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SWAT4

SPECIAL WEAPONS
AND TACTICS



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SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE

David Knight



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SWAT4

SPECIAL WEAPONS
AND TACTICS

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BASIC TRAINING

WELCOME BACK!

Back in 1999, *SWAT™ 3: Close Quarters Battle™* helped define the tactical shooter genre, bringing an unparalleled degree of depth and intuitive gameplay to an audience hungry for a realistic tactical sim. Since then, the game has enjoyed a loyal following, thanks largely to the support of an enthusiastic online community. Organized team play and user developed mods are just couple of the reasons why *SWAT 3* has remained a staple for tactical shooter devotees nearly six years after its release.

Now, the wait is over—*SWAT™ 4* is finally here! Like its predecessor, *SWAT 4* focuses on tense, real-world situations where controlled movement, precision deployment of weapons, and critical decision making are all part of a day's work. As a police officer, you're in the life saving business, and every action you perform should reflect that. This requires a different mind-set than most action games, where the "shoot everything that moves" reaction dominates. You'll need to think before you act, applying police tactics and procedures to serve and protect.

This chapter covers the fundamentals, including a variety of gameplay concepts and tactics. By the time you reach the end of this chapter you'll be ready to move, shoot, and give orders like a veteran SWAT officer. So read up—it's time to hit the streets again!

What's New?

Here's a few of the many new things you can look forward to in *SWAT 4*:

- **Highly Detailed and Interactive Environments:** If you thought *SWAT 3* looked great, wait till you see *SWAT 4*! The moody lighting and gritty environments add a whole new layer of tension to each mission. There's also plenty of cool touches adding to the realism and immersive gameplay experience. For example, the concussions from



Prepare yourself for a slightly darker tone this time around. Some of the missions are so creepy you'll be happy you have backup!

flashbangs now throw up dust, knock objects over, and shatter glass. More objects are responsive to bullet strikes, too. Try shooting gas cans, fire extinguishers, televisions, oxygen tanks, water pipes, and various other objects just to see what happens.

- **Streamlined Orders Interface:** Ordering the element to perform even the most advanced actions is as easy as holding down the right mouse button and using the mouse wheel. You can also issue orders to blue team and red team from a remote location, using the revamped team viewport system. This is imperative when performing dual entries and other complex maneuvers.
- **Improved Officer/Suspect AI:** The officers under your command can now do everything you can—and in some cases, they may be able to do it better! Now you can delegate responsibility with greater confidence. Hold back and watch the element enter and clear rooms without a hitch. The suspect AI has also been improved. If overwhelmed, suspects will now retreat and seek cover. In some instances they may even cooperate with one another, setting up ambushes or launch flanking attacks.
- **New Less-Than-Lethal Equipment:** Recent advances in less-than-lethal technology are reflected in some of the new weapons and equipment available to the SWAT element. New weapons include the Pepper-ball gun and the less lethal shotgun, allowing you to confront and subdue suspects with non-lethal results. New tactical aids like sting grenades and pepper spray are also available to help ensure that all suspects are taken into custody alive.
- **More Multiplayer Action:** In addition to the popular Co-Op mode, new adversarial multiplayer games are now available, including VIP escort, barricaded suspects, and rapid deployment. These new game modes allow players to split into two teams (SWAT and suspects) resulting in some intense online and LAN experiences.

SPECIAL WEAPONS AND TACTICS: A BRIEF HISTORY

The origins of SWAT are rooted in the widespread civil unrest of the late 1960s, a time when crime rates spiraled out of control, particularly in urban centers. Metropolitan police departments across the United States faced a disturbing trend of violent threats including crazed rooftop snipers, city-wide race riots, and the rise of militant anti-government organizations. Armed with little more than a revolver



SWAT officers stack up during a training exercise.

and a bullhorn, the average patrol officer had neither the training nor equipment to successfully quell such threats. As a result, encounters with heavily armed suspects often led to lengthy gun battles that usually only ended when the gunmen were killed, wounded, or simply out of ammunition. Since these incidents put the public and involved officers at extreme risk, the need for a new approach was apparent.

In response to the surge in criminal activity, departments in large cities began experimenting with more aggressive police tactics by forming specialized rapid-response teams, with the primary aim at decreasing violent incidents in a controlled and timely manner. At first, members of these teams were volunteers from the standard ranks of the department, usually possessing advanced marksman skills and military backgrounds. In addition to their other department duties, these officers trained tirelessly, honing their skills with firearms while maintaining a high state of physical and mental readiness. Their emphasis on *special weapons and tactics* gave rise to the acronym *SWAT*.

During the 1970s and '80s, the spread of international terrorism and narcotics trafficking only intensified the need for greater versatility among the country's police departments. To better respond to high-risk and high profile incidents, several large departments funded full-time SWAT teams. This allowed more time for training and specialization, helping to make SWAT a model for crisis management and counter-terrorist units around the world. Today, many county and city police departments in America have either part-time or full-time SWAT teams, deployed during a variety of situations.

MEET THE ELEMENT

ELEMENT



Officer Name:

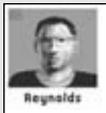
You!

Nickname: Boss

Badge Number: 3187

Years of Service: 15

A recent transfer from Los Angeles, the Sergeant is cool under fire and always businesslike. With a new element to command he will have to gain the respect of his squad while on the job.



Officer Name:

Steven Reynolds

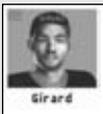
Nickname: Gramps

Badge Number: 3077

Years of Service: 30

A 30-year veteran of the force, and 25-year veteran of SWAT, Officer Reynolds is the most experienced member of the element. His experience has taught him that staying calm can be the key to survival as a SWAT officer. Realizing the value of his experience, he is always willing to give his advice to the element.

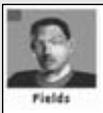
ELEMENT (CONT.)



Officer Name:
Anthony Girard
Nickname: Subway

Badge Number: 3518
Years of Service: 14

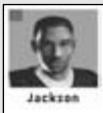
Officer Girard is a local boy, born and raised in the metropolitan area. Girard has been a member of SWAT for six years and has been decorated for bravery on two occasions.



Officer Name:
Zachary Fields
Nickname: Hollywood

Badge Number: 3975
Years of Service: 6

Having spent only two years on the street before passing the rigorous SWAT training course and trials, Officer Fields is one of the youngest officers on the force to be promoted to SWAT. Although a bit of a loudmouth, he has proven to be a very capable operator.



Officer Name:
Allen Jackson
Nickname: Python

Badge Number: 3248
Years of Service: 18

Officer Jackson has had a long and distinguished career on SWAT. As well as being a top-notch operator, Jackson prides himself on being an athlete. He is in peak physical condition and can be an intimidating presence on any operation.

CQB FUNDAMENTALS

During CQB (Close-Quarters Battle) deployments, most of an operation is spent conducting stealthy and methodical room-to-room searches for suspects and hostages. But at no time are these searches dull. Armed suspects may be hiding anywhere, waiting for the entry team to move into their line of sight. Before entering such tense situations, you need to be very familiar with the diverse capabilities of your officer and the element under your command.

Movement



Slow movement is the key to maintaining weapon accuracy and stealth.

SWAT 4 controls as most first-person shooters on the market, making it easy to jump in and play if you're familiar with the genre. Even if you're new, learning the basic movement controls are a cinch—mastering them is another matter.

Moving your officer is accomplished by pressing a few keys on the left side of the keyboard while directional facing is managed with the mouse. To move forward, press and hold **W**. While pressing **W**, slightly move the mouse left or right—this is how you change directions. To step backward, press **S**.

Lateral movement, often referred to as strafing or side-stepping, is also possible by using **A** (to move left) and **D** (to move right). Strafing is extremely useful when stepping around corners or scanning the interior of a room through an open doorway. This allows you to keep your weapon pointed at one point (with the mouse) while moving in a different direction, reducing your chances of being blindsided. By default, you always run, but you can use **shift** to toggle between running and walking. However, be aware that increased speeds decreases the accuracy of your selected weapon. By now you've probably realized that all of the movement keys are conveniently located in a tight cluster on the left side of the keyboard. This allows you to quickly access all aspects of movement without the need to reposition your left hand.



Moving quickly not only reduces accuracy, but it also increases the amount of noise you make. If you make too much of a commotion, suspects will investigate.



Sometimes it's necessary to crouch and lean to stay out of sight when conducting stealth searches for suspects.

Crouching and Leaning

A couple more important commands are found near the movement keys. You can make your officer drop to a crouched stance by holding down **C**. Crouching has many benefits, the most obvious being a reduction of the officer's visible profile, making him harder to see and hit. This is important when taking cover behind objects. Weapon accuracy is also increased when crouched, indicated by the shrinking of the crosshairs on the screen. So always assume a

crouched stance when engaging targets at long range or when your view of a threatening suspect is partially obscured by a hostage. It's possible to move while crouched too. Simply hold down **[C]** while pressing the appropriate movement keys. Sometimes crouched movement is necessary to remain concealed, such as when passing beneath a window.

You can also lean left or right, allowing you to peek around corners without exposing your whole body. To lean left, press **[Q]**; to lean right, press **[E]**. Leaning is extremely effective when approaching corners or open doorways. Sidestep into position, then simply press and hold **[Q]** or **[E]** to lean in the desired direction. You can't move while leaning, so it's best to take small steps and lean in repeated intervals until you can completely clear a corner or doorway. When performing such actions, avoid hugging the corner or wall—if a suspect is hiding on the other side, you run the risk of making physical contact. Such close encounters make it difficult to distinguish suspects from hostages, and may result in a mission-ending accident.



Using the optiwand is the safest way to scan around blind corners, but it requires you to stow your primary or secondary weapon, leaving you open to attack. Before using the optiwand on corners, make sure the element is covering the corner and your back.



Crouch behind objects for cover, then lean out to get a clear shot. You need to master this tactic to defend areas in multiplayer games.

The combination of crouching and leaning is extremely effective in defensive situations. This is most applicable when playing adversarial multiplayer games that require you to hold ground. Find a good defensive position along a corner, doorway, or behind another object. When your body is fully concealed, drop to a crouch and lean out to scan the area you need to cover. If you pull it off, your character's head, shoulders, and arms should be the only body parts exposed. This gives your enemies a much smaller target to hit, dramatically increasing your chances of surviving a firefight.

Firearms Training



When firing your weapon, aim for center mass (torso) to ensure the likelihood of scoring a hit.

When playing either single-player or multiplayer missions, you have access to numerous firearms including pistols, sub-machine guns, shotguns, and assault rifles. Although each weapon has unique characteristics and capabilities (covered in chapter 3), they all share a common functionality.

Both aiming and firing your weapon is handled almost entirely by the mouse. The precise direction your weapon is pointing is indicated by the blue crosshairs in the middle of the screen. Center the crosshairs over a target, then press the left mouse button to fire. To get a more detailed view of the

target, press **[Z]** to zoom in. While zoomed in, your line of sight narrows, significantly reducing your peripheral vision. So only toggle the zoom function when in a stationary firing position, then zoom out before moving. Each firearm's integrated flashlight can also enhance visibility, particularly in dark environments. Toggle **[V]** to activate and deactivate the flashlight. Be aware that using the flashlight often gives away your position, so use it sparingly, particularly during stealth searches.

When standing still, your weapon's crosshairs maintain a constant size, indicating a stable firing posture. As previously mentioned, crouching causes the crosshairs to constrict, signifying an increase in accuracy. But if you swing the mouse quickly in any direction, the crosshairs expand slightly. Whenever the crosshairs increase in size, it indicates a decrease in accuracy. If you fire while the crosshairs are expanded, the bullets fired from your weapon may hit anywhere within the new constraints of the crosshairs.

Various factors impact the accuracy of your weapon, but most are temporary and can be controlled or mitigated. Movement of any kind always decreases accuracy, and the faster you move, the less accurate you'll become. This is why slow and steady movements are so important. You never know when you may encounter a threat, so you had better make sure your weapon's crosshairs are as tight as possible at all times.



DEVELOPER TIP:
Use the flashlight to help identify friend from foe.



Firing at suspects with automatic and burst mode may result in multiple hits, often inflicting fatal wounds. Killing suspects has a negative impact on your mission score.



Automatic weapons become highly inaccurate when fired in lengthy bursts. Recoil causes the barrel to climb, pulling the weapon completely off target. To reduce the impact of recoil, fire in short controlled bursts, preferably from a crouched position.

accuracy. Once injured, there's little you can do to improve your accuracy. If this happens during a mission, consider falling back and ordering the element to take the lead when clearing rooms or taking part in any other incidents that may require precise weapon accuracy—especially when hostages are present.

Muzzle Control



As a rule, never aim a firearm at a target unless you're willing to destroy it.

Weapon recoil also causes a temporary reduction in accuracy. This is greatly exaggerated when firing automatic weapons or even when rapidly firing semi-automatic firearms. For best results, fire all weapons in short controlled bursts. After firing a couple of rounds, wait for the crosshairs to constrict before shooting again. For greater control, switch all applicable weapons to semi-automatic by cycling through the firing modes with [X]. Some weapons even have a burst mode, firing two or three rounds every time the trigger is pulled. This offers the best of both worlds, balancing rate of fire and accuracy.

Sustaining injuries to your right arm, chest, or head also has a detrimental impact on your



DEVELOPER TIP:

When your reticle is large due to injury, use pistols.

—Paul Hellquist, Lead Designer

hostage is positioned directly behind a suspect, imagine the laser (or bullet) going all the way through the suspect and into the hostage. Regardless of firearm and ammo type, you should always assume each round you fire has infinite penetration power and adjust your aim accordingly before squeezing the trigger.

In *SWAT 4*, your weapon's muzzle conveniently lowers whenever it's aimed at a teammate or hostage. However, this safety provision is disabled whenever the weapon's flashlight is activated. Since the flashlight is useless if lowered, the weapon is always aimed straight ahead, regardless of at whom or where you're aiming. So you need to mentally apply the laser rule whenever the flashlight is active. This is extremely important when stacking up behind the element and clearing rooms.



DEVELOPER TIP:

Your weapon will lower when aiming at a friendly character. This can help you identify teammates in multiplayer games.

—Paul Hellquist, Lead Designer



Although your weapon automatically lowers when it's aimed at a friendly target, if the left mouse button is clicked, the weapon will rise and fire at whatever the crosshairs are placed over. To prevent an accidental discharge, move your index finger away from the left mouse button when aiming at a teammate or hostage.

When encountering threats, you are only authorized to use deadly force when a suspect is aiming or attempting to aim a weapon in the direction of SWAT members or civilians. If the weapon is at the suspect's side, or if they are pointing the weapon somewhere that is not threatening, the officers are not authorized to shoot. Killing unthreatening suspects results in an *unauthorized use of deadly force* penalty, deducted from the mission score. However, you can shoot the suspect in a non-lethal area (hands, arms, legs) in an effort to force a surrender. If the suspect is still conscious after being shot, you will not be penalized. After each shot fired, order the suspect to comply (F) before taking further action. But be aware—suspects can only sustain a few gun shot wounds before they are incapacitated or killed. Targeting specific body parts will be discussed in the next chapter.

LESSONS FROM D PLATOON: USE OF FORCE & USE OF DEADLY FORCE

USE OF FORCE: Police officers should use physical force only to the extent necessary to insure observance of the law, or to restore order when the verbalization of advice and warning is found to be insufficient in achieving police objectives, such as effecting arrest, preventing an escape, or overcoming resistance. Each situation strictly requires the use of force to be reasonable, and only that force that is necessary may be used to gain control or resist attack.

Use of Deadly Force: The law of justifiable homicide authorizes an officer to use deadly force when it reasonably appears necessary for self-protection or protection of others from what appears to be an immediate threat of great bodily harm, or from imminent peril of death. Only a situation in which the possibility of death or serious bodily injury exists can qualify as an immediate threat warranting deadly force.

Deadly force shall only be exercised when all reasonable alternatives have been exhausted or appear impracticable.

One principal factor that can significantly change a situation is the use of proper tactics. Proper tactics can minimize the risk of harm to an officer, thus precluding the need to use deadly force.



Make a habit of reloading low-capacity weapons (like pistols and shotguns) after every use.

Reloading

All weapons can be reloaded by pressing **[R]**. The pistols, submachine guns, and assault rifles use magazines, each containing differing amounts of ammunition based on the type and model of the firearm. When a magazine is expended, a new one must be loaded before firing can resume. Unlike some games, in *SWAT 4* each officer has a limited number of magazines per firearm, represented by small magazine icons in the bottom left corner of the

screen. The vertical lines within these icons give a rough idea of how much ammo is in each magazine. Partially expended magazines are retained and may be used later. But every time **[R]** is pressed, the magazine containing the most ammunition will be loaded first. For example, if an officer has only two partially filled magazines remaining, one with four rounds and the other with seven rounds, the magazine with seven rounds will be loaded.

Shotguns work a little differently. Each shell must be loaded individually, but you can simply hold **[R]** down until it is completely loaded. This requires a bit more discipline than magazine-fed firearms, so always keep an eye on the ammo capacity by glancing down at the white status bar in the bottom left corner of the screen—if the bar is completely white, the shotgun is fully loaded. As a rule, reload the shotgun to its full capacity after each use.

TACTICAL OR SPEED RELOADING?

When it comes to reloading strategies, there are two schools of thought: tactical reloading and speed reloading. Tactical reloading suggests restoring the firearm to its maximum ammo capacity after every discharge. The partially expended magazine is then stowed, and may be used later. Speed reloading proposes expending every round in a magazine before loading a new one. When reloading, the expended magazine is dropped and left behind.

Tactical reloading makes plenty of sense when using shotguns and pistols because of their low capacity. But loading a fresh 30-round magazine into a submachine gun after firing only two rounds is a bit silly. As a SWAT officer you shouldn't be expending many rounds in the first place, so exercise common sense when it comes to reloading. When a magazine dips below the half-capacity mark, consider reloading.

Tactical Aids



When tossing a tactical aid (like a flashbang) into a room, stand to the side of the doorway and try banking it off an interior wall.

The tactical aids available to SWAT are often the most vital pieces of equipment during any mission. Most of these items have non-lethal characteristics, helping to preserve the lives of suspects and the responding officers.

The tactical aids you should be most familiar with are flashbangs, CS gas grenades, and sting grenades. All of these tactical aids are grenade-like devices that SWAT members throw into an area to distract or stun suspects. To throw one of these objects, start by selecting one—**[3]** for a flashbang,

[4] for CS gas, or [5] for a sting grenade. After you've selected it, decide where you want to throw the device, using the circular targeting reticle. For greater range and easier deployment, all three of these devices can be bounced off walls and other surfaces—just make sure they don't bounce back at you! When you have a target picked out, press and hold the left mouse button. The longer you hold the left mouse button, the farther the device will fly, so plan accordingly—for a fully powered throw, hold the left mouse button down for at least three seconds. When ready, release the left mouse button to throw the device. Achieving accuracy with your throws takes practice, so experiment with aim and how long you hold down the mouse button.

The remaining tactical aids perform a variety of specialized actions. Pepper spray ([6]) fires a narrow stream of OC (Oleoresin Capsicum) and can be used on non-compliant individuals. The tool kit ([8]) performs several functions, including picking locks, removing door wedges, and disabling bombs. Use the optiwand ([9]) to mirror beneath doors and around corners to locate suspects without exposing yourself to hostile fire. Finally, door wedges ([0]) can be used to jam doors, making them inoperable by suspects.



DEVELOPER TIP:

Doors make great objects off which to bank grenades into a room.

—Paul Hellquist, Lead Designer



The breaching shotgun is the quickest way to move through a locked door, but it also alerts suspects on the other side.

The breaching shotgun performs the same function as C2, but is fired at the locking mechanism of the door to force it open. Breaching a door with a shotgun won't stun anyone on the other side of a door the way a C2 charge does, but it won't

Breaching Options

Sometimes the element will encounter locked doors, giving the team the option to forcefully breach the door instead of picking the lock. Two types of breaching equipment are available to each officer: C2 charges and the breaching shotgun. C2 charges are small explosive devices used to blow doors open, often startling suspects on the other side. However, sometimes these violent explosions can harm or incapacitate individuals standing on the other side of the door, so exercise caution. The breaching shotgun performs the same function as C2, but is fired at the locking mechanism of the door to force it open. Breaching a door with a shotgun won't stun anyone on the other side of a door the way a C2 charge does, but it won't

harm anyone either. This makes it the preferred method of breaching when hostages are present. Each officer has only one breaching equipment slot, so consider diversifying the breaching options available to the element when gearing up.

Commanding the Element



Quick commands can be issued to the element by pointing at an object and pressing `[space]`. This is useful when ordering the element to restrain suspects.

As in the previous installment, in *SWAT 4* you command a five-man element. As element leader you must orchestrate all aspects of an operation. Making level-headed decisions in a tense situation requires a great amount of discipline and competency. Fortunately, the revamped order system makes commanding the element easier than ever, eliminating any unnecessary stress.

This time the element consists of three distinct teams: red, blue, and gold. Reynolds and Girard make up the red team while Fields and Jackson form blue. Gold team is the combination of red and blue, and is also referred to as “the element.” Before

issuing any orders, choose which team you wish to address. Gold team is selected by default, but you can toggle through the others by pressing `[tab]`.

The easiest way to issue an order is through the new quick command system. Simply move your crosshairs over an object (like a door) and watch the text in the bottom-right corner of the screen. In this screen area, you’ll see a colored box (indicating the selected team) followed by a line of text listing the quick command available for the targeted object. The text will change based on what object is targeted. Try swinging your crosshairs over various objects and watch how the orders change. When you settle on an object and desired action, simply press `[space]` to issue the order. All possible quick commands are listed in the table below:

QUICK COMMANDS

Targeted Object	Order
Neutral Space (Floor/Wall)	Fall In
Closed Door (Exterior)	Open & Make Entry
Closed Door (Interior)	Open & Clear
Locked Door	Breach & Clear
Open Doorway	Move & Clear
Corner	Mirror Corner
Compliant Suspect/Hostage	Restrain
Weapon	Secure Evidence
Bomb	Disable



By clicking the right mouse button, a variety of complex orders can be issued to the element, allowing you to stay focused on the mission instead of battling the game interface.

More specific orders are made available by clicking the right mouse button. This opens a vertical menu, listing all available options. To select an order, keep holding down the right mouse button and roll the mouse wheel until the desired action is highlighted. To issue the order, release the right mouse button and watch the selected team move into action. Here's a rundown of some common orders and explanations of what you can expect from each:

- **Stack Up:** Orders the selected team to stack up on the targeted closed door. The team will move to the side of the door and prepare for entry. Once in position, the team determines whether the door is locked or unlocked.
- **Pick Lock:** Orders the team to use their tool kit to pick the lock of a locked door.
- **Open & Clear:** The team will open the selected door and clear the room behind it. If the door is locked, a *Breach & Clear* order is offered, causing the team to breach the door with either C2 or a breaching shotgun.
- **Open, Bang, & Clear:** The selected team will open the door, throw in a flashbang, then enter and clear the room after the flashbang detonates. The similar *Breach, Bang, & Clear* order is offered if the door is locked, and begins the entry with a door breach using C2 or a breaching shotgun.
- **Open, Gas, & Clear:** Just like *Open, Bang, & Clear*, except the team will deploy CS gas into the room prior to entry. Like the previous entry options, breaching options are available if the door is locked.
- **Open, Sting, & Clear:** A sting grenade is thrown into the room before entry is made. *Breach, Sting, & Clear* becomes available if the door is locked.
- **Fall In:** Orders the selected team to fall in behind the element leader. The team will follow the element leader in a stacked formation until a new order is issued or until a suspect or hostage is encountered.
- **Move To:** The selected team will move to wherever your crosshairs are pointed.

- **Cover:** Like *Move To* except the selected team will turn and cover an the area where your crosshairs are pointed. When given a cover command, the team will remain in the same position until given a new order or until a suspect or hostage is encountered. At this time the team may pursue the suspect or hostage (over a short distance) until they are compliant or move beyond visual range.
- **Restrain:** Orders the team to handcuff the targeted compliant hostage or suspect.
- **Mirror Under Door:** Orders the team to use their optiwand on the selected door. The officer performing the sweep will report any visible suspects or civilians on the other side of the door.
- **Deploy:** Selecting this opens a submenu that offers various new options.
- **Deploy Wedge:** Orders the team to jam the targeted door with a door wedge.
- **Deploy Breaching Shotgun:** Orders the team to blast the targeted door open with a breaching shotgun. This order can be given on any closed door, locked or unlocked.
- **Deploy C2:** Like the *Deploy Breaching Shotgun* order, this can be used on locked or unlocked doors; the team will breach with a C2 charge.
- **Deploy Less Lethal Shotgun:** This option is only available when a suspect or hostage is targeted (by right clicking on them) and the selected team possess a less lethal shotgun. When the order is given, they will fire one beanbag round at the target.
- **Deploy Pepper Spray:** Just like the less lethal shotgun option, but orders the selected team to squirt the targeted suspect or hostage with pepper spray.
- **Deploy Sting Grenade:** Orders the selected team to throw a sting grenade at the targeted area. This order can also be given on a closed door, instructing the team to throw a sting grenade inside a room without entering.
- **Deploy CS Gas:** Identical to the *Deploy Sting Grenade* option except the team uses a CS gas grenade. Since it takes a few seconds for gas to disperse, this is a good option when making gas entries. Hold outside the doorway while gas fills the room, then order the element inside.
- **Deploy Flashbang:** Just like the previous two options; here the team uses a flashbang.
- **Deploy Taser:** Orders the team to use a Taser stun gun on the targeted individual.
- **Deploy Pepper-Ball:** Orders the team to fire OC balls at the targeted individual until they're temporarily neutralized.

NOTE

If you're more comfortable with the number key-based order system used in *SWAT 3*, you can revert to this option

in the game's settings. Simply open the *settings* menu, then click on the *game controls* tab. Here you can customize the

orders system. Choose *classic command interface* to switch to an interface closely resembling the one used in *SWAT 3*. Remember, in this mode the numbers at the top of the keyboard are used to issue orders and the function keys (F1) through (F10) are used to select weapons and equipment.



Team Viewports



The team viewports can now be used to check in on the element as well as issue orders remotely.

As in *SWAT 3*, you can keep tabs on your *SWAT 4* team members by using the team viewports. Each team member is equipped with a small camera linked to the element leader. This allows you see whatever that SWAT member sees, regardless of where you are. To activate the viewport for red team, press *insert*. This opens a small window in the top right corner of the screen. The first time you press *insert* it opens Reynold's viewport. Press it again and the view switches to Girard. Toggle through blue team's viewports with *home* to check in with Fields and Jackson.

SWAT 4 greatly enhances the relevancy of viewports by allowing you to issue orders to the selected team remotely. To take control, set the viewport on the desired team member, then press *caps lock*. This causes the viewport to expand. Now you can

use the mouse to adjust the view of the selected team member. Both quick commands and detailed orders can be issued through this mode. For example, if you want the selected team member to enter a room with CS gas, start by positioning the viewport's reticle (the circle in the center) over the door they need to enter. Next, right click and select *Open, Gas, & Clear* from the command menu. The selected team will perform an entry on the room with CS gas, just as if you had ordered it while standing nearby. Issuing orders remotely increases your tactical options tremendously. For instance, you can now conduct dual entries, assaulting the same room with red and blue teams from different doorways. This is extremely useful when clearing large rooms that contain both suspects and hostages. Experiment with issuing orders through the viewports until you're comfortable with the system.



While issuing orders through viewports, the element leader is a sitting duck. Your normal controls are disabled until you press `caps lock` again or close the active viewport. Always make sure you're in a relatively safe position before taking control of a viewport.

Room Clearing



The new and improved optiwand allows you to reconnoiter a room before even opening the door. Make optiwand sweeps a common practice before clearing any room.

the element to mirror under the door and scan the room for suspects and hostages. Depending on the shape and contents of a room, optiwand sweeps may not provide the whole picture of who's waiting on the other side of the door. If parts of a room can't be revealed with optiwand searches, always assume hostiles are inside and proceed accordingly.

Whether hunting down hiding suspects or rescuing hostages, all SWAT officers must be well versed in the procedures and tactics of clearing rooms. When clearing a room, officers must make entry (preferably with a diversionary device), then neutralize any threats before securing any suspects, hostages, or evidence.

If time allows, all room entries can be made safer, for the officers and suspects, by gathering as much information on the room before rushing in. The best way to accomplish this is with optiwand sweeps. Either use your own optiwand (`[9]`) or order



When approaching a doorless entryway, move laterally along the entrance, stopping frequently to lean.

If a room doesn't have a door, you can still take steps to gather intelligence. Stand to the side of the doorjamb and stick the optiwand in front of the entrance, similarly to mirroring a corner. Another option is to scan the interior of a room manually, with a series of lateral and leaning movements. Start near the doorjamb and peek inside the entrance. If it's clear, take a small step laterally, moving parallel to the entrance to scan more of the room. Keep moving laterally until you can see as much of the room as possible from the doorway. This technique is referred to as "slicing the pie" or "slicing a

doorway," since small "slices" of the room are revealed with each lateral movement. If you're short on time, or simply feel uncomfortable without a weapon in your hand, this method is a good way to scan a room prior to entry.



Dynamic entries are best performed by the element. Hold back, give the entry order, then wait for the element to call out for trailers before moving in.

After you determine the layout and contents of a room, the next decision you must make is how to enter. If the room is occupied by suspects, always perform a dynamic entry. Dynamic entries are characterized by swift and aggressive movement with the deployment of at least one diversionary device prior to entry. Diversionary devices include C2 charges (to breach the door), flashbangs, CS gas grenades, and sting grenades. The idea is to distract and stun the room's occupants while the entry team rushes in. Always order the element to handle dynamic entries, with orders like *Open, Bang, & Clear*. Don't worry, the improved AI is very capable

of handling all aspects of a room entry. When performing a room entry with the entire element (gold team), the two officers at the front of the stack will enter first. Hold back along the doorway with the two remaining officers, then wait for the element to call out for "trailers." This means the first two officers have successfully gained entry and are waiting for back-up. Wait for next two officers to enter, then follow in behind them.



When performing dynamic entries, follow the element inside and quickly identify and neutralize any threats. Be careful not to shoot your own teammates.

By the time you enter, the room should be relatively safe, but keep your eyes peeled for threatening suspects. Shout compliance orders (**F**) while moving through the room, ordering all suspects and hostages to get down on the floor. Next, scan the room for other entry points and consider closing any open doors. Securing the room from intrusions is important before handcuffing any hostages or suspects. If necessary, order red or blue teams to cover potential entry points while you restrain suspects and make the necessary reports.



DEVELOPER TIP:

Don't stand in the doorway and prevent teammates from getting through.

—Paul Hellquist, Lead Designer

Restraining Suspects and Securing Evidence



The entry team is responsible for restraining all compliant individuals. Use your handcuffs to restrain all compliant hostages and suspects.

When all threats in a room are neutralized, turn your attention to restraining suspects and hostages. All suspects and hostages must be fully compliant before they can be handcuffed. Compliant individuals always drop to their knees with their arms raised in the air. If an individual is not on their knees, they are not considered compliant. When confronting a non-compliant individual, place your crosshairs over them and shout a compliance order with **F**. If this doesn't work, the non-compliant individual must be subdued by other means. Consider hitting them with pepper spray or a Taser stun gun. The Pepper-ball gun and less lethal

shotgun are also extremely effective. Once hit with a weapon or tactical aid, shout another compliance—at this point the individual will almost always surrender. To restrain a compliant individual, press **H** to equip your handcuffs. Approach the

individual until a white box at the bottom of the screen appears with the text “Fire: (Hold) Restrain Civilian/Suspect.” At this time, look down at the individual and press and hold the left mouse button until the person is restrained. Alternately, you can order a team member to restrain any compliant individuals.



Once a suspect is compliant, they no longer pose a threat. Even if you leave them unrestrained next to the gun they dropped, they won't get up and attack SWAT. Technically, you can leave them unrestrained until the entire building is clear.



After restraining a suspect, search the ground for any weapons they may have dropped.

check up on your mission objectives, press and hold **[B]**—you can get to the same screen by holding down **[M]** or pressing **[esc]**. Under the *Procedures* box you can see how many weapons are present and how many have been secured. If you're having trouble finding all the weapons, retrace your steps through the building and focus searches in areas where suspects were neutralized or apprehended.

All missions require you to secure evidence, too. Evidence always includes weapons dropped by suspects. To pick up a weapon (or any piece of evidence), look at it until a white box appears at the bottom of screen stating, “Use: Secure Evidence.” Press **[F]** to pick up the weapon. Team members can also be ordered to secure evidence. Before ending a mission, always make sure you've secured all the weapons to achieve the maximum five points applied to your mission score. To



TOC Reports



Failing to report a downed officer to the Tactical Operations Center results in a 5 point penalty. Make all TOC reports to optimize your mission score.

Only the element leader can make reports to the Tactical Operations Center (TOC). TOC reports must be made in the following situations:

- When a suspect/hostage is restrained
- When a dead or incapacitated suspect/hostage is encountered
- When an officer is downed by hostile fire

To make a TOC report, aim at the suspect/hostage or downed officer and press **[F]** or the middle mouse button. Keeping TOC informed of the entry team's progress allows them to prepare

paramedics and other critical personnel for the time when all threats are neutralized. Like weapons, make sure you've made all possible TOC reports by inspecting the *Procedures* box in the objectives screen (**[B]**) before ending the mission. Making all possible TOC reports tacks five points onto your mission score.

High Ground



Use Sierra 1 and Sierra 2 to monitor the location and movement of suspects. If they have a clear shot, try disarming any visible suspects by shooting their right arms.

The officers in *SWAT 4* now have high ground coverage from a maximum of two snipers, designated Sierra 1 and Sierra 2. Your snipers' location and coverage areas are mentioned in a mission's briefing. The snipers act like separate team members, and can be accessed through the viewport system. During the course of a mission, the snipers will report to the entry team whenever a suspect moves within their line of sight. Press **[page up]** to toggle between Sierra 1 and Sierra 2. If you want to take control of the selected sniper, press **[caps lock]**.

NOTE

Each sniper carries 50 rounds of ammo; much more than you'll ever need in any mission—unless you're a terrible shot.

When controlling a sniper, use the mouse to aim the rifle, placing the crosshairs over your target. The left mouse button fires the rifle and **Z** toggles through four levels of zoom. Since the snipers are providing cover from great distances, their aim isn't totally stable. There's a certain amount of sway to their viewport, requiring great concentration when targeting a suspect. Quick or abrupt mouse movements can further disrupt their aim, so move the mouse very slowly when panning and tilting the rifle. Before squeezing the trigger, let the crosshairs settle for a few seconds—this will greatly increase your chances of hitting the target. When the target is centered and the rifle is stable, tap the left mouse button to fire a shot. After each shot, the bolt action rifle is automatically reloaded by the sniper, so it will take a couple of seconds before you can fire a follow-up round.



In a ticking-time bomb scenario, deadly force is authorized. Consider using high ground to neutralize suspects—especially if time is running out. The fewer threats the entry team encounters, the quicker they can find and disable the bombs.

Your snipers shouldn't use lethal force unless it's absolutely necessary. Instead, use them to disarm and monitor the movement of suspects. By shooting a suspect in the right arm or hand, you can cause them to drop their weapon. Once dropped, the weapon instantly becomes evidence and can only be picked up by the entry team. This is a good way to render suspects harmless before the entry team even encounters them. However, some suspects may be carrying back-up weapons, and may not equip them till they encounter the entry team, so never let your guard down.

NOTE

If high ground or your team members use unauthorized force or unauthorized deadly force when neutralizing a suspect, penalties won't be deducted from the mission score. Penalties only apply when unauthorized actions are performed by the element leader. However, the death or incapacitation of any suspects will have a detrimental impact on the mission score, since they can't be arrested.

TACTICAL CONSIDERATIONS

If there's one constant in *SWAT 4*'s gameplay experience, it's unpredictability. Random placement of threats and complex AI routines make each mission a unique challenge every time you play it. However, you can limit the risk posed to the entry team and civilians with proper preparation and a basic understanding of the game's mechanics. In this chapter we take a look at a few steps you should take before each deployment. We also discuss some of the less transparent aspects of the game including AI behavior, ballistics, and mission scoring.

MISSION PLANNING

You must make some of the most important decisions about each *SWAT 4* mission before your team even arrives on the scene. Take a few minutes to study each mission briefing carefully. While scanning the details, ask yourself the following questions:

- How many suspects?
- Are civilians present? How many?
- How are the suspects armed?
- Are the suspects wearing body armor?
- Are the suspects equipped with gas masks?
- Are the suspects intoxicated?
- How many entry points into the building are there?
- How many rooms are in the building?
- Where are your snipers positioned?

Depending on the mission, you probably won't be able to answer every single question, but gathering as much intelligence as possible will greatly help you determine how to stage the assault. Your first priority is picking an entry point. All missions offer one or two different entry options—this is where the element begins



Before jumping into any mission, read through the briefing carefully and formulate a plan of attack. If two entry options are available, consider the pros and cons of each before choosing one.

the mission. But these options aren't necessarily the only points of entry. Study any available floor plans (and the maps provided in this book) carefully before settling on an entry option. Look for alternative entry points that may yield a greater tactical advantage than those offered in the briefing. Although these points may not be offered as a mission starting point, once deployed, the element can move to these areas and make entry.

NOTE

All structures are referred to numerically. The front of a building is always labeled "side 1." From the front, the remaining sides are numbered in a clockwise fashion. Floors are labeled using a similar concept, with the ground floor always designated "level 1." The second floor is labeled "level 2," and so on. A basement or a subterranean floor below level 1 is designated "level 0." The numbering of sides and levels reduces the chances of confusion when reporting intelligence to team members during a mission. When calling out a position, always mention the level first, then the side. For example, "Suspect spotted on level 2, side 3." High ground makes similar reports when monitoring the movement of suspects.

After you determine the point of entry, begin formulating a general plan of attack. From the point of entry, trace the movement of the element through the structure. Along the way, keep a mental tally of how many CS gas grenades, flashbangs, sting grenades, and C2 charges your team will need to move through the entire structure. Equally important is determining where door wedges should be placed to help isolate suspects. Look for rooms with two or more entry points and consider staging dual entries, especially if hostages are present. Memorize the positions of high ground (your snipers) and figure out which rooms they can cover. While the actual mission may not go as planned, going through this exercise makes you familiar with the structure and helps you determine what kind of equipment the element should bring along.



Choose weapons and equipment based on the unique characteristics of the mission.

Now it's time to assign the element their gear. First, figure out what kind of primary weapons you'll need. Choosing the appropriate primary weapons has a large impact on the mission's final outcome, often determining whether suspects are taken into custody alive or dead. So put some serious thought into your choices. If you want to post a high mission score, always take non-lethal weapons like the less lethal shotgun or Pepper-ball gun. But if you choose to take standard firearms, figure out what kind of ammo is best suited for the mission. Full metal jacket (FMJ) ammunition is best deployed when

facing suspects with body armor, while jacketed hollow point (JHP) ammunition is more effective when engaging unarmored suspects. The size of the structure's rooms should also have a bearing on what kind of firearms you choose. Submachine guns are the best choice for clearing small and medium-size rooms, but you may want to go with assault rifles if a structure has multiple large rooms. Assault rifles also provide the necessary firepower to knock down armored suspects. Shotguns should be used sparingly, especially when loaded with buckshot—the unpredictable spread of each shot poses a serious threat to both suspects and any nearby hostages. For greater precision, consider loading shotguns with slugs.

Fill out the remainder of the element's equipment slots by closely referencing your pre-assault plan. Assigning secondary weapons is less important than primary weapons, since your teammates are only likely to use them in two situations: 1) if their primary weapon runs out of ammo, or 2) if you order them to deploy a Taser on an uncooperative suspect/hostage—assuming they have a Taser. Since your teammates are unlikely to run out of ammo, consider equipping them with the Taser stun gun as their secondary weapon. Next, assign tactical aids and breaching equipment. The number and types of tactical aids required varies from mission to mission. Assign any door wedges first, dispersing them across the team. Next, make sure both red and blue teams each have an optiwand. If the suspects aren't equipped with gas masks, fill most of the remaining equipment slots with CS gas grenades. But always bring along a few sting grenades and flashbangs to maintain tactical flexibility. Diversify your breaching options too, giving a couple of teammates C2 charges and the rest breaching shotguns.



If an officer is downed, his equipment is no longer available to the element. Always assign back-up gear across the element for mission-critical tactics.

TACTICAL POSTURE

In *SWAT 3* the entry team is operated in one of two available tactical modes: stealth or dynamic. While the tactical mode system is not part of *SWAT 4*, the concepts behind stealth and dynamic tactics should still be an integral part of your SOP. During most call-ups, you'll use a mix of stealth and dynamic tactics. As element leader, it's up to you to determine which tactics are appropriate to fulfill a mission's objectives.

Stealth Tactics



When making stealth entries, maintaining silence is paramount. If you encounter a locked door, always order the element to pick it instead of blowing the door open.

Stealth tactics are best deployed if the following criteria are met:

- SWAT's presence has not been compromised.
- The location of suspects/hostages is unknown.
- Time is not an issue.

If the suspects are unaware of SWAT's presence, stealth tactics are often necessary to maintain the element of surprise. This requires the entry team to remain as quiet as possible while conducting slow and methodical searches. Remember, quick movements create excess noise and may give away

the team's position. So always walk to avoid tipping off any hostiles. During stealth searches, the optiwand is the entry team's best friend, and should be used frequently to mirror all rooms and corners. The information gathered from optiwand sweeps allows the element leader to determine how the entry team should proceed. For instance, if multiple suspects occupy the next room, switching to dynamic tactics is advisable.

Since SWAT can't remain undetected throughout an entire mission, there are two main concepts to help determine when the transition to dynamic tactics should be made. Using stealth tactics until encountering a suspect or hostage is called "stealth to contact." The "stealth to contact" concept is applicable to most *SWAT 4*'s missions since usually there's no reason to move quickly prior to encountering a threat. After neutralizing a threat, the entry team can resume with either stealth or dynamic tactics—as a rule, though, once dynamic tactics are used, it's best to stick with them.

The similar "stealth to breach point" concept requires the entry team to maintain stealth until reaching a predetermined interior breach point, where dynamic tactics are deployed to make entry. This is useful when assaulting large buildings, allowing the

entry team to infiltrate a structure undetected before making their presence known. Consider using “stealth to breach point” tactics in situations where high ground’s observations can confirm the presence of suspects or hostages in a specific room. Choosing an interior room as the location of your first dynamic assault is a good way to catch suspects off guard, increasing the likelihood of a quick surrender.

Here are a few more considerations pertaining to stealth tactics:

- Use flashlights intermittently. Prolonged use of flashlights during stealth movement may give away the entry team’s position.
- Never walk past the doorway of an uncleared room. Assume all rooms are occupied by hostiles until proven otherwise.
- Before entering hallways, check for threats using the optiwand or by leaning.
- If the deployment of diversionary devices is necessary, go to dynamic tactics.



Clearing stairwells is extremely hazardous and should always be approached with great caution and minimal haste. When ascending stairs, always backpedal, staying along the outside wall of the stairwell while aiming up along the next flight of stairs. Stop occasionally and lean to scan the next landing for suspects. Descending stairwells is a bit easier, but is just as risky. Stay along the inside portion of the steps while moving forward and aiming down. In short stairwells, CS gas can be used both to conceal movement and to choke suspects waiting to ambush the element on an adjacent level.



When appropriate, initiate dynamic entries with a C2 breach. The resulting explosion stuns the occupants of the room for a few seconds, giving the entry team just enough time to enter safely.

Dynamic Tactics

Dynamic tactics are best deployed if *any* of the following criteria are met:

- SWAT’s presence has been compromised.
- SWAT has located a suspect or hostage.
- The risk of harm to civilians or officers is imminent.

Dynamic tactics are characterized by swift aggressive movement and entries initiated by the deployment of diversionary devices. The idea behind dynamic tactics is to overwhelm suspects with a mix

of controlled speed and force, and limit the chances (or duration) of a firefight. As a result, coordinated movement and teamwork is essential when clearing rooms. Fortunately, *SWAT 4*'s officer AI is always up to the challenge. Use orders like *Open, Bang, & Clear* or *Breach, Gas, & Clear* to initiate a dynamic entry. Entry orders can be given to all teams, but dynamic entries are most effective when performed by the full force of the element (gold team), either through one doorway, or simultaneously through two separate entry points (blue and red teams). Staging dual entries on a single room takes some practice and great familiarity with the team viewport system, but once mastered, its effectiveness is unparalleled.



When giving room-clearing orders, always stand to the side of the doorway so you're not exposed to fire originating from inside the room when the element throws open the door.

As previously mentioned, going to dynamic tactics should be put off until it's absolutely necessary. Once the entry team goes dynamic, the element of surprise is gone, often causing suspects to flee or take fortified positions. If this happens, it's even more important to remain in a dynamic posture. Still, unless time is an issue, mirror rooms with the optiwand prior to ordering entries. Knowing the precise positions of the suspects and civilians in a room helps determine which tactical aids will be most effective. For example, if the room is large and contains multiple suspects looking at the entry point, consider using a flashbang. If suspects are crowded near the door, try breaching it with a C2 charge or tossing in a sting grenade. If the room is small and filled with various objects behind which suspects may be hiding, always enter with CS.

Here are a few more considerations pertaining to dynamic tactics and entries:

- If necessary, use flashlights liberally. The disadvantage of being detected is no longer relevant once dynamic tactics are employed.
- During dynamic entries, consider turning off your flashlight to help better distinguish friend from foe—your muzzle will automatically lower when it's aiming at a friend.
- Never order a C2 breach if a hostage is known to be directly on the other side of the door. The blast may incapacitate the hostage.
- Always look away when using flashbangs to avoid temporary blindness.

- If you can't determine whether a room contains suspects or not, assume it does and deploy a tactical aid prior to entry.
- Before entering a seemingly empty room, shout a compliance order from the doorway. Any nearby suspects may move into view to investigate and you can neutralize them. Sometimes making some extra noise can work to your advantage.

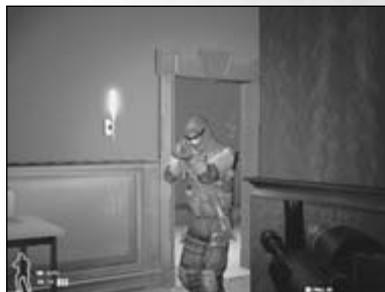
SWAT INCIDENT CALL-UPS

Just like their real-life counterparts, the officers in *SWAT 4* are called in whenever incidents require their specialized skills and equipment. The SWAT team is deployed in four major types of incidents. Before moving out, study the different call-up types and prepare accordingly.

Barricaded Suspects

Suspects are considered barricaded if they meet all of the following criteria:

1. They are believed to be armed.
2. They are believed to have been involved in a criminal act.
3. They are a significant threat to the lives and safety of citizens and/or police.
4. They are in a position of advantage. Advantage includes the provision of cover and concealment. Suspect advantage also includes police inability to approach due to the high probability of an adverse reaction from the suspect.
5. They refuse to submit to arrest.



Barricaded suspects are often well armed and prepared for a showdown with law enforcement. Respond accordingly.

The first priority when encountering barricaded suspects is containment. By the time the entry team arrives, a perimeter is already established. However, SWAT can further constrict the perimeter by covering choke points with team members or snipers. An even more effective tactic is jamming entrances or exits with door wedges.

Before making entry, the element should take the suspect's behavior into consideration. If under the influence of alcohol or drugs, suspects are less likely to be affected by chemical agents like CS gas and pepper spray. In such situations, equip the element with flashbangs or sting grenades. If suspects aren't intoxicated or equipped with gas masks, use CS gas as your primary tactical aid.

Upon entry, conduct slow stealthy room-to-room searches, eliminating one hiding spot at a time. Perform optiwand sweeps ahead of advances to avoid ambushes. When encountering blind spots that can't be revealed by sniper observations or

optiwand scans, deploy a tactical aid to temporarily distract or neutralize any concealed suspects—CS gas works extremely well, particularly in confined spaces. Once made aware of the element's presence, most barricaded suspects usually flee in an effort to escape SWAT. So don't be surprised if the suspect is in the very last unsearched room.

Hostage Rescue



Whenever a suspect aims at a hostage instead of at SWAT, they are preparing to execute the hostage. Don't let it happen!

Many barricaded suspect incidents also involve the rescuing of hostages. Ideally, it's best to know the exact number of hostages and their precise locations. But in *SWAT 4*, the number and placement of hostages (and suspects) is almost always random, changing each time you play a mission. Therefore, stealthy advances work best; use optiwand sweeps to reconnoiter each room before entering.

When your team encounters hostages, try to determine if they're guarded by suspects. Entering rooms containing hostages and suspects is extremely hazardous, so take every precaution to maintain the element of surprise. In some situations,

suspects may begin executing hostages if SWAT's presence is revealed, so stay out of sight! Before entering a room containing suspects and hostages, study the layout and consider performing dual entries, assaulting the room from two separate entry points. Breaching doors and using tactical aids like flashbangs and CS gas are also advisable to distract and stun occupants while the element enters. During such dynamic entries, quickly subdue all the suspects first, then turn your attention to the hostages.



Hostages may attempt to help SWAT, informing them of nearby gunmen who may be out of the element's view. Take these warnings seriously and quickly formulate a plan to neutralize the suspect without harming the hostage.

Just like suspects, all hostages must be secured (handcuffed) and reported to TOC in order to fulfill the mission objectives. Due to stress, some hostages may not comply to SWAT's orders. In such instances, it may be necessary to deploy a non-

lethal tactical aid like pepper spray or CS gas. Pepper spray is the most efficient way to subdue non-compliant hostages, so always equip it when gearing up for hostage rescue missions.

High Risk Warrant Service



If tipped off, suspects will often barricade themselves in a room, aiming their weapons at the door. Always use tactical aids to maintain an advantage when making entry.

High risk warrants are defined by any of the following criteria:

- The location is fortified.
- Shooters are known to be present.
- Weapons are present and are being used.
- The propensity of violence exists.
- Dynamic entry is necessary to prevent the destruction of evidence.

For the most part, high risk warrant missions are similar to dealing with barricaded suspects.

However, when serving warrants, SWAT is usually privy to more detailed information, such as the name of the suspects and what kind of threat they may pose. Before serving a warrant, pour through every detail in the briefing and study any available floor plans carefully. In most cases, SWAT enters these missions with the element of surprise, so plan carefully and determine whether a stealth or dynamic approach is best.

Unless the locations of the suspects are known, always enter rooms quietly. This means if a door is locked, pick the lock instead of blasting it open with C2 or a shotgun. Making excessive noise with C2 charges or flashbangs may cause the suspects to flee and hide, or they may sometimes set up elaborate ambushes. It's much easier to apprehend suspects if you can sneak up on them. For this reason, maintain a low profile, at least until encountering suspects.

Rapid Deployment



During rapid deployment call-ups, civilians often outnumber the suspects, so watch your fire. Non-lethal weapons are most appropriate for these situations.

Rapid deployments are the most dangerous and unpredictable of all incident call-ups. In these situations, citizens are put in extreme risk by unknown gunmen with indiscernible motives. SWAT is called in to restore order and prevent the injury and death of innocents. When beginning a rapid deployment mission, information on the location, suspects, and victims is usually scant at best. This makes planning a challenge, so be ready for anything. Since it's likely that many civilians are

present, seriously consider taking non-lethal equipment like the new Pepper-ball gun or the less lethal shotgun. These weapons completely eliminate the consequences of targeting accidents, which may occur during the chaotic deployment.

By the time SWAT moves into action, there's likely to be a number of downed victims—some incapacitated, some DOA. Regardless of their status, all downed victims must be reported to TOC—they don't need to be restrained. Reporting the status and location of victims allows TOC to prepare for immediate evacuation as soon as all threats are eliminated by the entry team. Even though some victims are in bad shape, they won't die during the mission unless they catch a stray bullet. There's no need to rush. Advance at a controlled and steady pace, restraining suspects and unharmed civilians as you go.

Basic rules of conduct during rapid deployment include:

1. Deployment of diversionary device at breach point.
2. Suppressive fire, if appropriate. Suppressive fire must have an identifiable target. The use of suppressive fire is a worst-case scenario method and should be used accordingly.
3. Move with controlled speed and use diversionary devices prior to entering and clearing each room.
4. Assault to down victim. Notify TOC to contact and request trailers.
5. Be prepared to make contact with gunmen. Engage accordingly.

SUSPECTS AND HOSTAGES



Suspects perform a variety of actions, including taking cover behind objects.

Dealing with suspects and hostages is made all the easier if the officers have a general understanding of how each reacts to various situations. The behavior of suspects (and hostages) is governed by AI routines of varying degrees of complexity. While these routines are hard-coded, the numerous combinations of possible actions and reactions make all encounters with suspects tense and somewhat unpredictable.

