

PRIMA'S OFFICIAL STRATEGY GUIDE

**Detailed
strategies for
every mission!**



SWAT 3™

CLOSE QUARTERS BATTLE™



Eric Lionel Pratte

This game has received the following rating from the ESRB





SWAT 3

CLOSE QUARTERS BATTLE

Prima's Official Strategy Guide

Eric Lionel Pratte

Prima Games

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Dedication:

This book is dedicated to my wonderfully beautiful wife Fujiko and to the baby she carries inside her.

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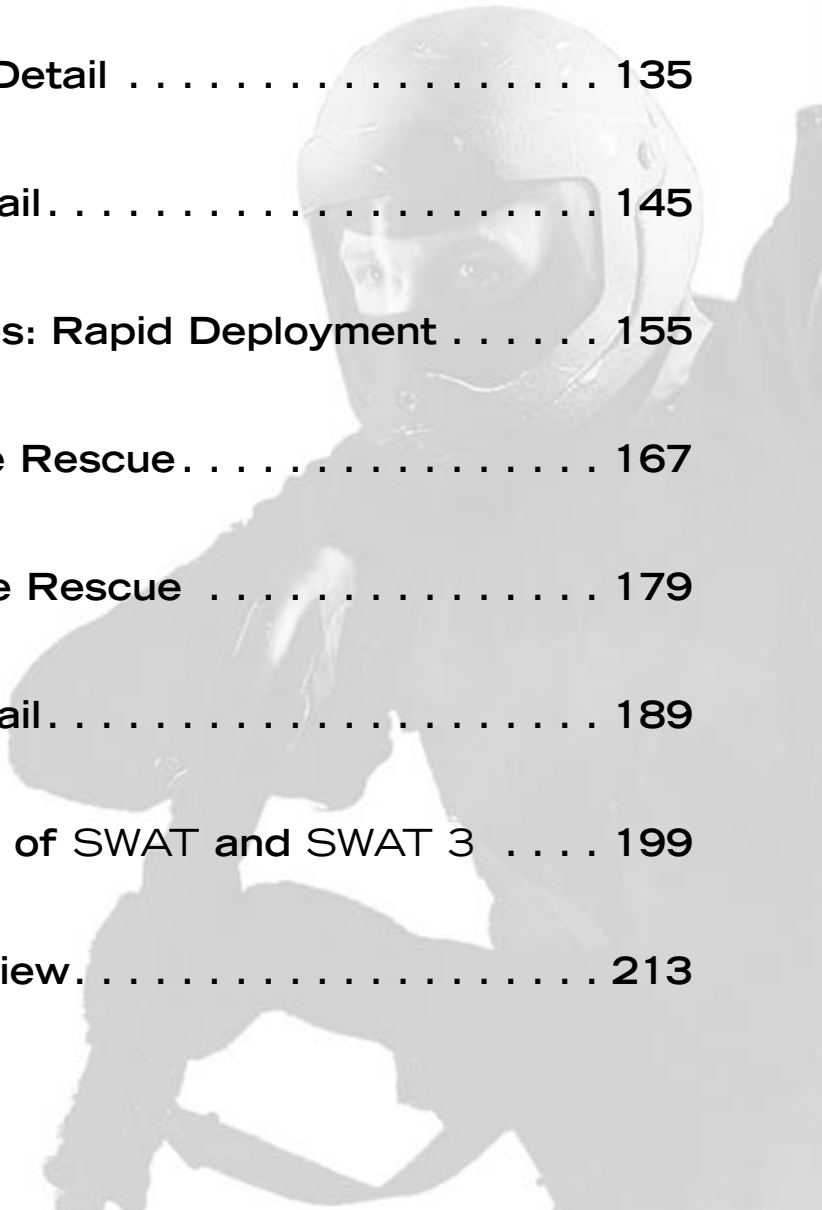


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CHAPTER

1

OFFICER TRAINING



Welcome to *SWAT 3: Close Quarters Battle*. In this chapter, you'll find everything you need to know about the lingo and gear you'll use in the game. In addition, you'll be introduced to the game menus and receive tips on handling the in-game AI. Afterward, you can move right into your first mission and get ready for some serious action!

TERMINOLOGY

Assaulters: The officers that an Element Leader commands.

Breach: Breach means simply to open a door. This applies whether it is locked or not.

Clear: To search an area (e.g. a room) and establish that there are no armed or unarmed suspects, hazardous materials, or innocent citizens within.

Deploy: Depending on the piece of equipment you are using, you deploy something when you toss it, fire it, or stick it on to something else.

DOA: Dead on arrival.

Downed: Wounded to the point of incapacitation.

Element: The Element is the platoon of officers in the field that typically consists of five members—two teams (code named Red and Blue) of two officers each, plus the Element Leader. In this guide, Element is used to describe the four assaulters, with or without the Element Leader (you).

Element Leader: The Element Leader is the lowest supervisory role in the SWAT hierarchy. An Element Leader has eight loyal officers under his command of which four accompany him on the mission.

Evacuate: To remove a secured individual from the premises.

Neutralized: A polite way of saying that someone is dead.

Reticle: The reticle is the crosshair of your weapon. This is always in the center of the screen.

Secure: A downed (wounded) or handcuffed suspect is said to be secure.

Slicing-the-Pie: Slicing-the-pie is a tactic used by SWAT officer's to improve their view around a corner while reducing their bodily exposure to danger. To accomplish this, position your body behind the corner wall. Move at an oblique angle to the corner, keeping maximum distance between yourself and the corner. By moving at an oblique angle to the room about to be entered, your visibility is increased with a minimum amount of body exposure.

SWAT: Special Weapons and Tactics.



CAREER VERSUS MISSION MODE

You have a choice as to how you play the 16 missions in *SWAT 3: Close Quarters Battle*:



Fig. 1-1. The Element Leader definition screen.

Career Mode is for advanced players who know the missions, assaulters, tactics, and weapons like the back of their hands. If you choose *Career Mode*, your actions in the initial missions have an effect on later missions.



Fig. 1-2. The mission selection map.

Mission Mode is best for a quick game, or to learn the missions and gameplay of *SWAT 3*. In *Mission Mode*, you can select any mission at any time and not have to worry about your performance having an adverse effect on later missions.

SQUAD SELECTION

The assaulters you select to watch your back and fight by your side need to be the cream of the crop—at least when you're first starting out. Your life may depend on the decision-making ability of the troops you choose before each mission.





Fig. 1-3. The squad selection screen.

In the world of SWAT, experience is everything. The reactions of more experienced assaulters are far more logical, accurate, and, when necessary, deadly than their inexperienced teammates. As a beginning player, select Element members who have a lot of years on the force.

For the advanced player, choosing less experienced assaulters can be a

fun way to increase the challenge of being Element Leader. Choose a few “greenies” and see if you can keep them alive.

PRE-ASSAULT BRIEFING

At the pre-assault briefing, you have access to all of the known information concerning the crime that led to your mission. The screen looks different in Mission and Career Modes, but the information is the same.



Fig. 1-4. The briefing screen.

Take time to read all the information. It can save your life and your men’s lives. The briefing also points out any special mission considerations. For example, you may need to bring a suspect in alive for questioning, which alters your tactics.





ELEMENT EQUIPMENT

The SWAT team you're about to lead has been equipped with some of today's leading technology in weapons and protective gear. Read on to learn the details about this awesome gear.



M4A1

Weighing just 5.65 pounds, the M4A1 is a lightweight, shoulder-fired, .223-caliber carbine capable of both semi-automatic and full automatic fire. The

flattop design, with a removable carry handle, can be outfitted with various sighting systems. LAPD SWAT uses the standard A2 back sights with a glow in the dark tritium front sight.

The SureFire Millennium M500A flashlight system is mounted on the upper right side of the 14.5-inch, 1/7-twist barrel. The flashlight system's on/off pressure switch is fully integrated into the M4A1's hand guards.



M4A1 Primary Ammo

.223-Caliber Hollow Point

When fired from the 14.5-inch barrel, the 55-grain, hollow point bullet has a muzzle velocity of approximately 2800[EN]2900 feet per second (fps). The M4A1's anodized aluminum magazine holds 30 rounds of .223 ammunition.



M4A1 Secondary Ammo

Atlantis Arms Punch

The Atlantis Arms is a nonlethal, nonpenetrating lead shot acrylic bag type of ammunition that is designed to take suspects down without killing them. It is designed to disperse its velocity over a broad surface area. Velocity of the "punch" is 500 feet per second; range is 25 to 100 feet.





Heckler & Koch MP5

The MP5 is a select-fire submachine gun, chambered for pistol-size 9mm cartridges. The MP5 fires from a closed bolt during all modes of fire, which protects the gun from water, dirt, and sand.

The MP5 is 17-3/4 inches long and finished in matte black baked enamel. It's outfitted with Trijicon glow in the dark tritium sights and a three-point tactical sling. A dedicated SureFire 15,000 candle power flashlight system is fully integrated into the forearm.

The trigger mechanism is integrated into the grip of the MP5. There are three selector lever positions on the MP5: safe, single, and sustained. The MP5 can fire 800 rounds per minute in sustained fire mode.



MP5 Primary Ammo

9mm Jacketed Hollow Point

The 9mm, 147-grain JHP is designed to expand upon impact. The muzzle velocity of the hollow point is 1010 fps; muzzle energy is 333 foot pounds.



MP5 Secondary Ammo

9mm Full Metal Jacket

The 9mm, 115-grain FMJ bullet emphasizes penetration over expansion. This type of bullet is useful when you need to shoot through light barriers, such as nonreinforced walls and glass. Muzzle velocity is 1190 fps; muzzle energy is 362 foot pounds.



Heckler & Koch MP5SD

The MP5SD is a fully realized sound-and-flash-suppressed select-fire submachine gun that uses an integral aluminum sound suppressor.



Unlike many sound-suppressed submachine guns the MP5SD does not require subsonic ammunition to gain effective sound reduction.



MP5SD Primary Ammo

9mm 124-Grain JHP

When used in the MP5SD, the average velocity of the 9mm, 124-grain JHP is 950 fps, with an average velocity loss of 200 fps.



MP5SD Secondary Ammo

9mm 115-Grain FMJ

In the MP5SD, the average velocity of the 9mm, 115-grain FMJ is 1000 fps with an average velocity loss of 200 fps.



Benelli M1 Super 90

The Super 90 is a semi-automatic, 12-gauge combat shotgun with a five-shot magazine of 2.75-inch shells.

The Super 90's ghost-ring sighting system features a glow in the dark tritium front sight that is fully adjustable for wind and elevation; it has a sight radius of 17.45 inches.

Mounted on the Super 90 is the SureFire Responder flashlight assembly. The SureFire dedicated shotgun housing includes a fingertip control pressure switch on the front end of the shotgun.

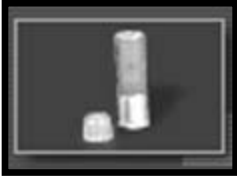


Benelli Primary Ammo

Tactical 00 Buckshot

The tactical 00 buckshot load provides optimal penetration combined with a tight shot pattern. At 25 yards, the nine-pellet load provides a 100 percent pattern in a 20-inch circle. At 40 yards, the load furnishes a 75 percent pattern in a 30-inch circle.





Benelli Secondary Ammo

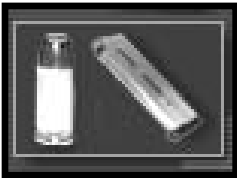
12 Gauge Frangible Breaching Load

The frangible (easily breakable) breaching load is a forced entry load designed to destroy locks on doors. The load can be used as a frangible solid slug when limited penetration is desired.



Springfield Armory 1911-A1

This gun is the standard issue secondary weapon of every LAPD SWAT officer. D Platoon armorers modify the 1911 to include a match barrel, an aluminum trigger, a beavertail grip safety, a combat hammer, a beveled magazine well, an extended thumb safety, a polished feed ram, a throated barrel, and high-visibility sights.



1911-A1 Primary Ammo

.45-Caliber ACP 230-Grain Jacketed Hollow Point

The 230-grain JHP is considered to have excellent expansion reliability and optimal penetration capability. Muzzle velocity is 835 fps; muzzle energy is 356 foot pounds.



1911-A1 Secondary Ammo

.45-Caliber ACP 230-Grain Military Ball FMJ

The 230-grain military ball FMJ is a nonexpanding bullet designed for sustained high velocity and maximum penetration. Muzzle velocity is 835 fps; muzzle energy is 356 foot pounds.



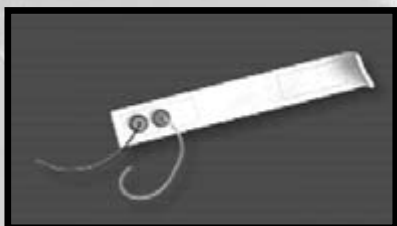
Noise Flash Devices (NFD)

Noise flash devices, also known as flashbangs, are used to draw a suspect's attention away from an entry port or to disorient a suspect. The flashbang is a class 'C' non-ejecting submunition with a delay of 1.2 seconds between detonation and discharge. The sound level at discharge is 175.6 db's; the light level is 2,550,000 candela. The duration of the explosion is 10 milliseconds.



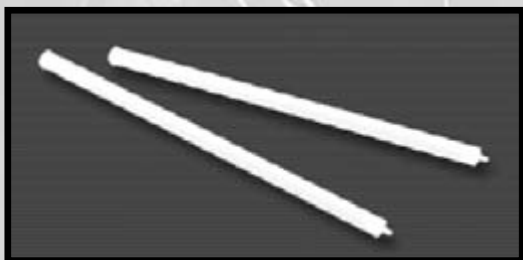
CS Tactical Grenade

CS, which stands for O-chlorobenzalmalononitrile, is a solid white powder that is generally mixed with a dispersal agent (such as methylene chloride) that carries the particles through the air. Physical effects of CS gas include severe burning and involuntary closing of the eyes, tearing, burning in the nose and throat, coughing, lowered heart rate, and raised blood pressure.



C2

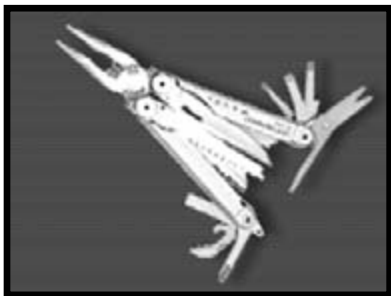
C2 is a composite explosive containing approximately 85 percent RDX and 15 percent nonexplosive plasticizer. C2 is very stable; is insoluble in water; is sparingly soluble in alcohol, ether, and benzene; and is soluble in acetone.



Omnicolor Impact Lightstick

The Impact Lightsticks are used by D Platoon to light otherwise dark areas and to mark a room that has been "cleared" of a threat.





Leatherman “Wave” Folding Tool

The seven-ounce, multipurpose Leatherman folding tool is standard issue for each tactical officer. Designed for one-hand access, all blades open individually and lock with the push of a button.



Handcuffs

Your handcuffs are made of steel and lightweight heat-treated aluminum alloy; they weigh only 4.66 ounces. All edges are rounded to reduce injuries and abrasions.



Ballistic Helmet

SWAT's state of the art ballistic helmets provide ultimate protection and even exceed the protection level of the PASGT military helmet. Manufactured using the latest aramid fiber bound in a thermoplastic resin matrix, the helmets exceed the ballistic standards set forth by the National Institute of Justice. The helmet's low-profile design eliminates snagging hazards, while the dull epoxy finish eliminates shine and glare.

HUD (Heads Up Display)

The HUD is a series of receptors and sensors incorporated into the officers' clothing and helmets that monitor their vital functions and environmental surroundings. The signals are sent to small microprocessors that translate the information into images projected on the ballistic helmet's face shield.

Vital Signs Monitor

When sensors detect loss of body heat, a symptom of blood loss, an image is projected onto the face shield that represents the officer's health status.



Noxious Fumes

Sensors incorporated into the helmet are capable of analyzing any airborne noxious fumes. If fumes are present, the helmet's air vents automatically close and fresh air is pumped into the helmet from a purification chamber mounted inside the officer's vest. When fumes are present, a symbol appears to warn the officer against the use of potentially incendiary devices.

Weapons Status

The HUD can display the tactical officer's weapon inventory, including the current number of flashbangs, CS gas, and ammo available per weapon.

Briefing Summary

The HUD is equipped with a pre-assault briefing summary, outlining the mission's objectives and highlighting the objectives that have been met.

Radio Communication

Communication amongst officers is accomplished without the threat of detection using "bone-phone" technology. A voice-activated microphone eliminates the need for a chest mounted "press to talk" switch and allows officers to keep both hands free.

SWAT Camera Unit (SWAM)

Integrated into every helmet is a small lipstick-sized camera and a radio transmission unit known as a SWAM (SWAT camera unit). The image from each officer's SWAM can be projected onto the accessing officer's face shield.

Tactical Mode Display

Shown on the bottom right hand corner of the face shield is a graphic reminder of the entry team's current tactical mode.



Modular Load-Bearing Tactical Vest

Safariland's Cover Six Plus tactical vest takes its name from the old SWAT slogan, "cover your six," which means cover your back. The outer shell is made of 500-denier Cordura nylon, while the interior is constructed of a protective Spectra/Kevlar ballistic blend. The entry vest provides full front, back, and over-the-shoulder coverage, as well as side torso protection.





Opti-Wand™

Replacing the simple SWAT-made stick mirrors of the past is the Opti-Wand, a miniature high-resolution video camera housed in an articulating camera head affixed to the end of a telescoping

wand. The Opti-Wand's camera can gather high quality images up to a distance of 40 feet. Opti-Wand images can be projected onto the HUD.



Balacalava/Tactical Gloves

The hood-and-gauntlet style Nomex tactical gloves protect your extremities from chemical and gas explosions.



GSG9 Tactical Boots

Created by Germany's famed counter-terrorists organization, the GSG9 tactical boot is worn by security forces the world over.



Tactical Holster

Safariland's 6004 tactical holster is an adjustable hangar system featuring a rotating hood and a holster tensioning device, a durable laminate finish, and suede lining. The leg harness features two elastic leg straps and a leg shroud for stability that eliminates forward or backward holster shift during movement.



ARTIFICIAL INTELLIGENCE (AI)

Officer Control

Your officers react to orders/suspects with the following priority:

1. Being Shot
2. Flashbang or CS Gas Placement
3. Fall In Order
4. Any visibly active suspect (active meaning not down, dead, or restrained)
5. Any visibly active civilian/hostage
6. Any suspect who was recently visibly active (within the last five seconds)
7. Any civilian/hostage who was recently visibly active (within the last five seconds)
8. All other orders.

This means that if there is a complying civilian in sight and you give the team an order to Search a room, they ignore that order until the civilian is restrained. When ordered to Fall In, the officers react to suspects by issuing the Compliance command once, then by shooting if necessary. They will not automatically Restrain compliant suspects.

Orders and Portals

Most orders that you give your officers are based on where you place your cursor. If you want the team to Clear a room, point at the door or opening to that room and issue a Stack, Try Door, or Breach command. If you are already in that room, issue a Search command. If the first two options are not available, it means you are not pointing at a “portal” or doorway. Sometimes the portal may be a hallway, or even a turn in a tunnel. By looking at your menu after you have selected Element, Red, or Blue, you can see where these portals are.

The officers also understand which areas have been Cleared and which have not. This affects where the officers look for threats and which portal is the target of an order. For example, pointing at a door on the other side of an uncleared room causes the team to clear the first room, not the room behind the door. However, if that first room *has* been Cleared, the team *does* Clear the room behind the door.

Suspect Reaction

All suspects respond to stress in varying degrees. The relationship between their current stress and their aggressiveness determines how they react. Too much stress and they surrender or flee. Stress is caused by being aimed at, yelled at, shot at, wounded, affected by gas, or affected by flashbangs. Proximity to stressful events increases the overall amount



of stress. For example, an officer yelling a Compliance order and aiming at a suspect from five feet away is a lot more intimidating than the same officer doing that from 50 feet away. Getting a suspect to Comply instead of shoot back requires the proper use of stress to overwhelm the suspect.

THE OFFICER COMMAND SYSTEM

The menu in the upper left of the screen constantly displays the commands you can give at any time (you can remove the menu by pressing **[M]**). The list is up to three menus deep and changes depending on you mode (Stealth or Dynamic).

Main Menu

- 1 Element
- 2 Red
- 3 Blue
- 4 Report
- 5 Area Cleared
- 6 Compromised
- 7 Compliance

Element/Red/Blue Menu When in Stealth Mode

- 1 Stack/Try Door/Pick Lock
- 2 Clear/Enter & Clear
- 3 Search
 - 1 Left
 - 2 Right
 - 3 Continue
 - 4 Cover
 - 5 Fall In
- 6 Deploy Lightstick
- 7 Disable
- 8 Restrain





Element/Red/Blue Menu When in Dynamic Mode

- 1 Make Entry/Breach & Clear/ Breach, Bang & Clear
- 2 Move & Clear/ Breach & Clear
- 3 Search
 - 1 Left
 - 2 Right
 - 3 Continue
 - 4 Cover
 - 5 Fall In
- 6 Deploy
 - 1 Lightstick
 - 2 C2
 - 3 Flashbang
 - 4 Gas
 - 5 Shotgun
- 7 Disable
- 8 Restrain

Report Menu

- 1 Down
- 2 Evacuate
- 3 Neutralized
- 4 Contact
- 5 Mission Complete

The commands that require special conditions (such as Restrain, which requires that a person be on his or her knees with hands up) are available only if your reticle is aimed at the requirement needed by the command.

Commands can be “buffered.” This means that you can issue a series of commands in a row and they will execute in order as fast as the voices can issue them.

When you see a command such as Search Left, the direction is in relation to your reticle. Be aware of the way the reticle affects the menu choices available.



COMPLETING YOUR MISSION

SWAT is a lifesaving force. As such, it is your responsibility to ensure that all suspects, civilians, and hostages who are still alive are evacuated to safety. To complete a mission, you must report back to TOC using option four, Report, then option two, Evacuate, for each suspect, civilian, and hostage found. TOC then sends in “trailers” to recover each person and escort him to safety. Press [B] to monitor the progress of your mission and identify any people who have not been evacuated.



CHAPTER

2

WEST VALLEY: SHOOTING HOUSE



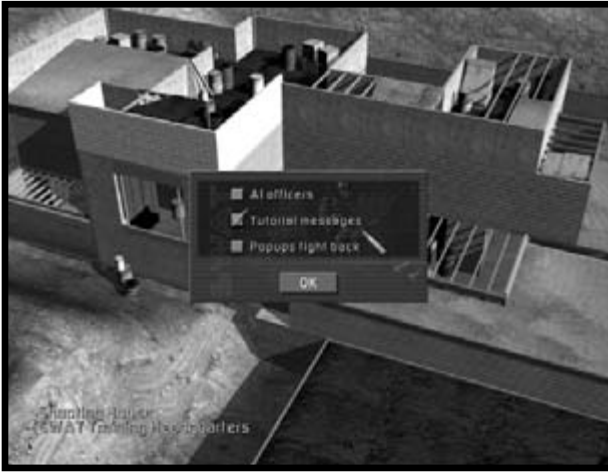


Fig. 2-1. The SWAT shooting house.

INCIDENT INFORMATION

Objectives

Practice the skills necessary for survival in the field

CRIME INFORMATION

None

ADDITIONAL INFORMATION

None

LOCATION INFORMATION

None

SUSPECT INFORMATION

None



HOSTAGE INFORMATION

None

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

The shooting house has five levels: roof, first floor, second floor, basement, and a tunnel area below the basement. The tunnel area is dark and rat-infested, but there are targets there. The basement contains none of the smiley-face targets found elsewhere in the house. It does, however, have a shooting range where you can check the accuracy and material penetration of your weapons. The first and second floors have numerous rooms and layouts that are similar to what you will encounter on real missions. The roof features a notable problem that you may face in real life—at one point, you must walk into an open area in which there are targets on your left and right.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. In this preliminary practice mission, you are entering a house with fake targets that may or may not be able to harm you—the settings selected at the start of the mission determine how much harm can be done. Your goal is to clear the house. Along the way, you learn how to safely infiltrate an unknown location, how to shoot from the safety of cover provided by the environment, and how to command your officers to perform the actions and tactics according to your orders. Prior to the mission start, you'll be given a choice of how to traverse the shooting house. You can choose to have targets return fire, request tutorials along the way, or request a team of officers to accompany you. This chapter assumes you've chosen to use the tutorials, but try all three choices to maximize your training.





Fig. 2-2. Begin by selecting the mission shown on the Los Angeles district map.

The shooting house is separated from the rest of the mission locations on the Los Angeles district map. Simply click on the dot that represents the mission and you are set. The mission begins when you press the “Active Duty” button on the bottom of the screen (don’t do this yet, however).



Fig. 2-3. Either before or after you select the mission, you get to choose the officers included in your Element.

After selecting the mission, click “Element” to open the team selection window and select the officers you want on your SWAT team. Even if you plan to go through the shooting house by yourself, it is still a good idea to familiarize yourself with the team selection procedure. If you are a *SWAT 3* beginner, it’s

best to choose officers who have the most experience. The more experienced they are, the better their performance in the field. Later, when you’ve mastered the game, challenge yourself by running a mission with young—or “green”—Element officers.



