

Quick Start

Here are quick instructions for those experienced with installing software with Windows 95. For detailed installation instructions, please read the section titled [Installation and Startup](#).

Insert the *SWAT 2* CD into your CD-ROM drive. If you have autoplay enabled, the *SWAT 2* CD installation menu will pop up automatically; otherwise please run setup.exe from your CD drive.

Installation and Startup

Please make sure you have the required amount of disk space (listed under System Requirements) on your hard drive in order to install *SWAT 2*. Windows Explorer will show how much free space you have on your drive at the bottom of the display window. If you have less than the required space, you will have to delete unnecessary files or uninstall unused programs. Emptying your recycle bin (on the desktop) will also free up disk space.

Insert the *SWAT 2* CD into your CD-ROM drive. After a moment, the *SWAT 2* installation menu should appear. If it does not appear, check the Troubleshooting section for instructions on enabling autoplay, or double-click on the My Computer icon on your desktop. Then double-click the CD-ROM icon. The *SWAT 2* installation menu will appear. Click on the Install button and installation will begin.

[DirectX](#)

Microsoft's DirectX version 5 will automatically be installed on your system if you don't already have the latest version.

[Uninstall](#)

If for some strange reason you should want to uninstall *SWAT 2*, click on the Uninstall icon in the Sierra folder. All *SWAT 2* game files and related icons will be removed. DirectX will remain untouched.

Running the Game

There are a number of ways to start up *SWAT 2* once it is installed.

- 1) If you have autoplay enabled, you can simply insert the *SWAT 2* game disk (your computer must be switched on) and the *SWAT 2* Run Menu will appear. Click on the Run button to play the game.
- 2) With the *SWAT 2* CD already in your CD drive, you can click on the Windows 95 Start button, click on Run, and type in [c:\sierra\swat2\swat2.exe](#) (if you have the game installed to this directory), or you can click on Browse and search your hard drive until you find the file SWAT2.EXE. Double-click on this to start up the game.
- 3) With the game CD already in your CD drive, click on the Windows 95 start button, click on Programs, click on Sierra, and then click on *SWAT 2*.
- 4) You can create a shortcut on your desktop. To do this, right-click on the desktop. Then in the pop-up window, click on New, then Shortcut. When asked for a file name, select Browse and search your hard drive until you find the file SWAT2.EXE (in [c:\sierra\swat2\](#) by default). Click on Next and then type in anything you like for the name of your shortcut. Now you can double-click on this shortcut on your desktop to start up *SWAT 2*.

Troubleshooting

Enabling Autoplay

If *SWAT 2* does not automatically start up when you insert the CD in the drive, use the following instructions to enable the autoplay feature of Windows 95:

- 1) From the Start menu, select Settings, and then Control Panel. Double-click on the System icon.
- 2) In System properties, click on the Device Manager tab.
- 3) At the top of the list, click the plus sign to the left of the line that says CD-ROM. Double-click on the CD-ROM manufacturer name.
- 4) Click on the Settings tab and check Auto Insert Notification. If there is a check mark in the box to the left of this line, click the OK button. If there is no check mark, click in the box and then click on the OK button.
- 5) At the top of the window, click on the Performance tab. Check for the line "System is configured for optimal performance." If this line is not there or it says your CD drive is using MS-DOS compatibility mode, then you need to reinstall or upgrade your CD-ROM driver. Check with the retailer or manufacturer of your computer system, or search the Internet if you need a new driver.

Performance

If your game seems to be running slowly, try any of the following:

- 1) Make sure your computer meets the minimum performance standards listed on the box. If it doesn't, you will need to upgrade.
- 2) Make sure that you have no other programs running while you are playing *SWAT 2*. The more memory you have available, the faster the game will run.
- 3) If you are running in high-color mode, you should change to 256-color mode. To check or change this, right-click on the desktop, choose Properties, click on the Settings tab in the pop-up window, click on the down-arrow in the Color palette area and choose 256-color. Click on OK and reboot your machine if prompted.
- 4) If you are running in resolutions higher than 640 x 480, try running in a lower resolution. *SWAT 2* provides default layouts for 640 x 480, 600 x 800, 1024 x 768 resolutions. To check or change this, right-click on the desktop, choose Properties and click on the Settings tab in the pop-up window. Then in the section titled Desktop area, move the slider bar to the left.
- 5) When playing the game, try resizing the main game play window to a smaller size.
- 6) As a last resort, try upgrading your machine to meet the recommended standards listed on the box.

New Solo Game

Click on New Solo Game to begin a new campaign or quick mission. In the new window, select whether you want to play a SWAT or Terrorist game by choosing your allegiance.

This interface allows you to begin a campaign or jump into a quick mission. A quick mission is a stand-alone mission. Note that this is not a career path and so you won't be able to access the next mission in the normal sequence. A quick mission becomes available only after you've played that mission in a campaign. Use quick missions to replay favorite missions, use different element assignments, or try things you don't want to risk in a campaign. Click on the quick mission name to enter the recruit interface for that mission.

When you've selected either a new campaign or quick mission, click the Advance arrow to move on to view the introductory movie for that mission. After the movie, you'll automatically go to the recruit window. If you want to go back to the previous window, click the Return arrow. The Cancel button also sends you back to the main menu.

New Multiplayer Game

Click on New Multiplayer Game and enter the name you wish to use. There are four ways to connect to another player depending on your computer capabilities and hardware:

Internet

You can connect to another person via the Internet by using the World Opponent Network (WON). If it's your first time there, you'll need to sign up for a free password which will be e-mailed to you within 24 hours. Upon receiving your password, click on Enter and go to the WON menu. For more information, visit the WON web site at www.won.net.

LAN

You and your opponent can connect through a Local Area Network using the IPX or TCP/IP network protocol. In addition, you have the option of creating a password for private play.

Modem

You and your opponent can connect through a telephone line using your modems. The list box will display the name of the modem currently on your computer.

Serial

Play on two computers connected via a null-modem cable. This option allows you to set your com ports and baud rates.

Starting The Game

Host: Choose a scenario and then click on Advance (the right facing triangle at the bottom right of the screen). The next screen will ask for your allegiance (SWAT or Terrorist). Wait here until your opponent appears in the Players box. If his name has the Universal Stop Sign next to it (a circle with a line crossed diagonally through it), then you must wait for the SWAT or Terrorist symbol to appear. Once this is done, click on Advance (the right facing triangle) again to proceed to the assignment screen.

Join: Click on Join existing game and then click on the game name you wish to join. It appears in the "game name" box. Click Advance to proceed to the next screen. Choose your allegiance, then click on the "ready" radio button. You must now wait for the host to proceed to the assignment screen.

Load Game

When you select the Load Game button from the Main Menu, the Save Game list appears. The list is in chronological order with the most recently saved game on top and highlighted. The list also shows the allegiance (SWAT or Terrorist), the mission number, and the date and time of the save. Select a game and click on OK to load. Click on Cancel to return to the Main Menu.

[View Intro and Credits](#)

Click here to see the introductory video and SWAT 2 credits.

Quit

Click on the Quit button in the Main Menu to exit the game and return to your Win95 desktop.

SWAT Recruit Screen

After viewing the introductory movie for a new mission, you automatically go into the recruit interface to select, assign, and equip your officers (or terrorists). This section describes the recruit interface for SWAT officers. The terrorist recruit interface is similar but not identical. Differences between the two are noted in the terrorist section.

Main Screen

Each officer in D Platoon has his own statistics window and equip and assign subwindows. In the main recruit window you'll see the officer's name and photo in the upper left corner. Click and hold on the little file folder to the right of the photo to access a pop-up window containing a brief bio for the officer. The information therein provides clues as to his strengths and weaknesses. The forward and back arrows to the right of the photo allow you to cycle through the other officers in the roster. The statistics on the right top half show his element and current assignment followed by his hazard pay per mission. His marksmanship scores, [certifications](#), and [cross-training](#) ratings indicate his performance percentages and special skills. Right-click and hold or rest your cursor on any stat to access more information.

Initially, each officer is unassigned to an element (unless he is in one of the default teams provided). His default gear appears in the gear subwindow. An officer is automatically equipped with a Colt 1911, a LASH radio, a tactical vest, belt, and holster, and a helmet, hood, and gloves. Note that only the Colt 1911 is displayed in the gear window. The officer automatically wears his bulletproof vest and other protective garb.

To further equip this officer, click on the [Equip](#) button to access the equip subwindow. However, before you do that, you might want to assign him to an element first, since his position may influence how you equip him. Click on the [Assign](#) button to access the assign subwindow. If you don't want to assign a particular officer to an element, you can send him for [training](#) or [certification](#). Click on the appropriate button to access those subwindows.

SWAT Equip

The equip subwindow allows you to purchase specialized weapons and gear for each officer. The gear list on the left contains your purchase options. When you select one item, its photo and price appear in a detail window to the right of the list. If you click on the Buy button, the item is added to the officer's gear window on the right. The price is deducted from your budget. You are allowed to remove unwanted gear from an officer's inventory. Just select the item, then click on Remove Item. Right-click and hold or rest your cursor on any photo to receive additional information about that item.

SWAT Gear

.45 Caliber Colt, 1911 Government Model Sidearm
\$600

The Colt 1911 is the standard-issue sidearm of D Platoon's tactical officers. Each officer has unlimited ammunition for this weapon and will automatically reload as necessary. To fire the Colt 1911, select the weapon from the officer's gear. Aim and left-click to fire a single round. Accuracy depends on the officer's Colt 1911 marksmanship, your aim, and the distance to the target.

Heckler and Koch 9mm MP5 Submachine Gun
\$1,000

The MP5 submachine gun is the assaulter's primary weapon. Each officer may carry one MP5 SMG into the field. Carrying the MP5 prohibits carrying a sniper rifle or shotgun. Each officer has unlimited ammunition for this weapon and will automatically reload as necessary. To fire the MP5, select the weapon from the officer's gear. Aim and left-click quickly for double taps. Hold the mouse button down for sustained automatic fire. Accuracy depends on the officer's MP5 marksmanship, your aim, and the distance to the target.

Benelli Super-90 12-Gauge Semi-Automatic Shotgun
\$1,200

While other members of the entry team carry the MP5 SMG, the rear guard is typically assigned the Benelli shotgun. Carrying the shotgun prohibits carrying an MP5 or sniper rifle. Each officer has unlimited ammunition for this weapon and will automatically reload as necessary. To fire the shotgun, select the weapon from the officer's gear. Aim and left-click to fire the shotgun shell. The dispersal pattern will scatter the shot, so make sure your officers avoid the spray. Accuracy with the shotgun depends on the officer's skill, your aim, and the distance to the target.

Robar SR60 .308 Sniper Rifle
\$2,500

Though the SR60 .308 is engineered for distances up to 600 yards, the national law enforcement average for target engagement is 71 yards. SWAT assigns two [certified](#) snipers to each [sniper unit](#). Both the [sniper](#) and [spotter](#) typically carry sniper rifles to their assigned high-ground location. Carrying a sniper rifle prohibits carrying an MP5 or shotgun. Each officer has unlimited ammunition for this weapon and will automatically reload as necessary.

Snipers won't be able to use their long-range rifles until they are deployed to a predetermined high-ground position. To deploy a sniper, select the sniper rifle from his gear. Move the default arrow cursor around the map. It will turn into a sniper rifle when it passes over a viable deployment location. Click on that location. The sniper will move there and take his prone shooting position. SWAT snipers deployed in pairs can often cover a broader sector of fire.

Once deployed, a sniper uses his rifle as he would any other weapon. To fire the sniper rifle, select the weapon from the officer's gear. Aim and left-click to fire a single round. The sniper's accuracy depends on his skill and your aim more than range.

Defense Technology Number 25 Distraction Device (Flashbang)

\$50

Noise distraction devices, also known as flashbangs, produce a loud noise accompanied by a brilliant flash when discharged. To use, select the flashbang from the officer's gear and click it on the target in the mission map. Noise distraction devices are used by D Platoon to draw a suspect's attention away from an entry port or to disorient a suspect from the activity at hand. An entry element should be well equipped with flashbangs. Note that a direct hit with a flashbang will cause some damage to the target.

Mirror

\$85

The 180-degree mirror used by SWAT scouts is handmade by LAPD armorers out of 1/8-inch mirrored plastic and extendible paint handles. The mirror can be clicked on doorways and corners to peek around the other side. The scout will report any suspect or bystander activity he sees in the mirror. Note that the mirror can be used on a closed door as long as it is unlocked. The scout is assumed to crack the door open just wide enough for mirror insertion. Using the mirror will not compromise a stealth entry.

Hooligan Tool

\$75

The hooligan tool was developed by fire departments for use in opening doors, prying out windows, and loosening locks. If the scout carries a hooligan tool, he is prepared to jimmy a locked door open prior to using the mirror on it. Select the hooligan, move the cursor over a door, and left-click. Using a hooligan tool will not compromise a stealth entry.

Battering Ram

\$200

Designed to be used by one man, D Platoon's hand-held battering rams are three feet long and weigh 30 pounds. Typically, one of the assaulters will carry a ram. Select the ram and move the cursor over a door, then left-click. Using the ram will compromise a stealth entry.

Entry Explosives

\$200

In a situation calling for a dynamic entry, a SWAT assault team can use breaching explosives to blow an entry through a door. There is a much greater chance for a successful breach if a certified explosives expert deploys the charge. Lay the cardboard and explosives against a door, then move the officer out of range. Select the detonator, click it on the cardboard, and the charge will blow up. Obviously, using entry explosives will compromise a stealth entry.

Detonator

\$300

This remote-controlled detonator may be used to detonate any SWAT entry explosives.

Gas Grenade Launcher

\$650

Tear gas canisters are launched from a specialized 37mm 12-gauge shotgun fitted with a big brown barrel. Carrying the gas grenade launcher does not prohibit carrying an MP5, shotgun, or sniper rifle. Each officer has unlimited tear gas canisters for this weapon and will automatically reload as necessary. To fire, select the weapon and move the cursor over windows and doors to find a viable target. Aim and left-click to fire a single tear gas canister. Accuracy depends on your aim, the officer's tear gas marksmanship, and the range.

SF-10 Avon Gas Mask

\$100

D Platoon officers wear their department-issued gas masks anytime tear gas is deployed. All entry officers should carry gas masks. To mask up, click on the mask in the officer's gear. A yellow outline around the mask indicates the officer is wearing his mask. If you order one officer to mask up, all selected officers will put on their masks at the same time.

Rappel Gear

\$350

Rappel equipment includes a nylon, braided rope specially designed for climbing. Other equipment includes gloves and the rappelling seat. In order to load a rappel team onto the SWAT helicopter, at least one member of the element must be equipped with rappel gear. To load the team, land the helicopter. Select the rappel equipment from the officer's gear, then click it on the chopper. The selected officers climb aboard and the chopper takes off. Rappel out at a viable drop location by selecting the helicopter and clicking on the Drop Team button.

KV-4 Rectangular Ballistic Shield

\$1,300

Ballistic shields are carried by scouts or by the first officer in on an entry team. They may also come in handy during riot conditions. Shields will protect your officers from most direct fire.

Ghillie Suit

\$150

SWAT snipers use ghillie suits to avoid detection. Only a certified sniper may be issued a ghillie suit. To don the ghillie suit, select it from the officer's gear. A yellow outline around the suit indicates the officer is camouflaged. If you order a sniper to put on his ghillie suit, and his partner is also selected, both will suit up at the same time.

Emergency Medical Field Kit

\$250

The Emergency Medical Field Kit contains a minimum of supplies necessary to sustain life in the field. To use, select the kit from the officer's gear. Click it on the victim. First aid on a fallen officer or bystander may significantly slow the loss of health. First aid is most effective if performed by a certified EMT.

SWAT Assign

Unless an officer or terrorist is assigned to an element or cell, he cannot be called up for active duty in the field. In the SWAT campaign, the assign subwindow allows you to create five-person elements and two-person sniper teams. The terrorists are organized into three-person cells. Create a new element, sniper unit, or terrorist cell by clicking on the appropriate button. Type in what you'd like to call the team. Change your mind? Click on the Rename button to edit the name.

To assign an officer, select an element from the list. Select an open position, then click the Assign button to delegate the officer to that position. Note that if he isn't equipped with his Colt 1911 for some reason, he will not be eligible for assignment. Return an officer to unassigned status by clicking on the Unassign button.

An entry element must have a certified element leader to become activated. However, you don't need to fill the rest of the positions in order to have a viable element. Typically, the core members are the element leader, scout, and rear guard. Sniper teams may only have certified snipers assigned to them. However, you only need one sniper assigned to activate the team. Click on the Disband button to unassign the entire element and remove the element's name from the list.

An additional [Equip](#) button is located beneath the Disband button. Left-click to open the equip subwindow in the top half of the screen (over the default officer window). This format facilitates equipping all the officers in an element without having to hunt for them in the main officer list. When you're done equipping your elements, use the Return button in the equip subwindow to return to the default assign window. When you're satisfied with your assignments, click on the Return button in the assign subwindow to go back to the default recruit window for the officer currently selected.

Note that while in the default assign subwindow, you can select another officer using the arrows or from the officer name list above the photo. The selected officer's information appears at the top of the screen while your last assignment stays up in the assign window. This way you can compare the two officers to see who's best qualified for the position.

A default element and sniper team (or terrorist cell) are available for use in the first mission of a campaign or in any of the quick missions (with the appropriate stat levels). The default units will appear automatically in the element list when they are available.

SWAT Training

The Training button (or the Marksmanship or Cross-Training buttons) takes you to the training dialogue box. Each training session increases an officer's skill level by 10%. Training costs \$200 per session. The officer will miss one mission and he'll automatically be unassigned from his element. An officer can train up to 100% in the following skills:

Marksmanship

- Colt 1911
- MP5 SMG
- Shotgun
- Benelli SR60 Sniper Rifle

Cross-training Skills

- Dynamic Entry
- Tear Gas
- Rappel/Fast Rope
- Hand-to-Hand
- First Aid

SWAT Certification

If certain skill levels are met, an officer becomes eligible for special certification. Certification raises relevant skills to 100% and allows the officer to perform specialized duties. Certifications are listed below, along with their requirements and the number of missions the officer will have to miss to become certified. If you try to send an unqualified officer for certification, a pop-up window appears, detailing the necessary requirements. Certification costs \$250 per officer.

Element Leader

A certified element leader is qualified to lead a five-man assault team. To become eligible for element leader certification, the officer must score over 80% in the following skills: Colt 1911, MP5, shotgun, hand-to-hand, and dynamic entry. Rappel, tear gas, and first aid skills must be over 70%. The officer is out for one mission. Note that an assault element will not be available for active duty without a certified element leader.

Sniper

A certified sniper may be assigned to a two-man sniper team and issued a SR60 sniper rifle and ghillie suit. To become eligible for sniper certification, the officer must score over 90% with the SR60 sniper rifle. The officer is out for one mission.

Explosives Expert

A certified explosives expert will have an excellent rate of success with deploying entry explosives and disarming terrorist booby traps and bombs. To become eligible for explosives expert certification, the officer must score over 90% in dynamic entry skills. The officer is out for one mission.

K9 Handler

A certified K9 handler automatically goes into the field with his partner, a trained police dog. The K9 can sniff out suspects and evidence through obstacles, and assist in arrests. There are no prerequisite skill levels for K9 handler certification. The officer is out for one mission. He returns with a dog and a hand-to-hand combat skill of 150%. In the event the dog is taken out of action, the K9 handler has to become recertified with a new partner.

EMT

A certified emergency medical technician will have an excellent rate of success using the EMT medical field kit on victims in the field. To become eligible for EMT certification, the officer must score over 90% in first aid skills. The officer is out for one mission.

SWAT Activate Elements

When you feel you've done all the recruiting necessary for the mission, click the Play Scenario button. This action accesses the Activate Elements dialogue box. On the left is a list of all available elements. Available five-man assault teams have an "A" next to their names. Sniper teams are identified with an "S." Using the Add and Remove arrows, create a list on the right of the elements you wish to activate for this mission. When you begin game play, these elements will automatically appear at the mission command post. You are limited to a maximum of 20 officers assigned to no more than six teams (element and sniper) per mission.

[Terrorist Recruit Screen](#)

The terrorist recruit interface is similar to the SWAT recruit interface. The differences are summarized below.

[Main Screen](#)

Along with a photo, bio, arrows, current assignment, and pay, the main screen shows each terrorist's skill levels in the following areas:

[Marksmanship](#)

- .50 AE Desert Eagle
- LR 300 Automatic Rifle
- MSG90 Sniper Rifle

[Cross-training Skills](#)

- Hand-to-Hand
- Grenade
- Bomb
- Booby Trap

Terrorist Equip

By default, terrorists come equipped with a handgun (the Magnum Research .50 AE Desert Eagle) and a communications radio (not shown in the gear box). Terrorists are constrained in their equipment purchases, not only by budget, but by gear availability as well. Whereas SWAT officers have unlimited equipment available all the time and can buy whatever they have the funds for, the terrorist inventory depends on what is available for purchase (usually through black market channels).

Although the terrorist inventory starts out rather sparse, terrorists get to keep whatever they can acquire in the field. Weapons and gear in a living, free terrorist's possession at the mission's end automatically show up in the inventory for the next mission. And even better, these "freebies" deduct nothing from the terrorist budget when assigned. If the terrorists collect loot or money during a mission, the cash value is added to their funds for the next mission.