Here are a few common behaviors you can expect from the suspect AI:

- **Comply:** After failing a morale check (see *Morale and Compliance*), a suspect always surrenders.
- **Draw Back-up Weapon:** If their primary weapon is shot out of their hand, a suspect may draw a back-up weapon (like a pistol) if they have one.
- **Engage SWAT:** The suspect raises their weapon and begins firing at officers.
- **Examine:** Some suspects are designated as *Investigators* and roam the level investigating sounds and other suspicious activity.
- **Execute Hostage:** If in visual range with SWAT and a hostage, a suspect may turn their weapon on the hostage. Executing hostages is somewhat rare, but when the behavior is initiated, SWAT has only a few seconds to respond before the suspect fires at the hostage.
- **Fake Surrender:** Some suspects may pretend to surrender, raise their hands, and then move to lower their weapon. But as they bend down to set their weapon on the ground, they suddenly point it at the officers and begin firing.
- **Flee:** If outnumbered, a suspect may retreat. Other nearby suspects may *fall in* and join the fleeing suspect. When retreating into a room, a suspect might lock the door, but they always cover the door SWAT is likely to enter. When SWAT attempts to enter, they open fire on the door, even if it's not opened.
- **Patrol:** The suspect follows a pre-determined path until encountering SWAT.
- **Seek Cover:** When threatened by SWAT, suspects might take cover behind objects to avoid getting shot.



Suspects have to reload, too. If you act quickly, you can use a pause in gunfire to locate, target, and neutralize the suspect. Suspects can run out of ammo as well.

SUSPECT SKILL LEVELS

There are three different types of suspects SWAT encounters throughout the various single-player missions, each with their own distinct behaviors and responses to morale modifiers. Low-skill suspects usually have low morale and marksmanship skill, often firing their weapons wildly until forced to reload. Medium-skill suspects are characterized by better weapon accuracy and slightly higher morale levels. Finally, the high-skill suspect exhibits a

SUSPECT SKILL LEVELS [CONT.]

deadly mix of weapon proficiency and high morale. These suspects don't waste ammo, and they rarely miss. Plus, they're the most aggressive of the three suspect types, making them more likely to hold their ground and fight instead of fleeing or surrendering—even if injured. To better understand the differences between the three skill levels, study the *Suspect Specific Morale Modifiers* table found in the next section.



Hostages usually cower in one spot until ordered to comply. But if they feel threatened, they may run away until they find a new hiding spot.

Since the role of hostages is much more limited, their behaviors are more simplistic than those of suspects. The main two behaviors available to hostages (or unarmed civilians) are comply or flee. Because of the stresses of their situation, hostages usually begin a mission with low morale, making them much more responsive to compliance orders shouted by officers. Hostages with high morale may panic and flee. (The same goes for low-morale hostages who fail to receive compliance orders.) When they reach a new hiding spot, they usually crouch and fidget nervously. All hostages must be

taken into custody, sometimes making the deployment of non-lethal agents like CS or pepper spray necessary to force compliance.

Morale and Compliance



Suspects aren't fully compliant until their knees and weapon are on the ground. Remain vigilant until these criteria are met.

All suspects and hostages have a preset morale level at the start of every mission. This all works on a percentage system with suspects and hostages assigned a morale level ranging from 0-150%. The higher the morale percentage, the less likely they are to comply. For example, a suspect with a 90% morale percentage only surrenders 10% of the times they are ordered to comply. A suspect with 20% morale gives up 80% of the time. Suspects with morale of 100% or greater never surrender, no matter how many times an officer shouts at them.

The first time a compliance order is issued by an officer, the suspect performs a morale check. If the comply order isn't successful, the suspect continues resisting arrest. Subsequent compliance orders won't result in a morale check until the suspect's morale is reduced.

NOTE

Morale checks are made each time an officer shouts a compliance. So if all five officers are shouting at one suspect, five separate morale checks are made. If unsuccessful, all subsequent compliance orders are ignored until a negative morale modifier is successfully applied. At that time, a new round of morale checks is made when the officers shout at the suspect. Positive morale adjustments don't result in new morale checks—just negative adjustments.

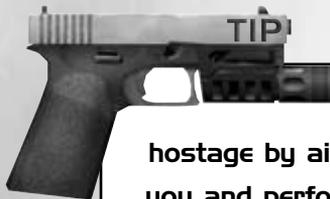
It's up to SWAT to reduce the morale of suspects and hostages until they comply. There are numerous ways to apply negative morale modifiers against non-complaint individuals. Tactical aids like pepper spray, flashbangs, CS gas, and sting grenades all reduce a suspect's morale, but for a limited amount of time. It's important to shout a compliance order and force a morale check before the effects of the tactical aid wear off. If the effects wear off, the suspect's morale returns to its preset level. All morale modifiers are cumulative too, so the more negative modifiers applied to a suspect, the greater reduction in morale. This makes the deployment of multiple tactical aids extremely useful when clearing rooms. Suspects can only increase their preset morale percentage by downing or witnessing the downing of a SWAT officer.

COMMON MORALE MODIFIERS

Modifier	Suspect	Hostage
Taser Stun Gun	-90%	-90%
Pepper Spray	-75%	-75%
Flashbang	-50%	-65%
C2 Breach	-45%	-65%
Less Lethal Shotgun	-40%	-60%
Sting Grenade	-40%	-60%
Pepper-Ball Gun	-35%	-55%
CS Gas	-35%	-55%
Gun Shot Wound	varies	-50%

SUSPECT-SPECIFIC MORALE MODIFIERS

Modifier	Low Skill	Medium Skill	High Skill
Surprised by SWAT	-80%	-60%	-50%
Nearby Suspect Killed	-40%	-20%	-10%
Weapon Dropped	-25%	-15%	-10%
Gun Shot Wound	-20%	-10%	0%



Direct compliance orders at a specific suspect or hostage by aiming at them and pressing [F]. This ensures that they hear you and perform their morale check. To apply a negative morale modifier, try sneaking up on a suspect from behind before shouting.

Less-Than-Lethal Solutions



Weapons like the less lethal shotgun can coax a surrender out of the most motivated suspects, whether they're wearing body armor or not.

Advances in technology have given the modern SWAT officer various tools for safely apprehending suspects, helping to minimize risk to the public, officers, and the suspect. The most significant innovations have come in the form of non-lethal (or less-than-lethal) equipment and tactical aids. Weapons like the less lethal shotgun, Pepper-ball gun, and Taser stun gun provide the officers in *SWAT 4* with non-lethal alternatives when engaging a suspect. This greatly increases the entry team's tactical options, allowing them to take more hostile threats into custody without applying deadly force.

All less-than-lethal weapons and tactical aids put the affected individual into a temporary state of paralysis, reduce their morale, and make them incapable of fighting for a few seconds. But don't confuse this paralysis with compliance. A suspect should still be considered a threat until they're on their knees with their hands in the air. Shouting a compliance order at a paralyzed suspects usually results in a surrender. But if the suspect had a high initial morale percentage, deploying one tactical aid or firing one less-than-lethal weapon may not be enough to make them give up.



Using less-than-lethal weapons allows you to shoot fleeing suspects without the consequence of penalty. This is extremely useful, since fleeing suspects often barricade themselves in rooms, making them much harder to apprehend.



The Taser stun gun is the most effective way to subdue a non-compliant suspect. Provide cover while a teammate deploys the Taser.

In situations where a paralyzed suspect is still not responding to shouts of compliance orders, quickly deploy another less-than-lethal weapon or tactical aid. A shot from a less lethal shotgun works well, but nothing is as effective as the Taser, resulting in a 90% loss in morale. Always order a teammate to use the Taser by aiming at the non-compliant suspect and issuing the *Deploy Taser* command from the menu. While the ordered officer equips the Taser and moves into position, keep your primary weapon aimed at the suspect in case the paralyzing effects of the initial tactical aid or non-lethal weapon wear off

before the Taser is deployed. When hit by the Taser, the suspect will momentarily convulse from the shock. Immediately shout another order for compliance. No matter how motivated a suspect is, getting hit by a Taser always forces a surrender.

BALLISTICS



Bullets are capable of penetrating doors and embedding themselves in whatever lies on the other side.



The ballistics of bullets in *SWAT 4* are simpler than their real-life counterparts, but they still exhibit enough realistic traits to keep the gaming experience interesting. The

speed of each bullet is referred to as momentum. Momentum is calculated by multiplying the mass of the bullet by the muzzle velocity of the weapon from which it's fired. Once a bullet is fired, it travels in a straight line until its momentum is totally expended—the bullet is not affected by gravity and it will not ricochet or deflect.

Reductions in momentum occur every time a bullet strikes an object. Each object is assigned a "Momentum to Penetrate" (MtP) value. These values differ greatly based on the type of object and the materials it's constructed from. For instance, a steel door has a much higher MtP value than a glass bottle. If the bullet's momentum is less than an object's MtP value, the bullet will be blocked. But if the bullet's momentum is greater than an object's MtP value, the bullet will penetrate and continue traveling in a straight line. However, at the moment of penetration, the MtP value of the penetrated object is subtracted from the momentum of the bullet, slowing it down. As a bullet continues its journey, it encounters more objects with MtP values, eventually reducing its momentum to zero.

NOTE

Wondering what the difference is between JHP and FMJ ammo? JHP rounds benefit from an internal injury bonus that is applied when the bullet is buried (or stopped) inside a target. All FMJ rounds are assigned a larger mass value than JHP bullets, increasing the overall momentum of the bullet and thus helping it penetrate targets.

When striking a wall, a bullet's momentum is always reduced to zero—yes, walls can no longer be penetrated. Remember that time in *SWAT 3* when your whole entry team was gunned down by a suspect firing an AK-47 through a wall? For better or worse, this isn't an option anymore. But doors are still free game, so watch for bullets flying through closed doors whenever you encounter a barricaded suspect or are hunting down an opponent in adversarial multiplayer games.

Cover vs. Concealment



Since walls cannot be penetrated by bullets, they make the best cover. Take cover behind a wall then lean out through a doorway or around a corner to scan an area for threats.

By now you should realize that cover is not the same as concealment. Concealment is used merely to stay out of sight. For example, a bush or even a shadow can be used for concealment. But if you're spotted, no matter how well you're concealed, your enemy's bullets will find you. Cover involves putting a solid object between yourself and potential threats. When searching for cover, find a strong object capable of blocking incoming rounds. The concepts of bullet momentum and object MtP values are important to take into consideration when seeking cover. Objects made from metal are likely to have higher MtP values than objects made from plastic or wood.

Since damage is based on the momentum of a bullet, every layer of cover you can place between yourself and a shooter will greatly increase your chances of survival. Even if bullets penetrate your cover, their momentum will be reduced, inflicting less damage on your character.

Body Part Targeting and Damage



Head shots almost always inflict lethal wounds. This should be the last place you shoot a suspect.

Each suspect starts with 100 points of health. If they take 80–99 points of damage they become incapacitated. Sustaining 100 points of damage or more results in death. All models in the game, including your character's, are prone to body part-specific damage. In other words, taking a bullet to the arm or leg, causes much less damage than getting shot in the head. This has a great impact on targeting tactics, often allowing officers to wound a suspect without killing them.

When targeting a suspect with a firearm, it's important to distinguish between the non-lethal and

lethal regions of their body. The non-lethal areas of a body are the limbs, including arms, hands, legs, and feet. Inflicting a single gunshot wound to any of these areas won't kill a suspect, but it certainly gets their attention, sometimes causing them to surrender when a compliance order is issued. However, repeated gunshot wounds to non-lethal areas may result in fatalities or incapacitation, so keep track of how much damage a suspect has taken. Most suspects can sustain three to five gunshot wounds to non-lethal areas before passing out or dying.

The lethal regions of a body are the head and torso. Inflicting even a single gunshot wound to either area often results in death or incapacitation. Try to avoid shooting suspects in either lethal body region unless it's absolutely necessary—you don't get points for dead suspects.

NOTE

All body armor is assigned an M&P value, significantly increasing the chances of surviving a gunshot wound. Even if a bullet penetrates, its momentum is significantly reduced, decreasing the amount of damage it inflicts.



All suspects carry weapons in their right hands. Injuring their right hand or arm can cause them to drop their weapon. But be careful—they might draw a back-up weapon! You can shoot this out of their hand too, at which point the suspect will cover. A suspect without a weapon will always surrender when ordered to comply.



Gunshot wounds are usually accompanied by movement and accuracy penalties. Damage inflicted to the feet or legs will often cause an individual to limp, favoring their healthy side over their injured one. This is true when your character is hit in the legs, too—taking a bullet in the feet or legs disables your ability to run. Accuracy penalties are applied whenever a character takes damage to the right arm, torso, or head. This greatly inhibits the officer's ability to accurately fire their weapon. A character becomes less accurate with each additional injury inflicted on these regions. As mentioned earlier, when your characters sustains such damage, your weapon's crosshairs permanently expand, signifying a decrease in accuracy. The same thing happens to suspects and your fellow officers when injured similarly, resulting in wildly inaccurate marksmanship that can put innocents at risk.



DEVELOPER TIP:

A bullet does damage using a formula. When penetrating a body it does damage directly related to how much momentum it lost to the body it penetrated. The momentum lost equals the MtP of the object that is penetrated. Damage from penetration is usually less than the damage when a bullet is buried. The exception is when the momentum of the bullet is so slow due to multiple penetrations that it doesn't deal much damage when it is finally buried. Internal Damage is only added if the round is buried (that is, stopped) by the object.

—Paul Hellquist, Lead Designer

MISSION SCORING



The new itemized scoring system takes the guesswork out of determining the successful and unsuccessful aspects of every mission.

SWAT 3 used a complex and somewhat cryptic scoring system to measure mission success based on the element leader's adherence to police procedure. While following police procedure is as important as ever, *SWAT 4's* scoring system is much easier to understand. As a result, the scores posted on the debrief screen help provide guidance; they detail requirements met and penalties deducted. Knowing how and why you were docked points allows you to learn from past mistakes and reduce the likelihood of replicating them in the future. The following table explains how the various bonuses and penalties are applied to each mission score.

MISSION BONUSES AND PENALTIES

Bonus/Penalty	Points	Description
Mission Complete	40	Awarded only when all mission objectives are fulfilled.
Suspects Arrested	25	Awarded if all suspects are arrested. If fewer than 100% of suspects are arrested, the value is calculated based on the number of suspects arrested and the total number of suspects.
Suspects Incapacitated	varies	A calculated bonus based on the number of suspects incapacitated out of the total number of suspects. Incapacitated suspects are worth half the points of arrested suspects.

MISSION BONUSES AND PENALTIES (CONT.)

Bonus/Penalty	Points	Description
Suspects Neutralized	0	No points are awarded for each suspect neutralized.
No Suspects Neutralized	5	Awarded when completing a mission without killing a suspect.
No Civilians Injured	5	Awarded if no civilians suffer injury during the mission.
No Officers Down	10	Awarded if no officers are downed; 2 points are deducted from the 10 possible for each downed officer.
Player Uninjured	5	Awarded if the player sustains no injuries during the mission.
Report Status to TOC	5	Awarded if all possible TOC reports are made. Otherwise, the value is calculated based on the number of reports made and the total number of reports.
All Weapons Secured	5	Awarded if all weapons are secured. An incremental value is awarded based on the number of weapons secured and the total number of weapons.
Unauthorized Use of Deadly Force	-10	Deducted every time the player kills an unthreatening suspect.
Unauthorized Use of Force	-5	Same as <i>Unauthorized Use of Deadly Force</i> except the suspect's injuries result in incapacitation.
Kill a Hostage	-15	Deducted every time a hostage is killed by the player. The death of a hostage also results in a mission failure.
Injure a Fellow Officer	-5	Deducted when the player shoots an officer with a lethal weapon.
Incapacitate a Fellow Officer	-15	Downing a fellow officer results in the penalty, plus the remaining officers will turn on the player.
Fail to Report a Downed Officer	-5	Deducted for failing to report a downed officer to TOC.

NOTE

Suspects Arrested Score = (number of suspects arrested) / (total number of suspects) x total bonus

Suspects Incapacitated Score = (number of suspects arrested) / (total number of suspects) x (total bonus / 2)

Climbing the Ranks

The total points awarded also results in a rank, further signifying the success or failure of a mission. The following table explains how the various ranks are determined.

LEADERSHIP RANKINGS

Rank	Points Earned
Chief Inspector	96–100
Inspector	91–95
Captain	86–90
Lieutenant	81–85
Sergeant	76–80
Patrol Officer	71–75
Reserve Officer	61–70
Non-sworn Officer	51–60
Recruit	36–50
Washout	21–35
Vigilante	1–20
Menace	0



WEAPONS AND EQUIPMENT

The success of a mission not only depends on which weapons and gear a SWAT team is equipped with, but also how these implements are deployed. Before deciding which weapons and equipment to assign the element, take some time to review the briefing to help determine what kind of tactics are necessary. From that point, you can better decide what gear is most appropriate for the call-up. In this chapter we look at every weapon and tactical aid available in *SWAT 4* for both single-player and multiplayer games, and provide statistics and essential gameplay tips for each.

NOTE

The base damage values listed in this chapter are based on single hits to an unarmored target's torso. When striking body armor, the damage inflicted is considerably less. The recoil magnitude value is an in-game measurement of each weapon's recoil, and is listed here for comparison reasons. The damage tables list damage ranges for each weapon for single-player (SP) and multiplayer (MP) games—in multiplayer, the damage values are slightly modified.

PRIMARY WEAPONS



9mm SMG

Ammunition: 9mm JHP or 9mm FMJ

Magazine Capacity: 30

Magazines Carried: 4

Fire Selection: semiautomatic,
3-round burst

Weapon Weight: 6.47 lbs

Cyclic Rate: 800 rpm

Muzzle Velocity: 1312 fps

JHP Bullet Mass: .008 kg

FMJ Bullet Mass: .016 kg

JHP Base Damage: 46

FMJ Base Damage: 32

Recoil Magnitude: 200

9MM SMG DAMAGE

Area	JHP Damage (SP)	FMJ Damage (SP)	JHP Damage (MP)	FMJ Damage (MP)
Head	138–161	84–98	173–201	105–122
Torso	46–115	28–70	57–144	35–87
Arm	23	14	28	17
Leg	34	21	43	26
Light Armor	28–36	50–111	35–45	62–139
Heavy Armor	13–16	36–80	17–20	34–40
Kevlar Helmet	64–72	71–94	80–90	89–117

Description: This 9mm submachine gun is designed by a world-renowned German manufacturer. It is preferred by many paramilitary groups throughout the world for urban tactical engagements. Firing either full metal jacket (FMJ) or jacketed hollow point (JHP) 9mm ammunition, it is versatile, but lacks the stopping power of an assault rifle. Its key advantage is its compact design, which allows superior maneuverability in indoor situations. It is equipped with a fire mode selector, allowing semiautomatic and 3-round burst firing modes.

Tactical Notes: The 9mm SMG is the most balanced submachine gun in the game, offering great accuracy, decent firepower, and minimal recoil. The compact size also makes it extremely useful in close-quarter situations; it's easy to swing around corners and through doorways. Selecting the weapon's semiautomatic mode allows you to carefully target specific areas of a suspect's body, minimizing the possibility of inflicting lethal wounds. The 3-round burst mode is best reserved for multiplayer games, where the use of deadly force is less of a concern.

JHP vs. FMJ

Jacketed hollow point ammunition is characterized by its hollow tip, which initiates uniform expansion of the bullet tip to the depth of the hollow point. This expansion causes severe internal damage to the target with less penetration. JHP ammo is best used against unarmored targets since it causes maximum damage with less chance of complete target penetration, which could hit and injure unwanted targets.

Full metal jacket ammunition is a lead core surrounded by a strong metal jacket. This ammunition is designed for high penetration. It is best used against armored targets since it can penetrate the armor and still provide stopping power.

The Verdict: It really depends on your intentions. If shooting to kill, use JHP rounds against unarmored targets and FMJ rounds against armored targets. All JHP rounds benefit from an internal damage modifier, dealing 30

JHP vs. FMJ [CONT.]

points of damage for each bullet buried in the target. If you're only shooting to wound your target, FMJ rounds usually cause less damage and reduce the risk of incapacitation or death. But be careful—an FMJ round may also completely penetrate the target, potentially injuring or killing anyone else in its path. Take your environment and objectives into consideration before deciding which type of ammo is most appropriate.



Suppressed 9mm SMG

Ammunition: 9mm JHP or 9mm FMJ

Magazine Capacity: 30

Magazines Carried: 4

Fire Selection: semiautomatic,
3-round burst

Weapon Weight: 7.63 lbs

Cyclic Rate: 800 rpm

Muzzle Velocity: 1150 fps

JHP Bullet Mass: .008 kg

FMJ Bullet Mass: .016 kg

JHP Base Damage: 44

FMJ Base Damage: 28

Recoil Magnitude: 200

SUPPRESSED 9MM SMG DAMAGE

Area	JHP Damage (SP)	FMJ Damage (SP)	JHP Damage (MP)	FMJ Damage (MP)
Head	132–154	84–98	165–193	105–122
Torso	44–110	28–70	55–137	35–87
Arm	22	14	27	17
Leg	33	21	41	26
Light Armor	24–31	46–101	30–39	57–127
Heavy Armor	12–14	24–28	15–17	30–35
Kevlar Helmet	56–63	59–80	70–79	74–100

Description: Same as the 9mm SMG but equipped with a sound and flash suppressor.

Tactical Notes: The Suppressed 9mm SMG is nearly identical to the 9mm SMG except its integrated sound and flash suppressor slightly reduces the weapon's muzzle velocity. Therefore, avoid equipping this weapon when going against suspects with

body armor. Even FMJ ammo will have difficulty penetrating most bullet-proof vests. Sometimes, however, the reduction in power is worth the benefits gained in stealth. The decreased firing noise and total elimination of muzzle flash greatly enhances your ability to remain concealed. This is most useful in multiplayer games. Find a nice dark corner and set up camp. It may take more hits to down an opponent, but it doesn't really matter if they can't see or hear you.



The 3-round burst mode offered by both 9mm SMGs allows you to accurately perforate a target with 3 tightly grouped rounds. When shooting to kill, aim for the upper torso. As the weapon fires, the recoil will cause the muzzle to climb, often placing the first round in the chest, the second round in the neck, and the third round in the head.



.45 SMG

Ammunition: .45 caliber JHP or .45 caliber FMJ
Magazine Capacity: 25
Magazines Carried: 4
Fire Selection: semiautomatic, automatic
Weapon Weight: 5.01 lbs
Cyclic Rate: 580 rpm

Muzzle Velocity: 853 fps
JHP Bullet Mass: .015 kg
FMJ Bullet Mass: .030 kg
JHP Base Damage: 50
FMJ Base Damage: 39
Recoil Magnitude: 220

.45 SMG DAMAGE

Area	JHP Damage (SP)	FMJ Damage (SP)	JHP Damage (MP)	FMJ Damage (MP)
Head	149-173	84-98	149-173	84-98
Torso	49-124	28-70	49-124	28-70
Arm	24	14	24	14
Leg	37	21	37	21
Light Armor	34-44	57-129	34-44	57-129
Heavy Armor	16-19	43-96	16-19	43-98
Kevlar Helmet	78-88	93-112	78-88	93-112

Description: The .45 caliber submachine gun is comparable to the 9mm SMG in almost every way. Built largely of glass-fiber reinforced polymers, this lightweight submachine gun provides the same reliability as the 9mm model, but with the added punch of the larger .45 caliber round. The heavy bullet provides superior penetration of armored targets with FMJ rounds than its 9mm brethren, despite having a lower muzzle velocity and slower cyclical rate of fire. This model is equipped with a fire mode selector allowing semiautomatic and fully automatic firing modes.

Tactical Notes: If you're willing to sacrifice a bit of accuracy and stability for some serious firepower, then the .45 SMG is the submachine gun for you. The weapon exhibits characteristics of an assault rifle, all packed into the compact size of a submachine gun. Equip this weapon when facing armored suspects in confined spaces. For a submachine gun, the weapon exhibits some intense recoil, so go easy when firing on automatic. Keep the weapon on target by firing no more than two or three rounds per burst. Watch your ammo, too—the magazines only hold 25 rounds.



Colt M4A1 Carbine

Ammunition: .223 JHP or .223 FMJ
Magazine Capacity: 30
Magazines Carried: 3
Fire Selection: semiautomatic, automatic
Weapon Weight: 5.90 lbs
Cyclic Rate: 950 rpm

Muzzle Velocity: 2900 fps
JHP Bullet Mass: .00525 kg
FMJ Bullet Mass: .0105 kg
JHP Base Damage: 53
FMJ Base Damage: 47
Recoil Magnitude: 235

COLT M4A1 DAMAGE

Area	JHP Damage (SP)	FMJ Damage (SP)	JHP Damage (MP)	FMJ Damage (MP)
Head	160–186	84–98	160–186	105–122
Torso	53–133	28–70	66–166	35–87
Arm	26	14	33	17
Leg	40	21	50	26
Light Armor	40–52	64–148	51–65	81–185
Heavy Armor	19–23	50–117	24–29	63–146
Kevlar Helmet	93–105	115–145	117–131	144–181

Description: The Colt M4A1 carbine is based on the tried and true design of the M16 assault rifle used by the United States Army. The shorter carbine design makes it a more viable weapon than the M16 in close quarters. Using .223 caliber rifle ammunition in both FMJ and JHP configurations, the Colt carbine is the most powerful weapon available to SWAT officers. It is equipped with a fire mode selector that allows semiautomatic as well as fully automatic firing.

Tactical Notes: When it comes to neutralizing suspects equipped with body armor, no other weapon matches the balance of accuracy and firepower offered by the M4A1. One or two rounds fired from this assault rifle is usually enough to put down any threat, so consider operating it on semiautomatic. When firing it in the presence of hostages or VIPs, be mindful of your backstop—bullets fired from the M4A1 often keep ripping through objects until they finally embed in a wall. The lethal characteristics of the rifle make it best suited for multiplayer games.



GB36s Assault Rifle

Ammunition: 5.56mm JHP or
5.56mm FMJ

Magazine Capacity: 30

Magazines Carried: 3

Fire Selection: automatic, 2-round burst

Weapon Weight: 6.62 lbs

Cyclic Rate: 750 rpm

Muzzle Velocity: 2788 fps

JHP Bullet Mass: .00525 kg

FMJ Bullet Mass: .0105 kg

JHP Base Damage: 53

FMJ Base Damage: 45

Recoil Magnitude: 240

GB36S DAMAGE

Area	JHP Damage (SP)	FMJ Damage (SP)	JHP Damage (MP)	FMJ Damage (MP)
Head	157–183	84–98	157–183	84–98
Torso	52–131	28–70	52–131	28–70
Arm	26	14	26	14
Leg	39	21	39	21
Light Armor	39–50	63–143	39–50	63–143
Heavy Armor	19–22	48–96	19–22	48–112
Kevlar Helmet	90–101	110–132	90–101	110–132

Description: The GB36s Assault Rifle is a lightweight, full-size assault rifle originally developed in the 1990s for the German Bundeswehr. It is now world-renowned as an incredibly reliable all-around assault rifle. Firing a medium size 5.56mm (.223) rifle

round, this weapon is equipped with a fire mode selector with a 2-round burst as well as fully automatic firing.

Tactical Notes: The GB36s is slightly more accurate than the M4A1, but it's a bit less powerful and lacks a semiautomatic firing mode. Like any automatic assault rifle, the GB36s is difficult to handle when firing automatically. For improved accuracy and ammo conservation, always set this weapon on the 2-round burst mode and fire from a crouched position. Its ability to place two rounds in a tight cluster makes the rifle extremely deadly at any range. As a result, it might not be the best choice if you're hoping to take living suspects into custody. But it's a great choice for multiplayer sharpshooters.



Nova Pump

Ammunition: 00 Buck or 12-gauge Slug
Magazine Capacity: 8
Total Shells Carried: 30
Fire Selection: semiautomatic
Weapon Weight: 7.2 lbs
Muzzle Velocity: 1325 fps

Pellet Mass: .004 kg
Slug Mass: .027 kg
Pellet Base Damage (SP/MP): 18/10
Full Blast Damage: 163
Slug Base Damage: 80
Recoil Magnitude: 1200

NOVA PUMP DAMAGE

Area	00 Buck Damage* (SP)	Slug Damage (SP)	00 Buck Damage* (MP)	Slug Damage (MP)
Head	54-63	84-98	38-44	105-122
Torso	18-45	28-70	12-31	35-87
Arm	9	14	12	35
Leg	13	21	9	26
Light Armor	14-18	98-231	17-22	122-289
Heavy Armor	6-8	83-200	8-10	104-250
Kevlar Helmet	32-36	215-261	40-45	268-326

* = Damage per pellet

Description: A relatively new design from Benelli, the Nova pump is the top of the line in pump-action shotguns. While firing a bit slower than the semiautomatic M4 Super 90, the attached magazine extender allows the Nova pump to hold up to 8 shells at one time.

Tactical Notes: Of the two shotguns available to SWAT, the Nova pump is the best choice, largely due to its 8-shell capacity. Although the weapon must be pumped to load a new shell, the reloading process is relatively quick. Remember, shotguns must be loaded one shell at a time, so fill the Nova pump to capacity after every shot.

00 BUCK vs. 12-GAUGE SLUG

The 00 buck round has been a law enforcement standard issue shotgun round for many years. These rounds contain 9 buckshot pellets, all 00 gauge diameter. The pellets spread out after being fired and can inflict massive damage to unarmored targets. The rounds are less effective against armored targets because the pellets' round shape and slow speed don't allow for penetration.

The 12-gauge specialty round is specifically designed for armor penetration. It is a fin-stabilized slug housing a steel penetrator button. Although relatively inaccurate, it allows for the shotgun to be quite effective against armored targets.

The Verdict: In all single-player missions, shotguns should be used sparingly, particularly when civilians are present. Whether loaded with buckshot or slugs, shotguns are rather inaccurate and may result in unintentional injuries or deaths. That being said, both ammo types have their pros and cons. The 00 buck rounds can have non-lethal results against unarmored targets at intermediate and long ranges, spreading the damage across the torso and limbs. The shock and trauma of multiple wounds can lead to a quick surrender. But at close range, the 00 buck round is almost always lethal unless the suspect is wearing armor. This is where slugs come in handy because they're capable of punching through bulletproof vests with ease. A slug is comparable to a giant bullet and allows for more precise targeting. If using shotguns around armored suspects and various hostages, always go with slugs. Since almost everybody in multiplayer games is wearing some form of body armor, slugs are also the preferred load when going head-to-head with other players. Slugs inflict an enormous amount of damage against armored targets, making shotguns a great one-shot-one-kill weapon.



M4 Super 90

Ammunition: 00 Buck or 12-gauge Slug
Magazine Capacity: 5
Total Shells Carried: 30
Fire Selection: semiautomatic
Weapon Weight: 7.2 lbs
Muzzle Velocity: 1325 fps

Pellet Mass: .004 kg
Slug Mass: .027 kg
Pellet Base Damage (SP/MP): 18/10
Full Blast Damage: 163
Slug Base Damage: 80
Recoil Magnitude: 1200

M4 SUPER 90 DAMAGE

Area	00 Buck Damage* (SP)	Slug Damage (SP)	00 Buck Damage* (MP)	Slug Damage (MP)
Head	54-63	84-98	38-44	105-122
Torso	18-45	28-70	12-31	35-87
Arm	9	14	12	35
Leg	13	21	9	26
Light Armor	14-18	98-231	17-22	122-289
Heavy Armor	6-8	83-200	8-10	104-250
Kevlar Helmet	32-36	215-261	40-45	268-326

* = Damage per pellet

Description: The Benelli M4 Super 90 tactical shotgun is a highly reliable 12-gauge shotgun that has proven itself time and again in the field. This model features an auto loader allowing for semiautomatic firing of its five round magazine. This powerful weapon is capable of dealing extreme damage quickly and in a reliable spread. It only has two drawbacks: its bulk can make it difficult to handle in close quarters, and its small magazine size.

Tactical Notes: The M4 Super 90 is more compact than the Nova Pump, making it a little easier to maneuver in close quarters. However, it also holds three fewer shells, requiring more frequent reloads. Its quick semiautomatic capability makes it easy to completely deplete the weapon's 5-shot magazine during intense firefights. This requires great firing and loading discipline. If the weapon is emptied, it's faster to equip a secondary weapon than it is to load a new shell.



Pepper-ball Gun

Ammunition: OC-Ball
Magazine Capacity: 200
Magazines Carried: 1
Fire Selection: semiautomatic
Weapon Weight: N/A

Muzzle Velocity: 270 fps
Recoil Magnitude: 100
Duration of Effect: 10 seconds
Hostage Morale Modification: -55%
Suspect Morale Modification: -35%

Description: The Pepper-ball gun is based on technology originally designed for recreational paintball. Compressed carbon dioxide ejects the ammunition at relatively high velocities. The Pepper-ball gun allows officers to quickly deploy OC at specific targets, in more easily controlled quantities, and at significantly longer ranges than a grenade or standard pepper spray. With the large ammunition hopper, this weapon doesn't need to be reloaded under normal operating conditions.

Tactical Notes: When firing the Pepper-ball gun at a suspect, aim for the upper torso. Upon impact, each ball bursts, dispersing a small cloud of OC. If this cloud makes contact with the suspect's head or face, they will begin coughing. To increase the chances of initiating the effect, fire multiple rounds at a suspect. With 200 rounds in the hopper, don't worry about conserving ammo. OC alone may not be enough to make a suspect comply, so be prepared to hit them with another non-lethal weapon like the Taser or less lethal shotgun. In single-player missions, the Pepper-ball gun is totally ineffective against suspects equipped with gas masks. However, in multiplayer missions, gas masks worn by players only reduce the duration of effect caused by OC-balls.



The OC-balls fired by the Pepper-ball gun and beanbags fired by the less lethal shotgun cannot penetrate glass. Therefore, always carry a standard pistol when carrying these weapons so you have the ability to shoot through glass if necessary.



Less Lethal Shotgun

Ammunition: Beanbags
Magazine Capacity: 8
Total Beanbags Carried: 30
Fire Selection: semiautomatic
Weapon Weight: 7.2 lbs
Muzzle Velocity: 1325 fps

Beanbag Mass: .008 kg
Recoil Magnitude: 1200
Duration of Effect: 6 seconds
Hostage Morale Modification: -60%
Suspect Morale Modification: -40%

Description: The less lethal shotgun is a Benelli Nova pump-action shotgun that is always loaded with less-than-lethal beanbag rounds. It is most often used on an uncooperative suspect or civilian. The specially designated less lethal shotgun is necessary to eliminate errors that can occur from individually loading lethal or less-than-lethal munitions into the same weapon. To remind the operators that this particular weapon is only to be loaded with less-than-lethal ammunition, it has been

painted green. The beanbag ammunition provides a powerful blunt force impact on the target. This causes extreme pain and disorientation.

Tactical Notes: This surprisingly accurate shotgun is easily the most effective weapon to use during single-player missions. It allows you to take every suspect into custody without inflicting life-threatening injuries. Each time a suspect is hit by a beanbag, they become stunned, incapable of returning fire. This buys you six seconds to issue a compliance order and follow up with another beanbag round if necessary. Each round that strikes a suspect reduces the suspect's morale by 40%, making it easy to whittle down even the most motivated suspect's morale with two or three shots. Unlike other weapons, it doesn't matter where you hit the suspect—striking a suspect in the torso or leg has the same effect.

SECONDARY WEAPONS



M1911 Handgun

Ammunition: .45 caliber JHP or
.45 caliber FMJ

Magazine Capacity: 8

Magazines Carried: 4

Fire Selection: semiautomatic

Weapon Weight: 2.63 lbs

Muzzle Velocity: 830 fps

JHP Bullet Mass: .0015 kg

FMJ Bullet Mass: .03 kg

JHP Base Damage: 49

FMJ Base Damage: 38

Recoil Magnitude: 400

M1911 DAMAGE

Area	JHP Damage (SP)	FMJ Damage (SP)	JHP Damage (MP)	FMJ Damage (MP)
Head	147–172	84–98	147–172	105–122
Torso	49–122	28–70	61–153	35–87
Arm	24	14	30	17
Leg	36	21	46	26
Light Armor	33–43	56–126	41–53	70–158
Heavy Armor	16–19	42–95	20–23	40–47
Kevlar Helmet	76–86	89–115	95–107	112–144

Description: The Colt M1911 handgun has been a mainstay in law enforcement for decades. This .45 caliber weapon packs a powerful punch and is the most common backup weapon for SWAT officers. This semiautomatic weapon has an 8-round magazine and can fire both FMJ and JHP ammunition.

Tactical Notes: When carrying a standard firearm as your secondary weapon, always choose the M1911. Although it has a much smaller magazine capacity and a lower muzzle velocity than the 9mm handgun, the .45 caliber round gives the M1911 superior penetration power. This means it takes fewer hits to neutralize a threat. This is particularly important when encountering suspects with body armor. Choose FMJ ammo and aim for center mass to down armored suspects with one or two shots.



9mm Handgun

Ammunition: 9mm JHP or 9mm FMJ

Magazine Capacity: 17

Magazines Carried: 4

Fire Selection: semiautomatic

Weapon Weight: 1.37 lbs

Muzzle Velocity: 1181 fps

JHP Bullet Mass: .008 kg

FMJ Bullet Mass: .016 kg

JHP Base Damage: 45

FMJ Base Damage: 29

Recoil Magnitude: 200

9MM HANDGUN DAMAGE

Area	JHP Damage (SP)	FMJ Damage (SP)	JHP Damage (MP)	FMJ Damage (MP)
Head	133–155	84–98	133–155	105–122
Torso	44–111	28–70	55–139	35–87
Arm	22	14	27	17
Leg	33	21	41	26
Light Armor	12–14	47–108	15–18	41–90
Heavy Armor	12–14	24–29	72–81	30–36
Kevlar Helmet	58–65	87–101	72–81	77–103

Description: This Austrian handgun is largely made of high-tech polymer plastics. This construction results in a weapon that is incredibly easy to handle and manipulate. While less powerful than the Colt 1911, it boasts a 17-round magazine. Its ease of use, accuracy, and “safe action” trigger has made it a popular choice for law enforcement agencies.

Tactical Notes: For law enforcement officers, the 9mm’s lack of power has certain advantages. This weapon is effective when the desire is to wound or disarm a suspect. Equip FMJ rounds and aim for a suspect’s arms or legs when trying to force a surrender without inflicting lethal wounds. Avoid using JHP rounds as they cause more damage, increasing the likelihood of incapacitating or killing the suspect if

multiple shots are necessary. The 9mm handgun is also significantly more accurate than the M1911, regardless of movement or stance.



Taser Stun Gun

Ammunition: Electrode Cartridge
Magazine Capacity: 1
Electrode Cartridges Carried: 15
Fire Selection: single-shot

Weapon Weight: 1.12 lbs
Recoil Magnitude: 100
Hostage Morale Modification: -90%
Suspect Morale Modification: -90%

Description: The Taser stun gun works on the principal of Electro-Muscular Disruption (EMD). It fires small electrodes into the target and then sends a powerful electric charge down the thin wires. The EMD effect causes involuntary contraction of the target's muscle tissue regardless of an individual's pain tolerance or mental focus. The effect is painful and demoralizing to even the most aggressive suspects. The Taser has two important drawbacks: it has a relatively short range, and new electrodes must be loaded after each shot.

Tactical Notes: The Taser is the most effective non-lethal tool to force a non-compliant suspect to surrender. But its limited range and lengthy reload time means that it can only be safely deployed in certain controlled situations. As a rule, only use the Taser against suspects who are overcome by the effects of a tactical aid or other non-lethal weapon. Even then, make sure a teammate is providing cover while the Taser is deployed. Before firing, always move close to the suspect (within a few feet) to ensure a hit. If you miss and are forced to reload, the suspect may recover and shoot you. This is why it's so important that a teammate provides cover. The Taser is also extremely effective against non-compliant civilians.

SUSPECT WEAPONS

The suspects in *SWAT 4* have a more diverse arsenal of firearms than SWAT. These weapons are only available to the AI suspects in single-player missions. Although some are nearly identical to the weapons used by SWAT, no suspect weapons are equipped with flashlights. The following table gives you an idea of what kind of firepower you can expect.

SUSPECT WEAPON STATS

Weapon	Type	Ammunition	Muzzle Velocity	Base Damage	Fire Selection
M1911	Pistol	.45 caliber JHP	830 fps	30	Semiautomatic
M9	Pistol	9mm FMJ	1181 fps	30	Semiautomatic
SLP 40	Pistol	.40 caliber FMJ	1181 fps	36	Semiautomatic
Python	Pistol	.357 Magnum FMJ	1450 fps	58	Semiautomatic
Skorpion	Pistol	7.65mm FMJ	1040 fps	26	Automatic
MAC-10	Pistol	9mm FMJ	918 fps	42	Automatic
9mm SMG	SMG	9mm JHP	1312 fps	46	Semiautomatic, 3-round Burst, Automatic
Suppressed 9mm SMG	SMG	9mm JHP	1150 fps	44	Semiautomatic, 3-round Burst, Automatic
Gal SMG	SMG	9mm FMJ	1268 fps	31	Automatic
.45 SMG	SMG	.45 caliber FMJ	853 fps	39	Semiautomatic, Automatic
GB53	SMG	5.56mm FMJ	2411 fps	45	Burst, Automatic
AK-74SU	SMG	7.62mm FMJ*	2411 fps	59	Automatic
AK-47	Assault Rifle	7.62mm FMJ	2352 fps	58	Automatic
GB36s	Assault Rifle	5.56mm FMJ	2788 fps	45	2-round Burst, Automatic
AK-74	Assault Rifle	7.62mm FMJ*	2411 fps	59	Automatic
M4A1	Assault Rifle	5.56mm JHP	2900 fps	47	Automatic
Nova Pump	Shotgun	00 Buck	1325 fps	18**	Semiautomatic
M4 Super 90	Shotgun	00 Buck	1325 fps	18**	Semiautomatic
Pistol-Grip Pump Shotgun	Shotgun	00 Buck	1325 fps	18**	Semiautomatic
Rifle-Grip Pump Shotgun	Shotgun	00 Buck	1325 fps	18**	Semiautomatic
Sawed-Off Shotgun	Shotgun	00 Buck	1325 fps	18**	Semiautomatic

* = The AK-74SU and AK-74 use the same 7.62mm FMJ ammo as the AK-47.

** = Damage per pellet

TACTICAL AIDS



Flashbang

Effect Radius: 800

Damage Radius: 48

Effect Duration: 4 seconds for AI,
12 seconds for player

Hostage Morale Modification: -60%

Suspect Morale Modification: -50%

Description: The flashbang is a diversionary device that stuns and disorients people with an explosive report and a brilliant flash. Individuals who are affected by the device can be temporarily blinded and deafened by the blast. During this time, SWAT has a significant tactical advantage over the affected persons. Flashbangs are designed so that they will not fragment on detonation, but can still cause serious injury if detonation occurs in close proximity to a person. Caution is advised.

Tactical Notes: Flashbangs are useful when performing dynamic entries on large rooms with minimal cover. Suspects must have a line of sight on the flashbang to be blinded. Therefore if they're hiding behind an object, the suspects may not be affected. It's equally important to turn your own eyes away from a flashbang before it detonates. Otherwise the screen will turn white for several seconds, followed by distorted vision.



CS Gas

Effect Radius: 20–400
Effect Duration: 11.5 seconds

Hostage Morale Modification: -55%
Suspect Morale Modification: -35%

Description: This grenade emits Chlorobenzylidene malonitrile, or CS. CS is a chemical agent which causes eye tearing and irritation of the mucus membranes. Commonly known as tear gas, this agent causes people to lose visual acuity and have difficulty breathing. While under the influence of tear gas, suspects are at a significant disadvantage when encountering officers.

Tactical Notes: Each grenade emits CS gas for approximately seven seconds. As the gas disperses, a thick cloud is formed, causing any suspects without gas masks inside to choke and cough. Unlike the flashbang and sting grenade, hiding suspects aren't immune to the effects of CS. This makes CS useful when clearing small rooms containing potential hiding spots. Simply follow the coughing sounds to locate any suspects. The cloud of gas also makes an effective smoke screen, so consider using these devices to conceal your movement, especially in multiplayer games.



Sting Grenade

Effect Radius: 500
Damage Radius: 100
Effect Duration: 8 seconds

Hostage Morale Modification: -60%
Suspect Morale Modification: -40%

Description: The sting grenade, or Stinger, is filled with many small rubber balls. Upon detonation, these balls are ejected from the grenade, bombarding targets with blunt force projectiles. The rubber balls do not penetrate the skin but can cause dizziness, disorientation, and severe pain from the impact of the projectiles. While considered “less lethal,” the sting grenade can cause severe injury if it detonates in very close proximity to someone.

Tactical Notes: Think of the sting grenade as a non-lethal frag grenade. It’s most effectively deployed when tossed in the general direction of a suspect. If the suspect isn’t completely behind cover, the sting grenade will stun them for a few seconds. If caught within the damage radius, a small injury will be applied, too. Always issue a compliance order while a suspect is stunned. The pain inflicted by a sting grenade reduces a suspect’s morale significantly, often resulting in a quick surrender. In multiplayer games, the sting grenade is one of the more effective tactical aids since its effects can’t be avoided by looking away or wearing a gas mask.



During VIP Escort multiplayer games, don't get carried away with sting grenades if you're using them near an injured VIP. If caught within the grenade's damage radius, the VIP could be killed.



Pepper Spray

Sprays per Canister: 10
Effect Duration: 12 seconds

Hostage Morale Modification: -75%
Suspect Morale Modification: -75%

Description: While generally used for riot control, handheld pepper spray canisters can be an effective tool for subduing uncooperative targets. The active ingredient in pepper spray is Oleoresin Capsicum or OC. OC is an inflammatory agent that causes the eyes to swell up and close. It also causes a burning sensation on any exposed skin. Due to its limited range and area of effect, it is best used in addition to other non-lethal devices to cause a suspect or hostage to comply.

Tactical Notes: Pepper spray is best used against non-compliant civilians. It can also be used against suspects, assuming they aren’t posing a direct threat. In the interest of safety, exercise the same rules as when deploying the Taser. Wait until a suspect is overcome by the effect of a tactical aid or non-lethal weapon, then approach to spray them in the face.



Tool Kit

Description: The multitool serves many functions and can be used to pick locks, disable bombs, and remove tactical wedges. All officers are equipped with a tool kit.

Tactical Notes: The tool kit can be equipped by pressing **[8]** or by approaching an interactive object and pressing the left mouse button. When you're aiming at an interactive object like a locked door, bomb, or door wedge, a tool kit icon appears on the screen. Pressing the left mouse button while this icon is on the screen results in the tool kit being equipped. This is the preferred method because it allows you to keep your fingers on the movement keys and mouse at all times.



Optiwand

Description: The optiwand is a sophisticated observation device that allows officers to examine situations around corners and under closed doors without exposing themselves to lines of fire. On top of the device is a small LCD screen that displays the images seen by the camera at the end of the expandable rod. It is an invaluable tool for gathering intelligence on suspect and civilian locations before performing dangerous clear routines and potentially exposing your team to fire.

Tactical Notes: Like the tool kit, this optical device can be equipped by pressing **[9]** or by pressing the left mouse button when the optiwand icon is on the screen. The optiwand's primary use is scanning rooms for threats prior to entry. To maximize the device's effectiveness, always insert the optiwand at a perpendicular angle to a closed door. This gives you a 180° view of the area on the door's other side. Inserting the optiwand at a different angle results in a more restricted view. Optiwands can also be used to peek through open doorways or around corners. Simply hold it out into the open space then press and hold the left mouse button to manipulate the device's panning function.



Door Wedge

Description: Slide this specially designed tactical wedge under the door and then activate it. The spring-loaded action flips up the wedge, preventing the door from opening from either direction. The rubber coating along the bottom of the wedge increases friction, making it extremely difficult to push the wedged door open with brute force. It can only be removed with a cutting tool, reducing the risk of a suspect dislodging the device.

Tactical Notes: Select a door wedge by pressing **[0]** or by pressing the left mouse button when the door wedge icon appears on the screen. To deploy the wedge, aim at the bottom of a closed door, then press and hold the left mouse button. Use door wedges to isolate suspects and block escape paths. This requires a thorough understanding of a structure's layout. Before entering a mission, study any floor plans and determine where deploying wedges will be most effective, then assign the appropriate number of wedges to the element in the loadout screen. Wedges can be removed with the tool kit, but once removed, they do not return to the SWAT officer's inventory. Otherwise, the only way to break through a wedged door is by using C2 or the breaching shotgun.

BREACHING EQUIPMENT

Tired of picking locks? No problem. Try blasting them open! Each officer can be equipped with one of two breaching options: the breaching shotgun or C2. Breaching doors is a dynamic tactic and should only be used when the entry team is unconcerned with drawing attention to themselves.



Breaching Shotgun

Ammunition: breaching ammo
Magazine Capacity: 5
Total Ammo Carried: 5
Fire Selection: semiautomatic

Weapon Weight: N/A
Muzzle Velocity: 1325 fps
Slug Mass: .008 kg
Slug Base Damage: 41

Description: The breaching shotgun is a specially modified, pump-action shotgun designed to breach locked doors. The weapon fires frangible breaching ammo that is designed to quickly break into very small pieces upon impact. This behavior reduces penetration and increases damage upon impact with hard surfaces. These factors make it ideal for breaking locks on doors without penetrating the door and harming someone on the other side. The toothed extender on the barrel allows officers to jam

the weapon into the door and ensures the correct distance from the lock for the breaching ammo to be most effective. Its compact design permits officers to carry the weapon on their back, so it can be carried in addition to the primary weapon.

Tactical Notes: The breaching shotgun is the quickest way to defeat a door lock. It can be equipped by pressing [7]. Or, aim at a doorknob and watch for the breaching shotgun icon to appear—press the left mouse button to select the weapon. Once equipped, the icon remains on the screen as long as you're aiming at the doorknob. This indicates the weapon is properly placed and ready to breach. The number of breaching rounds it takes to blow a door open varies based on the door material. Wooden doors usually fly open after one shot. But metal doors may take a couple of rounds before blasting open. Unlike C2, breaching a door with the shotgun does not cause injury to anyone on the other side, but it doesn't stun them either. In a pinch, the breaching shotgun can be used as a standard firearm, but it's extremely inaccurate and likely to inflict lethal injuries if it hits. Remember, you have only five shots.



C2 Explosive

Charges Carried: 3
Damage Radius: 128 at an 85°
inward angle
Effect Radius: 600

Effect Duration: 5 seconds
Hostage Morale Modification: -65%
Suspect Morale Modification: -45%

Description: The C2 breaching charge is a powerful and devastating method of breaching a door. The compact and specially designed charge destroys the locking mechanism of the door and forcefully opens the door at the same time. The noise and shock of the C2 detonation cause people on the door's other side to react in a manner similar to a flashbang. Thus, using it instead of the breaching shotgun can provide a tactical advantage. The C2 breaching charge is an explosive and can injure or kill anyone unlucky enough to be directly behind the door.

Tactical Notes: Like the breaching shotgun, C2 can be used to blow a locked door open. Select a C2 charge by pressing [7] or by aiming at a doorknob until the C2 icon appears, then press the left mouse button. Once equipped, keep the C2 icon centered on the door, then press and hold the left mouse button to place the charge. When the charge is placed, a detonator appears in your character's right hand. Pressing the left mouse button initiates a countdown to detonation (watch the character's left hand, at

which point the detonator's button is pressed and the charge explodes, blasting the door open. The explosion stuns anyone within eyesight of the door. It may also severely injure anyone standing directly on the other side of the door within an 85° angle cone. Before breaching a door with C2, mirror under it with an optiwand. If any civilians are directly on the door's other side, don't use C2.



C2 and the breaching shotgun can be used to open any door, whether it's locked or unlocked. The stun effect of C2 can be useful in all dynamic entries.

MULTIPLAYER-ONLY WEAPONS AND EQUIPMENT

The following weapons and gear are only available during multiplayer games. Whether playing as SWAT or as suspects, all players have access to the same equipment.



Gal SMG

Ammunition: 9mm JHP or 9mm FMJ
Magazine Capacity: 25
Magazines Carried: 4
Fire Selection: semiautomatic, automatic
Weapon Weight: 7.2 lbs
Cyclic Rate: 950 rpm

Muzzle Velocity: 1268 fps
JHP Bullet Mass: .008 kg
FMJ Bullet Mass: .016 kg
JHP Base Damage: 46
FMJ Base Damage: 31
Recoil Magnitude: 200

GAL SMG DAMAGE

Area	JHP Damage	FMJ Damage
Head	136–159	84–98
Torso	45–114	28–70
Arm	22	14
Leg	34	21
Light Armor	27–35	49–109
Heavy Armor	62–70	35–96
Kevlar Helmet	62–70	68–84

Description: The Gal is a compact and reliable submachine gun that was developed in the early fifties in Israel. It has a very high rate of fire and can be hard to control when fired in full auto mode. This model is equipped with a suppressor, making it a more stealthy choice. Since the weapon is not normally used by SWAT, it is not equipped with a tactical flashlight.

Tactical Notes: Despite the slightly higher muzzle velocity, the Gal SMG inflicts less damage than the suppressed 9mm SMG. It's also a bit more accurate. Still, the smaller magazine size and lack of a 3-round burst mode make this an inferior choice if you're looking for a suppressed firearm. The weapon is best deployed when fired from a concealed position.



