

# MIDDLE GEORGIA LASER TAG LEAGUE

PRESENTS:

## SWAT

### SPECIAL WEAPONS AND TACTICS

#### (ALSO: SPECIAL WEAPONS ASSAULT TEAMS, SPECIAL TACTICS AND RESPONSE, ETC.)

The key to a SWAT (or STAR) team is the training. All players begin as an Officer and upgrade via the Police Budget (see MONEY). Unlike Bad Guys, SWAT Specialists and Sergeants retain the Officer's tag package while gaining the additional tags of their upgrade.

#### OFFICER

The slick-sleeved rookie. Standard SWAT training puts them above the typical policeman, but at the bottom rung of a SWAT team. Thus they receive only the standard SWAT package.

- SWAT: *Custom Weapons, Armor, Arrest*

#### SPECIALIST

Having completed additional training in one of several specialized areas, Officers may choose one of the following additional packages to reflect their certification(s):

- ASSAULT: *High Caliber, optional Touch-kill*
- SHARPSHOOTER: *Ranged Weapons, Infiltration*
- SUPPORT: *Medic*
- NEGOTIATOR: *Mitigation*

#### SERGEANT

The leader of a SWAT team or simply the veteran policeman. The Sergeant knows how to control a situation and make it come out in everyone's best interests.

- Sergeant: *Tactics*

### BAD GUYS

There is never a shortage of the criminal element, nor is there any standardization. Criminal groups typically follow certain behavioral patterns, and so we can categorize them by criminal acts. The most general categories of crime include: street crime, organized crime, international terrorism, and senseless acts of violence. All Bad Guy players begin as a Gang Banger and upgrade via the Criminal Cash Flow (see MONEY).

#### GANG BANGERS

Street gangs and common thugs. While they aren't that powerful individually, it's their numbers that make them a true danger.

- *Infiltration, Reinforcements*

#### MAFIA

Be it Italian or Russian Mob, Japanese Yakuza, or Chinese Triads, these people don't mess around.

- *Tactics, Armor*

#### TERRORISTS

While well-funded religious fundamentalist make up the majority of this group, anyone with demands can easily fit here.

- *Custom Weapons, Armor, and a choice of Arrest (creating hostages) or Reinforcements*

#### PSYCHO WHITE GUYS

A catch-all for serial killers and other manner of insane individuals. Crazy PCP junkies can also fit into this category, though not necessarily with the Caucasian stereotype.

- *Touch-kill, Infiltration, and a choice of Tactics or Armor*

### INDIVIDUAL TAG DEFINITIONS

<b>Armor</b>	Once every scenario, the player may reset his/her sensor after the ninth hit (immediately when the "warning" goes off) and continue as normal. Resetting a sensor immediately breaks contact with an Arrested player who may then run away.
<b>Arrest</b>	If a SWAT player manages to touch a Bad Guy, the Bad Guy is taken into custody and must be escorted by the SWAT player to the SWAT base. If left unattended, another Bad Guy may touch the player under Arrest and "free" him, otherwise an arrested player may not participate in the remainder of the scenario. NOTE: Terrorists may take civilian hostages via a similar method, though hostages remain on the battlefield and have only three hits remaining on their sensor. Only SWAT may free hostages.
<b>Custom Weapons</b>	May use weapons with unique features and/or range of up to and including 800ft. The Ultrawide is considered a Custom Weapon.
<b>High Caliber</b>	A player's ability to reset his/her weapon as often as desired to gain more Max Blasts.
<b>Infiltration</b>	A player's ability to begin play on the battlefield. Infiltrators have a one minute grace period to reach their starting positions which must be on their team's half of the battlefield. NOTE: Should Infiltrators encounter each other during the grace period, they may fire at will and the game begins immediately.
<b>Medic</b>	A player's ability to immediately escort a dead player back to the SWAT base and reset the player's sensor. Once "healed", both players may then continue as normal. NOTE: Medics may not reset their own sensors.
<b>Mitigation</b>	If allowed a conference, may offer alternatives to further hostilities and/or Bad Guys being In Holding. May carry through with any agreements made or renege, though to renege will obviously hinder further negotiations. (See PUBLIC RELATIONS and THE JUSTICE SYSTEM for clarification on when this ability would come into play.)
<b>Ranged Weapons</b>	May use weapons with range greater than 800ft. The Firestorm is considered a Ranged Weapon.
<b>Reinforcements</b>	Grants infinite respawn at base. NOTE: Terrorists who choose this tag may respawn as Terrorists rather than Gang Bangers.
<b>Tactics</b>	A player's ability to call a "retreat" and end the game immediately, or a "push" and cause a retreat to last 5 more minutes before the game concludes.
<b>Touch-kill</b>	A player's ability to remove a player from the game by touch alone, regardless of Armor or remaining sensor hits. Cannot be taken by Arrest but may be talked into custody by Mitigation. NOTE: SWAT Assault Specialists may Touch-kill or Arrest. An Assault Specialist's Touch-kill overrides a Psycho White Guy's Touch-kill.