In some terrorist missions, each terrorist automatically gets a pamphlet. This brochure explains the Five Eyes doctrine. Selecting the pamphlet and clicking it on a bystander or hostage encourages Stockholm syndrome (see [Notes on Hostages](#)).

Terrorist Gear

Magnum Research .50 AE Desert Eagle
\$1,030

The .50 AE Desert Eagle is the terrorists' preferred pistol. Each terrorist has unlimited ammunition for this weapon and will automatically reload as necessary. To fire the Desert Eagle, select the weapon from the terrorist's gear. Aim and left-click to fire a single round. Accuracy depends on the shooter's skill, your aim, and the distance to the target.

Z-M Weapons LR 300 Automatic Rifle
\$1,900

The LR 300 is a light, small, and compact automatic rifle. Each terrorist may carry one LR 300 into the field. Carrying the LR 300 prohibits carrying a sniper rifle. Each terrorist has unlimited ammunition for this weapon and will automatically reload as necessary. To fire the LR 300, select the weapon from the terrorist's gear. Aim and left-click quickly for double taps. Hold the mouse button down for sustained automatic fire. The terrorist's accuracy depends on his skill, your aim, and the range.

Heckler & Koch MSG90 Sniper Rifle
\$2,000

The MSG90 sniper rifle is a box-magazine-fed, semi-automatic rifle. Carrying the MSG90 prohibits carrying a LR 300 automatic rifle. Each terrorist has unlimited ammunition for this weapon and will automatically reload as necessary.

Terrorist snipers are similar to [SWAT snipers](#), but not identical. Any terrorist may be issued a sniper rifle. He can then split off from his assigned three-man cell for deployment to a viable sniper location. Once there, he will assume the prone firing position. To fire the MSG90, select the weapon from the terrorist's gear. Aim and left-click to fire a single round. Accuracy depends more on the sniper's marksmanship rating and your aim than it does on distance.

Body Armor
\$1,000

This concealable vest is made of multiple layers of Kevlar. Any terrorist who goes into battle without body armor deserves whatever he gets. To don the armor, select it from the terrorist's gear. The yellow outline indicates the terrorist is wearing protection.

Gas mask
\$45

The Israeli army surplus gas mask protects the face, eyes, and respiratory tract against all riot control gasses. Tear gas will take your terrorists out of commission if they're not protected. To mask up, click on the mask in the terrorist's gear. The yellow outline indicates the terrorist is wearing his mask. If you order a terrorist to mask up, all selected units will put on their masks at the same time.

Hand Grenade

\$50

Defused and hollow hand grenade casings are readily available from any army surplus store. The resourceful terrorist can refill the grenade with black powder or other explosive material. To throw a grenade, select it from the terrorist's gear, then click on the target in the mission map. Successful grenade deployment depends on the individual terrorist's skill level.

Booby Traps

\$60

These booby traps are merely armed grenades in cans attached to trip wires. To deploy, select the booby trap from the terrorist's gear and left-click on the Drop button. The default arrow changes into the Drop cursor. Move the cursor to where you want to place the booby trap, then left-click to issue the command. Upon the order to Initiate (or immediately if the Initiate button is locked down), your terrorist will move to the location specified and attempt to deploy the booby trap.

Successful deployment of booby traps depends a lot on the terrorist's skill level. For example, if a terrorist has a 100% skill level with booby traps, his traps will deploy and explode successfully 100% of the time. With a skill level of only 60%, traps will deploy successfully 60% of the time and blow up upon deployment 40% of the time.

Gasoline

\$8 / 5 gallons

Gasoline is an easily attained and highly flammable liquid. To start a fire, select a can of gasoline from the terrorist's gear. Put it down. Step back and shoot into it for an instant towering inferno. Flashbangs, grenades, and tear gas canisters will also ignite gasoline.

Explosives

\$100

Terrorists can plant and detonate explosive charges. To deploy, select the explosives from the terrorist's gear. Left-click on the Drop button. The default arrow changes into the Drop cursor. Move the cursor to where you want to place the explosives, then left-click to issue the command. Upon the order to Initiate (or immediately if the Initiate button is locked down), your terrorist will move to the location specified and attempt to deploy the explosives. Move the terrorist out of range. Select the detonator, click it on the explosives, and the charge will blow up. Successful explosives deployment depends a lot on the terrorist's skill level. For example, if a terrorist has a 100% skill level with explosives, his bombs will deploy and explode successfully 100% of the time. With a skill level of only 20%, explosives will deploy successfully 20% of the time and blow up upon deployment 80% of the time.

Detonator

\$300

This remote-controlled detonator may be used to detonate any terrorist explosives.

Hobbit Warrior Knife

\$225

The Hobbit Warrior is a combat knife used primarily in the reverse grip style. Carrying this knife gives your terrorist an edge (no pun intended) during hand-to-hand combat.

Pamphlet

Free

The Five Eyes doctrine as stated by Basho. He weaves persuasive language, dogma, and bad poetry into a tapestry of compelling rhetoric.

Terrorist Assign

Initially, each terrorist is not assigned to a cell (unless he is in the default cell provided). Click on the Assign button, then create cells with a maximum of three units each. Note that a terrorist who is not equipped with a Desert Eagle will not be eligible for assignment. A [terrorist sniper](#) is simply a single unit armed with a sniper rifle. He may be a member of a three-man team but he can only use the rifle in areas logical for sniper deployment.

Terrorist Training

Terrorists may be sent for training in marksmanship or skills, but they do not get certified. Each training session increases a terrorist's skill level by 10% and costs \$100 per session. The terrorist will miss one mission and he'll automatically be unassigned from his cell.

Terrorist Activate Cells

You are limited to a maximum of five cells in a terrorist mission. If both sides use their limit in manpower, 20 SWAT officers face 15 terrorists. Though the terrorists are outnumbered, SWAT is a life-preserving organization. Their strict shooting protocol evens the odds.

Mission Map Introduction

The mission map is where all the action occurs. The size of the map relative to the other windows depends on your resolution mode. Choose a high resolution (1024 x 768) if you have a fast machine and wish to maximize the mission map area. Choose a lower resolution if you experience performance problems. When a SWAT mission begins, the mission map opens as a large window in the upper left screen, centered on SWAT's crisis command post (a safe zone on the operation's perimeter). When a terrorist scenario begins, the mission map is initially centered within the crisis zone.

Game Clock

The game clock appears in the upper right corner of the mission map. It shows the passage of standard game time. You can control game speed by accessing the slider in the [options panel](#) .

Screen Edge Scrolling

In *SWAT 2*, you can choose between two different types of scrolling. The default method is screen edge scrolling in which you simply move the cursor to the edge of the computer screen to scroll. A button in the options panel allows you to toggle between this method and the [right-click scroll](#). If you employ the screen edge scroll, a scroll speed slider activates in the [option panel](#) as well.

Right-Click Scrolling

Advanced Feature

This second scrolling method allows you to right-click and hold within the mission map window to scroll. In right-click scrolling, the closer the mouse is to the mission window edge, the faster the scroll speed. While the right-click method takes a while to get used to, it gives the player more control. A button in the options panel allows you to toggle between this method and the default screen edge scroll.

Autocamera Scrolling

Autocamera scrolling automatically scrolls to keep the selected character centered in the screen. If multiple characters are selected, the camera follows the person whose stat window is currently open. The player can override the autocamera by using either of the manual scroll methods: the screen edge scroll or the right-click scroll. When you move the selected character again, the autocamera will catch back up to him. You can also bypass the autocamera by holding down the control button during a unit move (see [Overriding Autocamera Scrolling](#)).

Overriding Autocamera Scrolling

Advanced Feature

To override the autocamera during a move, hold down the control button while you left-click. The autocamera will not follow the character to its new location. Conversely, control left-clicking when autocamera is not on will enable autocamera for that one command. Use the toggle button in the [options panel](#) to turn the autocamera on and off.

Single Character Selection

The default selection method allows you to left-click on a unit to select him. Previously selected characters are automatically deselected and blue highlighted brackets (green for terrorists) appear under the newly selected character. The selected unit's stat window opens. He is now ready to move or receive orders. Units may also be selected from an open Stat window (see the [Unit Stat window](#) section for details). You can single select a wounded character to view his health bar, but you will not be able to move him.

Hot Keys:

1 = Element Leader
2 = Scout
3 = Rear Guard
4 = Assaulter 1
5 = Assaulter 2

1 = Terrorist 1
2 = Terrorist 2
3 = Terrorist 3

Multiple Character Selection

In either the SWAT or terrorist campaign, the default group select method allows you to left-click and drag a box around a group of characters. You will select all members of the active element (or cell) within the box. Note that only units belonging to the same team can be group selected at one time.

As an alternate default group selection method, left-click on a single unit to select him, then control left-click on another character in the element (or cell) to select him as well. Continue this procedure until all desired units have been selected. Individual highlighted brackets appear under the selected characters. You can also control left-click on a selected character to deselect him. You cannot group select a wounded unit.

When multiple characters are selected, the stat window for the highest ranking selected unit opens by default. The SWAT hierarchy is: [Element Leader](#) , [Scout](#) , [Rear Guard](#) , [Assaulter 1](#) , and [Assaulter 2](#). Terrorists are ranked one through three, as per the cell recruit order. The unit whose stat window is currently open is highlighted with bright blue brackets (green for terrorists). After a group has been selected, you can hold down the Alternate key, then left-click on a member of the group to access his stat window. The highlighted brackets switch to indicate the change. Note that you can use the list of active characters within the stat window as an alternative method of character selection (see the [Unit Stat window](#) section for details).

Hot Key = **F1** – **F6** (select by element)

Advanced Movement

Advanced Feature

The Advanced Movement feature modifies the [default selection](#) technique. When you left-click on a unit, the previously selected units will no longer deselect automatically. Instead, a left-click moves the selected officers to the location clicked on. When you try to left click and drag around a group of officers, the selected officers also move to the location clicked on (ignoring the mouse drag).

This feature makes it necessary to deselect units prior to selecting other units (see the [Deselecting Characters](#) section). However, it provides more freedom of movement, allowing you to position your men behind an object such as the helicopter or the tank. If you're using the default selection method and you try this tactic, you'll end up selecting the chopper or the tank instead. A button in the options panel allows you to toggle between the default left-click selection method and the advanced movement method.

Deselecting Characters

If you enable the Advanced Movement feature, you will have to deselect selected units manually before selecting a new character or characters. There are several ways to deselect characters. Hold down the control key and left-click on a selected unit to deselect him. Or control left-click and drag around a group of selected characters to deselect them. Or right-click in the mission map to deselect all characters. Note that you can also use these deselection techniques if the default selection method is enabled.

Hot Key = **Z** (Deselect)

Character Assignment ID

A character's assignment ID indicates his position on the team. The default is a continuous display. The optional state is intermittent. When the cursor passes over a character in the mission map, his assignment ID appears briefly. The Character Assignment ID button in the options panel allows you to toggle between the default continuous display and the intermittent display.

Terrorist assignment IDs are abbreviated T1 through T3. SWAT assignment IDs are abbreviated as follows:

<u>Element Leader</u> :	EL
<u>Scout</u> :	SC
<u>Rear Guard</u> :	RG
<u>Assaulter 1</u> :	A1
<u>Assaulter 2</u> :	A2
<u>Sniper</u> :	SN
<u>Observer</u> :	OB

Positioning Characters

Any selected character (or characters) can be positioned by left-clicking where you want him (or them) to go within the mission screen. If multiple officers are moved to one spot, they will automatically “stack up” in standard SWAT line formation. The scout is first, followed closely by the rear guard. Then comes the element leader with the assaulters in the rear. Officers will either run or walk depending on whether they’re in stealth or dynamic mode (see the [Stealth/Dynamic](#) button section).

Turning Characters

Shift left-click to turn all selected characters in the indicated direction.

Commanding Characters

Any selected character (or characters) may be given an order by clicking on the appropriate button in the command panel (see [SWAT](#) and [Terrorist Command Panel](#) sections for details).

Line of Sight

Even though you, the player, have a top down view of the mission map, what you see depends on what your characters can see. Objects, bystanders, and foes will only be visible on the map if one of your player-controlled characters (officer or terrorist) has a line of sight to that object or person. The field of view is 120 degrees.

Obstacles block your character's line of sight. Some obstacles (such as trees) can block a standing person. Others (such as walls) can only block a crouching person. To help you keep track of things, line of sight shadowing leaves a shadow where the object or person was last seen. This shadow disappears the moment the object or person becomes visible again. Strategically, it's wise to position your men so that together they can see as broad an area as possible.

Communications Window

The communications window shows the photo of the person speaking as well as a text transcription of the spoken dialogue. The person speaking will display a white highlight in the mission map. Left-click in the communications window to cycle back through recent messages. Right-click to cycle forward. Use the scroll bar to read long messages in their entirety. Left-click on the speaker's photo to center the map on that person (if he is present on the map).

SWAT Hint Button

To the right of the communications window, you'll find the Retired LAPD Chief of Police Daryl F. Gates hint button. Click on this to access a valuable hint appropriate to the situation. Note that the Terrorist game does not contain a hint button as we did not wish to avail ourselves of the expert advice an experienced terrorist would have to offer.

Unit Stat Window Introduction

Select an officer or terrorist in the mission map and his stat window appears. The top section of the stat window contains the character's photo, name, and health bar. An officer or terrorist can function normally if his health is above 60%. Below that, he will crouch in a wounded position. Once down, his health decreases at a steady rate. If it falls to 0%, the character dies.

Beneath the character's photo are three tabs: [Gear](#), [Stats](#), and [Unit](#). They access the associated subwindows.

Unit Stat Window: Gear

Scroll through the gear subwindow to see all the gear assigned to this officer or terrorist. Left-click on the desired weapon or piece of equipment. The item highlights to show its active status (green for go). If the selected item is a weapon, the default cursor changes into a crosshair. Aim by clicking on the spot in the mission window where you want to shoot (upon the Initiate order).

If the selected item is a piece of gear like the mirror or the battering ram, the cursor continues to display as the default movement cursor until you move it over a hot spot on the map. Then it changes into an icon representing the gear to indicate that this equipment may be used at that location. Left-click to use the item at that spot upon the Initiate order (see the [Initiate command](#)).

Some items are meant to be worn rather than used. The ghillie suit and the gas mask are two such items. If you select an item from the gear box and a yellow highlight box appears, this indicates your character is now wearing the item. Worn items do not prohibit the concurrent use of other gear.

Use the Space Bar to toggle between Gear Active mode (green highlight box) and Gear Standby mode (red highlight box). In Gear Standby mode, you can click on a position and the character will move there, rather than using the gear on that location. To get the gear cursor back, use the Space Bar again. The Space Bar toggle is especially useful when you have a weapon selected.

You can also toggle between Gear Active and Gear Standby by left-clicking on the selected gear in the gear box. Repeat clicking toggles between active, standby, and unselected modes. To select another item, left-click on that item in the gear box.

Unit Stat Window: Stats

Selecting the Stats tab accesses the character's marksmanship and special training statistics.

Unit Stat Window: Unit

Selecting the Unit tab accesses the character's current assignment and position, along with the other members of his element or cell. Left-click on one of the other characters listed to select him and call up his stat window. Note that the previously selected character will be automatically deselected. Control left-click to select multiple officers within the unit. Control left-click on a selected officer to deselect him. Left-click on the element name to select all active element members.

Hot Key = **N** (ext Unit in Element)

Overview Map

The overview map's default location is in the lower right of the screen. It shows the entire map scaled down to fit within a small window. Colored dots represent your active characters and the visible nonplayer characters on the map. SWAT officers are blue dots, bad guys and terrorists are green, innocent bystanders are yellow, and nonplayer character gangsters and security guards are orange dots. Additionally, evidence, explosives, and other objects within your character's line of sight will appear as violet dots. All characters who are wounded and down are shown as red dots. A character's dot will temporarily turn white when that character is speaking.

Click anywhere on the overview map to immediately center the mission map at that point. For additional functionality, use the Switch Maps button at the bottom of the command panel to switch positions between the mission map and the overview map (see the [Switch Maps](#) button section).

SWAT Command Panel

This section describes the SWAT commands. In *SWAT 2*, your orders can be carried out immediately or delayed until you initiate them. The Initiate command button is the eagle icon halfway down the panel. If it is locked down, your commands are carried out immediately. If it is up, your commands are held in waiting until you initiate them by left-clicking on the Initiate button (see the [Initiate](#) and [Initiate Lock](#) commands in this section).

Note: When a command button is selected, the default arrow cursor will turn into a command specific cursor when it passes over a viable target for that action. Holding down the TAB key and left-clicking the active cursor will lock the cursor onto the target. This results in a higher chance that the command will register and get carried out on the target.

[Stealth/Dynamic](#)

[Crouch](#)

[Challenge](#)

[Arrest](#)

[Rescue](#)

[Search](#)

[Disarm](#)

[Pick Up](#)

[Drop](#)

[Cover](#)

[Entry](#)

[Initiate](#)

[Initiate Lock](#)

[Special Units](#)

[CNT](#)

[Helicopter](#)

[Tank](#)

[Sniper Option](#)

[Switch Maps](#)

[Game Options](#)

Stealth/Dynamic

The Stealth/Dynamic button toggles between walking (stealth) and running (dynamic) for all active officers. The default movement condition is stealth. The stealth/dynamic order will be automatically initiated independent of the [Initiate](#) button. Stealth mode should be used for all sneak attacks while the dynamic mode is best for direct confrontations. Note that officers escorting hostages or arrested suspects cannot run.

The Stealth/Dynamic button in the terrorist game functions identically to the one in the SWAT game.

Hot Key = **M** (ove)

Crouch

The Crouch button toggles between crouching and standing modes. The crouch order will be automatically initiated independent of the [Initiate](#) button. Crouching behind cover offers more protection against gunfire by limiting the target presented by the officer.

The Crouch button in the terrorist game functions identically to the one in the SWAT game.

Hot Key = **K** (neel)

Challenge

Select an officer, then left-click on the Challenge button. Move the cursor over the character you wish to challenge. The default arrow changes into the Challenge cursor to indicate that the active command is over a hot spot. Left-click to issue the command. The selected officer will issue an appropriate challenge upon the order to Initiate (or immediately if the Initiate button is locked down).

To add to the realism of the game, you can challenge anyone, player and nonplayer characters alike. They will respond or act appropriately. Use what they say and do as an indication of their mood and possible further reactions.

Watch the terrorists' response. If a terrorist feels hostile, he'll stand with his weapon raised in a threatening position. Otherwise, he holds his weapon lowered. The SWAT officers pay attention to this, shooting only if the terrorist has his gun up.

The Challenge button in the terrorist game functions identically to the one in the SWAT game.

Hot Key = **T** (alk)

Arrest

Select one of your active officers, then left-click on the Arrest button. Move the cursor over the character you wish to arrest (probably a bad guy). The default arrow changes into the Arrest cursor to indicate that the active command is over a hot spot. Left-click to issue the command. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), your officer will rush the suspect and attempt to make an arrest. Be forewarned that the suspect may flee, engage in hand-to-hand combat, or shoot at officers, hostages, or bystanders. There's also a chance he'll surrender quietly. Strategically, it's a good idea to stun a suspect with tear gas or flashbangs. While he's recovering, your officer can rush in and make the arrest without a struggle. Note that a wounded suspect may be arrested, but the officer will not attempt to move him.

If successful, the arresting officer automatically searches the suspect for contraband and weapons. All confiscated items go into his inventory until the end of the mission when they are removed and held as police evidence. After the search, the officer escorts the suspect. If circumstances allow, it's best to walk the suspect out of the crisis situation and back to the command post. At the command post, the officer automatically releases the suspect into custody. He may then be ordered back into the field.

Hot Key = **A** (rrest)

Rescue

The Rescue button is used to liberate hostages or escort civilians out of the crisis area. Select one of your active officers, then left-click on the Rescue button. Move the cursor over the character you wish to rescue or escort (probably a hostage or bystander). The default arrow changes into the Rescue cursor to indicate that the active command is over a hot spot. Left-click to issue the command. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), the officer will move to the hostage or bystander and attempt to take her into protective custody.

Hostages and bystanders may react to the rescue attempt in several ways. Normally, they'll be grateful to the officer and accompany him gladly. However, the innocent may have a personal connection to the terrorists. Or in certain circumstances, she may experience a condition known as [Stockholm syndrome](#). Stockholm syndrome causes the hostage to identify and sympathize with her captor out of fear. In *SWAT 2*, victims of Stockholm syndrome behave irrationally, resisting rescue or arrest attempts by fleeing or fighting with the officer. Though the use of firearms against unarmed persons is definitely non-protocol, they should be controlled and removed from the crisis situation ASAP.

Once an officer has performed a successful rescue, he will escort the hostage until he can drop her off at the command post. Note that an officer will not attempt to move a wounded bystander or hostage. Be forewarned that innocent bystanders, especially those with terrorist connections, may not always be as innocent as they appear. If you suspect a bystander or hostage sympathizes with the bad guys, it's advisable to make an arrest rather than a rescue attempt. The search accompanying the arrest will automatically recover any concealed weapons.