AK-47

Ammunition: 7.62x39mm JHP or
7.62x39mm FMJ
Magazine Capacity: 30
Magazines Carried: 3
Fire Selection: semiautomatic, automatic
Weapon Weight: 6.62 lbs
Cyclic Rate: 600 rpm

Muzzle Velocity: 2352 fps
JHP Bullet Mass: .008 kg
FMJ Bullet Mass: .016 kg
JHP Base Damage: 59
FMJ Base Damage: 58
Recoil Magnitude: 250

AK-47 DAMAGE

Area	JHP Damage	FMJ Damage
Head	176–206	84–98
Torso	58–147	28–70
Arm	29	14
Leg	44	21
Light Armor	50–65	75–175
Heavy Armor	24–28	61–144
Kevlar Helmet	115–130	148–177

Description: The AK-47 was developed in the Soviet Union in 1947 and became standard issue in the Soviet army in 1951. It has remained in service in many third-world armies as well as terrorist organizations around the world because of its dependability and the ease by which it can be maintained. It has a slower rate of fire and lower muzzle velocity than the Colt M4A1, but uses a higher caliber bullet that makes it comparable to its American counterpart at short ranges. Since the weapon is not normally used by SWAT, it is not equipped with a tactical flashlight.

Tactical Notes: The large 7.62mm round gives the AK-47 slightly improved penetration power over the M4A1 and GB36s despite its significantly lower muzzle velocity. This makes the AK-47 extremely deadly when loaded with FMJ ammo. But the larger round also results in greater recoil, making the rifle difficult to keep on target when firing rapidly. Plus, it's the least accurate of the assault rifles. For best results, operate the weapon on semiautomatic unless engaging threats at short range.



Colt Python

Ammunition: .357 Magnum JHP or .357 Magnum FMJ

Magazine Capacity: 6

Magazines Carried: 4

Fire Selection: semiautomatic

Weapon Weight: 2.7 lbs

Muzzle Velocity: 1450 fps

JHP Bullet Mass: .012 kg

FMJ Bullet Mass: .026 kg

JHP Base Damage: 57

FMJ Base Damage: 58

Recoil Magnitude: 500

COLT PYTHON DAMAGE

Area	JHP Damage	FMJ Damage
Head	170-198	105-122
Torso	56-141	35-87
Arm	80	49
Leg	42	26
Light Armor	46-60	86-201
Heavy Armor	107-120	71-170
Kevlar Helmet	107-120	138-219

Description: The Colt Python, introduced in 1955, is among the most famous of Colt revolvers. It is chambered for the powerful .357 Magnum ammunition, making it one of the most powerful handguns on the market. Its power is offset by its slow rate of fire and arduous reload. In addition, it is not equipped with a tactical flashlight.

Tactical Notes: The Python is the most powerful handgun in the game. Shooting an opponent in the torso or head with one FMJ round results in death. But the slow rate of fire, lengthy reload time, and limited 6-round cylinder makes the pistol best used as a reliable back-up weapon. When fired from a crouched position, the revolver is the most accurate handgun available.



Helmet and Goggles

Helmet MtP Value: 250

Description: The Kevlar helmet, combined with tactical eyewear, provides superior damage prevention to the head region and eliminates the effects of flashbangs.

Tactical Notes: Monitor players' behavior before settling on the helmet and goggles. If your teammates and opponents aren't using much CS, go ahead and equip it. This option provides the best head protection while offering unobstructed vision. It is a good choice when operating around the perimeter of heavily congested areas and choke points. In other words, if you prefer stealthy flanking maneuvers to frontal assaults, the helmet and goggles are always good choices. Since the goggles negate the effects of flashbangs, use flashbangs to your advantage when wearing this combo.



Gas Mask

Description: The gas mask provides the wearer with immunity to CS gas and greatly reduces the duration of the effect of pepper spray. Unfortunately, it causes restricted vision and offers no ballistic protection.

Tactical Notes: Despite the total lack of protection from incoming rounds, the gas mask is usually a good choice when picking head gear. The widespread use of CS gas during multiplayer games often makes this an essential piece of equipment. Wearing one also makes it easier to use your own CS gas grenades as smoke screens without succumbing to their effects. Still, its reduction of peripheral vision is a major drawback, requiring a greater reliance on audible cues to avoid getting blindsided.



Light Body Armor

Armor MtP Value: 240

Description: This is the basic and common Kevlar body armor worn during normal operations. Light armor provides some protection from hollow point rounds and buckshot, but does little to stop FMJ rounds.

Tactical Notes: If you must move quickly, this is the armor you need. Consider using it when on the offensive. If you need to cover lots of ground, increased mobility is usually more important than protection.



Heavy Armor

Armor MtP Value: 385

Description: Heavy body armor is laden with ceramic plates that provide the best possible protection from ballistic penetrations. Heavy armor provides exceptional protection from pistols and submachine guns, even when hit with FMJ rounds, but is still vulnerable to assault rifles and armor-piercing shotgun slugs. Also, the extreme weight of the plates reduces the wearer's speed. Its thickness and bulk also reduces the effects of sting grenades and the less lethal shotgun by half.

Tactical Notes: If you don't mind moving at a snail's pace, heavy body armor offers the best protection. Equip it when a defensive posture is necessary, such as when guarding a bomb or the VIP.



CHOOSE YOUR WEAPON

Now that you're more familiar with each weapon's capabilities, it's easier to make a choice. The following table lists all the firearms available to the player in single-player and multiplayer games, allowing you to compare stats easily. Browse the options carefully and decide which weapon best suits your style of play and overall objectives.

FIREARMS COMPARISON CHART

Name	Type	Ammunition	Magazine Capacity	Total Mags/Shells	Cyclic Rate
M1911	Pistol	.45 caliber	7	4	—
9mm Handgun	Pistol	9mm	17	4	—
Python*	Pistol	.357 Magnum	6	4	—
9mm SMG	SMG	9mm	30	4	800 rpm
Suppressed 9mm SMG	SMG	9mm	30	4	800 rpm
Gal SMG*	SMG	9mm	25	4	950 rpm
.45 SMG	SMG	.45 caliber	25	4	580 rpm
M4A1 Carbine	Assault Rifle	.223 caliber	30	3	950 rpm
GB36s	Assault Rifle	5.56mm	30	3	750 rpm
AK-47*	Assault Rifle	7.62mm	30	3	600 rpm
Nova Pump	Shotgun	00 Buck or Slug	8	30	—
M4 Super 90	Shotgun	00 Buck or Slug	5	30	—
Taser Stun Gun	Non-Lethal	Electrodes	1	25	—
Pepper-Ball Gun	Non-Lethal	OC-ball	200	1	—
Less Lethal Shotgun	Non-Lethal	Beanbags	8	30	—

* = Multiplayer Only

** = Damage per pellet

Muzzle Velocity	JHP/00Buck** Damage	FMJ/Slug Damage	Recoil Magnitude	Fire Selection
830 fps	49	38	400	Semiautomatic
1181 fps	45	29	200	Semiautomatic
1450 fps	57	58	500	Semiautomatic
1312 fps	46	32	200	Semiautomatic, 3-round Burst
1150 fps	44	28	200	Semiautomatic, 3-round Burst
1268 fps	46	31	200	Semiautomatic, Automatic
853 fps	50	39	220	Semiautomatic, Automatic
2900 fps	53	47	235	Semiautomatic, Automatic
2788 fps	53	45	240	2-Round Burst, Automatic
2352 fps	59	58	250	Semiautomatic, Automatic
1325 fps	18	80	1200	Semiautomatic
1325 fps	18	80	1200	Semiautomatic
—	—	—	100	Single-Shot
270 fps	—	—	100	Single-Shot
1325 fps	—	—	1200	Semiautomatic

FOOD WALL RESTAURANT

BRIEFING



October 8–2024 Hours
High Risk Warrant Service
Food Wall Restaurant
1572 Norman St.

OBJECTIVES

- NEUTRALIZE ALEX JIMENEZ
- BRING ORDER TO CHAOS
- SECURE THE MAC-10
- NEUTRALIZE LIAN NIU
- RESCUE ALL OF THE CIVILIANS

OKAY GUYS, LISTEN UP. OCID (Organized Crime Investigation Division) has spent a lot of time setting this one up, and they've asked for our help serving the arrest warrant. For the last two weeks, the Food Wall Restaurant has been under close surveillance. We believe the owner, one Lian Niu, an experienced gunsmith, deals in the illegal modification of firearms, in this case, fabricating custom high-volume magazines. Niu

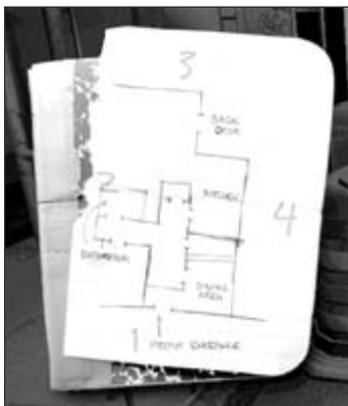
maintains a residence above the restaurant, and does his business there. He's been questioned about illegal arms before, but walked.

Ten minutes ago, Detective Sheary sighted Alex Jimenez entering the restaurant. Look at your files; Alex Jimenez, also known as "The Knife," is a hit man with Colombian connections. He's a key suspect in multiple homicides over the last year and half. Jimenez should be considered armed and dangerous.

Sheary believes that Jimenez is presently inside the business, having modifications made to a MAC-10 submachine gun used in a recent homicide. We want the evidence intact, so we can't give Jimenez and Niu any warning. The restaurant's patrons and employees will still be in the building when you go in. As always, target ID.

Your first priority is, of course, to avoid any civilian injuries; but after that, secure the gun in Jimenez's possession. OCID is looking forward to having a long talk with both Jimenez and Niu—and that gun is just the thing to make them chatty. So take a careful look at the floor plans, plan your entry, and gear up.

Location Information

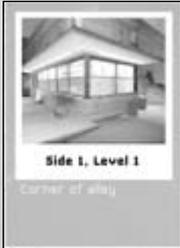


1572 Norman Street,
Food Wall Restaurant

The main door from the street leads into the seating area. There is also a back door into the kitchen area off of the alley. Both are accessible from the entry point. The first floor is devoted to the Food Wall Restaurant, with seating in the front and the kitchen in the back. A hall with bathrooms connects the seating area and the kitchen. A set of stairs should lead from the back area of the

restaurant to Niu's apartment. We believe the entire second floor is a single apartment. There is a bedroom on S3 L2 over the kitchen.

Entry Option



Side 1, Level 1:
Corner of alley



SUSPECTS



Suspect Name:
Alex Jimenez
Sex: Male
Descent: Hispanic

Height: 5'11"
Weight: 190
Hair: Brown
Eyes: Brown

DOB: 09/04/1977
Age: 31

AKA "The Knife". Wanted for multiple homicides. Has connections to Colombian drug runners. Current employers' identities unknown.



Suspect Name:
Lian Niu
Sex: Male
Descent: Asian

Height: 5'7"
Weight: 160
Hair: Black
Eyes: Brown

DOB: 10/14/1974
Age: 34

Owner of Food Wall Restaurant; pays a manager to run it. Recently under suspicion of dealing and modifying illegal firearms. Possibly using restaurant to launder profits.

CIVILIANS

Information unavailable

MISSION SUMMARY

Both Jimenez and Niu are inside the restaurant along with a third unknown suspect. All three suspects are likely armed with handguns, but none are wearing body armor. The number of civilians inside the restaurant varies, ranging from two to four. Expect a mix of restaurant patrons and employees, none of whom are hostile. For best results, place a door wedge in the back door to block a potential avenue of escape prior to entering through the front entrance. Clear the dining area first, working your way through the restrooms, kitchen, and storage rooms. With no path of escape, the three suspects will probably hole up on the second floor. To reduce the chances of a firefight, deploy liberal amounts of CS gas on level 2. Check in regularly with high ground (Sierra 1) to monitor the positions of suspects on the second floor—the MAC-10 is visible from Sierra 1's view; it's sitting on a workbench. A mix of CS and OC should be more than adequate to subdue all three suspects without incident. Once all suspects and civilians are secure, remember to grab all firearms (including the MAC-10) before exiting for a debriefing.

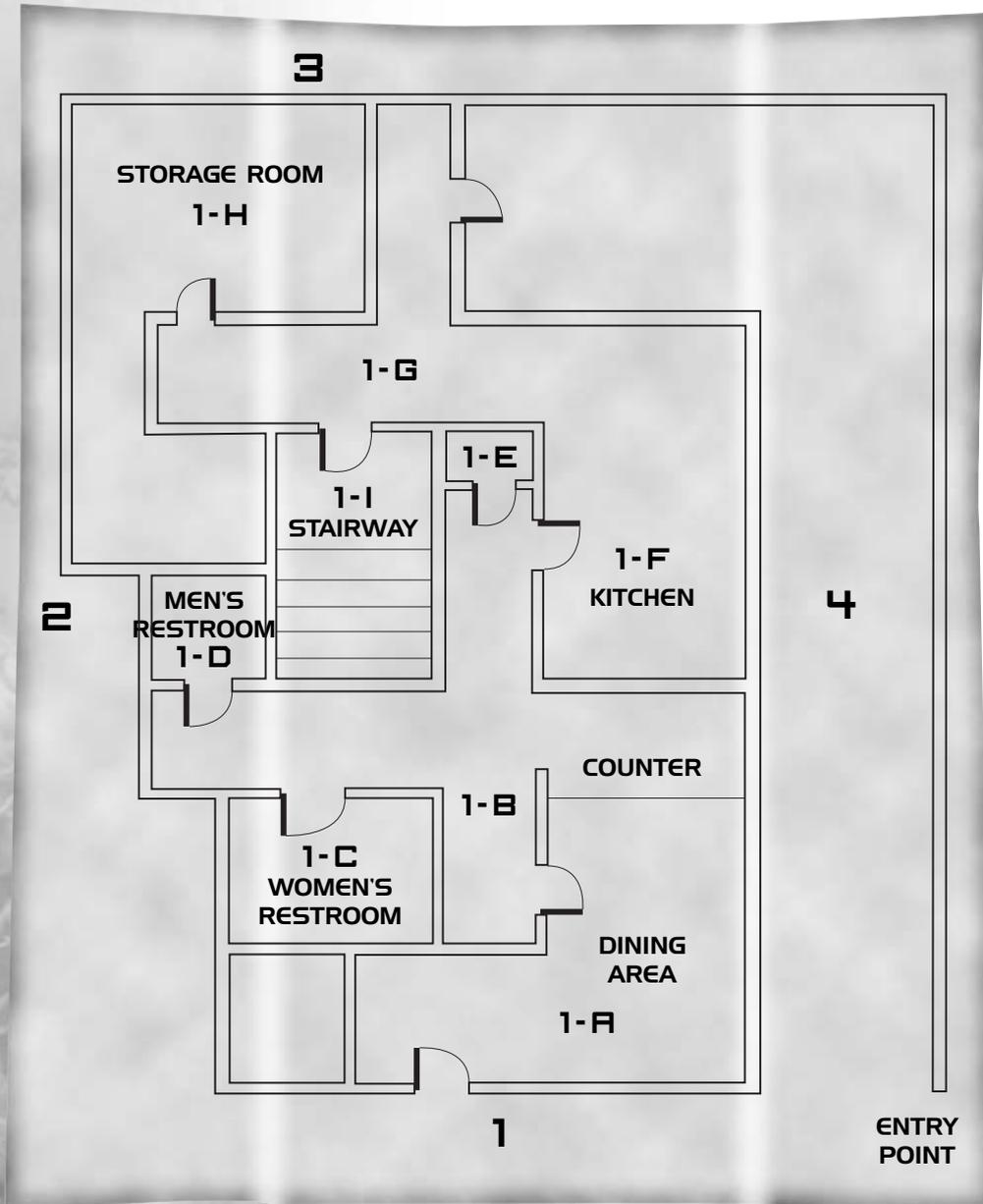


Most of the time only three suspects are in this mission. But, occasionally, there is a fourth armed suspect wandering around. Heads up!

SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Pepper-ball Gun				
Secondary	M1911 (JHP)	M1911 (JHP)	Taser Stun Gun	M1911 (JHP)	Taser Stun Gun
Tactical 1	Pepper Spray				
Tactical 2	CS Gas				
Tactical 3	CS Gas				
Tactical 4	Door Wedge	Flashbang	Door Wedge	Flashbang	Door Wedge
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun

TACTICAL WALKTHROUGH





Be prepared to encounter civilians (or suspects) in the alley behind the restaurant.

door and deploy your door wedge to jam it shut. This will prevent any suspects from escaping the building, eliminating the risk of them circling behind your team.



Equip your door wedge by pressing **[0]**. Point the cursor at the base of the door (just below the door knob) and wait for the wedge icon to appear before placing it.

Once the back entrance is jammed, return to side 1, ordering gold team to fall in. Slowly lead the element along the front of the restaurant, keeping your weapon trained on the front door. Order gold team to stack up on the door. Before barging in, order gold team to use the mirror beneath the door. Due to the interior layout, the team's view

The element begins the mission outside the restaurant at the corner of side 1 and side 4. Immediately order blue team to cover the front entrance while ordering red team to fall in behind you. Exit the tactical vehicle and turn right, moving down the alley along side 4. When you reach the van on the left side of the alley, turn toward the restaurant and strafe right. Side-step around the van with your weapon trained on the alley doorway. You may encounter employees or suspects in this area so proceed with extreme caution. Slowly move toward the restaurant's back



If the back alley door is open, simply close it and deploy the door wedge.



Stack up on the front door and order the element to enter with CS gas.

won't be complete, but they may be able to spot a few civilians or suspects. Regardless of what they find, order gold team to enter and clear with CS—follow them inside.



Watch for a mix of civilians and suspects in the dining area. If uncertain, hit the unknown target with a pepper ball and order them to comply.

The front door leads directly into the dining area (1-A), where you're likely to find a few of the civilians. Order the element to secure everyone in the dining room while keeping an eye on the restaurant's front counter. Along the left side of the counter is an open doorway leading into a hallway (1-B)—the suspects may attempt to ambush your team from this hall. When the dining room is secure, turn to the door on the left and order gold team to enter and clear. They'll move into the adjacent hallway (1-B) and hold just in front of the intersection. This gives you time to report on the secured civilians/suspects in the dining area.



If a civilian or suspect surrenders behind the restaurant's front counter, you'll have to move through the adjoining hallway (1-B) to gain access to the area behind the counter so you can secure them.

Join the element in the hallway and order red team to cover straight ahead (near 1-E), toward side 3. Meanwhile, peek down the hall on the left—this is where the two restrooms are. Order blue team to enter and clear both restrooms (1-C and 1-D). Each room is small and unlikely to contain either civilians or suspects. If one of them does, blue team can handle it. When the restrooms are clear, order blue team to fall in. Return to the main hallway and turn left. Two doors lie ahead. The door



Exercise extreme caution while in this hallway. The suspects may attempt to ambush your team from the kitchen. Order one team to cover this hall while another clears the restrooms.

at the end of the hall (1-E) leads into a small storage closet. The door on the right leads into the kitchen (1-F). Order blue team to enter and clear the closet.



Before entering the kitchen, have the team mirror under the door with the optiwand.



Use a door wedge to jam the doorway leading to level 2 while you finish securing the first floor.



Clear this large storage room on the opposite side of the hall before moving upstairs.

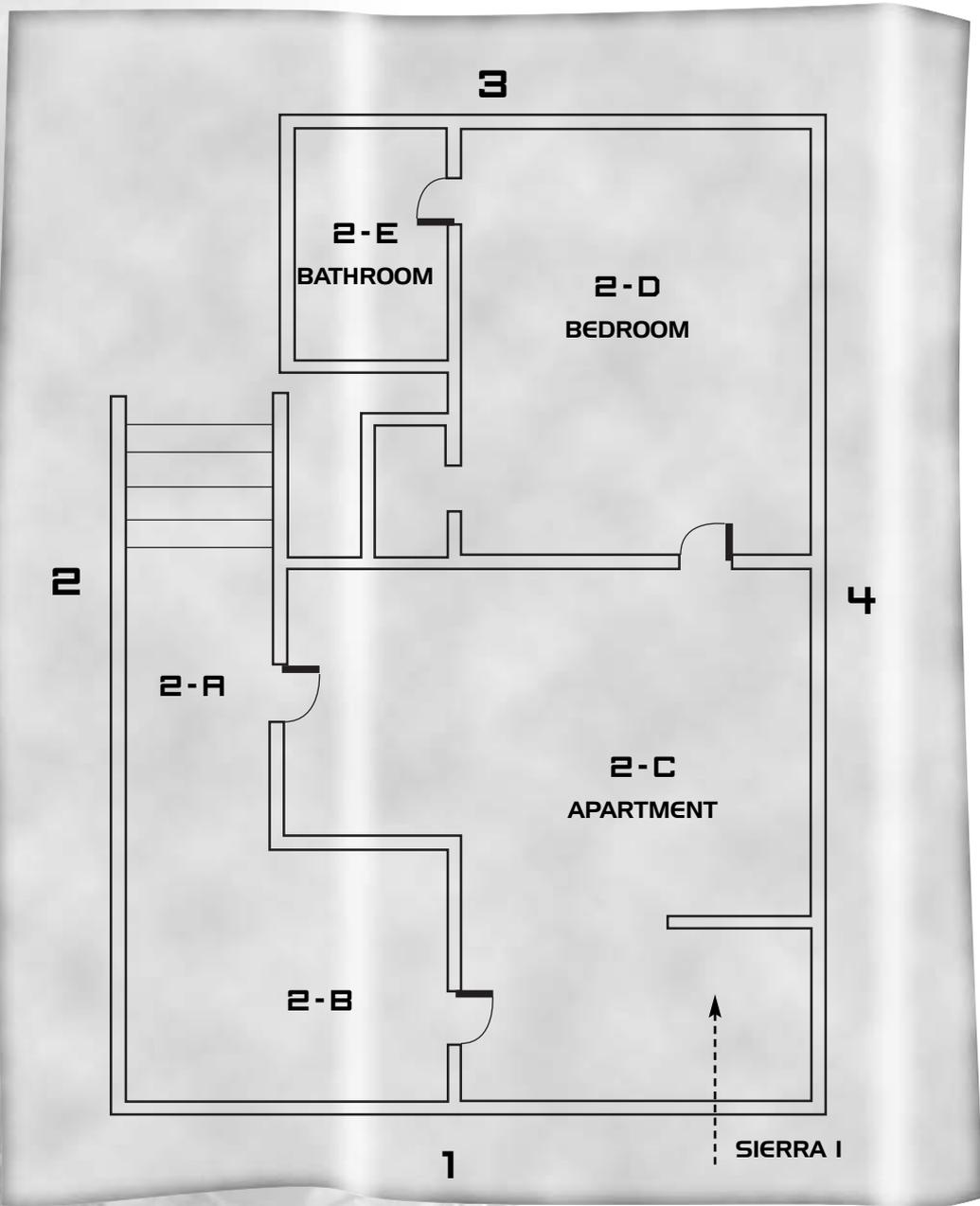
When it's clear, reform the element, ordering gold to stack up on the kitchen door. The kitchen (1-F) is one of the largest rooms you'll encounter in this mission, so order gold team to mirror under the door before ordering an entry. More civilians may be inside the kitchen, most likely employees. Once again, order gold team to enter and clear with CS. Help the team clear the kitchen, then focus on the open doorway along the left side. This doorway leads into another hallway (1-G). Have the element secure any suspects/civilians in the kitchen, making sure to report to TOC.

Order the element to fall in and cautiously enter the hallway (1-G) connected to the kitchen. Keep an eye on both doors at the end of the hallway, ensuring they're closed. While moving forward, peek down the hallway branch to the right—this leads to the back door entrance you jammed earlier. There may be more civilians clustered near the back entrance. If this is the case, order blue team to cover the two doors along side 2 while ordering red to secure the civilians. Now that the hall is clear, turn to the door on the left (1-I) and order your team to deploy another wedge. This door leads to level 2, but you must secure level 1 first. Now turn toward the door on the right (1-H) and order gold team to stack up. Order the team to mirror under the door, then have them enter and clear with CS. Follow the element inside the large storage room and help them search for civilians and suspects. When it's clear, return to the hallway (1-G) and order the element to fall in.

SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE





The wedge must be removed before the element opens the door and heads upstairs. Alternately, the door can be blasted open with either C2 or a breaching shotgun.

it as far as you can at the top of the stairs, preferably hitting the side 1 wall (near 2-B). Creep up the stairs and order red team to cover the first door on the left (2-A). Continue up the stairs and down the hall, ordering blue team to fall in. When you reach the end of the hall, step right around the corner and focus on the doorway to the left (2-B). Order blue team to cover this door.

Return to red team's position and order them to mirror beneath their door. If you haven't encountered any suspects yet, there's probably one or two hiding inside this next room. Give red the order, enter, and clear with CS. The room (2-C) is connected to the same door blue team is covering. So if suspects try to escape, they'll run right into Fields and Jackson. Quickly assist red team in subduing and securing all suspects. If you haven't accounted for all three suspects, you'll need to keep moving. Order gold team to fall in, then have them stack up on the next door (2-D)—this leads into a bedroom. Before ordering them to enter the bedroom, finish securing the current room and making reports to TOC. You can find the MAC-10 on a workbench in the corner of sides 1 and 4.

Now it's time to head upstairs. Begin by ordering the element to remove the wedge they placed just moments before. Next, order them to stack up on the doorway (1-I). If the door is locked, order them to pick the lock. Before opening the door, have the element make a quick sweep with the optiwand—there's a good chance suspects are waiting for you. Now give gold team the order to enter and clear with CS. Follow them inside and aim at the top of the stairs. If no suspects are encountered, the team will halt at the base of the stairs. Standing just behind your team, equip a CS gas grenade (4) and toss



Help red team rush through the first door on the left. Using CS can help guarantee the surrender of Jimenez and any other suspects in the room.

SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE



The MAC-10 is on this work bench on level 2. Press **F** to grab it. This same workbench can be spotted by Sierra I through the nearby window.

With gold team stacked on the bedroom door, order them to mirror for suspects. Whether they see anything or not, have them enter and clear with CS. Assist the team in the assault, ordering them to secure suspects and gather evidence. If you still haven't found all three suspects, there's one room left. In the back left corner of the bedroom is doorway leading into a small bathroom (2-E). Ordering gold team to enter and clear this room with CS should nab you the last suspect. If you have all three suspects restrained and the mission doesn't end, run through the building one more time, looking for uncollected firearms and unsecured or unreported civilians. If everything goes as planned, a perfect score is easy to attain.



Clear the bedroom with CS gas and secure any suspects (and firearms) found inside.



The last room is the level 2 bathroom. If you're still looking for suspects, order the element to enter and clear with CS gas.



Don't deploy a C2 charge on the level 2 bathroom door. The breaching charge may incapacitate any occupants, deducting points from your mission score.

FAIRFAX RESIDENCE

BRIEFING



October 23—0443 Hours
High Risk Warrant/Hostage Rescue
Fairfax Residence
25 Glendive Ln.

OBJECTIVES

- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS
- RESCUE MELINDA KLINE
- NEUTRALIZE LAWRENCE FAIRFAX

GET READY, MEN, THIS IS A TOUGH ONE. Our target, Lawrence Fairfax, is the number one suspect in a string of grisly homicides. A bit of review: over the last year and a half, seven women, all of them studying at the state university, disappeared. Their remains, showing signs of torture and dismemberment, reappeared anywhere from a week to three weeks later. The killer was careful; the task force forensic team was unable to get a useful DNA match from any of the bodies.

That changed with the most recent find. Another victim was located earlier this morning by a local laborer. Some of the DNA scrapings from her nails match one of the men being investigated by the task force: Lawrence Fairfax.

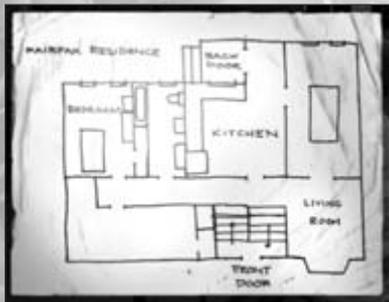
There's a complication: another student, Melinda Kline, went missing sometime around 2000 on October 18th. That was six days ago. If Fairfax has her, and if he's following the profile, chances are good she's still alive. Rescuing her is your first priority, which is why we're going in with no warning.

About our suspect: Fairfax is employed as a temporary carpenter and works off and on at the university. No police record, but court records show a pair of expired restraining orders against him. He's been suspended from a recent jobsite for stealing supplies. Fairfax's coworkers don't say much about him; he keeps to himself. He's been at the law library multiple times, most notably on the days before the disappearances of three of our victims, including Melinda Kline. A police interview with him was inconclusive; but the detective responsible did acquire a DNA sample from a used tissue.

Fairfax was seeing a psychiatrist when he was laid off; we've been unable to access his records. The psych warned us that Fairfax may have fortified his living areas. Be alert for traps, especially in spaces only Fairfax uses. He lives with his mother, Gladys Fairfax. She's a recluse, and due to health problems rarely leaves the house. We don't have reason to believe she's involved, but stay on your toes.

Fellas, seconds may be the difference between life and death for Melinda Kline. Study the layout, choose your gear, and get moving.

Location Information

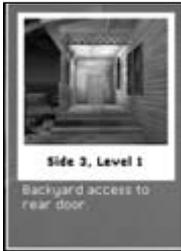


25 Glendive Lane,
Fairfax Residence

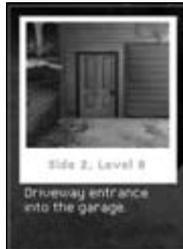
This house is a 2-bedroom, 1-bath, split-level residence. Many of the houses in this neighborhood are of this same type. Our layout is based on neighboring houses of the same style and should be accurate for level 1. The basement level of these houses

are usually customized and may or may not be finished. Information is speculative regarding the basement.

ENTRY OPTIONS



Side 3, Level 1: Backyard access to rear door



Side 2, Level 0: Driveway entrance into the garage

SUSPECTS



Suspect Name:	Height: 5'10"	DOB: 7/20/1980
Lawrence Fairfax	Weight: 200	Age: 28
Sex: Male	Hair: Black	
Descent: Caucasian	Eyes: Brown	

Currently employed as a temporary carpenter at a State College construction site. Appears to be a social recluse; only known living relative is his mother, Gladys Fairfax.

CIVILIANS



Hostage Name:	Height: 5'5"	DOB: 02/04/1988
Melinda Kline	Weight: 125	Age: 20
Sex: Female	Hair: Black	
Descent: Caucasian	Eyes: Brown	

Second-year law student at a State College. Reported missing Oct. 18; last known sighting was after her last class let out at 19:45 on Oct. 17. Her disappearance is both unexplained and out of character, according to friends and family.

CIVILIANS [CONT.]



Hostage Name: Gladys Fairfax	Height: 5'3"	DOB: 05/29/1940
Sex: Female	Weight: 165	Age: 68
Descent: Caucasian	Hair: Grey	
	Eyes: Brown	

Owner of 25 Glendive Lane. Receives a disability pension from Social Security. Generally bad health.

MISSION SUMMARY

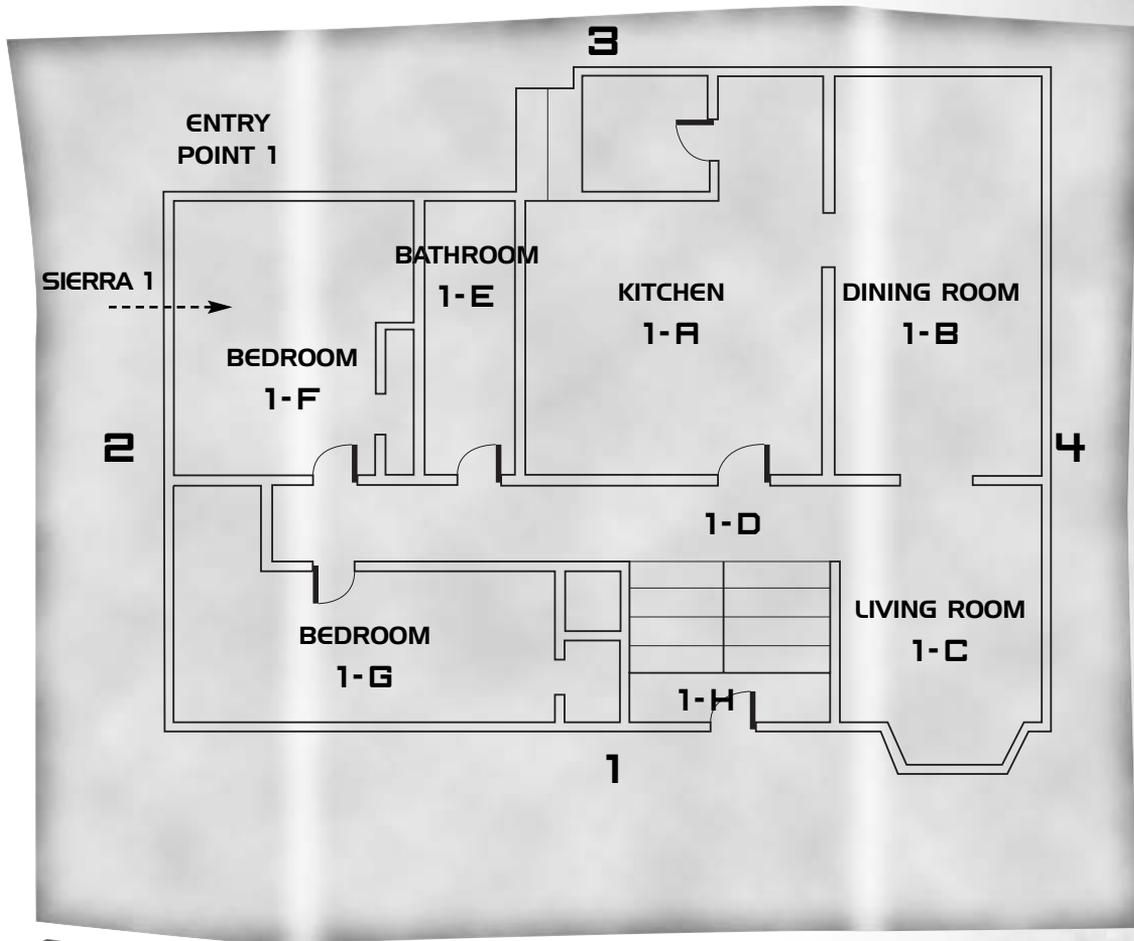
The prime suspect, Lawrence Fairfax, is home and is usually patrolling the basement area (level 0) with a shotgun. A second unidentified suspect (perhaps an accomplice) may also be inside the residence, carrying a handgun. If present, this unknown suspect can usually be found in the basement, near the side 1 stairway. Neither Fairfax nor the second suspect is wearing body armor. Consider taking less-lethal gear such as the Pepper-ball gun or the less lethal shotgun. Both suspects will surrender quickly if pelted by either of these weapons.

Three civilians are inside the residence, too. Gladys Fairfax is always somewhere on the first floor. She is unarmed, but may resist arrest. Be prepared to subdue her with a less-lethal tactical aid of your choice—pepper spray works well. Two of Fairfax's victims (including Melinda Kline) can be found in the basement level, marked on the level 0 map. Fairfax is likely to be near one of these two hostages, so deploy plenty of CS before entering these areas. Move decisively and don't give him the chance to harm your team or a hostage.

SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Pepper-ball Gun	Less Lethal Shotgun	Pepper-ball Gun	Less Lethal Shotgun	Pepper-ball Gun
Secondary	Taser Stun Gun	M1911 (JHP)	Taser Stun Gun	M1911 (JHP)	Taser Stun Gun
Tactical 1	Pepper Spray	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 2	CS Gas	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 3	CS Gas	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 4	Door Wedge	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun

TACTICAL WALKTHROUGH



FAIRFAX RESIDENCE



High ground (Sierra 1) covers side 2 of the residence, with a clear shot through the window of room 1-F, Gladys Fairfax's bedroom. If Sierra 1 sees anything in this room, it's probably Gladys. Don't shoot her! Instead simply monitor the positions of suspects and civilians.

Your entry team can handle everything else once inside.

SWAT4

SPECIAL WEAPONS
AND TACTICS



Although it's unlikely the suspects will attempt an escape, it's still a good idea to jam the door next to the garage with a wedge.



If you think the exterior looks creepy, wait till you get indoors! Enter the house through this back door.



Peek into the living room (1-C) before moving in. You can also use the optiwand to scan the adjoining hall.

Before entering the mission, choose the side 2, level 0 entry point. If you don't choose this, you can still access this same area by following the backyard walkway down to the driveway. Here you find a door leading into the basement-level garage. Order the element to provide cover while you move next to the door and apply a wedge. Blocking this door keeps all suspects contained within the residence while your team sweeps level 1. After the door is wedged, order the element to fall in and move around to side 3.

Cautiously approach the back porch, keeping your sights fixed on the back door while moving slowly to reduce noise. When you reach the porch steps, stop and order the element to stack up on the back door—it's probably locked. Instead of breaching it, order the team to pick the lock and enter with CS gas. Wait for the element to call out for trailers, then follow them inside the residence. Be ready to turn on your flashlight. You're now inside the kitchen (1-A). Immediately turn to the left and scan room 1-B through the open doorway.

Now order blue team to cover the closed kitchen door (leading to 1-D) while ordering red team to fall in. With red team trailing, slowly make your way toward room 1-B, using **[Q]** and **[E]** to peek around the corners before entering. When 1-B is clear, turn right and move toward the open doorway leading into 1-C. Pause before entering the room. Either peek down the hallway (toward 1-D) or use the optiwand to scan the same area. When it's clear, enter room 1-C, sweeping your weapon from left to right, till you're

aiming down the hall toward 1-D. Keep an ear open for Gladys Fairfax—she’s probably yelling at you.

SUBDUING GLADYS FAIRFAX



At some point on level 1 your team encounters Gladys Fairfax, the prime suspect’s mother. Pointing your weapons at her while shouting compliance probably won’t be enough to subdue her. If you brought along pepper spray, equip it (6) and spray a quick shot at her face or upper torso. Any other less-lethal tactical aid will have the same effect. When she drops to her knees, order your team to handcuff her. Don’t forget to report her status to TOC.

At some point on level 1 your team encounters Gladys Fairfax, the prime suspect’s mother. Pointing your weapons at her while shouting compliance probably won’t be enough to subdue her. If you brought along pepper spray, equip it (6) and spray a quick shot at her face or upper torso. Any other less-lethal tactical aid will have the same effect. When she drops to her knees, order your team to handcuff her. Don’t forget to report her status to TOC.



A simple *Open & Clear* order is sufficient to secure the three rooms along this hallway. Save your CS for later. Still, it’s wise to order optiwand sweeps before entry just in case the second suspect is barricaded in the bathroom or one of the bedrooms.

As you lead red team toward 1-D, keep an eye on the staircase on the left. This leads up to the second floor. When you reach the top of the stairs order red team to provide cover while aiming at the front door. Red team will then stop following you, aiming their weapons down the stairs. Turn right and aim down the hall and order blue team to fall in. Once blue team arrives, order them to open and clear the middle door (1-E) on the right. This bathroom should be empty. Next, have blue team open and clear the next room down the hall, at 1-F. If you haven’t encountered Gladys Fairfax yet, there’s a good chance she’s in this bedroom. Finish off the first floor by ordering blue team to clear the

next bedroom (1-G) across the hall. When all the rooms on the first floor are clear, order blue team to fall in and return to red team’s position at the top of the stairs.

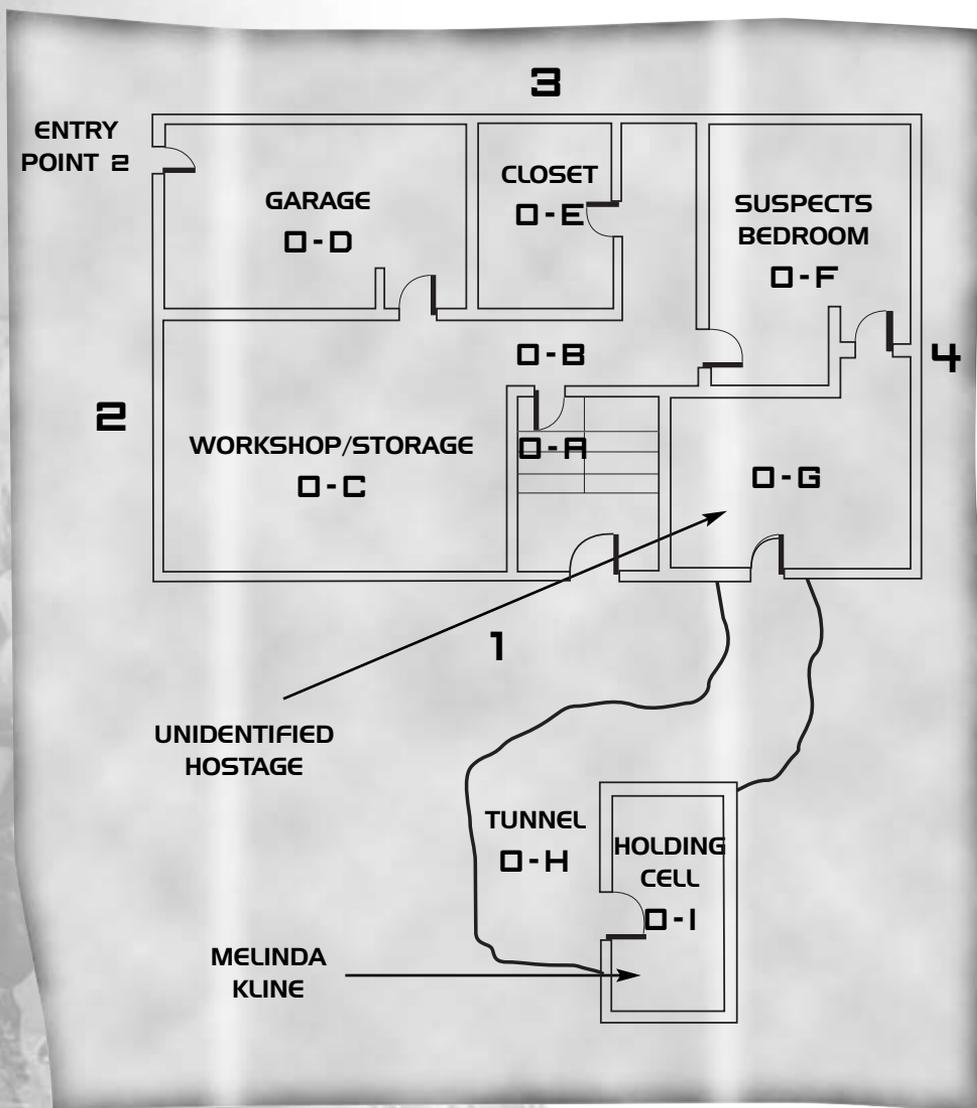
SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE



The front door along the steps (at I-H) is not a valid entry/exit point. Opening it will end the mission. So don't attempt opening it until you have completed all of the mission objectives.





The door at the bottom of the steps leads into the basement. To avoid any surprises, have the element scan under the door with an optiwand.

At the top of the stairs, order the element to fall in while slowly moving down the steps. At the first landing, turn around and peek left (**Q**) while aiming down the next set of steps. Just ahead you'll see a closed door. While still standing on the landing (at 1-H), aim at the door (0-A) and order the element to stack up. Have them mirror under the door with an optiwand first—the unknown suspect is likely to be in the next area. Even if they don't see anything, have them enter the door with CS. Follow the element through the door and enter the hall at 0-B. Immediately turn left, toward 0-C, and scan the workshop/storage area for

threats. If the unknown suspect is present, he may be hiding in this area. Even if he looks like he's going to give up, hit him with a pepper-ball to make him drop his gun. Have the team handcuff him and secure his weapon before reporting him to TOC.



If present, the second suspect is usually found in the basement around the 0-C area. He's armed with a handgun, so proceed with caution.



One CS grenade should be sufficient to fill the garage with gas. Follow red team in and help them clear.

Return to the area at 0-B and order blue team to cover the door leading into 0-F, Lawrence Fairfax's bedroom. Meanwhile, have red team clear the garage (0-D) with CS. The unknown suspect may have retreated to the garage when the team entered the second floor. Since the garage's only exit was wedged at the start of the mission, any suspects attempting to escape will be trapped. When the garage is clear, order red team to clear the appliance closet at 0-E—it should be empty.



Fairfax is most likely to be found near one of his hostages. Get him to drop his shotgun by using CS gas. If he still resists, deploy a second tactical aid.



Melinda Kline is always located in Fairfax's makeshift holding cell (0-1) attached to the basement. You must secure and report her to TOC before you can end the mission.

At the end of the tunnel is another steel door. This leads into Melinda Kline's holding cell (0-1). This is also the last place you'll find Fairfax if you haven't arrested him yet. Have the element enter and clear the cell with CS. Follow in closely behind. If Fairfax is still at large, ignore Melinda Kline for now and focus on getting Fairfax to surrender. While he chokes on CS, hit him with the stun gun to ensure apprehension. When he drops to his knees, order the element to handcuff him. Grab his shotgun, too. Now you can turn your attention to Kline. The CS should have her ready for evacuation. Order the team to secure her, then report her (and Fairfax) to TOC. If you secured all the weapons and made all the TOC reports, the mission should come to an end. Once again, using less-lethal equipment should make a perfect score easy to achieve.



QWIK FUEL CONVENIENCE STORE

BRIEFING



November 18—0715 Hours
Barricaded Suspects
Qwik Fuel Convenience Store
3721 Pitkin Ave.

OBJECTIVES

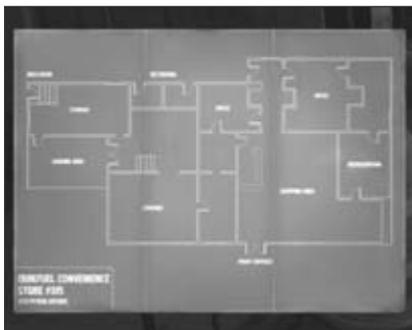
- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS
- RESCUE HEIDI ROSENSTEIN
- RESCUE WILLIS FISCHER
- RESCUE KIM DONG YIN
- NEUTRALIZE ALICE JENKINS

WE'RE LOOKING AT A BARRICADE/HOSTAGE SITUATION, with at least three hostages. Dispatch received a 911 call at around 0600. A commuter pulled in to get gas and pulled out again when she noticed an armed woman coming out the front door. She called 911 on her cell phone. The first officers on the scene observed multiple gunmen, number unclear, and at least one unarmed civilian inside. When the gunmen threatened the civilian, they backed off and set up a perimeter.

So far we have one likely ID: Alice Jenkins. She's been in rehab for oxycodone addiction. Oxycodone is an opiate similar to heroin, equally addictive. It's prescribed legally as a Schedule II drug, making it possible for any idiot with a falsely obtained prescription to turn dealer. It sells for up to eighty dollars a pop on the street.

Knowing Jenkins, this is probably a bungled robbery for drug money, possibly related to a rash of recent convenience store hits. She and her cronies didn't intend to take any hostages, and they don't know what to do with them. That makes them more dangerous, since we can't predict what they might do, and they've stopped talking to the negotiator. Given their erratic behavior, at least some of the suspects may be high. They are armed with handguns, and we have visual confirmation of three suspects so far. There may be more.

As far as the hostages go, we believe there are three: Kim Dong Yin, Heidi Rosenstein, and Willis Fischer, employees at the station. There might be additional customers, but it's unlikely. Be extremely careful when you go in. You will have high ground support at your entry point. Given the recent spate of gunfire, we can't wait any longer; it's time for a tactical solution. Study the situation, gear up, and let's move.



Location Information

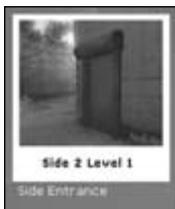
3721 Pitkin Avenue,
Qwik Fuel

The front entry opens to the store, but is too dangerous to access directly for entry. There appears to be an office behind the counter, which we believe leads to storage areas. There are two entrances that can be accessed from the entry location.

There is a side door leading to the storage areas and the loading dock, as well as the back door on side 3.

High ground has coverage in two locations: Sierra 1 is covering Side 1, Level 1, with a view of the front store area. Sierra 2 is covering your approach on Side 3, Level 1, along the back door.

ENTRY OPTIONS



Side 2, Level 1: Side entrance

SUSPECTS



Suspect Name: Alice Jenkins	Height: 5'7"	DOB: 09/04/1977
Sex: Female	Weight: 140	Age: 31
Descent: Caucasian	Hair: Brown	
	Eyes: Brown	

Repeat offender, currently on parole for a possession offence. Has been implicated in multiple robberies, and has a history of resisting arrest. Violent and unstable.



Suspect Name:
Unknown Gunmen
Vitals: Unknown

Officers on the scene have reported that there are two additional gunmen, possibly more. The 911 call reported that the suspects are armed with handguns.

CIVILIANS



Hostage Name: Heidi Rosenstein	Height: 5'7"	DOB: Unknown
Sex: Female	Weight: Unknown	Age: Unknown
Descent: Caucasian	Hair: Brown	
	Eyes: Brown	

Day-shift clerk, on duty from 0600 to 1400.



Hostage Name: Willis Fischer	Height: 5'11"	DOB: Unknown
Sex: Male	Weight: Unknown	Age: Unknown
Descent: Caucasian	Hair: Brown	
	Eyes: Brown	

Day manager; left for work at approximately 0530; expected to arrive before 0600.

CIVILIANS [CONT.]



Hostage Name: Kim Dong Yin
Sex: Male
Descent: Asian
Height: Unknown
Weight: Unknown
Hair: Brown
Eyes: Brown
DOB: Unknown
Age: Unknown

Night-shift clerk at the Qwik Fuel. Believed to still be in the building, although has not been seen.

MISSION SUMMARY

The prime suspect, Alice Jenkins, has lead a foiled robbery attempt on this convenience store, along with 5-6 accomplices. All suspects are armed with various types of firearms, including handguns, shotguns, submachine guns, and at least one AK-47. It gets worse. Some of the suspects are clearly under the influence of an unspecified drug. The drug appears to partially dilute the affects of OC, making pepper spray and the Pepper-ball gun ineffective. However, the drug seems to have little impact on the effects of CS gas, so use it liberally. The suspects are spread throughout the building, so your team must clear each room.

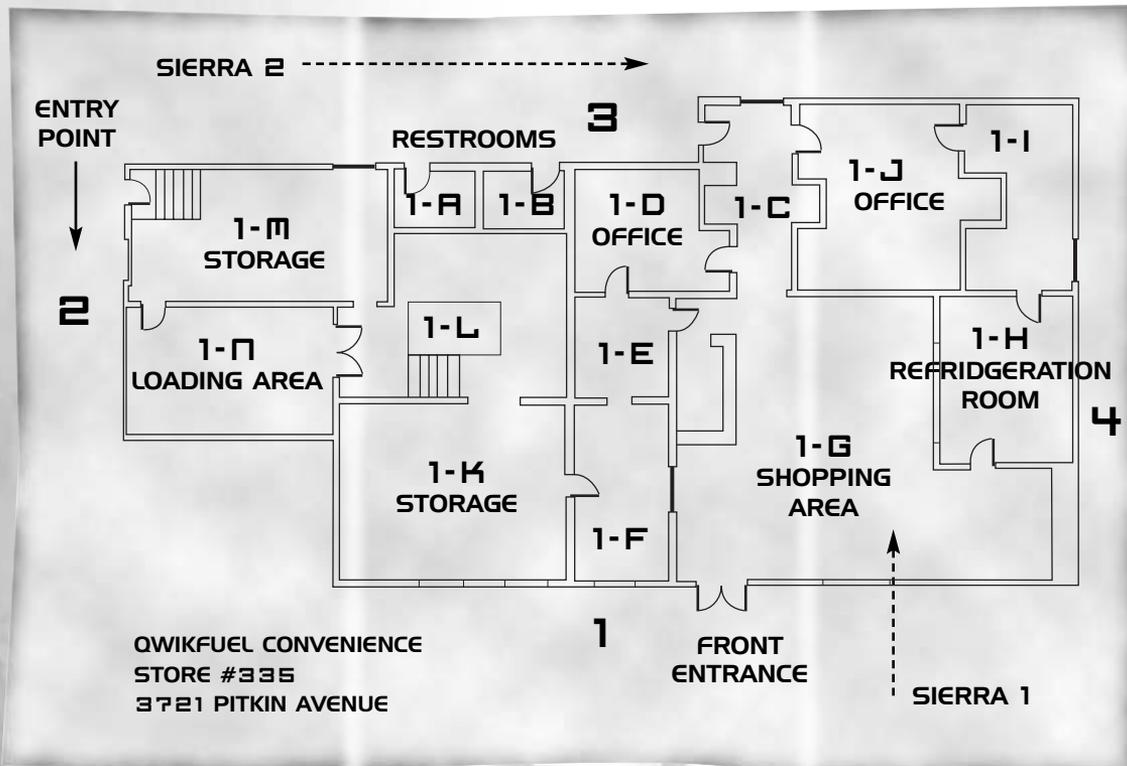
Fortunately, the three Qwik Fuel employees are the only hostages inside. All three will surrender without complications. As usual, the locations of the hostages varies each time the mission is played. Sometimes they can all be found inside, other times you may find them along the side 3 alley. The biggest threat to the hostages is getting caught in crossfire. Neutralize the suspects quickly before they can inflict too much damage—especially when automatic weapons are involved.

High ground consists of two snipers this time: Sierra 1 and Sierra 2. Before gaining entry, use the snipers to neutralize any visible suspects along sides 1 and 3. Instead of shooting to kill, try to hit the suspects' hands or arms so they'll drop their guns.

SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal	Less Lethal	Less Lethal	Less Lethal	Less Lethal
	Shotgun	Shotgun	Shotgun	Shotgun	Shotgun
Secondary	M1911 (JHP)	M1911 (JHP)	Taser Stun Gun	M1911 (JHP)	Taser Stun Gun
Tactical 1	CS Gas	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 2	Door Wedge	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 3	Door Wedge	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 4	Door Wedge	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 5	Optiwand	Optiwand	Sting	Optiwand	Sting
			Grenade		Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun

TACTICAL WALKTHROUGH



Before switching over to the snipers, jam a wedge in the store's back door to prevent suspects from escaping into the alley.

The side 2 entrance is the only entry option available to your team during the briefing, but there is another way in. For now, hold along side 2 and let Sierra 1 and Sierra 2 thin out the resistance. Before switching over to the snipers, place a door wedge on the entrance straight ahead, leading into room 1-M at the back of the store. This closes off one of two entry points, helping contain the suspects within the store.



Sierra 1 has a good chance of disarming several suspects by firing through the store's large side 1 window. Study which hand the suspects are carrying their weapons in, then target that arm or hand. Hitting the limb holding the weapon will cause suspects to drop their guns.

Now press **[page up]** to scan Sierra 1's view of side 1. This view allows you to see any movement through the store's front windows. Press **[caps lock]** to gain control of Sierra 1, using **[Z]** to toggle between the various zoom levels. Scan the front of the store for suspects—anyone carrying a gun. Once you spot a gunman, settle the crosshairs on his arm or hand and squeeze off a round. If you hit the arm or hand with which he's holding his gun, he'll drop the firearm and seek cover. Let him go, and scan for more targets. Continue disarming suspects in this fashion till no more are visible from Sierra 1's position. Next, switch over to Sierra 2 by pressing **[page up]** again. Sierra 2 has a view of the nearby

alley along side 3. Scan the alley for more suspects and hostages. Have a positive ID and a clear shot at the suspect before firing. The more suspects you disarm with Sierra 1 and Sierra 2, the easier it will be for your entry team. Still, don't expect to neutralize more than two or three suspects with this method.



Once suspects drop their guns, they cannot pick them up again. No other suspect can pick up a dropped weapon, either. Dropped weapons can only be retrieved by you or your team for use as evidence. Disarmed suspects can only rearm themselves if they're carrying a second weapon in a holster or pocket. None of the suspects in this mission are carrying backups.

When Sierra 1 and Sierra 2 have run out of targets, take control of the entry team, ordering the element to fall in. Step out into the alley along side 3 and cautiously move around the shipping container next to the building. While moving toward side 4, keep watch for suspects or hostages in the alley. When you reach the end of the shipping container, sidestep around its open doors and peek inside—someone may be hiding inside. When the alley is clear, have blue team cover the door leading indoors (to 1-C) while red team clears the restrooms (1-A and 1-B).

With the alley and restrooms secure, it's time to enter. Have the element stack up on the door leading into 1-C. Order them to mirror the room first, then enter and clear with CS. This small entry way is sandwiched between two offices. It also has an entry point into the shopping area at 1-G. When 1-C is clear, immediately turn toward the door leading into the office at 1-J and apply another door wedge. The store's safe is located inside this office, which is likely to contain multiple suspects—your team will hit the room later from a different direction. Next, make sure the door leading into the shopping area (1-G) is closed. If it's not, close it carefully. Try not to draw the attention of any suspects.



Keep an eye on the door ahead (1-C) while red team clears the two restrooms along side 3.



This entrance on side 3 wasn't mentioned in the briefing, but it leads inside the store. Order the element to enter with CS gas.



Make sure all the doors in 1-C are closed before staging an entry on the 1-D office.



Hold at 1-F and cover the element's entry into the shopping area. If any suspects pose a threat, use your pistol to fire through the clerk's window.



Milk, eggs, frozen food, a hostage? Scan the refrigerated display case in 1-G and try to spot any suspects or hostages inside 1-H. Once again, use the pistol to fire through the glass if you spot any threats.

Now turn toward the door on the right leading into the 1-D office. Order the element to clear this room with CS gas. Follow them inside and help subdue any suspects and hostages. Next turn toward the door leading to 1-E. If the door is open, engage any suspects in the 1-E or 1-F areas. If the door is closed, order the element to enter with CS. Upon entry into 1-E, immediately turn left and make sure the door leading into 1-G is closed. If it isn't, close it. When 1-E and 1-F are clear, order the element to stack up on the door leading into the shopping area (1-G).

Meanwhile, creep toward 1-F, securing any evidence and suspects along the way. Before reaching 1-F, drop to a crouch (**[C]**) and equip a door wedge. Scurry toward the door on the right (the one leading into 1-K) and jam it with a wedge. This seals off the rear rooms, allowing your team to assault the shopping area and other front rooms without worrying about being ambushed from behind by suspects hiding in the back. While still crouching, equip your pistol (preferably a M1911 with JHP ammo) and turn around to peer through the clerk's window. This gives you a decent view of the shopping area, allowing you to cover the element's entry. Before giving them the entry order, study 1-G carefully and try to disarm any suspects by shooting them through the glass.

When it looks clear, order the element (still at 1-E) to enter and clear 1-G with CS gas. Hold at the clerk's window (at 1-F) and provide cover with your pistol. If you have to open fire, try to hit the suspects in non-lethal areas such as the arms or legs. Once the element is in 1-G, rush in and join them with your pistol still in hand. Turn your attention to the

refrigeration area display case at 1-H. Peer through the display glass and try to spot suspects or hostages inside the refrigerated room. If you spot any armed suspects, disarm them by shooting through the glass—the beanbags loaded in your team's less lethal shotguns won't penetrate. Next, move toward side 4 and order them to enter the 1-H door with CS gas.



As long as suspects are on their knees, they no longer pose a threat. Don't worry about handcuffing, reporting them to TOC, or even grabbing their weapons till it's absolutely safe. This is extremely important when storming the shopping area or any other rooms containing multiple hostages and suspects.

Continue moving through 1-H and 1-I, using CS in each room, working your way toward 1-J. Because you wedged the opposite door in the 1-J office earlier, the door in 1-I is the only valid entry and exit point. Order the element to stack up on the door—chances are it's locked. Before breaching, have the element mirror the room first. Usually, two or three suspects are inside this room, making it a dangerous situation—especially since you've already blocked their only path of escape. For this reason, order the element to breach the door with a C2 charge and follow it up with a CS gas entry. Both the C2 charge and CS should be enough to weaken the morale of all suspects inside 1-J. Follow up by hitting them with shotgun-fired beanbags until they surrender. If you haven't encountered Alice Jenkins yet, there's a good chance she's in this room



At 1-I, stack up the element on this door and order a C2 breach and CS gas entry. This should stun and subdue any suspects in the 1-J office

overseeing the cracking of the store's safe. Order the team to secure all weapons and suspects, and make the TOC reports. Remove the wedge in the door leading into 1-C then have the element fall in while moving back to 1-F.



The 1-J office is likely to contain multiple suspects, including Alice Jenkins. The CS gas should buy your team enough time to enter and subdue the suspects. Pelt them with beanbags till they surrender.



A mix of hostages and suspects may be found in the store's back rooms. Use liberal amounts of CS to fill these large storage rooms prior to entry.

weapons and making any missed TOC reports. When all the weapons are collected and all TOC reports are made, the mission ends automatically.

With the front of the store secure, it's time to clear the back. At 1-F, remove the wedge from the door leading into 1-K. Have the element stack up on the door and mirror the room for suspects. The rooms in the back of the store are large and used primarily for storage, so expect plenty of boxes, crates, and shelves. This creates many hiding places. For this reason, it's imperative that you use CS gas to maintain a tactical advantage. So, order the element to enter 1-K with CS. Conduct gas entries at 1-L and 1-M too, subduing and securing any hostages and suspects along the way.

If you still haven't corralled all the suspects and hostages, there's only one place left where they can be—on the loading area at 1-N. There are two entry points to the loading area: from 1-L and 1-M. Consider staging a dual entry with red team hitting the loading area from the double doors at 1-L while blue team moves in from 1-M. At least one team should use CS prior to entry. Follow in behind one of the teams and help secure any hostages or suspects. Now that the whole store is clear, the mission should be over. Before ending, run through the building one last time, gathering all

SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE



If more suspects are at large, they're probably cornered at the exterior loading area. Choke them with CS, then move in and hit them with your less lethal shotguns till they give up.



If you're having trouble finding all the weapons, try to remember where Sierra 1 and Sierra 2 disarmed suspects at the beginning of the mission. The guns can be found wherever they were dropped, either in the shopping area or in the alley.

A-BOMB NIGHTCLUB

BRIEFING



December 12–2342 Hours

Rapid Deployment

A-Bomb Nightclub

1536 Adelaide Ave.

OBJECTIVES

- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS

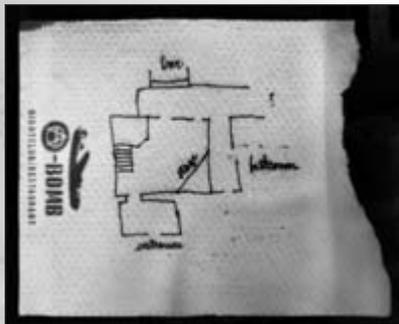
WE'RE BEING CALLED UP for a rapid deployment at an ongoing shots-fired situation at the A-Bomb nightclub. At least four gunmen, likely more, are exchanging shots with each other. They don't appear to be actively attacking civilians, or attempting to hold hostages, although we have reports that there are multiple victims wounded from crossfire. Witness reports are confused, and in some cases, conflicting.

We have both Caucasian and Hispanic shooters, shooting along racial lines. All of them appear to be young adult males.

We have two possible entries: the front door, past the ticket booth, and a back-alley loading zone. We have a rough sketch of the layout from an off-duty bartender; give it a once over, but don't trust it too much.

Most of the patrons made it out; however, there are still civilians holed up in there. We know some of them are wounded from witness reports. The perimeter is still reporting sporadic gunfire inside, and the paramedics won't go in until we've cleared the building. You need to get in there and bring order to chaos by locating and arresting the gunmen. In addition, you need to locate and secure for evacuation all remaining civilians, especially the wounded. Review the information, choose your entry, and get your gear together. It's time to go to work.

Location Information



1536 Adelaide Avenue,
A-Bomb Nightclub

There is both a main and a secondary stage on the first floor, and both stages have an attached bar area. There is a second floor with a manager's office and an additional lounge. The map is sketchy at best, but it is the only information about layout available.

ENTRY OPTIONS



Side 2, Level 1
Service Entrance, off
of side alley

Side 2, Level 1: Service entrance, off of side alley



Front Entrance

Side 1, Level 1: Front entrance

SUSPECTS



Suspect Names:
Unknown
Vitals: Unknown

Members of a gang. Latin descent.



Suspect Names:
Unknown
Vitals: Unknown

Members of a gang. Caucasian descent.

CIVILIANS

Information unavailable

MISSION SUMMARY

Your first rapid deployment is a real doozy. A couple of rival gangs have set off a small war in the A-Bomb nightclub. It's your job to go in and clean house so the paramedics can get in and treat the numerous wounded civilians. Anywhere between 11 to 13 suspects, armed with a mix of handguns and submachine guns, are in the club. None of the suspects are wearing body armor, but it might be easier to identify them if they were. The nightclub is a popular youth hangout so the gang members easily blend in with the civilians, making hostiles that much harder to ID. That's why non-lethal gear is so vital on this mission, allowing you to shoot first and ask questions later. The morale of the individual gang members differs greatly. Some will surrender easily, but others will try to put up a fight, even after being shot. When clearing rooms, render the suspects harmless with CS gas before making entry, then move in to subdue them with less lethal shotguns, Pepper-ball guns, and Tasers. If

non-lethal solutions aren't working, pull out your pistol and shoot non-compliant suspects in their arms or legs.

Although most of the civilians managed to escape when shots first rang out, approximately 11 innocents are still inside—nearly half of them with life-threatening gunshot wounds. If any civilians get killed in a firefight, the mission is a failure. Protecting the public is your first priority, so neutralize the suspects quickly and aggressively before they kill someone.

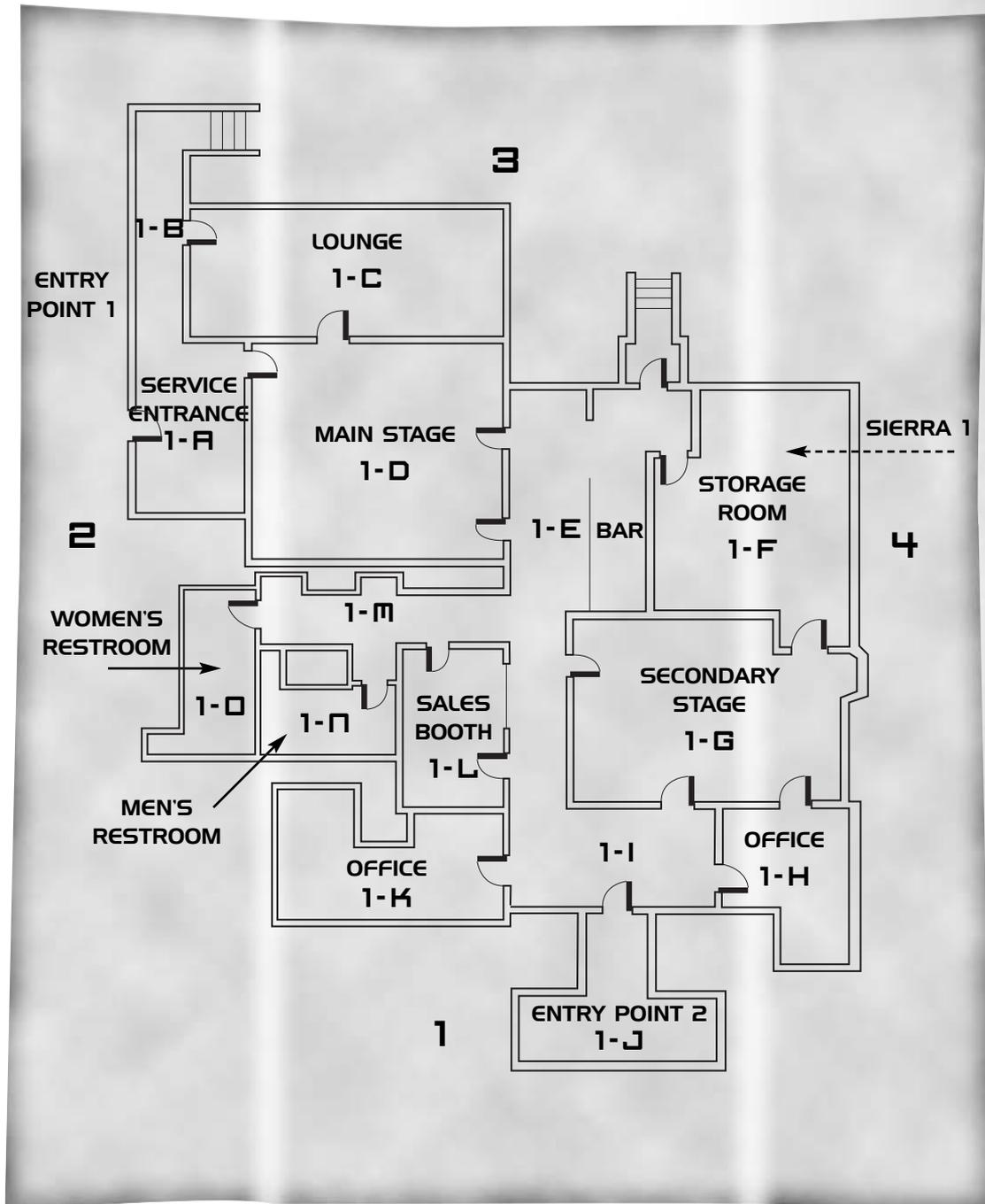
Sierra 1 has a rather limited view of the side 4, level 1 storage room (1-F) through a window. You may be able to disable one or two suspects from this angle, but the bulk of the work must be completed by the entry team. Still, check with high ground before clearing this room.

SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal Shotgun	Less Lethal Shotgun	Pepper-ball Gun	Less Lethal Shotgun	Pepper-ball Gun
Secondary	M1911 (JHP)	M1911 (JHP)	Taser Stun Gun	M1911 (JHP)	Taser Stun Gun
Tactical 1	CS Gas	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 2	CS Gas	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 3	Door Wedge	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 4	Door Wedge	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun



TACTICAL WALKTHROUGH



A-BOMB NIGHTCLUB

SWAT4

SPECIAL WEAPONS
AND TACTICS

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Before rushing to the door, carefully check the area around this alley service entrance for suspects and civilians.



If you spot a suspect in the 1-B hall, feel free to hit him with a beanbag first before shouting a compliance order.



Stick a wedge in this upper level doorway (2-A) to help contain suspects to the second floor lounge. If the door is already open, carefully close it without drawing any attention.

Start off by picking the side 2, level 1 service entrance during the briefing. Entering from the front is a bit risky, potentially leaving your team open to attack from three sides. The service entrance allows for a more controlled and methodical assault. As you gain control of the element in the outdoor alley, order the team to fall in and creep toward the door. Peek left, then right as you near the back of the truck filled with amplifiers and other musical equipments. Suspects or civilians may be positioned somewhere along this alley. Keep moving toward the door and order the element to enter and clear with CS gas.

As soon as you enter the building at 1-A, immediately turn left and scan the hallway (1-B) for suspects. If you see any, hit them with a beanbag and order them to comply. When the hallway is clear, turn your attention back to 1-A. There's always a wounded civilian in this room—report them to TOC. Now order red team to stack up on the door in 1-A leading into the main stage area (1-D). You must hit this room from two different directions, so leave red team here while ordering blue team to fall in.

Lead blue down the hallway to the door at 1-B and order them to stack up. While blue team checks the door, peek around the corner to the left and scan the nearby staircase for suspects. If it's clear, slowly creep up the stairs toward the level 2 doorway (2-A). This leads into the second floor lounge (2-C). The room is usually crawling with suspects, so quarantine it for now by placing a wedge in the door. Return to blue's position at 1-B and

order them to enter and clear 1-C with CS gas. Follow blue into the 1-C lounge and help subdue any hostages and suspects. When the room is secure, have blue team stack up on the next door and mirror beneath the door to look for suspects.



Perform a dual entry on the main stage (1-D), with red assaulting from 1-A and blue assaulting from 1-C.

The adjacent room is the main stage (1-D), likely to contain numerous suspects and hostages. It's best to hit this room from two separate entry points. Red team (in 1-A) is already set to move in on the room. When blue is properly stacked in 1-C, press **insert** to get a view of red's position at 1-A. Next, press **caps lock** to take control of red. Aim at the door and order red to enter and clear 1-D with CS. As soon as red gets their order, tap **caps lock** again to regain control of the lead. Immediately give blue the order to enter 1-D with CS too. If you're quick enough, both teams should enter the main stage at approximately the same time, filling the room with gas.



If you chose to enter the club from the front entrance, a dual entry can still be achieved on the main stage by using the two doors at 1-E.

Follow in behind blue and immediately turn left, climbing the narrow staircase to the sound board operator's stand. From this vantage point, you have a better view of the room. If suspects aren't complying, open fire with the less lethal shotgun while shouting compliance orders. Also, keep an eye on the two side 4 doors (near 1-E) and pelt anyone that runs in. If everything goes as planned, the chaotic entry should be over within a matter of seconds. Rejoin the team on the floor and help secure hostages, suspects, and weapons. If one or both of the two side 4 doors are open, close them for now while making TOC reports.



Be careful with target ID when entering the gas-filled main stage area. Remember, red team is entering through the door on the right—don't shoot them!

SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE



Order both teams to enter the adjoining hall at 1-E. Both doors lead to the same area so it makes little difference which one they use.



Have red team cover this long hallway, aiming toward 1-I. Keep their camera view active so you can also monitor this hall while clearing other rooms with blue team.

With the main stage secure, turn your attention to the two doors along Side 4. Order the element to enter one of these doors (it doesn't matter which one) with CS. Follow behind, joining the team at 1-E, which is a long narrow hallway next to a bar. Immediately order red team to cover down the hall toward 1-I. They must hold this position while you and the blue team flush the suspects out of the side 4 rooms.

Circle around the bar and order blue team to stack up on the door leading into 1-F. While they move into position, turn around and open the door leading into the nearby stairwell. Subdue and secure any hostages or suspects on the steps and continue moving toward the upstairs lounge. When you reach the door, jam it with a wedge.



Place a wedge in the second entry point (2-B) of the level 2 lounge to isolate the suspects inside to the second floor.

Together with the other wedge you placed earlier, this precaution completely traps the suspects on the second floor, preventing them from flanking your team.

Return to blue's position and prepare to clear all the level 1 rooms along side 4—make sure your shotgun is fully loaded. Before entering 1-F, check in with high ground by pressing **page up**. Press **caps lock** to gain control of Sierra 1 and scan through the side 4 window for suspects. The dark storage room is probably empty,

but be ready to disarm any suspects who are visible. If 1-F looks clear, press page up to close the high ground window, then order blue team to enter and clear with CS. 1-F is rather large, so the CS won't cover the whole storage room. Scan the floor for downed civilians—there's usually at least one.



There are plenty of places to hide in the 1-F storage room, so proceed with caution. Check the floor for civilians.

NOTE

While clearing the side 4 rooms, it's not uncommon for suspects to retreat into the I-E hallway, right into the sights of red team. Let red team subdue them while you continue clearing with blue. As long as the suspects are compliant, you can handcuff them and gather their weapons later.

When the storage room is clear, have blue stack up on the door leading into the secondary stage (1-G). This large room may contain a mix of civilians and suspects, so have blue mirror under the door prior to entry. Once ready, order blue to enter and clear 1-G with CS. More injured civilians are likely to be found inside the secondary stage, so don't forget to report them to TOC. Keep moving, this time ordering blue to stack up on the corner door leading into the 1-H office. The office at 1-H almost always contains a suspect, so have blue use the optiwand before storming in. Enter and clear with CS and quickly subdue any suspects using the less lethal shotgun to force a surrender.



CS gas and a beanbag to the abdomen should convince this punk to drop his pistol. Be ready to face resistance whenever entering the 1-H office.

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AND TACTICS

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Suspects attempting to escape may have retreated to the front entrance near 1-I and 1-J. Keep an eye open for both suspects and civilians in this area.



Stand clear as blue team enters and clears the 1-K office with CS gas. Expect to encounter at least one suspect and a downed civilian in this room.

With the side 4 rooms clear, you can now focus on the side 1 entrance. Start off by entering the 1-I hallway from 1-H. A downed civilian may be in this area. Make any TOC reports while ordering blue to stack up on the door leading into 1-J. This area (1-J) is the alternate entry point into the club. Fleeing suspects may have attempted to escape through this T-shaped room, so be sure to have blue mirror the room before entering. Even if it looks clear, order blue to enter with CS in case suspects are hiding around the corners to the left and right. Help blue clear 1-J, then return to 1-I.

Having cleared more than half of the level 1 rooms, it's time to finish this floor off by clearing side 2. From 1-I, turn left to face the door leading into the 1-K office. Order blue to stack up on this door and mirror it. Usually at least one suspect is inside, along with a downed civilian. Have blue enter with CS. Help them clear, blasting any non-compliant suspects with the less lethal shotgun until they surrender. At the back of the room (along the side 2 wall) is a downed civilian. Make the report to TOC then order blue to fall in. Return to the 1-I area and turn left—you should be able to see red team covering the opposite end of the hallway from 1-E.

With blue in tow, move along the 1-E hallway till you reach the door on the left leading into 1-L. This room is a small merchandise booth, with an open sales counter facing the long 1-E hallway. Instead of scanning through the window, throw the door open and peek inside—it's probably empty. Don't enter 1-L; keep moving along the 1-E hallway, scanning the room's interior through the sales counter. At the hallway intersection, peek around the corner to the left, aiming down 1-M. More civilians and suspects may be positioned along this hallway, particularly along the nooks on the right side. If anything looks suspicious, shout a compliance down the hallway and watch for movement. Cautiously enter the 1-M hallway, this time watching the left side nook. Once the hallway is clear, consider ordering red team to clear the 1-N and 1-O restrooms—blue team is probably getting low on CS. Order red to fall in, then have them stack up on the 1-N doorway while having blue cover the area near 1-O. Have red mirror 1-N before entering with CS. Repeat the same procedure on the 1-O restroom at the end of the hallway.



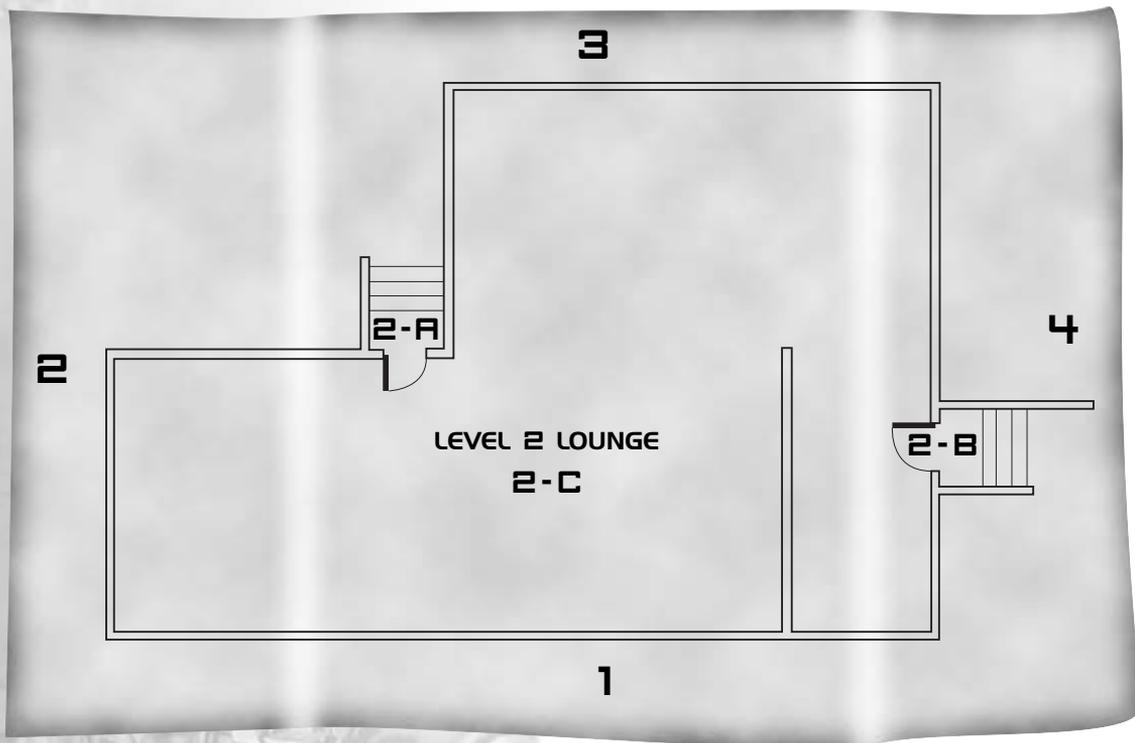
Hold **[E]** to peek down the hallway at 1-M. Scan the nooks on the right side of the hall for hiding suspects and civilians.



Keep a mental tally of how much CS gas blue team has used before ordering them to clear the restrooms. They'll need one more CS gas grenade to make the final assault on the second floor lounge. If blue team is almost out of CS, have red clear the restrooms.



Before staging the final assault on the second floor lounge, scour level I for missed weapons and make any TOC reports you may have overlooked. Press **[ESC] to check the status on weapons and TOC reports. If you've missed any thus far, it will be noted on this screen.**



Set up blue team on this doorway at 2-B. Make sure the wedge is removed and the door is unlocked—they won't have time to breach it when the entry order is given.

Now that level 1 is fully secure, it's time to hit the level 2 lounge. Leave red where they are for now, but order blue to fall in. Return to 1-E, then lead blue up the nearby staircase just outside the wedged door at 2-B. Order them to remove the wedge and stack up. If they report that the door is locked, order them to pick the lock. With blue in place, return to 1-E and order red to fall in. Lead them back through the main stage (1-D), into the nearby lounge (1-C), out into the hallway (1-B), and finally up the stairs at 2-A. Just as you did with blue,

order red to remove the door wedge, then have them stack up on the door. While red is in place, you may want to use your own optiwand on the 2-A door, just to get an idea of what waits inside. The level 2 lounge is usually packed with about three to four suspects as well as a couple of civilians. You'll have to deploy plenty of CS to subdue this crowd.



Identify the two windows along side 3 in the main stage area. To throw your CS grenades through these windows you'll need to aim a little high.

Leave red and blue where they are for now and return to the main stage room at 1-D. Upon entering the room, turn toward side 3, scanning the area above the sound board operator's elevated stand. High on this wall are two open windows. Both of these windows lead into the 2-C second level lounge. You'll need to toss a CS grenade through each window to optimize gas coverage in the lounge before red and blue make their entries. Before tossing your CS, set up your camera view so that you can issue quick orders to both teams. Press `insert` to set the camera on red first.

Now equip your CS grenades. Throw the first one through the window on the left, then toss the other through the window just behind the sound board stand on the right. Once both grenades are in, hit `caps lock` and order red team to enter 2-C with CS. Then hit `home` to switch to blue team, ordering them also to enter with CS. When both teams have their entry orders, hit `caps lock` to regain control of the lead and race up to 2-A to enter the lounge. Along the way, equip your less lethal shotgun and make sure it's filled to capacity.

Expect a chaotic scene when you reach the second floor lounge. Immediately identify standing suspects through the smoke and begin pelting them with beanbags—be sure not to hit your own teammates by accident. Keep moving, shouting, and shooting till all civilians and suspects are compliant. If the combination of CS and beanbags aren't working, pull out your pistol and shoot any non-compliant suspects in the arms or legs. Shooting just one suspect in a non-lethal area will have a negative impact on the morale of all surrounding suspects,



Move into the level 2 lounge as fast as possible. Hit suspects with the less lethal shotgun (numerous times if necessary) until everyone in the room is compliant.

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making them more likely to comply. When all is calm, help the element clean up by handcuffing suspects and civilians. Next, secure all weapons and make your TOC reports. If any officers were downed during this assault, be sure to report them to TOC, too. Now that the club is secure, the paramedics can enter and start evacuating the injured. Good work!



Finish the mission by securing all suspects and civilians. To optimize your score, don't quit the mission until you've gathered all weapons and made all the TOC reports.



VICTORY IMPORTS AUTO CENTER

BRIEFING



January 5–0345 Hours

Barricaded Suspects/Hostage Rescue

Victory Imports Auto Center

487 29th Ave.

OBJECTIVES

- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS
- RESCUE GARY ALTMAN

HERE'S WHAT WE'VE GOT. We are needed for rapid deployment at 29th and Arlington, the Victory Imports Auto Center. Looks like a botched vehicle theft has turned into a barricaded situation.

32 Adam, responding to a 911 call, interrupted two individuals in the process of stealing a car. Upon being ordered to surrender, they fired upon the officers and retreated into the main building. Precise numbers are unknown, but patrol reports seeing at least four individuals, all male. They're armed, and we believe some of them have machine guns. In addition, they have a hostage in there with them: Gary Altman. Altman is a mechanic for Victory Imports, and was apparently working late. He's the one who placed the initial 911 call, which was cut off short. Further attempts to contact him have failed.

We don't have a positive ID on the suspects at this time. Patrol reports seeing young men, late teens to early twenties, light skinned, wearing street clothes; jeans and shirts—but we don't have sufficient evidence to confirm any specifics. As far as M.O. goes, this particular theft is a new one. No local garages have reported similar raids. Looks like we get to nip this one in the bud.

Patrol attempted to call them out, and got no response other than scattered gunfire. However, once the negotiators contacted them, they were more willing to talk. They've requested food and body armor; both requests have been denied since they're either unwilling or unable to free Altman. At 0330, the suspects issued an ultimatum demanding to be allowed to go free. Further communications with the suspects have gotten shorter and more strident. Negotiations are at an impasse, and they're concerned for Altman's safety, since it looks like the suspects are getting desperate. Time for us to end the standoff.

Location Information



487 29th Avenue,
Victory Imports Auto Center

The lower level is repair and parking facilities. We believe the second floor to be primarily office space. Entries are either from above, through the roof, or from below, through the underground parking area.

ENTRY OPTIONS



Side 1, Level 0:
Parking area north
entrance



Roof: Roof access door

SUSPECTS



Suspect Names:
Unknown
Vitals: Unknown

CIVILIANS



Hostage Name: Gary Altman	Height: 5'11"	DOB: 03/12/1972
Sex: Male	Weight: 210	Age: 36
Descent: Caucasian	Hair: N/A	
	Eyes: Brown	

Day-Mechanic at Victory Imports. Called 911 to report attempted auto theft; presumed to be inside the shop's offices.

MISSION SUMMARY

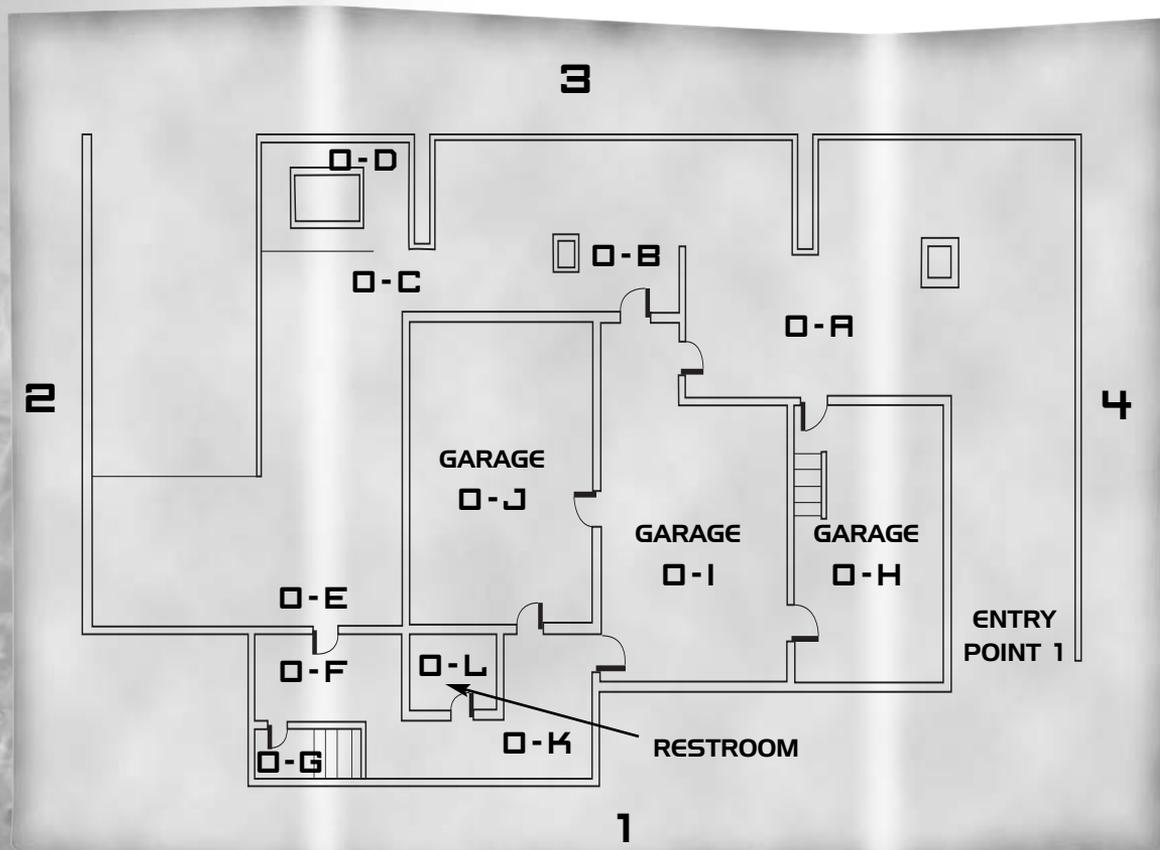
The flighty disposition of the suspects can make this mission tough, and the facility's awkward layout doesn't help. It's unclear what their initial motives were. Expect between 9 to 11 suspects, armed with a mix of handguns and submachine guns. None are wearing body armor, so a non-lethal assault is advisable. Most of the suspects will run away at the first sight of the entry team, but others will hold their ground and fight. This makes them particularly dangerous, especially if they're near a hostage. In some situations, panicked suspects may turn their weapons on a hostage—don't let this happen. Deploying CS gas and less lethal shotguns is the best way to deal with these suspects.

Gary Altman made the 911 call, but he's not the only hostage. In addition to Altman, expect to find two or three other male hostages, all garage employees. The long ordeal has made a few of the hostages irritable, so they may resist arrest. If necessary, use CS or a beanbag to make them comply. A downed civilian can also be found inside the lower-level parking garage, not far from the level 0 entry point.

SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal Shotgun				
Secondary	M1911 (JHP)	M1911 (JHP)	Taser Stun Gun	M1911 (JHP)	Taser Stun Gun
Tactical 1	CS Gas				
Tactical 2	CS Gas				
Tactical 3	CS Gas				
Tactical 4	Door Wedge				
Tactical 5	Optiwand	Optiwand	Flashbang	Optiwand	Flashbang
Breaching	Shotgun	C2	Shotgun	C2	Shotgun

TACTICAL WALKTHROUGH





Choose the level 0 entry point to secure and lock down the lower level parking garage before it's overrun by trigger-happy suspects.



Order red and blue teams to wedge both of these doors near the van at 0-A. Jamming all the level 0 doors leading into the parking garage keeps all the suspects inside the building, where they're easier to hunt down.



While searching the parking garage for suspects, use the concrete walls and pillars for cover. Use **Q** and **E** to peek around corners.

Although the rooftop entry looks interesting, your team needs to secure the level 0 parking garage first, especially if you're using non-lethal weapons. Entering from the rooftop would only force a number of suspects to flee into the lower level parking garage and lead to dangerous firefights. The wide open spaces of the parking garage also make your tactical aids less effective, putting your team at a major disadvantage. So your first priority is to secure and lock down the parking garage quickly in an attempt to contain all suspects within the building.

Start off by ordering the element to fall in. Lead them down the garage's entry ramp. As you approach 0-A, stay along the left side of the ramp. At the corner, peek right (**E**) and scan the area near the two doors (leading into 0-H and 0-I) for suspects. Immediately pelt any suspects with beanbags before they can run inside the building. When the area near the doors is clear, step right (**D**) around the bullet-riddled van. Along the driver side of the van is a downed civilian—report to TOC. With 0-A clear, approach the two doors. Have red team deploy a wedge on the door leading into 0-H while blue wedges the 0-I door. Secure any suspects and weapons, then order the team to fall in.

Next, lead the element toward 0-B, peeking right around the concrete wall before entering. While moving into 0-B, scan the second door leading into 0-H, then swing your weapon right to check the next area of the parking garage at 0-C. While covering this area, order the element to jam the second 0-H door with a wedge. Once the door is wedged, have the element fall in and cautiously approach 0-C.



Toss a CS grenade into the chain-link-enclosed area at 0-D prior to clearing. Listen for coughing sounds, then confront any suspects or hostages hiding nearby.

suspects or hostages. Also keep an eye on side 2 of the garage—there may be a suspect near the chain-link fence blocking the garage's second entry ramp.



After entering the building, use an optiwand on the small closet (0-G) under the stairs. There may be a hostage or suspect inside.

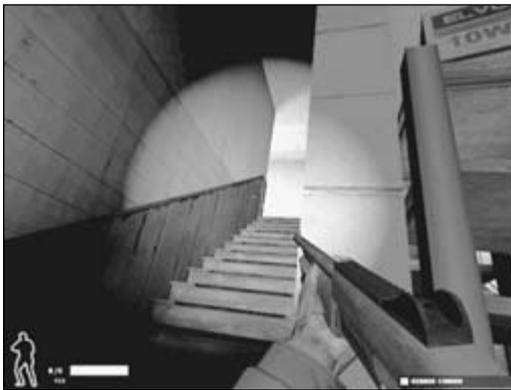
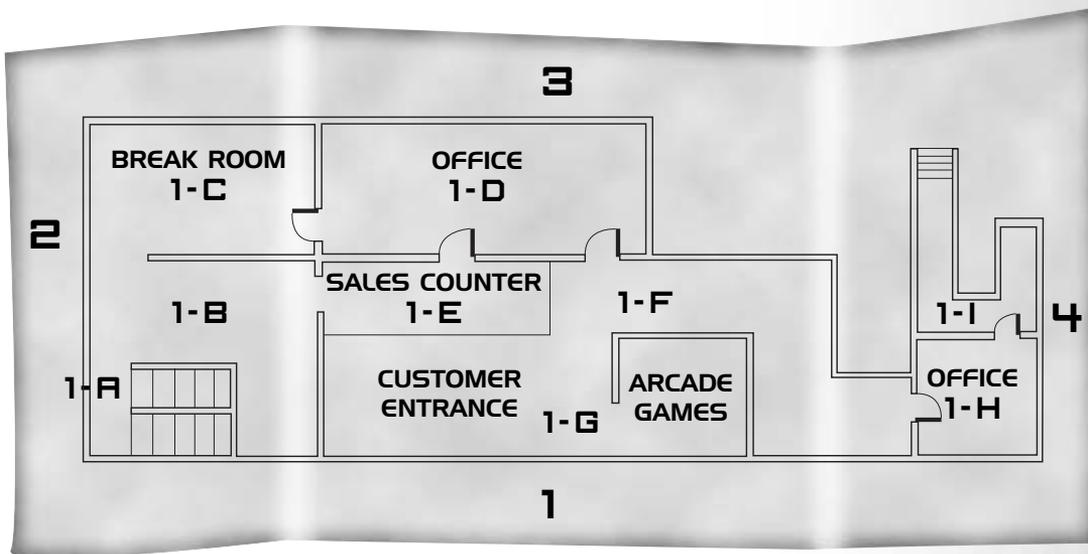
the element at 0-F. Close the door leading out to the parking garage (at 0-E), then have the team place a wedge on the door. This seals off the parking garage, locking you inside the building with the remaining suspects. Order the element to fall in and cautiously make your way toward the nearby staircase. Before climbing the stairs, scan the room at 0-K.

Stay along the left side wall of the parking garage while moving toward 0-C. First, scan the area to the right (the area enclosed by a chain-link fence at 0-D). If it's clear, keep moving and peek around the corner aiming toward the door at 0-E. If it's safe, enter 0-C, then move into the chain-link fenced area at 0-D. There's usually one suspect or hostage hiding in this area. Deploy some CS and circle around the large piece of industrial equipment until you find them. Secure any suspects at 0-D, then return to 0-C, aiming at the door near 0-E. While moving to 0-E, continue scanning behind the cars for any

When you reach 0-E, order the element to stack up on the door (to 0-F) and mirror for suspects—it's time to enter the building. Order the team to enter 0-F with CS gas and follow in behind them. Subdue and secure any suspects inside this area, then move toward the corner closet at 0-G. Leave the team where they are for now and handle this closet yourself. Begin by scanning beneath the door with your optiwand—if anyone is inside, you should see them. Finally, open the door and clear 0-G. This is a potential hiding spot for Gary Altman. Secure any hostage or suspects in 0-G, then return to



After entering, don't forget to place a wedge on the door at 0-F to prevent suspects from gaining access to the parking garage.



Peek up the staircase before leading the element to level 1. Don't run while moving up the steps—excessive speed produces more noise and may alert suspects on the next floor.

Lead the element upstairs to level 1, creeping up the steps at a slow, steady pace. Moving quickly will alert any suspects at the top of the stairs, so proceed cautiously. You reach 1-A, immediately turn right and scan the areas of 1-B and the adjoining room at 1-C. Order the element to cover this area. Now turn around and peek right, up the next set of stairs— a suspect may be waiting here. Clear this staircase, then make your way to the door at 2-A. If the door is open, suspects are probably on the roof. Instead of clearing the roof now,

close the door and place a wedge on it. Even if the door is closed, jam it with a wedge to seal off the roof. If necessary, you can assault it later.

Return to the element's position at 1-A and order them to fall in. Step out into 1-B and search for suspects and hostages. Step left (toward 1-C) until you can see behind the service counter at 1-E. If it's clear, turn around and order the element to enter 1-C with CS gas. While they assault 1-C, continue searching 1-B, particularly the small nook behind the staircases. This area often contains a suspect and hostage. Subdue and secure anyone you encounter, then approach the doorway leading into 1-E. Suspects may be hiding behind the service counter. Use the optiwand to scan this small area. If it's empty, rejoin the element at 1-C. But if someone is hiding at 1-E, subdue him while staying in 1-B—even if he gives up, don't enter 1-E yet.



Be wary of suspects waiting at the top of the steps near 1-B. Hit them with a beanbag first, then shout a compliance order.



Gary Altman is likely to be found in the break room at 1-C. If he isn't compliant, order the element to hit him with a Taser.



Gary Altman can usually be found in one of the three following rooms:

- * The closet beneath the stairs at O-G
- * The break room at I-C
- * The office at I-H

In 1-C, the element may have found Gary Altman. Secure and report him, then order the element to enter 1-D with CS gas. This is one of the larger rooms, so the CS may not affect suspects on the room's far side. Be prepared to pelt any suspects with beanbags while helping the element clear the room. Ignore the 1-E doorway for now, and have the element stack up on the door leading into the 1-F hallway. Order a CS entry into 1-F. Follow in behind the element and quickly move into the customer entrance and waiting area at 1-G. If any suspects are hiding near the arcade games, they're choking on CS. Secure any suspects in this area. If necessary, you can now return to 1-E and handcuff any compliant suspects behind the service counter.



Usually a suspect is hiding near the arcade games at 1-G. Deploying CS near 1-F should be enough to gas him.



Draw your pistol before entering 1-H. If you encounter suspects on the catwalk outside or in the garage below, you'll need a weapon capable of penetrating the office window.

Order the element to fall in and cautiously lead them through the zigzag hallway of 1-F. You eventually come to a door leading into an office (1-H) overlooking the 0-H repair garage. Have the element stack up on the door while equipping your pistol. This time order the element to deploy CS into 1-H—don't order them to enter. Wait till they open the door and toss in a CS grenade, then drop to a crouch (C) and enter 1-H with your pistol drawn. Subdue any suspects or hostages in this room, then turn left to peer out the window. Scan the level 1 catwalk first for suspects, then turn your attention to the 0-H garage floor. If you see any suspects, fire your pistol through the window and try to hit them in the arms or legs. When 0-H looks clear, order the element to fall in and lead them out onto the catwalk at 1-I. Keep your pistol armed while navigating the catwalk.

Descend the stairs from 1-I to reach the 0-H garage floor. Now you can switch back to your less lethal shotgun. Secure any hostages or suspects in the garage, then order the element to stack up on the door leading into 0-I. Have the element mirror the room first. If multiple contacts are inside, order the element to deploy CS into the room

first. Once the CS is in, have them enter and clear with a flashbang. The 0-I garage is large, so the CS and flashbang may not affect suspects at the garage's far end. Move quickly to clear the room, blasting any non-compliant suspects with your less lethal shotgun. When it's clear, help the element clean up by handcuffing suspects and gathering weapons.

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AND TACTICS

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When using firearms in the garage area, watch your fire around these red hand-held gas cans. If hit by gunfire, these flammable containers explode, potentially injuring or killing anyone nearby.



Order CS gas entries on both of the large garages at 0-I and 0-J. However, one CS gas grenade won't be enough to fill each room, so stay on your toes.



When clearing the 0-J garage, make sure your flashlight is activated by tapping [V]. Suspects like this one may be hiding in a dark corner.

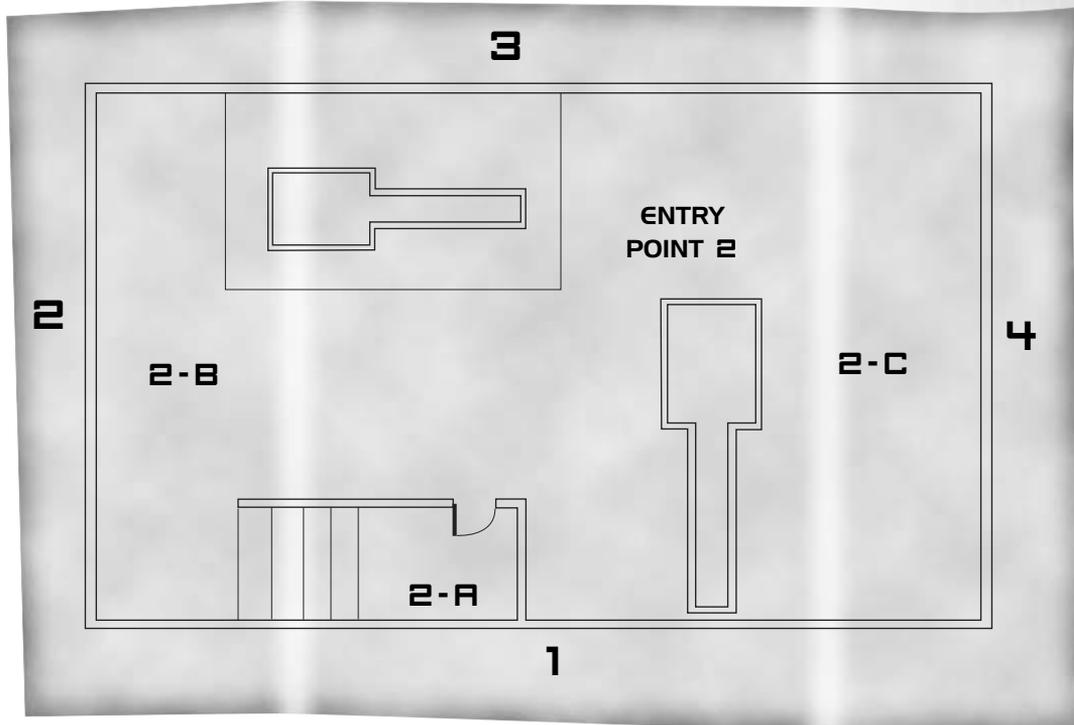
The last repair garage (0-J) is the largest. From 0-I, have the element stack up on the door leading into 0-J. Order them to scan the room with an optiwand to get an idea of what's waiting on the door's other side. Even a thorough scan won't reveal anyone hiding behind the large SUV. The best solution is to fill the room with CS. Equip a CS gas grenade, then order the element to enter and clear 0-J with CS. As soon as the element throws the door open, toss your CS grenade in, aiming toward the far side 2 wall. Quickly switch back to your less lethal shotgun and follow the element inside. Circle around the passenger side of the gray SUV and subdue any suspects or hostages you encounter.

Secure any suspects and weapons in 0-J, then order the element to stack up on the door leading into 0-K. Order a CS gas entry on the door, and follow the element inside. You'll find yourself in a small room near the staircase you ascended earlier. Between 0-K and the staircase is a small restroom (0-L). Order the element to mirror this room—a suspect may be hiding inside. If this is the case, have a team member drop a CS gas grenade on the floor before opening the door and clearing the restroom.



If suspects are barricaded in the small restroom at O-L, an easy way to deal with them is to blow the door open with a C2 charge. In most cases, the concussion knocks out anyone inside the small room.

Taking incapacitated suspects into custody subtracts from your mission score, but it's better than catching a bullet at point blank range.



If you've cleared level 0 and level 1 and the mission isn't complete yet, there's at least one suspect on the roof. Order the team to fall in and lead them up the nearby stairs, taking them to 1-A, then up to 2-A. At the 2-A door, have the element remove the wedge you placed earlier. Next, have them mirror for suspects. Any suspects on

SWAT4

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the roof may not be visible from this position, so don't put too much faith in the optiwand. Regardless of what the team reports, order a gas entry onto the rooftop. Upon entry, sidestep left while aiming toward side 3. Creep out toward 2-B, keeping your shotgun aimed at the side 2 corners of the rooftop. If this area is clear, the suspect may be hiding behind the ductwork near 2-C. If you don't have any CS gas grenades left, order the element to toss one on this side of the roof before clearing. Subduing and securing all suspects on the roof should complete the mission. Before ending it, make sure you've collected all weapons and made all the TOC reports to maximize your mission score.



Exercise extreme caution when stepping out onto the roof. Suspects may be hiding behind the ductwork or behind the stairwell. You've come too far to die now.



RED LIBRARY OFFICES

BRIEFING



January 25–1805 Hours

Barricaded Suspects/Hostage Rescue

Red Library Offices

732 Gridley St.

OBJECTIVES

- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS
- RESCUE WARREN ROONEY

JUST AFTER 1400 THIS AFTERNOON, multiple gunmen stormed the offices at the Wainwright Mill Center building. They shot their way through several of the businesses, until getting pinned down by patrol in one of the offices.

This started with an attempted bank robbery at the Community Savings and Loan. However, the suspects tripped the alarms early in their attempt, alerting both the bank's security and local police. Instead of attempting to flee, they seem to have tried to continue to break into the bank, but were foiled by the vault security.

When confronted by security, the suspects shot two of them, and then fled. After a brief vehicle pursuit with patrol officers, the gunmen crashed into the offices at Wainwright Mill Center and took refuge in the Red Library office. Patrol pulled back and established a perimeter.

Red Library is a software company, specializing in data storage. Its employees often work on Saturdays, and so we suspect that is was the first unlocked office the gunmen found. Unfortunately, that also means the office was occupied when they went in.