Fig. 2-4. Next is the “Gear” window. Choose the equipment the Element will use.

Once the Element is set, it's time to select your weapons and other equipment. The default settings are good enough for most missions, but you might want to try other sets of equipment just for fun. Try changing your Element's primary weapons, tactical aids, and gear.



Fig. 2-5. The “rules of the trade” for a SWAT officer are posted outside the shooting house.

Press “Active Duty” to begin the mission. Take a few seconds to get used to the movement keys and the speed with which your mouse aims at targets. You should also play with the weapon status menu by pressing **[SPACEBAR]**.

As you approach the house, there are two helpful wooden boards attached

to the wall to your right. The first displays the good guys and the bad guys in the shooting house—nothing too challenging here. The second board is far more important. It tells the four rules a SWAT officer must follow, and this means you. Make sure you read these rules carefully and commit them to memory.





Fig. 2-6. A small step for an Element Leader, but a giant leap for the gamer at the controls.

Walk up to the front door, aim your reticle (crosshair) at the door, and press Use/Open—the default for this is **U**, but that can be changed, so we'll refer to "Use/Open." The doors open, and in front of you is the view shown in figure 2-6.

Living conditions in this house are pretty poor, but there are many places for "bad" targets to hide. Instead of using this walk-through to progress through the house on a room by room basis, We'll skip ahead to the various sections of the house where you receive useful advice in the form of tutorial messages. You'll come across each of these messages as you proceed through the house.



Fig. 2-7. One of the bad guys, and your first tutorial message.



Fig. 2-8. The first two tutorial messages are close to the front door.

The message in figure 2-7 explains how you switch your Element's Tactical Mode between Dynamic Mode and Stealth Mode. The difference between the two modes may seem insignificant at first, but you'll learn when to use each as you play the real game. In the shooting house, the Tactical Mode you select affects the tutorial message you receive in some locations.

Figure 2-8 gives the helpful, although somewhat obvious, advice to use cover whenever possible to avoid enemy fire. This can include such things as tires, wooden boxes, and other items found on-scene during a mission. As a SWAT officer, you must adapt to whatever environment you find yourself in; most of the time you must do this spontaneously because you are unfamiliar with the mission location. Use your surroundings to your advantage whenever possible.



Fig. 2-9. There are several ways to open/breach a door in SWAT 3. Here, the shotgun method is shown in action. Note the keys that are provided to tell you exactly how to arm the correct equipment.

Figure 2-9 shows the tutorial message you receive when you approach the doors to the left of the entrance in Dynamic Mode. It teaches you two noisy ways to open a door: either use C4 explosives to blow the door open, or destroy the lock with a shotgun loaded with frangible ammo. In Stealth Mode, you are instructed to use the much quieter method of Picking the Lock with the toolkit (press **F7**).





Fig. 2-10. This tutorial message instructs you how to ascend stairs properly . . .



Fig. 2-11. . . . while this tutorial message instructs how to descend stairs in a hostile environment.

stairs on the outside of a stairwell and descend on the inside. The message also explains that you are safer while descending. Simply put, it is a fact that it is easier and more natural to aim downward rather than upward.



Fig. 2-12. When entering a door behind which a suspect might be hiding, there are a couple of active tactics you can employ to ensure your Element's safety.



Fig. 2-13. This tutorial message points out the advantages of one of SWAT's best pieces of equipment—the Opti-Wand.

To the left at the top of the stairs are another set of tutorial messages. The Dynamic Mode version says that you can use a flashbang to stun suspects before they have a chance to ambush the Element. This is a noisy and aggressive precautionary measure, but it's not as aggressive as shooting through the wall before opening the door. The Stealth Mode message tells you how to use the Opti-Wand, a handy little tool that allows you to safely peer into a room and check its contents, all without exposing yourself to unseen dangers.





Fig. 2-14. To the right of the stairwell is a very instructive tutorial message about how to handle a “open area and door” situation.

To the right of the wooden stairwell is an “open area and door(s)” situation that is common in this game. Handle this by directing your attention toward the open area—a suspect can come from that area with no warning. Suspects can come from the other rooms as well, but at least you get some warning when the door opens. To handle this situation, split your Element into two teams by calling out Red (press **[2]**) and giving the Cover command (press **[4]**) while your reticle is aimed at the closest door. Next, call out Blue (press **[3]**), aim at the open area, and give the Move & Clear command (press **[2]**). As the Blue Team performs the Move & Clear, your job is to cover the furthest door to make sure that nothing hostile comes from behind it.



Fig. 2-15. Back down on the first floor, it’s time to learn to how to “pie” a blind corner.

When you come across a blind corner, you need to cross the corner’s apex with the smallest signature—or exposure—possible. In other words, you don’t want to stick out before it’s safe. The Lean commands—press **[/]** to lean left, **[-]** to lean right, and **[*]** to straighten up—give you the ability to stick to the wall and slowly round the corner in the safest way possible. Notice how the viewpoint in figure 2-15 is leaning?



Fig. 2-16. Try testing your weapons penetration ability by blasting through a few of these walls.



Fig. 2-17. In the basement, there is a shooting range where you can learn a lot about the weapons available to you in this game.

tion is crucial during real missions, because one of the worst things you can do is accidentally shoot an innocent person through a wall.

Figure 2-17 shows the ranged and moving target section. Here you can check the accuracy of each weapon; for example, you can check the spread of the shotgun's ammo from different ranges.



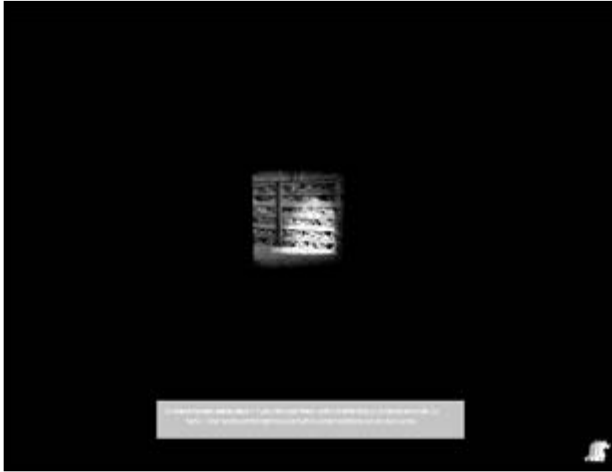


Fig. 2-18. Not much of a shot, but the info is very useful.

If you search in the dark area near the shooting range, you'll find a tunnel below the basement. In the tunnel there is a tutorial message that provides a very useful tip—the right mouse button activates the Element Leader's Turbo Mode (sounds like a car ad, doesn't it?). Activating Turbo Mode causes the Element Leader to move at twice the normal speed. This is very useful for crossing areas that have previously been cleared or for dodging bullets in areas that haven't been cleared. Keep in mind that you can strafe in Turbo Mode.

There are other tutorial messages to find, but these are the most important ones. When you have cleared the house, come back with "AI Officers" turned on to practice leading the Element, or "Pop-ups Fight Back" switched on for an advanced tactical challenge.



CHAPTER

3

NORTHEAST: BARRICADED SUSPECT





LOCATION INFORMATION

None

SUSPECT INFORMATION

Suspect	Martin Brenner
Sex	Male
Descent	Caucasian
Height	6' 1"
Weight	185 pounds
Hair	Blonde
Eyes	Green
Date of Birth	02/28/74
Age	31
Weapon	Long Rifle (Outstanding)
DR#	101-122131312

HOSTAGE INFORMATION

None

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves the infiltration of a two-story house in a quiet neighborhood. There are three rooms on the first floor, with a hallway to the kitchen. As you enter the house, there is a staircase on your left that leads to the second floor; there is a concealed door underneath the stairway facing the hallway. The second floor has a bathroom and two bedrooms; one of the bedrooms is used for storage. Above the first floor staircase is a staircase to the house's attic. The attic is littered with boxes.



TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect. Two people—the suspect and a female companion—are in the house, and their positions and level of aggression are unpredictable. Although this two-story house is small, it has a good selection of starting points for the suspect and his female companion.



Fig. 3-2. The front door to the house is locked (hardly a surprise)—the lock will have to be picked in order to gain entry.

twice while the door is highlighted with your reticle) to the Element. As expected, the door is locked. Press 1 twice again to change the command to Pick the Lock, and one of your team will do just that and open the door.



Fig. 3-3. Mirroring for suspects before sticking your head inside can be a life-saving technique.

Continue to use the top commands on the menu and issue a Mirror order to have one of the Element use a mirror to check for suspects before abandoning your cover. Aim toward the doorway and issue the Search order. The Element carefully enters the household and assesses the nature of any risk within.



You may run into the suspect's female friend somewhere on this floor. She is wearing a towel, giving the indication that she is preparing to take a bath or has just finished taking one.



Fig. 3-4. The female companion of the suspect is barely clad and is not a threat, but she must still be put into handcuffs to ensure the safety of the Element.

to “Put your hands up!” This usually does the trick with her. Once she complies, issue a Restraint command (press **1** then **8**).

Aim toward the entrance to the kitchen or the den and issue the Search command (if you are in Dynamic Mode, this command changes to Breach & Clear). If you desire, you can search both rooms at the same time by splitting the Element into two units. Simply press **2** or **3**, then choose the order in which to Search the rooms by aiming your reticle toward the room you want searched first and issuing the Search command.



Fig. 3-5. An unfortunate encounter with the suspect leaves him downed. The suspect AI makes gunfire unavoidable occasionally.

yourself. Give the Cover command before you open the door to make sure that you have a backup. Hopefully the Element can subdue the suspect without incident.

Brenner has turned the space under the staircase into a hiding place. When you are close to the hidden door, you can open it by aiming your reticle (which is highlighted) at the door and using your Use/Open key. The suspect may be inside, so be ready to defend



If the suspect is in the hidden area, aim your reticle at the weapon he drops and press the Use/Open key to confiscate the weapon. Confiscating the weapon satisfies one of your mission objectives and makes for a much safer situation for your officers. Next, press **[4]** to report the suspect's condition to headquarters. In the case pictured here, the suspect was Down (wounded but alive).



Fig. 3-6. Locating and secure the weapons in the house is one of your objectives. Aim at the weapon with your reticle (which should then highlight) and press the Use/Open key to pick up the firearm.

In the kitchen, the suspect has another sneaky hiding place: under the sink. It's a tight fit, but he's still armed and dangerous, so proceed with caution. Try to issue the Compliance command before he raises his weapon—once he raises it he is a threat and a target for the Element.



Fig. 3-7. A desperate criminal will stretch the boundaries of good judgement to escape the law. Hiding under the sink will not fool the members of SWAT.

With the lower floor secured, you're ready to climb the staircase. Even if you have made contact with and subdued the suspect and the civilian, you still have to confiscate all the weapons on the premises—it's important that you make a full search of the house.



Fig. 3-8. Climbing stairs in an hostile environment is always a touchy task. Be sure that the Element's attention is properly directed before proceeding up.

dangers. If you have *not* captured the suspect yet, use caution—he may be at the top of the stairs.

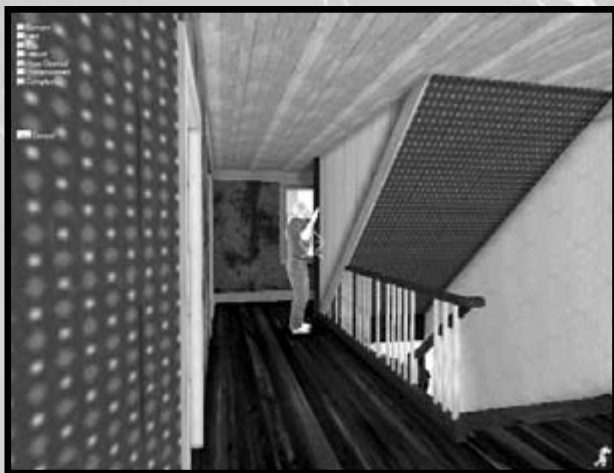


Fig. 3-9. If the suspect is feisty he may try to snipe you and your team as you climb the stairs. Warning shots and Compliance commands may still result in a non-violent conclusion.

If the suspect is upstairs, he may try to snipe at the Element through a crack between the floor and the staircase that leads to the attic, so be careful.

If you encounter the civilian upstairs, she may try to run to the bedroom. Follow her, issue the Compliance command, and she will eventually come to her senses. This can lead to a tense situation if she warns the suspect of the Element's approach. When she does comply, be sure to Restrain her, but be warned—she'll let fly with some rather unsavory comments aimed at you.





Fig. 3-10. Fearful, the suspect's female's guest may try to run for it.

Once the situation is under control, assemble the Element and search the rooms on this floor. One defensive technique you can use is to set the Blue or Red Team to Cover while the other team executes a Breach & Clear of each room. If the suspect is already in custody, split up the teams and have each Search a separate room simultaneously. This move is allowed when the threat has been neutralized.



Fig. 3-11. Stand back and cover your teams as they search the rooms on the second floor.

The first room you come across is the bathroom—if you haven't yet made contact with the civilian, then she'll be here. Issue the Compliance command and she will drop to her knees. The next room is to the right, and is empty except for scattered cardboard boxes. Search the room for weapons.

The final room on this floor is the bedroom, which also leads to a small closet behind a closed door. You can enter and search this room yourself, but if you do, set the Element to Cover you during the search. Open the closet with the Use/Open key and turn on your flashlight if it is too dark inside to see. Once you're finished looking around, exit the room and have the Element Fall In.



Fig. 3-12. The female civilian has nowhere to run if contact is made while she is in the bathroom.



Fig. 3-13. The bedroom reveals the suspect's interesting taste in classic films. The suspect may pop out of this room if a commotion is made outside the room.

Search instead). If you have not made contact with the suspect by now, this is the only place he can be, hidden behind the door waiting for a final standoff.

Next, take up a position along the staircase that presents a good line of fire toward the attic door. Aim your reticle toward the attic and issue the Breach & Clear command (remember that in Stealth Mode, this will read





Fig. 3-14. The attic requires special tactics. Assemble your officers before breaching the door.



Fig. 3-15. When backed against the wall the suspect becomes foolhardy. In such a tense situation gunfire is likely.

aggressively and is already Down—or worse—in the attic. As soon as you can, press **[4]** to Report the status of the suspect before proceeding. When you Report, remember that Neutralized means the suspect is dead on arrival (DOA), Down means he is hurt, and Evacuate means he is in handcuffs.

With the help of the Element, Search the attic to find the suspect's Long Rifle, which is sitting by an open window. The idea of this suspect aiming at pedestrians and motorists is a gruesome thought. Aim your reticle at the firearm and press the Use/Open key to claim it as evidence. Press **[B]** (or whatever key you have assigned to Briefing Summary) and you should see both objectives marked Complete. When you receive a radio transmission to come in, click Debrief with the cursor to complete the mission!

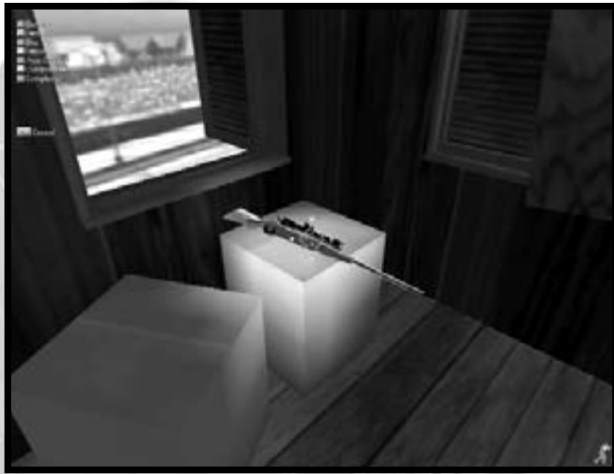


Fig. 3-16. When the suspect is not in the attic this is the location of the his Long Rifle.





CHAPTER

4

HOLLYWOOD: HIGH-RISK ARREST WARRANT





Fig. 4-1. The suspect's home.

INCIDENT INFORMATION

Objectives

Arrest Victor Getts

Secure Albert Getts

Locate and secure all weapons

CRIME INFORMATION

On July 29, 2005, at approximately 2110 hours, suspect Victor Getts was driving a 1999 Ford Turnsdale when he collided with several pedestrians, killing two and seriously injuring a third. The accident occurred at Wilshire Blvd. and Vermont Ave. in the West Hollywood area of Los Angeles. Immediately following the accident, the suspect drove approximately two blocks from the scene, where he abandoned his vehicle and fled on foot, failing to identify himself or render aid.

A search of the abandoned vehicle revealed four 10-inch pipe bombs and a 12-gauge sawed-off shotgun. Because of the accident and the weapons, an arrest warrant has been issued for Victor Getts. The suspect is charged with vehicular manslaughter, leaving the scene of an injury accident, and criminal use of explosives (which is a Class C felony).



ADDITIONAL INFORMATION

Victor Getts is a known member of Sovereign America, a nationalist patriot organization known for its radical ideology and violent actions. Victor Getts is considered armed and dangerous.

LOCATION INFORMATION

Intel reports that Victor's son, Albert Getts, resides at the location for which the arrest warrant was issued.

Albert Getts is a male Caucasian, 26-years-old. His date of birth is 04/08/79. He stands 5'11", weighs 145 pounds, and has blonde hair and blue eyes. Albert Getts is not charged in the commission of any of the aforementioned crimes.

SUSPECT INFORMATION

Suspect	Victor Getts
Sex	Male
Descent	Caucasian
Height	5' 11"
Weight	180 pounds
Hair	Gray, Balding
Eyes	Blue
Date of Birth	07/09/54
Age	51
DR#	100-938472549

HOSTAGE INFORMATION

None

MISCELLANEOUS INFORMATION

None



AREA INTELLIGENCE

This mission involves the infiltration of a single-story house. The entry points both lead to a sizable living room. Connected to the living room is the kitchen and a hallway leading to a bathroom, closet, two bedrooms, a home office, and the laundry room. The laundry room and the kitchen have doors leading to the suspect's garage, where there is a hatch leading to a makeshift lab underneath the garage floor.

TACTICAL WALKTHROUGH

As with any assignment, you have only general information on what to expect. The suspects' positions and their aggression levels are unknown and likely to change unpredictably. This mission can be tricky because many times you will be attacked from two sides at once by the Getts men. The openness of the long hallway, combined with the number of rooms it leads to, creates problems for your team.



underneath the tool illustrating how close you are to picking the lock. Once the door is open, have the Element Clear the living room.

Fig. 4-2. You can pick locks with the toolkit by pressing **F7** to arm the toolkit, then aiming your reticle at the lock in question and pressing the Use/Open key.

After the Element has successfully taken its position in front of one of the two doors leading into the living room, you take control of the situation. Press **SPACEBAR** to bring up your equipment menu and select **F7** to use the Toolkit on the door. A progress bar appears



Fig. 4-3. You might find a weapon underneath the coffee table if a suspect hasn't already picked it up.

You can usually set up in the living room without incident. Hit the light switch on the wall to your right as you enter the front door. The room remains dim, but the extra light helps you take in the surroundings. There are light switches all around the house that can be flipped by aiming your reticle at the switch and hitting the Use/Open key.



Fig. 4-4. Separate your teams so that both entrances to the living room are covered.

Use the living room as your base of operations and have the Red Team cover the hallway opening (aim at the opening and press **1** then **4**) and the Blue Team cover the door along the left wall. Once the teams are deployed, you can explore the house with one of the teams while the other ensures that no dangers

come from behind. The path you take as you explore the house is up to you, as is the tactical mode. The suspects in this mission seem to respond to Dynamic Mode less violently than Stealth Mode since being surprised induces protective instincts in some criminals.





Fig. 4-5. The suspect's son Albert can be cooperative if dealt with properly.

encountered and successfully encouraged to comply, give the Restrain command to cuff him. If instead you encounter a hostile suspect, try to shoot him in a non-vital area to avoid killing him.



Fig. 4-6. Use your Mirror function whenever possible before entering rooms. Who knows what is lurking around a blind corner? Frequently, it's the suspect.

large room such as this garage. Both suspects can be in the garage, but normally not at the same time.



Fig. 4-7. If the suspect is uncooperative, aim to wound, not to kill.

times; if you have to shoot, aim for non-vital areas (as shown in figure 4-7) to lessen the harm done to suspects.



Fig. 4-8. Nestled near circuit boards and pipe bombs in the suspect's underground lab is another weapon.

Search the work area along the right wall of the garage for weapons—there may even be one sitting right out in the open. Afterwards, issue a Clear command to the Blue Team while aiming toward the staircase leading down to the underground lab. Follow the Blue Team down and hit the light switch on the wooden partition near the stairs. When all is secure, explore the lab—often there is a weapon near the place where it appears the suspect created illegal explosives.





Fig. 4-9. The laundry room is just as viable a place to find a resident as any other part of the house.

As you enter the garage, the door to your right leads to the laundry room. As with any other room, use caution when opening the door. Across from the small laundry room is a door that leads to the hallway. Return to the living room and join the Red Team before attempting to clear the hallway and the rooms connected to it.



Fig. 4-10. Take care of the hall closet before venturing into the hall. If a suspect pops out behind you, there may be grave consequences.

suspect's home office. If the suspect's son is hiding in the closet and bursts out to protect his father, he will be wounded—or worse—by your men.



Fig. 4-11. The door to Victor Getts's office is rigged with a small explosive device. It should not deter you from opening the door while standing to the right side however, since the explosion is concentrated to the left of the door.

or die from setting off the charge. To make it through the door safely, use your Toolkit on the blinking light and then on the door. This occurs regardless of who pulls the door open. If Victor is in the office, it can be hard to get him to surrender peacefully. Try to give Compliance commands while the room is being breached. After the office is secured, set one team as cover by aiming down the hall and giving the Cover command, then search each room independently.



Fig. 4-12. Give Compliance commands if either resident attempts to flee.

The commotion created by the small explosive may trigger the suspects into excited activity. Watch the other hallway doors for any movement. Quickly attempt to subdue any mobile suspect before he decides to fight it out against the Element. You may have to give chase while giving verbal commands, but it is worth it if you can avoid gunfire.





Fig. 4-13. With one team covering the length of the hallway, the rooms along it can be systematically searched.

the bathroom connected to the hall contain no significant finds—unless the Element has not made contact with both suspects yet, that is.



Fig. 4-14. The final door in the hallway leads to Albert Getts's bedroom. He is armed and potentially dangerous, so use the Breach, Bang & Clear command to enter the room.

The room at the opposite end of the hallway is Albert Getts's bedroom. Since he is usually armed, issue a Breach, Bang & Clear command while entering the room. However, this command should only be used if previous contact has been made with Albert. Compliance commands should do the trick on the startled young man. Confiscate the weapon he drops, and this mission is complete.

CHAPTER

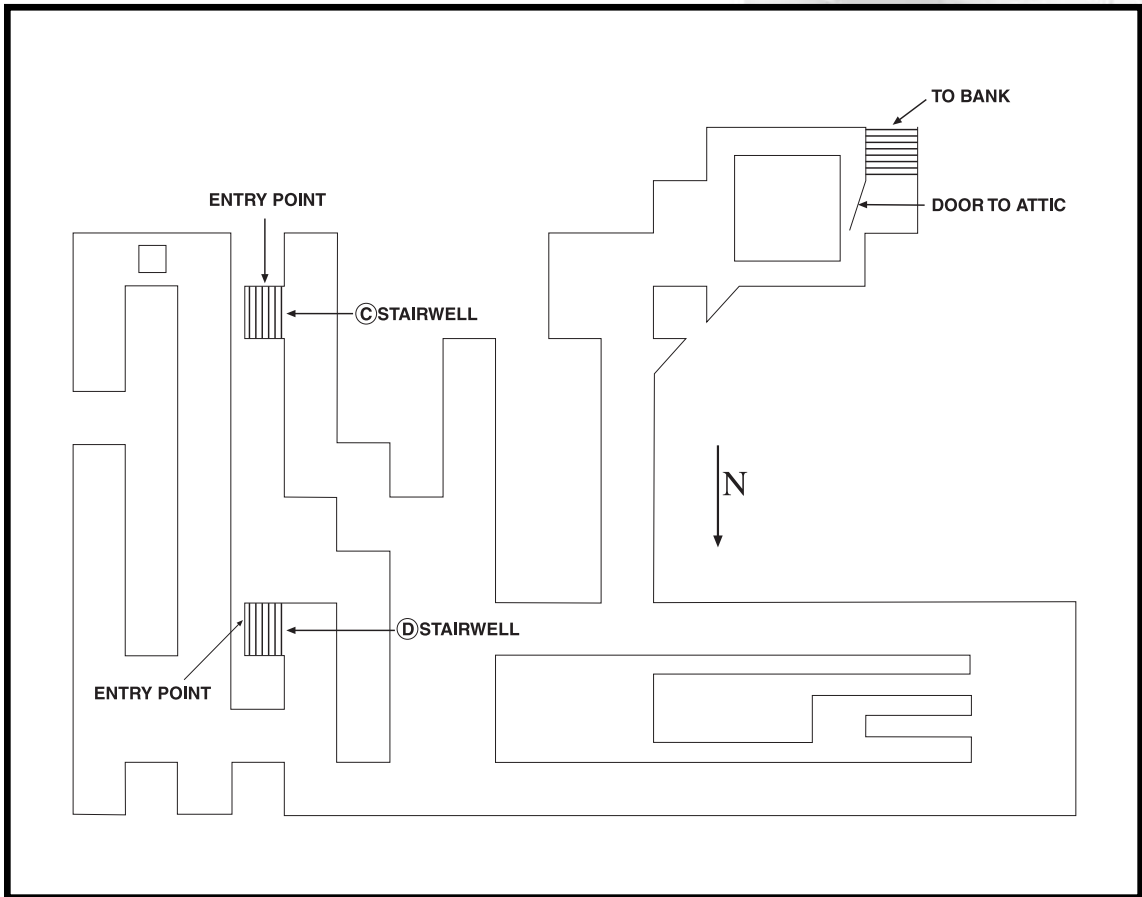
5

WEST LOS ANGELES: HOSTAGE RESCUE





Fig. 5-1. The California Security Bank.