Hot Key = **R** (escue)

Search

Select one of your active officers, then left-click on the Search button. Move the cursor over the map. It will change into the Search icon when it passes over a searchable object within the line of sight of one of your officers. Left-click on the object. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), the officer will go to that object and examine it. He will make his report but will otherwise leave the item alone until further instructed. It's important to search suspicious objects first because simply picking up an explosives device will cause its immediate detonation.

Hot Key = **S** (earch)

Disarm

Select one of your active officers, then left-click on the Disarm button. Move the cursor over the map. It will change into the Disarm cursor when it passes over objects within the line of sight of one of your officers. If you think an object is an explosives device, left-click on it to attempt disarmament. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), the officer will go to that object and defuse it... if his skills are up to the task. A [certified](#) explosives expert has a much greater chance of success.

The successfully defused bomb or booby trap automatically goes into the officer's inventory. At the end of the mission, it will be added to the evidence bin at Metro station. Note that an officer's probability of success will not be lessened if he tries to disarm an explosives device without searching it first. Nor will he be penalized for trying to disarm a nonexplosive object.

Hot Key = **B** (omb)

Pick Up

Select one of your active officers, then left-click on the Pick Up button. Move the cursor over the map. It will change into the Pick Up cursor when it passes over an object that can be picked up and is within the line of sight of one of your officers. Left-click on the object. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), the officer will go to that object and attempt to pick it up. Any found evidence or weapons will be added to his gear for the time being. All confiscated material automatically goes into the evidence bin at Metro station after the mission.

It is important to note that picking up an armed bomb or booby trap will cause it to explode immediately. The officer needs to successfully [disarm](#) an explosives device to render it harmless.

The Pick Up button in the terrorist game functions identically to the one in the SWAT game.

Hot Key = **P** (ick Up)

Drop

Select one of your active officers. Select a piece of gear from his stat window, then left-click on the Drop button. The default arrow changes into the Drop cursor. Move the cursor to where you want to make the drop, then left-click to issue the command. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), your officer will move to the location specified and drop the selected item. Dropping items is the method by which officers hand off gear to other officers (or to whoever comes along and picks it up first).

Note that if your officer is going to drop a CNT delivery (the throw phone, food, etc.), the cursor will change into a special representative cursor when passed over the viable CNT drop target location.

Hot Key = **D** (rop)

Cover

Select one of your active officers, and make sure he has a weapon selected. Left-click on the Cover button (also known as overwatch). Move the cursor over the character you wish to cover (either a suspect, bystander, or another officer). The default arrow changes into the Cover cursor to indicate that the active command is over a hot spot. Left-click on the character to issue the command. This character becomes the subject of the overwatch. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), the officer will use his selected weapon to cover the subject.

If the subject leaves the room, the officer will automatically follow at a distance, keeping him in his gun sights. Note that the Cover command can have a fellow officer or a suspect or innocent as its subject. If the subject is an officer or innocent, the selected officer will fire upon anyone attempting to shoot the subject. If the subject is an armed suspect, the officer will watch for that suspect to become an [active threat](#) and then take him down. Strategically, the Cover command is a good way to provide automatic backup for your point officers.

The Cover button in the terrorist game functions identically to the one in the SWAT game.

Hot Key = **O** (verwatch)

Entry

The Entry button allows you to choreograph the entry of an entire element at once. Select at least one officer in an element. Left-click on the Entry button. Move the cursor over possible entry points on the mission map. The default arrow changes into an entry arrow when it passes over a viable portal. Left-click when the entry arrow appears. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), the selected officers will line up in entry position and then attempt to make entry through that portal. If the entry is successful, the element automatically enters the next room in standard SWAT formation: [slicing the pie](#) with officers alternating directions left and right.

Doors may be open, closed and unlocked, or closed and locked. Entries can be carried out if the door is open or unlocked. In dynamic mode, the assault team will either run through an open door or throw open an unlocked door and then run through. In stealth mode, the assault team will creep through an open door, or quietly open the door and sneak through. However, if the door is locked, the entry team will stop at the door and the scout will report that entry is not possible. You decide the next move... Should you use the hooligan tool, ram the door, blow it, or bring in the tank?

Hot Key = **E** (ntry)

Initiate

In *SWAT 2*, your orders can be carried out immediately or delayed until you initiate them. This unique feature enables you to combine the realism and excitement of real-time play with the strategic planning of a turn-based game. With the exception of the move, crouch, and drop directions, orders to the elements will hold until you trigger them by left-clicking on the Initiate button. This will cause orders given after the last Initiate to be carried out simultaneously by all officers with standing orders (regardless of element). Note that each officer can only have one order held in reserve.

The Initiate button in the terrorist game functions identically to the one in the SWAT game.

Hot Key = I (nitiate)

Element Initiate

Advanced Feature

If you want to initiate one element at a time, activate an element by selecting an officer (or officers). Hold down the shift key, then click on the [Initiate](#) button. The selected element will carry out its stacked orders. The other elements do not receive the Initiate command at this time, holding for further instructions.

The Element Initiate feature in the terrorist game functions identically to the one in the SWAT game.

Initiate Lock

The [Initiate](#) button can be locked down to enable immediate responses to your orders. Left-click on the Lock to lock down the Initiate button. This will erase all previously stacked orders without carrying them out (a good feature if your carefully thought out plan suddenly becomes obsolete due to suspect activity). All orders from that point will be carried out as soon as they are issued. The default condition of the Initiate Lock button is down, enabling real-time play. Left-click on the locked Initiate Lock button to enable the Initiate command.

The Initiate Lock button in the terrorist game functions identically to the one in the SWAT game.

Hot Key = **L** (ock)

Sniper Option

SWAT sniper units must be deployed to specific high ground locations in order to be effective. Once you have a sniper unit in place, the sniper or spotter will report in when he observes a suspect with or without a hostage. However, it's your call whether your snipers act on their own or wait for you to direct the shot yourself.

Snipers have a default red light standing order. This means the sniper will not take the shot unless it's in self-defense. Toggling the sniper option from red to green means that the sniper can fire at will if the suspect presents a clear and present danger. Giving a sniper unit the green light is a good way to have automatic back-up if you want to focus on the assault teams.

Note that the sniper option is not available in the terrorist game because a terrorist sniper is not bound by the same shooting protocols as a SWAT officer. Therefore, you must call all their shots.

Switch Maps

The Switch Maps button swaps the positions between the [mission map](#) and the [overview map](#). The overview map shows all visible units as little colored dots. SWAT officers are blue dots, suspects and terrorists are green, bystanders are yellow, and NPC gangsters and security guards are orange. Additionally, evidence, explosives, and other objects within your character's line of sight will appear as violet dots. All characters who are wounded and down are shown as red dots. A character's dot will temporarily turn white when that character is speaking.

In the enlarged strategic overview map, you can select active characters by using the same methods as in the mission map window. The dots of selected characters have gray centers. The officer whose stat window is open is represented by a dot with a light gray center. Left-click to reposition the selected units.

Yellow stars show destination points for all uninitiated orders. If you move the cursor over a unit, his element position and uninitiated command (if any) appear in a text box at the bottom of the window. The corresponding command destination star highlights white.

Right-click and drag in the enlarged overview window to center the mission map at the cursor's location.

The window switch allows you to select an element and reposition it all the way across the map. Using the strategic overview map for large-scale unit deployment bypasses the need to scroll from one end of the mission map to the other.

The Switch Maps button in the terrorist game functions identically to the one in the SWAT game.

[Game Options](#)

Left-click on the Game Options button to access the options and information panel. A single player game will pause automatically. However, accessing the options panel from a multiplayer game will not pause the game. Game options in the terrorist game are identical to those in the SWAT game. The options and additional information buttons are described below.

[Scrolling](#)

[Screen edge scrolling](#) is the default scrolling method. Scroll by moving the mouse to the edge of your computer screen. Use the slider to the right to adjust the scroll speed.

Left-click on the Scrolling button to enable the alternate [right-click scroll](#) method. To scroll, right-click and hold down the mouse button within the boundaries of the mission map window. The closer the mouse is to the mission window edge, the faster the scroll speed.

[Autocamera](#)

The autocamera scrolls automatically to keep the primary selected character in the center of the mission window. This button toggles the autocamera on and off. The autocamera is on by default.

[Advanced Movement](#)

This button toggles between the default left-click selection method and the advanced movement method. The advanced movement feature allows movement behind selectable objects, but requires deselection prior to selection.

[Character Assignment ID](#)

This button toggles between the default assignment ID continuous display and the option to intermittently display IDs.

[Movie Size](#)

This button toggles between the default Full Screen movie and the smaller Windowed movie. If the introductory movies appear choppy, select the Windowed option.

[Mission Synopsis](#)

A brief text description of the mission's goal.

[Glossary](#)

The glossary contains text descriptions of SWAT terminology, equipment, history, and tactics.

[Credits](#)

The names behind the game.

[Go To Main Menu](#)

Go back to the Main Menu. Click here to begin a new solo or multiplayer game, load a previously saved game, view the introduction, or quit *SWAT 2*.

[Annual Budget](#)

This window shows how much money is left in the campaign budget.

[Scroll Speed](#)

Move the slider to the right to increase scroll speed. This option is active for screen edge scrolling only.

[Speech Volume](#)

Move the slider to the right to raise speech volume.

[Music Volume](#)

Move the slider to the right to raise music volume.

[Sound Effects Volume](#)

Move the slider to the right to raise sound effects volume.

[Game Time](#)

Move the slider to the right to increase the rate of game time (relative to reality time). The default is reality time.

[Return To Game](#)

Return to game play and continue playing the current mission.

SWAT Special Units Introduction

Special units report directly to the Chief. They include the [Crisis Negotiation Team](#) (CNT), the [SWAT helicopter](#), the SWAT [armored vehicle](#), and the [sniper units](#). Generally speaking, you left-click on a special unit button to access that unit. Left-click during a unit's report to cut off the message. Right-click and hold on a special unit button to access a description of the unit's function.

SWAT CNT Unit

The Crisis Negotiation Team is automatically in place at the start of the mission. Sgt. Alvarez is the primary negotiator. His job is to establish communications, then talk to the suspect in an attempt to get him to surrender. You can call off negotiations at any time, they may break down of their own accord, or (in a few cases) the suspect may surrender peaceably.

The CNT button lights up when a new report becomes available. Left-clicking on the lit button accesses the report. In addition, a dialogue box may open, prompting you to make decisions regarding communication options and suspect demands.

Communications may be automatically established via an internal phone line. Or you may be given the opportunity to send in a throw phone (a phone in a box). If you opt to do so, the throw phone will automatically go into the primary element leader's inventory. The element is responsible for inserting the phone as close as possible to an entry accessible to the bad guy. Select the throw phone. Move the default arrow over logical drop locations. It will change into the Throw Phone cursor when it passes over the viable drop area. Left-click to issue the command. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), your officer will move to the location specified and drop the throw phone. Hopefully, the suspect will come out or send out a hostage to grab the phone. Then it's the suspect's decision whether to open negotiations or not.

Once negotiations are open, the suspects may request food, money, media attention, and escape vehicles. If granted, food and money are placed into the primary element leader's gear. He is responsible for delivering the items to the drop location. Media attention can be granted, but it's never actually delivered (Alvarez can be pretty tricky). If you decide to grant an escape vehicle, a \$100 expense is deducted, and the vehicle will automatically drive onto the map. The nonplayer controlled driver sneaks out of the vehicle and back to the command post.

As the Chief, your negotiation decisions directly influence the suspect's hostility level and subsequent actions. While you want to gain the suspect's trust and prevent frustrations that could be taken out on a hostage, you can't afford to waste too much time. Alvarez will continue to negotiate until you tell him to stop, or the terrorists start shooting, or negotiations reach a dead end.

Helicopter Unit

The Helicopter button lights up if the chopper is available for the current mission. Left-click on the button to summon the chopper and receive an ETA. Click on the button again to receive an updated ETA. Once the ETA times out, the chopper automatically arrives on the map and hovers over the command post. Chopper costs (\$1,000) are automatically deducted from the budget. Note that the helicopter may draw fire. If the chopper gets shot down, it will not be available for the rest of the campaign.

After the chopper is on the map, left-click on either the Helicopter button or the chopper itself to select it. The SWAT unit command panel is replaced by the [chopper command panel](#). Right-click on the mission map or select an officer to return to the default unit command panel.

Hot Key = **F8**

Chopper Command Panel

Hover

Left-click on this button and then on a location in the mission map. Upon [Initiate](#), the chopper will fly to that location and hover in one place.

Land

Left-click on the Land button, then on a landing location. Upon [Initiate](#), the chopper will fly to that spot and land. To load an element onto the chopper, left-click on an officer equipped with rappel gear. Select the rappel gear from his inventory and click it on the helicopter. The selected officers load up. The chopper takes off and hovers, awaiting further orders.

Drop Team

Left-click on this button, then on a drop location. Upon [Initiate](#), the chopper will drop the loaded team there. This tactic can be used on specific rooftops. It also comes in handy for moving elements to the other side of a crisis zone.

Circle

Left-click on this button and upon [Initiate](#), the chopper will fly surveillance circles around the map. The chopper pilot will automatically report his observations. This eye in the sky is valuable for spotting suspects outside because the chopper's line of sight isn't blocked by obstacles.

Return to Metro

Left-click on this button and upon [Initiate](#), the chopper will leave the map, flying back to headquarters. You can call the helicopter back into the mission, but it will return in the same condition in which it left.

Tank Unit

The Tank button lights up if the tank is available for the current mission. Left-click on the button to summon the armored vehicle and receive an ETA. Click on the button again to receive an updated ETA. Once the ETA times out, the tank automatically drives onto the map and idles at the command post. Armored vehicle costs (\$500) are automatically deducted from the budget. Note that the tank may take damage from terrorist weapons and explosives. If the tank blows up, it will not be available for the rest of the campaign.

After the tank is on the map, left-click on either the Tank button or the tank itself. The SWAT unit command panel is replaced by the [tank command panel](#). Right-click on the mission map or select an officer to return to the default unit command panel.

Hot Key = **F7**

Tank Command Panel

Move

Left-click on the Move button, then on the location in the mission map where you want the tank to go. Upon Initiate, the tank will relocate.

Breach

A tank breach is a specialized dynamic entry tactic. Left-click on the Breach button. The cursor will highlight when it moves over a viable breach location. Left-click on one of the locations. Upon Initiate, the tank will breach the barricade and make an opening for an entry team.

Return to Metro

Left-click on this button and upon Initiate, the tank will leave the map and return to Metro station. You can call the tank back into the mission, but it will return in the same condition in which it left.

Terrorist Command Panel

This section describes the Terrorist commands. In *SWAT 2*, your orders can be carried out immediately or delayed until you initiate them. The Initiate command button is the Five Eyes icon halfway down the panel. If it is locked down, your commands are carried out immediately. If it is up, your commands are held in waiting until you initiate them by left-clicking on the Initiate button (see the [Initiate](#) and [Initiate Lock](#) commands in this section).

Note: When a command button is selected, the default arrow cursor will turn into a command specific cursor when it passes over a viable target for that action. Holding down the TAB key and left-clicking the active cursor will lock the cursor onto the target. This results in a higher chance that the command will register and get carried out on the target.

[Stealth/Dynamic](#)

[Crouch](#)

[Challenge](#)

[Fight](#)

[Pick Up](#)

[Drop](#)

[Cover](#)

[Take Hostage](#)

[Corral Hostage](#)

[Release Hostage](#)

[Surrender](#)

[Initiate](#)

[Initiate Lock](#)

[Special Units](#)

[CNT](#)

[Escape Vehicle](#)

[Switch Maps](#)

[Game Options](#)

Fight

Select a terrorist, then left-click on the Fight button. Move the cursor over the character you want to fight (probably an officer who's attempting to make an arrest). The cursor changes into the Fight icon to indicate that the active command is over a hot spot. Left-click to issue the command. Upon the order to Initiate (or immediately if the Initiate button is locked down), the selected terrorist will move to the target and initiate hand-to-hand combat.

Hot Key = **F** (ight)

Take Hostage

Select a terrorist, then left-click on the Take Hostage button. Move the cursor over the character you want to take hostage. The default arrow changes into the Take Hostage cursor to indicate that the active command is over a hot spot. Left-click to issue the command. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), the selected terrorist will move to the target and attempt to take her hostage. Note that only unarmed nonplayer characters may be taken hostage, and a terrorist may only hold one [active hostage](#) at a time. A terrorist with an active hostage cannot run.

A bystander may react to the hostage-taking attempt in several ways. Normally, she'll be frightened or sympathetic, and surrender herself to the terrorist's will. However, if she's particularly aggressive, she may react violently, running or attacking the terrorist in an attempt to escape. The terrorist's reaction is up to you. However, it must be noted that gunning down a hostage permanently disables her potential usefulness.

Hot Key = Take **H** (ostage)

Corral Hostage

Select a terrorist who is holding an active hostage, then left-click on the Corral Hostage button. Upon the order to Initiate (or immediately if the Initiate button is locked down), the terrorist will release his grip on the hostage with an order to keep in sight. This changes the hostage's state from active to passive. The hostage will probably stand still as long as there is an armed terrorist within her line of sight. Of course there is a chance she'll freak out and attempt an escape. If the terrorist leaves, passive hostages do not automatically go with him. The advantage to corralling is that one terrorist can hold multiple hostages.

Hot Key = **C** (orral)

Release Hostage

Select a terrorist holding an active hostage, then left-click on the Release Hostage button. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), the terrorist will release his hostage, telling her to get out. If you wish to release a [passive hostage](#), you must first “retake” her, turning her back into an [active hostage](#). Releasing a hostage before SWAT makes an entry is a good way to stall the police. As long as they think you’re cooperating, they’ll hold off for a while. It’s considered poor sportsmanship to release a hostage and then shoot her in the back, but that’s for you to decide.

Hot Key = **R** (elease)

Surrender

Select a terrorist (or terrorists), then left-click on the Surrender button. Upon the order to [Initiate](#) (or immediately if the Initiate button is locked down), the terrorist will fall to his knees and raise his hands in the international “I Give Up” signal, surrendering to the first officer who feels like arresting him. Arrested terrorists are not out of the action permanently. They get out on bail and return to the fold after two missions. Therefore, sometimes it’s strategically wise to surrender rather than take the chance of being fatally shot.

Hot Key = **S** (urrender)

Terrorist Special Unit Introduction

As the terrorist leader, you can negotiate with SWAT's [Crisis Negotiation Team](#) (CNT) and call in [getaway vehicles](#) to aid in the terrorists' escape. Generally speaking, you left-click on a special unit button to access that unit. Left-click during a unit's report to cut off the message. Right-click and hold or rest your cursor on a special unit button to access a description of the unit's function.

Terrorist CNT Unit

The Crisis Negotiation Team deploys when SWAT arrives on the scene. Depending on the situation, primary negotiator Alvarez may use a bullhorn or attempt to establish communications via a throw phone or internal phone line. As the terrorist, it's your decision whether to play SWAT's game or leave them hanging.

If you want to talk, have a terrorist or hostage retrieve the throw phone (if one is inserted). To retrieve a delivery, select a terrorist, left-click on the Pick Up command, then on the object to be retrieved. If the terrorist has an active hostage, he will automatically send out the hostage to do the retrieval.

Answer a ringing phone by clicking on the flashing CNT button. Once the comm link is established, you can demand food, money, media attention, and escape vehicles (see the Escape Vehicle section). SWAT will usually try to get on your good side by delivering food or money. Share the food with your hostages to encourage [Stockholm syndrome](#). Remember that Alvarez is a devious s.o.b. He may promise things he won't deliver, hoping to lull your people into a false sense of security while the assault teams close in.

After you've hooked up with SWAT, the CNT button lights up when Alvarez has something to say. Left-click on the lit button to make a demand or terminate negotiations. SWAT will cut the comm link if you start shooting people. Be advised that the best way to get stuff from SWAT is to hold your fire.

Escape Vehicle Unit

The Escape Vehicle button lights up if any terrorist getaway vehicles can be brought in to abet an escape. Left-click on the button to summon a vehicle and receive an ETA. Click on the button again to receive an updated ETA. The vehicle costs (\$100) are deducted from your budget when it arrives on the scene.

Terrorist getaway cars have predetermined paths. When the ETA times out, the car drives onto the map using a predetermined route. It stops at a specific location. Select at least one of your terrorists, then move the cursor over the vehicle. The cursor changes into the vehicle icon to indicate that this is a viable escape vehicle. Left-click on the vehicle and the selected terrorists will move to it and load up (if there's room). If a terrorist has an active hostage, he will force the hostage into the vehicle as well.

Sometimes terrorists can demand an escape vehicle from the CNT, or there may be a car already on the scene that the terrorists can hot-wire. If you suspect one of these vehicles is available, select a terrorist and move the cursor over the vehicle. The cursor will change into the vehicle icon if this is indeed a bona fide escape vehicle. Proceed to load terrorists as described above. Note that while the terrorist-owned getaway cars come equipped with a driver, CNT-provided vehicles and "previously owned" vehicles do not. Therefore, getaway vehicles only supply messages if an Aiken brother is behind the wheel.