Negotiators have been talking with them since about 1530. The overall estimation is that while these guys are heavily armed, they don't really know what they are doing. So far, the suspects have demanded an escape route and five million dollars, in exchange for their "multiple prisoners." Negotiators have managed to get four hostages freed, in exchange for two gas masks and two armored vests. The freed hostages can't give us an accurate count of employees, since no one knows how many employees were working today. The recent spate of gunfire means it's time to go in and rescue the rest of the hostages.

Location Information



732 Gridley Street,
Red Library Inc.

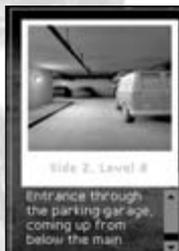
The long standoff allowed us to get the plans for the building. Thanks to the released hostages, we have a pretty good idea for the layout of some of the cubicle dividers.

Sierra 1 is covering side 2, level 3; looks to be an employee break area; Sierra 2 is covering side 4, level 3.

ENTRY OPTIONS



Side 1, Level 1: The reception area's shielded side entrance



Side 4, Level 0: Entrance through the parking garage, coming up from below the main offices

SUSPECTS



Suspect Names:
Unknown
Vitals: Unknown

Multiple, well armed suspects.

CIVILIANS



Hostage Name: Warren Rooney	Height: Approx. 6'0"	DOB: Unknown
Sex: Male	Weight: Approx. 180	Age: Approx. 45
Descent: Caucasian	Hair: Brown	Eyes: Hazel

CEO of Red Library Inc. Described by coworkers as a stern but fair employer.

MISSION SUMMARY

An unusual chain of events has landed approximately 15 heavily armed bank robbers inside the Red Library Offices. Expect to encounter suspects armed with a mix of shotguns and AK-47 assault rifles. Some are also equipped with a back-up pistol, so even if they drop their primary weapon, they may still pose a threat. Because their original intent was bank robbery, most of the suspects are well prepared for a showdown with law enforcement, wearing bullet-proof vests and gas masks. Their gas masks make CS and OC totally ineffective, so equip the team with flashbangs or sting grenades. The suspects' bullet-proof vests and aggressive demeanor pose an even bigger problem. While it's possible to clear this mission with less lethal shotguns, doing so is extremely difficult and dangerous. For this reason, equip the element with firearms and full metal jacket (FMJ) ammunition.

Making matters worse, several office employees have been taken hostage. The company's CEO, Warren Rooney, along with approximately 12 employees remain inside the offices. They can be found dispersed among the building's three floors.

At least two of these employees have suffered gunshot wounds and are incapacitated. The biggest threat to the hostages is getting caught in the crossfire between the suspects and your entry team. But in some rare cases, a suspect may begin executing hostages if they feel cornered. Move quickly and decisively to prevent lengthy firefights and stand-offs.

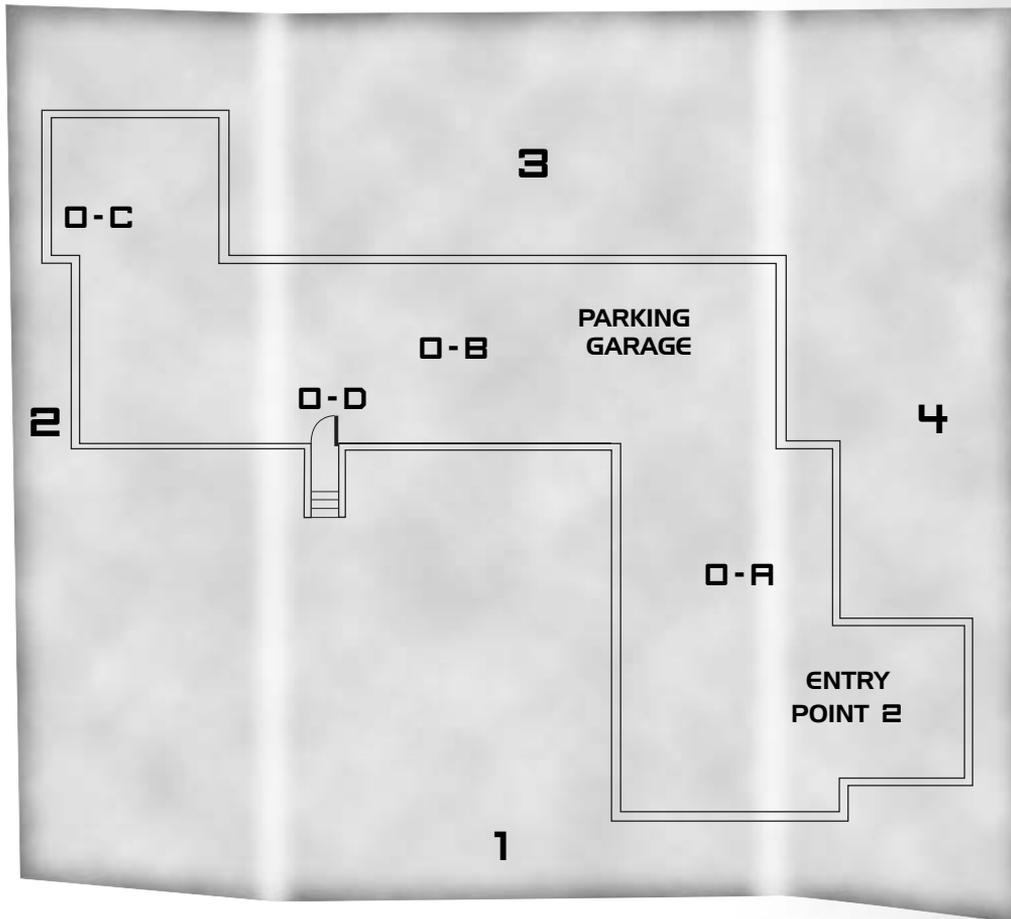
Of the two high ground positions, Sierra 2 has the most useful vantage point, covering the side 4 conference room on the third floor. This room usually contains two hostages and two suspects; carefully confirm target IDs before squeezing the trigger. If possible, use Sierra 2 to disarm suspects in this room before the entry team moves in.

SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal Shotgun	.45 SMG (FMJ)	.45 SMG (FMJ)	M4A1 Carbine (FMJ)	M4A1 Carbine (FMJ)
Secondary	M1911 (FMJ)	M1911 (FMJ)	Taser Stun Gun	M1911 (FMJ)	Taser Stun Gun
Tactical 1	Pepper Spray	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 2	CS Gas	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 3	Flashbang	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 4	Door Wedge	Door Wedge	CS Gas	CS Gas	CS Gas
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun



TACTICAL WALKTHROUGH



Most of the suspects are inside the office building, but a few might be guarding the level 0 parking garage. Move through this area slowly and always peek around corners.

Before entering the mission, choose the level 0 entry point, positioning the element in the lower level parking garage. This puts the entry team close to the side 3 stairwell. The side 3 stairwell provides access to all three floors of the office building, increasing the team's tactical options. This also allows the team to eliminate a number of suspects before entering levels 1 and 3, where the majority of hostages are located.

Start off by ordering the element to fall in and activating your flashlight [V]. Step up behind the red van on the right, then hold [Q] to peek left while aiming toward 0-A. There may be a suspect hiding along the front side of the van. Side-step to the left until you can totally scan this small dark nook. Continue on to the next section of the garage, hugging the wall on the left. At the corner, peek left [Q] and scan the area at 0-B for suspects. When it's clear, step out toward 0-B, ordering the element to stack up on the door at 0-D. While the team moves into position, side-step right and aim at the small alcove at 0-C. Use the nearby SUV for cover while you scan this dark corner. Return to the element's position at the 0-D door and order them to pick the lock. Before entering, have the element scan the stairwell beyond with the optiwand. If it's clear, order the team to fall in and open the door.

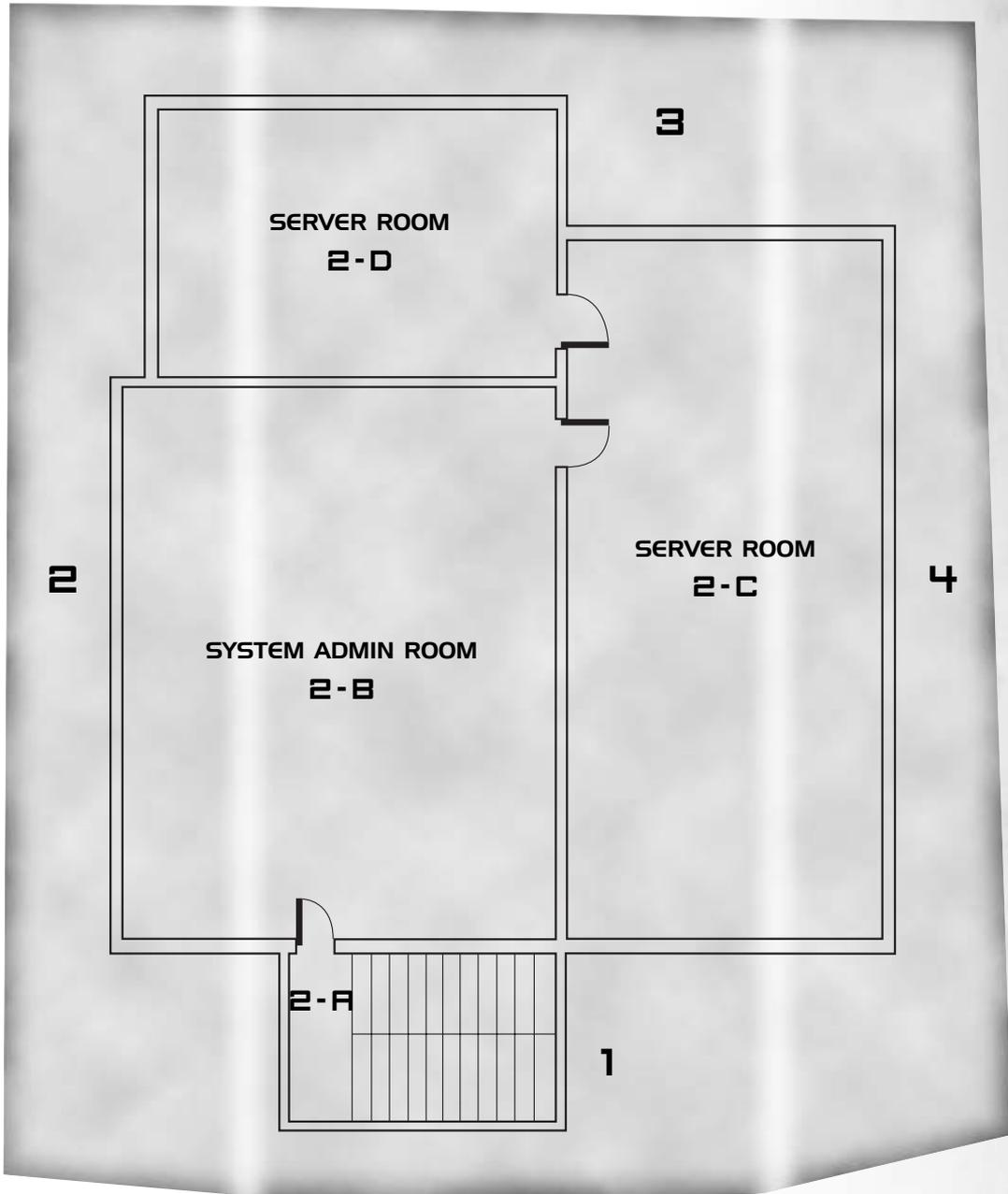


Enter the stairwell through this door, but keep it quiet. Pick the lock and scan beneath the door before entering.

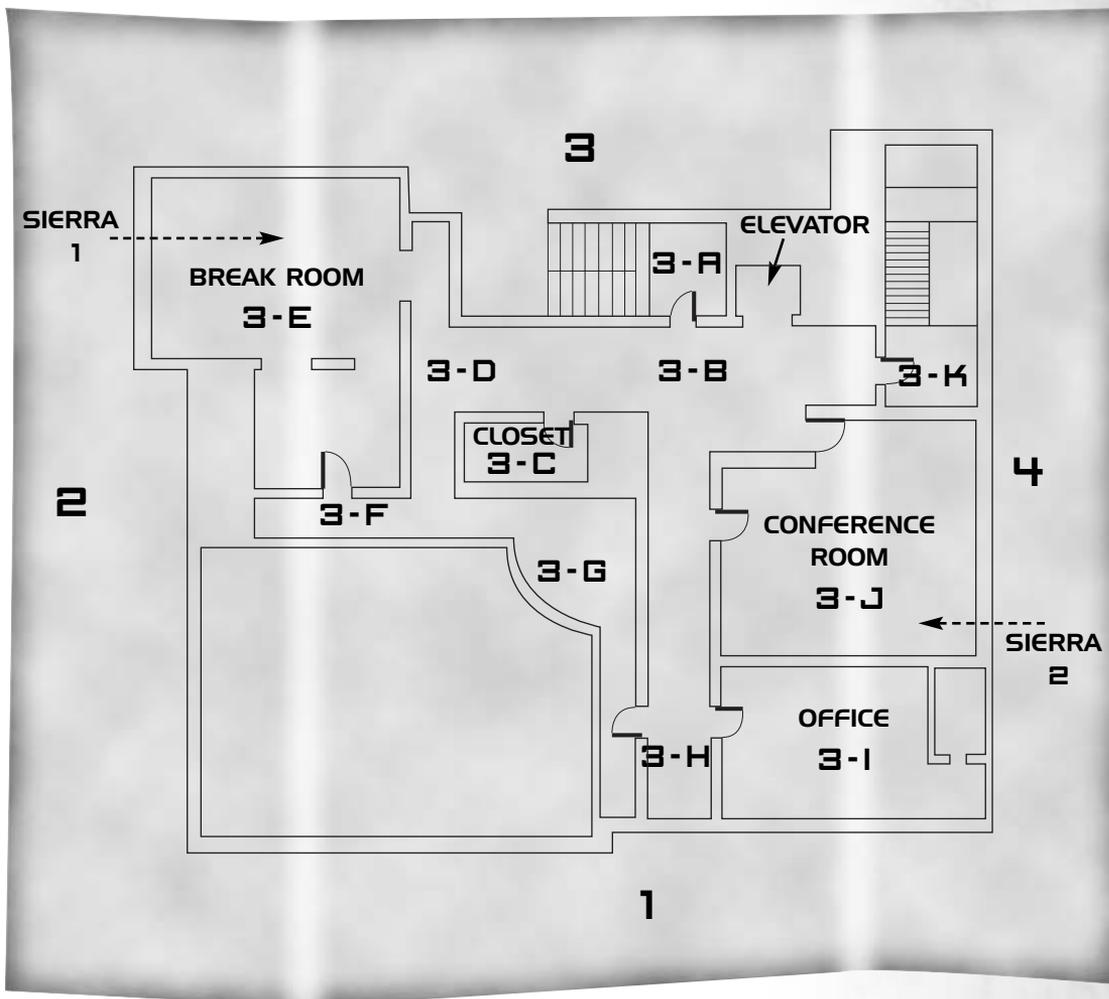
Enter the stairwell slowly, stopping occasionally to listen for suspects on the steps above. Always keep your weapon pointed upward while climbing the stairs to level 1. When you reach the level 1 door (1-A) order the element to jam it with a wedge. This keeps suspects on level 1 from entering the side 3 stairwell while your team secures levels 2 and 3. Keep aiming up at the level 2 landing while the team deploys the wedge. Once the wedge is placed, order the element to fall in, make your way up to the level 2 landing while aiming along the staircase leading up to the level 3.



Walk backward up the stairs so that you aim up at level 2. These wooden steps can be loud, so move slowly to avoid tipping off any nearby suspects.



RED LIBRARY OFFICES



Pull out your optiwand and scan the level 3 hallway before ordering an entry. Stand directly in front of the door to get a full 180-degree view.

With level 2 secure, order the element to fall in. Cautiously step out onto the stairwell at 2-A, aiming up at the level 3 landing. If the level 3 door is still closed, the stairwell should still be clear. Lead the element up to this door (3-A) and order them to stack up. Before ordering an entry, step up directly in front of the door and use your optiwand. Carefully scan the T-shaped hallway beyond to spot suspects. If the hallway is clear, order the element to enter and clear. But if any suspects are visible, have the team use a flashbang prior to entry.

SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE



Order blue team to cover this hall (3-H) while you clear the nearby closet with red team.

As soon as you enter the hallway at 3-B, scan all three directions for suspects. If it's clear, order blue team to cover the hall, aiming toward 3-H. Then have red cover the hall at 3-D. Meanwhile, move to the left side of the hallway and place a wedge on the door leading into the side 4 stairwell at 3-K. This completely cuts off the third floor from the rest of the building. Return to 3-B and order red to fall in—leave blue covering the 3-H hallway. Have red stack up and mirror the door leading into the small closet at 3-C. If an armed suspect is inside, have them deploy a

flashbang before entering. But if there's just a hostage, they can enter and clear without a tactical aid. Help them secure any hostages or suspects in the closet, then order red to fall in, leading them back toward the 3-D hallway.

Before stepping out into 3-D, scan the break room at 3-E. You may be able to see some hostages inside. Shout compliance orders until they drop to their knees. Now, turn to the left and scan the balcony near 3-F. If the balcony is clear, turn back to the break room at 3-E and have red team enter and clear with CS gas. The break room is usually occupied by at least two hostages. If they're stubborn, the CS will help make them comply.



Even after deploying gas into the break room (3-E), enter with caution. The CS won't have any effect on suspects equipped with gas masks.



Before storming into the break room at 3-E, check in with Sierra I. He may have a clean shot at a suspect. At the very least, he may be able to see what the suspects are wearing and how they're armed. This will help you choose which tactical aids are most effective for entry.



In 3-E, mirror the door leading out to the balcony at 3-F. Scan this corner to the right and look for any suspects waiting to ambush the team.

return to the hall at 3-D and drop a CS gas grenade out onto the balcony. Assuming he isn't wearing a gas mask, this should cause him to cough. Peek around the corner and pelt him with a beanbags till he surrenders.



Use the level 3 balcony to scan the cubicle area (1-I) on the first floor. Leave blue team here to provide cover.

a few suspects) will comply immediately at the sight of the entry team's show of force. Keep scanning level 1 and shouting compliance orders until all visible suspects and hostages are compliant. Side-step left along the balcony till you reach 3-G. Order blue to cover the cubicle area from this spot. With their M4A1 assault rifles they can easily neutralize any suspects who move into view below. They'll need to hold this position while you lead red through the rest of level 3 and assault level 1.

Help red secure any hostages in 3-E, then focus on the door leading onto the balcony at 3-F. If the door is open, close it. Equip your optiwand and scan behind this door. You'll be able to see the entire L-shaped balcony/walkway overlooking the cubicle area on level 1. A number of hostages and suspects are likely hiding among the cubicles, so this level 3 vantage point gives your team a tremendous advantage in securing this area. Before putting away your optiwand, scan the balcony to the far right. There may be a suspect hiding here, waiting to ambush the team as they exit 3-E. If this is the case,

Now it's time to storm the balcony and help clear the cubicle area (1-I) below. Have red stack up on the door in 3-E. Next, position blue team along the hall in 3-D. While standing behind blue at 3-D, hit to activate red team's camera view. Tap and order red to enter the balcony at 3-F. Once red has their order, press again and order blue team to move out onto the balcony. Follow in behind blue and immediately find a place along the balcony railing. Carefully scan the cubicle area at 1-I and fire a bean bag at anyone who looks suspicious. Most hostages (and even

Order red team to fall in and lead them to the adjacent hallway at 3-H. Before stepping out into the hall, peek through the doorway to make sure this area is still clear. Next have red team stack up on the door leading into the corner office at 3-I. This is Warren Rooney's office. A suspect might be trying to crack a safe at the back of the room. Even a optiwand scan might not reveal this suspect—Rooney's large black chair at his desk may be blocking the view. Order red team to flashbang the room on entry and hope for the best.



This suspect (and Warren Rooney) can usually be found in the back corner of the 3-H office, near a wall safe.

The flashbang probably won't have much of an effect on the suspect, so be prepared to enter and open fire with the less lethal shotgun. Rooney may be in the back corner of this room too, so watch your fire, especially if you're using a firearm. When the excitement is over, secure any suspects, hostages, and weapons, then lead red team back to the 3-H hallway.

From Rooney's office, turn right and approach the next door on the right. This leads into the conference room (3-J). Have red team stack up on this door—if it's locked, order them to pick the lock. Leave red where they are and move toward 3-B and turn right. A second door provides access into this same conference room. Prepare to set up a dual entry. But first, check in with Sierra 2 by tapping page up twice. Next, press caps lock to scan the conference room window. Scan for suspects and try to shoot their hands or arms so they drop their guns. Disarming any suspects now makes entry much easier.

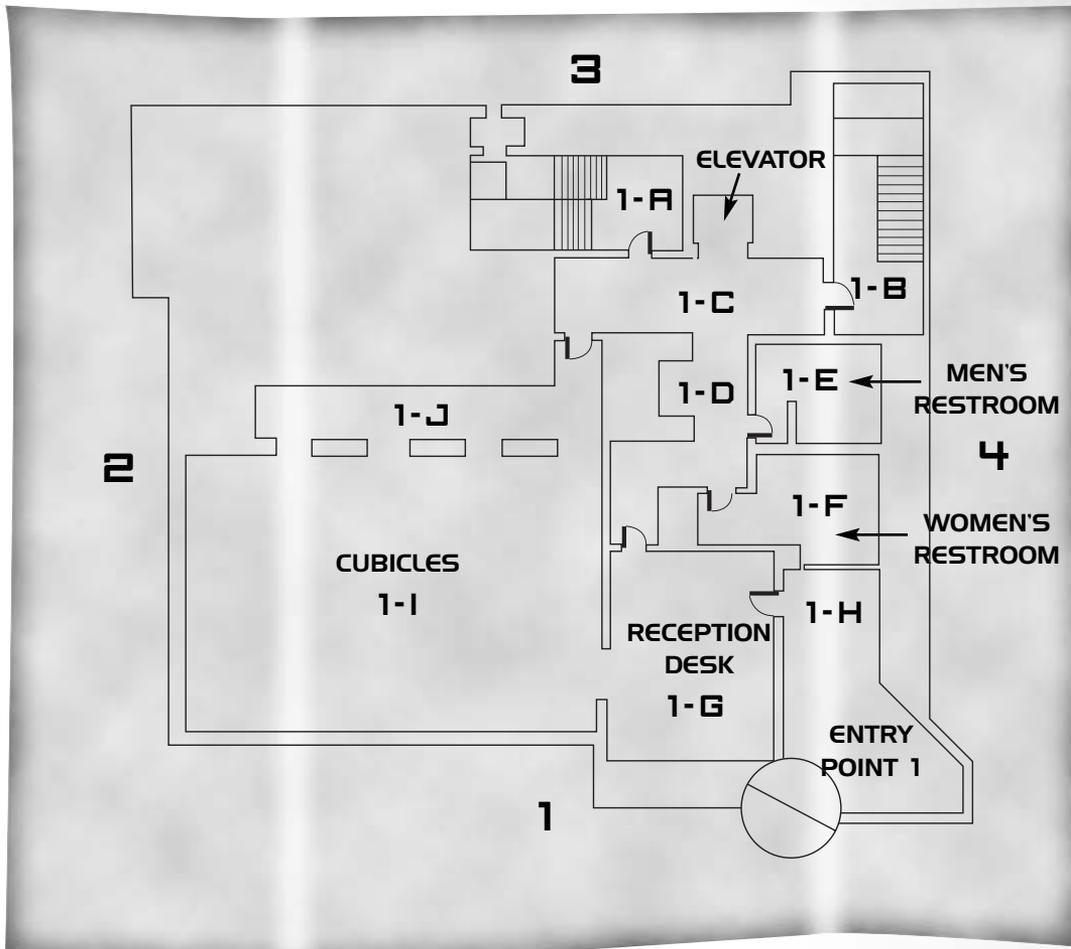


Make the most of Sierra 2's view of the conference room by neutralizing any visible suspects before the entry team moves in.



Perform a dual entry on the conference room with red team, tossing flashbangs through both doors. Watch your targets while clearing—usually, a couple of hostages are inside.

Now prepare for entry. Make sure the door (near the side 4 stairwell) is unlocked and equip a flashbang. Press **insert** to bring up red's camera view, then press **caps lock** to gain control of them. Order red team to enter their door with a flashbang. Tap **caps lock** again, open your door, then toss your flashbang inside the conference room. Turn away from the door and wait for both flashbangs to go off before entering with your less lethal shotgun in hand. Upon entry, blast any suspects with beanbags till they surrender. Continue moving and clearing till all occupants are compliant. Secure all hostages, suspects, and weapons, then make your TOC reports.



SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE

Order red to fall in and lead them out to 3-B. Approach the stairwell at 3-K and remove the wedge you placed earlier. Open the door, then peek out to the right to scan the steps leading downstairs. Slowly step out onto the level 3 landing and look directly down with your flashlight on. Shout a compliance order and watch for any commotion. If it looks clear, slowly descend to level 1. At the bottom of the steps, scan the area beneath the stairs—usually a hostage or suspect is hiding here. Subdue and secure them, then have red stack up on the door at 1-B. Use your own optiwand to scan the area beyond for suspects. If it's clear, have red team enter and clear.

Follow red team into 1-C, scanning the hallway (1-D) to the left. Next, look inside the elevator and report the downed hostage—the door is repeatedly opening and closing on his head. Move down the 1-D hallway and order red to stack up on the door leading into the 1-E restroom. Due to the shape of the room, an optiwand sweep won't help much here, so just order red to enter and clear with a flashbang. Order them to secure any hostages and suspects, then have them repeat the same action on the next restroom at 1-F.



Descend to level 1 using the side 4 stairwell. When you reach the bottom, check beneath the stairs for hostages and suspects.



While clearing the restrooms, search each stall for suspects and hostages. If you see legs, stop and shout a compliance order. Aim your weapon at the stall and wait for a response.



When entering the restrooms, use the mirrors near the sinks to scan the rooms for hostages and suspects.



If you have a sting grenade, toss it behind the reception desk before clearing room 1-G. It should stun anyone hiding behind the desk, buying you enough time to enter and subdue them.



Despite having cleared the cubicle area from level 3, there may still be a few suspects hiding in 1-I. Stay on your toes!



Help red team round up the last of the hostages and suspects in 1-I to complete the mission.

Once the restrooms are clear, order red team to fall in and lead them back out into the 1-D hallway. Follow the hallway toward the door leading into the reception desk area at 1-G. If the door is open, close it and use your optiwand to scan the room. The reception desk is a popular hiding spot, but you may not see any suspects from this doorway. Have red team enter 1-G with a flashbang. Follow red in and keep your weapon aimed at the reception desk. If the room is clear, turn toward the next door leading to the office complex's main entrance at 1-H. Use the optiwand on this room, too, before entering and clearing with red.

After clearing the front rooms, return to 1-G and prepare to assault the maze of cubicles at 1-I. Make sure your shotgun is filled to capacity before stepping into the cubicle area. Even with blue team covering from level 3, there are many blind spots they can't see, so move in slowly, taking the time to peek around every corner. Pay particular attention to the small hallway at 1-J. This area runs just beneath the level 3 balcony and may contain previously unseen suspects or hostages. As you encounter compliant hostages, order red team to secure them before continuing the search. Keep moving toward the side 2 wall until all hostages and suspects are secure. This should conclude the mission. Hit `[esc]` to check in on the weapon and TOC report status before exiting to the debriefing. Collect any missed weapons and find any unreported hostages or suspects before ending the mission.

NORTHSIDE VENDING AND AMUSEMENTS

BRIEFING



February 24—1732 Hours
High Risk Warrant Service
Northside Vending and Amusements
1092 Westfield Rd.

OBJECTIVES

- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS
- ARREST LOUIE BACCUS
- NEUTRALIZE SIMON GOWAN
- NEUTRALIZE ALLEN KRUSE
- RESCUE DETECTIVE WALSH

THIS ONE'S A LITTLE STICKY. Vice has been keeping an eye on Northside Vending and Amusements for the last three or four weeks. They've been building a case against an alleged bookmaking operation going on in the basement of the business. Undercover detective Jeremy Walsh has been working closely with the suspects, and today received an invitation to enter the bookmaking area.

All went smoothly until Walsh was out of sight. Walsh's wire reported that he was still talking to the suspects, who showed no evidence of suspecting him. Less than ten minutes later, there was a sudden burst of static, and then Walsh's wire went dead. If everything was going as expected, Walsh would already be back, since he was supposed to go in,

place one bet, and come right back out. With no way to determine Walsh's actual state, we're assuming he's in danger and it's time to go in after him.

We know at least three individuals are present. The first, Louie Baccus, is the owner of the business. The other two are Allen Kruse and Simon Gowan. Kruse and Gowan are believed to be the movers behind the bookie operation, with Baccus providing cover and space. Vice believes there are additional suspects inside, acting as bookies and runners. Numbers are unknown, but could go as high as ten suspects total. That's one reason Walsh was sent in, to determine the exact number of players.

Kruse and Gowan have extensive records, ranging from petty larceny to assault with a deadly weapon. Assume both are armed and dangerous. Baccus is an unknown, but given his compatriot's histories, better to assume he is armed as well. Note that Walsh's last recorded statement was one of surprise at "the size of your setup." Sounded like he was impressed, which can't mean anything too good for us.

We have a layout for the shop, but we don't have anything on the basement. We know it's accessed through the storage areas, but we don't know anything about the bookie's territory. Keep your eyes open; there could be any number of surprises. Time to get Detective Walsh out, and get the suspects under control. Choose your gear carefully and move out.

Location Information



1092 Westfield Road,
Northside Vending and Amusements

Sierra 1 has coverage on side 3 level 1; they report a large warehouse-type room.



Entry Option

Side 3, Level 1: Back door into the establishment

SUSPECTS



Suspect Name:	Height: 5'10"	DOB: 01/02/1964
Allen Kruse	Weight: 150	Age: 44
Sex: Male	Hair: Brown	
Descent: Caucasian	Eyes: Blue	

Appears almost daily at the Northside Vending. Has been convicted of illegal possession of firearms and simple assault. Arrested for racketeering, but not convicted.



Suspect Name:	Height: 6'2"	DOB: 07/29/1979
Simon Gowan	Weight: 210	Age: 29
Sex: Male	Hair: Light Brown	
Descent: Caucasian	Eyes: Blue	

A regular at the Northside Vending. Has been convicted of assault with a deadly weapon and robbery.

CIVILIANS



Hostage Name:	Height: 5'10"	DOB: 12/08/70
Jeremy Walsh	Weight: 180	Age: 38
Sex: Male	Hair: Brown	
Descent: Caucasian	Eyes: Brown	

Detective working undercover in the Mafia for quite some time. Reliable source of information about mob operations.



Hostage Name:	Height: 5'11"	DOB: 10/15/1968
Louie Baccus	Weight: 190	Age: 40
Sex: Male	Hair: Black	
Descent: Caucasian	Eyes: Blue	

Owner of Northside Vending and Amusements. Never arrested. Suspected of having ties to organized crime.

MISSION SUMMARY

The illegal gambling operation beneath Northside Vending is much larger than Vice anticipated. Kruse and Gowan have set up a miniature casino, complete with gaming tables, slot machines, and a full service bar. To keep their establishment secret and secure, the pair have employed a number of armed thugs dispersed throughout the basement level and the adjacent laundromat. Altogether, expect to encounter 9 to 13 suspects equipped with a mix of handguns and submachine guns—none are wearing body armor. Most of the hired help are low-level criminals, unwilling to risk their lives in defense of this dingy casino. Kruse and Gowan will probably put up a fight. Be prepared to enter the basement level with plenty of CS gas and flashbangs in an attempt to prevent gun battles.

There are also a few patrons (approximately three to four) inside the basement level. None of these customers are armed, but their presence makes clearing the cramped basement more difficult. Identify your targets carefully while clearing the basement. All civilians surrender without incident, especially if already subdued with CS.

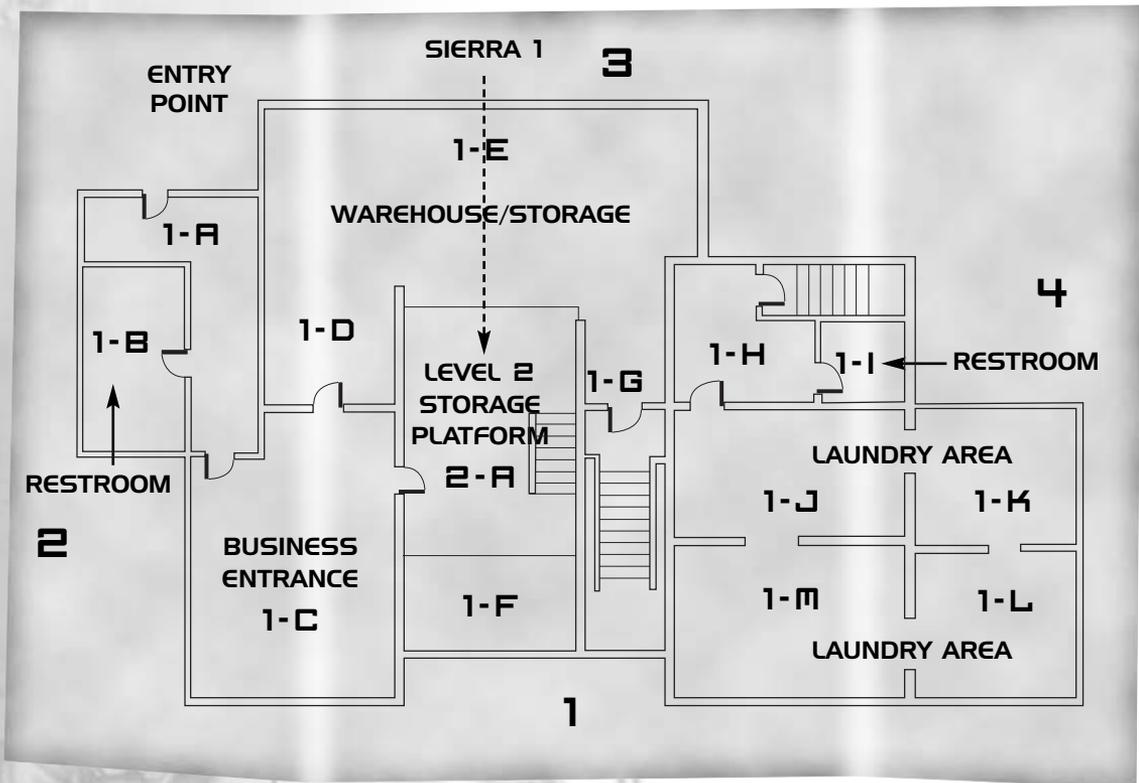
Northside Vending shares the basement level with the laundromat next door. Upon entering the basement, your team gets new orders to secure the laundromat too—this is where Detective Walsh is being held. You can enter the laundromat through the basement, using the staircase in 0-H. Expect more resistance inside the laundromat, so keep moving with CS gas and flashbangs.

Since most of the mission takes place on level 0, high ground won't be of much help. Still, check in with Sierra 1 before entering Northside Vending's large warehouse room at 1-E. He may be able to spot some suspects, particularly on the make-shift level 2 storage platform at 2-A.

SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal Shotgun	9mm SMG (JHP)	9mm SMG (JHP)	9mm SMG (JHP)	9mm SMG (JHP)
Secondary	M1911 (JHP)	M1911 (JHP)	Taser Stun Gun	M1911 (JHP)	Taser Stun Gun
Tactical 1	Pepper Spray	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 2	CS Gas	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 3	CS Gas	Flashbang	CS Gas	Flashbang	CS Gas
Tactical 4	Door Wedge	Door Wedge	Flashbang	Flashbang	Flashbang
Tactical 5	Optiwand	Optiwand	Flashbang	Optiwand	Flashbang
Breaching	Shotgun	C2	Shotgun	C2	Shotgun

TACTICAL WALKTHROUGH



The SWAT vehicle clears a path for the entry team, tearing the security bars away from the side 3 entrance. Lead the team inside now!

You start the mission along side 3, near Northside Vending's back door. Order the element to fall in and approach the door leading into 1-A. As you approach, the SWAT vehicle rips off the security bars on the door with a chain attached to the rear bumper. Open the door quickly and peek inside before gaining entry. Enter the short hall on the left and turn toward the restroom on the right at 1-B. Open the door and clear this room—Louie Baccus may be inside. Baccus isn't armed and usually surrenders without incident. Simply shout a compliance order and slap the cuffs on him.



Northside Vending's owner, Louie Baccus can usually be found in the restroom at 1-B or in the store's front room at 1-C. He won't put up a fight.



The entry team won't face any armed suspects until they reach the warehouse area at 1-D. Don't bother wasting CS and flashbangs on the first three rooms.

Return to the hall in 1-A and peek inside 1-C. This is the retail side of the business. Shout a compliance order. If there's no movement or response, enter cautiously. Turn to the room's left side of the room and scan the nearby nook for suspects. If you didn't find Baccus in the 1-B restroom, he's likely to be found somewhere in 1-C. When the room is clear, aim at the door leading into 1-F—order red team to cover this door.

Turn right and lead blue team toward the door leading into 1-D. Sidestep along the right side of the door jam, then lean left (**Q**) before opening the door. If the area inside the warehouse at 1-D looks clear, shout a compliance order and listen for footsteps. Watch for an armed suspect running from the right. Hit him with a beanbag from your less lethal shotgun before he gets a chance to shoot. Keep pelting him with beanbags and shouting compliance orders until he drops to his knees. Now it's safe to enter. Lead blue team into the warehouse, scanning sides 3 and 4. Keep moving to the back of the room at 1-E, side stepping along the side 3 wall while aiming toward 1-F. Pay close attention to the wooden storage platform at 2-A and the basement entry at 1-G. If it's still clear, approach 1-F, then climb up to 2-A. While ascending the steps, shout another compliance and listen for a response or footsteps. Keep moving up to the platform and make sure it's clear.



Peek through the doorway and shout a compliance order toward 1-D. Listen for an incoming suspect and be prepared to hit him with a beanbag. More suspects may be hiding inside the warehouse, so check Sierra 1's view before entering.

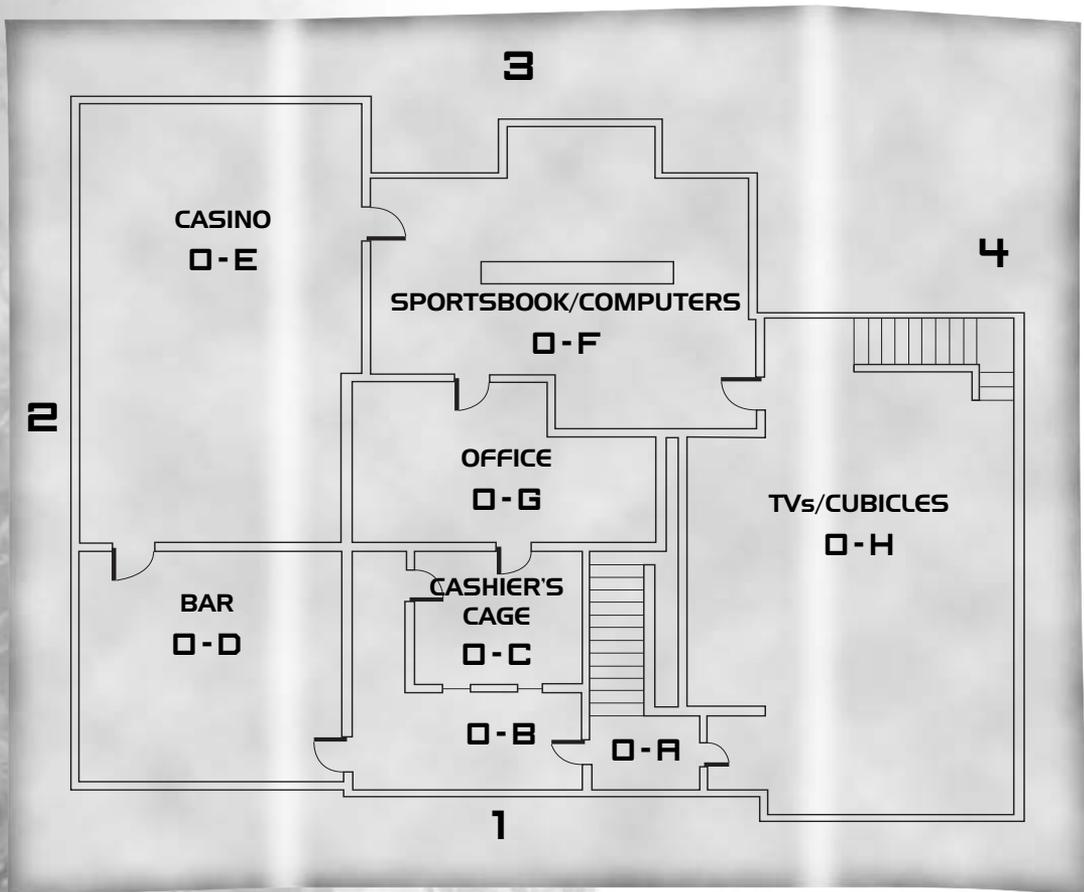
SWAT4

SPECIAL WEAPONS
AND TACTICS



With your back to side 3, side-step left and scan the warehouse for more suspects. Keep an eye on the storage area above.

Return to the floor at 1-F and order the element to fall in—red will rejoin the team through the nearby door. Now move to 1-G and prepare to enter the basement. Order the element to stack up on the door at 1-G. It's probably locked. Before breaching it, have them scan the staircase beyond with the optiwand. If a suspect is spotted on the steps, have the element breach the door and enter with CS. Otherwise, order a breach and entry—it doesn't matter whether they use a shotgun or C2 to blow the door open.





Follow the team down the steps and make sure both doors on the left and right are closed. While clustered in the cramped stairwell at 0-A, order the element to wedge the door on the left, leading into 0-H. As the element reaches the basement, TOC reports shots fired from the nearby laundromat. You now have a new objective.

As soon as you enter the basement, order a wedge on the door leading into 0-H. This allows your team to assault the basement in a clockwise fashion without worrying about suspects sneaking up from behind.

NEW OBJECTIVE

- Investigate the laundromat



This booth in 0-B may contain a suspect. Deploying a CS gas grenade into 0-B chokes anyone in the booth. If you're moving in without CS, make sure your pistol is drawn—the less lethal shotgun's beanbags won't penetrate the metal gratings over the windows.

After the wedge is placed, equip your pistol and order the element to fall in. Open the door on the right (leading into 0-B) and peek inside. Before entering, scan the booth with caged windows on the right of the room at 0-C. Try to spot any suspects inside. If they have guns, shoot them in a non-lethal body area and order them to comply. When this booth is clear, lead the element into 0-B and have them stack up on the door leading into 0-D. While they check the door, enter the 0-C booth and secure any compliant suspects. More importantly, deploy a wedge on the door leading into the office at 0-G.



Suspects in the 0-D bar may not have a gun in their hands, but if given the chance, they may pull one out. Stay focused on them till they surrender.

The next room (0-E) is filled with casino-style games, with gaming tables in the center and the outer walls lined with slot machines. Order the element to stack up on the door and mirror the room. Begin the entry by having the element deploy CS gas. As soon as the gas is in, order them to enter with a flashbang. Move in with the element and immediately target any armed suspects. Each gaming table is partially surrounded by wooden partitions, so be prepared for point-blank encounters. Move to the back of the room, along side 3, where a suspect may be guarding the door leading to 0-F. Note that the suspects on this side of the room are probably unaffected by the gas or flashbang. When the room is clear, have the element cover the door leading into 0-F while you secure the suspects, civilians, and weapons.

Equip your less lethal shotgun and rejoin the element at the door leading into 0-D. Order an optiwand sweep of the room first. 0-D is a bar and may contain both suspects and patrons. Begin the entry by ordering the element to deploy CS into the room. Follow up by ordering them to enter with a flashbang. Follow in behind the element and help subdue suspects and civilians by shouting compliance orders. Use your less lethal shotgun if necessary. Order the element to cover the door leading into 0-E while you handcuff suspects, secure weapons, and make reports to TOC.



Move past the gaming tables and slot machines and scan the entire room (0-E) for suspects. Check behind every partition before letting down your guard.



In 0-F, check both sides of the room. Suspects are likely gathered along the side 4 wall, where CS and flashbangs have minimal impact.

Turn your attention to the next door, leading into 0-F. Order the team to stack up on the door and mirror the room. This room is separated by a wall running down the middle. Judging by the white boards and computers in the room, it looks like 0-F is used for sports betting. As they did with the previous rooms, have the element deploy CS inside 0-F before entering with a flashbang. Upon entry, scan the back of the room first, along side 4—anyone near the door will be choking on CS. Move toward side 4, subduing any suspects along the way.



Use your own optiwand on the office at 0-G. This office is used by the prime suspects and may be occupied by either Kruse or Gowan. One CS gas grenade pacifies anyone inside.

When the room is clear, order the element to cover the door leading into 0-H. As they move into position, focus on the other door, leading to the 0-G office. Use your optiwand on the doorway, scanning 0-G for suspects—Kruse or Gowan may be inside. If you spot anyone, order either red or blue to enter the room with CS gas. You wedged the office's other door earlier, so there's no escape for any suspects inside. But if 0-G looks empty, open the door and peek inside till you can confirm it's clear.

Join the element near the door leading into 0-H. Order the element to stack up and mirror the room. This is the largest room in the basement and is set up with multiple televisions and easy chairs. Each TV area is partitioned with various wooden screens, making it difficult to get a full view of the room from any vantage point. This makes entry dangerous. Start by having the element deploy CS gas into the room.



The cubicle-like setups in 0-H require the team to search every single partition. CS gas can be a huge help during this entry. Expect to find both suspects and civilians.

When the gas is in, order the team to enter with a flashbang. Follow the team in, moving first toward the side 4 wall, then turn right, clearing each partition. Expect to find multiple civilians in this room, usually near the TVs. If the team is having trouble with noncompliant suspects or civilians, help out by shooting them with beanbag. When the room is clear, order the team to cover the staircase along side 3. Meanwhile, move through O-H and secure all suspects, civilians, and weapons. Make your TOC reports, then return to the element's position at the staircase.



For a greater tactical advantage, consider staging a dual entry on O-H, with red team hitting the room from O-F and blue assaulting from O-A. Both teams should use CS gas and flashbangs prior to entry. Alternatively, lead the team inside yourself, deploying CS gas periodically, just ahead of your advance.

The set of stairs in O-H leads up to the laundromat. Order the element to fall in and cautiously climb the steps. Aim up at the door leading into 1-H and order the element to enter and clear with CS. Follow the element in and help subdue any suspects in this small back room. Turn toward the restroom at 1-I. Whether the door is open or closed, equip your optiwand and scan this room—Detective Walsh may be inside. When you're sure 1-I is clear, order the element to stack up on the next door, leading to 1-J.



Enter the back room of the laundromat (1-H) with CS and subdue any suspects waiting to ambush the element.



Detective Walsh may be inside the restroom at 1-I. If he's not there, check the front side of the laundromat. He's not looking too good, but at least he's alive.

With three gas grenades in the laundromat, it should be safe to enter. Order the element to fall in and lead them inside 1-J. Turn left after entering and lead the team through 1-K, 1-L, and 1-M. Blast any choking suspects with beanbags and order them to comply as you move through these rooms. When all four sections of the laundromat are clear, order the element to secure any suspects and weapons. If you haven't found Detective Walsh yet, search the floor of 1-K. As soon as you find Walsh, report him (and any suspects) to TOC to complete the mission. If necessary, return to the basement to grab any overlooked weapons and make any missed TOC reports before calling it a day.

The next area is the main floor of the laundromat. It is really one large room with four separate sections. You'll need to deploy plenty of CS gas before it's safe to clear. Begin by having the element scan the door with the optiwand—expect at least two suspects inside. Order the element to deploy CS gas. This makes a cloud of gas in 1-J. Move toward the open door and toss a CS gas grenade of your own toward 1-M. Next, peek in the doorway to the left and toss another CS gas grenade into 1-L.



Saturate the front of the laundromat with at least three CS gas grenades. This should choke any occupants, making it easy and safe to clear.



Find and subdue all of the choking suspects in the laundromat before the CS wears off. Once they're secured, the mission should be complete.

DUPLESSIS WHOLESALE DIAMOND CENTER

BRIEFING



March 8—1711 Hours

Barricaded Suspects

DuPlessis Wholesale Diamond Center

1725 Broadway

OBJECTIVES

- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS

WE HAVE ANOTHER TOUGH ONE. Just before closing time, the DuPlessis Diamond Center was broken into. The suspects drove a truck through the main security doors into the lobby. The building's alarm was triggered immediately. Witnesses report multiple suspects, armed with machine guns and wearing body armor, entering the building. Witnesses also report they have not seen any of the wholesaler's employees exit the building, although it was still open and security personnel were on duty.

The DuPlessis office building is built much like a small fort. Most areas are under constant video surveillance. A separate security system and metal detector guards access to the vault. The vault door has a time lock; it locks at 1800 every night, and can't be reopened until office hours start the next day at 0900. Note that the alarm company has disabled the time lock on the door for us, in case the gunmen are hiding inside of the vault. The building's phone lines were disabled by the suspects.

DuPlessis is a wholesaler; they deal mainly in raw stones. This means they haven't been cleaned or cut, and they also aren't registered. However, they're harder to move; you can't take these down to the local pawnshop. This week, DuPlessis was holding a shipment of finished jewels. I don't think the timing is a coincidence. Our suspects probably have ties to black market purchasers outside of the country, since even the finished gems are a lot of gems to move.

Our suspects have automatic weapons and body armor, so they're ready for a fight. We don't know how they intended to breach the vault, which should have locked automatically when the alarm went off. One possibility is inside help, so stay on your toes. Most, if not all, DuPlessis employees are still inside. We don't know their current condition. Study the floor plans, choose your entry, and plan your assault—but don't take too long.

Location Information



1725 Broadway,
DuPlessis Wholesale Diamond Center

DuPlessis Wholesale keeps its floor plan on record with the police department for security reasons. The cameras are nonfunctional at this time. The alarm company disabled the time lock on the vault door to prevent the suspects from barricading themselves within it.

Sierra 1 and 2 are both observing rooms on side 1, level 2.

Entry Options



Side 1, Level 1:
Main lobby entry



Side 3, Level 2:
Service entrance

SUSPECTS



Suspect Names:
Unknown
Vitals: Unknown

An unknown number of well-armed gunmen are inside the building.

CIVILIANS



Hostage Names:
Unknown
Vitals: Unknown

An unknown number of hostages are inside the building.

MISSION SUMMARY

This is the real deal. Approximately 12 to 14 gunmen are holed up inside the DuPlessis Wholesale Diamond Center holding more than 20 employees hostage. All the suspects are well armed, carrying a mix of assault rifles, submachine guns, and shotguns. Most suspects are also carrying pistols, submachine guns, and shotguns as back-up weapons. Make sure all suspects are fully compliant before letting your guard down. Most of the suspects are dressed in camouflage fatigues and body armor. This makes them easy to identify, but difficult to put down. If using firearms, take along full metal jacket ammunition to penetrate their armor. A few of the suspects are also equipped with gas masks, so don't rely too heavily on CS gas or OC. Instead, load up on flashbangs and sting grenades.

At the time of the robbery, most of the business' employees were still in the building. While clearing the rooms, make positive IDs on all targets before engaging. Focus on the suspects first, then turn your attention to the hostages. All the hostages are elated to see SWAT, and may even warn the entry team if a gunman is in their line of sight. Take these warnings into consideration when clearing. As predicted, the gunmen had inside help on this heist. Watch for at least two suspects dressed in suits, just like the rest of the employees. These crooked employees aren't wearing body armor, but are likely to be carrying submachine guns and back-up pistols.

High ground is covering the two level 2 offices on side 1. Before clearing these rooms (2-G and 2-H), check in with Sierra 1 and Sierra 2 for suspect information. The two rooms are linked by a doorway, so switch between the two snipers' positions to target suspects migrating between the two offices. As usual, try to wound the suspects without killing or incapacitating them.