INCIDENT INFORMATION

Objectives

Evacuate downed officer Eric Kronberg

Rescue hostages

Bring order to chaos; secure three gunmen

CRIME INFORMATION

Bank robbery in progress with an officer down. At approximately 010 hours, armed gunmen stormed the Westwood branch of California Security Bank in an apparent attempt to intercept and rob a scheduled armored truck delivery.

ADDITIONAL INFORMATION

The gunmen entered the bank located in the 1000 block of Westwood Blvd. armed with fully automatic weapons. As the gunmen ordered employees and customers into the employee lounge, undercover Los Angeles police officer Eric Kronberg entered the bank on personal business. Officer Kronberg observed the gunmen, and fearing for his life and the lives of the employees and customers, fired three shots from his service pistol at one of the suspects. The suspect then returned fire, striking Officer Kronberg. Officer Kronberg's partner, Robert Drauch, heard the gunshots and called for backup. Patrol vehicles responded and rolled on-scene.

LOCATION INFORMATION

None

SUSPECT INFORMATION

Highground reports three suspects, possibly more. All visible suspects are wearing full body armor and carrying automatic weapons. Suspects are barricaded inside the bank with the wounded officer and an unknown number of hostages. Suspects have refused all attempts at communication.



HOSTAGE INFORMATION

Bank officials have provided the names and descriptions of employees who were on the work schedule at the time of the robbery. They include:

Marie Bonds—Female, Caucasian, 40 years old, DOB 03/07/65, 5'4", 125 pounds, brown hair, blue eyes.

Julia King—Female, Caucasian, 28 years old, DOB 06/11/77, 5'6", 140 pounds, red hair, blue eyes.

Gwen Davis—Female, Caucasian, 56 years old, DOB 04/04/49, 5'6", 180 pounds, gray hair, blue eyes, glasses.

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves the infiltration of a bank by gaining entry from the roof of the building. After moving through the maze-like area above the ceiling of the bank, you must make your way through the building and its numerous offices and vaults. The area above the ceiling is easy to navigate once you familiarize yourself with the correct path, and the bank itself is laid out in a clear pattern.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect. The positions and aggression levels of the suspects change unpredictably. That fact is prominent in this mission because a few of the scenarios are very difficult to solve successfully. The hostages may be in the line of fire, and if you hit a hostage, the mission fails automatically. According to intelligence, there is also the additional possibility of extra hostages *and* suspects.



Fig. 5-2. The Element walks to staircase "C" on its own, but staircase "D" is also a viable entry point.

You take control after the Element has successfully taken position on the roof of the California Security Bank. Open the door with the Use/Open key and enter after giving the Element the Fall In command. Turn 90 degrees to the right and move forward until you reach the path to the left shown in figure 5-3. Leave your flashlight on the entire time in this dark section of the bank.

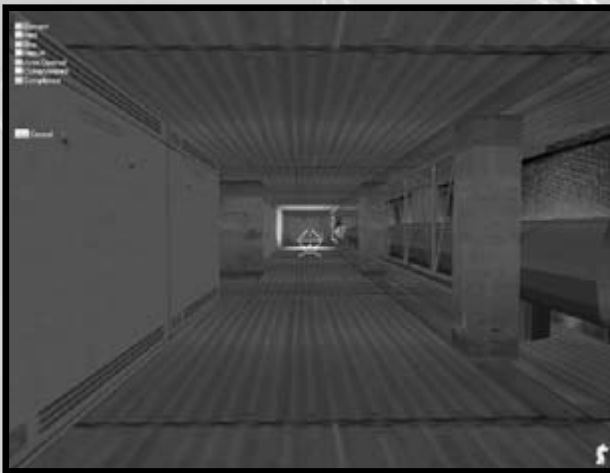


Fig. 5-3. After entering the building and walking a short way, you reach a path to the left. This leads to another quick left turn, which puts you on the path leading to a staircase into the bank.

Make a left onto the path pictured in figure 5-3 and look nearby for another path to the left. Before looking down the path, let the Element assemble behind you. This path is the earliest point where contact with the suspects is possible.

The suspects in this mission are very aggressive, so don't expect many arrests. If a suspect is in this path, you need to quickly take him down before he takes you down.





Fig. 5-4. If there is a suspect on this long path, he is always behind the vent that emits light. There is little time to negotiate—fire quickly and accurately to survive.

time things perfectly to charge at him between shots or you will suffer injury. There is a door and staircase past this point, but do not rush to it once everything seems safe. The noise of a gunfight often attracts suspects from inside the bank. Of course, if you have not yet had to deal with any suspects, it should be safe to enter the door.



Fig. 5-5. A fight with a suspect who has come up through the door to the first floor of the bank. Notice the downed suspect in front of the Element Leader. One gunfight quickly leads to another on this mission.

Proceed to the door when it is safe, open it, and move down the stairs. Unless you have already encountered suspects, you are now entering the first area where there is a good chance of encountering hostages. If there are hostages on the staircase—drawn there by the earlier commotion—quickly get them to kneel down. Chances are good that a suspect is right behind them, and the ensuing gunfight will be deadly for any civilians in the way. Once you do reach the bottom of the stairs, there is another door. Open this door only when your Element is positioned on the stairs. You may need back up (and lots of it).



Fig. 5-6. The storeroom at the bottom of the stairs can have a delicate hostage situation in progress. Try to down the suspect by firing between the shelves. The hostage in white is Marie Bonds.

Enter the storeroom at the bottom of the stairs after using the Mirror command to look for suspects. If there are hostages, you need to put them in handcuffs, and then Report that they are ready for Evacuation. Proceed to the next door and command the Element to Cover the next door. Open the door from the left side and look for suspects as it opens. If it is clear, Mirror for suspects in the hallway to the right.



Fig. 5-7. Carefully investigate the status of the hallway outside the storeroom.

Search the hallway outside the storeroom door, but keep the Element in a tight formation—the suspects are good shots and very aggressive. The strength in numbers your team has is one of your best assets on this mission. To the left in the hallway is an exit door that is not to be used. To the right are two doors. The closest leads to an eating area,

while the farthest leads to the main office. Leave the main office for later and concentrate on the first door.





Fig. 5-8. Split the Element into two teams and command each to Cover for a different threat. In this hallway, the threats are behind closed doors.

of encountering civilians or suspects within this room is high. Next enter and clear each of the rooms along the hallway.



Fig. 5-9. A hostage or suspect may be in the bathroom. Keep your trigger finger under control until you know what level of danger you are in.

Mirror for suspects prior to breaching the rooms along the hallway—there is a slight chance of encountering a suspect inside these small offices.

NOTE!

In this scenario, suspects are wearing dark clothes and are men, while the civilians are wearing brighter clothes and are mostly women. This knowledge will help you react properly when a quick decision is needed.



Fig. 5-10. Handle hostages at top speed. You do not want to have the Element distracted by hostages when a suspect bursts into the area with guns blazing. This can happen, and when it does, it's deadly for your team. The female here is Julia King.

command when you are ready to enter. If you have already had a few firefights, then this room will be empty. Suspects will move out of this room any time there is a commotion in the hallway, which is why the room is often empty by the time you reach it. There is still a very serious danger in this area, however, as there might be a suspect hiding behind the bullet-proof glass!



Fig. 5-11. Do not ignore the possibility of a threat from the other side of the glass!

Luckily for you the bulletproof glass is not strong enough to stop your default weapon; unluckily for you, it doesn't stop the suspects' bullets either. The normal instinct to treat each room as a "closed" environment is quickly proven wrong in this main office—the suspects can, and will, shoot you right through the glass. To avoid this, quickly determine if there is danger present in either room.





Fig. 5-12. This is the downed officer Eric Kronberg. Issue a Report to Evacuate to headquarters so he can get help as soon as possible.

attention immediately. Aim your reticle at him then press [4] followed by [2] to have headquarters send help.



Fig. 5-13. The vault can become a crowded place during a bank robbery. The white-haired lady to the left is Gwen Davis. The lady on the right is Julia King.

Now it is time to check the vaults. Do not assume that only hostages are inside—the suspects may hide here as a last-ditch tactic. Check the vault in the main office first because it is easier to secure. Command the Element to Cover the door then open the lock. This is a simple room since there is only money here.



Fig. 5-14. The safety deposit vault is trickier than the money vault due to the extra two cubicles and an extra door to pass through.

The vault in the front hall is the safety deposit vault. It has two closed cubicles before you reach a door leading to the deposit boxes. This creates a challenge for you. The inside door is hard to shoot through if you need to down a suspect; in addition, the tight space around the cubicles causes close fights. You can handle the cubicle situation by crouching and checking for legs within them. With the door, you just have to aim around it if the need arises. Secure this area, and the robbery is completely averted.





CHAPTER

6

WEST LOS ANGELES: HOSTAGE RESCUE





Fig. 6-1. The Foreman's home.

INCIDENT INFORMATION

Objectives

Rescue Donald Foreman

Rescue Linda Foreman

Rescue Jacob Foreman

Rescue Emily Foreman

Bring order to chaos; secure six gunmen

CRIME INFORMATION

There is a home invasion in progress. Donald Foreman and his family are the apparent targets of a group of robbers—or worse. Foreman is the CEO of Teledyne, one of the largest cable companies in the United States.

ADDITIONAL INFORMATION

The Foreman's housekeeper, a Ms. Maria Pascal, told police that she was in her living quarters—which are located on the basement level of the Foreman home—when she heard a large crashing noise, followed by Mrs. Foreman screaming and the sound of “firecrackers.” Ms. Pascal sneaked upstairs and saw what she described as “soldiers” pointing guns at the Foremans, who were lying on the floor in the front door hallway. Ms. Pascal then crept back



downstairs to her living quarters and fled the house, running to the neighbor's house to report what she had seen. That is when the LAPD was called.

LOCATION INFORMATION

None

SUSPECT INFORMATION

Air support made passes over the residence and came under fire. Highground cover is in place and has noticed sentry movement outside the residence. Suspect movement has been detected in select windows on both the first and second levels.

The observed suspects are wearing fatigues and are in full body armor. Weapons observed include Steyr AUGS and AR15s, both .223 weapons. The best estimate on the number of suspects is six.

Attempts at telephone communication have been met with silence. The captors have made no demands and have not issued a statement.

HOSTAGE INFORMATION

Donald Foreman—Male, Caucasian, 52 years old, DOB 08/24/53, 5'11", 160 pounds, brown hair, blue eyes.

Linda Foreman—Female, Caucasian, 34 years old, DOB 09/22/71, 5'5", 110 pounds, blonde hair, blue eyes.

Jacob Foreman—Male, Caucasian, 7 years old, DOB 04/12/98, 3'1" 60 pounds, blonde hair, blue eyes.

Emily Foreman—Female, Caucasian, 4 years old, DOB 01/24/01, 2'5", 35 pounds, blonde hair, blue eyes.

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves the infiltration of a large, three-level home in an affluent neighborhood. The basement level has a kitchen/den, bathroom, and a bedroom. The first floor has many rooms, including a wine closet, living room, home office, den, and garage. The third floor is



where the Foremans' bedrooms are located, along with a children's recreation room. You also have access to two yards and a pool area. The layout of the house makes entry difficult if you are detected far from the house.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. Because of the large number of aggressive suspects, this mission most closely resembles the bank mission. However, this mission is more difficult due to the openness of the areas involved and greater number of suspects than there were in the bank mission. In fact, there is the possibility of a random number of extra suspects popping up on this mission.



Fig. 6-2. Entering through the basement gives the Element a better chance of gaining entry without triggering a large firefight.

If you choose a basement entry, you take control of the mission after the Element has successfully moved into position in the back walkway of the house. Venture out a bit to check for suspects who may be lurking around the pool. Now bring the Element to the door through which you intend to enter the house. You have a choice of the basement door, which is the safest option, or the door behind the pool, which will almost certainly annoy the suspects.

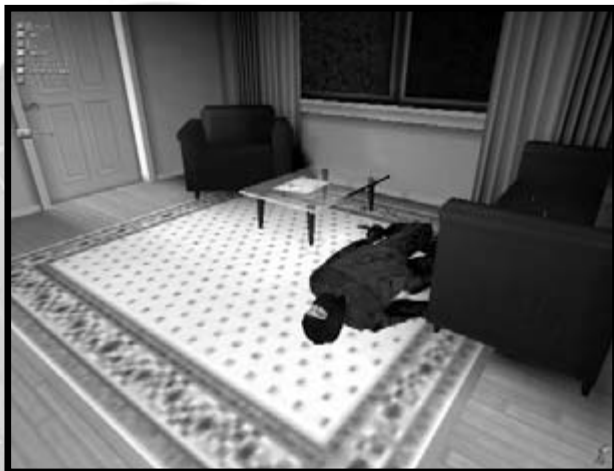


Fig. 6-3. Watch for shots fired through windows while you make your entry. Listen for sounds made by the suspects before you pass a window or breach a door.

This gives you an early warning of imminent danger and reduces the risk of an Element member being clipped while stacking up near the door. After breaching the first door, split the Element and command a team to Cover the staircase to the left.



Fig. 6-4. The suspects are well armed and armored—their weapons have no problem penetrating the walls in this home. You may need to fight using your intuition to down some suspects.

Take the team that is not guarding the staircase and breach the door leading to the lower kitchen/den. Cross the room and breach the doors leading to the bedroom and then the bathroom. As always, be ready for anything. If the team guarding the staircase encounters a suspect, immediately run back and provide support. The Element's strength in numbers should not be ignored.





Fig. 6-5. The stairs from the basement lead to the main kitchen. The double doors here lead to the living room and **MUST** be watched closely, since there are always suspects there.

Once the basement is cleared, climb the stairs to the main kitchen. Send in your troops with a Breach & Clear command. Three of the doors in the kitchen lead to small rooms, but the double doors and the single door to the left as you come up the stairs lead to the living room. Do not tackle that room until the kitchen/den area is completely cleared. While clearing the rooms, have a team cover the double doors as a precautionary measure. The next room is the living room, which will be covered later, after we walk through a first floor start. If you started in the basement, you can skip ahead to the living room walkthrough.



Fig. 6-6. The action begins immediately when the Element approaches from the front of the house.

If you decide to make a frontal assault and enter on the first floor, be ready for a tough firefight at the beginning of the mission. There can be suspects along the bushes to your left or right as you enter the yard, at the front door, and behind the front window (pinning you in the walkway). You must judge the situation quickly and respond accurately to survive. It goes without saying that Dynamic Mode is required.



the front door. Keep your guard up as the Element examines the large room and takes position. There can be suspect intrusions at any time because all the suspects that heard the initial scuffle come to investigate the results of that battle.



Fig. 6-7. The bodies fall fast during a frontal entry. Use whatever cover you can find to protect yourself from opposing fire, but at the same time concentrate on avoiding firing upon the hostages by mistake.

Assist your Element as you proceed through the front doors. The hostages can be mixed in with the suspects, so think before you shoot. Putting a bullet in a hostage means a failed mission. Give the Breach & Clear command at

Fig. 6-8. The living room usually takes a few minutes to clear out as hostages are discovered and suspects arrive uninvited.

From here, there is still a bathroom, the main kitchen, Mr. Foreman's home office, the small entertainment room behind the pool, and the pool itself to investigate. Often, Foreman's daughter Emily is found cowering on the couch in the entertainment room. Additionally, there occasionally is a suspect at the pool who fires at you through the glass doors.





Fig. 6-9. Once the Element has things under control, Report the status of all the suspects, and then Report the need to Evacuate any downed suspects.

chance that Donald Foreman is in the office. Foreman (as well as his wife when you find her) is quick to comply with your commands.



Fig. 6-10. The stairwell to the second floor can be dangerous if a suspect is coming down as the Element is going up.

The door before the staircase leads to the attached garage. The garage is very dark and requires that you use a flashlight to navigate. Err on the side of caution by splitting the Element into two teams; have one team Cover the staircase while the other Breaches & Clears the garage. Once all is well on this floor, make your way upstairs.



Fig. 6-11. The top floor holds the final four rooms.

The stairs to the upper level take a turn at the halfway point and, as with any blind corner, this can lead to trouble. Peek out to check for suspects before making the turn. The hallway at the top is long, and there might be a suspect at the opposite end. To handle this suspect without subjecting one of your Element or yourself to a one-on-one battle, command the Element to Move & Clear and enter the hallway at the same time as the lead officer in the Element. This makes a hallway suspect easier to handle.



Fig. 6-12. Even though it is likely that there are no suspects on the top floor—they were probably drawn to the noise caused by earlier battles—be cautious when searching rooms.

Split the Element into two teams and order one team to Cover the hallway while you search the rooms with the other team. The double doors on the left wall lead to a children's recreation room. Stand away from the doors once you open them. Look for hostages inside—you may find one of the children.





Fig. 6-13. Hostage Jacob Foreman.

The next two doors—one on each side of the hallway—lead to the children’s bedrooms. The most you can expect to find in these rooms are the children; suspects are rarely found searching these rooms. Once the bedrooms are clear, give the Fall In command and stack up in front of the parents’ bedroom door at the end of the hall.



Fig. 6-14. Clearing Mr. and Mrs. Foreman’s bedroom should be quiet and uneventful, unless the basement has not been cleared.

The final room to examine in this mission is a spacious master bedroom with a large bathing area. Unless the basement has not been cleared, there is no danger here; your mission is over once all hostages and suspects are properly Reported to headquarters.

Press **[B]** to see if there is anything left to do. Satisfy whatever objectives are left, and the mission is complete.

CHAPTER

7

PACIFIC: HOSTAGE RESCUE





Fig. 7-1. The LAX tower.

INCIDENT INFORMATION

Objectives

Rescue Steve Schneider

Rescue Bob Stanley

Rescue Kobe Carson

Rescue Bernie Schultz

Locate and Rescue Larry Babcock

Bring order to chaos; secure terrorists

CRIME INFORMATION

Terrorists have commandeered the flight tower and accompanying FAA Administration Building at Los Angeles International Airport (LAX). By broadcasting erroneous flight information, the terrorists have effectively caused the collision of two jumbo jets over the Pacific Ocean, killing all 420 passengers and flight crew personnel on board. In response, the FAA has effectively shut down LAX and is in the process of rerouting planes to nearby airports. However, the skies above Los Angeles remain congested as planes that were scheduled to land at LAX await new flight plans.



ADDITIONAL INFORMATION

No alarms have been tripped within the tower, indicating that the terrorists have taken a hostage or hostages who have security clearance. Other options include the terrorists gaining entry through false pretense.

LOCATION INFORMATION

None

SUSPECT INFORMATION

Contact has been made with the suspects, who identified themselves as members of The People's Liberation Party, a terrorist organization spawned from the Russian prison system.

After initial contact, the suspects broke off communication. However, prior to going dark, CNT learned that there are a minimum of six suspects, all heavily armed. If the suspects are to be believed, they plan on bringing down more planes.

HOSTAGE INFORMATION

Four FAA employees are unaccounted for:

Steve Schnider—Air traffic controller, male, Caucasian, 38 years old, DOB 02/16/67, 5'11", 180 pounds, brown hair, brown eyes.

Bob Stanley—Air traffic controller, male, African American, 33 years old, DOB 06/15/62, 6'1", 200 pounds, brown hair, brown eyes.

Kobe Carson—Flight systems manager, female, Asian American, 40 years old, DOB 05/19/65, 5'4", 110 pounds, black hair, brown eyes.

Bernie Schultz—Operations manager, male, Caucasian, 65 years old, DOB 01/22/40, 5'8", 150 pounds, gray hair, blue eyes.

MISCELLANEOUS INFORMATION

Industrial Zone, the maintenance contractor for the facility, reports that all but one of their scheduled employees have been reached and notified not to report to work. It is possible that the one employee they could not contact is in the building. There is nothing in Industrial Zone's contract prohibiting maintenance personnel from entering the site prior to their work shift.



The unaccounted for Industrial Zone employee is:

Larry Babcock—Janitor, male, Caucasian, 50 years old, DOB 05/13/55, 5'11", 175 pounds, black hair, brown eyes.

AREA INTELLIGENCE

This mission involves the infiltration of the LAX control tower. This is a very large structure, with staircases that seemingly go on forever, and many rooms. You enter the structure at the lowest level, which houses the compressor, hydraulic, and HVAC rooms. A couple of staircases and an elevator also reach this level, but all the elevators have been disabled. Each floor above has offices, and there is a large lobby in the base of the tower. At the top of the tower is the air traffic controllers' crow's nest.

TACTICAL WALKTHROUGH

As with any assignment you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. The number of suspects can be greater than the reported six, but the hostage number is reliable. Fighting on staircases is a common theme in the battles that occur during this mission. Be sure to make Reports on any hostages/suspects and to clear all rooms that you come across—backtracking is very frustrating in such a large structure.



Fig. 7-2. There is a security system guarding the door that the Element enters. Use your toolkit to disable it.

The entrance to the tower is rigged to an alarm that will attract the suspects; a few twists of your toolkit keeps it quiet as the Element enters. You enter a hallway that takes a couple of 90-degree turns on the way to another door. Carefully Mirror for suspects at each turn, keeping the Element behind you until you ensure that it is safe to proceed.



Fig. 7-3. Mirror for suspects during the early parts of this mission (or anytime you can do it without taking a risk). The advanced knowledge of a suspect's presence can make all the difference.

When you reach the door at the end of the hall, command the Element to Cover the door before you open it. Mirror for suspects then command the Element to Search the hall you've just entered. Split the Element into two teams. Have one team Cover the double door that says "COMPRESSOR" while you accompany the other team in a Search of the HVAC room. Leave the door marked "STAIRS" for later.



Fig. 7-4. A terrorist going down in the HVAC room with Mr. Larry Babcock as a hostage.

The large machinery in the HVAC room creates many blind corners that a suspect can use to get the first shot off on the Element. As always, listen for any verbal warning that a suspect may give you. Once this room is clear, search the compressor room and then the room marked "HYDRAULIC" that is connected to the compressor room. In the hydraulic room there is another door; behind it lies a hallway with red lights that leads to a second staircase on this level.





Fig. 7-5. The red hallway from the hydraulic room leads to the staircase that goes all the way to the top of the tower.

Element is on its way down from the top of the tower. For now, aim your reticle at the stairs and command the Element to Search. If all goes well, your men will cautiously climb the stairs.



Fig. 7-6. The face-paint-wearing terrorists are everywhere. Keep the Element together whenever possible.

Expect the worst as you climb. Cautiously watch the cracks between the stairs for suspects as you climb up the tower; otherwise, you might lose your life before you notice that a suspect is up above and gunning for you. Also, it is important to keep your team members together; if the Element spreads out, issue a Fall In command then reissue the Search command.



“OPERATIONS,” and “BIG TOP.” The KITTY HAWK level has a walkway to the main lobby building; from there you can reach the other stairwell. You will do this once the tower has been cleared. For now, Search the tower section of the KITTY HAWK level and then return to the tower stairwell.

Fig. 7-7. Split the Element whenever you reach a door. Have one team guard the staircase (aim toward the stairs leading up and give the Cover command), then search the floor for suspects and hostages with the second team.

This stairwell has doors that lead to offices every few levels. The doors have banners with titles; they appear in this order as you climb: “KITTY HAWK,” “RED BARON,” “FLIGHT DECK,”



Fig. 7-8. The Blue Team searches the RED BARON level.

As you climb, repeat the same procedure of commanding the Element to Search up the stairs, halting when you reach a door. At the door, command one team to cover the stairwell while you take the other team and search the level. If you run across any hostages, walk right up to them when you give the Compliance command. They tend to be uncooperative unless staring down a gun barrel.





Fig. 7-9. The view from the FLIGHT DECK's perch is wonderful, but this is no time to stop and admire the scenery.

The stairwell procedure is repeated two more times as you direct the Element to clear the FLIGHT DECK and OPERATIONS levels. Practice safety first whenever walking around a blind corner. Also, beware of suspects with their backs turned; they can turn and shoot *very fast*, which is a trick they like to pull when you are alone. Wait for your search team to spot the suspect before playing hero.



Fig. 7-10. This terrorist refuses to leave his precious missile launcher, but noxious gas does the trick on him.