Once the vehicle is filled to capacity (between five and nine passengers, depending on the car), you won't be able to load any more people into it. You can order the vehicle to drive off the map as long as there is at least one of your player-controlled terrorists inside the car. Left-click on the car to select the vehicle. If the car is owned by the terrorists, you can also left-click on the Escape Vehicle button to select it. The terrorist unit command panel will be replaced by the [escape vehicle command panel](#). Right-click on the mission map or select a terrorist to return to the default unit command panel. The escape vehicle command panel contains the Flee button.

Hot Key = **F9**

Escape Vehicle Command Panel

Flee

Left-click on the Flee button. The vehicle will immediately leave the map, carrying its passengers to safety.

SWAT Debriefing Introduction

A mission ends when either all the SWAT officers or bad guys are out of commission (i.e., dead, wounded, escaped, or arrested). In many SWAT missions, the officers also have to account for all hostages and bystanders before the mission will end (access the mission synopsis from the options panel for mission-specific details). If SWAT goes out first, it's assumed all surviving suspects escape. If the terrorists go out first, it's assumed all surviving bad guys are arrested. Once game play ends, each mission concludes with a debriefing session in which you learn the final statistics for the mission. The window in the upper left of the screen lists when the operation occurred, the time elapsed, the number of casualties, the arrests made, and other pertinent information.

Note that officers gain experience points depending on their actions during the course of a mission. The first time an officer uses a particular skill in a mission (i.e., shoots a hand gun or throws a flashbang), that skill level increases by 2%.

SWAT Medals

Your officers are awarded medals based on their individual performance. Medals appear in the upper right of the officer's recruit page. A medal is awarded to each officer every time the following conditions are met. The available medals are as follows:

Medal of Valor

The Medal of Valor is the LAPD's highest award conferred upon an officer in recognition of a single act of bravery above and beyond the call of duty. To be awarded the Medal of Valor, officers shall have distinguished themselves by conspicuous heroism and extreme courage in the face of imminent peril. Awarded by the Board of Police Commissioners, the Medal of Valor is presented by the Chief of Police at an annual awards ceremony. The award consists of a medal, a ribbon and a citation.

The Medal of Valor is awarded to an individual officer if during a specific mission:

- * He personally wounded or killed a suspect, thereby rescuing a hostage's life.
- * He is wounded or killed while rescuing a hostage, but only if the hostage is not wounded or killed.

Police Medal

The Police Medal is awarded by the Chief of Police in recognition of an officer who acts bravely and heroically, though to a lesser degree than required for the Medal of Valor. The award consists of a medal and a ribbon and is presented by the Chief of Police.

The Police Medal is awarded to an individual officer if during a specific mission:

- * He personally wounded or killed a suspect who was directly threatening an officer's life.
- * He is wounded or killed while attempting to rescue a hostage and the hostage is killed or wounded as well.

Police Star

The Police Star is awarded by the Commendations Board in the name of the Department. The medal honors officers who have distinguished themselves either by acts of bravery or by performing with exceptional tactics and judgement in stressful situations. The award consists of a medal and a ribbon and is presented by an Assistant Chief.

The Police Star is awarded to an individual officer if during a specific mission:

- * He captured a surrendering suspect without the use of force.
- * He rescued a hostage without the use of force.

Police Commission Unit Citation

The Police Commission Unit Citation is the Department's highest award conferred upon an organizational unit for outstanding combined effort by the unit members. The award is presented by the President of the Board or the President's designee. It does not preclude the conferring of individual awards to members of the unit for their individual accomplishments. The citation consists of a medal, a ribbon, and a copy of the citation for each officer assigned to the unit when the commendatory act was performed.

The Police Commission Unit Citation is awarded to each member in an element if during a specific mission:

- * No one is injured or killed, all suspects are arrested, and all hostages are rescued.
- * A suspect is injured or killed in a hostage situation. All hostages are rescued and no suspects escape.

Police Meritorious Unit Citation

The Police Meritorious Unit Citation is awarded for much the same reasons as the Police Commission Unit Citation, though it requires a lesser degree of bravery or outstanding service. Receiving the Police

Meritorious Unit Citation does not preclude the conferring of individual awards to members of the unit for their individual accomplishments. The Police Meritorious Unit Citation is awarded by the Chief of Police. It consists of a medal, a ribbon, and a copy of the citation for each member of unit.

The Police Meritorious Unit Citation is awarded to each member in an element if during a specific mission:

- * No hostage is injured or killed, all suspects are arrested, and all hostages are rescued. A SWAT officer and/or suspect may be wounded or killed, but only if a hostage situation exists.

Recuperation Time

Officers may need to take some time off to recover from injuries sustained in the field. If an officer's final health is greater than 60%, he won't miss any time. If his health is between 30% and 60%, he will miss one mission. If more seriously wounded than that, he'll take two missions off before rejoining the active ranks. If an officer misses any missions, he's automatically unassigned from his element.

Suspensions

Depending on their actions in the field, officers may be suspended for one to three missions or kicked off the force permanently. Suspensions are determined as follows:

Suspended for One Mission

- * The officer kills a threatening suspect in an in-policy shooting or the officer wounds a nonthreatening suspect.

Suspended for Two Missions

- * The officer kills a nonthreatening suspect or the officer wounds a hostage, officer, K9, or bystander.

Kicked off the Force

- * The officer kills a hostage, officer, K9, or bystander.

Chief Public Approval & Cumulative Ratings

The upper right of the debriefing screen shows the Chief's public approval rating. This percentage is based on a summation of all factors in the mission... in other words, how well did SWAT live up to public expectation under the circumstances? Did the officers shoot innocent bystanders just for fun, or were they cautious professionals, preserving life whenever possible? Did they resolve the situation quickly, or did they waste time while the suspects held innocent lives in peril?

The cumulative rating is the previous cumulative rating with the current mission's approval rating factored in. Public opinion is so volatile that it doesn't matter how many missions you've successfully concluded... it's more a matter of what have you done lately? For this reason, the new mission rating gets averaged in equally with the previous cumulative rating. Be forewarned that if the approval rating drops too low, public outcry forces the Chief into early retirement and the campaign ends.

SWAT Budget Impact

SWAT's annual budget may increase or decrease based on the current mission's outcome. If highly successful, the city decides to give the department a bonus. Let the public down and your budget gets slashed. Budget impact depends on several factors including approval ratings and mission summation ratings. Be forewarned that if the budget drops too low, public outcry about overspending forces the Chief into early retirement and the campaign ends.

SWAT Mission Summary

Each mission concludes with a generalized debriefing statement based on the total mission outcome. There are five possible ratings ranging from Exceptional to Reprehensible. They are based on such factors as whether any innocents got killed. Were the deaths avoidable? Did any suspects escape? Did they leave with hostages? Did any officers get killed? Did officers follow correct shooting procedures? Note that the outcome is determined by the lowest of the possible ratings earned. For example, if an officer was wounded avoidably (which isn't too bad), but the hostage was killed (much worse), then the overall rating is Reprehensible.

SWAT Mission Report

Click on the Report button to access Sgt. Markossian's summation of the mission. He will run through the statistics, then give you specific facts about the mission based on evidence your officers have recovered in the field. The mission report reveals details about the story, so if you're interested, listen up!

You can scroll the text in the report or use the buttons to the right of the report window to play, rewind, fast forward, or stop the report.

Continue Game

When you're done with the Debriefing window, left-click on the Continue Game button to move on to the next mission in the campaign. This option is only available during a campaign. Note that your game will not be saved automatically.

Save Game

In a campaign, clicking on the Save Game button in the Debriefing interface accesses a dialogue asking if you want to save your game. Click on No to continue on to the next mission without saving your game. Click on Yes to open the Save Game interface. The Save Game list appears in chronological order with the most recently saved game on top and highlighted. Type in a name. Click on OK to save the game under that name and continue on to next mission. If you click on Cancel, you'll continue on to next mission without saving the game.

If you want to delete a game, select the game name from the list, then click on the Delete Game button. If you run low on disk space, you will be prompted to replace an existing save game in order to save your current game. Remember, you cannot save a quick mission or a multiplayer game.

Terrorist Debriefing Introduction

The terrorist debriefing window is similar to the [SWAT debriefing](#) window. However, the Five Eyes' performance is judged by vastly different standards than SWAT's. For example, whereas a SWAT officer gets into all kinds of trouble for shooting an innocent bystander, it's not such a big deal if a terrorist does it. Therefore, while terrorists aren't able to earn medals, they can rack up points for killing officers, stringing along the CNT, escaping with hostages, acquiring weapons, and attaining mission-specific goals.

The Five Eyes don't have to worry about public criticism, but they do have to stay on their leader Basho's good side. He has per mission and cumulative approval ratings similar to the PR rating on the SWAT side. He also summarizes the terrorists' performance and decides whether they're worthy to continue the pursuit of enlightenment.

The upper left of the screen lists when the operation occurred, the time elapsed, the number of casualties, the terrorists arrested, the terrorists escaped, the number of hostages taken, and other pertinent information.

Note that terrorists gain experience points depending on their actions during the course of a mission. The first time a terrorist uses a particular skill in a mission (i.e., shoots a hand gun or throws a grenade), that skill level increases by 2%.

Sidelined

Terrorists may be temporarily taken out of the action for several reasons. A wounded terrorist may miss one mission if his wounds are serious. If gravely wounded, he may be permanently disabled. A terrorist who's been arrested misses two missions, then gets out on bail and returns to the terrorist pool. If a terrorist misses any missions, he's automatically unassigned from his cell.

Terrorists may also be suspended if their behavior in the field displeased Basho. The suspension is determined on a per mission basis.

Basho's Approval & Cumulative Ratings

Terrorists do not get medals. They do it all for Basho's approval, as indicated in Basho's approval rating shown in the upper right of the debriefing screen. This percentage is based on a summation of all factors in the mission... in other words, how well did the terrorists meet Basho's expectations and fulfill his goals? Did they attempt to recruit new members or did they shoot innocent bystanders just for the fun of it? Did they collect weapons and loot when given the opportunity? Did they stick together when outnumbered by SWAT, or was it every man for himself? Did they know when to stay and fight, and when to run?

The cumulative rating is the previous cumulative rating with the current mission's approval rating factored in. Basho is a temperamental guy, so it doesn't matter how many missions you've successfully concluded... it's more a matter of what have you done for Basho lately? For this reason, the new mission rating gets averaged in equally with the previous cumulative rating. Be forewarned that if the approval rating drops too low, Basho gets disgusted and the campaign ends.

Terrorist Budget Impact

The terrorist budget may increase or decrease based on the current mission's outcome. If highly successful, Basho is able to raise additional funds to support the cause. If you fail miserably, he withdraws his support. Budget impact depends on several factors including Basho's approval rating and the mission summation rating. Be forewarned that if the budget drops too low, Basho throws in the towel and the campaign ends.

Terrorist Mission Summary

Each mission concludes with a generalized debriefing statement based on the total mission outcome. There are five possible ratings ranging from Electrifying to Defeat. They are based on such factors as the number of terrorists killed or arrested, the number of hostages taken and whether the terrorists managed to escape with them, and the resources (weapons, money, etc.) recovered in the field.

Terrorist Mission Report

Click on the Report button to access Basho's summation of the mission. He will run through the statistics, then tell you how well you achieved that mission's specific goals. The mission report reveals details about the story, so if you're interested, listen to what Basho has to say.

You can scroll the text in the report or use the buttons to the right of the report window to play, rewind, fast forward, or stop the report.

SWAT Mission Statement

The following six affirmations represent the doctrine that every SWAT officer swears to uphold with his life.

- I. A commitment to the belief that members of this entity must function as a team. That the overall success of each mission is a direct result of individual team members acting in concert with one another.
- II. A deep and abiding reverence for human life, resulting in a firm resolve that all possible tactical alternatives be exhausted before employing deadly force.
- III. Recognition that we are a part of a larger organization, the Department. That our level of success is dependent, in large measure, on the support of the Department and the individual entities within.
- IV. A conviction that consistent and intensive training is paramount to continued success in all operational aspects of the team.
- V. An enduring effort by each team member to maintain high standards of mental and physical health.
- VI. A continuing process of honest introspection into the day-to-day workings of this elite unit in order to guard against complacency and mediocrity.

Main SWAT Officers

Chief of Police John De Souza

The Chief is your persona when playing on the SWAT side. The 56-year-old was raised in New Orleans, but he came out west at 18 to go to UCLA. In his 36 years on the force, De Souza has seen it all. This experience shows in his voice... Firm and controlled, but not devoid of warmth and humor.

Sgt. Griffin Markossian

Griff Markossian married the same year he joined the LAPD... 27 years ago. He's a family man with four daughters, three grandchildren, and another one on the way. The Chief's right hand man, Markossian is in charge of training and debriefing. You'll hear a lot of information from Markossian... Make sure you listen.

Sgt. Michael Alvarez

Mike Alvarez is the primary negotiator for SWAT's crisis negotiation team. You'd never tell from his friendly, easy-going manner that his job is a pressure cooker where a misplaced word can mean the difference between life and death. That's why he always speaks in a calm, laid-back voice, no matter how critical the situation. A life-long bachelor, you might say Alvarez is married to the job. His genuine concern has earned him the respect of his fellow officers, as well as one hell of an ulcer.

SWAT 1: Shooting House Training

January 3, 1999
09:30

Introduction

This first scenario takes place in the shooting house, a SWAT training facility. Sergeant Griff Markossian discusses some SWAT tactics and introduces the new Chief of Police (your SWAT game persona). Officers Vargas and Sylvester will pretend to be a hostage and suspect. Your assignment is to recruit an element, rescue the hostage, and arrest the suspect. Markossian says that since the "suspect" and "hostage" are SWAT officers, live ammo, tear gas, and flashbangs will be used to lend authenticity to the scenario. He warns people to be careful so no one gets hurt.

Markossian's Briefing

"Good morning, officers. I'm Sgt. Griff Markossian, your instructor for today's training exercise. For those of you who haven't been here before, this is SWAT's shooting house, a simulated exterior and interior where we practice tactical movement, stealth and dynamic entries, hostage rescue, and suspect neutralization. Today's exercise consists of basic maneuvers and tactics. Your goals are prioritized. First, set up an exterior containment perimeter. Monitor crisis negotiations and then if the situation dictates, plan and carry out a structure entry.

"Use stealth tactics if you want the suspects to remain unaware of your presence for as long as possible. A dynamic entry is advisable if an immediate threat calls for speed and decisive action. Move through the building, clearing and securing rooms as you go. Remember to always look before you leap by having the scout mirror doors and corners. If a room appears clear of suspect activity, the element should move into it cautiously, slicing the pie and alternating directions.

"When confronting a bad guy, verbally challenge him before making any aggressive moves. It's always preferable to have the suspect release the hostage and surrender on his own free will. Of course if he's presenting an active threat, you'll need to use your own best judgment. Your first priority is to protect innocents. Your second, the lives of your fellow officers.

"Before we get started, I'd like to make a few introductions. Officers Vargas and Sylvester will be playing our hostage and suspect, respectively. I'm sure I don't need to remind you that your weapons are loaded with live ammo and even method-acting officers take offense when you shoot at them. On the other hand, feel free to use tear gas and flashbangs, with discretion of course. You need to get accustomed to the effects of these non-lethal implements of war.

"We're also honored to have a guest celebrity with us today... Retired LAPD Chief of Police, Daryl Gates. He'll be giving us the benefit of his 47 years of experience by providing helpful suggestions as you work your way through the shooting house. Just call on him if you have any questions. Finally, our newly installed Chief of Police is here to watch SWAT in action. He'll be serving as our crisis commander in the field so let's try to make a good first impression on him, how 'bout it? Even though SWAT tries to train for the worse-case scenario, every call-up is unique and unpredictable. Train hard, stay alert, and always expect the unexpected."

Strategy

This training exercise covers the basics of perimeter containment, entry techniques, tactical movement, shooting protocol, hostage rescue, and suspect neutralization. First, recruit an element using the Recruit interface (see the Recruit section for details). Then call your element into active duty. Practice selecting and moving officers around. Experiment with the interface by giving orders (both with the [Initiate](#) button up and down), accessing the CNT and other units, and asking Chief Gates for hints.

SWAT 2: Warehouse Training

January 11, 1999
13:00

Introduction

This training scenario takes place in an empty warehouse. Markossian addresses the group assembled in the parking lot. He gives instructions for the training scenario, and warns the officers not to use flashbangs or tear gas because the "suspects" and "hostages" are civilians. The weapons are loaded with blanks.

Markossian's Briefing

"OK, people, let's get started. Today we're simulating a barricaded suspect situation using this abandoned warehouse as our training ground. I'd like to point out the elementary school next door. If this was a real call-up, your first priority would be to clear the playground and classrooms. Set up a sniper unit to provide high ground surveillance and cover. Then, if negotiations fail, elements move in and systematically clear the warehouse. Remember to leave trailers behind you as you go, but always keep the big train moving.

"This simulation involves multiple bad guys and hostages. Thanks to the friends and wives who volunteered to act out these roles. Because of civilian involvement, your weapons are loaded with blanks today. Fire as necessary to practice shooting protocol, but please refrain from using tear gas or flashbangs. I want to see strategic thinking and tactical movement. Be careful and remember... As you train, so shall you fight."

Strategy

By accessing the CNT interface, you'll have the chance to establish a communications link with the suspects via a throw phone. You can also call in the helicopter to fly surveillance. Practice deploying the snipers to provide high-ground cover of the exits. The suspects may shoot blanks at your officers, who will play dead even though they're not really wounded. The goal is to neutralize the situation as nonviolently as possible before the suspects reach the getaway vehicle. Move quickly or the "wounded" victim will bleed to death before the operation is resolved.

SWAT 3: Father/Daughter Day

January 19, 1999
11:15

Introduction

A deranged man fights with his wife, pulls a gun, and wounds her. She runs out of the house, leaving behind their six-year-old to be taken hostage by her own father. SWAT arrives and sets up across the street from the house, clearing all the residents from the area. The suspect and child are somewhere in the house or yard.

Strategy

To successfully rescue the little girl, you have to get the element into the house (or yard) without wasting any time. Establish CNT negotiations if you can. You might find out something useful. However, keep in mind that this suspect is acting mentally deranged. He could go ballistic at any point, so be prepared. Note that crisis negotiation will always terminate automatically if gunshots are fired (from either side).

SWAT 4: Convenience Store

February 2, 1999
14:35

Introduction

A convenience store owner is alone in her store when two masked gunmen attempt to rob her. This is the fifth time she's been held up, and she's simply not going to take anymore. She screams at them in Vietnamese.

Strategy

SWAT should never jump to conclusions regarding suspects. In this mission, it's vitally important not to take anything for granted. Hopefully, the suspect(s) will allow the CNT to establish a communications link and attempt a peaceful resolution. You'll need to set up a crisis perimeter so the suspects can't escape on foot. The helicopter might be useful for surveillance should the situation move outside. Spoiler: This mission sets up in one of three ways: the storeowner as suspect, the robbers as suspects, or everyone as suspects!

SWAT 5: Bank Robbery

February 12, 1999
10:05

Introduction

In this mission, three suspects hold up a bank. The police arrive before they can escape. Finding their exit cut off, the suspects run back into the bank and take hostages. This scenario is based on the well-publicized holdup of a North Hollywood bank. Bank jobs often occur when the last day of the month coincides with a Friday because banks tend to have a surplus of cash on hand to cover payroll checks. The North Hollywood robbery took place on Friday, February 28, 1997.

Strategy

The crisis perimeter should cordon off the bank, its parking lot, and the adjacent street. The suspects and hostages can be in the lobby of the bank, behind the counter, or in the vault. The robbers are heavily armed with automatics and even a booby trap or two. Hostage safety is your primary concern here. You may want to try to negotiate for their release. Set up communications and don't push the suspects to violence. Make sure you think out your strategies carefully. Collect any evidence that might be of investigative interest.

SWAT 6: Runway Shooter

February 26, 1999
15:20

Introduction

A man checks into an airport hotel. He goes up to a room with an open door. The maid is still cleaning and she asks him to leave. He disregards her. Going over to the window, he starts to set up a sniper rifle. Rather than being terrified, the maid identifies with the shooter. Obviously she's no stranger to the mentally unusual.

Strategy

The hostage will set up negotiations if you wait for a while. Talking to her gives you an idea of what you're up against, but you should plan your tactical entry concurrently. Since the suspect is on the top floor, you may want to make entry from the roof. This is possible if you do not already have an entry team inside the building (the roof is still on).

Summon the chopper. Land it to load the rappel team. Any element that includes at least one officer equipped with climbing gear can fast-rope or rappel. Make sure the chopper doesn't fly in front of the sniper's window because he'll probably shoot at it.

If you set up a sniper team, you'll want to be familiar with SWAT's standard building identification system. Windows in multiple story buildings are labeled to aid in target location. From the perspective of someone facing the side of a building, the windows in that side are numbered from left to right in ascending order.

SWAT 7: High Risk Warrant

March 2, 1999
07:10

Introduction

Detectives investigating the bank robbery notice that the outside security camera recorded a van pulling out of the drive-through window at the time of the holdup. Enhancing the video makes the license plates legible. The van is registered to a man with prior convictions for carrying a concealed weapon and attempted robbery. The detectives put out an APB. An officer spots the van and follows it back into Topanga Canyon. Because it's possible the suspect is armed and dangerous, SWAT is assigned to serve the high risk warrant.

