATH OF THE SWAT NPC.*

**Time Limit:** 45 min; SWAT may call a retreat after 30 min to restrict their team to Downtown Battlefield and defend their NPC.

**BAD GUYS**

**5**

**Alteration:** If Mayor Burke was killed in SCENARIO 2: ASSASSINATION, then the key NPC for SWAT becomes *Councilman Cohn*. If Johnny the Priest was killed or remained in custody for SCENARIO 3: PRISONER TRANSFER, then the key NPC for the Bad Guys becomes *The Hessian*.

**The Hessian:** “Time’s up. Let’s do this. I want Mayor Burke taken down, and I want it done now. Without him, any and all support for SWAT will dry up and we’ll have no opposition for our total domination. At the same time, our informant in the department says Burke is gunning for the Priest. This is the last Act, brothers. Winner takes all.”

**Objective 1:** *The City Limits Battlefield is defined as the TRACK, TENNIS COURTS, AND ADJACENT WOODS. Bad Guys must DEFEND BAD GUY NPC who may not leave City Limits Battlefield.*

**Objective 2:** *The Downtown Battlefield is defined as the INNER CORSET OF CAMPUS. Bad Guys must KILL SWAT NPC who may not leave the Downtown Battlefield.*

*Bad Guy base is the TRACK-SIDE TENNIS COURT. Bad Guys receive \$100,000 FOR KILLING THE SWAT NPC, AND SUFFER -\$100,000 FOR THE DEATH OF THE BAD GUY NPC.*

**Time Limit:** 45 min; Bad Guys may call a retreat after 30 min to restrict their team to City Limits Battlefield and defend their NPC.

## APPENDIX 1: MODERATOR NOTES

### When SWAT Arrests someone, can they take away their gun?

No. SWAT may demand that a Bad Guy “secures his weapon”, but since an Arrested Bad Guy is not taken out of game unless delivered back to a base, they’re still a threat.

### In Scenario 1: Arrest Quota, if an Innocent Bystander buys drugs, doesn’t that make him a criminal and count towards the PR bonus?

Criminal, yes. Bad Guy, no. Bad Guys are professional murders and thieves, and only they count towards the PR bonus. The “little fish” that steal from their mother’s purse to buy pot don’t count.

### In Scenario 1: Arrest Quota, what if the Innocent Bystanders run out of their allotment of poker chips, or the bad guys run out of “drug baggies”?

The first time this kind of scenario was attempted, a couple of the Bad Guys committed armed robbery. With that in mind, the possibility of the Innocent Bystanders running out of money fast is a real possibility. To counteract this, a Moderator may be on-scene to act as an “ATM” where Innocent Bystanders may request more money as necessary. If the Bad Guys run out of drug baggies too soon, then they didn’t price their product high enough – a miscalculation on their part. If the Bad Guys begin armed robberies, the same “ATM Moderator” may give random Innocent Bystanders a gun when they come for more money.

## APPENDIX 2: COMPLETE PROPS LIST

**Bad Guy Command and Control** – The RED FLAGPOLE will represent the communications hub for the bad guys.

**Chump Change** – Innocent Bystanders use white, blue, and red POKER CHIPS to represent money for purchasing illegal narcotics.

**Drugs** – Small ZIPLOCK PACKETS will represent various drugs: POWDERED SUGAR for cocaine, and OREGANO for marijuana.

**Johnny the Priest (NPC)** – One MODERATOR will play the part of Johnny the Priest, the crime lord who believes he is the real power in Macon.

**Mayor Burk (NPC)** – One MODERATOR will play the part of Mayor Burke, the headstrong politician that is determined to clean up his city.

**Pipe Bomb Location** – The GREEN FLAGPOLE will represent control of the location manufacturing pipe bombs.

**SWAT Command and Control** – The BLUE FLAGPOLE will represent the communications van for the SWAT team.

## APPENDIX 3: INNOCENT BYSTANDERS

Five (5) additional players with the Moderator’s side to play the part of random, civilian citizens. The number of civilians may be more, depending on the total number of players in this campaign. These “innocent bystander” players have a sensor with only three (3) hits remaining and are typically 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. Any killed Innocent Bystander is encouraged to lay down and play dead.

**SCENARIO 1: ARREST QUOTA** – Each Innocent Bystander is not so innocent and will have Chump Change in the form of poker chips for the purpose of buying drugs. At any time, an Innocent Bystander may only have 6 white, 3 blue, and 1 red poker chip (\$2100). If the Bad Guys begin armed robberies, a Moderator may give random Innocent Bystanders a gun.

**SCENARIO 2: ASSASSINATION** – Not used.

**SCENARIO 3: PRISONER TRANSFER** – May or may not be used, depending on the judgment of the Moderators and any volunteers. If used, they will generally get in the way at every possible opportunity, hindering both the SWAT team’s operations and the Bad Guys’s mobility.

**SCENARIO 4: RIOT CONTROL** – Any volunteers for Innocent Bystanders get infinite respawn at the Gazebo to cause as many problems as possible.

**SCENARIO 5: A MATTER OF SIZE** – Not used.