One floor above OPERATIONS is the BIG TOP level. After a small hallway and a few stairs (and maybe a terrorist or two), you reach the air traffic controller room. This room is usually empty, but outside the door is the tower balcony, where the terrorists have installed a missile launcher. You must deactivate it to prevent the destruction of any more aircraft. To deactivate it, arm your toolkit, aim your reticle at the missile launcher's body, then left-click your mouse.



but do not worry much since you are not in any increased danger on the bridge. Enter the opposite door and Search the area with the Element.



Fig. 7-11. The bridge to the main lobby building. Note that hostage Bernie Schultz is DOA. The suspects committed this heinous act before the Element arrived.

Once the BIG TOP area is cleared, lead the Element back down to the KITTY HAWK level and cross the walkway to the top floor of the main lobby building. Once there, Highground reports that the Element is exposed,

Fig. 7-12. The office level atop the main lobby building can become packed with suspects and hostages. Take out the suspects with well-placed shots before the hostages are injured.

Search the administrative offices on this level before descending the stairwell to a lower level. This area can hold hostages and suspects in a dangerous mix of firearms and flesh. Shoot quickly whenever it looks like a hostage may inadvertently suffer harm. At times it is too risky to go for a suspect arrest.



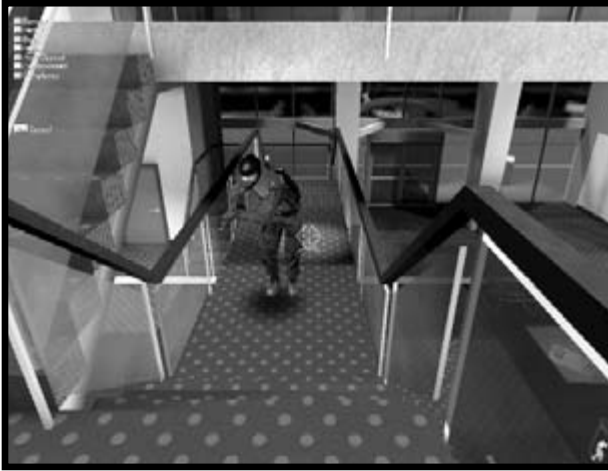


Fig. 7-13. The building's lobby is impressively designed, but it can be dangerous to search and clear due to its size. Your team has the high ground, which aids in any firefights that occur.

reach leads to the top floor of the main lobby. It is a huge room that is dangerously open. Luckily, you have high ground (it is easier to fight aiming down than up), but don't be afraid to call the team covering the stairs for backup if it is needed.



Fig. 7-14. The last dangerous area is a dark office on the bottom floor of the lobby. The hostage is Mr. Steve Schneider.

Gather your officers on the bottom level of the lobby and then enter the door on right side of the elevator doors. Search this hallway beginning with the first door you see. It leads to a small area that can hold suspects. Around the corner to the left is a door leading to a dimly lit office that may be occupied. Take care when Breaching both of these doors. Last is a door to the stairwell. You should be finished with the mission by now (congratulations, by the way), but if you must Search further still, descend the stairwell to reach the area with the HVAC doors.

CHAPTER

8

PACIFIC: RAPID DEPLOYMENT





Fig. 8-1. The water treatment construction site.

INCIDENT INFORMATION

Objectives

Prevent destruction of aircraft

Locate and secure all suspects and weapons

Bring order to chaos

CRIME INFORMATION

In an apparent surface-to-air missile strike, Mephesto Flight 609 has been shot out of the sky over Los Angeles, killing all 200 passengers and crewmembers.

ADDITIONAL INFORMATION

Outgoing flights at Los Angeles International Airport (LAX) have been halted and incoming flights are being rerouted. Complicating matters is the fact that one of the aircraft looking for a new place to land carries Russian President Igor Stoma. It is believed that Stoma is the terrorists' next target.



LOCATION INFORMATION

Suspicious activity has been reported at a water treatment construction site in the Corona Del Mar area. This site is scheduled for day work only, yet there have been reports of heavy equipment moving after dark. The construction site has also been identified as the location of a “brilliant flash” that occurred just prior to the airplane explosion. Given the location’s proximity to LAX, the water treatment site is considered the point of origin for the surface-to-air missile strike.

SUSPECT INFORMATION

None

HOSTAGE INFORMATION

None

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves the infiltration of a construction site at a water treatment plant. The site is in the very early phases of construction and there are dirt roads, large ditches, and building supplies everywhere. The layout can be somewhat confusing. The outer roads surround three deep ditches and a fenced-off yard.

TACTICAL WALKTHROUGH

As with any assignment you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. The number of suspects is not given but is generally believed to be around four. There are no hostages in this mission. There are long open roads with very few obstructions, which means a suspect can strike at the Element from far away. This is the primary danger, but in this mission, you face some disadvantage in almost all battles.





Fig. 8-2. Choose the default entry point for this mission. It puts the Element very close to one of the ditches, which is where the missile launchers are located.

be surprised if the Element is under fire immediately. Take down any suspects, then aim your reticle at the fence and give the Breach & Clear command to the Element.



Fig. 8-3. Thoroughly clearing the initial staging area is important for the safety of the Element.

After you enter the construction site with the Element, watch for danger as it Clears the initial area. There is a relatively unobstructed road straight ahead, and a cluttered road to the left. Take the road straight ahead until you reach an opening in the brick wall surrounding the ditch to your left.



It is very likely that a suspect will be in the vicinity of each missile launcher since the weapons must be fired manually.



Fig. 8-4. Split the Element before checking the ditch. Have one team guard the road while the other clears the ditch with you.

Split the Element into two teams. Command one team to guard the road ahead by aiming your reticle at the road and issuing a Cover command. Next, command the other team to clear the ditch by aiming down the ramp and giving the Breach & Clear command.

Fig. 8-5. Disable the missile launcher by using your Toolkit while your reticle is highlighted.

When the ditch is clear, approach the missile launcher and defuse it by using your Toolkit when your reticle is highlighted. You must locate and defuse two more missile launchers before the Russian President's plane is blown to bits. When you receive a warning over your radio stating that control of the airways has been lost, the mission is in jeopardy.





Fig. 8-6. Exit the ditch and continue to search the long, open road.

Knowing that the clock is ticking, hurry and leave the ditch once the missile launcher is defused. Rejoin the team covering the long road. As an Element, continue to move down the road. Use any obstacles you encounter—such as stacked planks—as cover from possible suspect fire. Your next stop is an opening to the left that leads to an area above another ditch.



Fig. 8-7. You must pass the fence on one side of the second ditch to reach the ramp down to the bottom. Keep your sights up officers! The fence provides no cover.

With the rest of the Element, enter the opening to the left. Pass the fence to reach the ramp that leads down into the ditch, but beware of the suspect that is sure to be at the bottom.

Hopefully the Element will take care of him before any officers are injured, which may happen if you are unable to locate the suspect in the darkness and he gets a shot off.



Fig. 8-8. Descend the ramp as an Element, or split the Element into a Cover team and a Search team if you prefer. Defuse the second missile launcher once all threats are neutralized

defuse it. The third launcher is very close and can be reached by a hidden passageway. Before leaving be sure to Report the status of the suspect to headquarters.

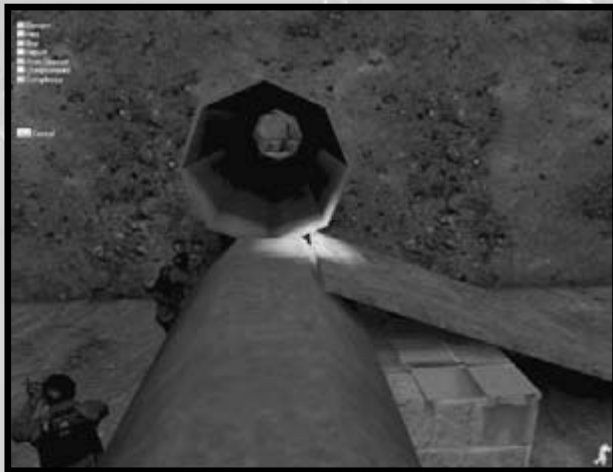


Fig. 8-9. Search the second ditch closely to find a makeshift ramp that leads to a pipe that passes through a dirt wall in the second ditch.

Next, search the second ditch area closely. In the corner opposite the entrance is a makeshift ramp and tunnel leading to the third ditch and the final missile launcher. Give the Fall In command to the Element, then carefully lead your officers up the ramp and into the pipe.





Fig. 8-10. The suspects, realizing that their fun is about to end, have grouped together to form a final line of defense for their last missile launcher.

pipe. When you're ready, send in the Element (if the officers haven't jumped out already) and take on the suspects as a group.



Fig. 8-11. The Element searching the tractor area near the third ditch.

section of the road heading to the left has many areas where a suspect can hide and wait for your team.

Exit the ditch, make a right, and gather the Element behind the backward-facing warning sign at the main dirt road. Just ahead, the main road makes a left. Take the Element around the corner and command them to Search the area around a couple of nearby tractors. This is the last open part of the road for some time. The



into the second ditch, there is an office building under construction and the beginnings of a water treatment center.



Fig. 8-12. The dirt road that is littered with construction materials is a haven for sneaky suspects. Be aware that the port-a-potties in the distance can be opened.

Command the Element to Search the road, which is cluttered with construction materials. Keep out of the open and direct your flashlight into every dark area to make sure no danger is lurking in the shadows. When you get near the area where you descended

Fig. 8-13. After you finish searching the port-a-potties, you'll be glad to examine the water treatment room.

Examine the portable bathrooms first. Command the Element to Cover and open the doors. Next Search the office building; it's dark inside, so be careful. Finally, search the water treatment room and the room lit in red that is behind the door on the bottom floor. Exit and resume Searching the road you were on before.





Fig. 8-14. Past this point is the secondary entry point to this area and the last corner you'll face. The road to the left leads back to where you began this mission.

As before, there are many places along the road for suspects to hide; by now you should be accustomed to traversing areas like this. The fence to the right of the next corner is where you start if you choose the alternate entry point. There is no need to open that fence. Instead, make a left down the road that leads to the point where the Element first entered this area. There is one last area to examine behind a fence about halfway to the entry point. It is a yard filled with large metal pipes. This covers the entire area—so long as your objectives have been met, simply Report that the mission is complete and you are good to go.



CHAPTER

9

WILSHIRE: HOSTAGE RESCUE





Fig. 9-1. The DBN Television Center.

INCIDENT INFORMATION

Objectives

Rescue Marlin Fitzpatrick, Herman Moyer, Thomas R. Columbato, Donna Briggs, Jeff Lamont, Howard Kurtz, James Jones, and five unidentified audience members

Locate and secure all suspects

Bring order to chaos

CRIME INFORMATION

Terrorists have stormed the live broadcast of the afternoon talk show *Donna!* At the start of the siege, many members of the studio audience, along with show employees, either escaped or were released. The exact number of hostages being held is unclear because many of the people who fled the scene have not yet been accounted for.

ADDITIONAL INFORMATION

The terrorists believe their demands are being broadcast live. However, studio employees cut the live feed and are merely broadcasting within the studio on a closed circuit. Tapping into that closed-circuit feed, SWAT has learned that the suspects are heavily armed and in full body armor.



LOCATION INFORMATION

None

SUSPECT INFORMATION

The terrorists have identified themselves as members of the People's Liberation Party. Members are known to be brutally violent and willing to die for their cause—the reunification of the Soviet Union and the return to Communism. The PLP is believed to be behind the 2002 Wall Street bombings that killed 300 people and injured hundreds more.

The tentative head count on the suspects is six, although there could be more out of camera range. Suspects are in full tac gear—body armor with AK47 rifles and CZ Skorpios.

HOSTAGE INFORMATION

Visible hostages include local city officials, most notably:

Marlin Fitzpatrick—Los Angeles mayor, male, African American, 48 years old, DOB 11/12/57, 6'2", 190 pounds, brown hair, brown eyes.

Herman Moyer—Chairman of the Tolerance Defense League, male, Caucasian, 62 years old, DOB 09/28/43, 5'11", 170 pounds, gray hair, blue eyes.

Thomas R. Columbato—Television station manager, male, Caucasian, 52 years old, DOB 04/03/53, 5'11", 175 pounds, black hair, brown eyes.

Donna Briggs—Talk show host, female, Caucasian, 32 years old, DOB 06/13/73, 5'10", 130 pounds, blonde hair, blue eyes.

Donna! show employees visible on camera include:

Jeff Lamont—Male, Caucasian, 38 years old, DOB 12/14/67, 5'11", 180 pounds, brown hair, brown eyes.

Howard Kurtz—Male, Caucasian, 35 years old, DOB 06/01/70, 5'11", 170 pounds, brown hair, blue eyes.

James Jones—Male, Caucasian, 32 years old, DOB 08/26/73, 5'10", 150 pounds, blonde hair, blue eyes.

There are also five unidentified audience members:
Four females and one male, all Caucasian.



MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves the infiltration of a television station at Beverly and Fairfax in West Los Angeles. The building is made up of various sets with a two-story section that consists of several rooms, including the control room where the *Donna!* show crew works. At the back is the large stage where the *Donna!* show is recorded.

TACTICAL WALKTHROUGH

As with any assignment you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. The number of suspects and hostages can change in this mission; do not be surprised if there are three or four extra suspects to deal with.



Fig. 9-2. The default entry point for this mission leads right into a long fight to start things off, but it is fairly manageable because all of the suspects have to come from one direction.

The default entry point for this mission is your best bet. The other entry point is less dangerous to start off with, but it can get out of hand, with suspects and hostages coming from two or more directions. Making an entry by the glass-enclosed bridge is much safer in the long run.



Fig. 9-3. Use your toolkit to gain access to the bridge.

Pick the locked door to gain access to the bridge, then lead the Element to the doors to the left. The doors to the right are an exit. Using them will take you out of the mission. At the doors to the left, command the Element to Cover the doors before you open them.

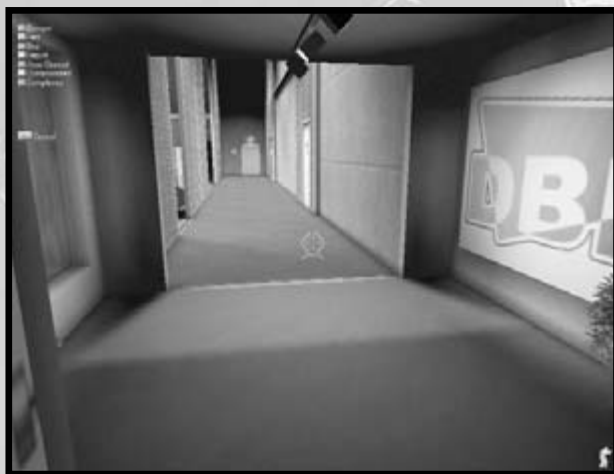


Fig. 9-4. This is the interior of the first area you will see.

In figure 9-4 you can see two doors on the wall to the right. These lead to a set for what appears to be a dance show. The closest door leads to a room with a dance floor and a bar, while the second opens to the backstage area of the same room. To the left, in figure 9-4, you can see a relatively open area. This section has a few supply crates

and a car. The farthest door in the screenshot allows access to the offices and the stage of the *Donna!* show.



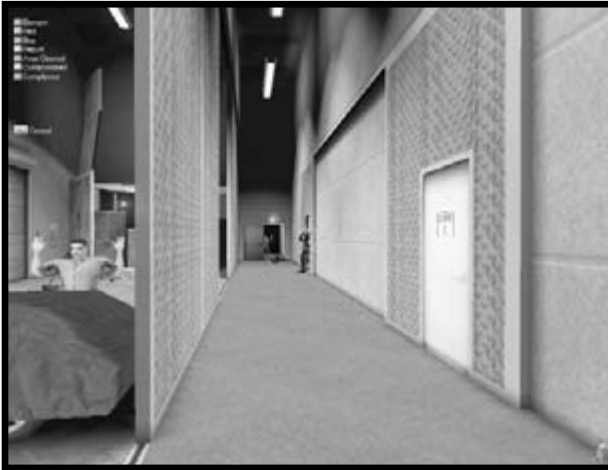


Fig. 9-5. It is always nice to be able to arrest a suspect instead of downing or neutralizing them, but that goal is difficult to achieve when a large number of suspects converge on your location.

Your initial concern when entering this first section is the open area to the left. You may want to lead the way until it gets wild (and it will). Peek into (or Mirror) the open area and check for suspects. Once you have a handle on the danger, command the Element to Fall In. Have the Element Cover the walkway if the open area appears empty. Use the Fall In command if you need assistance clearing the open area.



Fig. 9-6. The placement of the Element is very important if a firefight breaks out.

If a firefight breaks out, you want the Element to be in the walkway, preferably before the first door labeled “STUDIO C.” Suspects and hostages may suddenly pour into the room. If the Element is not in the walkway, your team may be overwhelmed quite quickly. As people enter the room, you must quickly determine if they are hostages or suspects. There are male suspects wearing beige (as in figure 9-5), and one wearing black who has blonde hair and a long ponytail. The other suspects are easier to recognize since they are all wearing dark clothes and ski masks.



Fig. 9-7. Contrary to first appearance, these two suspects are not dancing.

When the action subsides a bit, make use of the down time to Search STUDIO C. There are two doors going into the same room, one to the stage and one to the backstage; the lighting is somewhat dark, so use your flashlight. Next, radio in to make the many Reports you have to file and secure a few hostages for evacuation.



Fig. 9-8. Even though you may have downed a bunch of suspects when you entered the studios, there are more to come near the *Donna!* show set.

Take a breath after clearing the first section—it can be a chore at times. Once you're rested and your mind is clear, bring the Element to the far door (the one with the "ON AIR" light above it). Give the Breach & Clear command and get ready for trouble. Generally,

you will find more hostages in this second section than you did in the first, meaning clear shots are hard to come by. Try to keep the Element close together just inside the door until it is safe to move.





Fig. 9-9. Clean up (and Report) any mess that is left on this set. Here, hostage Thomas R. Columbato is handcuffed while Howard Kurtz waits in the wings.

rooms consist of the green room (where guests on the show wait before going on stage), the makeup room, and the restroom.



Fig. 9-10. Weave your way through the *Donna!* show backstage area as soon as you can. The audience members may be in mortal danger.

Command the Element to Fall In and work your way through the wooden wall maze to the right. It is dark, but the light on the other side comes from the *Donna!* stage. In certain scenarios, there are suspects here keeping the audience members at bay with the threat of gunfire. Quickly handle the situation without harming the civilians.



Fig. 9-11. Marlin Fitzpatrick, a hostage, is found hiding in the makeup room.

by doors. Crouch down and look for legs in each compartment before opening the doors so that you know what to expect inside.



Fig. 9-12. Climbing stairs is always a touchy proposition. Get a good angle if suspects begin to come down firing.

With those rooms out of the way, all that is left are the upper-level rooms. Carefully climb the stairs to reach them, with the Element following close behind. If you haven't made contact with many suspects by this point, or if you used the alternate entry point to breach the building, then you may have to deal with suspects upstairs. If neither of these applies, you may find a few hostages hiding there, but otherwise the room will be barren.





Fig. 9-13. To the left as you come up the stairs is the control room where the director and her assistants would normally be at this time.

A SWAT officer never assumes that any place is safe. With this in mind, treat every new area as an unknown that has the potential to put you and your team in danger. Search the control room with caution. It is a long room that is poorly lit.



Fig. 9-14. Be sure to search the closet and bathroom inside the dressing room.

The door opposite the control room is the dressing room for Donna Briggs. Inside the room are a closet and bathroom. Take normal precautions as you search these areas. The last room at the end of the hall leads to an open balcony with wooden crates and a nice view of the first floor. This marks the last area in the studio, and by now the

mission should be complete, unless you have more suspect and hostage Reports to file. Congratulations on a job well done.

CHAPTER

10

NEWTON: HOSTAGE RESCUE





Fig. 10-1. The River Tigris export store.

INCIDENT INFORMATION

Objectives

Rescue Ambassador Jemil Kemal

Bring order to chaos

CRIME INFORMATION

Middle East tensions boil over onto U.S. soil when a Kurdish freedom fighter kills herself and four others when a bomb strapped to her body explodes inside the Turkish Embassy. Using the explosion as a distraction, other freedom fighters storm the embassy and, in the bedlam, kidnap Turkish Ambassador Jemil Kemal.

ADDITIONAL INFORMATION

The suspect's vehicle was spotted traveling south on the Santa Monica freeway. Air support joined the search and spotted the car in the downtown warehouse district parked outside an export store called The River Tigris, which is a known meeting place for members of the Kurdish People's Party.



LOCATION INFORMATION

None

SUSPECT INFORMATION

The Kurdish People's Party (KPP) has only recently migrated to the United States. Not much is known about their U.S. organizational structure or their members. It is believed that the U.S. faction is loosely organized and distanced from the activities of the central group located in Kurdistan.

HOSTAGE INFORMATION

The only hostage is Ambassador Jemil Kemal. He is a male, 54 years old, DOB 03/22/51, 5'10", 160 pounds, gray hair, and brown eyes.

MISCELLANEOUS INFORMATION

Long standing tensions between Kurdistan and Turkey appear to be the motive for the abduction of Ambassador Kemal.

AREA INTELLIGENCE

This mission involves the infiltration of a Middle Eastern store called The River Tigris. This store has a regular showroom in front and storage rooms in back, but the KPP has also modified the store to meet its needs. An underground level has been dug out. It has a simple layout, with only a few passageways and one room with a bed.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. There are a low number of suspects in this mission. In general it is not too difficult. The only danger is mistaking the hostage for a suspect since he is wearing a hood that you might mistake for a ski mask in the heat of battle.





Fig. 10-2. There is only one entry point in this mission and it is right through the front door.

The default entry point for this mission is through the front door. Since the KPP members are not hanging around in the showroom, this is a safe way to enter. Switch the Element to Dynamic Mode very quickly however. If you are still behind them when you enter, you may think there is trouble right away, but it's usually just the shopkeeper that they encounter.



Fig. 10-3. The shopkeeper is always cooperative and quick to submit.

Search the front room for suspects while the Element takes care of the shopkeeper. There are showcases and folding walls here but nothing of interest. It may seem like there is nowhere else to go in the store. Look in the dark behind the cashier area on the left. There you find a door to pass through.



Fig. 10-4. The door to the store's back rooms.

Command the Element to Cover the door. Position yourself on the side of the door then open it. There may be a suspect here. The suspects in this mission are armed with powerful firearms, so neutralize this one quickly and in no uncertain fashion.



Fig. 10-5. A suspect is found in the first back room.

When the danger is gone, or if none existed, command the Element to Search the room. It is a small room, so it can be cleared quickly. In the room you can see the influences of the KPP. There are gun magazines on the floor, and on one of the walls there is a large photograph of a person they apparently think highly of.





Fig. 10-6. The next room has wooden walls on both sides. Either side may contain a suspect.

Make sure that the Element doesn't get hit from both sides by taking down any suspect that comes from behind your officers.



Fig. 10-7. Behind the wooden wall to the right is the door to the next room.

When the situation is stable, ferret out the door to the next room. It is behind the wooden wall to the right as you enter. Set up the Element by issuing the Cover command while aiming at the door. When you are ready, just open the door when you are ready and go through.



Fig. 10-8. This door leads to the underground section of the store. This is an additional section that was definitely not in the original structure.

Lead the Element into the room. There may be a suspect inside; as usual, you must keep your guard up at all times. If the room is clear, have the Element Cover the next door then open it. Mirror for suspects next. If all is well, proceed down the stairs.



Fig. 10-9. At the bottom of the first of flight stairs you can see into the underground level.

Descend the first flight of stairs and turn to the left. You can now see into the underground base of the KPP. There may be suspects at the bottom of the stairs. As with the LAX mission, the safest procedure is to descend with the Element to provide them with extra cover.





Fig. 10-10. Watch for traps. The KPP members know this place much better than you do.

Aim your reticle down the stairs and give the Move & Clear command. Descend with the lead officer to provide him extra cover in case there's a trap. At the bottom, give the Search command and follow the Element as they work their way through the simple underground maze.



Fig. 10-11. Eventually you reach a long hallway with two connected hallways that both veer off to the right.

Before long, the Element reaches a long hallway with two branches to the right. You will almost certainly make contact with one or more suspects here. Also, like the other missions, once the gunfire erupts, suspects will pour in from all parts of the level.

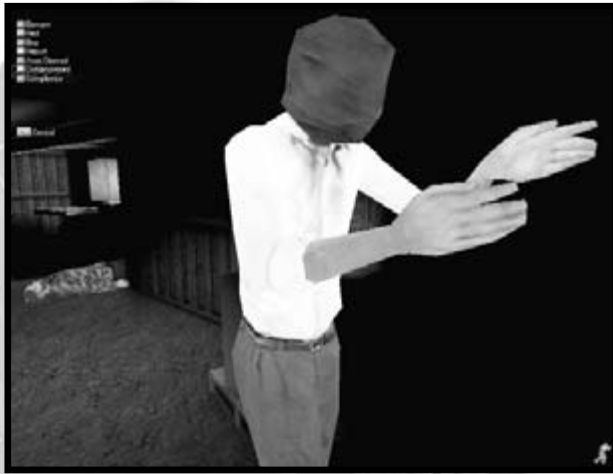


Fig. 10-12. In some runs of the mission, a suspect is free and mobile through the underground halls.