Strategy

Set up your crisis perimeter completely surrounding the house. Try to get a throw phone into the house or do a bullhorn call-out. After a few minutes a child comes out of the house. Questioning reveals information about the remaining occupants. Since the chances are good that the suspects will attempt to run off into the scrub brush, use the helicopter for surveillance. Because you won't be destroying public property, you can use the tank to breach an entry without damaging the department's public relations. But watch out for the kids! Also, these bad guys like to keep cans of gasoline around. Be careful where you shoot or you could have another SLA-style weenie roast on your hands.

SWAT 8: Explosive Situation

March 27, 1999
12:25

Introduction

At a quarry out in the desert, some suspicious characters receive their instructions, then plant dynamite at the site. An apparent novice with explosives, one of the saboteurs accidentally blows himself up. SWAT gets called to the scene. They suspect there may be more explosives planted around the quarry, either set to go off at a certain time or detonated by someone hanging around the area.

Strategy

SWAT has to get to the explosives expert before he can start detonating the dynamite. If you have any K9 units trained, use them in this mission. They'll sniff out the sticks of dynamite planted around the quarry. Disarm the explosive devices and collect them as evidence. Use the chopper for surveillance and rappel team drops unless it's drawing fire. Cover the tunnel to keep the suspects contained within the quarry.

SWAT 9: Trailer Park OD

April 4, 1999
16:40

Introduction

A drug addict paces like a caged animal. Suddenly he goes berserk and starts tearing the place apart. He slams a mirror against a table, then stares at his reflection in the shard in his hand. Suddenly, he slits his wrist and falls. Clutching the phone, he dials 911 and babbles incoherently. The bloody receiver falls from his hand.

Strategy

When SWAT arrives on the scene, the trailer park is quiet. Have the CNT use a bullhorn to call out the residents. Make entry on the apparently uninhabited mobile home and attempt to rescue the suicide victim. Be sure to check the residence for evidence. If you bring him out, it becomes apparent that someone doesn't want him talking to the cops. Suddenly SWAT is under attack from outside the crisis perimeter. If you've deployed sniper units around the perimeter, use them now to target the suspects surrounding the officers. Spoiler: Watch out for those so-called innocent bystanders!

SWAT 10: Riot in the Valley

May 9, 1999
14:25

Introduction

This scenario takes place at a suburban strip mall. Terrorists shoot store windows and incite the crowd to riot. A newsman on the scene aggravates the situation with his on-the-scene reports. Someone plants a pipe bomb and a car explodes. Soon a large-scale insurgence is well under way.

Strategy

The main goal is to get the riot under control as soon as possible. Since this mission is unusual, you'll have to use different tactics. Activate up to six elements to break things up. Try to identify the main instigators and arrest them promptly. Get your officers between the rioters and the storefronts as quickly as possible to prevent looting. Remember that tear gas may not blow in the direction intended. There have also been instances where tear gas victims have taken legal action against the department.

The helicopter can be used for surveillance and K9s are useful for psychological intimidation. Try to recover a pipe bomb or two for evidence. Damage to the shopping center and civilian injuries need to be kept to a minimum. If you can't control the situation, the National Guard is called out. This drastic measure puts an end to your career (and coincidentally, the game).

SWAT 11: Suburbia

May 9, 1999
17:15

Introduction

During the riot debriefing, a call-up comes in reporting a prowler in the neighborhood bordering the strip mall. SWAT is ordered back to the Valley to check it out. There are several locations within the cordoned area in which the suspects might be hiding. Your task is to ferret out the suspects while keeping damage to the neighborhood and civilian risk to a minimum.

Strategy

If you direct the CNT to do a bullhorn call-out, the neighbors come out of their houses and you can move them to safety. The suspects can be in the abandoned house, the storage facility, or the inhabited house. If at least one of the suspects is in the inhabited house, he can take the man and woman who live there hostage. The CNT might be able to establish contact via the house phone. Respond to the suspect's demands as you see fit.

K9 units will definitely come in handy to track down the suspects' locations. The helicopter can be used for surveillance unless it draws fire. The tank is not available for this mission.

SWAT 12: Domestic Situation

May 12, 1999
06:05

Introduction

A call comes in to the 911 dispatch. The caller reports shots fired in a domestic quarrel. Then the caller hangs up. Since the suspect is thought to be armed and potentially dangerous, SWAT goes on the call.

Strategy

All appears quiet when SWAT arrives on the scene. Because there's a dog sleeping on the front porch, Alvarez wonders whether guns have actually been fired. If the officers move with stealth, they may prevent the dog from barking and alerting the residents to SWAT's presence. You can also decide to have the CNT call the house or do a bullhorn call-out.

SWAT's challenge is to take the adults and the child into custody without injury insofar as that is possible. The combustibles in the shed pose an additional hazard. SWAT can use the tank on the house. The helicopter can be used for surveillance purposes. K9s would be helpful to subdue the dog, and locate and neutralize the suspects. As always, keep an eye out for evidence.

SWAT 13: Law Firm

May 20, 1999
13:40

Introduction

A man goes into the reception area of a lawyer's office. He confronts the secretary who denies him access and threatens to call security. He shows her a gun and forces her to buzz him into the lawyer's office.

Strategy

Initially SWAT only knows what floor the call-up is on, but not which office. Possibly the CNT can help shed some light on the subject, but only if you know the standard nomenclature for room identification (check the glossary). Otherwise, the floor will need to be cleared and secured room by room. Entry can be made from the balcony or the ground floor. Position snipers to observe through the windows. Spoiler: Be forewarned that the lawyer may have secrets to hide.

SWAT 14: Assassination in the Park

May 24, 1999
13:55

Introduction

It's a lovely Sunday afternoon in the park. Families and couples picnic on the lawn. A man sells balloons to the children. A gray sedan with government plates pulls up and a security person gets out, followed by the mayor. SWAT officers are on the scene for VIP protection. There's rumor of an assassination attempt so make sure everyone stays on their toes.

Strategy

Deploy your elements around the park looking for any suspicious activity. The terrorist snipers will try to avoid SWAT and get into viable sniping positions. Try to keep things as low-key as possible to keep the bystanders from panicking. Use the chopper for surveillance and rappel team placement. Confiscate any weapons you can. You have to prevent the mayor's assassination or your career (and the game) is over.

SWAT 15: Metro Station

June 3, 1999
14:50

Introduction

The Chief is in his office at Metro Station, granting an interview to the press. They are questioning him regarding the recent assassination attempt on the mayor. Suddenly the Chief hears shots outside his office. Markossian gets on the PA just long enough to report that Metro has been invaded.

Strategy

When the scenario starts, the first thing you realize is that the Chief is now in the game, sort of a one-man element of his own. You need to keep him alive to successfully complete this mission (and the game). Five of your elements will be active in this mission. The first thing to do is equip the Chief (though he does have a Colt 1911 by default). Then try to protect the newspeople. The mayor shows up on the scene as well. It's helpful to keep him alive too. Clear the terrorists out of Metro by any means at your disposal. If you beat this mission, the debriefing ties all the loose ends together in one giant knot.

Terrorist Mission Statement

The following seven affirmations represent the doctrine that every member of the Five Eyes swears to uphold with his life.

1. Complete dedication and devotion to the principles of the Five Eyes: Environment, Education, Electricity, Equality, and Ecstasy.
2. A commitment to the belief that members of this entity must function as a team. That the overall success of each mission is a direct result of individual team members acting in concert with one another.
3. A deep and abiding reverence for the human spirit, resulting in a firm resolve that all possible tactics, including deadly force, be used to further our spiritual growth and enlightenment.
4. Recognition that we are a part of a larger organization, the Five Eyes. That our level of success is dependent, in large measure, on the support of the Five Eyes and the individual branches within.
5. A conviction that consistent and intensive training is paramount to continued success in all operational aspects of the team.
6. An enduring effort by each Five Eyes member to maintain high standards of mental, spiritual, and physical health.
7. A continuing process of honest introspection into the day-to-day workings of inner self in order to guard against complacency and mediocrity.

Main Terrorists

Basho

Basho is a high-ranking leader in the Council of the Five Eyes. Though he does not reveal much of his past life to his followers, some say he suffered great sorrow and loss before finding peace within the Order. His charisma and earnest belief in the spiritual values of the Five Eyes have gathered many believers to him. Basho's husky, sincere voice opens the minds and hearts of his followers. Each hopes to achieve enlightenment through his teachings.

Dante

Your terrorist persona is Dante, a Bellwether of the Second Order and Basho's right hand man. Born Andrew Sommerset Fielding, Dante went to an Ivy League University, majoring in Eastern Religion and Philosophy with a Classic Literature minor. Though he graduated summa cum laude, he had a difficult time finding meaningful employment in his field. The disparities between his silver spoon upbringing and personal beliefs caused a great deal of angst, relieved only by drug and alcohol abuse. Basho found him at his ebb. Recognizing his intelligence, his passionate nature, and fervid dedication, Basho took Dante into the fold of the Five Eyes.

Terrorist 1: Indoctrination

July 11, 1999
10:15

The Five Eyes waking
What fires await our torch?
Burn, learn. Turn, reborn.
- Basho

Mission Goal

Via a computer video link, Basho announces himself as the leader of the Five Eyes organization. He tells the assembled group that they are in training for a series of operations designed to create havoc in the city of Los Angeles. Then he introduces his second-in-command, Dante. This will be your character as you recruit, equip, and command your people in the field of battle. The first mission is a training exercise. The terrorists are equipped with blanks and dummy grenades. The goal is to take and hold captives, and fend off a pretend SWAT team for a specified amount of time.

Strategy

In this training scenario, your newly recruited cell has to take hostages without letting anyone escape. Then they have to fend off the pseudo-SWAT guys (hopefully without hurting any of their fellow terrorists) and prevent capture for a certain amount of time. Experiment and learn the basics of hostage taking, movement, and shooting.

Terrorist 2: Trailer Park Training

July 21, 1999
09:30

Within the cold throat
Death's flower, a frozen maid
She blooms in fire
- Basho

Mission Goal

This training exercise takes place at a trailer park belonging to the Five Eyes. Weapons are now loaded with live ammunition. The mission is to storm the three mobile homes and take everyone hostage.

Strategy

If you've already played this mission, you know that the real D Platoon makes a surprise visit on the terrorists' training facility. If you haven't already played this mission, recall that the introduction to this section warned you about spoilers. Your real main goal for this mission is to escape into the desert when SWAT shows up. One of the cars parked on the street can be used as a getaway vehicle or the terrorists can escape on foot.

You have to make sure none of the children get caught by SWAT, because naturally the terrorists don't want their kids falling into the hands of authoritarian foster parents. If any children are killed or "rescued" by SWAT, Basho punishes all active terrorists on this mission by prohibiting them from participating in the next mission.

Terrorist 3: Gangster Armory

August 4, 1999
16:20

This metal hand gloved
In wine or blood. Forged in hate,
Used wisely in love.
- Basho

Mission Goal

Basho directs the Five Eyes to raid a gangsters' armory in an abandoned warehouse. If they can break in, overcome the guards, load the weapons, and escape before SWAT shows up, they increase their weapons stockpile for free.

Strategy

Only a few terrorists will be able to escape in the vehicle so plan accordingly. Your best strategy is to go in fast, shoot everyone, load the stuff into the van, and get away fast. Any recovered weapons will automatically go into your main weapons arsenal.

Terrorists cannot take armed suspects as hostages. However, if any gangsters do happen to surrender, they're fair game. Also, if SWAT shows up, there's a chance the gangsters will fight the officers alongside the terrorists. Be forewarned that Basho will suspend all the terrorists on this mission for one mission if no weapons are recovered.

Terrorist 4: Busted

August 22, 1999
07:10

Visions in a fog
Ghosts of bleary ignorance
I recoil, ashamed
- Basho

Mission Goal

Basho chews out the terrorists for growing and selling marijuana. He's been tipped off that SWAT is on its way to the farm. The terrorists need to get out there and destroy the evidence. No one is to leave until the last pot plant has been destroyed.

Strategy

Post guards and booby trap the fields to buy some time and provide protection against the SWAT raid. Set the pot fields on fire with the gasoline in the shed. Call in a getaway vehicle to help the terrorists escape.

Terrorist 5: Hospital Takeover

August 22, 1999
15:05

"I'm sorry, but we have an emergency."
- Dante

Mission Goal

Dante contacts Basho to tell him about the child wounded during the drug bust. Basho denies permission to take the child to the emergency room. After he signs off, Dante goes against orders, saying he'll take full responsibility. The terrorists take the wounded child to the ER for treatment.

Strategy

This is the first terrorist mission in which crisis negotiations can play an active part. If you wish, try to negotiate for money or food to share with the hostages (hopefully swaying them over to your side). Your best case scenario is to get the child treated by a doctor. First, take the child hostage and bring her into the hospital. Then, identify a doctor and take him or her hostage. Corral both hostages in the same room. If you don't hurt anyone, the doctor will treat the child's wounds. Plan the escape, but make sure the child gets out safely or the game is over. Watch out for that security guard!

Terrorist 6: Kidnapping Tammany

September 6, 1999
17:45

Environment Eye:
When yearning spirit desires
The azure shell cracks
- Basho

Mission Goal

Basho describes the planned kidnap of a major industrialist, Samuel Tammany. The terrorists are to break into his house, grab him, and take him to a terrorist safe house.

Strategy

Get into the house without wasting any time or being detected. Find Tammany and take him hostage, but don't worry about taking the other family members or servants hostage. If you don't move fast enough, SWAT shows up and makes trouble. Negotiate if you want to but remember your main goal is to get Tammany out of there. If at least one terrorist escapes with the CEO, the game continues. Otherwise, Basho closes down shop and sends everyone home. You'll have a getaway car parked close at hand or, as always, terrorists can resort to dogging it by foot as well.

Terrorist 7: Ransom

September 8, 1999
11:20

"Well, at least this time we're spared Basho's dreadful haiku."
- Dante

Mission Goal

Basho has demanded the ransom money from Tammany's family. Tammany's lawyer is supposed to come out to the site, alone, at two o'clock the following day to make the delivery. Basho also wants Tammany's videotaped confession of environmental crimes to air on a local television station. Suddenly the communication link to Basho goes dead.

Strategy

Make sure to position a sniper or two at the mouth of the escape tunnel. The terrorists have to escape with either the videotape or Tammany for the game to continue. Of course, scoring the ransom money never hurts either. SWAT will send in an officer with a briefcase and wait for a terrorist to bring out Tammany. If you decide to comply, be warned that the officer might try to grab the hostage. If the terrorist doesn't release the hostage after grabbing the money, a SWAT sniper will probably try to take out the terrorist. If the terrorist makes the exchange and releases the hostage, he can take the money back into the compound. SWAT won't withdraw, and a standoff situation ensues. Try to get as many terrorists out the tunnel and to waiting getaway cars as possible.

Terrorist 8: TV Station

September 9, 1999
10:55

Electricity
Pure blue sparks tear the storm's eye
Spits truth, laughs anger
- Basho

Mission Goal

The goal for this mission is to take control of the television station, find the manager, and convince him to air Tammany's videotape.

Strategy

Find the station manager. It turns out that he's not susceptible to Stockholm syndrome. To force him into playing the tape, the terrorists have to wound or kill a hostage or bystander. If the station manager gets killed or if SWAT breaks up the party before the tape airs, Basho terminates the game. Beware of the security guard.

Terrorist 9: Valley Vigilantes

October 1, 1999
16:25

"Equality is achieved only when every being lives in harmony with the earth's needs."
- Basho

Mission Goal

Basho describes his plan, to go into a really bad neighborhood and take out a gang that's manufacturing and selling PCP. This is obviously a grudge match between Basho and the Skanks... but why?

Strategy

The drug dealing gangsters belong to a white supremacist skinhead group called the Skanks. SWAT gets called in and the situation turns into a three-way war. The goal is to bust into the crack house, identify and take out the head Skank and as many other Skanks as possible, and then get out with as many survivors as possible.

Terrorist 10: College Recruitment

October 19, 1999
09:15

Calves to the slaughter
Raise mournful eyes to the sky
Swallows wing swiftly
- Basho

Mission Goal

Basho is pleased with the public's response to the Five Eyes' achievements. He says it's time to increase the ranks with a recruitment drive at the local university. The goal is to enlist as many students as possible, and escape with them.

Strategy

This is the big Stockholm syndrome scenario. To convince the students to join the Five Eyes, do not shoot at them. Hand out pamphlets and feed them with food helpfully delivered by the crisis negotiation team. Talk to them and hold them for as long as possible. If terrorists release hostages one at a time, this may keep SWAT from staging a dynamic entry. You do not have to actually escape with Stockholmed students to enlist them. Just getting them into that condition is enough to possibly convince them to show up in the terrorist recruitment pool on the next mission.

Remember that arrested terrorists are back after missing two missions so it might be worth the arrests to keep things peaceful. In the debriefing segment, Basho will let you know how many recruits you scored. If you don't recruit at least three students, he will become irate and close the organization down, thus ending the game.

Terrorist 11: Loot, Shoot, and Recruit

October 19, 1999
15:10

"If we can create a civil disturbance, we might benefit on a lowly materialistic level as well."
-Dante

Mission Goal

Mission #11 is a continuation of the previous recruitment drive. Over the noise of the crowd, Dante instructs the terrorists. He says that the Five Eyes' visit to the university got the students so excited that they've gathered at a shopping center in the nearby community. Although not instructed to do so by Basho, Dante makes the decision to go back out and take advantage of the additional recruitment opportunity. He tells the terrorists to incite a riot and reap whatever profit comes their way.

Strategy

Start a riot, fight SWAT, gather loot, and recruit new members by helping other rioters evade arrest. To augment the escape by foot, three vehicles in the parking lot may be hot-wired and used as getaway vehicles. As long as the terrorists score a minimum number of recruits, Basho won't get too angry that Dante took matters into his own hands.

Terrorist 12: The Manifesto

November 5, 1999
04:00

New paper rustles
The sleeper stirs. His coffee
Blinks, dull-eyed, and screams.
- Basho

Mission Goal

Basho ardently states that it's time to go public again. Now he wants his manifesto printed in the LA Star newspaper. If the terrorists are successful, Basho believes his treatise will boost public opinion, bringing money and recruits into the organization. The goal is to take over the newspaper offices and convince the editor to publish the manifesto.

Strategy

In this scenario, first identify the editor and hand her the manifesto. Then take control of the situation until the editor agrees to print the manifesto. If your terrorists take hostages without violence, indoctrinate them, feed them, and maintain the situation for a certain amount of time, the editor will break down under the stress and print the manifesto. However, if violence is used on a hostage, the likelihood of Stockholm syndrome developing decreases dramatically. In that case, SWAT will most likely go for the dynamic entry. Load the truck parked at the loading dock with the newspapers. You get extra points for each of the four stacks your terrorists escapes with. Then get the heck out of there. If the terrorists don't get the manifesto printed and escape with at least one stack, Basho ends the game.

Terrorist 13: Ambush

November 22, 1999
14:25

In a barred garden
A caged bird awaits release
Free his forceful song
- Basho

Mission Goal

Basho greets the Five Eyes and gives them their next assignment. He says that on the morrow SWAT will transfer a prisoner from the Metro jail to Soledad prison. The convoy will take Crystal Springs Drive through Griffith Park. Ambush the convoy and free the prisoner. His safety is your highest priority.

Strategy

Sometimes guns just aren't good enough. Throw grenades or plant explosives or booby traps in the road. Detonate in front of the convoy. That'll stop 'em.

In case you didn't guess, the prisoner is none other than Basho himself. Basho has to be released and then escape in the getaway car for a successful conclusion. Note that even after he's rescued, the prisoner's handcuffs prevent his holding a gun and turning into an armed suspect. Treat him like a Stockholmed hostage. If he's not rescued, Basho returns to jail. In his next communique, he bitterly expresses his disappointment and closes down the operation. If the mission is successful, he thanks the terrorists for rescuing him and says that from now on, he'll direct the missions himself because he doesn't trust his second-in-command, Dante. Some gratitude, huh?

Terrorist 14: Topanga Canyon HQ

December 3, 1999
08:10

"I've been careful... ever vigilant, ever resourceful."
- Basho

Mission Goal

SWAT shows up unexpectedly at Five Eyes headquarters. Basho accuses Dante of giving away their location. When Dante responds with anger, Basho splits off with a faction of terrorists loyal to him. They take off as SWAT closes in on Dante and the remaining faithful. The goal is to escape with as many terrorists as possible. You'll need them in the grand finale.

Strategy

The first thing to realize is that Basho and Dante are characters in the mission screen now. You have six cells. Basho has five. You can distinguish Basho's men from your terrorists by their labels. While Basho is there, he calls the shots for himself and his cadre. Try to take out SWAT before they get set up for a dynamic entry. Throw everything you've got at them, using major fire power to enable as many terrorists to escape as possible. Any terrorists who survive go directly to the next mission, cutting off Basho's escape route at the Los Angeles International Airport.

Terrorist 15: LAX

December 03, 1999
16:05

"Like a loving father, I had to take you in hand."
- Basho

Mission Goal

Dante and Basho confront each other in the private aircraft terminal at LAX. Basho cops to narcing on the Five Eyes. Are his reasons valid? Judge for yourself. This mission's goal is to get Dante and as many terrorists as possible out to Basho's private jet.

Strategy

You have control over any of your terrorists who survived the previous mission. Start by fighting Basho and his cadre, then take on SWAT when they show up. Do whatever it takes to get Dante on that jet.