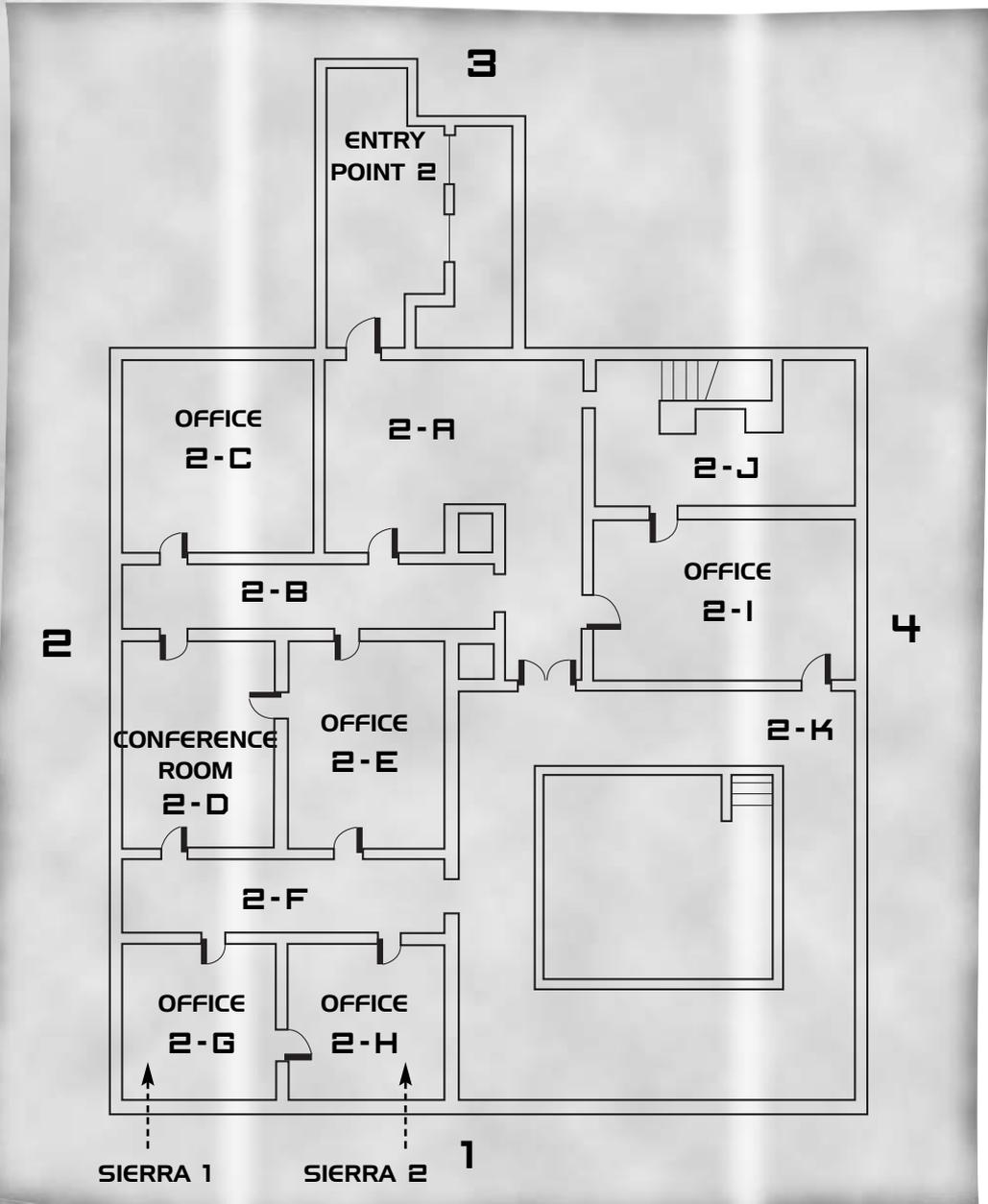
SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal Shotgun	M4A1 Carbine (FMJ)	M4A1 Carbine (FMJ)	M4A1 Carbine (FMJ)	M4A1 Carbine (FMJ)
Secondary	M1911 (FMJ)	M1911 (FMJ)	Taser Stun Gun	M1911 (FMJ)	Taser Stun Gun
Tactical 1	Pepper Spray	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 2	CS Gas	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 3	Flashbang	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 4	Sting Grenade	Sting Grenade	Flashbang	Sting Grenade	Flashbang
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun



Don't bother taking door wedges on this mission. The two staircases and doorless hallways make it difficult to lock down any particular floor or area. Your tactical aid slots are better filled with flashbangs and sting grenades.

TACTICAL WALKTHROUGH





This service entrance on level 2 is the safest of the two entry points. Always pick this one and assault the building from the top down.

There's no easy way to tackle this one, but your best bet is to start on level 2 and work your way downstairs. In any case, the level 1 entry point is a bad idea. It puts your team on the ground floor, surrounded by a level 2 walkway where suspects can fire down on the element. The level 2 service entrance is much safer, giving the element the protection of a closed room on side 3. From here the team can clear the entire second floor, then work their way down through level 1, and eventually clear the level 0 vault.



Before stepping out into 2-A, hold this position at the service entry doorway and scan the areas near the side 3 staircase and metal detector.

After choosing the level 2 entry point and gearing up, you begin in the level 2 service entrance. Order the element to fall in and approach the door leading out to 2-A. Open the door and scan the hallway—there's usually a security guard here. Shout compliance orders to any visible hostages, then peek right (**[E]**) out of the doorway, aiming toward the side 3 staircase at 2-J. Shout a few compliance orders from this doorway and listen for incoming footsteps—a suspect may be on his way to investigate. Hit any visible suspects with the less lethal shotgun till they surrender, then enter 2-A. Side-step right while aiming at 2-J, moving toward the door leading into the 2-B hallway.



There's a metal detector in the hall between 2-A and 2-K. If you hear a beep, an armed gunman has just passed through this hallway. Heads up!

Open the door leading into hallway 2-B and peek inside (scanning both directions) before entering. Check the door leading into 2-I before entering the hall. If this door is open, keep an eye on the room while stepping into the hall. Otherwise, focus on 2-B. Usually, two downed hostages are in this blood-smeared hall. Report them to TOC, then enter the hall and turn right, moving toward the door leading into the 2-C office. When you reach the door, use your optiwand to scan 2-C for suspects. Even if it looks clear, suspects may be hiding inside. So order the element to stack up and enter 2-C with a flashbang. This should stun any suspects (or hostages) inside, making this office easy to secure.



If suspects are present, flashbang entries are the most effective when clearing the level 2 offices. Some suspects are wearing gas masks, so avoid using CS gas.



When clearing the conference room (2-D), watch for suspects in the adjoining hallway at 2-F. They may attempt to enter when they hear the commotion. Don't turn away from this open doorway till you get a chance to close it.

an optiwand sweep from this angle won't reveal everyone in the room, so have them enter and clear with a flashbang. When 2-E is clear, order the element back into the conference room and prepare to enter the next hallway at 2-F.

Return to 2-B and approach the door across the hall. This leads into the 2-D conference room. This room is likely to contain a mix of hostages and suspects, so scan it carefully with your optiwand before ordering the element to clear the room. If suspects are visible, order the team to enter with a flashbang. Otherwise, a simple entry suffices. Follow the element into the 2-D conference room and immediately check the other two doors in the room. If either door is open, close it quickly. Now you can focus on securing any suspects and hostages. From 2-D, order the element to stack up on the door leading into the adjacent office at 2-E. Even



The offices along side 1 (2-G and 2-H) are covered by high ground. Use Sierra 1 and Sierra 2 to search these rooms for suspects before sending the element in to clear them.

door at 2-H. Remember, if you spot any suspects, try to wound their arms or hands so they drop their weapons. But even if they drop their primary weapons, suspects may rearm themselves with back-ups. If 2-H looks clear, return to the lead and order the element to enter through the 2-G doorway. The 2-G office always contains a downed hostage near the desk. Report him to TOC, then order the element to fall in.



Use Sierra 1 and Sierra 2 to confirm if suspects in 2-G and 2-H are wearing gas masks. If they're not, order the element to enter with CS gas. In these offices, gas is more effective than flashbangs or sting grenades.



The office at 1-I is filled with desks and file cabinets that provide plenty of hiding spots for bad guys. CS gas is the best option for clearing this room—hopefully any suspects inside aren't equipped with gas masks.

Before entering the 2-F hallway, use your optiwand to scan both directions. If it's clear, open the door leading into the hall and take the time to peek down both directions, just in case the optiwand missed something. Approach the door leading into the 2-G office and order the team to stack up. Before ordering an entry, check in with Sierra 1. Take control of the sniper position (`page up`) and scan the room for suspects. If it's clear, return to the lead and order the element to enter and clear 2-G. Follow the team into 2-G, and help clear the room. When it's quiet, check in with Sierra 2 to check the office next

Lead the element back through 2-G and then through the conference room at 2-D. Next, enter the 2-B hallway and turn right, aiming your weapon toward the door leading into 2-I. Order the element to stack-up on the 2-I door next to the metal detector. Order an optiwand sweep on the door. Even if suspects aren't reported in this office, there may be a few hiding behind desks or file cabinets. Have the element enter with CS gas. Follow the team into 2-I and focus on the side 4 wall. Keep moving and shouting compliance orders till everyone in the

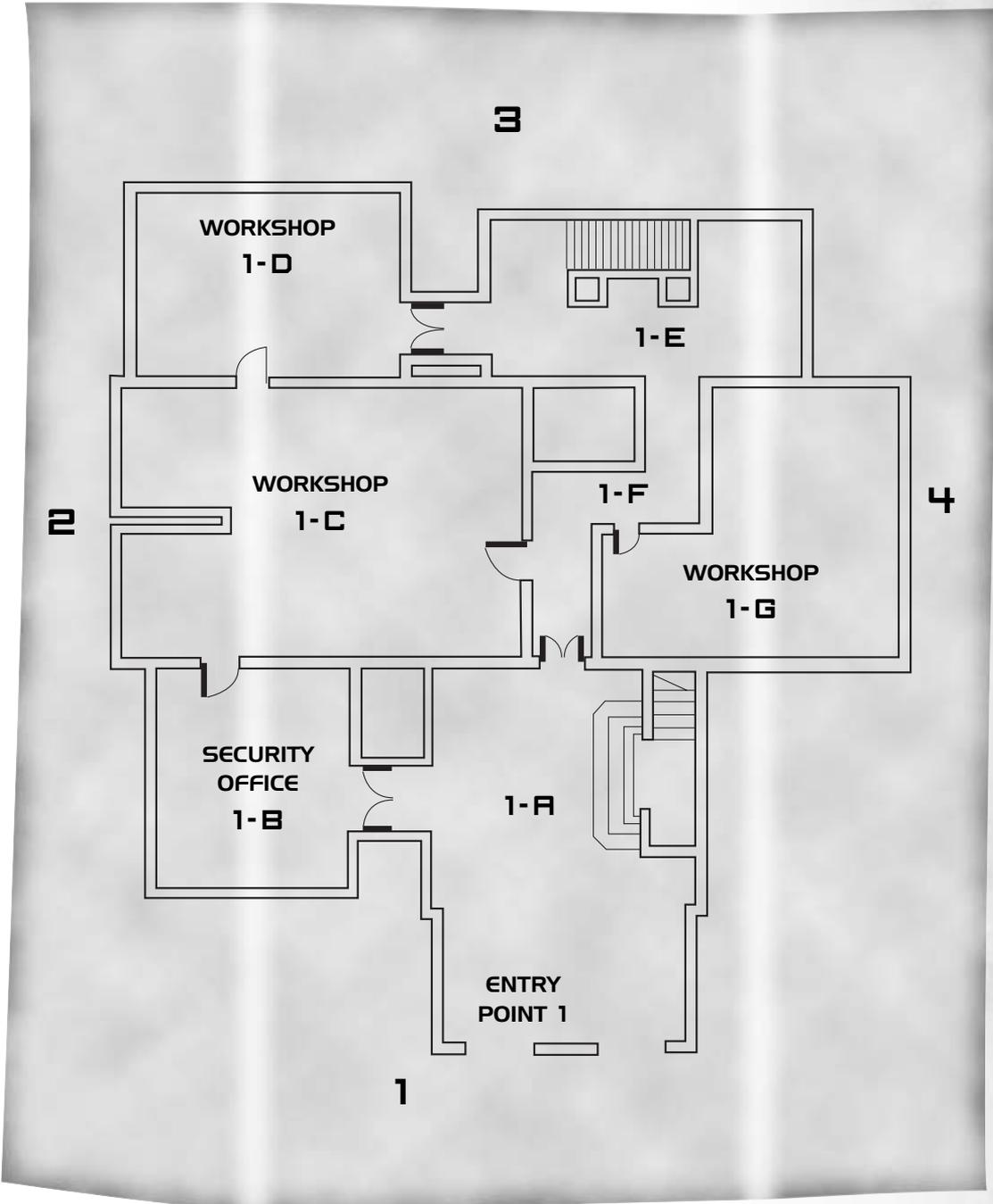
room is ready for handcuffs. Secure all hostages and suspects, then order the element to stack up on the door leading into 2-J. This leads into the area containing the side 3 staircase. Use the optiwand to scan this area before ordering the element to enter and clear—have them use a sting grenade if any suspects are visible near the doorway. While clearing this area, avoid getting too close to the staircase so your team doesn't attract suspects from level 1. When the staircase area at 2-J is clear, return to the 2-I office.

Back inside 2-I, move toward side 4 and order the element to stack up on the door leading into 2-K. The area on the other side of this door leads to the upper-level walkway encircling the level 1 entry point. Use your own optiwand on this door, and try to scan the whole walkway for suspects. Fortunately, most suspects and hostages are usually near the 2-I doorway. If this is the case, back off from the door and order the element to enter and clear 2-K with a sting grenade. Even a sting grenade may not stun all suspects on this large walkway, so be prepared for a shootout. Rush toward side 1 first, then move around the walkway in a clockwise fashion till all suspects and hostages are compliant. Help the team mop up by securing hostages, weapons, and suspects. There are likely to be a few downed hostages on this walkway, so take the time to find them and make TOC reports.



The square upper-level walkway at 2-K is very dark, so activate your flashlight (**V**) if it's not already on. Stun any visible suspects with the less lethal shotgun before they can open fire. A prolonged gun battle here may seriously injure a hostage, not to mention your team.





SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE



Always order a flashbang entry on the security office at 1-B. The room's shape makes it impossible to scan the entire room with an optiwand.

Now it's time to move downstairs—order the element to fall in. From the 2-K walkway, take the main staircase down to level 1, keeping your weapon trained on the floor at 1-A. When you reach the bottom of the steps, order the element to stack up on the door leading into the security office at 1-B. An optiwand scan isn't very useful on this room, so go ahead and order the element to enter and clear with a flashbang. Follow the team in and help subdue any suspects and hostages. A downed security officer is probably in this room, too. Report him to TOC and order the team to stack up on the next door, leading into 1-C.



Equip a firearm before clearing the diamond cutting workshops at I-C, I-D, and I-G. It may be necessary to fire through the wooden partitions inside each room to down a threatening suspect. Assuming you brought along full metal jacket (FMJ) ammo, your M1911 won't have a problem penetrating these thin walls. Just make sure hostages aren't in your line of fire.





When clearing the jewelry workshops on the first floor, always enter with both CS gas and a flashbang. This should help subdue most occupants, whether they're wearing a gas mask or not.

the usual rounds with the handcuffs, then locate any downed hostages in the room and report them to TOC. Conduct a similar entry on the next workshop at 1-D. Have the element deploy CS, then enter with a flashbang. Help clear the room with your pistol drawn, then secure any hostages and suspects.



While securing the staircase area at 1-E, keep an eye on the steps leading to level 0. Suspects from the vault may come upstairs to investigate. Be ready for them!

The diamond cutting room at 1-C is one of three such rooms on level 1. Each room is divided with a set of wooden walls on the interior. These interior walls make optiwand sweeps almost useless because suspects are often positioned out of sight. Instead, order the element to deploy CS gas into the room first. After the gas is in, order them to enter with a flashbang— equip your pistol before entering. Follow the element inside and move toward side 3, focusing on the nook in the back left corner. If necessary, fire into the wooden partitioned area in the center of the room with your pistol. Keep moving around the room's perimeter until all is calm. Make

The red double doors along side 4 of 1-D lead out to the side 3 staircase at 1-E. Order the element to stack up on these doors then use your optiwand to scan the room beyond. You should have a relatively clear view of this area. Assess the situation, then order an appropriate entry. If suspects are present in 1-E, accompany the entry with a flashbang or sting grenade. Follow the element in, but stay clear of the stairway leading down the to the vault— you need to finish clearing level 1 before moving downstairs. Still, hold along the side of the staircase and listen for any suspects coming up the steps. If this happens, ambush them with the less lethal shotgun and order them to their knees.

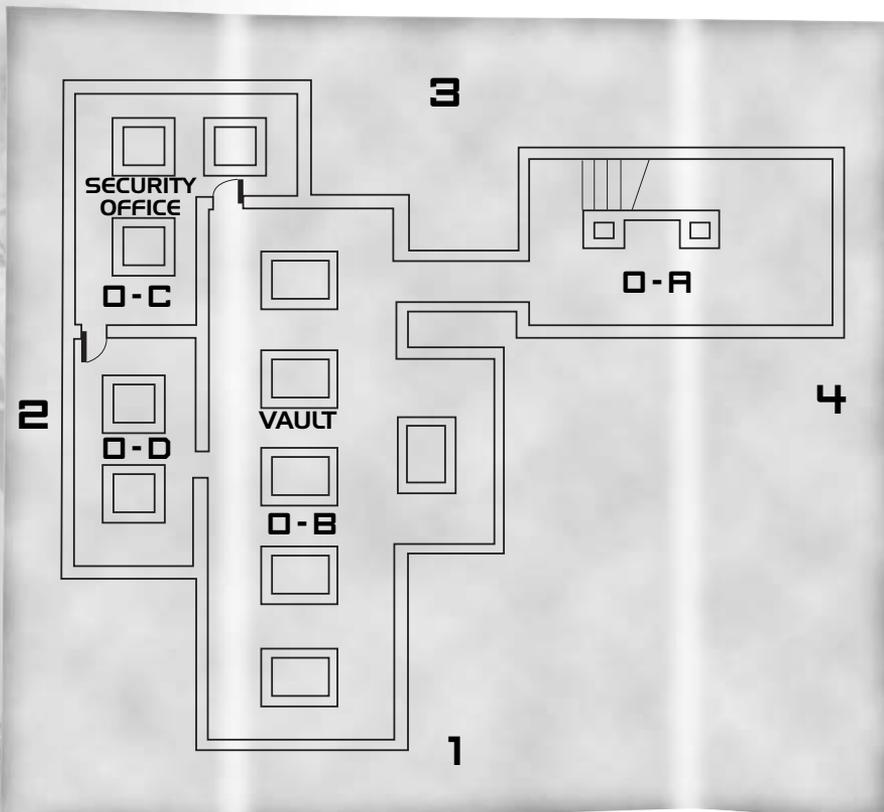
SWAT4

SPECIAL WEAPONS
AND TACTICS

When the staircase area at 1-E is clear, order the element to fall in and lead them down the 1-F hallway. If the door leading into the 1-G workshop is open, move down the hall carefully, scanning the interior of the room till you can move in and close it. With the door closed, order the element to stack up. Equip your pistol, then order the element to deploy CS gas into 1-G. Next, order an entry with a flashbang. Rush in behind the element and be prepared to engage any suspects through the wooden wall running down the middle of the room. Keep moving through the room till it's clear. Secure any hostages and suspects, then order the element to fall in. It's time to hit the vault.



Enter the 1-G workshop with your pistol drawn and be prepared to shoot any threatening suspects through these wooden room partitions.





Creep down the staircase leading to the vault by side-stepping left (A) and aiming at the floor below.



Before assaulting, hold outside the vault's door and try to coax a few suspects out by shouting compliance orders. For best results, get as close to the door as possible and shout inside while the element provides cover.



It may be necessary to use lethal force while clearing the vault. But try to keep fatalities to a minimum by using CS gas, flashbangs, and sting grenades prior to entry.

Lead the element through the 1-F hallway, and back toward the staircase at 1-E. Before moving in front of the staircase, peek left while aiming down the steps. You'll probably spot a couple of incapacitated security guards on the floor below. Hold off on your TOC reports for now and keep scanning the floor for suspects. Next, peek over the staircase's banister, aiming straight down at level 0—there may be a suspect positioned behind the security desk. If the area in front of the vault looks clear, slowly side-step left down the steps while aiming at the floor near 0-A.

At the bottom of the steps, focus on the vault's door. If you see any suspects inside, immediately pelt them with beanbags before they run deeper into the vault. Make any visible suspects surrender by firing multiple beanbags at them while shouting compliance orders. Stay near the vault's door and continue shouting in an attempt to draw more suspects within your line of sight. Probably, any remaining suspects won't fall for this trick. Still, any suspects you can draw outside will make clearing the vault much easier.

When no more suspects are visible through the vault's door, prepare for entry. Start off by tossing a CS gas grenade through the vault's door, aiming along the right side. Next, equip a sting grenade and order the element to enter the vault with a flashbang. Just before the element tosses in the flashbang, throw in your sting grenade along the left side. Turn away as the flashbang goes off, then equip your less lethal shotgun and follow the element inside. Turn left

once inside the vault and blast any suspects who come into view. Listen carefully to the element's status reports and help them subdue any non-compliant suspects.



Order the element into the security office (0-C) while covering the opposite door (and window) near the entryway to 0-D. Equip your pistol in case you need to shoot through the glass.

When the main vault area at 0-B is clear, turn toward the door leading into the security office at 0-C and order the element to stack up on the door. Equip your pistol and approach the open doorway leading into 0-D. When you're in position, order the element to enter 0-C with any remaining tactical aids, preferably a flashbang or sting grenade. As the element enters, lean left into 0-D and aim your pistol at the 0-C window along side 3. If you spot any threatening suspects in the window, shoot them through the glass—be careful not to hit any team members as they come into view. Mop up the vault by handcuffing any

suspects and securing their weapons. Enter the 0-C security office, too, and report any downed and secured hostages. As soon as the vault is clear, the mission should be complete. If necessary, run through the building one last time to make all reports and gather each weapon. You need every bonus point possible to post a good mission score.



If you don't get a **MISSION COMPLETE** message after clearing the vault, press **[ESC]** and check your mission objectives. If the **BRING ORDER TO CHAOS** objective is incomplete, there's still at least one suspect at large somewhere in the building. It's possible a suspect escaped one of your previous room assaults and is now hiding somewhere. Take a deep breath and order the element to fall in. Starting from level 0, conduct room to room searches, first of level 1, then of level 2. You're probably low or completely out of tactical aids, so try to draw the suspect out into view by shouting compliance orders. The hostages dispersed around the building may give you hints too. Just be patient and take it one room at a time. You don't want to get killed if you're this close to the end!

CHILDREN OF TARONNE TENEMENT

BRIEFING



April 2—1645 Hours
High Risk Warrant Service
Taronne Tenement
2189 Carrols Rd.

OBJECTIVES

- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS
- NEUTRALIZE ANDREW TARONNE

OK, MEN, WHAT WE HAVE HERE ARE SOME DANGEROUS HEAD CASES—to themselves and to their neighbors. Approximately an hour ago we got a tip from a public phone that some cultist nut-jobs calling themselves the Taronnians intend to blow their house sky high, taking a chunk of the neighborhood with them.

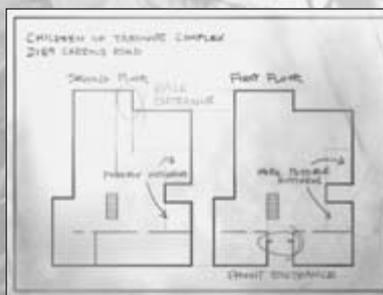
The detectives ran the paper trail, which uncovered disturbing deliveries to the Taronnians. Recent purchases included several suspicious chemicals, as well as an ominous amount of fertilizer; we're taking this one very seriously. Our caller didn't give a time or date, and hung up before we could get anything else from them. We assume our leak is a recent break from the cult; we are checking relatives to see if an ex-cultist has returned home, but that hasn't panned out yet. Since our best information indicates there's imminent danger, we're not waiting. Detectives attempted to serve the warrant by surrounding the location and calling the suspects out. They received no response whatsoever.

About the Taronnians: They broke off from a separatist group up in Idaho and followed their leader, Andrew Taronne, out here. Their official name is something like the Children of Taronne; they view Taronne as a combination all-knowing guru and prophet. They showed up here about three years ago, used cash to purchase an old apartment building needing serious rehab, and moved into it en masse. They only leave the building in groups of three or more, and they refuse entrance to any outsiders.

Anything they're doing was ordered by Taronne, which means he's the one we need to talk to. However, Taronne never leaves the house, so we'll be going in after him. The group they split from believes in strong self-defense, and there's no reason to think the Taronnians have changed that tenet. Expect armed resistance, and don't be surprised if even the unarmed cultists are stubborn about surrendering. Keep your eyes out for any children belonging to members of the cult.

The building was a standard apartment building before the Taronnians moved in, but they may have altered it. The floor plans are a guideline. Expect to be surprised. Assume they have taken no precautions with their explosives. A careless bullet might cause some unwanted casualties, so put some thought into your gear choices for this assignment.

Location Information



2189 Carrols Road,
Taronne Tenement

No one has been able to gain access to the building. Property records indicate the cultists have owned this entire building for about ten years. Surveillance through windows and available openings indicates significant changes have been made to the

internal structure, although no permits have ever been filed for this building since Taronne and his group took up residency.

Sierra 1 is covering side 1, level 2 from a nearby rooftop. Sierra 2 is covering side 2, level 2.

Entry Options



Side 1, Level 1:
Front door



Side 3, Level 2:
Fire escape

SUSPECTS



Suspect Name:

Andrew Taronne

Height: 6'0"

Weight: 220

Eyes: Brown

DOB: 03/12/59

Sex: Male

Hair: Black,

Age: Approx. 49

Descent: Caucasian

graying

Charismatic leader of the Children of Taronne. His believers blindly follow his crackpot notions.

CIVILIANS



Hostage Names:

Unknown

Vitals: Unknown

MISSION SUMMARY

Andrew Taronne and his followers aren't the most psychologically balanced citizens in the city, which makes them a serious threat to your entry team and the surrounding community. Not only is their tenement filled with numerous explosives, but the followers are armed to the teeth. Expect anywhere from 13 to 16 armed suspects (both male and female) equipped with a diverse arsenal of shotguns, submachine guns, and assault rifles. Some suspects may also be armed with back-up pistols, so stay on your toes. Although they're well armed, most of the suspects appear to have

little firearms training. This makes them particularly dangerous in rooms filled with pipe bombs and flammable chemicals. Use CS gas before conducting entries to render any armed suspects neutral. Avoid firefights at all costs—one stray bullet could cause a lethal chain reaction of explosions. For this reason it's a good idea to equip the element with non-lethal gear such as the less lethal shotgun and Pepper-ball gun.

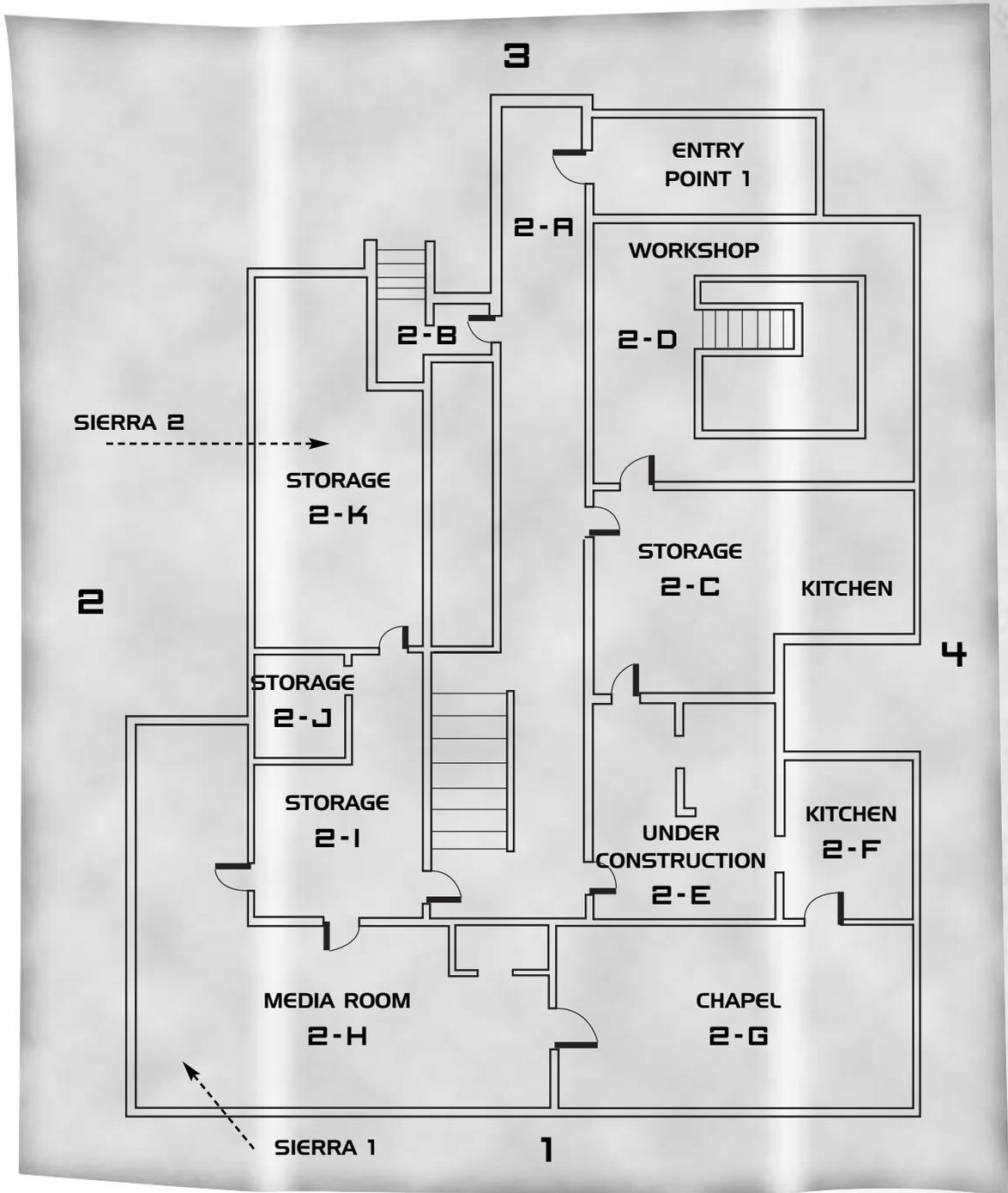
In addition to the armed Taronnians, expect to find a few (four to five) without weapons. The demeanor of these unarmed civilians differs drastically. Some are hostile and will resist arrest. But others seem to be held against their will. Shout compliance orders and deploy tactical aids as necessary until these unarmed occupants surrender. If cornered, the suspects may turn their weapons on the hostages. There's no time to negotiate, so deal with these suspects as fast as possible, using lethal force if necessary. If any hostage is killed, the mission is a failure.

Due to the dangerous amount of explosives contained within the tenement, high ground should primarily be relegated to an observation role. Sierra 1 has a good view of the largest room in the building (2-H), so check this view before assaulting. If Sierra 1 has a clear shot at a suspect, try to identify any explosive material or objects nearby before pulling the trigger—watch for cardboard boxes filled with pipe bombs. Sierra 2 should just monitor the large storeroom (2-K) on level 2; it contains pressurized tanks, gasoline canisters, and a large cache of assault rifles. The entry team can easily secure this room with CS gas.

SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal Shotgun				
Secondary	M1911 (JHP)	M1911 (JHP)	Taser Stun Gun	M1911 (JHP)	Taser Stun Gun
Tactical 1	CS Gas				
Tactical 2	CS Gas				
Tactical 3	Flashbang	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 4	Door Wedge	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun

TACTICAL WALKTHROUGH



CHILDREN OF TARONNE TENEMENT

SWAT4

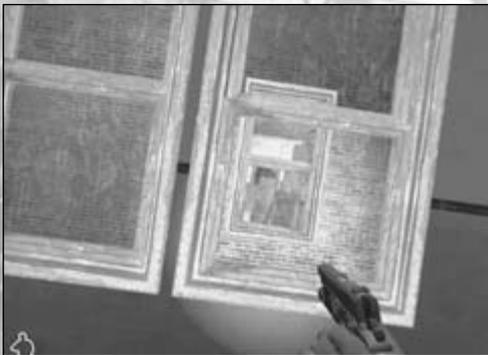
SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE

Of the two possible entry points, the level 2 fire escape is the safest. Entering through the front door on level 1 leaves the entry team exposed to potential attacks from the second floor, via the nearby staircase. Such a situation could draw more suspects out of the level 1 rooms, leading to a chaotic firefight on both floors. The level 2 option offers a more controlled approach, even if you encounter suspects at the time of entry.



If suspects are visible in the 2-A hallway, deploy CS gas before entering. Watch the doorway at 2-B for suspects moving up the nearby stairwell from level 1.



Be careful when passing these windows in the 2-A hallway. Suspects in the 2-K storeroom on the other side of the tenement may spot your team and open fire. Use your pistol and return fire if necessary.



Keep it quiet while gaining entry from the level 2 fire escape. You don't want to roust a welcoming party, so pick the lock instead of blowing the door open.

Choosing the level 2 entry point puts the element on a second floor fire escape along side 3. Start off by ordering the team to stack up on the door leading into the 2-A hallway—it's probably locked. Always tell the team to pick the lock on this door. You don't want to draw any unneeded attention by using a C2 charge or the breaching shotgun. Otherwise, multiple suspects may investigate the disturbance, leading to a dangerous firefight. Once the door is unlocked, order the element to check under the door with an optiwand. If any suspects are visible, order the team to enter with CS gas. But if the hallway is vacant, just have the element enter and clear.

Follow the entry team into the 2-A hallway, immediately scanning the far end near side 1. Hold in the hallway momentarily and listen for incoming footsteps. Try to identify the direction of the footsteps and aim your weapon in the appropriate direction. Be prepared to shoot anyone who walks through a door. If the hall is silent,

order the element to fall in and approach the first door on the right leading into the 2-B stairwell—place a wedge on the door. Continue moving along the hall till you get the windows on the right. Peek through the window and scan the room on the opposite side of the tenement. You can see into the 2-K storeroom. Make sure no suspects are visible before leading the element past this window.



Since most of the rooms are small, use CS gas prior to making entries. If a room is filled with suspects, deploy gas then wait a few seconds before entering. This gives the gas more time to disperse, often making for a safer entry.



Barge into 2-D and immediately scan the floor below at 1-A. Blast all visible suspects with the less lethal shotgun before they can open fire.

suspects with the less lethal shotgun while shouting compliance orders. When the level 2 suspects are compliant, circle around the upper level walkway and hit any visible suspects in 1-A with beanbags till they surrender. If necessary, toss another CS gas grenade downstairs to subdue any stubborn suspects in 1-A. Between rooms 2-D and 1-A, you should be able to secure five to six suspects. Handcuff them, grab their weapons, and report them to TOC.

Farther down the hall, approach the door on the left leading into 2-C. Order the element to stack up on the door and survey the room beyond with an optiwand. Even if it looks clear, order the element to enter and clear with CS gas. The 2-C storeroom is fairly small, with a few explosives stacked on a central shelf. Along side 4 is a small kitchen nook. Ignore this area for now and turn toward the door on the left leading into 2-D.

The room beyond this door is the Taronnians main explosive storeroom and workshop. It's connected to level 1 via a wooden staircase in the center of the room. Since it's possible to cover the level 1 room (1-A) from the upper level, it's imperative that you assault these two connected rooms from level 2. Start off by ordering the element to stack up on the door. If it's locked, have them pick the lock. Next, order an optiwand sweep. Don't be surprised if there are three or four suspects on level 2. But remember, there may be more on level 1. Begin the assault by ordering the element to deploy CS into the room, but don't enter yet. Give the CS gas about three or four seconds to disperse, then order the element in with a flashbang. Follow the element in and immediately begin shooting the choking

SWAT4

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After 2-D and 1-A are secure, order the element to fall in and lead them back to the storeroom at 2-C. Once inside, have the element stack up on the next door leading into 2-E. As they move into position, move over into the kitchen nook on side 4 and peer through the side 1 window. From here you can see the kitchen at 2-F as well as the door leading into 2-G. Make sure both areas are clear of suspects, then have the element enter 2-E with CS gas. While clearing 2-E, watch for suspects hiding among the building materials and partially demolished bathroom—the gas should prevent them from posing an immediate threat. Next, order the element to clear the adjacent kitchen at 2-F. If you didn't see any suspects earlier (from 2-C) the room should still be clear.



The rooms at 2-D and 1-A are packed with explosive objects and flammable material. Prolonged firefights often conclude with mission-ending explosions. Don't use firearms in these rooms!



If the door in the 2-F kitchen (leading into 2-G) is open, enter the kitchen yourself and close it before ordering the element inside.

When the element is inside the 2-F kitchen, order them to stack up on the door leading into 2-G. The room at 2-G is a makeshift chapel of sorts, complete with lectern and pews. If the door leading into this room is locked, order the element to unlock it. Next, order an optiwand sweep. This is another room with a possible high concentration of suspects, including Andrew Taronne himself. Once you have a suspect count, order the element to deploy CS gas into 2-G. Wait a few seconds for the gas to take effect, then order the element



The crude chapel at 2-G is usually filled with several suspects including Andrew Taronne. Choke the occupants with CS gas, then deploy a flashbang before entering to further reduce their morale.

to clear the room with a flashbang. The combination of CS and the flashbang should partially subdue anyone inside this room. Make all suspects fully compliant by hitting them with beanbags fired from your less lethal shotgun. When the room is clear, help the element secure all suspects, hostages, and weapons.



The L-shaped room at 2-H is filled with numerous obstacles for suspects to hide behind. Peek into the room from the 2-G doorway before entering and deploy at least a couple of CS gas grenades so they land and activate at varying distances. Use Sierra 1 to scan the room, too.



More explosive materials can be found in the 2-K storeroom along with a few crates full of assault rifles. Check in with Sierra 2 before entering—he may see someone hiding that you can't see from the doorway. Always enter with CS gas.

an ambush. Still, deal with suspects quickly before they get a chance to shoot. If any of the explosive materials in this room are hit by gunfire it could conclude your mission really fast. Level 2 should now be clear. Move through the previously cleared rooms and secure any suspects and weapons, then lead the element back into 2-D. Check the 2-A hallway one more time for suspects before moving down to level 1.

Next, order the element to stack up on the next door leading into 2-H. Before ordering an entry, check in with Sierra 1. Use the sniper to scan the room for suspects. If any are visible, try to shoot them in the arms so they drop their weapons. Return to controlling the lead, then order the element to deploy CS gas into 2-H. When the door is open, peek inside the room and toss another CS gas grenade to the far side of the room, toward the side 2 corner. The two gas grenades should fully envelop the large L-shaped room with CS. Order the element inside to clear it. Follow the element in and make any choking suspects comply with the less lethal shotgun.

Keep moving around the room's perimeter until you reach the open doorway leading into 2-I. Shout a compliance order inside and watch and listen for a response. If it's clear, order the element to fall in and lead them into 2-I. Before reaching the door leading into 2-K, peek inside the square storage room (2-J) on the left and make sure it's clear. Now order the element to stack up on the door leading into 2-K. As they move into position, check in with Sierra 2 and learn the positions of any suspects in the room. Even if Sierra 2 can't see anyone, order the element to enter and clear the room with CS gas. There's plenty of hiding spots in 2-K, but the CS gas should choke up any suspects attempting



Start off your level 1 assault by clearing this storage room (1-B) from 1-A.



Aim at these windows while moving through the 1-C hallway and watch for suspects inside 1-K.



When the element assaults 1-F, hold near the kitchen and cover this door in case a suspect tries to escape.

Because you already cleared 2-D and 1-A, the staircase inside these connected rooms is the safest way to reach the first floor. At 1-A, order the element to stack up on the door leading into 1-B. This is another storage room packed with various explosives. Order the element to enter with CS gas. Clear 1-B and secure any hostages or suspects inside. Move toward the room's side 4 and peek out the side 1 window. Through this window, it's possible to see the kitchen at 1-E and one of the doors leading into 1-F. If you spot any suspects, try to disarm them by shooting them in the arms with your pistol.

With 1-B clear, order the element to fall in lead them toward the door leading out into the 1-C hallway. Use your optiwand to scan both ends of the hall, then open the door. Step into the hallway and turn left, moving toward side 1. When you approach the windows on the right side of the hall, equip your pistol and peek in. Through these windows you can see the room at 1-K. If any suspects are visible, shoot them in a non lethal body area while shouting compliance orders. If 1-K is packed, it's possible to subdue multiple suspects from this position.

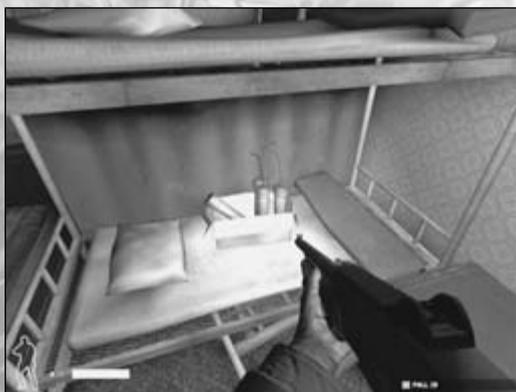
Continue along the 1-C hallway till you reach the door on the left leading into 1-D. Order the element to stack up on this door and conduct an optiwand sweep. If the room looks clear, order them to enter and clear. Otherwise, use CS gas on entry. Once inside 1-D, focus on the kitchen area at 1-E. Approach the open doorway and shout a compliance order. If there's no response, peek inside to make sure it's clear. Once in the 1-E kitchen, make sure

the door leading into 1-F is closed. Return to 1-D and order the element to enter 1-F with CS gas. As they enter, return to the 1-E kitchen and watch the 1-F door. Be ready to shoot any suspects who try to escape.

With side 4 of the first floor clear, order the element to fall in and return to the 1-C hallway. Just to be safe, check the entryway at 1-G—this is the alternate entry point. Make sure this area is clear before ordering the element to stack up on the next door leading into 1-H. Order another gas entry on this room and follow the element inside. Once inside, order blue team to cover the door leading to 1-K and red to cover the door leading into 1-J. While they cover, cautiously approach the 1-I kitchen and shout a compliance order through the open doorway. If there's no response, peek inside to confirm it's clear.



When clearing 1-H, watch for suspects hiding in the adjoining kitchen. The CS deployed in 1-H might not have the range to subdue them, so be ready with the less lethal shotgun.



Multiple boxes of pipe bombs can be found on and around the bunk beds in 1-J and 1-K. Always use CS gas when clearing these rooms—you can't afford the chance of a shoot-out.

Now turn to red team and order them to stack up on the door leading into 1-J. Have them mirror the room with the optiwand. This front room contains several bunk beds, making it difficult to see the whole room. The room also contains several boxes of pipe bombs. So even if the room looks clear, order red to enter and clear with CS gas. Follow them in and help them secure the room. When 1-J is clear, return to blue's position in 1-H and order the element to stack up on the door leading into 1-K. This room is also filled with bunk beds that make optiwand

sweeps inconclusive, so order the element in with CS gas. Help the element subdue any suspects inside, then order red to cover the door leading into the 1-M hallway. Meanwhile, have blue scan the door leading into the 1-L bathroom—even if it looks empty, have them open the door and clear the room to make sure.

Next, order the element to stack up on the next door leading into the 1-M hallway. Order an optiwand sweep and if any suspects are visible, have the element enter the hall with a sting grenade. The element should enter the hallway and stop before the next corner on the right. Order them to use the optiwand to look around the corner. Even if nobody is visible, it's a good idea to deploy a CS gas grenade near 1-N in case anyone in the nearby stairwell is waiting to ambush the team. Under the cover of gas, have the team to move around the corner to 1-N. Follow them to 1-N and immediately scan the stairway leading up on the right. This leads toward the door you wedged earlier at 2-B. Shout a compliance order up the steps and listen for a response. If it's silent, carefully climb the steps till you reach the wedged door and confirm that the stairs are clear. Return to 1-N and order the element to mirror the next corner (toward 0-A) with the optiwand. If it's reported to be clear, order the element to fall in and lead them around the corner to the steps leading into the basement.



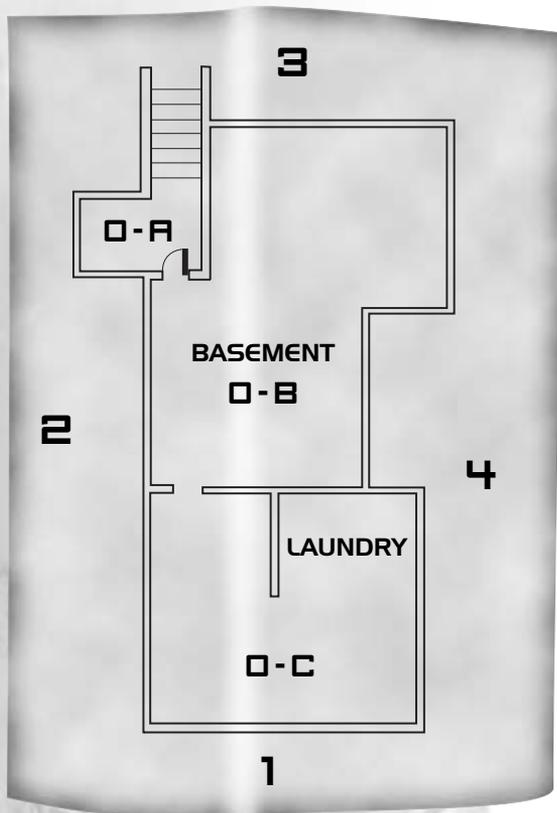
Exercise extreme caution when negotiating this cramped hall near 1-M and 1-N. Order the element to mirror around the corners using the optiwand. If suspects are visible, toss CS gas or a sting grenade around the corner to temporarily neutralize them.



SWAT4

SPECIAL WEAPONS
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Carefully descend the steps to 0-A, scanning the nook on the right for suspects. If 0-A is clear, order the element to stack up on the door leading into 0-B. The door is probably locked, so tell them to unlock it. Next, have them sweep under the door with an optiwand. It's impossible to see the whole room from this angle, but a partial view is better than nothing. This room is another possible Taronnian stronghold, with anywhere from one to four suspects inside. If you haven't run into Andrew Taronne yet, he'll be down here.



Hold on the steps leading down to 0-A and issue orders to the element from this position. When they open the door at 0-B, pelt any visible suspects in the room with beanbags. Crouch (C) to get a better view into the room.



When entering the basement room at 0-B, turn left and scan this nook. Don't get distracted by the miniature cemetery. Instead, make sure all suspects are down before the CS wears off.

Don't stop to secure any of the suspects yet. Aim toward the adjacent room at 0-C and order the element to enter and clear with CS gas. If they're out of gas, a flashbang or sting grenade will suffice. Follow the element into the laundry area of the basement. Subdue any suspects and take the time to secure them. Return to 0-B and tie up any loose ends. If you're wondering where the cult's children are, check the floor on side 4. Here you'll find several small graves. It's unfortunate the Taronnians weren't stopped earlier, but all you can do now is secure the suspects, gather their weapons, and make your reports to TOC.

Begin the assault by ordering the element to deploy CS gas into 0-B. As soon as they throw open the door, scan the interior of the room for suspects and immediately shoot them with the less lethal shotgun. When the CS gas has been in the room for a few seconds, order the element to enter and clear 0-B with a flashbang. Follow the element inside and immediately turn to the left side of the room—suspects in this area may have not been affected by the gas or flashbang. Keep clearing until all suspects and hostages are compliant.



Finish clearing the basement by moving into the laundry area at 0-C. Watch for suspects hiding in this corner by the washing machines.

ST. MICHAEL'S MEDICAL CENTER

BRIEFING



April 12—0034 Hours

Rapid Deployment

St. Michael's Medical Center

691 87th St.

OBJECTIVES

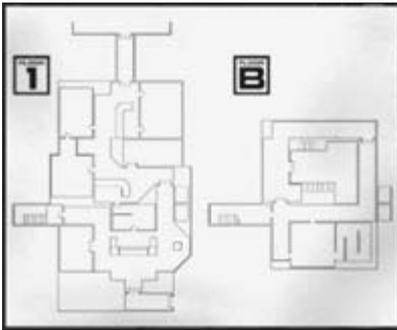
- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS
- RESCUE HYUN-JUN PARK

ALRIGHT, MEN, WE HAVE AN INTERNATIONAL INCIDENT on our hands. Hyun-Jun Park is a South Korean diplomat. Earlier today he was attacked by six gunmen while exiting a restaurant. Mr. Park was injured in the attack, although his personal security got him to safety. The gunmen escaped after the initial attack. Mr. Park was routed to St. Michael's Medical Center for emergency treatment. Since there wasn't time to secure the hospital, Mr. Park's security accompanied him into the patient ward.

Mr. Park is one of the senior officials attached to the South Korean embassy; he has been addressing the United Nations for the last two days during the current round of reunification talks. Mr. Park is a major advocate in favor of reunification; he is one of the primary voices in the South Korean delegation. We assume this attack is related to his political intentions, but we don't know who was behind it. Whoever they were, they were very well equipped and well organized, ambushing Mr. Park in a location not on his official travel itinerary.

Now St. Michael's has been rushed by a group of gunmen; presumably the same ones who attacked Mr. Park earlier. They are well armed, and are moving straight through the hospital in an attempt to locate their target. They are not interested in taking hostages, and they've been brutal in their attack on the hospital. Choose your entry, get your gear together, and get in there.

Location Information



691 87th Street,
St. Michael's Medical Center

St. Michael's Medical Center. A hospital of older construction, it has recently been renovated and updated. St. Mike's has been a fixture in the community for years.

There is no vantage point for a sniper team.

Entry Options



Side 1, Level 1:
Approach to main foyer



Side 3, Level 1: Access
hallway from research wing



SUSPECTS



Suspect Names:
Unknown
Vitals: Unknown

An unknown number of heavily armed gunmen.

CIVILIANS



Hostage Name:
Hyun-Jun Park
Sex: Male
Descent: Asian

Height: 5'8"
Weight: 160
Hair: Black
Eyes: Brown

DOB: 08/22/1947
Age: 61

High profile South Korean diplomat. Wounded in an earlier attack.

MISSION SUMMARY

This is another tough one. It's unclear who the suspects are or what they want with Mr. Park, but they've turned St. Michael's into a war zone, indiscriminately shooting civilians during their search for the diplomat. Expect to encounter 9 to 14 gunmen in all, armed with shotguns, submachine guns, and assault rifles. Most of the suspects are dressed in black fatigues and body armor. A few suspects (two to four) are dressed in blue suits and armed with submachine guns. These gunmen aren't wearing body armor and can almost always be found in the basement—not far from Mr. Park. The majority of the suspects are highly motivated and unlikely to surrender unless coerced with tactical aids like CS gas and sting grenades. If engaged in a gun battle, the suspects will probably fight till they're killed, ignoring all compliances. Since

posting a high score hinges heavily on taking living and conscious suspects into custody, consider equipping the element with non-lethal gear.

Unfortunately, Mr. Park isn't the only civilian at risk. A number of medical personnel (10 to 12) were caught in the crossfire when the gunmen stormed the building. Many of these victims are either seriously injured or dead. But there are still a few unharmed hostages too. In addition to securing Mr. Park, you need to rescue any surviving hostages. Move decisively and neutralize all suspects on first contact. If they're aware of SWAT's presence, they may begin executing hostages. Take any measures necessary to prevent this from happening.

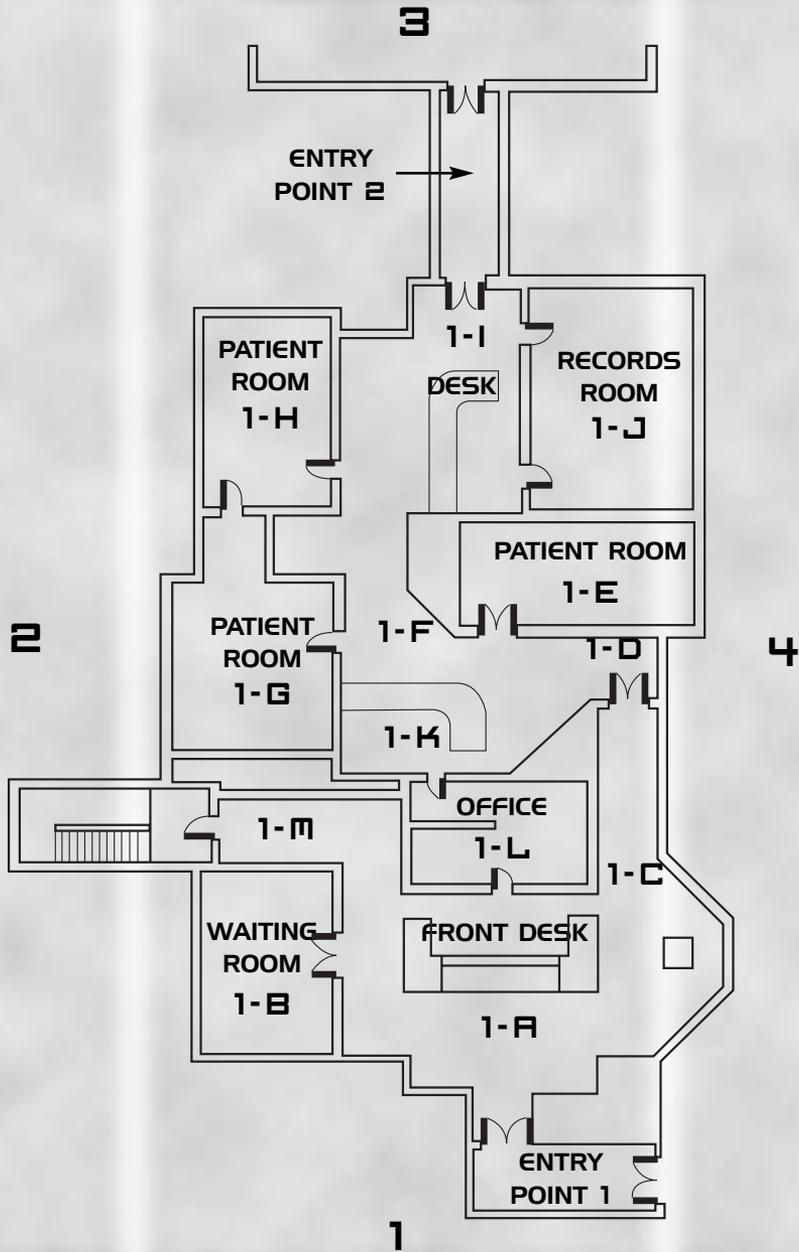
SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal Shotgun				
Secondary	M1911 (FMJ)				
Tactical 1	CS Gas				
Tactical 2	CS Gas				
Tactical 3	CS Gas				
Tactical 4	CS Gas	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun



If you want to take a standard firearm as your primary weapon, the .45 SMG with full metal jacket (FMJ) ammunition is a good choice. It's compact enough to use in small rooms, but has the necessary firepower to punch through body armor.