The hostage you are trying to rescue may be in this area as well. You must avoid shooting him or the mission will receive a “Failed” judgment regardless of anything else you accomplish. Give Compliance commands and quickly secure the hostage. You do not want to have the Element preoccupied with the hostage when a wandering suspect comes into the area.



Fig. 10-13. Search the halls that branch to the right of the first hall until you come to a suspicious door.

Search the entire lower level. The halls to the right both connect to a room that was apparently used to film ransom tapes. You may have to deal with a suspect guarding the door. If both branching halls have been searched, then all that is left is the room behind the door.





Fig. 10-14. The hostage found in the horrible room the KPP kept him locked in.

The final door leads to the dingy room that the hostage was forced to live in while he was held captive by the maniacal KPP. Give the Breach & Clear command to the Element. It may at first seem like the room is empty, but this is either because the suspect is cowering in the right-hand corner, or because the hostage was found earlier in the mission. This mission should be ready for the books at this point. Good job.



CHAPTER

11

HOLLYWOOD: HIGH-RISK ARREST WARRANT





Fig. 11-1. The Phoenix nightclub.

INCIDENT INFORMATION

Objectives

Arrest Ric “Dog” Peters, Jon T. Elliot, Brad K. Kritizer, and Brit Houge

Locate and secure all weapons

Prohibit the destruction of evidence

CRIME INFORMATION

This mission involves the high-risk task of serving criminals with arrest warrants. The warrants have been issued for four suspects wanted in a recent home invasion. All suspects have prior arrests and are believed to be members of Malta, a terrorist-for-hire organization based in the United States. Malta’s activities include drug dealing, gunrunning, kidnapping, extortion, and murder.

ADDITIONAL INFORMATION

Shooters are known to be present at the nightclub where the warrants will be served; the propensity for violence exists.



LOCATION INFORMATION

The warrant service location is the West Los Angeles nightclub The Phoenix. The Phoenix is believed to be one of Malta's headquarters on the west coast and a front for drug dealing. Following the "knock and notice" rule is required when serving warrants.

SUSPECT INFORMATION

Suspect	Ric "Dog" Peters
Sex	Male
Descent	Caucasian
Height	6'1"
Weight	240 pounds
Hair	Blonde
Eyes	Blue
Date of Birth	09/09/71
Age	34
DR#	165-209593855

Suspect	Jon T. Elliot
Sex	Male
Descent	Caucasian
Height	6'
Weight	200 pounds
Hair	Black
Eyes	Blue
Date of Birth	06/28/76
Age	29
DR#	187-958837450

Suspect	Brad K. Kritzer
Sex	Male
Descent	Caucasian
Height	5'11"
Weight	240 pounds
Hair	Brown
Eyes	Brown
Date of Birth	10/28/77
Age	28
DR#	139-220948557

Suspect	Brit Houge
Sex	Female
Descent	Caucasian
Height	5'6"
Weight	110 pounds
Hair	Blonde
Eyes	Brown
Date of Birth	02/19/79
Age	26
DR#	165-109374882
Identifier	Tattoo on back



HOSTAGE INFORMATION

None

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves the infiltration of a nightclub named The Phoenix. The front doors of the club open to a large socializing area with a couple of bars and a dance floor. In the back left of the room are male and female restrooms. In the back right is a door leading to a storeroom. There is a door in the storeroom that leads to a high-class lounge area that is reserved for the club operators only.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. There is the chance that there might be an extra suspect or two. The setting for this mission, the Phoenix, only has a few rooms, which can lead to a very short mission. It usually takes longer to find and seize all the weapons lying around than it does to secure all the suspects.



Fig. 11-2. The best entry point for this mission is through the front door.

The default entry point for this mission is the front door. This is the best choice because it allows the Element to get an early handle on the suspects and because it offers some cover for your officers to hide behind as they enter. The secondary entry point puts you in a similar position to the one you were in on the DBN Studios mission—you can be attacked on both sides and around corners very easily.



switching to Dynamic Mode, you get a quick start to the mission and can give the Breach & Clear command to enter the room (the results of which are shown in Figure 11-3).

Fig. 11-3. The attitude of the suspects is known to be aggressive; therefore, there is no need to fool around by entering in Stealth Mode. Switch to Dynamic Mode right at the start.

Once you arrive at the default entry point, switch to Dynamic Mode. Chances are that once the doors are open, the Element will automatically switch to Dynamic anyway due to the threat posed by the suspects. By



Fig. 11-4. As the doors fly open, the action begins!

Back up the Element as they complete the Breach & Clear command. It is very likely that a number of suspects are in the first room. Make sure that the Element members don't take any hits from the crossfire coming from both sides of the room. The typical suspect locations are near the restrooms, on the dance floor, by the video gambling machines, behind the bars, or near the door to the storeroom in the back right.





Fig. 11-5. More suspects await when you are finally able to safely step into the club.

Allow the situation to settle for about a minute before you let your guard down. The sounds of battle may attract more suspects who are in the restroom or one of the back rooms. When you can, make Reports on the suspects you have already neutralized; for those who are already arrested or down, Report their status and notify outside forces that a group of suspects is ready to be evacuated.



Fig. 11-6. Seize every weapon you find here.

Part of your objective is to “Locate and secure all weapons.” In this mission, seizing weapons is more involved than in previous missions. This is mainly due to the surprisingly large number of weapons in the club, most of which are lying out in the open. These gun lovers are not ashamed of their obsession. Check behind the bars and in the DJ booth for weapons before considering the room cleared.



Fig. 11-7. Search the restrooms for suspects.

Once the main room of the club is cleared, begin to search the rest of the club. The restrooms comprise a small area of the club and can only be accessed from this room, so search them first. The only way a suspect can be here is if there wasn't much commotion during the Element's entrance. To be safe, split the team and have one team Cover in the direction of the dance floor as you Search with the other team.



Fig. 11-8. Double-check the rooms you have visited for weapons, then infiltrate the private area of the club.

Double check the rooms you have visited so far. Pick up all the weapons in these three rooms before venturing farther. Thoroughness is an important quality for SWAT officers. Now, confident that nothing has slipped your attentive eye, lead the Element over to the door marked "PRIVATE."





Fig. 11-9. Cross the large socializing area to the door marked “PRIVATE” and—ignoring the warning—enter it.

Give the Move & Clear command (or Breach & Clear if the door hasn’t already been opened by a suspect) to the Element at the door and follow it into the room. There are many boxes scattered haphazardly within the room. This can make suspects and weapons hard to find.

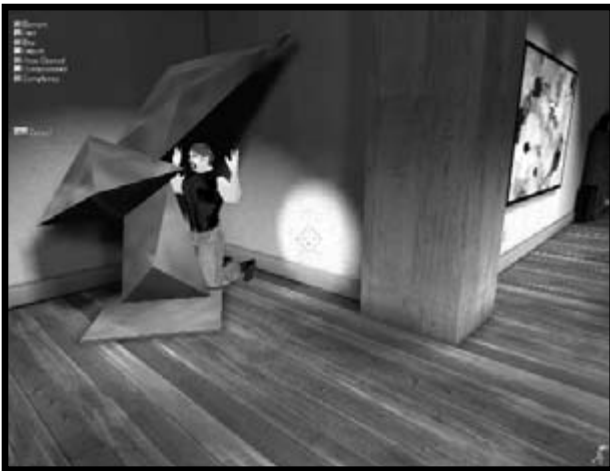


Fig. 10-10. The suspects get wilier in the later missions. This suspect would have had a good chance of getting off a shot on a less talented team of officers, but not LA SWAT.

Once the weapons have been collected and the condition of any suspects has been Reported to headquarters, go through the opening to the left of the door marked “PRIVATE.” There are three rooms here without doors separating them. Open areas surround the small walls that separate the rooms. This adds up to the possibility of long-range confrontations with suspects.



Fig. 11-11. The kitchen/office/dining room area is, at the very least, the home of several weapons, some still attached to the suspects who wielded them.

Enter the kitchen/office/dining room area next. You may have already been drawn into the section earlier by suspect activity. There will always be weapons here. Deal with anything else you find (like suspects) with accuracy. As long as the Element does not split up, causing one or more officers to be in a section all alone, you shouldn't have any trouble.



Fig. 11-12. This kitchen area is where you enter when you select the second start location.

This kitchen area is also the area you enter when you select the second start location. The door is to the left of the oven when you face it. The reason this is a harder place to start should be pretty clear now that you've seen the room. If most of the suspects happened to congregate here, you would face a

very difficult challenge; at the other entry point, you can take on all the suspects at once without too much trouble.





Fig. 11-13. The next room past the kitchen/office/dining room is the bedroom. Don't be surprised if you find weapons here also.

is a gun on the bed, probably a high-powered weapon. Clear this small area and Stack Up the Element near the last door.

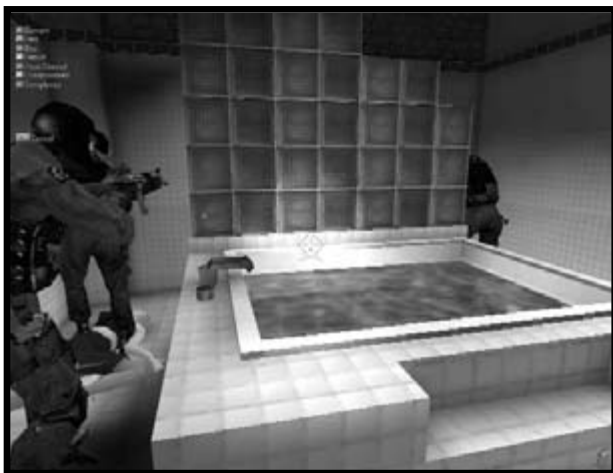


Fig. 11-14. Don't assume the last room is empty. This suspect almost caught the Element by surprise!

The final door leads to a fancy bathroom. There may be suspects inside, so make a careful entry. There is little to search in here, but the back of the bathtub is hidden from view when looking from the doorway. You must walk around the bathtub to completely search the room. Handle any suspects or weapons you find, and then this mission is over. Head to headquarters to Debrief.

CHAPTER

12

**WEST LOS ANGELES:
HIGH-RISK ARREST
WARRANT**





Fig. 12-1. Saint Dimitri's Holy Trinity Church.

INCIDENT INFORMATION

Objectives

Rescue His Holiness Alexy III, Archbishop Backhaus, Bishop Popov, Bishop Makarov, Heirmonk Petkov, Monk Ignatiew, and Father Sever

Secure Coleman Security force members: Nick Coleman, "Sugar" Stevens, Chaz Green, and Terry Sole

Secure five gunmen

Bring order to chaos

CRIME INFORMATION

Five heavily armed gunmen have taken His Holiness Alexy III, Patriarch of Moscow and All of Russia, and the clergymen of Saint Dimitri Holy Trinity Church hostage.

Today, at approximately 0930 hours, gunmen entered Saint Dimitri's during a prayer service, causing the congregation to scatter. Emergency phone calls began pouring in reporting the incident and indicating that the gunmen were only interested in finding His Holiness.

ADDITIONAL INFORMATION

His Holiness is visiting America, in particular Los Angeles, to participate in Peace Day festivities. Church officials were concerned that a hostage situation such as this could possibly take place and hired a private security firm to protect His Holiness. As a VIP, His



Holiness was offered protection by the LAPD, but church elders felt they would have more control over events and publicity if they hired a private firm.

The firm is Coleman Security, run by Nick Coleman. Coleman was with the San Diego Police Department for eight years before leaving and starting Coleman Security. Few of his employees are law enforcement professionals. The men Coleman has working on this job include "Sugar" Stevens, a former bar bouncer; Chaz Green, an ex-marine; and Terry Sole, an ex-long haul driver. It is unclear at this time whether Coleman Security is part of the threat or if it is really providing protection. Either way, their presence is a hindrance to SWAT and must be dealt with. They are to be secured and removed from the premises if His Holiness and the clergy of Saint Dimitri's are to be rescued safely.

Security Force Information

Nick Coleman—Male, Caucasian, 42 years old, DOB 02/15/63, 6'1", 180 pounds, brown hair, blue eyes.

"Sugar" Stevens—Male, Caucasian, 33 years old, DOB 01/08/72, 6'2", 200 pounds, black hair, green eyes.

Chaz Green—Male, Caucasian, 29 years old, DOB 07/18/76, 5'10", 170 pounds, brown hair, green eyes.

Terry Sole—Male, Caucasian, 40 years old, DOB 05/29/65, 5'9", 170 pounds, black hair, brown eyes.

LOCATION INFORMATION

None

SUSPECT INFORMATION

Air support has made numerous passes over the Church and has made visual confirmation of heavily armed, tactically outfitted suspects. Suspects were seen carrying AK47s. Consider them armed and dangerous. Going tactical is the only option at this point, as all LAPD efforts to make contact with the suspects have been thwarted and shots have been heard from inside the church and adjoining residence.

HOSTAGE INFORMATION

The rescue of His Holiness is your top priority. His death would cause irreparable damage to international relations.



Basic information on each of the hostages is as follows:

His Holiness—Male, Caucasian, 70 years old, DOB 06/30/35, 6'1", 170 pounds, white hair, long white beard, blue eyes.

Archbishop Laurus Backhaus—Male, Caucasian, 58 years old, DOB 09/29/56, 5'11", 180 pounds, gray hair, gray beard, blue eyes.

Bishop Benjamin Popov—Male, Caucasian, 60 years old, DOB 04/17/45, 6', 190 pounds, gray hair, short gray beard, blue eyes.

Bishop Gabriel Makarov—Male, Caucasian, 55 years old, DOB 03/08/55, 5'11", 160 pounds, dark gray hair, gray beard, green eyes.

Heirmonk Benedict Petkov—Male, Caucasian, 62 years old, DOB 04/40/43, 5'10", 180 pounds, gray hair, brown eyes.

Monk Boris Ignatiew—Male, Caucasian, 65 years old, DOB 07/28/40, 5'9", 165 pounds, gray hair, gray beard, brown eyes.

Father Christo Sever—Male, Caucasian, 54 years old, DOB 03/12/51, 5'10", 175 pounds, gray hair, gray beard, blue eyes.

MISCELLANEOUS INFORMATION

None

AREA INFORMATION

This mission involves the infiltration of a large, elaborately designed church. From a rear entrance you enter a stairwell to the second floor. Through the door on the same level is the main worship hall. There are two visible doors, one on each side of a hidden door at the head of the hall. The visible door on the right leads to a room that also has a hidden door within; that hidden door leads to a stairwell that goes to the second floor. The second floor has an open walkway that provides a nice view of the city. Also on the second floor, inside the church, is an office, a lounge, a kitchen, and a restroom. Within the lounge are stairs that lead to a master bedroom on the third level.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels suspects change unpredictably. There is the chance of having an extra suspect or two, but this is not your major concern. The most important thing you need to concentrate on is to avoid shooting hostages *or* members of the security force *before* they act



aggressively toward you. This may sound easy, but there are many hostages, and they tend to get in the way. They are also slow to submit, which causes more trouble. All of these factors mean this can be a very difficult mission.



Fig. 12-2. Sometimes the action starts fast on this mission.

You only have one choice when it comes to gaining access to the church. Switch to Dynamic Mode immediately after you take over as Element Leader. There can be suspects and hostages in this (and every other) area. Follow the path to the inside of the church. Command the Element to Breach & Clear the first door you see.



Fig. 12-3. This mission has more action on demand than a trashy talk show. Open the door to the church and be ready to go to town!

The space around the door to the church is very tight. This causes a situation where only one officer has a shot at more than one suspect. To prevent this, force your way to the side of the lead officer and add fiery backup as needed. If you've had a clean entrance up to this point, consider yourself lucky (or unlucky depending on what the future holds).





Fig. 12-4. The stairwell can be very chaotic. Suspects can come from in front and above.

more wandering suspects come from the second floor than from the hall, so lead the Element up the stairs when the situation is calm.



Fig. 12-5. This looks like a typical situation in this mission. Hostages—who are quite large, by the way—are in between you and the gun-toting bad guys.

Command the Element to Search the staircase as you have done in earlier missions, then follow the lead officer as he climbs the stairs. Tough situations can happen on the stairs or at the top in the open bridge area if the hostages and suspects go wild in the same area. It doesn't help that the suspects are in excess of seven feet tall.



teams and have a team watch each direction for suspects. When the paperwork is done, continue into the lounge area of the church.

Fig. 12-6. Attempt to quickly handle all hostages and Report the status of suspects and hostages; you don't want any Secured hostages to be shot dead in a later battle.

Move into the open walkway and Secure all hostages. Next, Report the condition of any hostages or suspects (hostages first), and be sure to request Evacuation of each. While you do this, you may want to split the Element into



Fig. 12-7. This shot gives you a good look at the upper floor. Offices on the second level are to the left, with a staircase leading to the master bedroom right ahead.

Breach & Clear is all the Element needs to do at the entrance of the lounge. Follow your officers in and help them corral hostages or force suspects to comply as needed. This room connects to all of the upper floor sections. The staircase leads to the master bedroom and the rooms associated with it. On the floor you are currently on, there are offices and other small rooms necessary for everyday living.

Breach & Clear is all the Element needs to do at the entrance of the lounge. Follow your officers in and help them corral hostages or force suspects to comply as needed. This room connects to all of the upper floor sections. The staircase leads to the master bedroom and the rooms associated with it. On the floor you are currently on, there are offices and other small rooms necessary for everyday living.





Fig. 12-8. Whenever you make a commotion in a place that is not entirely clear, be ready in case a suspect comes at you from behind when you least expect it.

Command a team to Cover the lounge (have them facing the door you used to enter) then take the other team through the offices and other rooms. Just as a precaution, check the door that is just before the doors that lead to the offices. It only opens to a closet, but there is room in the closet for a suspect or hostage.



Fig. 12-9. The bishops, being intelligent men, know enough to hide when trouble presents itself.

Search the rooms in a clockwise fashion beginning with the restroom on the left wall. It is common to find a hostage hiding here. Warning: he can be very stubborn and take a long time to Submit to the Element's request to comply, wasting precious time.



Fig. 12-10. This is the inside of the church office. Notice the hidden stairwell on the right of the office's double doors. This leads to a section behind the pulpit on the first floor.

off to the side of the office's double doors. This leads to a hidden stairwell that takes you down to a section right behind the pulpit. You may think that trying to clear the pulpit and hall section from this direction is a good idea, but it isn't unless the lower level contains no suspects. If you try to enter the hall from this backdoor route, the first one or two members of the Element to exit the door will be up against two or more suspects in completely different positions in a very open space. Needless to say, that would not be good. Be patient and ignore this hidden stairwell for now.



Fig. 12-11. The kitchen may hold a surprise in the storage space.

Enter the dining room, and then the kitchen. Closed doors usually separate these rooms, so give the Breach & Clear commands to enter each. At the most, you should only encounter a single suspect or hostage in these rooms. The hostage may be hiding in the kitchen in the storage area to the left of the oven. While this may be an amusing sight at first, the hostage's hiding place is understandable under these extreme circumstances.





Fig. 12-12. Check out this closet after the room has been cleared to make sure you haven't overlooked anyone.

Once you've cleared the second floor, make your way to the third floor. All you'll find there is a master bedroom, a bathroom, and a closet full of robes. Give the Breach & Clear command at the door. When the room is clear, check the closet as shown in figure 12-12—there maybe a suspect lurking within.

Finish clearing the rest of the rooms here and then head back down to the first floor using the stairwell in the bell tower.



Fig. 12-13. The hall of worship is a beautiful, spacious room. Unfortunately, because of its size, it is often the scene of long-range gunfights with multiple suspects.

Next on the agenda is the hall of worship. With the path that you have cut through the church, it is unlikely that you will find a large number of suspects within the hall. Hostages may be a different story, however. Give the Breach

& Clear command at the stairwell door. Keep an eye on the Element as you search for suspects. This is a large area, and Element members have a habit of getting separated from each other when handling suspects and hostages at the same time. If that happens in this room, the results can be deadly. There are many places for suspects to come from, including the sections behind the pulpit.



Fig. 12-14. The sections behind the pulpit can harbor suspects and hostages who can appear at any time.

If some of your more adventurous officers get separated from the rest of the Element, follow them toward the pulpit. Your other option is to issue the Fall In command so that the Element can approach the pulpit as one. There is a door on either side of the pulpit; both lead to priest preparation areas. In the middle of the wall is a hidden door.



Fig. 12-15. This shot shows the interior of the hidden preparation room. The man standing here is His Holiness himself!

Enter the doors along the back wall of the pulpit from left to right. The left section is a dressing room for the holy men. Search it thoroughly since there is a closet that a hostage may be hiding in. The next room to Search is the hidden room. If you are unable to see the small ridge that shows where the

door is, walk close to the wall and press Use/Open when your reticle lights up. A suspect or hostage has been known to hide in this solemn section, so be alert.





Fig. 12-16. The hidden stairwell is the last area to search. It's amazing who hangs out in here sometimes.

Finally, enter the door on the right. It is similar in design to the dressing room, but there is almost no furniture in the room. The point of interest is the last bit of decorated wall on the left. There is a hidden door that leads to the same hidden stairwell you found in the second floor office. Enter the stairwell now and Clear it. If the mission is not over yet, it may be because a suspect or hostage is hidden there.

After the entire church has been searched your mission is over. Congratulations, officer.



CHAPTER

13

HOLLYWOOD: VIP DETAIL





Fig. 13-1. The Beverly Hills Ventura Hotel.

INCIDENT INFORMATION

Objectives

Protect life of Cheah Heng Ming

Protect life of Terrance Abrams

Rescue and evacuate six known hostages

Protect dignitaries from harm

Gain control of ten known suspects

Maintain safe perimeter

CRIME INFORMATION

The World Trade Organization's fourth Pan-Pacific Trade Conference is being held in Los Angeles at the Beverly Hills Ventura Hotel.

Senior officials and business leaders from over 120 governments are in attendance. SWAT is assigned to protect the visiting dignitaries.

ADDITIONAL INFORMATION

Members of the WTO General Council and various Los Angeles city officials have received death threats and warnings of violence from U.S.-based separatists and patriot groups that are opposed to the WTO's international trade agreements in the agriculture and services sectors.



As you take control of the Element, it's apparent that some of these groups have followed through with their threats of violence—taking over the Ventura Hotel and wreaking havoc.

LOCATION INFORMATION

None

SUSPECT INFORMATION

None

HOSTAGE INFORMATION

None

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission requires Element members to quickly identify and Secure armed suspects, who are either in disguise or wearing black clothing and ski masks. The Element is also supposed to make sure no hostages are taken and that visitors to the prestigious hotel are not harmed.

The first and second floors of the hotel are all that concern you in this mission. The first floor has the typical rooms—lobby, reception area, back offices, and restrooms. The second floor has four meeting rooms and a couple of restrooms. Elevators and two staircases connect the first and second floors; however, you cannot use the elevators.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. There are MANY suspects in this mission, and nearly as many hostages. Moments of pandemonium are common, with suspects coming from all directions and hostages running in the line of fire. You are further hindered by the tendency of the Element to become separated and enter situations where it is grossly outnumbered. All of these factors make this mission a tough test of your leadership talent.





Fig. 13-2. This shot shows the danger of an officer being drawn off on his own. This officer walked into an area that contained more than four suspects. He had no chance.

opens into some back offices. The logical choice is to clear the top floor first, since you begin there, but this can be a fatal mistake. It is very easy for the Element to get split apart, which, as shown in figure 13-2, is often a fatal mistake.



Fig. 13-3. It doesn't take long to get an idea what of you are up against. This suspect tries to hold the Element at bay by threatening a hostage.

approach. Even in that tight area, there is still the possibility that your team can become separated. You must watch the Element and use the Fall In command to corral your officers.



Fig. 13-4. Take a deep breath—then jump into the “thunder dome.”

Now that you've decided to clear the bottom floor first, you must take the Element down the staircase. Enter Dynamic Mode, then give the Breach & Clear command. Walk down the stairs with the lead officer. Let the Element stack up at the door to the first floor before again issuing the Breach & Clear command. Once the Element is inside, close the door to the staircase.



Fig. 13-5. Expect the action to start once you enter the first floor hallways. The suspects and hostages are on the move in this mission, and they will find you if you do not find them.

Keep a commander's eye on the Element during the search. Run to the sounds of gunfire and watch where the officers are aiming to find suspects that are not in your line of sight. As you enter the first floor, there are elevators

to your left. To the right are a couple of hallways heading away; between the hallways are rooms that will eventually need to be searched.





Fig. 13-6. When the guns start blazing, a suspect will surely open this door to the lobby. Hostages will run in and get in your way, so they must be handled quickly.

You may be drawn into the front lobby, but you must try your hardest to keep the Element from entering the lobby until many suspects have been Secured. In the lobby, suspects can come at you from upstairs, the reception area, the bar, and from the lobby itself. Can you say “outnumbered?” Avoid this by making the suspects come to you.



Fig. 13-7. The stairs you used to descend to the main floor should not be ignored—suspects can come from that direction also.

When they hear gunfire, suspects can also come from the stairway you used to reach the main floor, which is why it was important that you shut the door to the stairwell earlier. By closing the door, you force the suspects to fight from the doorway rather than on the stairs, which is a more difficult shot.