Cooperative Play

SWAT 2 allows up to four people to play multiplayer missions over the Internet, on a LAN, modem, or direct serial connection via a null-modem cable.

In cooperative play, you and up to three other players team up against the computer in a quick mission from either the SWAT or terrorist solo campaign. There is a limit to the number of teams that can be activated per side.

Team play allows players to control their own elements and see all the elements on their side. The chat mode allows the planning of coordinated attacks. Players can send messages like "At 26:30 game time, have your element throw a flashbang in at the back door. I'll make an entry at the front door."

Hit the Enter key to access the messaging options. Type your message in the window and click on either Team (to send the message to only the players on your side) or Global (to send the message to all players).

When playing cooperatively, the host player controls the CNT negotiations, the helicopter, and the tank. However, any player may load an element onto the chopper. The player will lose control over his men until the host transports and deploys the element on board.

Head-to-Head Play

SWAT 2 allows up to four people to play multiplayer missions over the Internet, on a LAN, modem, or direct serial connection via a null-modem cable.

As well as cooperative play, you can also compete against another player in head-to-head play. There are 22 pre-made maps to play on, each with pre-assigned computer-controlled bystanders. You can also create your own maps with the map constructor. In head-to-head missions, there can be up to three players on a side, with a maximum of four players total. Each side has a limit of six active elements. There are no predetermined rules or goals. It's up to the players to use their imaginations to create their own scenarios. Hit the Enter key to access the messaging options. Type your message in the window and click on either Team (to send the message to only the players on your side) or Global (to send the message to all players).

NPCs = Nonplayer Characters

Map #1: Shooting House 1

NPCs: 1 Female Hostage
2 Male Hostages

Map #2: Shooting House 2

NPCs: 2 Female Hostages
2 Male Hostages

Map #3: Warehouse 1

NPCs: 2 Female Hostages
3 Male Hostages

Map #4: Warehouse 2

NPCs: 4 Male Gangsters

Map #5: TV Station

NPCs: 2 Female Hostages
1 Female Security Guard
3 Male Hostages

Map #6: Newspaper

NPCs: 3 Female Hostages
2 Male Hostages

Map #7: Big House

NPCs: 2 Female Hostages
2 Male Hostages
1 Child Hostage

Map #8: Convenience Store

NPCs: 1 Female Hostage/Suspect
2 Female Hostages
2 Male Hostages

Map #9: Bank

NPCs: 3 Female Hostages
2 Male Hostages
1 Male Security Guard

Map #10: Airport Hotel

NPCs: 3 Female Hostages
2 Male Hostages

Map #11: Compound

NPCs: 2 Female Hostages
1 Female Suspect
2 Child Hostages
2 Dogs

Map #12: Quarry

NPCs: 2 Male Hostages

Map #13: Trailer Park

NPCs: 1 Female Hostage
1 Female Hostage/Suspect
2 Child Hostages

Map #14: Strip Mall

NPCs: 4 Female Hostages
6 Male Hostages
2 Male Gangsters

Map #15: Neighborhood

NPCs: 1 Female Hostage
1 Male Hostage
1 Child Hostage

Map #16: Hide-Out

NPCs: 2 Female Hostages
3 Child Hostages
1 Dog

Map #17: Hospital

NPCs: 4 Female Hostages
1 Male Hostages
1 Male Security Guard

Map #18: University

NPCs: 1 Female Professor
10 Female Students
1 Male Professor
10 Male Students

Map #19: Office Building

NPCs: 4 Female Hostages
3 Male Hostages
1 Male Hostage/Suspect

Map #20: City Park

NPCs: 4 Female Hostages
2 Male Hostages
3 Child Hostages

Map #21: Metro Station

NPCs: 1 Female Hostage

2 Male Hostages

Map #22: LAX

NPCs: 14 Female Hostages
13 Male Hostages
5 Child Hostages

Map Constructor Introduction

The map constructor enables you to build a map with features you select and arrange to suit yourself. The map you build can then be used as the setting for playing *SWAT 2*.

You start the construction by choosing one of several pre-defined base maps. These are simply backgrounds which suggest generic localities. You then place various objects (called "construction objects") on this base map. Examples of construction objects are trees, cars, buildings, etc. These objects can be moved around or deleted from the map. When the map is the way you want it, choose Save, assign a name to your map, and exit the map constructor. The map can now be used in the game. You can reopen a previously saved map, make changes to it, and resave it.

Available construction objects are listed on the left side of the screen in a window called the "object tree view." Objects are listed in a tree structure with descending category levels. For example, the category "Cars" is next to a box with a plus (+) sign. Clicking the left mouse button on the plus sign will expand this category and show all the specific cars which can be chosen. A category can be hidden (collapsed) by clicking the category name again on its minus (-) sign.

Choose a specific construction object by left-clicking on its name. When you do this, the image of the object appears in the lower left screen in a window called the "selected object view." You may also select objects from the tree list by using the up-arrow and down-arrow keys.

Once an object has been selected and is displayed in the selected object view, it can be added to the map by holding down the left mouse button, moving the object to where you want it, and releasing the button.

Map Constructor Menus

Main Menu

File menu:

New	Create a new map. Hot Key = Ctrl-N
Open	Open an existing map. Hot Key = Ctrl-O
Close	Close the map which is currently open. A new map may now be opened. Hot Key = Ctrl-W
Save	Save the current map without closing it. Hot Key = Ctrl-S
Save As	Save the current map under a new name.
Exit	Exit the map constructor program.

Edit menu:

Undo	Reverse the effects of the most recent action. Selecting Undo again will reverse the next most recent action, and so forth. Hot Key = Ctrl-Z
Redo	Reinstate the action reversed by an Undo. Hot Key = Ctrl-Y
Cut	Delete the selected construction object from the map (see Selecting an Object). Hot Key = Ctrl-X (also Delete, Backspace)

View menu:

Start Locations	When checked, makes the SWAT and Terrorist starting locations visible so they can be moved.
Toolbar	When checked, the toolbar is visible.
Status Bar	When checked, the status bar is visible. It displays descriptions of the menu items.

Options menu:

Background Color	Changes the background color of the object view window.
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Window menu:

Docking	When checked, the three display windows are locked to each other. When not checked, the windows may be moved and re-sized independently.
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Help menu:

Contents	Displays the help contents.
Map Constructor	Displays version information.

Using the Map Constructor

The Display Windows

The map constructor uses three display windows: the object tree view, the selected object view, and the map view. The object tree view displays the descriptions of all available construction objects in an expandable tree structure by category. The selected object view shows the construction object which is selected in the tree view. The map view displays the map which is under construction.

Creating a New Map

Select New from the File menu or click the New button on the toolbar. A dialog box will display with a list of pre-defined base maps. Select one of the base maps.

Opening an Existing Map

Select Open from the File menu, select a recent file from the File menu, or click the Open button on the toolbar.

Note: Only one map may be open at a time. You must close the current map before opening a new one.

Saving the Map

Select Save or Save As from the file menu or click the Save button on the toolbar. At this point, the program will analyze the map and generate information for pathing. A dialog box will display while this process is underway. After it is saved, the map will have the name you assigned followed by the extension .MAP.

Playing the Map

Save your maps in the usermap folder in the SWAT directory. Send your friends your maps via e-mail or on a disk. Have them put the maps in their own usermap folders. When you start a head-to-head multiplayer scenario, your maps will appear in the map list. Select one of your maps to play.

Adding an Object to the Map

In the construction object tree window, expand the tree to find the object to be added. An object selected in the tree will be displayed in the object view window. In the map window, click to display the object. Hold down the left mouse button and drag the object to the desired position, then release the button.

Selecting an Object in the Map

An object in the map may be selected by clicking on the object. The object's rectangle will be highlighted. To place an object without accidentally selecting an object on the map, hold down the shift key when you click. If two or more objects overlap at the selected position, successive right mouse clicks will highlight each object in turn.

Deleting an Object from the Map

Select the object and click Cut from the Edit menu or click the Cut button in the toolbar. Double-clicking the right mouse button on the object will also delete it.

Moving an Object

Select the object with the right mouse button. Then drag the object to a new location. Sometimes an object cannot be moved to a certain location because that location is already occupied. If this happens, the object will not be displayed. Just keep moving the mouse until you find an unoccupied location.

Copying an Object

Select the object with the right mouse button. While holding down the Ctrl key, drag a copy of the object to

a different location. You may also copy an object by selecting it and clicking on a different location.

Undo and Redo Commands

Any action can be reversed by selecting Undo from the Edit menu or clicking the Undo button in the toolbar. Repeated selection of Undo will reverse all prior actions. Select Redo from the File menu or click the Redo button in the toolbar to reverse a previous Undo action.

Docking and Undocking Windows

Initially, the three windows (tree view, object view, and map view) are docked with each other so that resizing one window will result in the other two windows being resized to compensate. This behavior can be overridden by de-selecting Docking in the Window menu. While undocked, each window can be moved and resized independently of the others.

Changing the Background Color

The background color of the object view window can be changed by selecting Background Color from the Options menu. A palette dialog box will display allowing you to select a color.

Moving Start Locations

At the beginning of each mission, SWAT and terrorist units are placed at initial positions on the map called Start Locations. To move these positions, select Start Locations from the View menu. This will cause the Start Locations to become visible as target icons. You can then drag any of these points to a new position. You can use the keyboard arrows to scroll the map while dragging the start positions. Select Start Locations again to hide the points.

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.45 Caliber Colt, 1911 Government Model Sidearm

\$600

The Colt 1911 is the standard-issue sidearm of D Platoon's tactical officers. The 1911 is known as the Government .45, or simply as the Government, due to its long military history. In the year 1911, the Government model, designed by John Browning and a contingency of Colt engineers, was officially adopted as the general service pistol by both the United States Army and the Navy. The Colt 1911 served in World Wars I and II, Korea and Vietnam, and to some extent, Desert Storm. The US Army's elite counter-terrorist Special OPs unit, Delta Force, currently carries a customized version of the 1911. A commercial version of this semi-automatic single action pistol was available for general sale in 1912.

D Platoon 1911s are modified to include a match barrel, aluminum trigger, beavertail grip safety, combat hammer, beveled magazine well, extended thumb safety, polished feed ram, throated barrel, and high visibility sights. High visibility sights increase the sight radius and offer a better sight picture. Fixed sights are most often found on handguns and are designed to zero out at approximately 25 yards. No consideration is given to the different bullet weights, windage, or elevation an officer might encounter. Fixed sights are very rugged, require no special care, and are accurate for close encounters.

The Colt 1911 trigger modifications include lightweight aluminum triggers, beavertail grip safeties, and extended thumb safeties. The trigger modification eliminates any possibility of trigger bounce, a problem caused by the inertia of a heavy trigger hitting the sear as the slide slams forward. King Beavertail grip safeties are used to help absorb recoil and to protect the hand against bruising and hammer pinch. Extended thumb safeties are faster and easier to manipulate than the standard 1911 safety.

The magazine release button is on the left side of the 1911 behind the trigger. When the release button is pressed, the magazine will disengage and free fall of its own weight. This allows an officer to use his free hand to manipulate a fresh magazine for a smooth tactical reload. For this reason, some consider the 1911's magazine the best in the world. D Platoon armorers bevel the magazine to further enhance the positive loading of the 1911's eight-round magazine.

If a tactical encounter occurs in low light or in darkness, the tactical officer is at a disadvantage. Mounting a light on the weapon is one way around this problem. With the aid of a light source, an officer can establish whether a subject is hostile, whether it is a shoot/no shoot situation, and can define his opponent's vital areas for shot placement. One tactic employed in a close quarter battle is to use the light in bursts and shoot while the light is on. Once the officer has fired, the light is extinguished and the officer moves laterally so his opponent does not have a light-emitting point of reference to zero in on. For low-light situations, D Platoon outfits the Colt 1911 with a SureFire tactical light assembly. The switch plate for the light is ergonomically fitted to the pistol grip for ease in handling. There is no disruption in the officer's movement or action to turn the light on or off for clear threat identification, essential in close quarter confrontations.

Heckler and Koch 9mm MP5 Submachine Gun

\$1,000

Every officer in D Platoon is issued and trained on the MP5 submachine gun. It is the assaulter's primary weapon. The MP5 SMG is the undisputed close quarter submachine choice for vast numbers of law enforcement agencies and military special ops units. This select-fire submachine gun, chambered for pistol-size 9mm cartridges, is accurate, lightweight, and fast. With its 30-round magazine, the MP5 can fire 800 rounds per minute. High accuracy is a result of a fixed barrel, and the MP5 weighs a mere five pounds unloaded. The MP5 is a Class 3 National Firearms Act weapon. It can be sold and owned only by law enforcement agencies and the military.

The MP5's fixed barrel is cold-forged together with the cartridge chamber. The fact that the MP5 fires from a closed-bolt position allows the gun to handle strenuous conditions such as water, mud, and sand. The MP5's 30-round, curved magazine is a modern two-position feed magazine. It is made entirely of steel. The exterior finish on the MP5 is a matte-black baked enamel. The submachine gun is 17 $\frac{3}{4}$ inches long and is outfitted with a body sling. The sling allows the tactical officer freedom of hand movement should it become necessary to make the transition from MP5 to backup sidearm.

Trigger mechanism is integrated in the grip of the MP5. There are three selector lever positions on the MP5: safe, single, and sustained. When the selector lever is set on the white bullet in the rectangular box with an X superimposed over it, the weapon is on safe. It will not fire when the trigger is engaged. When the selector lever is put on the red bullet in the rectangular box, a single cartridge is fired per trigger pull. When the selector lever is set to the seven bullets in the long box open at the front end, pulling the trigger results in rapid and sustained fire until the trigger is released.

To enhance performance in low-light conditions, D Platoon equips its MP5s with SureFire Model 628 tactical lights. The 628 tactical light is powered by a 6-volt lithium battery which produces 15,000 candle power. Using the light in short bursts, the tactical officer can make positive close range target discrimination and acquisition.

Benelli Super-90 12-Gauge Semi-Automatic Shotgun

\$1,200

The Benelli Super-90 semi-automatic shotgun has rifle-type sights on a 19 ¾ inch barrel with a cylinder-bore choke and a seven-round magazine. Each tactical officer in D Platoon is required to meet qualification specifications with his standard issue Super-90 semi-automatic shotgun. While other members of the entry team carry the MP5 SMG, the rear guard position is assigned the Benelli shotgun.

The Super-90's magazine tube will accommodate seven 2 ¾ inch 12-gauge shotgun shells or six three-inch magnum shells. D Platoon issues Winchester Western 12-gauge 00 buckshot or Winchester 12-gauge one-ounce slugs. A shotgun carrier installs to the left side of the receiver without any alterations to the gun. It holds six rounds. The weapon is considered the fastest shotgun made. It can fire five rounds in less than one second. A shell in the chamber can be removed or replaced without emptying the entire magazine. An inappropriate load can be quickly substituted for a more suitable ammunition type, increasing the shotgun's tactical flexibility.

The shotgun is considered non-reflective due to the barrel, stock, and magazine tube's dull black, bead-blasted anodized finish. The butt stock and forearm are made of black high-impact polymer. Checkering has been molded into each side of the forearm and grip area of the butt stock to enhance handling. The butt stock is completed with a one-inch solid rubber recoil pad.

To counter low-light situations, the LAPD mounts the SureFire Responder flashlight assembly to the Benelli shotgun. The SureFire dedicated shotgun housing includes a fingertip control pressure switch at the fore-end of the barrel. With his front hand cradling the barrel, a tactical officer can instantaneously illuminate the subject without jeopardizing his grip on the weapon.

Robar SR60 .308 Sniper Rifle

\$2,500

The Robar SR60 .308 Sniper Rifle is made in Phoenix, Arizona by Robar Companies. Though the SR60 .308 is engineered for distances up to 600 yards, generally police snipers do not fire at a target beyond 400 yards. According to FBI statistics, the national law enforcement average for target engagement is 71 yards. The SR60 .308 sniper rifle is used by various law enforcement agencies throughout North America, including Phoenix PD SWAT and the Arizona Department of Public Safety.

The SR60's barrel component is a Schneider stainless steel match grade barrel with Robar's exclusive contour. The barrel has a match grade chamber and a crown with a muzzle diameter of approximately .880 inches. The barrel channel has a sling swivel stud for bipod attachment. D Platoon uses the Harris bipod which allows the rifle to swivel five degrees to the left or right once the bipod has been planted. The Harris bipod features a 45-degree cant adjustment that is friction adjustable and has a 9- to 13-inch gross elevation adjustment and detent locking legs.

The bolt action of the SR60 is from a Remington 700 BDL. It is accurately machined, ground and lapped. The rifle is calibrated for a .308 load. The trigger is a modified Remington trigger with a recommended release of two and a half pounds. The stock of the SR60 is an ambidextrous, Monte Carlo, fiberglass McMillian stock completely bedded with aluminum pillars and a free-floating barrel channel. D Platoon chooses to have its rifles finished in urban camouflage.

D Platoon outfits its long rifles with 10-power Leupold scopes. Leupold scopes feature 30mm solid tube construction, quarter-minute-of-angle (MOA) click windage and elevation adjustments, and a duplex reticle with the Ultra fixed Mil-Dot system. The Bullet Drop Compensator raises or lowers the scope's reticle so that elevation is taken into account, enabling the shooter to aim by centering the crosshairs on the target. Without compensation, the shooter would have to aim high or low to adjust for the target's elevation. The BDC features audible and tactile feedback from the one MOA divisions and the quarter MOA click stops.

Defense Technology Number 25 Distraction Device (Flashbang)

\$50

Noise distraction devices, also known as flashbangs, produce a loud noise accompanied by a brilliant flash when discharged. Noise distraction devices are used by D Platoon to draw a suspect's attention away from an entry port or to disorient a suspect from the activity at hand.

The Def Tech distraction device has a 1.5 second delay between detonation and discharge. When discharged, the sound level of the flashbang is 174.5 dBs at five feet. The light level is 2,420,000 candela. The duration of the sight and sound explosion is 9 milliseconds.

Noise distraction devices are Class C explosives. The Def Tech flashbang is a non-ejecting submunition. The energy is directed out of the top and bottom of the device. This design greatly minimizes physical damage. To protect the distraction device from live fire hits, the charge is housed in a non-reflective, gun-steel body.

Mirror

\$85

The 180-degree mirror used by SWAT scouts is hand-made by LAPD armorers out of 1/8-inch mirrored plastic and extendible paint handles.

Battering Ram

\$200

Designed to be used by one man, D-Platoon's hand-held battering rams are three feet long and weigh 30 pounds.

Hooligan Tool

\$75

The Hooligan tool was developed by fire departments for use in opening doors, prying out windows, and loosening locks. It is usually carried by an assaulter for use in stealth entries.

Entry Explosives

\$200

In a situation calling for dynamic tactics, a SWAT assault team will use breaching explosives to blow an entry through a door, wall, or window.

KV-4 Rectangular Ballistic Shield

\$1,300

Ballistic shields are carried by scouts or by the first officer in on an entry team. They are constructed with bullet-resistant glazing and provide level 111A protection. The police identification patch is made of removable Velcro. The shield is finished with a durable anti-glare fabric. The view port measures 4 ½ by 7 ½ inches. A vertical grab handle permits easy carrying and maneuverability.

Climbing Gear

\$350

Rappelling is a mountaineering term for the technique of lowering oneself by a rope. SWAT officers receive a thorough training in this physically and mentally challenging procedure. Not only does rappelling instill a sense of accomplishment and promote teamwork, it is also a highly effective method of gaining rapid stealth access to the rooftops of tall buildings. When helicopters need to drop SWAT officers on the roof of a multi-story building, rappelling from the aircraft might be necessary if there isn't sufficient landing room. A team may rappel down the side of the building and enter through a window to surprise a suspect.

Rappel equipment includes a nylon, braided rope specially designed for climbing. Other equipment includes gloves and the rappelling seat or diaper, two terms which refer to the rappeller's harness. The rappeller attaches a carabiner through the harness and twists it around so the gate won't open unexpectedly.

There are several methods for hooking the rappeller up to the rappelling line. Commonly an aluminum figure eight (also called a clog) is used. After looping the line through and around the clog, the rappeller snaps the carabiner through the clog's ring. This method has the advantage of allowing an entire team to rappel in quick succession by using a series of clogs attached one below the other on the line.

The rappeller guides the descent with one hand on the rope above. The other hand is placed on the rope below, slightly above the hip, for use as a brake. When rappelling, it is important to keep the legs straight and perpendicular to the body. The feet push off from the wall while the braking hand swings out to the side, thereby releasing the line. Rappelling from a helicopter is called a "free rappel." The technique is the same; however, the rappeller has no wall from which to push off.

Fast roping is another descent technique used by D Platoon. When fast roping, the officer uses no harness and no equipment to attach him to the rope. He simply takes hold of a 2 ½ inch diameter cotton rope, pulls it in tight, and slides down much the way the firemen do on steel poles in the firehouse. The only necessary gear are standard issue gloves to protect the officer's hands from friction burns.

Though not commonly used, rappelling is an effective procedure when the operation warrants rapid access onto a high-rise building. As such, it is a technique that must be mastered by SWAT teams prepared to respond to any crisis situation.