TACTICAL WALKTHROUGH





The side 1 entrance is the safest, but can still be challenging. For best results, enter quietly and try to take any visible suspects by surprise.

From the small hall on side 1, turn toward the double doors on the right and order the element to enter and clear. The foyer at 1-A is too big for CS gas or flashbangs to have much impact, so keep your entry as quiet as possible and save your tactical aids for later. Follow the element into 1-A and listen to the element for any suspect contacts. The foyer is often filled with incapacitated and dead hostages, but don't let them distract you. Scan the area behind the front desk first, then peek into the areas on the left and right. If you still don't see anything, shout a compliance order and listen and watch for a response. If it's still quiet, 1-A is most likely clear.

Order the element to fall in and turn to the left; approach the waiting room at 1-B with your pistol drawn. The large glass windows allow you to see inside this room from 1-A. Scan the interior carefully—a suspect may be hiding inside. If a gunman is inside, he'll probably try to hide behind one of the square pillars inside the room. Shout compliance orders until he exposes himself, then fire a round through the

Choosing the front door isn't always the best idea, but in this case, the side 1, level 1 entrance is the safest entry point. The side 3 entrance has your team surrounded by rooms that may contain multiple suspects. This could lead to a deadly gun battle with your team stuck in the middle. The side 1 entrance has another benefit—it's near the only staircase leading down to the basement. If positioned properly, the element can ambush suspects, preventing them from moving between the two floors.



Several dead and injured hostages are inside the main foyer. Subdue any visible suspects first, then report any downed hostages to TOC.



Your less lethal shotgun can't penetrate the various glass windows. So equip your pistol whenever engaging suspects through windows, like this one in the waiting room at 1-B.

glass window with your pistol. Try to hit him in an arm or leg. Shout a new compliance order after each hit until he surrenders or passes out. Even if you can't see a suspect inside, order the element to enter and clear 1-B.

Reform the element in 1-A. While aiming at the area behind the front desk (toward 1-L), order red team to cover this area. Positioning red here allows them to intercept any suspects moving from the basement. It also allows them to engage any retreating suspects as you and blue team flush them out of the level 1 rooms. With red in position, order blue to fall in and move toward the hallway at 1-C. Along the way, make any necessary TOC reports on the numerous downed hostages.

Approach the double doors at the end of the 1-C hallway. Peer through the two windows in the doors before entering. If it looks clear in the next hallway at 1-D, open the doors and drop to a crouch—equip your pistol. Sidestep around the door on the left while peeking right toward the nurses' station at 1-K. If there's a suspect inside this windowed area, shout a compliance order. If he tries to run, try to shoot him in the legs. But if he turns toward you and raises his weapon, nail him with your pistol. One shot may not put him down, so be ready to hit him again.



Order red team to hold in 1-A and cover the area behind the front desk. This way they can intercept any suspects who try to escape through 1-L, while you clear the rest of the floor with blue team.



Peek around the double doors near 1-D and scan the nurse station at 1-K. Once again, equip your pistol in case you need to engage the suspect through the glass.



It's possible to clear most of the 1-E patient room by sidestepping along this window. Still, order blue team to enter with CS gas to make sure all suspects and hostages are fully compliant.

any weapons and make your TOC reports, then order blue to fall in and lead them back out to the 1-D hallway. Switch back to your less lethal shotgun.

Now make the move toward the side 2 patient rooms, following the 1-D hallway to the 1-F intersection. While moving around this corner, aim toward the area at 1-J while sidestepping left. Keep scanning this hallway until you reach the door leading into 1-G. Aim through the square window in the door and scan the interior for suspects. If it looks clear, open the door and shout a compliance order. Shoot any suspects who move into sight. More suspects may try to escape through the nearby patient room at 1-H and out into the 1-F hallway. If you hear running, turn toward the door leading into 1-H and be prepared to blast any suspects who barge out. When all visible suspects have surrendered, order blue to enter 1-G with CS gas. Follow them in and help secure any suspects and hostages.

Next, step out into the 1-D hallway and turn toward the patient room at 1-E. Peer through the large window while sidestepping left; scan the interior for suspects. As soon as you see any, shout a compliance order and keep your pistol pointed at the suspect. Watch for a reaction and respond accordingly. A hostage may be inside this room, so watch your fire. Keep stepping left, firing, and shouting compliance orders until all visible suspects in the room are down or compliant. For safe measure, order blue team to enter the room with CS gas. Follow them in and help secure any suspects and hostages. Grab



Approach the side 2 patient rooms while sidestepping left and aiming down the 1-F hallway. Take a couple of steps, and peek left. Keep stepping and peeking until you reach the door leading into 1-G.



All three of the patient rooms contain green oxygen tanks. These tanks will explode if penetrated, so watch your line of fire when using firearms. For best results, choke up any potential suspects with CS gas before entering to reduce the chances of a gun battle.



From 1-G, keep moving to the next patient room at 1-H. Order blue to stack up on the door. Have them deploy CS gas into the room first. Once the door is open, shout a compliance order inside 1-H. If you hear no response, order blue to enter and clear while the gas is still potent. The 1-H patient room is one of several locations where you may find Hyun-Jun Park. If present, he's usually huddled in the back of the room. Secure any hostages and suspects, then order blue to fall in. Equip your pistol and load a fresh clip if necessary.



Clear the alternate entry point (near 1-I) before entering the records room. If necessary, use your pistol to fire through the square windows in the double doors. If a gunfight breaks out, the wooden doors provide some cover, so keep them closed.

Open the door leading out to the 1-F hallway. Before stepping outside, peek out to the left, then to the right. When it's clear, step out into the hallway and turn left. Scan the area behind the clerical desk on the right while moving toward 1-I. If the desk area is clear, focus on the double doors at the end of the hall at 1-I. The hallway beyond is the alternate side 3 entry point. Don't open the doors. Instead, peer through the square windows in the doors and scan the hallway for suspects. If any are visible, shout a compliance order. Be prepared for a hostile response by firing a couple of rounds through one of the windows. Keep shouting compliance orders with each round fired till the suspect surrenders or slumps to the floor.



Perform a dual entry on the records room (1-J), deploying CS gas through both doorways. Once the gas is in, help blue team clear the room.

door and toss your CS gas grenade inside. Now turn back to blue and order them to enter and clear 1-J. Equip your less lethal shotgun and move through the opposite doorway. Deploying CS gas at both entrances should choke all occupants. Order any suspects and hostages to comply. If they're stubborn, hit them with the less lethal shotgun until they surrender. Once the records room is secure, return to the hall at 1-I and make any missed TOC reports on the various downed hostages. Check behind the desk near 1-I, too.



Order another gas entry, this time on the small office at 1-L. Let blue team lead this one.

Creating a commotion near 1-I may cause suspects in the records room at 1-J to exit and investigate. Listen for movement in this nearby room and engage any suspects who exit. Equip your less lethal shotgun before opening fire to prevent any fatalities. Even if no suspects barge out of 1-J, you still must clear it. Order blue to stack up on the door near 1-I. Meanwhile, move in behind the desk and approach the second door leading into the same room. Equip a CS gas grenade, then turn to blue's position and order them to deploy CS gas into the records room. Once you give blue their order, open the other

From the 1-F hallway, move in behind the nurses' station at 1-K. If you downed a suspect here earlier, collect his weapon and make the report to TOC. Now have blue team stack up on the door behind the desk, leading into 1-L. Order them to enter and clear with CS gas. Follow blue into this small office and help secure any hostages. Any suspects in this room have probably fled into 1-A, running into the red team. When the small 1-L office is secure, move through the next door leading out to 1-A and order the element to fall in.

SWAT4

SPECIAL WEAPONS
AND TACTICS

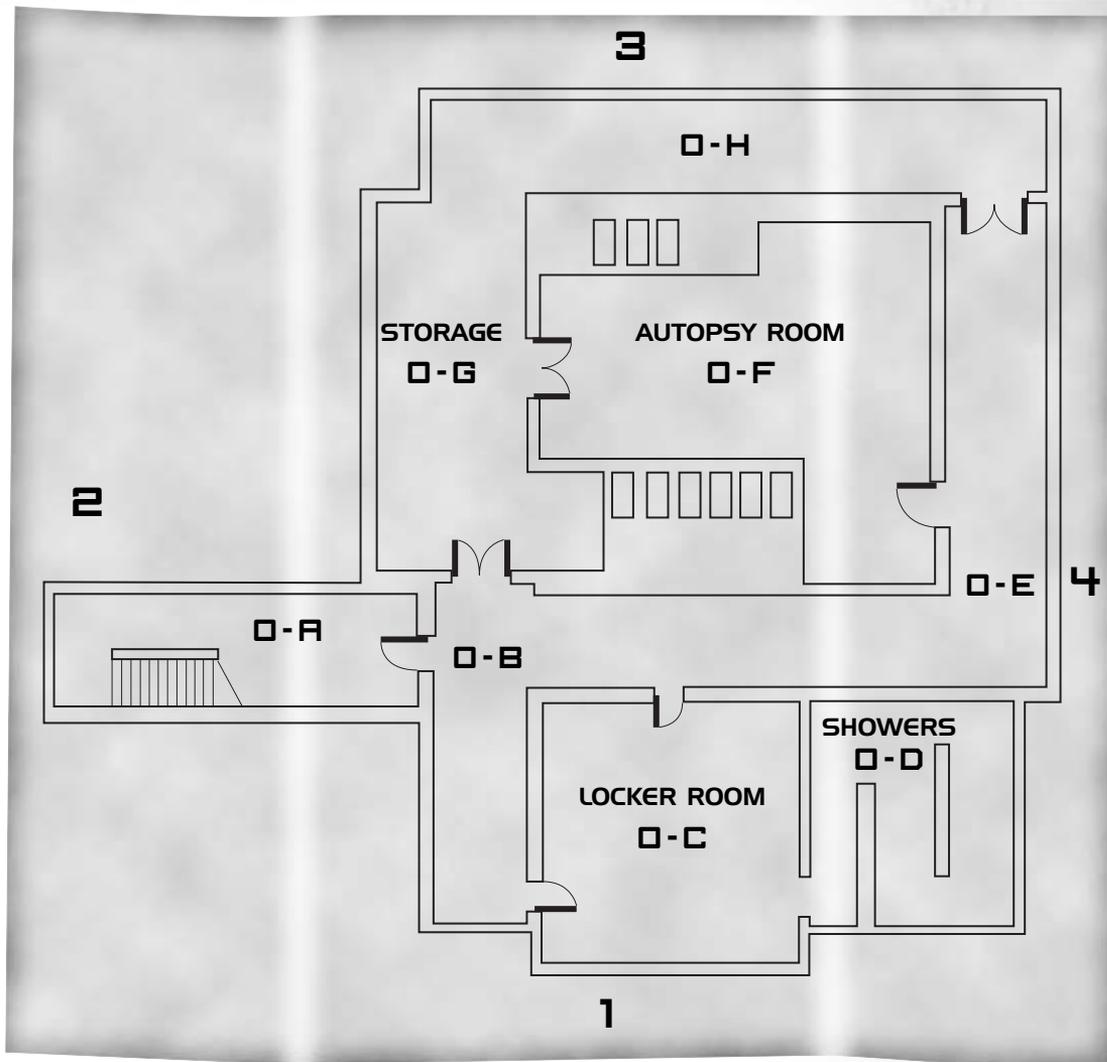
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Stand at the top of the stairwell and shout a compliance order while aiming at the floor below. If any suspects are hiding below, they usually move out into the open, giving you the opportunity to hit them with your less lethal shotgun.

With red and blue teams following, lead the way to the nearby hallway at 1-M. Order the element to stack up on the door at the end of the hall. Peek through the window in the door to scan the stairwell for suspects. If it's clear, order the element to enter and clear. The element enters the stairwell and stops at the top of the stairs. Follow them in and peer over the railing, scanning the floor below at 0-A. While aiming at this area, shout a compliance order. Watch for a suspect to move into view and be prepared to pelt him with a beanbag. Once it's safe, point at the floor below (0-A) and order the element to move to this position. They descend the stairs slowly, keeping their weapons aimed down at the next level. Follow the element down the stairs. When you reach the bottom, carefully scan the area beneath the stairs for any hiding suspects.





Order blue team to cover this hallway (0-B) while you help red team secure the rooms in the basement.

You're now in the basement. If you haven't found the diplomat yet, he's down here. From the 0-A stairwell, order the element to stack up on the door leading into the 0-B hallway. Before ordering them to enter, scan the hallway beyond through the window in the door. If it's clear, order the element to enter and clear. They stop just outside the stairwell's door. Immediately order blue team to cover the long hallway ahead, aiming toward 0-E. Approach the hall on the right and make

sure it's clear. Next, turn toward the double doors leading into 0-G. Open the doors and shout a compliance. Hit any suspects who move into view with the less lethal shotgun. Keep hitting them till they surrender, but don't enter 0-G to secure them yet.

NOTE

A series of pipes runs along the ceiling of the basement hallways. Shooting these pipes causes them to spray water. This has no bearing on tactics, but it looks pretty cool.



Assault the locker room (0-C) from the 0-B hallway entrance while red team hits it from the other doorway in the adjacent hall. Deploy gas through both entry points before clearing.

When the hall (0-B) and 0-G are clear of threats, turn to the short hall on the right and order red team to stack up on the door leading into the locker room at 0-C. Wait until they're in position, then creep down the other hallway toward 0-E. Stop before you reach the door on the right. This door also leads into the locker room, providing an opportunity for a dual entry. If the door is closed, open it and toss a CS gas grenade inside. Now hit to switch to red team's view, then press to gain control of them. Order red to enter and clear 0-C with gas. Tap again to regain control of the lead and enter the gas-filled locker room. Quickly distinguish between red team and any suspects before opening fire with your less lethal shotgun. Subdue all suspects, then get ready to hit the shower area.



Toss a CS gas grenade in the shower area (0-D), then help red team clear it. Keep your eyes peeled for Mr. Park. If present, he's usually surrounded by multiple suspects in blue suits. Deal with the suspects first!

Approach the entry to the showers (0-D) and toss a CS gas grenade inside. Order red team to enter the showers and clear them. Follow the team in and subdue any suspects or hostages while the gas is still present. This is another possible location for Hyun-Jun Park. If he's here, secure and report him to TOC. Also, an incapacitated hostage is inside the shower area. When the showers are clear, order red to fall in and move back to 0-C. Secure all suspects/hostages inside the locker room, report to TOC, then exit through the side door, into the 0-B hallway, which is still being covered by blue team.



Deploy at least two CS gas grenades into the autopsy room (0-F) before entering. Upon entry, turn right and move toward the chalkboard in the corner and search for choking suspects hiding behind it.



When you exit the locker room, turn right and lead red to the next corner on the left. Before reaching the corner, order red team to mirror around the corner, using the optiwand to scan the 0-E hallway. If it's clear, order red to fall in, move around the corner, and immediately focus on the door on the left. This leads into the autopsy room (0-F). Order red team to stack up on this door. Before ordering an entry, peer through the square window in the door to spot any suspects. If it's clear, order red team to deploy CS gas into 0-F. After the door is open and their gas is in place, peek inside the autopsy room (along the right side) and toss your own CS gas grenade toward the chalkboard. Pull back from the doorway and order red team to enter and clear with a flashbang. Follow red inside; immediately move toward side 3 first, then keep sweeping toward side 2. The area behind the chalkboard (the side

3/side 4 corner) is a popular hiding spot for suspects—Hyun-Jun Park may be nearby, too. After the autopsy room is clear and all suspects and hostages are compliant, help red secure all occupants and gather weapons.



More suspects (and Mr. Park) may be in the darkened hallway at O-H. Toss some CS gas down the hall before clearing. Securing any suspects and hostages here should bring the mission to an end.

If that area is clear, subdue all suspects and hostages before the gas wears off. You may need to hit a few of the suspects in blue suits with the less lethal shotgun before they drop their submachine guns. When the suspects are compliant, turn your attention to Mr. Park. Handcuff him and report him to TOC. Complete the mission by securing the rest of the suspects and gathering their weapons. Report all downed and secured hostages to TOC before exiting to the debriefing.

If you still haven't found the diplomat, he's probably in the nearby hallway at O-H. Begin the assault on this hallway by ordering red to fall in. Approach the double doors on side 2 of the autopsy room and scan O-G through the windows for suspects. Open the doors and peek inside—avoid making unnecessary noise. If it's clear, enter O-G and turn right toward the darkened hallway at O-H. If you're out of gas, order red team to deploy CS around the corner. Once the gas is in place, order red to move into the O-H hallway. The gas should choke any nearby suspects and hostages, but watch the end of the hall (side 4) for unaffected suspects.



Consider ordering an optiwand sweep on the O-H hallway before assaulting. If it's packed with suspects, hit the hall from both ends. Use red to assault from O-G while blue hits it from the opposite end, from the double doors in the O-E hallway. Deploying CS from both ends fills the entire hallway with gas, making it easy to clear.

THE WOLCOTT PROJECTS

BRIEFING



April 25–2347 Hours
High Risk Warrant Service
The Wolcott Project
1302 Blakestone Ave.

OBJECTIVES

- BRING ORDER TO CHAOS
- NEUTRALIZE HADEON KOSHKA
- RESCUE ALL THE CIVILIANS
- RENDEZVOUS WITH JENNINGS

OCCB (ORGANIZED CRIME CONTROL BUREAU) HAS A JOB FOR US. They've been pursuing a flow of illegal arms into the city for about a year, and they've got something solid to move on. Our suspect is Hadeon Koshka, a Ukrainian citizen who travels to the States frequently. His visits often overlap with the appearance of new Russian arms on the streets.

Tonight's our lucky night. Undercover detective Clark Jennings has spent the last two months infiltrating Koshka's operation. He contacted OCCB earlier today with the time and place for the meet. There's a major deal going down today, in the abandoned tenement at 1302 Blakestone Avenue. Detective Jennings notified his contact as soon as he could, but because the notice is so short, we don't have time to call in the ATF for this bust. Strictly speaking, arms dealing is their territory, but in this case, we're in the right place at the right time to stop it, and they aren't.

A bit of background: The Soviet Union maintained weapons caches and military bases in many locations. When it collapsed, many of those caches either “disappeared” or were abandoned. Arms trading, both legitimate and black market, is a significant source of income in the region, and the local governments are ambivalent about stopping it. So it’s up to us to stop these guns from reaching our streets.

The meet is at 1302 Blakestone, an abandoned HUD building. We don’t have a layout, but we do have outlines of the area, thanks to Jennings. Koshka should be in the room with the weapons cache, along with his buyer. Since there’s a lot at stake in this, we expect both groups to bring backup. Expect armed and dangerous suspects both in the building and on the grounds. Detective Jennings will be present undercover. He won’t be able to break cover safely until you’re in control of the situation, so keep your eyes out for him. Study your targets carefully, choose your gear, and get ready.

Location Information



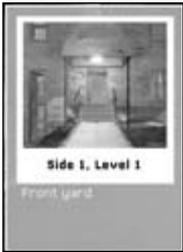
1302 Blakestone Avenue,
former Wolcott Housing Project

Some demolition work was begun on the condemned project before it was purchased by Koshka and his associates. Koshka will probably be in the back room, but expect secondary suspects to be scattered throughout the structure. There are multiple possible entries into the building

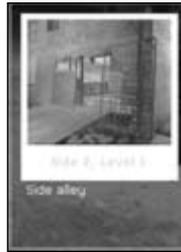
from the entry point. They include the front door, a basement entrance on side 4, level 0, and through the demolished back portion of the building on side 3, level 1.

We have high ground coverage in two places. Sierra 1 is covering the weapons deal room on side 3, level 1, and Sierra 2 is covering side 4, level 2.

Entry Options



Side 1, Level 1:
Front yard



Side 2, Level 1:
Side alley

SUSPECTS



Suspect Name: Hadeon Koshka	Height: 5'11"	DOB: 03/22/63
Sex: Male	Weight: 180	Age: 45
Descent: Caucasian	Hair: Brown	
	Eyes: Blue	

Ukrainian citizen. Suspected key member of a group of black market profiteers. Group allegedly sells old Soviet Union arms to American gangs.

CIVILIANS



Civilian Name: Clark Jennings	Height: 6'0"	DOB: 08/20/72
Sex: Male	Weight: 195	Age: 36
Descent: Caucasian	Hair: Black	
	Eyes: Blue	

Currently undercover as one of Koshka's thugs. Has a weapon and may get spooked, so be careful.

MISSION SUMMARY

As expected, this high-volume arms deal is well protected. Both Koshka and his unknown client have brought along several armed goons, putting the suspect total between 11 and 13. All suspects are well armed, too, carrying submachine guns and assault rifles in addition to back-up pistols. None are wearing body armor. The morale of the suspects differs greatly, so be prepared to encounter varied degrees of resistance. Most of the suspects are low-level street criminals, and won't put up much of a fight. But Koshka and his men have more at stake and are more likely to engage SWAT in prolonged firefights—even if injured. Use tactical aids like CS gas and sting grenades to get the jump on all suspects before they get a chance to resist.

primagames.com

While clearing the building, keep your eyes peeled for Detective Jennings and any other civilians. Jennings is wearing glasses and a green jacket over a white sweater. He's also carrying a pistol, but he won't use it. Once found, Jennings needs to be subdued and secured just like everyone else. Also, a few homeless people (one to three) are inside and around the building. These civilians can usually be found on level 2, and near the dumpster outside at the side 2/side 3 corner. The homeless people aren't directly threatened by the suspects—they're just in the wrong place at the wrong time. Don't let them get caught in the crossfire.

High ground plays an important role in this mission, helping to keep tabs of the suspects moving in and out of the dilapidated building. While Sierra 2 just has a limited view through a level 2 window at 2-C, Sierra 1 has a much wider vantage point covering the demolished side 4 corner of the building (1-L and 2-D), as well as the side 4 alley. Before moving out, check in with both snipers and try to neutralize any visible suspects by shooting their arms so that they drop their weapons. But be careful with target identification—don't shoot Detective Jennings!

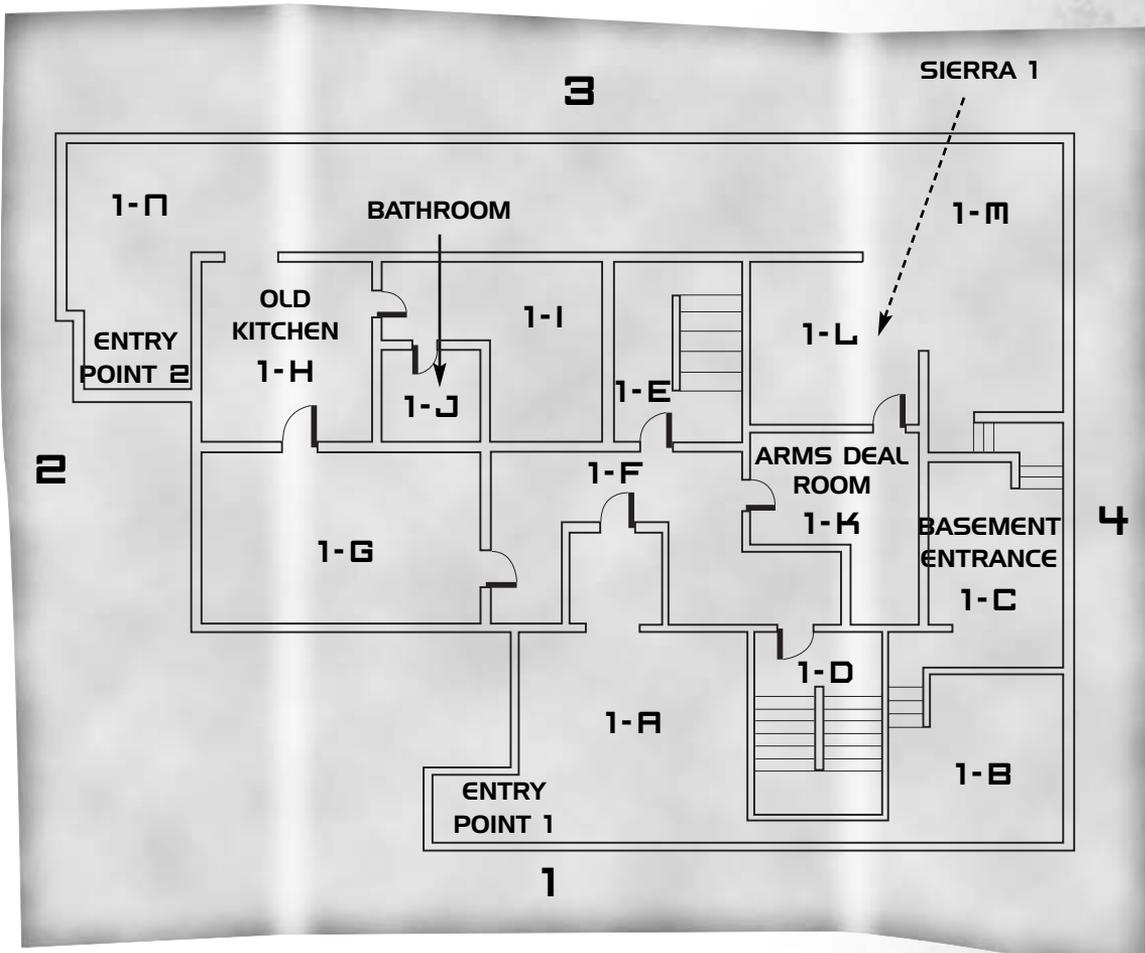
SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal	Less Lethal	Less Lethal	Less Lethal	Less Lethal
	Shotgun	Shotgun	Shotgun	Shotgun	Shotgun
Secondary	M1911 (JHP)	M1911 (JHP)	Taser Stun Gun	M1911 (JHP)	Taser Stun Gun
Tactical 1	CS Gas	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 2	CS Gas	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 3	CS Gas	Flashbang	CS Gas	Flashbang	CS Gas
Tactical 4	Door Wedge	Sting Grenade	Flashbang	Sting Grenade	Flashbang
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun



If you want to take standard firearms on this mission, the 9mm SMG (with JHP ammo) is more than adequate since none of the suspects are wearing body armor. For best results, set the weapon on semi-automatic for greater precision.

TACTICAL WALKTHROUGH



THE WOLCOTT PROJECTS



If you plan to assault the building from the basement, choose the side 1 entry point. But scan the side 4 alley with Sierra 1 before moving out.

Both entry points (on side 1 and side 2) allow the element to assault the building from multiple directions. From the side 2 entry point, you can immediately enter the building through the hole in the wall at 1-H or choose to move along side 3 and enter through the demolished corner at 1-L. The side 1 entry point is right next to the front door; this isn't the best place to begin your assault, though. A better solution is to move around to side 4 and enter through the basement. From the basement you can access the side 1 stairwell, giving your

team immediate access to level 2 without having to fight your way through the first floor. So pick side 1 as the entry point before beginning the mission.



Avoid entering the building through the demolished corner at I-L—if a suspect is on the upper level room at 2-D, he can easily ambush the entry team. At the very least, use Sierra 1 to shoot any suspects in the arms on level 2 before moving into I-L. If hit, your targets drop their guns.



Sierra 1 has the best view and is capable of engaging suspects on level 1 and level 2. But be aware that they may still have back-up pistols that they may not equip till they encounter the entry team.

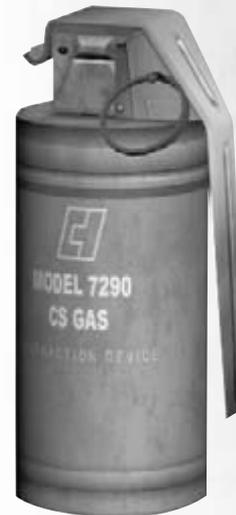
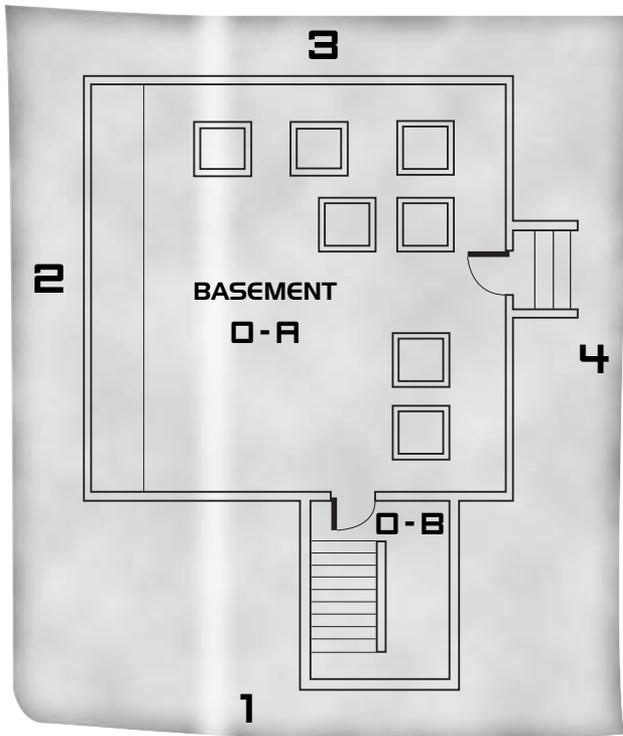
Before taking control of the element at the side 1 entry point, spend the first few minutes of the mission using the snipers to scan the building and surrounding perimeter for suspects. Start off with Sierra 1 and scan the side 4 alley. Sometimes it's possible to see a suspect patrolling near the side 1/side 4 corner. If you see a suspect, try to shoot the gun out of his hand. Sierra 1 also covers the demolished corner; he's capable of seeing into 1-L and 2-D. Watch for suspects hiding among the rubble in 2-D. Try to disarm them before they can retreat into 2-C. But even if they do escape, Sierra 1 has a clear view of 2-C through a side 4 window. Switch back and forth between Sierra 1 and Sierra 2 till no armed suspects are visible.



Use your pistol while peering through the window of 1-K. If you need to engage any suspects inside this room, your less lethal shotgun won't penetrate the window.

Now the entry team can start moving toward the basement. Start by ordering the element to fall in and lead them out into 1-A. Turn left and make sure the front door leading into the building is closed before leading the element past it. Keep moving toward side 4 and stop before entering the corner area at 1-B. At the building's corner, equip your pistol and peek right. Aim your pistol through the window at 1-K and scan the interior for suspects. Step to the right, out into 1-B and keep aiming at the 1-K window. If it's clear, switch back to your less lethal shotgun and approach the lower level area at 1-C—but don't descend the

steps. Shout a compliance down into this low area and watch for suspects scrambling. Hit them with the less lethal shotgun before they can return fire or run away. Keep shouting compliances until all suspects surrender. Hold at 1-B and order the element to move down into 1-C. If they encounter no resistance, follow them down into 1-C.





The areas between the furnaces along side 3 of the basement are popular hiding spots for suspects. Deploy at least two CS gas grenades inside the basement before entering.

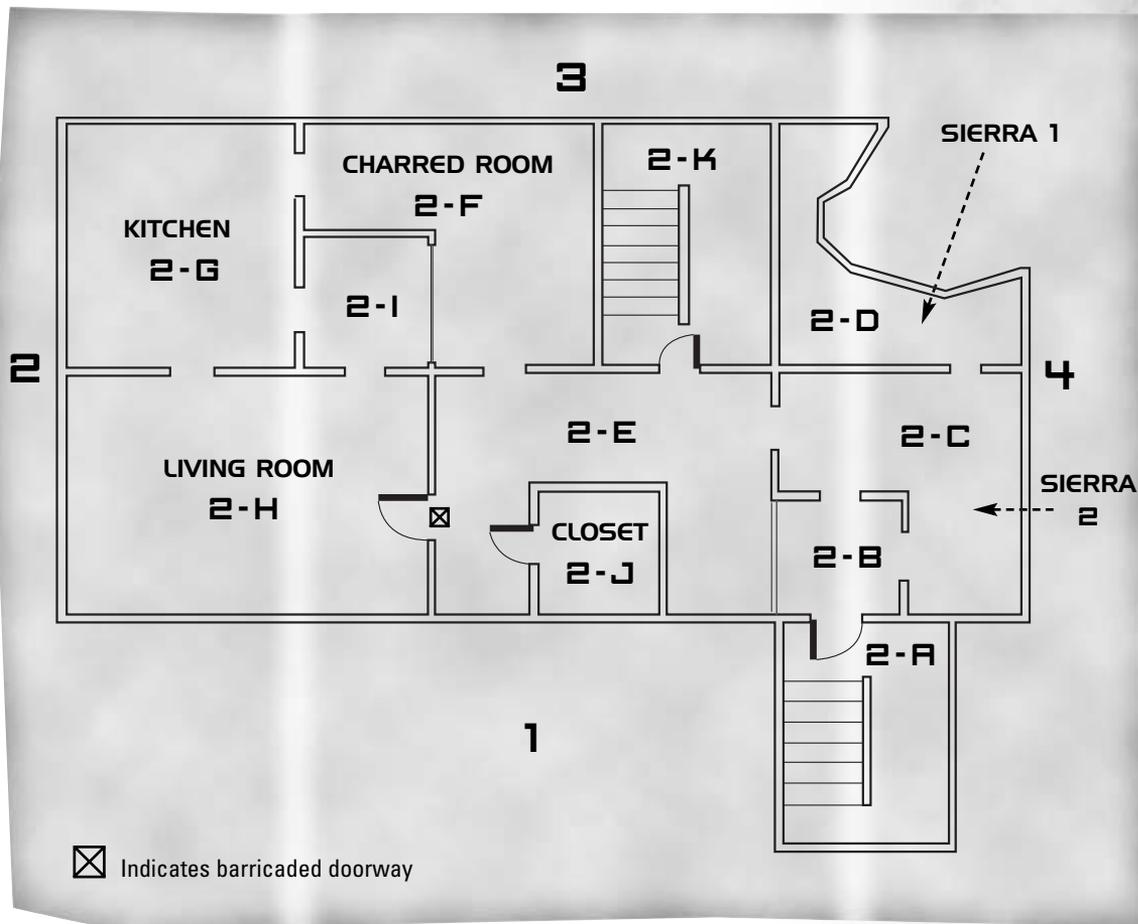
When 1-C is secure, turn toward the building and locate the basement entrance. Order the element to stack up on this door. If it's locked, order them to pick the door and mirror the basement (0-A) for suspects. Since the flooded basement is so large and filled with furnaces and water heaters, an optiwand sweep won't reveal the full picture of who's waiting inside, but it's better than nothing. Next, order the element to deploy CS gas into the basement. Keep your less lethal shotgun pointed at the door and be prepared to pelt any suspects on the other side as the element throws it open. If no suspects are visible, equip a CS gas grenade of your own and throw it deep into the basement, as close to the side 2 wall as possible. Now order the element to enter and clear with a flashbang. Follow the element in and hunt down any choking suspects. Keep shouting compliance orders and hitting them with the less lethal shotgun till they give up. Remember to fish their weapons out of the ankle-deep water when securing suspects.



Starting in the basement, clear the entire side 1 stairwell. Deploying gas at the bottom (0-B) may choke-up suspects hiding at the top (2-A). Listen for choking sounds while moving up each set of stairs.

After clearing the basement, turn to the side 1 wall and order the element to stack up on the door. This leads into the side 1 stairwell (0-B), providing access to levels 1 and 2. Order the element to enter and clear 0-B with CS gas. Help the element clear the entire stairwell all the way up to level 2. The CS gas deployed on level 0 may affect suspects as high as the level 2 landing, so listen for coughing sounds while moving upward. When the whole stairwell is clear, return to the level 1 landing (1-D) and jam the door with a wedge. This prevents suspects on the first floor from accessing the side 1 stairwell while you clear level 2 with the element.

When the whole stairwell is clear, return to the level 1 landing (1-D) and jam the door with a wedge. This prevents suspects on the first floor from accessing the side 1 stairwell while you clear level 2 with the element.



When entering 2-B, aim down the hall to the left at 2-E. A refrigerator and stove block the path to this hall, but you can still cover it from this position. Watch for suspects running out of the room at 2-F.

Order the element to fall in, and lead them up to the level 2 landing at 2-A —have them stack up and conduct an optiwand sweep on the door. Before performing an entry, check in with high ground again. Scan 2-D with Sierra 1 and 2-C with Sierra 2. If they have nothing to report, order the element to deploy gas into 2-B. When the gas is in, order them to enter and clear with a flashbang. The CS gas and flashbang should temporarily subdue anyone in 2-B and 2-C, but it will have little impact on any suspect in the adjacent hallway at 2-E. Upon entry into 2-B, immediately turn left (aiming over the

stove) and scan the 2-E hallway as well as the charred room at 2-F. If suspects are in this area, they'll probably charge out into the 2-E hallway and open fire on the entry team. Be prepared to hit any suspects who move into view with your less lethal shotgun.



While positioned in 2-C, have red team cover the 2-E hallway. They'll need to watch the side 3 stairwell while you clear the rest of level 2 with blue team.



From the charred room at 2-F, you can partially see into the demolished bathroom (2-I), the kitchen (2-G), and the barricaded living room (2-H). But remember, any suspects in these adjacent rooms can see you, too.

If the hall at 2-E is clear, move into 2-C and help subdue and secure any suspects. From 2-C, aim down the hall at 2-E and order red team to cover this area. Order blue team to fall in. Although Sierra 2 has a clear view of 2-D, open the door and peek inside to make sure it's clear. Now move down the hall at 2-E. If the door leading into the side 3 stairwell (2-K) is open, close it. Cautiously approach the open doorway leading into 2-F; keep an eye on the branch of the hallway near the closet at 2-J.

The doorway leading into 2-H living room is barricaded, so you'll need to clear the rest of the level 2 rooms through 2-F. Toss a CS gas grenade into 2-F and order blue team to enter and clear. Follow them inside the charred room and immediately turn left, looking through the demolished bathroom wall of 2-I. From here you can see into the kitchen at 2-G as well as into part of 2-H. Shout a compliance order and scan both areas for suspects. If it's clear, catch up with blue team and order them to enter and clear the 2-G kitchen. Follow them into 2-G, then order them to deploy CS gas into 2-H. If you hear coughing after the gas is deployed, order the element to enter 2-H with a flashbang. Help blue secure any suspects in 2-H. There may also be an incapacitated homeless man lying on a mattress along side 2.



Use your optiwand on the 2-J closet before opening the door. It may contain a suspect or civilian.



Expect heavy resistance in the 1-F hallway. Deploy CS gas and a flashbang before entering to minimize the threat to the element.



Lead the assault on the large living room at 1-G. Toss a CS gas grenade toward the center of the room to completely fill the room, then clear it with the element.

When 2-H is clear, return to the 2-E hallway and approach the closet at 2-J. Use your optiwand on the door before opening it. This is a popular hiding spot for civilians, including Detective Jennings. Secure any civilians inside the 2-J closet and report them to TOC.

Now that level 2 is clear, order the element to fall in and to stack up on the door leading into the side 3 stairwell at 2-K. When they're in place, order them to deploy CS gas into 2-K. Instead of ordering them to clear, have them fall in behind you and lead them down the steps to 1-E.

If the door leading into the 1-F hallway is open, cautiously approach it until you can pull it closed. At 1-E, order the element to stack up on the door. Before entering, order an optiwand sweep of the 1-F hallway—there may be several suspects waiting for you. Next, order the element to deploy CS gas into 1-F. When the gas is in, order them to enter and clear with a flashbang. Follow the element in and quickly scan both branches of the hallway. If either of the doors leading into 1-K and 1-G are open, carefully close it. Help the element secure any suspects in 1-F, then order them to fall in.

Lead the element down the 1-F hallway toward 1-G. Start off by sweeping the room with your optiwand. Even if this large living room looks clear, there may be a suspect hiding behind the crates along side 2. For safe measure, equip a CS gas grenade and open the door. Peek inside 1-G and toss the gas grenade in the center of the room to maximize coverage. Now order the element to clear the room. Equip your less lethal shotgun and follow them inside, turning right to cover the next door. If the door leading into 1-H is open, close it.

SWAT4

SPECIAL WEAPONS
AND TACTICS



The combination of gas and sting grenades works well for clearing the crowded room at 1-H. Watch for suspects attempting to flee outside through the hole in the wall.



One centrally placed CS gas grenade should fill the L-shaped room at 1-I. Rush inside and subdue any suspects while the gas is still active.



The arms-deal room at 1-K is likely to contain at least one suspect hiding among the crates. CS gas or a sting grenade should be more than adequate to force a surrender.

When 1-G is clear, keep moving and order the element to stack up on the door leading into 1-H. The room on the other side of the door used to be a kitchen, but is now filled with junk, which provides plenty of hiding spots for bad buys. So order the element to deploy CS gas into the room first. If you hear choking, order the element to enter and clear with a sting grenade. Enter the room with the element and pelt any stubborn suspects with beanbags till they surrender. While clearing, keep an eye on the hole in the wall on side 3. If any suspects flee outside, let them go for now and keep clearing the building.

Now turn to the next door, leading into 1-I. Order the element to fall in and approach the door. Use your optiwand, but don't expect to see much from this angle, as any suspects are probably hiding around the corner of this L-shaped room. Stow your optiwand and equip a CS gas grenade. Open the door, peek inside, and toss your CS gas grenade into the room's. Now order the element to enter and clear 1-I. This room is a popular hangout for Hadeon Koshka, but the CS gas should make him harmless. Pelt him (and any other suspects) with your less lethal shotgun till he gives up. Now turn toward the small bathroom at 1-J. Use your optiwand on the door before opening and clearing—there may be a suspect hiding inside.

Re-form the element and lead them back out into the 1-F hallway, making your way toward 1-K. At the 1-K door, order the element to stack up. This room is filled with crates making it difficult to spot any suspects with an optiwand sweep. So order to deploy CS gas into 1-K prior to entry. Follow the element

inside and help them subdue any suspects. Next, turn to the door leading into 1-L. Before entering, have Sierra 1 scan the room. If Sierra 1 can't see any suspects in 1-L, order the element to enter and clear the room.

Join the element in 1-L and order them to fall in. If the *Bring order to chaos* objective hasn't been fulfilled, there's still a suspect at large, and he's probably outside. Order the element to fall in and creep toward the demolished wall on side 3. Sidestep right toward 1-M while peeking around the scaffolding. Look for a moving van parked along side 3 of the building—some suspects may be nearby. Keep stepping out into 1-M while scanning side 3. If the area around the moving van looks clear, continue your search along side 3. As you approach 1-N, move up against the building (near 1-H) and peek around the corner at side 2. If this area is clear, turn to the corner at 1-N and search behind the dumpster for a homeless civilian. Securing him should fulfill the *Rescue all the civilians* objective, and complete the mission.



If you haven't found Koshka yet, check near the moving van along side 3—he's wearing a blue jogging suit.



Still looking for civilians? Check the area behind this dumpster at 1-N. A homeless man is usually hiding here.



The open nature of the building makes it difficult contain all the suspects inside. If you're having trouble finding any suspects after the outdoor search, return to side I and retrace your steps through the building, beginning with the basement. With all the excitement, you may have forgotten to handcuff a suspect, which may account for the incomplete BRING ORDER TO CHAOS objective. Still, conduct your searches cautiously, shouting compliance orders in each room before entering.

THE OLD GRANITE HOTEL

BRIEFING



May 1–1812 Hours

Hostage Rescue

The Old Granite Hotel

1700 West 7th Ave.

OBJECTIVES

- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS
- RESCUE JAMES BETINCOURT
- RESCUE LAWRENCE ADAMS

OK, MEN, THIS ONE'S A ZOO, and it isn't going to get any better. The self-declared militia group America Now has taken real estate heir James Betincourt Junior and Lawrence Adams, his general contractor, hostage. Apparently they were touring a current project, the Old Granite Hotel, and were taken while inspecting Adams' work. Now the suspects are holed up on the top two floors of the hotel, demanding twelve million dollars in ransom by midnight. They claim that Betincourt Investments owes this as a "down payment on their debt to the American people."

America Now is a small but active domestic militia group. They are fiercely isolationist, opposing immigration, free trade, and foreign-owned interests. Most of their previous actions have been against foreign-owned properties, either sabotaging them in the building stage or engaging in serious vandalism, making the properties too expensive to

maintain. This is their first kidnapping, and it may indicate a shift in the group's tactics. Given the public nature of the incident, the group is clearly looking for publicity as well. We've spoken with the media, and received some co-operation; however, it's not clear how long that will last.

Expect the America Now suspects to be well equipped, and to act as a group, but their inexperience with hostages may make them even more dangerous to the civilians. Take extra care.

Now...on to the victims. James Betincourt Junior is the son of the CEO and majority owner of Betincourt Investments, a French-based property development company. Six months ago, they purchased the Granite out of bankruptcy for twelve million dollars, and have been renovating it ever since. Junior has been in charge of the renovations, and was doing an inspection of the renovation work when he was captured. Lawrence Adams is the general contractor and the architect in charge of doing the renovation work.

The suspects are on the top two floors of the hotel, the sixth and the seventh. You'll find the blueprints on the board. We've cut power to the elevators, and one of them is trapped between the fifth and sixth floor. You can either go up the stairs, or down the elevator shaft. Recent gunshots were reported coming from the seventh floor, so it's time to go in.

Location Information



1700 West 7th Avenue,
The Old Granite Hotel

The top floors of the Old Granite are currently being renovated. Work on the 6th floor is nearly complete, but the entire 7th floor is still under construction.

Sierra 1 is covering one of the completed hotel rooms on side 3, level 6. Sierra 2 is positioned in a helicopter, watching the exposed construction area on side 3, level 7.

Entry Options



Elevator Shaft: Entry from on top of the elevator car stopped on level 5



Stairwell: Stairwell entry from level 5

SUSPECTS



Suspect Names:
Unknown
Vitals: Unknown

Wearing bulletproof vests and masks, equipped with machine guns.

CIVILIANS



Hostage Name:	Descent: Caucasian	Eyes: Brown
James	Height: 6'1"	DOB: 01/04/75
Betincourt, Jr.	Weight: 160	Age: 33
Sex: Male	Hair: Brown	

Son of James Betincourt, CEO and president of Betincourt Investments. Betincourt Investments owns the Old Granite Hotel.



Hostage Name:	Height: 5'11"	DOB: 04/19/66
Lawrence Adams	Weight: 190	Age: 42
Sex: Male	Hair: Black	
Descent: Caucasian	Eyes: Blue	

General contractor for the remodeling of the Old Granite Hotel.

MISSION SUMMARY

Here's another tough one. Not only is the hotel swarming with 12 to 16 heavily armed gunmen, but there are four briefcase bombs dispersed across the 7th floor. The first bomb is in the stairwell, between the 6th and 7th floors. But the locations of the remaining three bombs is random, somewhere on the top floor. Once the first bomb is found in the stairwell, the entry team has approximately nine minutes to find and defuse the remaining bombs.

Most of the gunmen are on the 7th floor, protecting the bombs. But a few can be found hiding in the finished hotel rooms on the 6th floor too. All suspects are well armed, primarily carrying submachine guns and assault rifles. Some are even using sawed-off shotguns as back-up weapons. Fortunately, the gunmen are easy to identify—all wear the same green fatigues, masks, and body armor. Don't expect these guys to give up easily. Try choking them with CS gas before assaulting, then use less lethal shotguns or Tasers at close range to force compliance. If using standard firearms, use full metal jacket (FMJ) ammo—you'll need it to punch through their armor.

Hostages can be found on both floors. The known hostages (Betincourt and Adams) are found in separate rooms on the 7th floor; each is always guarded by at least one gunman. If faced with a stand-off situation, the gunmen may execute Betincourt and Adams. So always advance with CS gas and try to choke the would-be executioner prior to assault. One or two hotel employees may be hiding on the 6th floor, too. These hostages aren't directly threatened by the gunmen, but may present a target of opportunity if a suspect feels threatened or cornered.

High ground can help out the entry team by thinning out the resistance, especially on the 7th floor during the bomb search. Sierra 2 covers the exposed construction area on side 3, and is capable of neutralizing suspects in 7-I and 7-J. The ticking-time bomb scenario more than warrants lethal force, so consider going for head shots if time is an issue. Sierra 1 has a more limited view of the 6th floor, covering room 623 (6-G) on side 3. Check in with Sierra 1 before clearing this room.

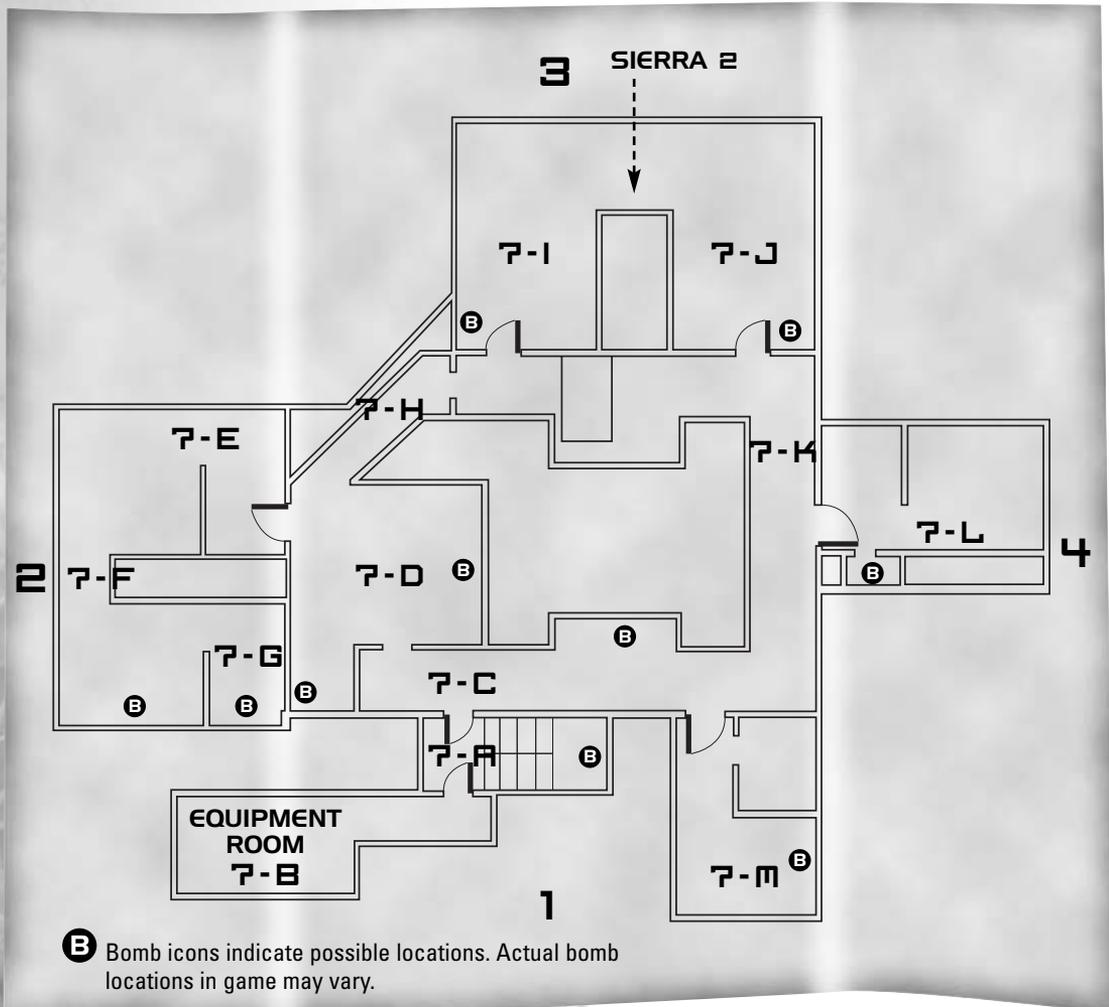
SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal Shotgun				
Secondary	M1911 (FMJ)	M1911 (FMJ)	Taser Stun Gun	M1911 (FMJ)	Taser Stun Gun
Tactical 1	CS Gas				
Tactical 2	CS Gas				
Tactical 3	CS Gas				
Tactical 4	Door Wedge	Sting Grenade	Flashbang	Sting Grenade	Flashbang
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun



Choose the .45 SMG with full metal jacket ammo (FMJ) if you want to take along a standard firearm. It offers the best balance of firepower and maneuverability in close quarters.

TACTICAL WALKTHROUGH





Regardless of which floor you want to clear first, the stairwell is the best entry point. Just move slowly and watch for suspects as you climb the stairs.