Fig. 13-8. Whenever you have a free moment, collect any weapons that are lying around. During fights, help out your officers by cuffing and Reporting hostages and suspects

Without entering the lobby (unless you are provoked), move down the two hallways and clear all the rooms you come to. There are a couple of rest-rooms, an electrical room, and an eating area. Seize all weapons carried by the suspects and Report on the suspects and hostages to get them out of the way and out of danger.



Fig. 13-9. The lobby may still contain suspects and hostages, but far fewer than if you had used a different strategy up to this point.

As you finally enter the lobby, there is an entertainment bar and elevators to the left. On the right is the sitting area, a reception area, a staircase, and some offices. You may have to take suspects and hostages from each side of the Element, but otherwise, things should be routine from this point forward.





Fig. 13-10. If you didn't encounter many suspects in the two hallways, you can expect to meet quite a few in the lobby.

If you have made it this far without encountering many suspects, the lobby will certainly be an action-packed location. If there are a lot of suspects in the lobby, danger can come from the bar, the reception area, and both ends of the stairs (bottom and top). In your favor is the fact that the Element is all together and not spread out.



Fig. 13-11. This screenshot clearly illustrates an officer who has been distracted by a hostage (not a threat) when a suspect is still nearby.

Once the suspects and hostages that are out in the open are taken care of, it is time to find the ones who are still hiding inside rooms. Begin with the entertainment bar to the left as you enter the lobby. You may want to turn on your flashlight, as this room is somewhat dark. Use the Breach & Clear command to enter if the doors are closed.



Fig. 13-12. The reception area offices and the restrooms require the usual closed room, Breach & Clear procedure.

Next, search the restrooms behind the stairs and the offices behind the reception area. These are routine tasks by this time—simply keep issuing the Breach & Clear command until all the rooms are cleared. In the restrooms, you can get a heads up by looking under the stall doors for legs.



Fig. 13-13. Climb the large staircase in the lobby to reach the only area that has not yet been searched—the second floor offices. Downed hostages tends to be common up here.

The first floor is completely cleared. All that's left are the second floor offices. Command the Element to Fall In and lead them up the stairs. Take a look in the hallways before searching the offices. This is a precautionary measure to

prevent being attacked from behind while clearing a room. Take the rooms in order, starting at the Tahoe room near the stairs.





Fig. 13-14. Last, but not least when it comes to danger, are the restrooms, which are the last-ditch hiding places for all suspects.

Throughout the meeting rooms you will find hostages or, at the very least, downed hostages. Make Reports on the injured to get medical treatment started right away. This “hostage roundup” is usually all that is left to the mission, but there can always be couple of straggler suspects hiding. Clean up the lose ends to cap off this mission. Nice job, officer.



CHAPTER

14

CENTRAL: VIP DETAIL





Fig. 14-1. The Los Angeles Convention Center.

INCIDENT INFORMATION

Objectives

Protect the life of President Igor Stomas

Protect dignitaries from harm

Maintain safe perimeter

CRIME INFORMATION

You're on VIP detail at the new International Hall of the Los Angeles Convention Center, which is the site of conferences and festivities surrounding the signing of the United Nations Nuclear Abolishment Treaty (Resolution S-112/8).

Representatives from 185 countries are in Los Angeles to observe the treaty signing and to commemorate and strengthen the ideals of peace among all nations and peoples.

ADDITIONAL INFORMATION

International terrorist groups and U.S.-based extremist organizations have issued threats of violence towards the conference participants. Tension is high as the international visitors to the City of Angels try their best to promote goodwill. As you arrive at the building, it appears that terrorists have made good on their threats and are wreaking havoc inside and out—taking hostages and making a menace of themselves.



LOCATION INFORMATION

None

SUSPECT INFORMATION

None

HOSTAGE INFORMATION

The Element is responsible for escorting approximately 20 dignitaries—male and female—from Soviet block nations.

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves protecting foreign dignitaries from terrorists at the L.A. Convention Center. During this mission you must clear the rear parking entrance and the first and second floors of the Convention Center. The only vehicles in the rear are the SWAT Humvee and a charter bus. The first floor of the Convention Center has a cafeteria, a printing store, and restrooms. The second floor has meeting rooms. Both floors have access to elevators and escalators; however, the former cannot be used by the Element.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of suspects change unpredictably. On this mission, suspects and hostages are intermixed, which makes your job more difficult. Luckily, the environment is very open, which makes it easy to avoid striking a hostage with inadvertent gunfire.

Your escort job turns tough right from the start—entering the Convention Center sparks the toughest firefight of the mission. The sound of gunfire carries very well throughout the futuristic halls of the Convention Center, drawing terrorist scum out of the woodwork.





Fig. 14-2. You have the choice of beginning the mission by Charter Bus Escort or Humvee Escort. There are suspects ahead of you with either selection. Blue Team is ready to roll.

Unlike previous missions, you begin this mission already divided into two teams. One team is positioned outside the SWAT Humvee, while the other is inside a charter bus about 50 feet away. The choice you make at the beginning between “Charter Bus Escort” and “Humvee Escort” determines where you will be.



Fig. 14-3. Suspects and hostages are undoubtedly present in the immediate vicinity as the mission starts.

From the “Humvee Escort” start, you make contact with suspects and hostages around the bus and the steps leading to the Convention Center’s rear entrance. The Element springs into action before you even have a chance to judge the situation, but this is actually beneficial. From a distance, some of

the dignitaries resemble the suspects because they are dressed similarly; the last thing you want to do is shoot a hostage and rack up a failed mission two seconds after it starts. When the dust settles from the first firefight, file Reports for the suspects detained (or downed) both outside and inside the charter bus; also file hostage Reports, then skip to figure 14-7.



with you. This is a tight space and it is not uncommon for them to accidentally jump into your line of fire.

Fig. 14-4. This is the starting position if you choose a “Charter Bus Escort.” In the screenshot, you can see that the Element is not given a particularly cordial welcome.

If you choose “Charter Bus Escort,” your starting position is near the back of the charter bus. You face the front of the bus as you start, and once again, you have to deal with suspects immediately. Be careful not to shoot the officers



Fig. 14-5. Cautiously Breach & Clear the restroom on the bus before you and your team debark.

Watch the restroom in the middle of the bus. There can be a suspect hiding inside that pops out firing if you let your guard down. Give the Breach & Clear command to the team that is with you on the bus and tactically clear the restroom. The fighting outside should be over when you are through searching.





Fig. 14-6. Remember to seize all the weapons you find.

Seize all the weapons you find on your way off the bus. Once outside, make Reports on the suspects and on the hostages—once you get them to comply, that is. For some reason, the hostages in this mission are quite stubborn and only submit after you use gas on them. To top it off, they complain after you secure them. There's just no pleasing some people...



Fig. 14-7. Gather your officers and make a grand entrance into the Convention Center, which is now overrun with terrorists.

Command the Element to Fall In and lead them to the back doors of the Convention Center. Give the Breach & Clear command at either set of double doors and prepare yourself for what lies behind them. The Element takes care of the suspects that are in view and enters the structure. While this is going on, watch closely for suspects that may get a jump on the Element.



Fig. 14-8. There are two ways suspects may approach from the second level: from the stairs on the left, or from the escalators.

The stairs on the left wall and the escalators are major concerns once the gunfire starts because suspects will use both of them to charge down from the second floor. Suspects at the top of the escalators are the most deadly because the escalator itself shields most of their bodies.



Fig. 14-9. Expect to hear the Element firing at targets you haven't even seen yet. It's good to have an extra pair of eyes at these moments...having four extra pairs is a major plus.

In no time, there is gunfire from all directions. It's hard to keep track of the action (and the suspects) at times. Try to find some partial cover from your surroundings as soon as you can, then watch for dangers such as suspects atop the escalators, hostages in the line of fire, and officers separating themselves from the group. You may want to handcuff all the hostages yourself as quickly as possible. This makes them less of an obstacle and less of a distraction to the Element.





making Reports. When this is done, the only suspects and hostages left are the stationary sort that lurk inside rooms.

Fig. 14-10. Before you search the first floor, you have to clear the second. This is to prevent terrorists from coming at you from behind at an inopportune moment.

When the first floor seems relatively safe and all visible suspects and hostages are taken care of, proceed to the second floor. You should also do this if there are suspects on the second floor who are too dangerous to ignore while



whatever reason, this room seems to be popular with the terrorists. Give a Breach & Clear command to the entire Element when clearing this room.

Fig. 14-11. Since you are on the second floor, begin searching and clearing the second floor meeting rooms first.

On your left as you come up the first escalators, you see two meeting rooms. The meeting room on the left is empty, with the possible exception of one suspect. The meeting room at the end of the hall is a presentation room that has a film screen, theater-like seating, and a projection room in the back. For



Fig. 14-12. The other meeting rooms hold few surprises, although you may run into the occasional suspect.

Now cross over to the other side of the Convention Center's second floor and clear the several meeting rooms there. These rooms are set up for dining, complete with tables and catered food that is ready to be served. There may be a suspect in any of these rooms, but there is little chance of finding more than that.



Fig. 14-13. This screenshot shows what appears to be two civilians behind the deli, but the female on the left is actually a terrorist.

to take cover from a terrorist's gunfire. The kitchen, which is behind swinging doors, is in the back and must be cleared as well.

When the second floor is completely free of wild, untamed suspects, lead the Element down to the first floor. There you have only a few rooms to search to complete the mission. The cafeteria is an open area that is two sections deep; it can be a dangerous room if you need





Fig. 14-14. The restroom is always a popular hiding spot for suspects and hostages alike.

Back down on the first floor, there is a printing store that contains computers and copying machines. There tends to be hostages in this room. The female who apparently works here is particularly stubborn and may need to be gassed into submission. Directly across the hallway from the store is a pair of restrooms. Use caution when Searching the restrooms. There are closed off compartments inside that may conceal a hostage or a suspect. This is the last area in the mission. You have halted the terrorist menace!



CHAPTER

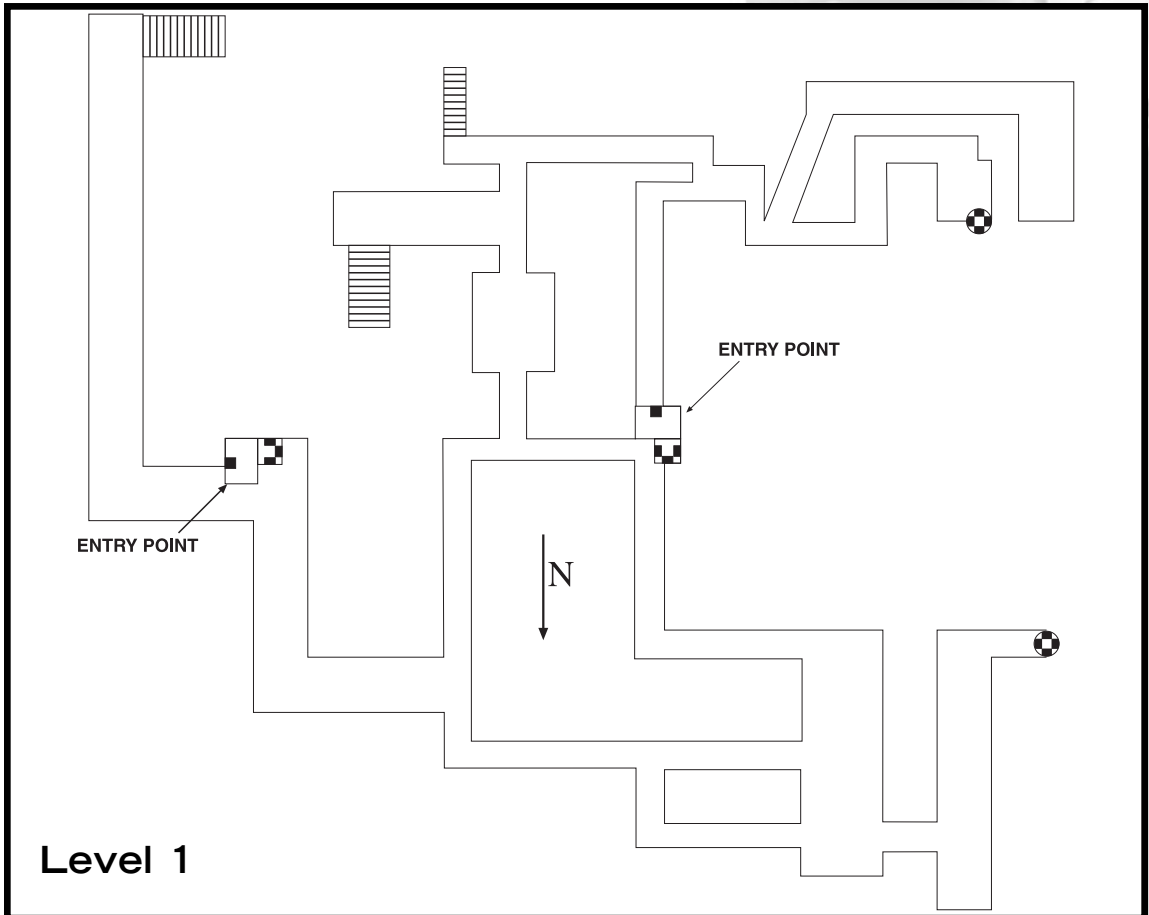
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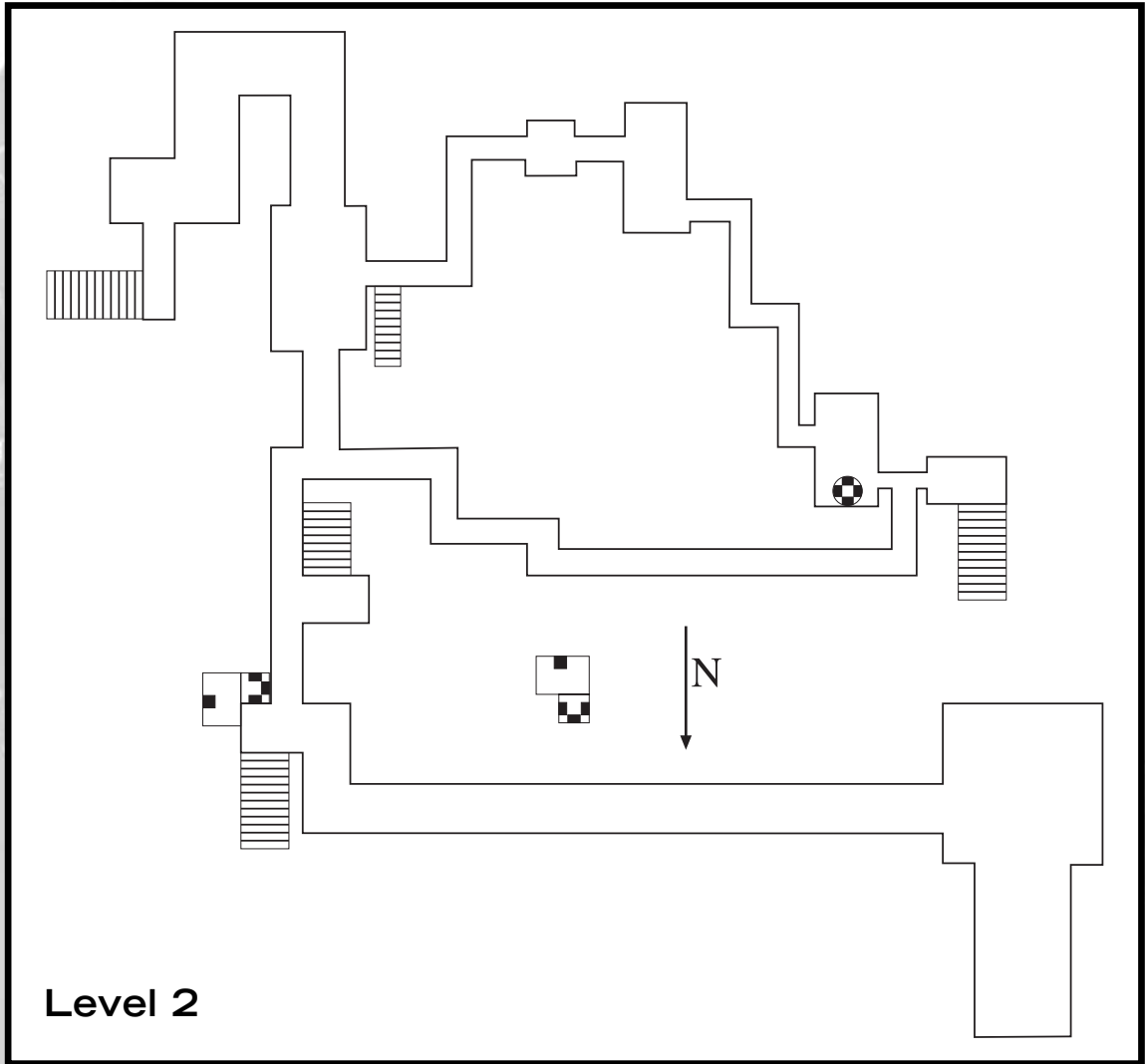
WEST LOS ANGELES: RAPID DEPLOYMENT

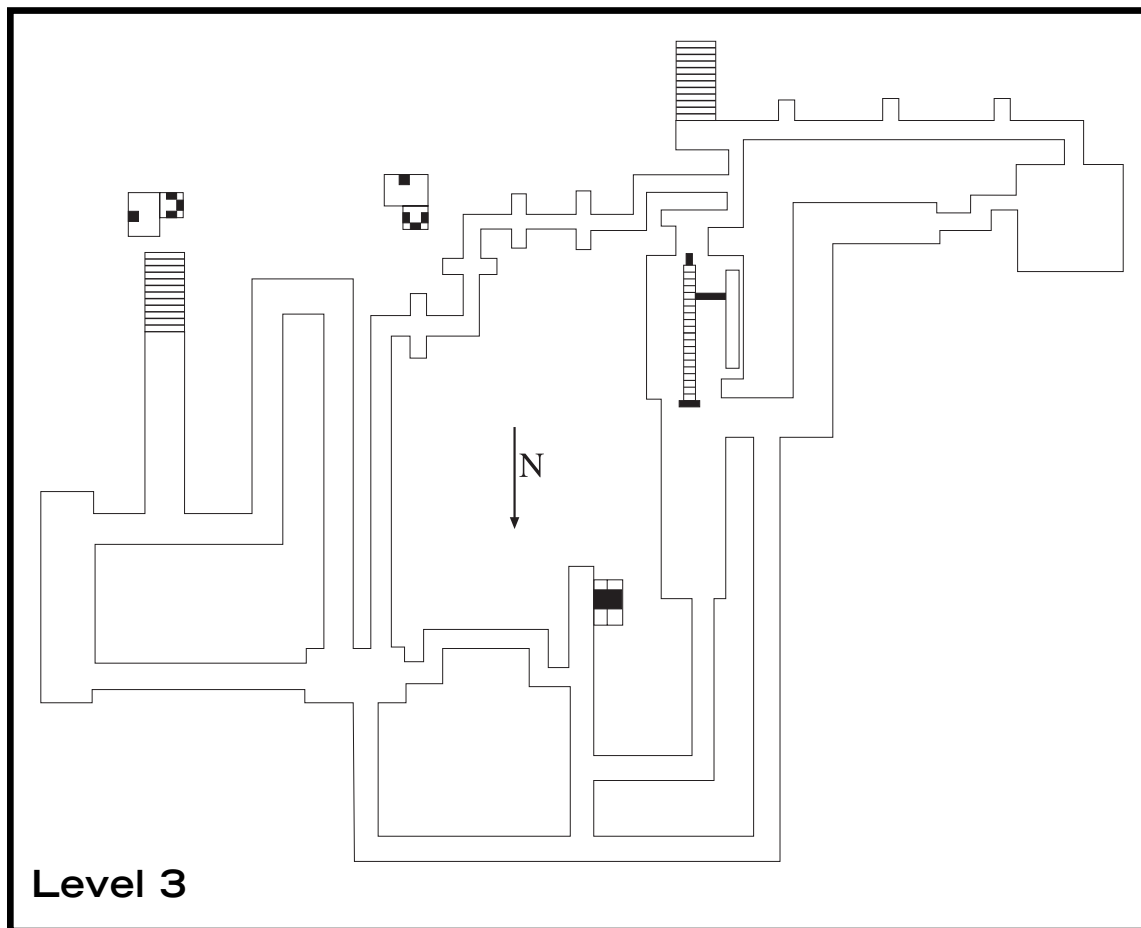




Fig. 15-1. The Los Angeles storm drains.







INCIDENT INFORMATION

Objectives

Locate and dispose of all suspicious equipment

Evacuate all unauthorized persons

Bring order to chaos



CRIME INFORMATION

The rapid deployment of tactical personnel is required to investigate and clear suspicious activity occurring within the city's storm drain system.

ADDITIONAL INFORMATION

Individuals dressed to look like CAL TRANSPORT employees were seen entering the city's storm drain system at various points around the UCLA campus. The individuals were reportedly wearing protective clothing and carrying containers and large amounts of equipment. CAL TRANSPORT claims no crews were scheduled for storm drain maintenance near UCLA.

LOCATION INFORMATION

None

SUSPECT INFORMATION

None

HOSTAGE INFORMATION

None

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves the infiltration of the Los Angeles storm drain system near UCLA in Westwood. There are three levels of dark and dank sewers for you and your team to wade through. There is nothing significantly different from one level to the next, other than the arrangement of twists and turns in the maze-like drainage system. The third level has two places of special interest: a catwalk above a man-made sewage waterfall, and a parking area where the suspects have parked a truck; they are apparently making bombs inside.



TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. What you *do* know about this assignment is that it is one of the hardest missions in the game. The darkness and the numerous blind corners in the sewers test your leadership ability. Your patience is also tested as you search for seven small radio bombs hidden in this massive network of pitch-black tunnels, and there is always an unknown number of suspects to take down.



Fig. 15-2. This mission involves entering tunnels containing flammable gas. Use a suppressed fire weapon unless you have a wish for third-degree burns.

Before beginning the mission, change the group's default weapon to the suppressed fire MP5SD. There are areas in the drains that are filled with flammable gas created by decaying sewage. A burst of flame from the barrel of your gun would set off a mean explosion, which you want no part of. The MP5SD, will suppresses the flame.



Fig. 15-3. For this mission, use what ever tactical mode you are most comfortable with.

Choose which entry point you use wisely—one of them contains a bomb. Enter there, and you can diffuse one bomb immediately. Chances are good that you will have to search every foot of the sewers and secure every suspect before you can locate and disable all seven bombs. Figure 15-3 shows a Dynamic Mode entrance through the east campus stairwell.



Fig. 15-4. The second floor as it appears from the east campus entry point.

The maps that are included in this guide will be your lifesaver. It's very easy to lose your bearings when there are so many similar-looking paths. This walk-through highlights areas of interest and successful strategies for this mission, but, to avoid confusion, it does not provide an exact directional walk-through. Choose your own path and send in the Element with the Search or Move & Clear commands.



Fig. 15-5. Meeting the denizens of the storm drains can be an enlightening and funky experience. Notice the gas sign in the lower right.

Keep track of which areas you have cleared as you progress through the first floor, which is closest to the surface. Look for radios in any of the large "rooms" you come across. Other than suspects, you probably won't find too much on the first level. Descend to the second floor and things start to get interesting. Figure 15-5 shows an unauthorized person—not a suspect—who has submitted to the Element. Remember—use your flashlight the entire time you are in the sewers and IDENTIFY each target before firing. As this encounter illustrates, there may be people living in or near the drains, and you do not want to shoot them accidentally. The suspects are all wearing orange suits, which makes them easy to recognize, unless you're gunning for silhouettes.





Fig. 15-6. Be wary around any set of stairs that you did not use to descend.

Figure 15-6 refers to the dangerous situation that occurs when a suspect hides on a set of stairs after escaping detection during your search of the first floor. He can catch you by surprise as you search the second floor. In a large room such as the one shown in Figure 15-6, use the Move & Clear command to send the Element in first while you watch for suspects trying to sneak up behind the Element.



Fig. 15-7. The Element has discovered a radio bomb on the perch above the sewage waterfall.

On the map, you should be able to locate a dead-end in the lower right corner; it looks like an open room on the map. However, this dead-end is actually the perch shown in figure 15-7. There may be a radio bomb here, so make sure to check this area thoroughly before delving deeper into the sewage system. The bombs emit a high-pitched radio signal, which should help you locate the explosive devices. If you do find a bomb, you can Disable it with your toolkit.



Fig. 15-8. When you are sure the second floor has been cleared, find a staircase down to the third floor (there are two like this one).

If you have found a couple of the radio bombs and you are sure that you have searched the entire second level, find one of the two staircases or the stairwell that will take you down to the third floor. Expect stiffer resistance down here. You are close to the suspects' hideout.



Fig. 15-9. An ornery suspect gets his just desserts on the third floor.

The layout of this level is obviously a bit more complex than the other levels. The “notched” areas at the top of the map are closet-sized spaces where a suspect can deploy a radio bomb or hide and wait to ambush you. There will be altercations with suspects on this level, so be very careful if you or any of your officers are already injured.





Fig. 15-10. A radio bomb is found in an old shopping cart.