Gas Grenade Launcher

\$650

Tear gas canisters are launched from a specialized 37mm 12-gauge shotgun fitted with a big brown barrel. The grenade launcher is loaded by breaking it open and inserting one round. It's fired from the shoulder.

Tear Gas Grenade

Default Gear (not shown in gear box)

The LAPD uses a liquid gas round called the Ferret Barricade Penetrating Cartridge. This round is for police use only, deployed when attempting to disengage a barricaded suspect. All officers in D Platoon are crossed-trained to deploy gas though gas grenades are used under extreme conditions only and are not a part of most tactical operations. If a sniper is present, that duty will generally fall to him.

Tear gas may incapacitate the suspect, depending on the individual's weight, physical condition, and whether drugs or alcohol are involved. One canister of tear gas will blanket 1000 square feet. A higher concentration may cause serious physical complications or death.

SF-10 Avon Gas Mask

\$100

D Platoon officers wear their department-issued gas masks anytime tear gas is deployed or when they encounter foreign airborne materials. On tactical maneuvers requiring the use of gas grenades, D Platoon utilizes the SF-10 Avon Gas Mask. During riot conditions, D Platoon utilizes a standard military gas mask which meets the Nuclear, Biological, Chemical (NBC) warfare requirements.

The large oval eyepieces provide maximum visibility for the wearer. The changeable canister-type filter found on the SF-10 ensures that breathability is kept at an optimum. An exhalation valve makes for easier breathing, and also assists in providing clear communication. Gas masks do not provide lung protection in case of fire.

Ghillie Suit

\$150

Though police snipers normally operate in urban environments, they still require camouflage to avoid detection. Where foliage is present, the ghillie suit can be most effective. Ghillie suits were originally designed by Scottish gamekeepers in an attempt to capture poachers. The suits saw their first military use by the British Lovat Scout snipers during countersniper offensives in World War I.

Ghillie suits are constructed over existing garments such as two-piece utilities or a jumpsuit to which hundreds burlap and rope strips are added. Generally only the back of the suit is outfitted with strips of material. The front is kept clean of excess material to facilitate low crawling.

Though ghillie suits are commercially manufactured and can be store-bought, most police snipers prefer to construct their own, thus ensuring quality and maximum camouflage protection for their geographical location. A sniper hand-crafts his ghillie suit to his own specifications. First, he'll attach two-inch netting to the garment. Then he'll sew different colored strips of burlap to the netting. The sniper selects different textures and colors to blend into any surrounding environment, adding rope, leaves, grass or twigs while in the field.

Emergency Medical Field Kit

\$250

Stowed in a fanny pack, the Emergency Medical Field Kit is designed to be carried into a crisis situation by a SWAT officer trained in emergency first aid. The kit contains a bare minimum of supplies necessary to sustain life in the field prior to evacuation and hospital transport. The gear includes trauma dressings, an oral airway set, EMT shears, an adjustable splint, and protective latex surgical gloves.

LASH Two-Way Radio Headset

Default Gear (not shown in gear box)

LASH stands for Los Angeles SWAT Headset. Originally designed for LAPD SWAT, the LASH two-way radio headset is also used by Army special forces, Navy SEALs, and others. The objective of the LASH headset is to allow the tactical officer to communicate in a whisper and in high noise without the threat of detection. Using a LASH, the tactical officer is also able to monitor a receive signal that is inaudible to another person a mere 24 inches away.

The headset consists of a throat microphone on a breakaway elastic neck strap. The strap contains two modules in an assembly which cradles the officer's windpipe. One of the modules contains a dedicated throat mike transducer. The throat mike picks up vibrations from the voice box only. This allows the transmission of a whisper at the same level as normal speech. The mike's insensitivity to ambient sound makes it ideal for use in a high-noise environment.

The other module contains a 50-ohm speaker with a coiled tube terminated in a non-occluding ear mold which provides the tactical officer unobstructed hearing while allowing him to covertly monitor a radio signal and listen to peripheral sound with the same ear. The "press to talk" switch on the chest prevents accidental radio transmissions.

Load Bearing Tactical Vest

Default Gear (not shown in gear box)

The tactical vest provides the tactical officer with two advantages: ballistic protection against high-velocity ammunition, and the ability to strategically position tactical equipment. Made of nylon, the first ballistic vests were introduced in the 1960s by the United States military. In the early 1970s, Dupont invented the fiber Kevlar. Kevlar is five times stronger than steel and proved to be an excellent material for ballistic protection.

In 1985, Allied Signal developed Spectra fiber. Spectra fiber is ten times stronger than steel, yet it is so light it floats. Many thin fibers are bundled together to form a yarn. The yarn is tightly woven into what is known as Aramid fabric. When struck by a bullet, Aramid fabric absorbs the impact energy and disperses it to other fibers in the weave. In 1986, Akzo introduced Twaron, an Aramid fiber, for ballistic protection. Today, due to years of research and development, there is a myriad of combination materials and technologies to create ballistic protection from threats ranging from small-caliber pistols to high-capacity submachine guns.

The vest used by D Platoon has a Nomax fire-retarding outer shell to protect the tactical officer from flames. Above the officer's name is a reinforced rescue strap used to pull a downed officer to safety. The tactical officer's two-way radio is mounted on his shoulder in a detachable pouch. The pouch accommodates the headset wiring harness located on the radio. The cabled, chest mounted Press-to-Talk switch with front surface action keys the two-way radio. The detachable magazine pouches are designed to allow different sizes of magazines to fit into the same pouch. The tactical vests used by D Platoon meet the certification standards of the National Institute of Justice.

Tactical Utility Belt and Holster

Default Gear (not shown in gear box)

D Platoon uses a versatile, adjustable belt and holster system that provides easy access to secured gear. Its configuration is designed around an adjustable hanger system. The utility belt is constructed of ballistic nylon and features a Velcro front fastening.

The .45 holster is made of formed leather and has a nylon leg strap. The leg strap is secured around the tactical officer's leg to stabilize and eliminate any forward or backward holster shifting during movement such as walking, running or crawling. D-ring and adjustable ballistic nylon strap configurations facilitate equipment-carrying options. The ballistic nylon gas mask pouch has adjustable Velcro fastening straps for flexible configuration.

Ballistic Helmet

Default Gear (not shown in gear box)

Due to the level of violence in modern society, D Platoon officers are issued military-style ballistic helmets during extreme conditions such as riots and continuous-fire suspect encounters. The decision to wear helmets is made on a situation-by-situation basis by the element leader and the supervising sergeant.

The ballistic helmets used by D Platoon are constructed of Kevlar and outfitted to accept face shields. Face shields provide maximum facial protection while affording unobstructed vision. A sniper will often forego his helmet, wearing a soft Woodland camouflage hat instead to avoid showing a revealing silhouette.

Nomax Gloves

Default Gear (not shown in gear box)

The gauntlet-style gloves worn by D platoon officers are made of the fire-retarding material Nomax. Wearing fire-retarding gloves offers protection to the officers' hands and wrists when encountering chemical and gas explosions. Snipers generally do not wear their gloves when using their sniper rifles. If a sniper opts to wear gloves when engaging a target, he will often cut the glove finger off for his trigger finger.

Nomax Hood

Default Gear (not shown in gear box)

The hood used by D Platoon is made of the fire-retarding material Nomax. Wearing a hood offers protection to the officer's face and neck when encountering chemical and gas explosions.

Helicopter

\$1,000 (per mission cost)

LAPD currently fields two types of helicopters: the Bell JetRanger and the French-made Aerospatiale. The world's most popular helicopter, the JetRanger seats five and has a maximum speed of 132 mph. Its range is 676 km at sea level. Helicopters may be used for team insertion on high ground, either by direct placement or by having the team rappel or fast-rope from a chopper in the air. Though this tactic is not used frequently, all LAPD SWAT officers are trained in helicopter deployment.

Helicopters are primarily used for surveillance, gathering intelligence, and taking aerial photos prior to an operation. Occasionally a chopper will be used to create a diversion, draw subjects toward a window, or cover the sounds made by an entry team. If a crisis situation occurs in a remote area, a helicopter may be necessary to transport personnel or evacuate the wounded. The chopper may be used in VIP protection, either as primary transportation or to support ground security measures.

Sergeant Lamprey of LAPD's D Platoon explains, "We train with helicopters. We rappel from them. We fast rope from them. Typically we use helicopters to do advanced surveys. If we're going to serve a warrant, we'll go up in the helicopter and take aerial photos. Or we'll use the helicopter to deliver our personnel to an isolated spot in a hurry. Let's say we have to get somebody from the north end of the city to the south end in a hurry. Lives hang in the balance but the freeways are all jammed up. We'd use helicopters to transport our people.

"If we need to insert a tactical team on a rooftop or something like that, we could use a helicopter to lift them up to the roof so they can begin their descent down through the building to whatever floor they want to go to. We also have the capability of shooting from the helicopters but we don't usually do that. We train for that, we have the capability to do it, but it's a rare thing."

SWAT Armored Battering Ram

\$500 (per mission cost)

In the early 1980s, SWAT purchased a used armored vehicle from the Department of Energy for one dollar. They turned the vehicle into a battering ram by adding a pole and a steel plate (with a smiley face painted on it) to the front of the tank. The tank is predominantly used for breaching fortified crack houses. After surveillance locates the gas and electricity lines and determines that there are no children inside the building, SWAT attempts to establish communications. If there's no response, the tank driver rams a 3x4 foot hole through the wall of the barricaded house. The battering ram pulls out and within seconds, the entry team is inside, clearing the floor and securing the surprised occupants.

Terrorist Gear

[Magnum Research .50 AE Desert Eagle](#)

[Z-M Weapons LR 300 Automatic Rifle](#)

[Heckler & Koch MSG90 Sniper Rifle](#)

[Body Armor](#)

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[Hobbit Warrior Knife](#)

[Radio](#)

[Pamphlet](#)

Magnum Research .50 AE Desert Eagle

\$1,030

The Desert Eagle was developed by Israel Military Industries in the early 1980s. It first appeared on US gun dealers' shelves in 1985. Following a problem in meeting demands for the pistols in 1992, Magnum Research started assembling parts. The new Desert Eagle is manufactured in the United States.

A number of innovations accompany the shift to US manufacturing. The Desert Eagle Pistol Mark XIX Component System is based on a single platform that transforms into six different pistols: three Magnum calibers, each with a 6-inch or 10-inch barrel. Changing calibers is a simple matter of switching barrels and magazines (converting to or from a .357 Magnum also involves changing the bolt). In addition, the barrel design sports several improvements. Each barrel is now made of a single piece of steel instead of three.

In addition to .357 Magnum, .41 AE, .41 Magnum, and .44 Magnum chamberings, the Desert Eagle is also available chambered for the .50 AE (Action Express). There are currently three barrel lengths in all chamberings available for the Desert Eagle: 6, 10, and 14 inches long. Unlike most other Desert Eagle pistols, the .50 Magnum has a contoured barrel with an integral scope mount grooved into its top. The .50 rounds are generally around 300 grains and have a muzzle velocity of approximately 1,380 feet per second (with a 6-inch barrel). This gives the bullet 1,260-plus foot pounds of energy, placing the cartridge well above the .44 Magnum in terms of power.

Given the fact that the IMI is best known for the Uzi series of submachine guns and the Galil rifles, it isn't surprising that the Desert Eagle departs radically from many other semi-automatic pistol designs, though the exterior belies this. The basic layout is like that of most other modern semi-auto pistols (with the magazine release on the side of the grip, slide release on the left side of the frame, and a thumb-activated slide safety).

Internally, the pistol is gas-operated with a system that is more like a rifle than the delayed blow-back systems used with most other semi-auto hand guns. The gas system employs a fixed, shrouded barrel which stays in position on the frame during firing, with gas coming up a port just ahead of the chamber to operate a three-lug rotating bolt that rides in the slide assembly. The fixed barrel gives the gun a lot of potential accuracy, a potential realized with most of these pistols when fired with quality ammunition. Hogue soft rubber grips are standard equipment on the Desert Eagle. The pistol's well-known gas operation, polygonal rifling, low recoil, and safety features remain the same, as do the Mark VII adjustable trigger, slide release, and safety levers.

While the hammering of the shooter by a cartridge like the .50 Magnum can be awesome, the weight and gas operation of the Desert Eagle do a good job of reducing this kick, making it considerably less than might be experienced with a revolver chambered for the .44 Magnum. Muzzle blast and flash from the .50 Magnum is also extreme. For this reason, it is best employed with a longer barrel whenever this is an option.

Z-M Weapons LR 300 Automatic Rifle

\$1,900

Overall Length, Folded: 21.5 inches

Overall Length, Unfolded: 31.0 inches

Barrel Length: 11.5 inches with vortex flash suppresser

Weight: 7.0 lbs

Rate of Fire: 950 rounds per minute

Effective Range: 300 meters

The LR 300 is a light, small, and compact rifle, used primarily by law enforcement as an entry weapon or during covert operations. It has an AR15/M16 upper and lower receiver. A new type of interconnecting op-rod gas system allows the short barrel and folding stock which gives the weapon its compact feature. The diverted recoil keeps the weapon on sight, with no muzzle rise.

The LR 300 has a flat top receiver which will accept all weaver type mounts, electronic sights and scopes. The LR 300 has Trijicon sights with 2 dots rear and a bar line in front. Because these are iron sights, all will witness each other. Losing power does not mean losing your sights. The grip is at the same angle as the Colt 1911 for better control. The LR 300 has the same trigger, charging handle, magazine button, and hold open device as the AR-15/M-16, and the LR 300 will accept all AR-15/M-16 magazines.

Heckler & Koch MSG90 Sniper Rifle

\$2,000

Caliber: 7.62mm x 51 (.308)

Modes of fire: Semi-automatic modifiable to automatic

Ammunition feed: Staggered magazines; 5- and 20-round capacity

Weight: 14.11 pounds (6.41 kg)

Barrel length: 23.62 inches (600mm)

Overall length: 45.87 inches (1,165mm)

Width: 2.56 inches (65mm)

Height: 10.23 inches (259.8mm)

Sights: 6x scope

The MSG90 sniper rifle is a box-magazine-fed, semi-automatic rifle chambered for the NATO standardized 7.62x51mm cartridge. It uses the robust and reliable delayed blowback roller-locked bolt operating system. Most of the rifle's internal components as well as its stock, magazine, and fire control mechanism are interchangeable with those of the G3. The MSG90 was developed as a cost-effective alternative to the PSG-1. It has the same operating system and trigger. It features an adjustable stock, but is not as fancy as the PSG-1 and it weighs 3.8 pounds less. The MSG90 can be expected to shoot 3/4 MOA.

One feature of the MSG90 is the push-pinned trigger housing. By first removing the stock, the shooter can quickly replace the semi-automatic trigger group and housing with a unit that facilitates fully-automatic firing. The MSG90 has reinforcing ribs welded onto both sides of receiver directly over the slide rails. These reinforcements enhance the receiver's structural integrity and lend support to the barrel/receiver interface. This barrel is lighter than the PSG1's because it is two inches shorter and tapers slightly, but consistent barrel whip is induced by a special harmonic stabilizer. For quiet loading, the MSG90's receiver is equipped with a forward assist. The absence of fixed sights on the MSG90 further indicates the specialized role that it is designed to fulfill.

The MSG90 is equipped with the specially-honed PSG1 trigger mechanism which tends to break at a crisp three pounds. The rifle's fully adjustable buttstock and cheekpiece allow the shooter to customize it for proper fit and eye relief. Special brackets integral with the MSG90's receiver accept a quick-detach STANAG-based scope mount. This mount is compatible with all NATO standard optics and ensures 100% zero retention even after repeated mountings. The MSG90's fore-end is fitted with an Ashchutz T-way that will accept an adjustable bipod.

Body Armor

\$1,000

This concealable vest is made of multiple layers of Kevlar. Kevlar is a remarkable, high tech fiber from DuPont. It is five times stronger than an equal weight of steel. Kevlar is the ideal fiber for bullet-resistant vests and hard composite armor. The ballistic panel is surrounded with a smooth nylon material that protects the panel and provides greater aeration and lightness in weight. Vests like this one will only partially stop a 9mm round, but not a .308.

Gas Mask

\$45

The Israeli army surplus gas mask protects the face, eyes, and respiratory tract against all riot control gasses. The close-fitting black rubber mask has adjustable head straps, dual eyepieces, voicemitter and chin-mounted threaded canister filter. One size fits all.

The gas mask has an interesting history. It was invented shortly after the turn of the twentieth century by Garrett Morgan. Though he received a grand prize at a New York Safety and Sanitation Fair, no one was interested in his invention. However, in 1916, when deadly gases filled a tunnel 250 feet below Lake Erie, someone remembered Morgan's "breathing device."

Morgan's rescue mission of 32 workers in the gas-filled tunnel in 1916 led to nationwide news. Every fire department in the country wanted his gas mask. But orders declined once everyone found out Morgan was black. In promoting his device in the South, Morgan had to pretend he was an Indian assistant while a white man demonstrated how it worked. However, Morgan continued to perfect his device. When the United States entered World War I in 1917, thousands of American soldiers used his mask to protect themselves from the enemy's deadly chlorine gas.

Hand Grenade

\$50

Defused and hollow hand grenade casings are readily available from any Army surplus store. The resourceful terrorist can refill the grenade with black powder or other explosive material.

Booby Trap

\$60

To make a wire-tripped booby trap, attach an empty can to a wall. Put a hand grenade inside the can and attach a trip wire to the head of the grenade. Stretch the wire across the access way and tie it to a stationary object. Then pull out the grenade's safety pin. The can keeps the arming lever depressed. When someone stumbles over the wire, the grenade will be pulled from the can. This releases the lever and the grenade will explode immediately. Note: Do not try this at home!

Gasoline

\$8 / 5 gallons

Gasoline is an easily attained and highly flammable liquid. Terrorists tend to keep gallons of gasoline handy for the creation of Molotov cocktails. This is a very dangerous and foolish thing to do as the smallest spark will start a firestorm.

Explosives

\$100

A great number of easily purchased chemicals and materials can be combined with explosive results. Terrorists and anarchists have little difficulty finding "recipes" on the Internet and gathering the necessary ingredients. Anyone interested in pursuing further research in this area should be forewarned that they should NOT perform any experiments with hazardous materials. To do so could result in serious injury or death.

Hobbit Warrior Knife

\$225

Steel: ATS-34 finished with Black T
Heat Treat: Rc 57-59, Subzero Quenched
Guard: Stainless Steel finished with Black T
Weight: 7.2 oz.
Handle: Heat & Chemical Resistant Rubber
Skull Crusher: Aluminum Hard Anodized
Blade Length: 5 5/16 inches
Overall Length: 10 5/16 inches

The Warrior knife, the predecessor of the Hobbit, was designed in 1978 by Bob Taylor and Randy Wanner, both of whom had extensive training in close quarters combat. The Warrior was designed as a pure combat knife used primarily in the reverse grip style. After building the first prototype, Mr. Taylor utilized a HP-3000 computer to optimize the design. Working prototypes were produced by custom manufacturers.

Bob Taylor, also known as the Hobbit from Hell, started researching the possibility of downsizing the Warrior and making a smaller knife without sacrificing the basic design and features of the original Warrior. In early 1995 the new design was finalized. The first Hobbits were introduced at the 16th Soldier of Fortune Convention in September, 1995 where they were well received.

The Hobbit design was sold to Round Eye Knife & Tool for manufacturing. The Hobbit represents the best of both material and craftsmanship. The Field Grade version starts with a precision laser cut blank of 5/32 ATS-34. It is hand-ground, then heat-treated with a cryogenic quench at 100 degrees below zero for 18 hours.

After the heat treat, each Hobbit is inspected and tested before the guard is added. The skull crusher is machined from aircraft aluminum and hard anodized to an Rc 50-55. Because the Hobbit was designed as a combat knife, the entire knife is then encapsulated in Black T to ensure the blade, guard, and tang are thoroughly protected. Black T is usually reserved for automatic weapons because of its durability, lubricity, and corrosion resistance.

Radio

Default Gear (not shown in gear box)

Terrorist headset radios are not equipped with whisper mikes the way LAPD LASH radios are. Therefore, terrorist transmissions are not secure. A noise canceling microphone provides ambient noise attenuation. A thin boom arm places the microphone at the corner of the user's mouth. Cabling is fully shielded to suppress pickup and crosstalk. Electronic (voice activated with sidetone VOX) and mechanical (PTT) microphone switches can be mounted in the ear shell or in a belt-worn pack. An electronic noise suppresser can be added for better understanding of nearby conversation while high noise events are automatically quieted. An ear shell with FM radio is available for enhanced listening pressure. Its signal is squelched in the event of a two-way radio message.

Pamphlet

Mission Specific (free)

The Five Eyes doctrine as stated by Basho. He weaves persuasive language, dogma, and bad poetry into a tapestry of compelling rhetoric.

Glossary

The glossary contains text descriptions of SWAT terminology, equipment, history, and tactics. Use the arrow keys to scroll through the list or type in the first letter of the desired topic. The topic list will jump to the corresponding topic if it exists.

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Assaulter

An assaulter is one of the members of the SWAT entry team responsible for making a forced entrance and arresting suspects. The assault team is made up of three core members: the team leader, the scout, and the rear guard. Trailers and/or other officers are included as deemed necessary.