## MONEY

It is necessary for any organization to sustain itself, and that means money. Police and Criminals are handled different ways, though, as detailed below:

### POLICE BUDGET

SWAT teams are funded by the city, though they are given a lump-sum Budget to try and squeeze for all it's worth. All players start as Officers, which automatically equals one Officer per player to come from the Budget. Any player that dies will put a strain on the Budget as the player will have to return as a new Officer (or better if the appropriate funds are available). This Budget will have to last the entire campaign, and may or may not see any increase. We suggest a Budget of \$100,000 per initial player, based on the following costs:

- \* Officer: \$30,000
- \* Specialist: Officer + \$20,000
- \* Sergeant: Officer or Specialist + \$10,000

### CRIMINAL CASH FLOW

Criminal organizations are funded by the criminals themselves and their Cash Flow fluctuates depending on how well they're doing. Each scenario they win earns them a dollar amount, while each game they lose usually subtracts from their available Cash Flow; perhaps +\$20,000 per win, - \$20,000 per loss, and starting at \$100,000 per initial player. Criminals may have a negative dollar amount, which immediately negates all player upgrades except those recently Released (see THE JUSTICE SYSTEM below). Player deaths are not taken into account, only how business is doing. However, you have to spend money to make money and the way to make money in "the game" is to get people who can help you. Each player begins as a Gang Banger, and loses any upgrades after death. Players may be upgraded for the following costs:

- \* Mafia: \$30,000
- \* Terrorists: \$40,000
- \* Psycho White Guys: \$50,000

## PUBLIC RELATIONS

Every Bad Guy Arrested generates a Public Relations (PR) bonus, and every Bad Guy killed generates a PR penalty. Bonuses and penalties cancel each other out and fluctuate to create a PR Image. SWAT gets a +\$80,000 bonus to their Budget every time their PR Image reaches +5 (and every +5 thereafter). However, for every -5 to their PR image they receive a -\$40,000 penalty to their Budget. The PR Image is tallied, and the bonus/penalty applied, prior to each game. Every Hostage killed yields -2 PR, while a scenario played without any casualties yields +3 PR.

## THE JUSTICE SYSTEM

If a Bad Guy with an upgrade is taken unto custody (ARREST or MITIGATION), the upgrade is only In Holding. After two games the upgrade is Released and becomes available for a Bad Guy player free of cost. However, any upgrades (bought or Released) not immediately used in the following scenario are lost.

## MIXING AND MATCHING THE CRIMINAL ELEMENT

There are ways in which each criminal class, since they are based on criminal acts, can be incorporated together to create very difficult groups for a SWAT team to handle. A Scenario Writer may include special rules with certain variants, but it's largely semantics ("flavor"). The following lists just a few incorporating methods:

### STREET GANG

- \* Young Bloods (Gang Bangers); recently "beat-in" gangstas.
- \* Gang Leaders (Mafia); the guys that have been in a gang since they can remember.
- \* Thugs (Terrorists); initiates with something to prove (or simply those already geared up for a drive-by)
- \* Junkies (Psycho White Guys [Armor]); Ever hear of the story about the junkie on PCP with a knife running at a cop? The cop puts nine slugs center-mass, obliterating the junkie's heart, but the junkie keeps coming. The junkie slashes at the cop, for some time later, because his brain doesn't know that it's time for the body to stop working. Exaggeration or even truth at all, it makes for a good 'tag villain.

### ITALIAN MAFIA

- \* Button Men (Gang Bangers); your standard Soldier or "Made Man".
- \* Wiseguys (Mafia); Cappos and Crew organizers.
- \* Go-to Guys (Terrorists [Arrest]); the guys with the balls – the ones who can pull a heist or get you out of trouble.
- \* Hitmen (Psycho White Guys); The only Hitman the FBI ever caught is Salvatore "The Bull" Gravano who killed nineteen men for his Boss, John Gotti. But Sammy the Bull turned himself in as state's evidence, so does that really count as us "catching" him?

### ISLAMIC TERRORIST CELL

- \* Outside Sympathizers (Gang Bangers); these people can pop up at any time.
- \* (Mafia [not used])
- \* Cell Members (Terrorists [Arrest]); the zealous bus, plane, and building hijackers.
- \* Suicide Bombers (Psycho White Guys [Tactics, for "push"]); awaiting their moment to die for Allah and be met in heaven by seventy virgins.  
*Additionally, Suicide Bombers may touch another player and choose when to employ the Touch-kill; once employed, the Touch-Kill kills both the touched player and the Suicide Bomber.*