In the lower left part of the map is a graffiti covered room filled with rusted scrap metal. To the suspects, this would be a perfect place in which to hide a radio bomb. Of course there may be a suspect in here also, or perhaps the homeless man, if you haven't already encountered him.



Fig. 15-11. Some of the paths feature some strange architecture, but radio bombs fit nicely on the truncated walls.

Some of the paths on this level have a truncated wall that rises a bit then widens. This is important for two reasons: first, radio bombs fit nicely along the lower section of these walls, and second, it's easy for a suspect to hide around a blind corner and take advantage of the lack of head protection

that the wall offers as you round that corner. Be sure to look over the lower section of such walls whenever you round a corner in uncleared areas.



Fig. 15-12. The path at the bottom of the map has a blockage that does not show up on the map; there is a similar blockage on the second floor.

The path through the bottom section of the map is not as open as it first seems. On the northern-most part of the third level, there is a blockage that is just like the one you encountered on the second floor. Simply steer around the blockage, but watch out for ambushes.

Listen for the telltale grunts made by suspects; depending on what you hear, or don't hear, formulate a plan of attack when you reach the other side of the blockage.



Fig. 15-13. The most impressive area in the storm drains is this structure suspended over a waterfall of sewage.

Just to the right of the map's center is a large room with strange markings in the middle. This is the sewage waterfall room, which features a large catwalk suspended over a far drop. This impressive area is significant because it can be a tough cookie to crack if there are suspects in the area. It is difficult to

aim through the metal mesh, and battles tend to be long-range affairs, which leads to inaccurate shooting. When it is all clear, be sure to check the lower platform for radio bombs.





Fig. 15-14. In one of the tunnels connected to the area where the suspects parked their trucks, an unmasked, unknown suspect is downed. It turns out that he is quite famous with the authorities.

The last area of note is the room where the suspects parked their truck; the room is located in the upper right section of the map. There is always at least one suspect here, and it's a good bet that there are probably more in the nearby tunnels. Clear this room, then continue moving through this level. If the mission is not complete when this floor is searched, you have to go back and search the floors again. Listen for the high-pitched sound the radio bombs make; you may be surprised where you come across them.



CHAPTER

16

CENTRAL: HOSTAGE RESCUE





Fig. 16-1. Los Angeles City Hall.

INCIDENT INFORMATION

Objectives

Rescue and evacuate Mayor Marlin Fitzpatrick

Rescue and evacuate Angel Cummings

Rescue and evacuate Irving Metcalf

Rescue and evacuate unknown number of civilians

Arrest suspect Tobias Stromm

Locate and defuse explosive device

Bring order to chaos

CRIME INFORMATION

The terrorist organization Sovereign America is claiming responsibility for the bombing of substation A-420 and the subsequent power outage and blackout in the downtown Los Angeles area. Only city-owned buildings located in the civic center are running under auxiliary power. Riot police have contained small-scale rioting in the downtown area.

Of more pressing concern is the situation developing at City Hall. Sovereign America members have commandeered the building as their headquarters and have taken the mayor and his staff hostage.



ADDITIONAL INFORMATION

The suspects have issued a list of demands that include the United States' resignation from NATO, the dissolution of the North American Free Trade Agreement (NAFTA) and the General Agreement on Trade and Tariffs (GATT), plus the release of four federal prisoners.

The suspects have warned that their demands are to be met within a set time or they will resume the mayhem, alternating between killing a hostage and systematically destroying the city infrastructure until their demands are met.

LOCATION INFORMATION

As a protective measure, the terrorists have blown up City Hall's two street-level entrances, reducing them to rubble. The only access to City Hall is through underground tunnels constructed with the rest of the building, circa 1928. C Platoon has cleared these tunnels and the building up to the 24th floor. D Platoon takes over from that point.

SUSPECT INFORMATION

Sovereign America is a virulent neonationalist organization that has been linked to bank robberies, family planning clinic bombings, and the assassinations of local prosecutors and federal judges.

Tobias Stromm is the head of Sovereign America. Stromm, an evangelical minister and at once-prominent attorney, has been hiding out in the nationalist underground for the last six months. During that time, his followers believed he was communicating with God and setting the course for the Sovereign America movement. Today's reign of terror is the apparent outcome of those six months of planning. Stromm has refused to negotiate his list of demands and has rejected all incoming attempts at communication.

Highground estimates there are at least 10 suspects, including Stromm. All but Stromm are in full tac gear and carrying automatic weapons. Stromm is wearing slacks and a dress shirt and appears unarmed.





AREA INTELLIGENCE

This mission involves the infiltration of the City Hall in downtown Los Angeles. You only have the top three floors and the roof to worry about. The lowest floor is the 24th and it contains a Law Library, the Department of Public Works, and a couple of offices. The 25th floor is dedicated to the offices of the men and women who work for the mayor. The top floor consists of the mayor's large office and his assistant's office. To access the glass-enclosed roof, you have to climb a flight of stairs. There are two sets of stairs leading to the roof in the mayor's greeting hall outside Angel Cumming's office.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. This mission features suspects that are more mobile than the few hostages present. This means that, in most of the battles, you don't have to worry about hitting hostages by mistake because usually they stay out of the way. However, the beginning of this mission can be rough when the suspects come from two stairwells to converge on the Element.

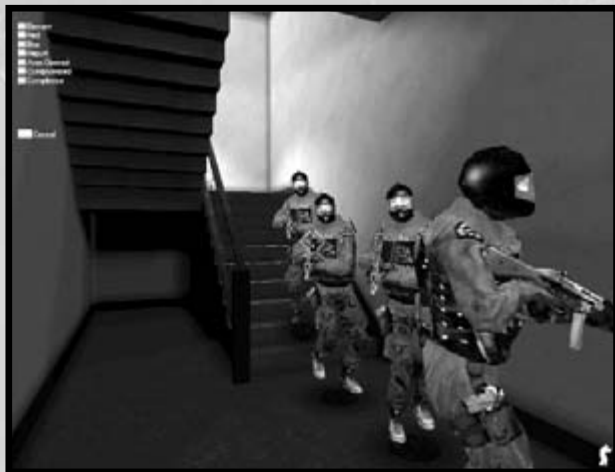


Fig. 16-2. You gain control as the Element approaches the door to the 24th floor.

You gain control just inside the 24th floor. Follow the Element up to the 25th floor and open the door after giving the Stack command. Mirror for suspects, then enter the hallway. To your right as you enter is a door leading to an office. Around the corner to the left are double doors leading to the Law Library and the Department of Public Works.





Fig. 16-3. The office to the right is a logical place to start clearing the floor.

Stack around the office door to the right, then give the Clear command. There may be suspects in this room, and there is always a wounded hostage near the back right. After the room is Cleared, call for medical assistance for the wounded hostage by Reporting that you need to Evacuate the hostage. Retreat back to the hallway and head toward the elevators past the stairwell.



Fig. 16-4. The stairwell you used to access this floor is one of the two ways suspects can converge on the Element as you try to clear the floor.

If there was gunfire when you Cleared the office, you may have visitors coming from the stairwell you used to reach this floor. This is familiar to you by now and should not be a surprise. Handle whatever comes your way, and when the stream of suspects and hostages has stopped, proceed to the Department of Public Works.



Fig. 16-5. Within the Department of Public Works a suspect waits in line to go to jail (or worse).

Split the Element into teams. Have one team Cover the stairwell from near the end of the hallway (the elevator side). Have the other team Breach & Clear the Department of Public Works office and the glassed-in room inside the office. There is often a suspect in this room. Be ready to run and support the team covering the hall if you hear trouble outside.



Fig. 16-6. In this runthrough of the mission, Tobias Stromm was found in the Law Library. He must be taken alive to call this mission a success.

Assemble the Element with the Fall In command and prepare to Clear the Law Library. The second stairwell empties into this room, which means a stream of suspects can converge on the Element. That stairwell is also the only way to access the top floor of City Hall.

Breach & Clear the room. Secure any suspects and hostages so the Element doesn't get distracted by the people who have already submitted.





Fig. 16-7. It may be hard to get the Element to Search the room due to the action from both stairwells, but there is an office in the rear of the library that must be cleared.

floor. If the suspects want to come to you, let them come while you are ready to take them on. Don't let your officers get separated during battles.



Fig. 16-8. The flight of stairs between the 24th and 25th floors is a busy place.

Now that the action has calmed down a bit, you can command the Element to Fall In and lead your officers up the staircase near the Law Library. This staircase is preferable to the other one because there is a good chance of finding hostages at the top. If everything has gone as planned to this point, the door to the 25th floor is already open when you reach it. Enter with the Move & Clear command.



Fig. 16-9. In this version of the mission, the 25th floor is the “stubborn hostage” floor.

The 25th floor has several offices surrounding a hallway. Secure any suspects and hostages that are wandering around the floor, then Breach & Clear each of the offices. The insides of all of the offices are in disarray. This, combined with the lack of lighting, may make it hard to recognize a suspect, so let the Element enter first to be safe.



Fig. 16-10. Climb up to the 26th floor after the lower floors are safe. This is the floor the mayor's office is on, so expect suspect contact to be made.

When all of the suspects and hostages are Secured and Reported and all of the weapons have been seized, lead the Element up to the 26th floor. The terrorists' main goal is to capture the mayor; his office is on this floor. Expect resistance from suspects; you

may even be fired on as you enter the lobby by suspects in front of the mayor's office and on the staircases to each side of it.





Fig. 16-11. Work your way into the mayor's office one suspect at a time.

The mayor's office consists of three rooms, including a restroom in the back. The first room is the office of the mayor's assistant, Angel Cummings. The second is the mayor's actual office. Although Angel's office is well lit, the mayor's office is dark and has been trashed by the suspects. This can make it hard to pinpoint where suspects are firing from, so be careful in this area.



Fig. 16-12. The roof is a tricky puzzle. You need the Element to back you up, but you must go up the stairs first.

There is only one floor left after the 26th and that is the roof. The entire roof is enclosed in glass, with the exception of a balcony that runs along the outer edge. This is where the suspect spotted by Highground is. The problem caused by the stairs is that even when you use the Search command, it is hard

to get the Element to go up the stairs with you. If you lead the way, you may have to deal with suspects who can get the first shot off at you by hiding behind boxes or behind the stairs at the top.



Fig. 16-13. This is the terrorist on the balcony that Highground spotted earlier in the mission.

Climb the stairs carefully. When you reach the top, look all around you once your head peeks over the floor of the roof. Use the Move & Clear command as soon as you can. With the Element's help, you can clear the roof quite easily. There is always a suspect on the balcony, but there is usually no more than one other suspect on the roof.

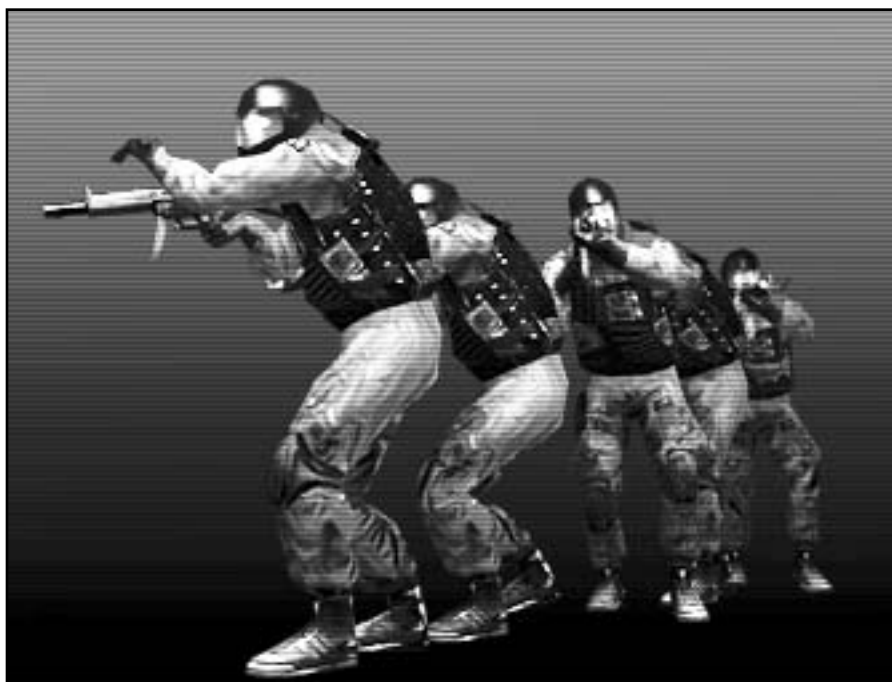


Fig. 16-14. The terrorists' explosive device has been installed on a structure in the center of the roof.

Clear the rest of the roof. When the "all clear" is given, make your way to the center of roof. There you see a metal structure with red lasers shooting across the top half of it. Defuse the lasers, then find the actual explosive device (shown in figure 16-14) and Defuse it with your toolkit. You may hear a small

"boom" when it is defused, but this is normal. When the bomb is out of commission, the mission should be over. You and your team have done it again! Congratulations.





CHAPTER

17

WILSHIRE: HOSTAGE RESCUE





Fig. 17-1. The Hotel Carlyle.

INCIDENT INFORMATION

Objectives

Rescue and evacuate President Igor Stomas

Rescue and evacuate Eduard Galeev

Rescue and evacuate unknown number of hostages

Bring order to chaos

CRIME INFORMATION

The People's Liberation Party, a Russian-based terrorist organization, has commandeered the penthouse suite of Russian President Igor Stomas. The PLP claims to have killed members of the president's entourage and has threatened to kill President Stomas if their demands are not met. Their demands include a fully fueled 747 to fly them and President Stomas to Moscow. The terrorists refuse to negotiate and have set a time limit on their demands. If their deadlines are not met, the terrorists say they will resume killing the hostages, including President Stomas.

ADDITIONAL INFORMATION

Weapons fire has been confirmed.



LOCATION INFORMATION

None

SUSPECT INFORMATION

The PLP is known to be a violent and well-trained terrorist organization. The number of suspects in the penthouse is unknown.

HOSTAGE INFORMATION

Suspects claim President Stomas and his deputy, Eduard Galeev, are still alive. Other possible hostages or victims have not been identified.

President Igor Stomas—Male, Caucasian, 65 years old, DOB 07/12/40, 5'11", 185 pounds, gray hair, brown eyes.

Eduard Galeev—Male, 62 years old, DOB 05/27/43, 5'11", 170 pounds, brown hair, blue eyes.

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves the infiltration of a penthouse apartment and the bottom floor service area of a luxury hotel named the Hotel Carlyle. The penthouse has larger versions of the rooms found in a typical home: a living room, dining room, bathroom, and master bedroom. A stairwell just outside the penthouse leads to the basement, where the help washes towels and prepares food for the residents. On this level there is a large kitchen with a meat locker, restrooms, washing machines, a storage closet for towels, an electrical room, and an office.

TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. This is a very difficult mission. There are upwards of 25 suspects and about half as many civilians, all of whom are in the wrong place at the wrong time.

This mission will truly test the skills you have developed in previous missions. In particular, you have to shoot around your men and hostages in tight spaces, cuff hostages and suspects to keep them out of danger during battles, and protect the Element from becoming separated.



In addition, you must protect your officers from being attacked from behind, and cover them when they stop to reload, which happens often.



Fig. 17-2. This is the basement-level entry point. It always starts so calmly, doesn't it? Still, Mirroring for suspects is a good idea.

You can choose from two entry points for this mission—either the basement or the penthouse level. Both choices are dangerous, but it seems the penthouse entry is more manageable overall. The walkthrough covers both areas from each entry point.

Figures 17-3 to 17-6 cover the basement; figures 17-7 and 17-8 cover the stairwell connecting the two floors; and figures 17-9 to 17-14 cover the penthouse level.



Fig. 17-3. You may as well make your entry in Dynamic Mode. This mission is never slow.

After Mirroring for suspects, Pick the Lock to the basement, then issue the Move & Clear command. Follow the Element in, then issue the Fall In command (if you have a chance to). This is to keep the Element together during the battle that is sure to happen. The layout of the basement features stairs

and elevators to the left (be alert—the elevators can contain a suspect), washing machines to the right, and the kitchen and restrooms dead ahead. The majority of suspects come from the rooms straight ahead and the stairwell/elevator area, which is shown in figure 17-3.



Fig. 17-4. The suspects, dressed up as hotel employees, pour into the hallway to stop you and your team.

The first part of the mission occurs in this intense initial firefight. There are times when as many as 20 suspects meet their maker in this one area, with most of them piling up near the kitchen and in the stairwell. Cuffing suspects/hostages and watching to see when your team needs your help is the best strategy to follow. Your instincts will play a big part in whether the Element leaves unharmed.



Fig. 17-5. Although the big battle may have been won, you can still be sent to the morgue by gunfire from the other side of the thin walls. This suspect had the tables turned on him.

Breach & Clear the basement rooms when the suspect onslaught runs out. To the right is a room that may hold a suspect, as shown in figure 17-5. Look around the washing machines for any signs of life, then lead the Element

toward the kitchen and restrooms. If suspects are still trickling down the stairwell, split the Element into two teams and have one Cover the stairs while you lead the other as it Searches the basement.





Fig. 17-6. The restrooms are the last part of the basement that might hold some surprises for the Element.

Breach & Clear these rooms, then you're ready to climb the stairs. If you chose the roof entry point, then your mission should be over once you file Reports on all of the suspects and hostages.



Fig. 17-7. Going up or down, the stairwell is a dangerous place to meet suspects. Suspects with hostages are even more dangerous!

When the entry level is clear, lead the Element down the stairs (if you started in the penthouse) or up the stairs (if you started in the basement). There is a high probability of encountering a suspect or hostage during your trip. Going down the stairs (as pictured in figure 17-7) is tricky since the terrorists have a tendency to shoot right through the stairs when they know you are on them. Rush out and shoot the suspect before you are injured or even killed by an enemy you cannot see.



Fig. 17-8. Tight spaces set the stage for exciting fights.

If you are beside the lead officer as you climb/descend the stairs, you can get a shot off at a suspect, but if the Element is in front of you, it may be impossible to get a clear shot. This applies regardless of which way you are heading on the stairs. Going up you have the same concerns as when you descend, but with one small, added weakness—for most people, it is easier to fight while aiming down rather than up. Also, you have to wait longer to identify a person seen through the cracks between each flight of stairs. When you are descending, you see the face of a person coming up the stairs first, not the legs, like when you climb the stairs.



Fig. 17-9. The closed door leads to the penthouse apartment of President Igor Stomas. The open door leads to the basement. Trouble lies behind either choice.

The room shown in figure 17-9 is the area outside President Stomas's apartment. If you started the mission from the upper level, you reach this room by using the Pick the Lock command on the roof entrance lock, coming down the staircase there, and opening the door at the bottom. If you started the mission from the basement, you reach this room by simply coming up the stairs from the basement.

Once in the room, there are two doors in front of you. The open door on the right is the basement stairwell. The closed door to the left leads to President Stomas's penthouse. There



are many suspects inside Stomas's apartment, and you have to watch for suspects coming from the stairwell also.



Fig. 17-10. The penthouse greeting party. Haven't these terrorists ever heard of the expression, "One at a time?"

hands up as you move further into the penthouse, they will move around and get into trouble somewhere else.



Fig. 17-11. Cuff suspects and hostages quickly to keep the Element's attention directed toward the armed terrorists.

You know how to handle the hostages. As for the suspects, shoot them fast and monitor the Element's ammunition use. Reloading at the wrong time can be deadly. Continuing the upper-level walkthrough, go through the left passageway into a large dining room. On the other side of the dining room is a hallway connected to most of the rooms inside.



Fig. 17-12. To the left as you exit the dining room is the living room and one of the restrooms.

be an injured hostage. The restroom can contain a suspect, a hostage, or both, so careful shooting is necessary.



Fig. 17-13. To the right as you exit the dining room is the master bedroom and another hallway.

clear, and remember to watch out for suspects coming from downstairs (they will come through the dining room).





Fig. 17-14. In this version of the mission, there is a hostage waiting in the master bedroom.

Enter the master bedroom and Clear the bathroom along the right wall, just past the mirrored closet. Check the balcony for suspects, especially if the balcony suspect reported by Highground has not yet been located by the Element. Once this is done, the penthouse is clear. If you started on the roof, you need to clear the basement now; otherwise you have completed another mission. All that is left are many, many Reports.



CHAPTER

18

CENTRAL:
VIP DETAIL





Fig. 18-1. The Los Angeles Convention Center at night.

INCIDENT INFORMATION

Objectives

Protect dignitaries from harm

Maintain safe perimeter

Locate and diffuse atomic demolition munitions

CRIME INFORMATION

Your team is on VIP detail for this mission. The rapid deployment of tactical personnel is required to investigate and clear the International Hall of the Los Angeles Convention Center of a possible threat. While unloading stage and lighting equipment at the International Hall's loading dock, a local teamster noticed the arrival of a nonunion truck. As the teamster approached the driver, he noticed a pistol in the driver's waistband. When the teamster asked the driver about the truck's contents, the driver rebuffed him and entered the building.

The teamster then observed large black cases being off-loaded from the truck. Curious, he approached the men who were unloading the cases and was once again rebuffed. The teamster noticed that these men were also armed with pistols. It was at that point that he decided to report the incident to the LAPD. Since this first indication of trouble, the LAPD has received more calls from convention center employees regarding suspicious activity in the hall.



ADDITIONAL INFORMATION

The rotunda of the International Hall is currently under construction. A stage, with lighting, is being constructed for a press event to be held later today. However, the rest of the hall is operational and is hosting the United Nations Peace Day Convention.

If there is a problem at the convention, the safety and evacuation of the United Nations' visitors is urgent and crucial to international relations. Since it is nearly impossible to compile an exact list of which dignitaries are in the building at any given time, the job of evacuating the building is that much trickier.

LOCATION INFORMATION

None

SUSPECT INFORMATION

None

HOSTAGE INFORMATION

None

MISCELLANEOUS INFORMATION

None

AREA INTELLIGENCE

This mission involves protecting foreign dignitaries from terrorists at the L.A. Convention Center. During this mission, you must enter through the rear parking entrance and clear the first and second floors of the center, as well as the basement. The only vehicle in that rear area is the SWAT Humvee. The first floor of the Convention Center has a cafeteria, printing store, and restrooms. The first floor also has a separator between two pairs of escalators and a stage in the front of International Hall. The second floor has meeting rooms. Both floors allow access to elevators and escalators; however, the former cannot be used by the Element. The basement has various rooms devoted to the upkeep of the structure's electrical and ventilation systems.



TACTICAL WALKTHROUGH

As with any assignment, you only have general information on what to expect; the positions and aggression levels of the suspects change unpredictably. There is only one word to describe this mission—pandemonium. From the moment you enter the Convention Center, hostages are running wildly and the suspects are gunning everyone down. The chaos displayed in earlier missions is multiplied many times over for this mission.



Fig. 18-2. In the meeting rooms and behind the stage, there are several black cases. There is one special case that causes your reticle to light up when you approach.

each time you run the mission, so you must look carefully for it, especially in the dark meeting rooms and behind the stage.

The black case shown in figure 18-2 is the case armed with the atomic demolition munitions. A highly explosive charge is inside the case and must be disarmed with the toolkit (press **F7**). The location of the loaded case changes



Fig. 18-3. Issue the Move & Clear command at the bottom of either escalator to start the ball rolling.

You begin at the SWAT Humvee. There isn't anything to do outside the Convention Center in this mission, so lead the Element to the rear doors and enter. Looking up, you may see the heads of a suspect or a hostage pass over the top of the escalators. The action has already begun. Aim your



reticle up either escalator and give the Move & Clear command to start the Element toward the second floor.



Fig. 18-4. Quickly determine who is a suspect and who is not when you reach the top of the escalator.

If not already in it, the Element enters Dynamic Mode well before it reaches the top of the ramp. The excitement may distract you—the Element yells constantly in this mission—but you must remain focused on protection. Protect yourself, the Element, and the hostages.



Fig. 18-5. The most important hostages to save in this mission are the religious dignitaries.

The most important hostages to you are the various religious leaders in attendance. Not to put one group of people ahead of another (although there's no way to avoid it), but those men must remain alive for you to successfully complete the mission. Unfortunately, the suspects will gun down the harmless holy men if you let them.





Fig. 18-6. Cuffing suspects and hostages is a familiar procedure by now. Expect to do a lot of it in this mission.

The best way to protect hostages from harm is to cuff them. The lower posture can save their lives better than the Element can in many cases. This means that, as in earlier missions, you must take it upon yourself to cuff the hostages as they submit during the tough initial fight.



Fig. 18-7. This mission is just crazy—it is a true test of the skills you have developed.

The task seems daunting, perhaps even impossible. Numerous suspects and hostages all in one area, plus shooting, shouting, and surprises from every direction—all of this spells trouble. Keep a clear mind through it all and you'll have a mission to be proud of. One factor you must be aware

of is the multiple entry points the suspects have. They can enter the main area atop the escalators and from the meeting rooms, and stairs. Do not forget the stairs to the left of the escalators! Suspects can come up the stairs from the first floor and the basement.



Fig. 18-8. A very bad situation on one of the escalators on the other side of the separator.

A living drama is being acted out on the escalators on the other side of the separator, and sometimes its actors come and join the fun upstairs, as shown in figure 18-8. For the most part, if the Element is upstairs, the suspects behave themselves when they are on the first floor. This does not mean that they won't try to pick off your officers, however.