Balaclava

The balaclava is a black Nomax hood covering the head and neck. It is worn by SWAT officers to protect against sparks and intimidate suspects.

Ballistics

Ballistics is the science of projectile motion and impact; in particular, the trajectory, velocity, and energy of bullets.

Bands and Rays

Bands and rays is the term used for an observation technique in which an area is scanned methodically from side to side (bands) and from near to far and far to near (rays).

Barricaded Suspect

Not all suspects who refuse to surrender are considered barricaded. A barricaded suspect is defined by the following criteria: the suspect is believed to be armed; the suspect is believed to have been involved in a criminal act or is deemed a significant threat to citizens and/or police; the suspect is in a position of advantage by virtue of cover and concealment; and the suspect refuses to submit to arrest.

Battle Dress Uniform (BDU)

The official SWAT uniform, the BDU is synonymous with "fatigues." It is a two-piece, tear-resistant outfit made of heavy cotton. It consists of a long-sleeved, four-pocket jacket and a pair of matching pants that have the standard four pockets and two cargo pockets on the side hips. The BDU is treated with Dupont's Nomax flame retardant. LAPD's color choice is dark blue for most urban tactical operations, although the standard US military four-color woodland pattern provides better camouflage in rural environments.

Breaching Explosives

In a situation calling for dynamic tactics, a SWAT assault team will use breaching explosives to blow an entry into a door, wall, or window. The material used for entry generally falls under the category of plastic explosives and detonation cord. LAPD SWAT Sergeant Lamprey states that it would practically take an act of Congress to use explosives these days. However, the crisis commander might decide to stage an explosive entry on a fortified door or window if a quick and surprising hostage rescue was necessary. Ten inch cylinders called shape charges are wired to the lock or hinges, then detonated by remote control.

Sgt. Lamprey describes the explosives available to D Platoon. "The material we have now is amazing. We have explosives that allow us to take a door and cut it right in half. We can blow it off the hinges. We can blow the lock off. There's any number of ways we can make that door fall apart for us. Yet the explosives are very stable. You could jump on it. You could take some of it, mold it into a ball, and throw it against the wall. You could light it and burn it. I could cook a meal on it and nothing would happen. Yet when properly attached to a detonator, it becomes a highly explosive material."

Bullet Drop Compensator

The bullet drop compensator is a knob on the rifle scope enabling the necessary aiming adjustment to compensate for distance. If the BDC is set correctly, the shooter centers the reticle on the target for an accurate aim.

Call-Up

Call-up is the commonly used term for a crisis situation requiring the response of the SWAT unit.

Camouflage

Camouflage is the technique of disguising oneself and one's gear for the purpose of concealment. Patterned clothing, face paint, and foliage alter color and shape so that the sniper remains invisible to the suspect.

Cold Barrel Zero

Cold barrel zero refers to the calibration of a rifle scope so that the very first round (the cold shot) hits the target dead center. SWAT snipers cold barrel zero their rifles for a distance of 100 yards.

Comeups

Dependent upon the rifle and ammunition type, a comeup is the adjustment in minutes of angle necessary to go from one distance to another in 100-yard increments.

Commendations

Medals, ribbons, and citations are awarded in recognition of outstanding service or acts of bravery. Officers receive commendations for individual or unit efforts above and beyond the call of duty. The LAPD's highest award is the Medal of Valor. It is presented to an officer distinguished by an act of conspicuous heroism in the face of imminent peril.

Concealment

A sniper uses natural or artificial features to shield him from observation. Concealment, which does not protect against gunfire, should always be used in conjunction with cover.

Containment

Containment is a SWAT term relating to the prevention of a suspect's escape. Containment operations involve establishing perimeters, coordinating all activity, and restricting access to the crisis area.

Cover Protection

Used conjointly with concealment, cover provides a sniper with protection against gunfire while not necessarily guarding against observation. Cover may be either a natural feature such as a tree or a man-made object such as a wall.

Crime Suppression

When a SWAT officer is not on a call-up or training, he becomes available for a duty known as crime suppression. An area statistically determined to be subject to a particular criminal trend is targeted. Teams of two or more SWAT officers patrol the area, pursuing any leads that come their way.

Crisis Negotiation Team (CNT)

The CNT is comprised of SWAT officers and non-SWAT professionals specially trained in the verbal and tactical skills necessary to negotiate with a barricaded suspect. The CNT consists of five members: the team supervisor, the primary and secondary negotiators, the psychologist, and the investigator. The CNT establishes and maintains communication at the onset of the incident with the purpose of securing the release of hostages and safe surrender of the suspect.

Decoy

A decoy is a phony target or hide intended to lure the suspect's fire away from the sniper's true location.

Distractions

SWAT may use several techniques to attract the suspect's attention away from an entry or other officer movement. Helicopters are a useful distraction because they are noisy and present a presumed threat. Negotiations and the delivery of negotiated food, money, or vehicles may draw the suspect's attention away from an approaching assault team. Decoy officer deployment is also a viable distraction.

Diversiónary Device

A diversionary device is an alternative non-lethal tactical weapon designed to incapacitate the suspect without inflicting permanent damage. The most commonly used diversionary device is the flashbang, although many other innovative inventions are developed and tested prior to use in the field.

Dope Book

The dope book is the nickname for the notebook that accompanies each rifle throughout its career, recording the accuracy of every round fired along with shooting conditions and other relevant data.

D Platoon

The LAPD SWAT unit is also known as D Platoon. It is based at the Metropolitan Division in downtown Los Angeles. Metro houses four other platoons: A Platoon (administration), B Platoon (Valley area), C Platoon (East and South LA), and E Platoon (equestrian).

Dynamic Entry

In a dynamic entry, the assault team forces a sudden entrance into a barricaded location. Explosives or battering rams may be used to breach doors and windows, with diversionary devices deployed simultaneously to distract the suspect's attention. A dynamic entry is used if there is imminent threat of death to the hostages, or obstacles prevent a stealth entry.

Element

The element is SWAT's basic five-man team comprised of a team leader, a scout, a rear guard, and two assaulters. The leader, scout, and guard make the entry with the assaulters providing backup and securing cleared areas. A sniper and observer may be attached to the element as well. The sniper team generally takes the high ground to provide cover. The element is supported on operations by additional personnel as needed.

Element Leader

The element leader is often the most experienced member of the assault team, with a thorough understanding of all team positions. Because the element leader directs the tactical deployment of the team, he or she must have the ability to make quick, effective decisions under pressure.

Engagement Sequence

The engagement sequence is the series of steps the sniper should routinely practice during training until they become automatic in a crisis situation. In brief, the engagement sequence is:

1. Locate the target.
2. Get into a stable position.
3. Estimate the range.
4. Optically confirm the target.
5. Estimate the wind.
6. Aim and fire.
7. Follow through and reload.
8. Engage other targets (optional).

Fast-Roping

Fast-roping refers to a rappelling technique used by SWAT. Looping the rope through and around a figure-eight (or clog) makes for a speedy descent and quick release that enables the entire team to rappel in rapid succession.

Flashbang

A flashbang is a frequently implemented diversionary device that uses explosive noise and light to temporarily confuse and distract the suspect. Thus incapacitated, the suspect may be taken into custody without the need for violent tactics.

Fleeting Target

In many SWAT sniper situations, the suspect is well covered and concealed, revealing himself for only a few seconds at a time. This jack-in-the-box behavior defines a fleeting target.

Ghillie Suit Camouflage

Ghillie suits are custom-made camouflage outfits used by SWAT and the military to provide concealment during field operations. Commonly called a G-suit, the Ghillie suit is a one- or two-piece uniform augmented with burlap strips and paint in a complex blend of colors and textures designed to match a specific environment.

Hide

A hide is a carefully concealed, protected location from which the sniper covers his sector of fire. Used by SWAT for purposes of surveillance as well as engagement, a well-constructed hide enables an officer to remain inconspicuous, thus maintaining a decided advantage over the suspect.

Hold

Hold is the term for compensating for wind or elevation by aiming off-center (right or left for wind, up or down for elevation) rather than using the adjustment knobs on the rifle scope.

Hostage

A hostage is a person kept captive by force or threat of violence in an attempt to compel capitulation to the hostage-taker's demands. Preserving the hostage's life is always a SWAT officer's first priority.

Lead

The compensation a marksman makes for a moving target is called "lead." If the sniper must fire while the suspect is moving, then lead is applied for an accurate aim. For example, the lead for .308 Federal Match ammunition is approximately seven inches for every 100 yards distance if the suspect is walking. Lead can be calculated in terms of mil dots for increased speed and accuracy.

Los Angeles SWAT Headset (LASH)

Designed specifically for the LAPD, the LASH is currently used by SWAT teams throughout the country as well as the US Army Special Forces and Navy SEALs. The LASH consists of an earpiece, a throat microphone that picks up vibrations from the voice box, and an in-line switch that attaches to the front of the tactical vest.

Mil Dot

The term "mil dot" is formed by combining the abbreviation for milliradian (an angular width equal to 1/6400th of a circle or 3.44 minutes of angle) with the word "dot," which refers to the dots placed on the reticle as visual reference points. However, one mil dot is defined as the distance between the center of one dot to the next, rather than the width of the dot itself.

Mil Dot Reticle

A mil dot reticle is a rifle scope reticle set with equally spaced dots along the crosshairs. The distance between each dot measures one milliradian (or mil dot for short). At a distance of 1,000 yards, a target that spans one mil dot in the rifle scope measures one yard in actuality. A mil dot reticle enables a marksman to estimate ranges without moving his eye from the scope.

Minute of Angle (MOA)

A minute of angle (or MOA) is defined as a fixed angle that results in a measurement of one inch at a distance of 100 yards, two inches at 200 yards, etc. The Leupold Mark 4 rifle scopes used by LAPD SWAT come equipped with windage and elevation adjustment knobs calibrated to $\frac{1}{4}$ inch MOA increments. This means that at a distance of 100 yards, one click stop on the knob results in a $\frac{1}{4}$ inch difference in the placement of the shot. At 200 yards, one click stop equals a $\frac{1}{2}$ inch adjustment. At 300 yards, one click stop equals $\frac{3}{4}$ inch, etc.

Multiple Story Buildings: Numbering System

SWAT uses a standard building identification system designed to minimize confusion regarding specific suspect location. The front of the building is designated side one. Moving around the building clockwise, the sides are numbered sequentially with the back of the building designated side three. Corners are numbered according to their adjacent sides. For example, the corner between sides three and four is the three-four corner. The windows in multiple story buildings are also labeled to aid in target location. From the perspective of someone facing the side of a building, the windows in that side are numbered from left to right in ascending order.

Range Card

The range card is a sketch of the sniper's sector of fire including landmarks, suspect location, and lines representing range estimates at appropriate intervals. Wind direction and speed may also be indicated with an arrow.

Rappelling

Rappelling is a mountaineering term for the technique of descending a steep face with a climbing rope. A person on rappel uses friction or mechanical braking devices to control the descent.

Rear Guard

Typically armed with a 12-gauge shotgun, the rear guard provides cover for the scout and assists with reconnaissance.

Reticle

Synonymous with the term "crosshair," reticles come in a variety of widths and styles. The Leupold rifle scope used by LAPD SWAT has a duplex reticle, so named because the outer portion of each crosshair is thick for better visibility, while the inner portion is very thin and superimposed with dots spaced one mil dot apart. The mil dot reticle allows for excellent range estimation, holds, and leads.

Roll Out

The term "roll out" refers to the movement technique in which the officer looks around a corner by bending at the waist and leaning out. This reduces the target area exposed to enemy fire.

Scope

Scope is the abbreviation of "telescopic sight." Rifle scopes come in two basic types, fixed power and zoom, but have a wide variety of features, including bullet drop compensators, mil dot reticles, and elevation and windage adjustment knobs.

Scout

As the advance man for the entry team, the scout gathers information prior to entry and officer movements. Using a 180-degree mirror, the scout peeks around corners to discreetly scan for suspect and hostage activity.

Sector of Fire

The sector of fire is defined as the area covered by a sniper. In an urban environment, an oblique sector of fire increases range and places fire at an angle difficult to return or avoid. Using elevation to increase range is another urban sniping technique.

Slice the Pie

Slicing the pie is a movement technique in which the officer rounds a doorway or corner by maximizing the distance from the corner and moving tangentially in angular segments or "pie slices." By slicing the pie, the risk of sudden exposure to the enemy is minimized.

Sniper

The SWAT sniper is a highly trained marksman who uses craft, stealth, a target-grade rifle, and a rifle scope to neutralize a target with surgical precision.

Spotter

The spotter, also known as the observer, works with the sniper to detect and identify targets, assists in estimating range and windage values, directs the sniper's fire, and reports the result of the shot. The spotter handles radio communications and keeps a written record. Depending on the situation, the spotter may also be responsible for tear gas insertion.

Stealth Entry

The unique circumstances of each call-up dictate whether a dynamic or stealth entry technique should be used. In a stealth entry, the team attempts to surround and contain the area without the suspect's awareness. To do so requires extreme caution and movement discipline, including movement techniques such as the "roll out" and "slicing the pie." A stealth entry is appropriate under the following conditions: the location of suspects and hostages is unknown, the structure is too large for an effective dynamic entry, or the hostages are not in imminent danger.

Stingball

A stingball is a flashbang that scatters rubber pellets when deployed. Used by police to disperse crowds in riot situations, the stingball has a limited, controllable range and, unlike a tear gas canister, cannot be picked up and thrown back at the officers.

Stockholm Syndrome

The term "Stockholm syndrome" was coined after an attempted bank robbery in which several hostages were held in the vault for more than 70 hours. During this time, two female hostages developed strong emotional bonds to the gunmen. Stockholm syndrome is now well-documented as a strange but not uncommon psychological response to prolonged stress and fear. The hostage begins to believe in the suspect's cause and may even attack officers attempting rescue.

SWAT

Coined by Chief Daryl Gates in 1967, SWAT is an acronym for Special Weapons And Tactics. The LAPD SWAT force consists of 60 officers, six sergeants, and a lieutenant. Designated D Platoon, SWAT is stationed at Metropolitan Division in Los Angeles. The SWAT unit responds to barricaded suspect situations and other crisis operations requiring specialized training, tactics, and equipment.

Tactical Movement

Tactical movement is the art of moving in silently and stealthily on a suspect or location without discovery.

Tear Gas

The common name for ortho-Chlorobenzalmanonitrile, CS gas is the primary tear gas chemical used by SWAT. Launched into the barricaded area, CS gas often incapacitates the suspect to the point where he surrenders, curtailing the need for additional tactics or entry. In this game, one canister of CS gas will blanket a 1000-square-foot area. An oversaturation of gas may cause permanent injury or even death.

Throw Phone

The throw phone is a portable telephone in a bulletproof case. When an internal phone line is unavailable, an assault team can insert the throw phone within the crisis perimeter. If the suspect chooses to pick up the phone, the Crisis Negotiation Team will establish a secure communication link from their position within the SWAT van or command post.

Tracking

Tracking refers to pacing a moving target within the reticle. A modification of this method begins with swinging the crosshairs up from behind the suspect, catching up to him, and slightly passing him for the lead.

Trapping

Trapping is a technique used for shooting a moving target. The sniper holds a stationary aim and waits for the suspect to walk into the sights. When the suspect is positioned for the correct lead, the sniper fires. Trapping is the best method to use at long range with a fleeting target who dashes from cover to cover.

Up/Down Compensation

The up/down compensation takes into consideration the difference in elevation between the sniper and the target. Whether one is compensating for an uphill or downhill change in elevation, the aim is always lower depending on the angle and distance to the target.

Windage

Wind direction and speed greatly influence the accuracy of the shot. Wind must be estimated and adjusted for along with distance, elevation, and other factors.

Notes on Hostages

Hostages come in two flavors: active and passive. When a terrorist successfully takes a hostage, she becomes an active hostage, sticking close to the terrorist holding her. If the terrorist tires of the constant companion but doesn't want to release her altogether, he can "corral" her, letting her move a short distance away but where he can still keep an eye on her.

Corralling changes a hostage's status to passive. She won't move as long as she can see an armed terrorist or she knows he has his eye on her (unless she freaks out). However, if all the terrorists leave the room or become hidden to her, she is no longer considered a hostage. A passive hostage may be retaken if an active hostage is once again desired. A terrorist may hold one active hostage and several passive hostages at the same time.

If you're nice to your hostages, they may experience a condition known as Stockholm syndrome. Stockholm syndrome causes the hostage to identify with her captor out of fear. If you feed hostages or give them propaganda pamphlets, they may come to sympathize with your cause. To share food with hostages, select it from the terrorist's inventory (after it's been delivered by the CNT). Then click it on an active or passive hostage. Food will automatically be shared with all hostages in the nearby vicinity. Hand out pamphlets in much the same way. Select a pamphlet from a terrorist's inventory. Then click it on a bystander or a hostage. She will read it and assimilate its dogma.

A Stockholmed hostage might attack the officer trying to rescue her. In addition, there's a good chance that a Stockholmed convert will actually sign up and become a terrorist in the next mission.

Another way to gain converts is for a terrorist to escape off the map with an active hostage. Quite often, the post-mission brainwashing works and, like Patty Hearst, the kidnap victim will join your ranks. Recruitment is reason enough to keep hostages alive, happy, and relatively healthy. In other words, it's to your advantage not to shoot them too much.

Doors and Terrorists

You may have noticed the terrorist command panel does not include an Entry button. This is because the terrorists do not use the SWAT technique of alternating directions when entering a room. They merely walk through the door. All doors are open to terrorists. Simply select one or more terrorists and click on a door. If the door happens to be locked, it's presumed they kick it in or jimmy the lock. However, terrorists tend to close and lock doors behind them to hamper SWAT's entries.

Threatening Suspects

It's important to pay close attention to whether a stationary suspect's weapon is raised (threatening) or lowered (nonthreatening). SWAT officers should issue a challenge when presented with a nonthreatening suspect holding a hostage or by a threatening suspect without a hostage. However, because the suspects in *SWAT 2* are so unpredictable, you are the best judge of whether a situation is about to go critical with no time for conversation. Remember, there is a possibility, albeit a slight one, that challenging a nonthreatening suspect will cause him to surrender.

Sniper Units

A SWAT sniper team can consist of one or two officers (a [sniper](#) and a [spotter](#)). Only [certified](#) SWAT snipers may be assigned to a sniper team, and only they may be equipped with sniper rifles and ghillie suits.

When a sniper team is activated, it is initialized with the assault elements at the command post. Sniper teams may be positioned anywhere on the mission map. However, they won't be able to use their long-range rifles until they are deployed to a predetermined high-ground position. To deploy a sniper, select the sniper rifle from his gear. Move the default arrow cursor around the map. It will turn into a sniper rifle when it passes over a viable deployment location. Click on that location. The sniper will move there and take his prone shooting position. SWAT snipers deployed in pairs can often cover a broader sector of fire.

Once deployed, a sniper uses his rifle like he would any other weapon. Select the rifle from the officer's gear. The cursor changes into a cross-hair. Aim and left-click to fire a single round. The sniper's accuracy depends on his skill and your aim more than range.

Snipers automatically report their observations. However, they will not take a shot unless given the green light to do so (see [Sniper Option](#)), or the player directs the shot himself. Snipers can see through windows and open doors, even if the assault team has not yet entered the building (the roof is on).

Deployed snipers can be relocated. Click the default movement cursor anywhere outside the deployment area. The snipers will leave their sniper position and reassume nonspecialized roles.

Terrorist snipers are similar to SWAT snipers, but not identical. Any terrorist may be issued a sniper rifle. He can then split off from his assigned three-man cell for deployment to a viable sniper location. Terrorists do not have the red light/green light option.

Game Play Hot Keys

	SWAT game	Terrorist game
Select element #	F# (# is element # (F1-F6))	F# (# is cell # (F1-F6))
Select unit #	# (# is unit # (1-5)) 1 = element leader 2 = scout 3 = rear guard 4 = assaulter 1 5 = assaulter 2	# (# is unit # (1-3)) 1 = terrorist 1 2 = terrorist 2 3 = terrorist 3
Select tank	F7	-----
Select helicopter	F8	-----
Select escape vehicles		
Select Vehicle vehicles)	-----	F9 (cycles between available)
OnLine Help	F12	F12
Options Panel	Pause	Pause
Arrest	A	-----
Disarm (B omb)	B	-----
Corral	-----	C
Drop item	D	D
Entry	E	-----
Fight	-----	F
Take H ostage	-----	H
Initiate	I	I
Kneel	K (toggle)	K (toggle)

Initiate Lock/Unlock	L (toggle)	L (toggle)
Stealth/Dynamic (M ove)	M (toggle)	M (toggle)
N ext unit in element	N	N
Cover (O verwatch)	O	O
P ick up item	P	P
R escue	R	-----
R elease Hostage	-----	R
S earch	S	-----
S urrender	-----	S
Challenge (T alk)	T	T
Deselect characters (Z)	Z	Z
Arrow keys	Scroll mission map	Scroll mission map
Right-click or rest cursor on text or button	Feature information	Feature information

Map Constructor Hot Keys

New	Ctrl-N
Open	Ctrl-O
Close	Ctrl-W
Save	Ctrl-S
Undo	Ctrl-Z
Redo	Ctrl-Y
Cut	Ctrl-X Delete Backspace