Fig. 18-9. When the Element has the situation under control, search the meeting rooms.

When the Element has the situation under control, search the meeting rooms on your own. Of course, if you don't feel comfortable doing this, you can split the Element and bring a team along as backup. Remember to search for the case containing the explosives while you're at it.





Fig. 18-10. Descending the second set of escalators opens up a whole new Pandora's Box.

With the second floor relatively clear, descend the second set of escalators with the Element. When you reach the bottom, there will undoubtedly be hostages and suspects having their typical disagreements—the hostages want to live, while the suspects have other plans.



Fig. 18-11. Securing hostages is a time-consuming part of this mission.

On the first floor you have a few places to search, most importantly the restrooms and the stage area. The deli (or at least the kitchen behind the deli) and the print shop are usually empty. The restrooms, however, may have suspects hiding behind locked stalls or hostages hiding in fear for their lives.



Fig. 18-12. Backstage—which is actually under the stage—is this small area that contains a few potentially explosive black cases.

The backstage area is often its own little mini-adventure. The backstage path to the right of the main stage has a couple of blind corners and a dark “under-stage” area that contain several black cases. You’re likely to encounter suspects in this area, so be careful when clearing it.



Fig. 18-13. The stairwell that was blocked off in mission 14 is no longer barricaded (these suspects seems happy about it too).

The only floor left to clear is the basement, which is new to you. There may be suspects just inside the door of the stairwell or on the stairs. Suspects are sometimes attracted to the sounds of gunfire, but they are reluctant to jump into the fray. Instead they pile up

and wait in one area for you to come to them, which of course leads to a situation in which you are outnumbered and unprepared. Assemble the Element before venturing down to the basement to avoid this unpleasant outcome.





Fig. 18-14. Another floor, another arrest. The basement may be disorienting at first, but the layout is rather simple.

Give the Breach or the Move & Clear command at the bottom of the stairs. The Element should enter the hall near the stairs first. If you enter on your own, you may be attacked from both sides. The room with reddish doors on each side of it is a large room that has obstacles behind which suspects love to hide. The other rooms are nothing special and you should have no problem searching them normally. If the mission is still going, it means that the last of the dignitary hostages is probably down here. Secure him, and you have completely stopped the terrorist menace in Los Angeles! You have done the city and its residents a great service.



CHAPTER

19

THE BACKGROUND OF SWAT AND SWAT 3



THE STORY OF SWAT

As a response to increased urban violence in the early 1960s, police and sheriff departments around the country began implementing military strategies against armed and barricaded suspects. Among the first to organize a full-time tactical unit was the Los Angeles Police Department. Christened Special Weapons and Tactics (SWAT) by future LAPD Chief Daryl F. Gates, this elite group revolutionized crisis management techniques worldwide.

Several tragic incidents spurred SWAT's creation. The Watts riots in Los Angeles in August 1965 lasted seven days and involved 10,000 people over an area of 46.5 square miles. Thirty-four people died and more than 1,000 people were wounded. Even as the fires smoldered, the LAPD realized that innovative tactics were needed to contain and control this new form of decentralized mayhem.

Additional tactical deficiencies became evident a month later during an incident that became known as the Surrey Street shootings. A barricaded suspect started firing on LAPD officers responding to a disturbance call. By the time the smoke cleared, three officers, a bystander, and the suspect were wounded. Gates, who was serving as a field commander at the time, recalled the incident in his autobiography, *Chief: My Life in the LAPD*: “Later, as I analyzed how we had responded, I realized again, as I had during Watts, that we were going to have to devise another method for dealing with snipers or barricaded criminals other than our indiscriminate shooting.”

Gates and several of his fellow officers began studying guerrilla warfare and military tactics. They identified the department's best marksmen and provided them with informal special training whenever time permitted.

SWAT officers of this period maintained their primary assignments (traffic, detective work, and so forth) while SWAT remained a collateral duty. The unit was so low profile that bulletins for upcoming training sessions would say, “Bring your lunch,” which was code for “Bring your rifle.”

By late 1967, the antisniper group consisted of the department's 60 best marksmen. However, no LAPD money was allotted for special equipment for the group. Officers were forced to become inventive, using individually modified rifles and jury-rigged ladders, mirrors, and other tools to suit the demands of the job.

SWAT's debut performance occurred on December 8, 1969 when officers attempted to serve arrest warrants to members to the Black Panther Party. Their arrival was met with a fusillade of automatic weapons fire and grenades. Three officers and six Panthers were wounded in the shootout. After an extended gun battle, the Panthers exhausted their ammunition and were forced to surrender.



The violent nature of the battle and the high casualty rate caused the LAPD to evaluate the effectiveness of the SWAT organization. In 1971, the department decided the unit would better serve the city as a full-time entity. One lieutenant, six sergeants, and 60 police officers were assigned to the newly created Metropolitan division as a full-time platoon.

Although SWAT justified its existence many times over during the 1970s, it took Los Angeles's decision to host the 1984 Olympic Games to spur the city into providing the financial backing needed to properly equip the unit. The additional funds also enabled revolutionary changes in training, with live ammunition replacing blanks in the shooting houses set up to resemble hostage scenarios.

It had taken 15 years, but finally this "ragtag little outfit," as Gates called it, had evolved into a trained and disciplined unit equipped with high-tech weaponry and sophisticated electronics. In a crisis situation, SWAT can be counted on to respond quickly to any emergency with the planning, training, and tactics necessary to diffuse potentially tragic situations.

Today, LAPD SWAT is regarded as one of the preeminent hostage rescue teams in the world.

THE HISTORY OF THE SIERRA SWAT SERIES

The games that preceded *SWAT 3: Close Quarters Battle* were, beginning with the most recent, *SWAT 2*, *SWAT*, *Police Quest: Open Season*, *Police Quest 3: The Kindred*, *Police Quest 2: The Vengeance*, and the one that started it all, *Police Quest*.

Police Quest



Fig. 19-1. The daily briefing.





Fig. 19-2. A nasty accident.

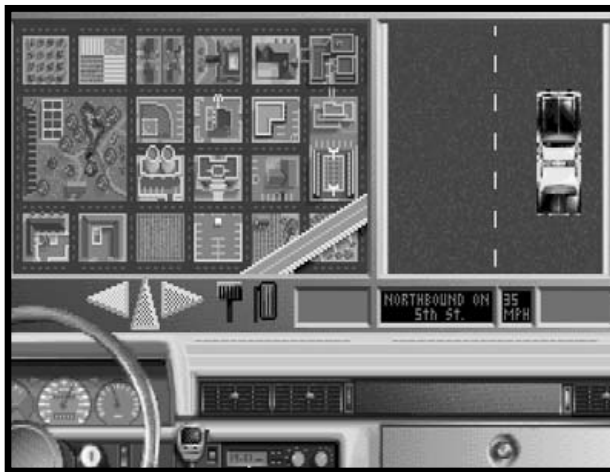


Fig. 19-3. On patrol.

Police Quest simulated a police officer's everyday life. Using a text parser and graphics that were primitive by today's standards, the game allowed the player to perform standard activities such as routine police paperwork and equipment inspections. Suddenly, a crime would be committed, and the player would be off to halt the crime in progress.



Police Quest 2 and Police Quest 3



Fig 19-4. Practice your shooting skill at the firing range.



Fig. 19-5. The in-the-car visual in Police Quest 2.





Fig. 19-6. The same visual in *Police Quest 3*.

In *Police Quests 2 & 3*, the graphics were improved, especially in *PQ3* when digitized graphics were introduced. The gameplay stayed primarily the same, but there were the expected improvements in the interface and the depth of the puzzles found in the game. In addition, the gameplay was subtly improved over previous incarnations of the game.

SWAT 1



Fig. 19-7. Sierra employed actors to play out the action sequences in *SWAT 1*.



Fig. 19-8. A battle is being waged.

SWAT 1 was based on full-motion video. It came out at a time when game developers were trying to make use of the vast amount of space available on a CD while dealing with computers that didn't really have the ability to do anything with that large amount of space. At that time, computers couldn't spit out large 3D sprites with high-resolution textures at 60-plus frames a second. The best-looking images these computers could display were digitized movies. The game's development team rightfully decided to change the game's format again for the next release.

SWAT 2



Fig. 19-9. A quarry in *SWAT 2*.





Fig. 19-10. A detailed city scene.

in the right direction. *SWAT 3* directly benefited from the variety of the missions and the attention to detail in *SWAT 2*.

THE MAKING OF SWAT 3

Image Capture



Fig. 19-11. Chief Daryl Gates and designer Tammy Dargan.

Each of *SWAT 3*'s characters began as a simple description in the game's design document. From that point, Sierra artists worked with designer Tammy Dargan to create a series of concept sketches to further refine the visual details.

After the characters were defined, Sierra sent out a local casting call for actors and actresses to serve as models for the game's characters. More than 150 people were chosen and photographed to create the faces for the game's 3D models.

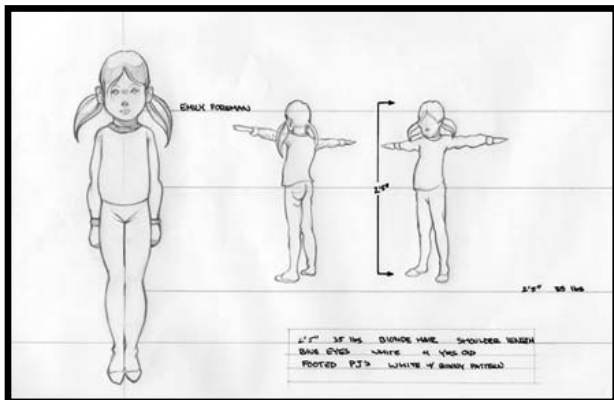


Fig. 19-13. The first image is a sketch of a young girl who is a character in the game. The second picture shows the real little girl whose photograph was used as the model for the character.



The 3D character textures were captured during a second four-day shoot. Art Director Cyrus Kanga cast another group of actors, each with a different body type, to serve as real-life body doubles for the game's characters. Each actor posed in front of the camera, sometimes in as many as 12 different costumes, to provide the resources for the textures used on the game's models.



Animation

To bring *SWAT 3*'s characters to life, the SWAT team used motion capture, a technique that records a person's movements in 3D space and stores them in a computer.



Fig. 19-18. The masterminds at work.

At House of Moves, a Los Angeles-based motion capture facility that worked on films such as *Titanic*, the *SWAT 3* team worked with LAPD SWAT cadre leader Ken Thatcher, a stuntman, and several others in a week long recording session.



Fig. 19-19. Capturing the proper way to handle stairs.

Working from a master list, each person performed hundreds of moves that would later be transformed into game character actions.





Fig. 19-20. Each move on the list had to be captured one by one.

Thatcher alone went through 500 unique tactical movements.

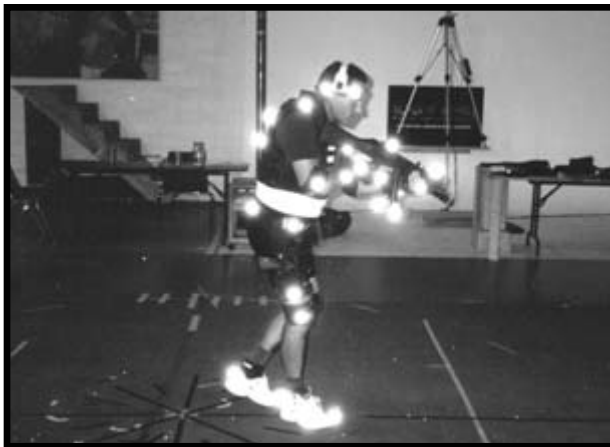


Fig 19-21. This image is VERY familiar if you have played the game for any amount of time.

Back at Sierra, 3D artists took the raw motion data and used it to animate the character models.





SWAT ADVISORS

Daryl F. Gates

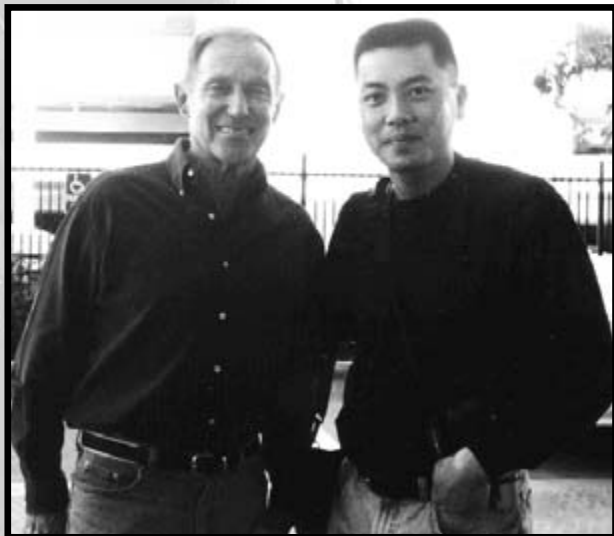


Fig. 19-22. Chief Daryl Gates with SWAT 3 Producer Rod Fung.

On June 28, 1992, Chief Daryl F. Gates retired after 43 years of police service. He held every rank in the department and performed a majority of specialist assignments. Gate's 14 years as chief was only exceeded by legendary Chief William H. Parker's record 16-year term.

In the wake of the Watts riots, Gates organized a team of tactical officers that

would later become the Metro division's D Platoon, or SWAT. Later, as the Los Angeles Police Department's 49th chief of police, he sponsored efforts that established the LAPD SWAT team as one of the premiere hostage rescue teams in the world.

In 1983, Gates started the DARE (Drug Abuse Resistance Education) program with the Los Angeles Unified School District. Today over 12,000 police officers teach DARE courses in all 50 states, New Zealand, and Australia.

After his retirement in 1992, Gates has hosted a talk radio program, actively toured the lecture circuit, founded his own investigative company, and signed on as lead advisor for Sierra Online's *Police Quest* and *SWAT* games. He sees the games as opportunities to communicate the challenges of law enforcement. "I think in the SWAT games we're teaching people that we don't live on violence, that the police don't respond to violence with violence unless it's absolutely essential and absolutely within the law," says Gates.



Kenneth A. Thatcher



Fig. 19-23. Officer Thatcher in full motion-capture gear.

Ken is a highly decorated police officer with 28 years experience with the Los Angeles Police Department. He spent 23 of those years with the Special Weapons and Tactics Team (SWAT). He's currently serving as an Element Leader with LAPD SWAT, Metropolitan Division.

Throughout the production of *SWAT 3*, Thatcher remained in constant contact with designer Tammy Dargan and the rest of the *SWAT* team, reviewing the dialogue, tactics, and equipment for authenticity.

To create *SWAT 3*'s realistic character movements, Officer Thatcher performed over 500 unique SWAT actions in front of specialized motion capture equipment at House of Moves in Venice, California. Computers measured the location of dozens of sensors mounted on his body as he performed tactical maneuvers through doorways, up staircases, and even rappelling down from the rafters. The data collected from the session guided the animation of the SWAT officers in the game.

Thatcher's Career Highlights

Medal of Valor & Police Star Recipient

Served on the security details for presidents and heads of state visiting Los Angeles

Served hundreds of high-risk warrants

Participated in two years of specialized tactical training in preparation for the 1984 Los Angeles Olympic Games

International lecturer & member of the SWAT Training Team.

CHAPTER

20

DEVELOPER INTERVIEWS



INTERVIEW WITH ROD FUNG, PRODUCER, SWAT 3

Please introduce yourself and explain your involvement with *SWAT 3: Close Quarters Battle*.

“My name is Rod Fung, and I am the producer of Sierra Studios’ *SWAT 3: Close Quarters Battle*. I’ve been at Sierra 10 years now, first working at Sierra’s original headquarters in Oakhurst, California, and then in 1996, I relocated to Sierra Studios in Bellevue.”

***SWAT 3: CQB* is described as a tactical simulation rather than a strategic action game. What is the difference between the two?**

“*SWAT 3* unfolds within a dynamic environment. As the Element Leader, the player has the ability to make decisions at the tactical level rather than establishing an overall strategy from the mission planning stage. You are in charge of a single Element that will move and react to the orders you give. This game truly simulates what it is like to be a member of a SWAT entry team.”

What are some of the key features in *SWAT 3* that set it apart from other squad-based simulation games?

“In *SWAT 3*, you play the Element Leader of a five-man team, you being the fifth member. Your team of four SWAT officers is driven via a unique artificial intelligence system. Through a very simple messaging system, you can send basic commands to team members such as “Clear,” “Try Door,” “Cover,” and so forth. They respond with realistic looking, motion-captured animation that moves them through the 3D world. The AI characters move where you direct them to, and clear areas they are told to clear. You control this Element in ever-changing dynamic environments filled with suspects and hostages. Like in other games, you have sophisticated tactical equipment at your disposal, but *SWAT 3* really emphasizes the use of good judgment and tactics to successfully complete each mission.”

What is the source of inspiration for the situations the player has to face from mission to mission?

“Some of the missions are loosely based on international terrorist events. We’re not recreating a specific incident that LAPD has been involved with, although all of the situations could easily happen and are very realistic. There are various types of missions, ranging from hostage rescues, to high-risk warrants, to rapid deployments. The game is set in the year 2005, which is only about five years away. Our game designer, Tammy Dargan, has created a world where the political and social climate is more volatile, more violent. It’s a time when international terrorism has invaded America, specifically the city of Los Angeles. It’s LAPD SWAT’s job to stop the terror and protect the citizens.”

**Will the game support multiplayer mode one day?**

“The game’s architecture is designed from the ground up to support multiplayer. At this time we are focusing on creating the best single-player game we can make for our November release. When we ship multiplayer, we’ll have ‘co-op’ missions and also what I like to call ‘force on force’ missions. The multiplayer component will probably ship as an add-on shortly after the initial retail launch and it may include our level editor.”

Some, if not all of the maps seem like they’re based on real places. If this is the case, how accurately have they been reproduced?

“Each level is built to architectural scale; in fact, one of my artists on the team is an architect. We used the WorldCraft level editor to build the environments. Some of the levels are based on real locations such as the LAX control tower, Los Angeles City Hall, and the Los Angeles Convention center, while others closely resemble real locations such as our church, various hotels, banks, etc.”

Tell us about team member AI—what kind of behavior can the player expect from the AI SWAT members, and how much micromanagement will be involved in commanding them?

“Our SWAT officers are tactically smart. They move correctly, and are able to read the 3D environment. They know how to maximize their distances to threat points, and they know how to clear rooms. They lean and slice-the-pie around corners, and they seek cover when necessary. They know the difference between Stealth and Dynamic Modes, and their movement and actions reflect the tactical mode you command them in. You don’t have to micromanage their every movement, as they know what to do in the various circumstances. If they see a suspect, they attempt to get compliance; if they need to use lethal force, they do so. It’s really pretty cool to just sit back and watch them move...in recent versions of the game we’ve greatly improved their movement and tactical awareness. I can’t wait for my LAPD SWAT buddies to play this, as I think they will enjoy this.”

How is enemy AI handled?

“The enemy AI is even more varied than the SWAT officers are. Some are tactically trained bad guys, others are just common criminals...others are somewhere in between. Some bad guys hunt you down if they hear a sound; others run to the furthest place away from you. Some only fight if they are cornered; others drop their guns and run. It’s quite varied as to how they react. Every time you play a mission, the bad guys may be in different start locations, as well as have a different AI. One nice feature is the ability for all suspects and hostages to hide in cabinets and closets. You really need to carefully clear rooms to make sure no one is hiding under beds, in kitchen cabinets, etc....LAPD SWAT calls this ‘reading the room.’”



What sort of stimuli do enemies in *SWAT 3* react to?

“*SWAT 3* is grounded in realism. All the characters (hostages, suspects, and SWAT officers) react to footsteps, gunshots, coming into someone’s line of sight, seeing blood on the ground, door openings, door closing, etc. The character’s reaction to these stimuli depends on the individual’s AI. We have about 125 characters in the game, plus 60 SWAT officers, and each has its own AI.”

Please explain the game physics.

“*SWAT 3* simulates a real close quarter battle tactical experience. One of the most important aspects of working rooms and shooting within close confines of our environments is knowing your field of fire, and where your bullets will go if you decide to fire.”

“In the real world, SWAT team members really need to control their field of fire. They are accountable for every bullet they send downrange. One of the memorable experiences from the first LAPD SWAT training session that I attended was how the team works in close quarters. At this live-fire training session, I was amazed to watch an Element split their team and enter adjacent rooms simultaneously, both making entry at the same time and engaging targets, which consisted of bullet traps set up against connecting walls. If they had missed their targets, the bullet would enter into the adjacent room and possibly hit another SWAT officer. When I inquired about this...their answer was that LAPD SWAT never misses their targets. Sure enough—every session I’ve witnessed since then, I have never seen them miss their intended target. On LAPD SWAT, the level of team coordination combined with their firearm skill is amazing.”

“In the early development stage of this game, Tammy Dargan and I made a list of ‘must’ features that would add a unique level of detail to recreate the *CQB* environments. We knew that shooting through walls and other materials was a must and we placed it at the highest priority. In the game, each material—glass, wood, plaster—has its own characteristic. Ammunition also has unique characteristics, so depending on what material you are shooting, combined with the type of ammunition and firearms you are using, your bullet will penetrate certain materials to specific depths. I’m not advocating shooting through walls, but you can use this to your advantage at times...its up to you.”

“As for other realistic features that are included in *SWAT 3*, there is the ability to render true mirrors and reflections, volumetric dynamic lighting, 3D sound, dynamic vertex lighting for characters, a split skeleton animation system, additional viewports that allow you to monitor your team members movements, and more.”





How accurately does the game represent actual SWAT procedure? What sort of research did you do while making the game?

“The game is very accurate as to how SWAT teams operate. There are a number of aspects of SWAT techniques that we chose not to show, some of which could compromise the safety of LAPD SWAT, but by and large, this game truly represents a SWAT entry team in a ‘close-quarter battle’ environment. As far as research, we spent a considerable amount of time at LAPD SWAT training exercises and participating in the classroom. I’ve had a long relationship with LAPD since 1993 when we developed *Police Quest 4*. We maintain close contact with key members of LAPD SWAT, as well as other members of the tactical community. Many members of my development team also attended SWAT tactics and advanced firearms training. All of our tactical consultants have helped us out tremendously. It would be near impossible to include the level of detail we have in *SWAT 3* if it weren’t for their shared real world experiences.”

Thank you for the great info!

INTERVIEW WITH JIM NAPIER, LEAD SOFTWARE ENGINEER, SWAT 3

It is known that WONswap (WONswap is a file transferring utility that supports seamless searching, downloading, and installing of game-related files) is going to be included to exchange “theme” packs. Are there going to be any other utilities to promote editing of skins/data files, etc?

“Once we recover from caffeine-overdose therapy, we’ll be documenting much of this stuff. Swatdata1.res is actually a zip file and can be edited using WinZip. You don’t want to modify it, though—the resource manager looks for a file in the install directory before it looks in *swatdata1.res*. This makes it easy to add custom textures, reticles, and other items if you know what the filenames are.”

“For example, to create custom gun reticles, create a 256-color bitmap with the reticle and copy it to the install directory (*c:\sierralswat3*). Use purple (255,0,255) for the transparent color.”

The Gun Reticle filenames are:

1911	ui_1911_redical.bmp, ui_1911_redical_dim.bmp
M4	ui_m4_redical.bmp, ui_m4_redical_dim.bmp
MP5	ui_mp5_redical.bmp, ui_mp5_redical_dim.bmp
MP5S	ui_mp5s_redical.bmp, ui_mp5s_redical_dim.bmp
BENN	ui_benn_redical.bmp, ui_benn_redical_dim.bmp

“Sorry about the spelling error - everyone had their own spelling for reticle.”



“You can also have some fun with Traci’s towel in the first mission. Extract *bf1_tow_bab_body.bmp* from *swatdata1.res* and make your changes. (If you change the texture size, be sure to keep it a power of two.) Texture maps can be either 256 color or 24-bit. Use 32-bit targa files for textures with transparency (unlike sprites, which simply use purple).”

What was the hardest aspect of the game to code and why?

“Probably the cell & portal system, although the AI and character animation system were way up there. Everything worked fine early in development, but as the artists starting building bigger and bigger levels, the cell & portal system had to be rewritten several times to accommodate the additional polygon counts. The construction site and convention center were especially problematic because of the large, open areas. We tried lots of techniques, but finally settled on automatically-generated hierarchical boundary boxes and dynamic portal generation.”

How much caffeine was consumed during the programming of this game?

“Waaaaay too much. Let’s see—three cans of Coke a day (five or six near the end), times 18 months, times four programmers = over a thousand. Ugh. And that doesn’t include coffee.”

Will there be any support for people who wish to make modifications to the game, maybe as complex as *Half-life* or different like *Rogue Spear*?

“We haven’t decided yet.”

Was the *SWAT 3* engine made completely from scratch, or based on some piece of code?

“It was basically written from scratch. We used the resource manager from *Gabriel Knight 3*, but everything else (cells & portals, dynamic lighting, skeletal animations, mirrors, coronas, etc.) was written for *SWAT 3*.”

Thank you very much for your time.