Choose entry point 2 and, as you gain control of the lead in the stairwell, you can already hear the beeping of a bomb on the steps above. Don't worry about it yet—the countdown hasn't started. Instead, order the element to fall in and lead them up to the sixth-floor landing at 6-A. Place a wedge in the door here to completely lock down the sixth floor. After the wedge is placed, lead the element up the steps to level 7, aiming your less lethal shotgun upward. When you reach the landing between the sixth and seventh floors, you find the first bomb. At this point, a timer appears in the top right corner of the screen, giving you 9 minutes and 13 seconds to locate and shut down all the bombs.

Whether you want to clear the 6th or 7th floor first, the stairwell is best entry option. From here you can wedge doors, effectively isolating one floor while you assault the other. Since most of the gunmen are clustered on the 7th floor, it's best to hit this top floor first. This also allows you to shut down the four bombs and rescue Betincourt and Adams before clearing the 6th floor. Might as well get the hard part over first.



The first of four bombs can be found inside the stairwell between the fifth and sixth floors. Use your tool kit to disable it. All members of the element can disable bombs, too.

NEW OBJECTIVE

- FIND AND DEACTIVATE THE BOMBS



The bomb's countdown doesn't begin until you actually step on the stairwell landing where the first bomb lies. So, if you wait to step on the landing, you can clear the entire sixth floor and still have the full 9 minutes and 13 seconds when assaulting the top floor.



Toss CS gas deep into the room at 7-B before entering. Your element just deploys gas at the doorway, so handle this entry yourself.



Watch for suspects at the end of the 7-C hallway and try to hit them with the less lethal shotgun before they can get away. Also, listen for the beeping sound of another bomb. Check near the port-a-potty.

Fortunately, defusing the bombs is pretty easy. Break out your tool kit (8) and defuse the bomb by holding down the left mouse button. As soon as the first bomb is defused, turn around and move up to level 7 at 7-A. With the element still following, move toward the door on the right that leads into the equipment room at 7-B. Equip a CS gas grenade and move up against the door, facing side 2. When ready, open the door and toss the gas grenade along the long hall, deflecting it off the side 1 wall so that it bounces deeper inside the room. As soon as the gas deploys, lead the element inside and blast any choking suspects with your less lethal shotgun till they surrender. There aren't any bombs in this room, but it's a good idea to clear it anyway to prevent any suspects from sneaking up on your team. Order the element to secure any suspects and weapons, then lead them back out to the stairwell at 7-A.

Back at the stairwell, order the element to stack up on the door leading into the hall at 7-C. There isn't much time for an optiwand sweep, so order them to begin the entry by deploying CS gas into 7-C.

When the gas is in, order them to enter and clear. Follow them in and immediately turn right to scan side 4 of the hallway. If it's clear, search the area around the port-a-potty for another bomb—listen for the beeping sound. Defuse the bomb if you find one.



This dark nook in 7-D is a popular bomb (and suspect) location. Deploying gas on entry should fill this corner, preventing an ambush. Once the room is clear, have the element disable the bomb.

Next, move toward the door leading into 7-E. Scan down the hall at 7-H while approaching the door. If the adjacent hallway is clear, open the door leading into 7-E and watch for suspects—this area is usually packed! If there are no visible suspects, hold at the doorway and order the element to deploy CS into the area at 7-E. Order the element to fall in, and lead them inside. Creep around the partially constructed wall at 7-E and try to locate any choking suspects. Subdue them quickly with the less lethal shotgun before the gas wears off. Make sure any visible suspects are compliant, but don't secure them yet. Instead, aim toward the next corner at 7-F and order the element to deploy CS gas there. Wait till the gas is working, then peek around the corner and subdue any choking suspects. When this area is clear, peek around the next corner and order the element to toss another CS gas grenade near 7-G. Wait till the gas disperses, then rush into the small nook at 7-G. Deal with any suspects first, then secure any hostages—Lawrence Adams is usually located here. A bomb may also be in this corner or near the construction material near 7-F. Have the element disarm any bombs, then get busy securing suspects and gathering weapons.

Now return to the element near 7-C and order them to gas and clear the next room at 7-D. As you follow the element in, locate any choking suspects and make them comply with a few shots from the less lethal shotgun. When the room is clear of threats, order the element to secure any suspects and gather their weapons. Meanwhile, search the room for bombs, particularly the small nook on side 2, near the doorway you just entered. Disable any bombs in the room, then order the element to fall in.



Lawrence Adams is usually found in the small nook at 7-G. Deploy CS gas into this corner before rescuing him. An unseen suspect may be holding an assault rifle at his back.



Don't enter 7-I without having the element deploy CS gas first. This is a popular ambush point.

may be clustered near the door waiting to ambush, so it's best to give the gas some time to start working. In 7-I, subdue any suspects, then search the area for bombs, listening for that distinct beeping sound.



Another bomb is sometimes found in 7-J, along the side 4 corner next to the door.

When the partially constructed hotel rooms at 7-E and 7-G are clear, lead the element back out to 7-D, then turn left down the 7-H hallway. As you reach the next open doorway, sidestep left till you can get a clear view of the next hallway span. The area in front of the elevator shaft is blocked by construction material, so you have to move through 7-I and 7-J to reach the next hall at 7-K. Approach the door leading into 7-I and order the element to stack up. Order them to deploy CS gas into 7-I, then wait a couple of seconds before ordering them inside to clear. Suspects

Before moving into 7-J, check in with Sierra 2. The orange netting along the room's side 3 perimeter partially obscures the room, so scan the area carefully. If you see no suspects, fire a warning shot or two into 7-J and watch for movement. If it's clear, switch back to the lead. Order the element to fall in and cautiously lead them to 7-J, watching for suspects hiding behind the building materials stacked along side 1. If it's clear, rush toward the next door, then turn left, scanning the nook on side 4 for another bomb. As you approach this area, a police helicopter hovers into position along side 3 of the building—don't let it distract you from your bomb hunt.



When the door is opened (7-L), toss your grenade in, too, throwing it as far as you can toward the side 4 wall. This should completely fill the room with CS.



James Betincourt is usually in the closet of 7-L. If he's not in this room, he'll be in 7-B or 7-M.

From 7-J, open the door leading into the hallway. Before stepping out, peek out to the left and right. If it's clear, lead the element into the hallway, then peek left around the next corner and scan the 7-K hallway. Keep moving; approach the door on the left leading into the room at 7-L—order the element to stack up. This room is a partially constructed hotel room and is likely to contain multiple suspects, and possibly another bomb and James Betincourt. Don't waste time with an optiwand scan. Instead, equip a CS gas grenade, then order the element to deploy gas into 7-L. As they open the door and toss in their gas, peer through the doorway and toss your own gas grenade deep into the room along the side 4 wall. The room should now completely fill with CS. Order the element in and follow close behind. Pelt any non-compliant suspects with beanbags till they give up. Next, look (and listen) for another bomb. There may be one inside the closet next to the room's doorway.



If time is running short, don't worry about securing suspects. As long as they're compliant, they no longer pose a threat. Find and disable all the bombs first. You can always return and secure suspects later after the bombs are disarmed.

SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE

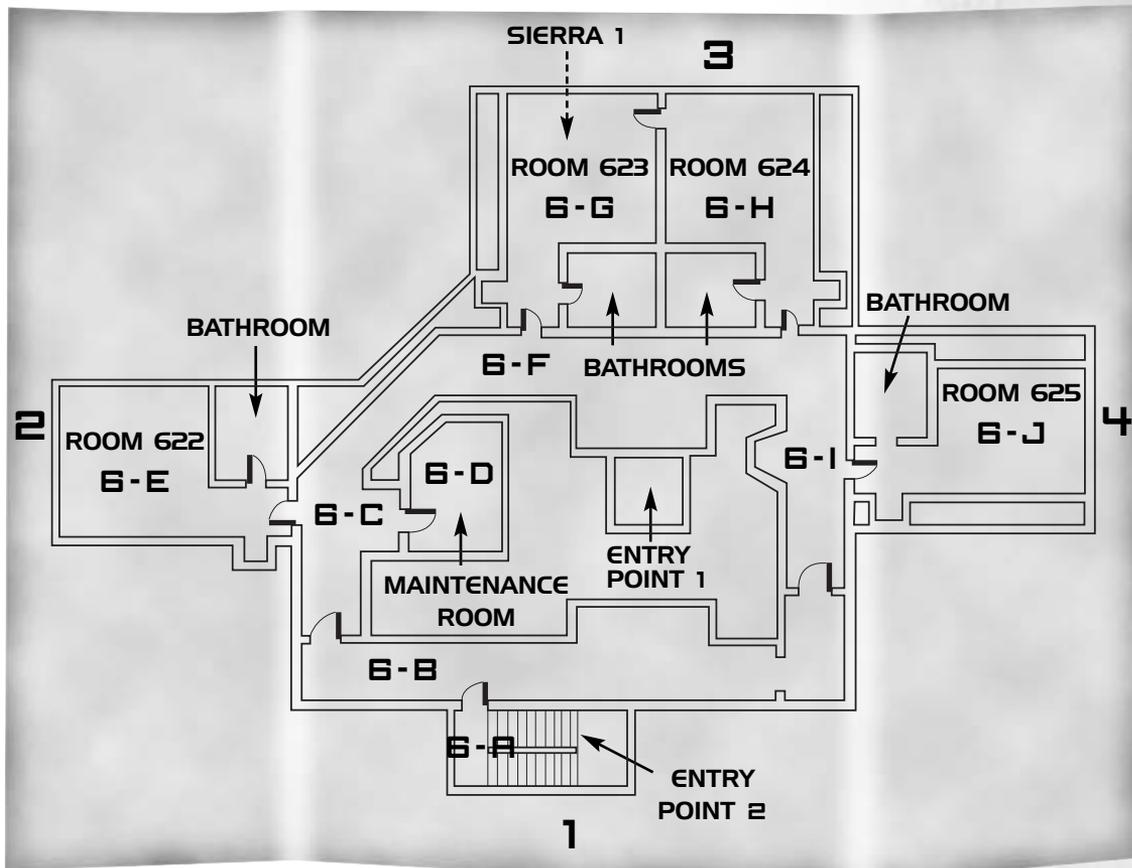
If you haven't found all the bombs yet, time is probably running out. There's one more place the last bomb could be. Order the element to fall in and rush back out to the 7-K hallway. Peek around the corner at the 7-C hallway, then approach the door leading into 7-M. This is another partially constructed hotel room. Duplicate the same entry you performed on 7-L. Order the element to deploy CS gas into the room first, then toss a gas grenade deeper into the room (toward the side 1 wall) to completely saturate the whole room. Rush inside and quickly put down any resistance with your less lethal shotgun. Immediately locate the last bomb and disable it before time runs out.

If everything went as planned, all the bombs are now deactivated, level 7 is clear, and Betincourt and Adams are safe. If necessary, work your way through the level 7 rooms one more time and secure any suspects you didn't have time to handcuff earlier. Be sure to gather all their weapons, too, and make the necessary TOC reports. There's no rush to get to level 6—any suspects are still trapped thanks to the wedge you placed at the mission's start. Tie up all loose ends on level 7, then lead the element back out to the stairwell at 7-A. It's time to hit the sixth floor.



Suspect or bomb? If time is short, always disable the bomb first.





Prevent any suspects from escaping the 6-B hallway by deploying CS gas and pelting them with beanbags. They'll be much harder to subdue if they're allowed to hole up in one of the hotel rooms.

Descend the steps to 6-A and remove the wedge in the door. Now have the element stack up on the door and conduct an optiwand sweep. This only gives a partial view of the hallway at 6-B, since a pile of construction materials next to the door completely blocks the view of side 4. For this reason, order the element to deploy CS gas into 6-B before entering. Follow the element in and turn right, scanning the nook in the hallway along side 3.

If any suspects are present in the hall, there's a good chance they'll try to run. Try to hit them with the less lethal shotgun before they get away. But if they do escape, don't chase them—if you do, you run the risk of being ambushed. When the 6-B hallway is clear, order the element to fall in. Turn toward side 2 and approach the door leading into 6-C.



Since the bombs are disabled, time is no longer an issue. Take a few extra seconds to mirror every room with the optiwand before entering.



While clearing the hotel rooms, be careful when passing the bathrooms. If the doors are open, peek inside before walking by.

Use your optiwand on the door leading into 6-C before opening it—the hall is usually clear. Now open the door and lead the element into the hallway. Turn to the door on the right and order the element to stack up. This is a maintenance room (6-D) and may be occupied by a suspect or a hotel employee. Have the element conduct an optiwand sweep of the room. This should reveal if anyone is inside, but there is a small blind spot along side 2 where a vending machine stands. If any suspects are reported, order the element to enter and clear with whatever tactical aids they have left—sting grenades are quite effective. But if the room's reported as empty, don't waste any tactical aids here.

With the maintenance room cleared, return to the hall and approach the door leading into room 622 (6-E) on the opposite side. Order the element to stack up and perform another optiwand sweep. Due to their shape, mirroring the hotel rooms only provides a partial picture of what's inside. So when ordering an entry, have the element enter with a flashbang. Rush into the room with the element. Immediately scan the bathroom on the right. Keep moving until the room is clear.



One or two hotel employees are likely to be hiding out in a few of the rooms on level 6. Don't waste your tactical aids on them.

have the element enter and clear without a tactical aid. But if the bathroom door is open, it's best to use a flashbang or sting grenade when entering.

Help the element clear 6-G, then move toward side 3 and look for the door near the outer wall. This leads into room 624 (6-H). Conducting an optiwand sweep from 6-G reveals much more of the room than it does from the hallway at 6-F. Still it's possible to scan the room from both doorways. This is a good idea if your team is running low on tactical aids. Mirroring from both entry points reveals the whole room, except for the bathroom. When ready, order the element to clear 6-H.



The bathroom in 6-H may contain suspects. Always use the optiwand on this door before opening it.

Return to the hall at 6-C and order the element to fall in. Turn left and carefully approach the next span of the hall at 6-F. Before clearing the next room at 6-G, keep moving down the hall and clear the area around the elevator—suspects may be hiding here. When it's clear, turn to the door leading into room 623 (6-G). First, order the element to mirror the room with the optiwand. Next, check in with Sierra 1. Between the optiwand sweep and Sierra 1, you should be able to see most of the room except for the bathroom. If the bathroom door is closed,



The door between rooms 623 (6-G) and 624 (6-H) is often locked. Consider using a C2 charge to breach it, especially if any suspects are on the other side.

For some reason the bathroom in 6-H is a popular hiding spot for suspects, so approach the door carefully if it's open. If the bathroom door is closed, use your optiwand before opening. If a suspect is inside, order the element to breach the door with C2. This should temporarily stun the suspect, allowing you to shoot a beanbag with your less lethal shotgun. Deploying a sting grenade into the bathroom is also a good way to get a suspect to surrender.

If you still haven't found all the suspects, keep clearing level 6. Order the element to fall in and lead them back out into the 6-F hallway. At the nearby corner, peek left into the 6-I span of the hallway. Watch for suspects hiding along the nook on the right where the ice machine stands. If the hall is clear, approach the door leading into room 625 (6-J). This is another standard hotel room, but this one appears to still be under renovation—the bathroom door is off its hinges. Order the element to scan the room with the optiwand, then have them enter with either a flashbang or sting grenade. Subduing and securing any suspects in 6-I should complete the mission. Gather all the weapons and make your TOC reports before exiting to the debriefing.



Round up the rest of the suspects on level 6 to complete the mission. They're likely to be hiding out in the bathrooms, so proceed cautiously. After coming so far, you don't want to blow it now.



If the mission doesn't end after clearing the room at 6-I, either a suspect is still at large or you forgot to handcuff one. There could also be a hostage you haven't found or secured yet. Check your mission objectives (BSC** or **M**) to determine the problem. If a suspect is still at large, check the hallway at 6-B. A suspect may have retreated here as you moved through level 6.**

MOUNT THRESHOLD RESEARCH CENTER

BRIEFING



May 21-0045 Hours

Barricaded Suspects/Hostage Rescue

Mount Threshold Research Center

72 Mt. Threshold Avenue

OBJECTIVES

- BRING ORDER TO CHAOS
- RESCUE ALL THE CIVILIANS
- RESCUE DR. THEODORE STURGEON
- NEUTRALIZE JEAN TROUFFANT
- SECURE THE BRIEFCASE

IF YOU HAVEN'T HEARD OF THE ARMY OF FAITH, here's your introduction. A bit after 2000 hours, a group of them broke into the Hologen research facility at Mount Threshold, closely affiliated with Mount Threshold University. A couple of patrol cars responded quickly to the initial alarm, and the activists were trapped inside. Unfortunately, trapped along with them are the building's late-working scientists and graduate students. The suspects have already released a statement declaring their willingness to become martyrs, and we have evidence of their willingness to make martyrs out of others. It's a very touchy situation, with the potential to get worse.

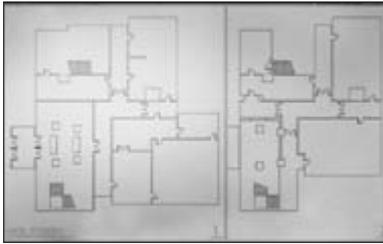
About the Army of Faith: They've been around for about two years, and have claimed credit for bombing research facilities doing work with stem cells and cloning technology. Don't make the mistake of thinking of them as kooks. Whatever they believe, they are also well armed, well trained, and dedicated to their cause. They've sent—and acted on—death threats to leading researchers in both fields, and this is not the first institution they've invaded.

We think they intended the same sort of high-damage, high-speed raid at Hologen. However, university police were nearby, and acted quickly to contain them. Things are still confused enough that we don't know how many civilians are still in there, and we only have rough estimates on the number of suspects.

Hologen is active in DNA cloning research, and we believe that is why they were targeted. Our suspects are led by Jean Trouffant. He is one of the major operatives in the Army of Faith. Trouffant was wanted for bombing abortion clinics, before going underground and reappearing with the Army of Faith. We don't have an accurate count of how many gunmen he has with him, but it's at least seven or eight, from eyewitness reports.

One of the first things the Army of Faith did was take down the security system, so we don't know how many civilians are inside. The suspects have named so far only Dr. Theodore Sturgeon as a hostage. We believe he is in imminent danger from the suspects, as he is one of Hologen's key researchers. As always, your first priority is to rescue him and get any other civilians out of there safely. However, you should also keep your eyes open for Sturgeon's briefcase, which contains contacts for other researchers around the world. In the Army of Faith's hands, those documents become an open-season list. Study the location and your opponents, choose your gear carefully, and get in there. There's a lot riding on this one.

Location Information



72 Mount Threshold Ave.,
Mount Threshold Research Center

The building has a main foyer and many large and intricately connected laboratory spaces.

There are no good vantage points for sniper teams outside of the foyer area.

Entry Options



Side 1, Level 1:
Entry through the front doors and foyer



Side 2, Level 2: Service entrance

SUSPECTS



Suspect Name:	Height: 5'11"	DOB: 04/19/73
Jean Trouffant	Weight: 175	Age: Approx. 35
Sex: Male	Hair: Light Brown	
Descent: Caucasian	Eyes: Blue	

Of French descent. Dedicated to the Army of Faith cause. Arrested multiple times for misdemeanors such as disorderly conduct and disturbing the peace, mainly in conjunction with vocal protests.



Suspect Names:
Unknown
Vitals: Unknown

Masked Gunmen.

CIVILIANS



Civilian Name:

Dr. Theodore

Sturgeon

Sex: Male

Descent: Caucasian

Height: 5'11"

Weight: 190

Hair: Grey

Eyes: Brown

DOB: 9/23/48

Age: Approx. 60

Professor of Biochemistry at Mount Threshold University. No relation to the popular science fiction author.

MISSION SUMMARY

The Mount Threshold Research Center is crawling with heavily armed gunmen wearing gray camouflage fatigues, body armor, and old-style hockey goalie masks—perhaps this is part of their intimidation game plan. While his men are dressed like militant trick-or-treaters, Trouffant is unmasked, but still wearing a bullet-proof vest. Including Trouffant, the suspect count ranges between 13 and 17. Regardless of the number, you can always expect stiff resistance. The suspects are armed with a mix of shotguns, sub machineguns, and assault rifles. Many of them are also carrying back-up pistols, so always keep an eye on their hands, even if they drop their primary weapons. For the most part, the gunmen are here to make stand, so you'll need to deploy a mix of tactical aids and less lethal munitions before they even consider giving up. In some instances, lethal force may be necessary, so plan ahead when gearing up the element.

Unfortunately, the gunmen raided the research center when it was packed with employees and graduate students. As a result, there are approximately 30 hostages inside. Dr. Theodore Sturgeon is usually found on the first floor, with his briefcase nearby. After he's secured, remember to grab the silver briefcase to complete one of the mission objectives. About half of the hostages suffered gun shot wounds during the initial raid and are currently incapacitated. Most of the unharmed hostages can be found in the three large laboratory rooms at 1-F, 2-G, and 2-I. These rooms are likely to contain suspects too, making entry a challenge. If cornered, the suspects will begin executing hostages.

The high concentration of suspects and hostages makes this mission a real challenge, so be prepared to use everything you've learned up to this point. If you're not comfortable with dual entries, better brush up now. You'll need to perform at least three dual entries to quickly subdue any suspects in the large lab rooms before they can execute any hostages. Since high ground has no vantage point of the building interior, it's completely up to the entry team to pull this one off. Good luck!

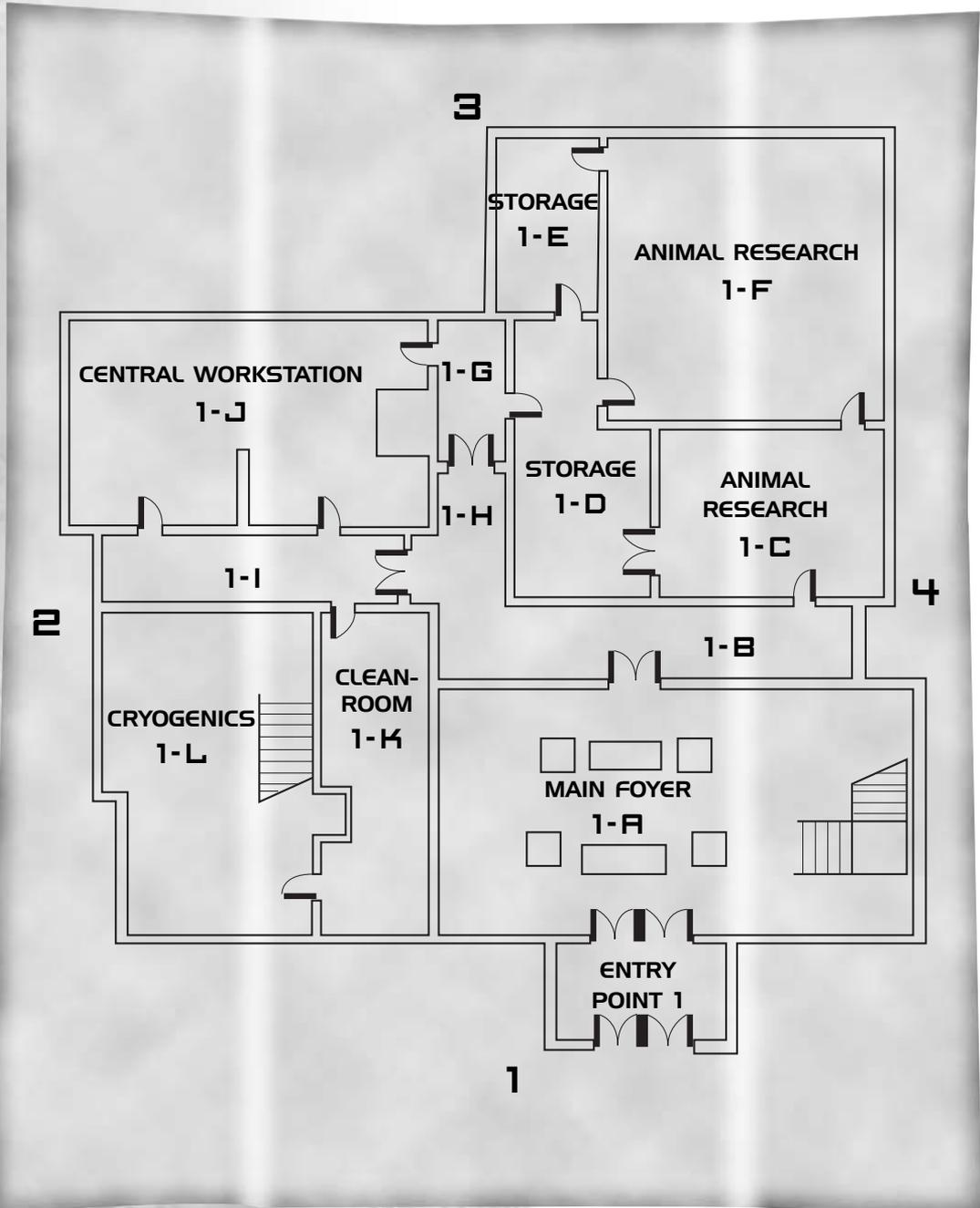
SUGGESTED TEAM LOADOUT

	Lead	Reynolds	Girard	Fields	Jackson
Primary	Less Lethal Shotgun	Less Lethal Shotgun	M4A1 Carbine (FMJ)	Less Lethal Shotgun	M4A1 Carbine (FMJ)
Secondary	M1911 (FMJ)	M1911 (FMJ)	Taser Stun Gun	M1911 (FMJ)	Taser Stun Gun
Tactical 1	CS Gas	CS Gas	CS Gas	CS Gas	CS Gas
Tactical 2	CS Gas	CS Gas	Flashbang	CS Gas	Flashbang
Tactical 3	Flashbang	Flashbang	Flashbang	Flashbang	Flashbang
Tactical 4	Door Wedge	Door Wedge	Flashbang	Door Wedge	Flashbang
Tactical 5	Optiwand	Optiwand	Sting Grenade	Optiwand	Sting Grenade
Breaching	Shotgun	C2	Shotgun	C2	Shotgun



If you want to post the highest score possible, assign less lethal shotguns to the entire entry team. Otherwise, mix it up a bit. Try equipping Reynolds and Fields with less lethal shotguns and Girard and Jackson with standard firearms. Since Reynolds and Fields are the first to enter rooms, they're likely to encounter suspects first and engage them with non-lethal beanbags. If the beanbags don't work, Girard and Jackson can follow through with lethal munitions.

TACTICAL WALKTHROUGH





Enter at level 1 so the entry team can secure and lock down the main foyer. The last thing you want to encounter is a firefight in this large multi-level room.

bring along at least a couple of door wedges. From there you can still determine which floor you want to assault first.



Wedge the two doorways on the upper level at 2-A to prevent suspects on the second floor from accessing the main foyer. If left open, suspects will usually retreat into the main foyer as you assault level 2.

while you wedge the door leading into the computer analysis room at 2-G. This cuts off the main foyer, preventing suspects on level 2 from hiding out in this large room. With the wedges in place, order red to fall in and lead them back to blue's position near the double doors at 1-A.

Both the level 1 and level 2 entry points are adequate locations from which to begin the assault. It all depends on what floor you want to clear first. While it's usually a good idea to start on the top floor, the level 1 entry point provides instant access to the main foyer (1-A)—and it's always clear of suspects at the start of the mission. This allows the team to clear this area, then lock it down using door wedges. You want to prevent suspects from accessing and hiding in this large multi-level room, or else you may encounter a deadly gun battle. For this reason, choose the level 1 entry point and

As you gain control of the element just outside the main foyer, activate your flashlight (V) and order the element to move in and clear 1-A. Stand aside as red and blue teams enter the main foyer, then follow them inside. The element clears the ground floor and stops just outside the double doors leading into the 1-B hallway. Usually a hostage is in this area. Order the element to secure the hostage, then report any downed hostages to TOC. After the hostages are reported, have blue team to cover the double doors, then have red fall in. Lead red up the nearby staircase to the upper level walkway at 2-A. Order red to wedge the double doors leading into 2-E

SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE



Prepare for the assault on level 1 by ordering the element to mirror the hallway at 1-B for suspects. This is a potential ambush point, so move slowly and enter with tactical aids if necessary.

The animal research room at 1-C contains one of three entry points to the main lab at 1-F. You'll need to clear all three of the surrounding rooms before making the final assault on 1-F. Begin by ordering the element to deploy CS gas into 1-C. Give the gas a couple of seconds to fill the room, then order the element inside. Now make sure the doors leading into 1-F and 1-D are closed. If they're open, close them while helping the element secure any choking suspects. When 1-C is calm, order red to stack up on the door leading into the main lab at 1-F.

Back in 1-A, order the element to stack up on the double doors leading into the 1-B hallway. This long hall may contain hostages and suspects, so order an optiwand sweep before ordering an entry. If it's clear, have the element enter without a tactical aid. But if suspects are visible, have them use CS gas. Move in behind the element and quickly scan both ends of the hall. Hold in the hall for a few seconds and watch for suspects investigating from the nearby hall at 1-H or the adjacent room at 1-C. If it's clear, order the element to stack up on the door leading into 1-C.



Even if you can't see anyone with an optiwand sweep, always order CS into 1-C before clearing. The gas should fill the whole room, making it easier to secure any suspects or hostages.

NOTE

Dr. Sturgeon (and his briefcase) are usually in or near the animal research labs at 1-C, 1-D, or 1-F. It's no coincidence that Trouffant is often found in one of these three rooms too.





Trouffant may be in one of the rooms surrounding the main animal research lab at 1-F. Choke him with CS, then pelt him with beanbags from your less lethal shotgun till he surrenders.



Conduct a tri-directional assault on the large animal research lab at 1-F remotely from this storage room at 1-E. Order red and blue in from the surrounding rooms at 1-C and 1-D, then toss a gas grenade into 1-F before rushing inside.



Watch for red and blue teams while clearing the main animal research lab. When it's over, help secure the numerous hostages.

Now have blue stack up on the double doors leading into the nearby storage room at 1-D. Mirroring the room from this vantage point doesn't reveal the whole picture. Instead, order blue to deploy CS gas into the room. Be ready to engage any visible suspects as soon as they throw open the door—consider taking partial cover behind the square pillar in 1-C. Wait for the gas to disperse and listen for choking. Send blue into 1-D and help them subdue any suspects or hostages. Before proceeding, make sure the doors leading into 1-F and 1-G are closed. Next, have blue stack up on the door leading into the main animal research lab at 1-F. Leave blue behind and approach the door leading into the storage room at 1-E—use your optiwand before entering. When entering 1-E, check the door near side 3 and determine whether it's open or closed. If it's open, hold back on the steps along side 2. Otherwise, approach the door and use your optiwand to scan the main lab at 1-F. A mix of hostages and suspects is likely to be inside.

Now it's time to assault the animal research lab at 1-F from three directions—get ready for some quick action. First, equip a CS gas grenade and position yourself so you can quickly toss it into 1-F. Next, press `insert` then `caps lock` to gain control of red team back in 1-C. Order red to enter and clear 1-F with CS gas. When red has their orders, immediately tap `home` and give blue team (still in 1-D) the same order. As blue moves into action, press `caps lock` to regain control of the lead and throw your CS gas grenade into 1-F as quickly as possible.

Now equip your less lethal shotgun and charge into 1-F. Immediately identify any suspects and hit them with multiple beanbags to prevent them from firing on

the hostages. Keep shouting compliance orders while moving along the side 3 wall. Thanks to the complex setup, the assault should be over within a matter of seconds. Help the element mop up by securing suspects and hostages. If Dr. Sturgeon is in the room, be sure to grab his briefcase too. Gather any weapons and make your TOC reports, then order the element to fall in.



Don't walk past this window of the cryogenics lab (1-L) without your pistol (or another firearm) drawn. There may be suspects hiding inside. But watch your fire—a few pressurized oxygen tanks are in this room.



Perform a dual entry on the central workstation room (1-J) using the two doors in the 1-H hallway. The room is too big to fill with CS, so have red and blue both enter with flashbangs.

as simultaneously as possible, order red and blue to enter and clear 1-J with flashbangs. Follow them inside and help clear the room. Watch for suspects running toward the door you wedged earlier—the one leading into the 1-G hallway. Once they realize the

Lead the element into 1-D and order them to stack up on the door leading into 1-G. Have them scan the hallway beyond for suspects before ordering them in. Inside the 1-G hallway, scan both ends for suspects and make sure the door to the central workstation room (1-J) is closed. If the door is closed, order the element to wedge it. Now lead the element into next hallway at 1-H. Scan this area for downed hostages, then turn right, toward 1-I. If the double doors are closed, use the optiwand to search this next hall for suspects before opening the doors. If it's clear, slowly lead the element into 1-I. Pay close attention to the doors on both sides of this hallway and make sure they're all closed before leading the element in front of them. Also, watch the yellow window on the left connected to the cryogenics lab at 1-L—suspects may be inside. Equip your pistol while scanning this room. If any suspects open fire, strike back with your pistol. But if they run away, let them go for now.

When the 1-I hall is clear, turn to the two sets of doors leading into the central workstation room at 1-J. Have red stack up on one door and blue stack up on the other. Position yourself along the hall so you can see both teams at each door. As

door is jammed, they may turn around and start shooting wildly. Keep hitting the suspects with beanbags till they comply. When the suspects are secured, search 1-J for hostages.



Many of the labs contain the large green oxygen tanks you've encountered in other missions. Check your line of sight before engaging with standard firearms. An explosion could easily kill nearby hostages, suspects, or teammates.



Hit the clean room at 1-K hard and fast to prevent any hostages from being executed. Order the element to enter with a flashbang. If the door is locked, a C2 breach can be effective too—just make sure no hostages are on the other side of the door.



The cryogenics lab is cold and dark. Use your flashlight to scan for suspects and hostages.

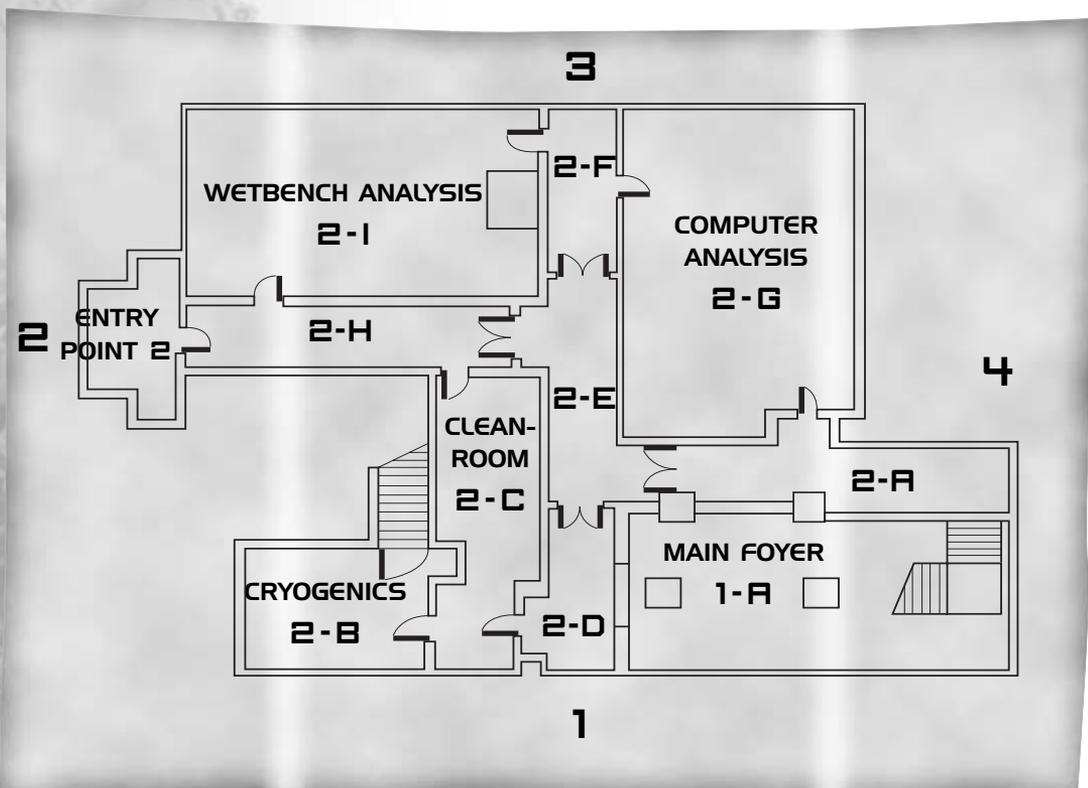
Before hitting the cryogenics lab, you must gain access to the clean room at 1-K. Order the element to fall in and lead them back out to the 1-I hallway. Have them stack up on the door leading into 1-K, and order an optiwand sweep. This long rectangular room can be difficult to assault, especially if it's filled with hostages and suspects. Due to the room's length, CS gas and sting grenades won't have much of an impact. So order the element to enter and clear with a flashbang. As soon as they open the door, scan the room's far end for suspects. Try to hit them with a beanbag before they can execute any hostages, but remember to look away before the flashbang goes off. Rush into the clean room and suppress any visible suspects with your less lethal shotgun. Keep shooting and shouting till all suspects surrender.

Secure all hostages and suspects in 1-K, then turn toward the next door leading into the cryogenics lab at 1-L. Use your optiwand on the door and scan the interior for suspects. The view won't be great, but it should show any suspects and/or hostages hiding on the other side of the door. If a suspect is waiting on the other side, consider a C2 door breach or

ordering the element to enter with a sting grenade. But if it looks clear, order the element to fall in and lead them inside. As soon as you open the door, shout a compliance order and listen for a response. If it's silent, move into 1-L and carefully scan the room for suspects and hostages—an incapacitated hostage is always lying under the stairs. If the room is clear, secure any hostages and make your TOC reports.



While clearing the I-L cryogenics lab, consider positioning red or blue team at the window in the I-I hallway. This allow them to cover the room from the opposite side while you lead the other team in from the I-K clean room. Whichever team covers the window, make sure they have at least one firearm among them—the less lethal shotgun's beanbags won't penetrate the glass.





More suspects may be hiding in the room (2-B) upstairs from the cryogenics lab. Deploy CS into the room, then move in to subdue any choking suspects.



The clean room on the second floor is just as dangerous as the one on the first. Be prepared to down any suspects before they can turn their weapons on the hostages.



Exercise extreme caution while traversing the long hallway at 2-E. Watch the double doors on the left for cross traffic from the hallway at 2-H.

Clearing the cryogenics lab completes the sweep of the first floor. Now it's time to head upstairs. Order the element to fall in and lead them up the steps in 1-L toward the next doorway leading into 2-B. Make sure the door is closed, then have the element stack up. This cryogenics storage room is pretty small, so order the element to deploy CS gas inside. Pause until the gas fills the room, then order the element inside. Quickly subdue any stubborn suspects with the help of your less lethal shotgun. But if your ammo is getting low, order Girard or Jackson to force compliance with their Tasers.

Handcuff and report any suspects in 2-B, then turn toward the door leading into the next clean room at 2-C. This clean room is similar to the one on level 1, and may contain both hostages and suspects. Order the element to stack up on the door and mirror the room for suspects. If no suspects are visible, order the teams to enter and clear without a tactical aid. Otherwise, order them to enter with a flashbang. Follow the element into the 2-C clean room and make all suspects and hostages comply. If the door (leading into 2-H) at the room's far end is open, cautiously approach it and pull it shut. Secure and report all suspects and hostages in the clean room, then order the element to fall in.

Move toward the door leading into the nearby hall at 2-D. Use your optiwand on the door to search this dead-end span of hallway for suspects. If it's clear, open the door and peek inside 2-D, scanning both directions. Usually a downed hostage is in this area, so make the report to TOC, then step out into the hall, immediately turning

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left. If the double doors leading into the next span of the hallway (2-E) are closed, perform another optiwand sweep of this area. Otherwise, keep moving down the hall into 2-E. Watch the area on the right (near 2-A) for suspects while creeping down the hall.

When you reach the branch on the left, leading into 2-H, make sure those double doors are closed before moving past the hall intersection. Now move toward 2-F. If the doors leading into 2-F are closed, use your optiwand to scan before you advance. If suspects are positioned near 2-F, order the element to enter and clear with a sting grenade. Once you reach 2-F, make sure the doors leading into the computer analysis room (2-G) and wetbench analysis lab (2-I) are closed.



Set up a dual entry on the computer analysis room (2-G) with red team assaulting from 2-F and blue moving in from 2-A. Order both teams in with flashbangs.



Expect a chaotic scene as you enter the computer analysis room. Quickly identify the suspects and hit them with your less lethal shotgun till they comply.

Now you can begin your assault on the computer analysis room. Order red team to stack up on the door leading into 2-G. Leave them at 2-F, and lead blue team back down the hall through 2-E. Turn left toward 2-A and have blue remove the wedge at the double doors. Move out into the main foyer area of 2-A, then turn toward the single door leading into 2-G. Remove the wedge you placed earlier, then use your optiwand to scan the computer analysis room for suspects. It isn't possible to see the whole room from this vantage point, but it gives you a rough idea of how many suspects and hostages are inside.

It's time for another dual entry. First, order blue to stack up on the door while equipping yourself with a CS gas grenade. Now, press **insert** followed by **caps lock** to take control of the red team, still posted at 2-F. Order red to enter and clear 2-G with a flashbang. Once red has their orders, tap **caps lock** again to regain control of the lead. Immediately order blue to enter 2-G with a flashbang too. As soon as blue opens the door, throw your CS gas grenade toward the center of 2-G, then look away as blue's flashbang goes off. Equip your less lethal

shotgun and rush inside behind blue. As you enter, move around the equipment on the left side of the doorway and work your way toward the side 1/side 2 corner. If any unaffected suspects are in the room, they'll be in this corner, so be prepared to help blue put down any resistance. When the computer analysis room is clear, secure all hostages, suspects, and weapons, then make your reports, including any downed officers.



Before setting up a dual entry on the wetbench analysis lab (2-I), check your mission objectives. If the **BRING ORDER TO CHAOS** objective is complete, all the suspects are in custody. Wrap up the mission by searching the rest of level 2 for hostages.



Before passing this yellow window in 2-H, equip your pistol and scan the interior of the wetbench analysis room (2-I) for suspects and hostages. If you're spotted, suspects may either open fire or try to escape the room. Be prepared for either reaction.



Enter the wetbench analysis lab (2-I) with blue team from the door in the 2-H hallway while red assaults from 2-F. Because of the room's size, use flashbangs prior to entry.

The wetbench analysis room (2-I) is the last big lab you need to clear. Order the element to fall in and lead them out of 2-G and into the 2-F hallway. At 2-F, order red to stack up on the door leading into 2-I. Leave them here and lead blue back down the hall to 2-E. At the double doors on the right, use your optiwand to scan the next hall at 2-H. If it's clear, open the doors and enter 2-H. Stay along the right side of the 2-H hallway while approaching the next door. Before you reach the yellow glass window on the right, equip your pistol and sidestep left while aiming into 2-I. Shout compliance orders at any visible suspects or hostages. If any suspects attempt to shoot you or one of the hostages, fire your pistol through the glass till they're no longer a threat. When you can see no more hostages or suspects through this window, continue moving along 2-H till you reach the door on the right.

In 2-H, order blue to stack up on the door leading into the wetbench analysis lab (2-I). When blue is in position, press then to take control of red team, which is still waiting at 2-F. Order red to enter and clear 2-I with a flashbang.

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Quickly tap **caps lock** again to take control of the lead, then order blue (in 2-H) to enter and clear 2-I with a flashbang. If you haven't done so already, switch back to your less lethal shotgun, then follow blue inside 2-I. The wetbench analysis lab usually has more hostages than suspects. Still, search every corner of the room until you can verify it's clear. You can usually complete the mission by securing the suspects in this room.



Rush into the wetbench analysis lab (2-I) and help red and blue subdue all suspects and hostages.



Still looking for suspects? Check the service entrance at the end of the 2-H hallway. This room also serves as the alternate entry point. Clearing this room and securing any suspects or hostages inside should complete the mission.

If any suspects are still at large, they may be hiding in the service entrance at the end of the 2-H hallway. Order the element to fall in and lead them into 2-H, turning right to face the door of the service entrance—this room is also the alternate entry point. Use your optiwand on the door to locate any hiding suspects. If you spot any, order the element to stack up on the door and deploy either CS gas or a sting grenade into the service entrance. This should choke or shock any suspects inside, giving the element plenty of time to subdue them. Securing any suspects here should bring the mission to an end. Good work. Put 'em on safe and let 'em hang. We're out of here!

EXTENDED PLAY

You finished the single-player campaign? Don't worry, the fun is far from over. In addition to the single-player missions' high replay value, *SWAT 4* offers a variety of options to keep the gameplay experience fresh. This includes four multiplayer modes, offering more than 20 maps of cooperative and competitive games. If you prefer single-player games, check out the Quick Mission Maker to create your own custom missions. There's plenty left to do, so dig in and get started!

MULTIPLAYER



Playing with and against other players presents a whole new level of challenges and strategic complexities. Are you up to the task?

SWAT 4's multiplayer options expand the scope of the game tremendously, adding hours and hours of intense head-to-head and cooperative play. Included are four separate game modes, each with its own unique emphasis on team-oriented play. This section covers each of the multiplayer game modes and provides tips and team tactics for each.

Before you join a multiplayer game, it's a good idea to work your way through the single-player missions first. The experience of playing through each mission will help familiarize you with the game's flow as well as the controls and weapons.

Although many of the single-player mission maps are slightly different than their multiplayer versions, learning the general layout of each map is extremely helpful, too. While moving through each map, identify features like choke points and potential sniper positions. Making a mental note of these areas can pay off big later. Multiplayer games are often chaotic, offering little time to get your bearings. In most cases, if you stand still, you're dead. So you'll need to hit the ground running in order to link up with your team and attempt some sort of coordinated strategy.



TESTER TIPS: GENERAL MULTIPLAYER

- Any of the viewport keys can be used in multiplayer games to toggle between the viewports of your team members (Default: `insert`, `home`, `page up`).
- C2 can be used to kill players standing on the opposite side of a door.
- Use leaning to your advantage. Leaning around obstacles and walls or doors to pick off other players exposes less of your own body, thus making you less vulnerable.
- Using the proper protection can make a huge difference in gameplay. Gas masks protect you from CS gas and significantly reduce the recovery time if you're hit with the Pepper-ball gun or pepper spray. The helmet renders you immune to the effects of flashbang grenades as well as reduces the amount of damage you take to the head. The heavy armor offers exceptional protection against pistol and submachine-gun fire (although it's still vulnerable to assault-rifle fire and shotgun slugs), and halves the recovery time when you're hit with a less lethal shotgun or sting grenade.
- Don't cluster closely with other members of your team. A team huddled too close together can get completely wiped out by a well-aimed rifle burst.
- FMJ rounds can penetrate less durable doors. Use this to your advantage and fire at an enemy who is trying to close a door behind him as he is fleeing.
- Don't underestimate the Colt Python revolver. It may be slow, but one clean shot to the torso or head can kill if FMJ rounds are used.
- Don't underestimate the Gal SMG. In close-quarters combat, this speedy submachine gun can tear through your opponent very quickly.
- In ARRESTS ONLY mode, it is vital for your team to stick together and work cooperatively to win; solo players are extremely vulnerable.



When given an order in multiplayer, a red animated icon appears on the screen, showing you where to carry out the order.

Communication

In all multiplayer game modes, it's important to keep in touch with your teammates. The easiest way to communicate with your team is through the game's integrated orders system. Simply right click and pull up an order. In multiplayer when you issue a location-specific order (like *Cover* or *Move To*), a red rotating, flower-like icon appears on the screen, showing your teammates where you want them to carry out the order. This is much quicker and more

precise than typing instructions to your team. Plus it allows you to maintain control of your character.

Sometimes the order system may not be adequate to convey your message. This is when the team chat mode comes in handy. Press **[Y]** to open the team chat dialog box, then type your message. When you're finished typing, press **[enter]** to send it and close the team chat dialog box. To broadcast a message to everyone in the game, press **[T]** to open the general chat dialog box. This is useful for speaking to (or taunting) opponents. But don't use the general chat mode when issuing strategically sensitive information to your team—your opponents shouldn't know what you're planning! Be aware that while you're in either chat mode, you're a sitting duck. You won't be able to move until you close the dialog box.

CO-OP



The scoring system in CO-OP is the same used in the single-player missions. Avoid suspect and civilian casualties to post the highest score possible.

CO-OP is short for "cooperative." In this mode you can play through all 13 single-player missions with up to four other players. Unlike the other game modes, all the other players are your teammates in CO-OP. Together you must complete each mission's objectives with an emphasis on following police procedures to maximize the team's score. The same bonuses and penalties used in the single-player missions are also applied in this mode. As a result, take measures to ensure that all suspects are taken into custody alive.



Everyone has the same standing in CO-OP. There is no element leader, and no red or blue teams. To establish a sense of order, consider electing one member as element leader. The element leader should guide the team through the mission, choosing which direction to move and which rooms to clear.

Playing with human teammates is a unique challenge, requiring great communication and coordinated movement. This is particularly significant when clearing rooms. In single-player, all it takes is a simple order to make the AI officers clear a room. But in CO-OP, each player must know their role.

There is a basic room-clearing strategy that usually works. First, all players should stack up on a door. Two of these players should stand on opposite sides of the door, one to open and one to toss in a tactical aid. The two players adjacent to the door should

enter the room first, branching left and right, following the outer walls of the room. Once the first two players are inside, the remaining team members should enter, focusing on the center of the room. This strategy, however, may not be suitable for all situations. Also, it helps to practice room clearing with the same players until you get a good feel for each team member's strengths and weaknesses. Usually, your quickest and most accurate players should enter the room first, as they're most likely to encounter resistance. Take this into consideration when establishing the stacking order, prior to each entry.



TESTER TIPS: CO-OP

- In CO-OP, the enemies in the game are tuned to the single-player game's HARD difficulty and you won't have sniper support. It's important to work together with the other players on your team to accomplish your goals.
- If you are incapacitated in CO-OP, use chat to let your team know where the threats that took you down are so they can be better prepared.
- Plan before beginning a CO-OP mission. It is a good idea to use the mission preparation time to discuss inventory loadouts with other players before starting a CO-OP mission. Make sure you have a good variety of items for the mission ahead. It's also a good idea to equip vital items such as the optiwand on more than one player in case one is incapacitated during the mission.

MULTIPLAYER MAPS

Although most of the single-player maps are available for the competitive game modes too, all maps have been altered slightly. Four new maps are also available for competitive play, including the Riverside Training Facility level from the game's tutorial. Here's a list of maps available for Barricaded Suspects, VIP Escort, and Rapid Deployment game modes:

- A-Bomb Nightclub
- Brewer County Courthouse
- Children of Taronne Tenement
- Enverstar Power Plant
- Fairfax Residence
- Food Wall Restaurant
- Meat Barn Restaurant
- Mount Threshold Research Center
- Northside Vending and Amusements
- Red Library Offices
- Riverside Training Facility
- St. Michael's Medical Center
- The Wolcott Projects
- Victory Imports Auto Center

See the appendix at the back of the guide for detailed maps.

BARRICADED SUSPECTS



Use the benefits of shadows to remain concealed, particularly when using suppressed weapons.

BARRICADED SUSPECTS SCORING

Action	Points
Kill Opponent	1
Arrest Opponent	5
Kill Teammate	-3

Barricaded Suspects mode is kind of like team death match, but with an interesting twist. Both SWAT and the suspects gain points by neutralizing or arresting members of the opposing team. The winner is the first team to reach the score limit or the team with the highest score when the timer ends.

SWAT & Suspect Strategy

Whether playing as SWAT or the suspects, arresting opponents is worth many more points than killing them. Since earning the most points is the object of the game, arresting opponents should be a major part of your team's overall strategy. For best results, use non-lethal weapons to stun your opponents, then handcuff them before the effects wear off.



TESTER TIPS: BARRICADED SUSPECTS

- Always try for arrests whenever possible. Arrests are worth five points while kills are only worth one. A well-aimed grenade thrown into a group of enemies or a few well-placed less lethal shotgun or Pepper-ball rounds can incapacitate an entire group of enemies, gaining your team a series of easy arrests that can put you ahead by many points.
- Positioning yourself at strategic choke points can lead to multiple kills with little risk to yourself, especially when used in conjunction with leaning. Be careful, though, a well-placed grenade can ruin your day if the enemy is aware of your location.
- Avoid accidental team kills whenever possible. Each team kill lowers your score by three points. An accumulation of accidental team kills can be very detrimental to the overall team score.

VIP ESCORT

In this mode, you can choose to be a SWAT member or a suspect. Then, one SWAT member is randomly selected by the computer to be the VIP. The suspects must arrest the VIP and then hold him captive for two minutes before they can assassinate him.

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When escorting the VIP, move through tight choke points like stairwells as quickly as possible. You don't want to get bogged down in these tight, confined spaces that suspects can saturate with grenades.

SWAT Strategy

SWAT must prevent the VIP from being apprehended (and ultimately killed) by the suspects. Technically, the VIP can make it all the way to the extraction point without SWAT's assistance. But if the suspect team is even a little bit competent, SWAT must provide escort. When escorting, keep the VIP surrounded, but at a safe distance. At least one officer should lead, and one officer should bring up the rear. Avoid bunching up in tight spaces like doorways and halls—one sting grenade could doom the whole team.

If the VIP is captured, SWAT needs to stage a quick rescue attempt before the two minute timer runs out. Using team chat, always ask the VIP where he's being held, then devise a rescue strategy. The VIP is almost always heavily guarded by the suspects, so begin every assault by deploying multiple diversionary devices like CS and flashbangs. Go easy on sting grenades—they might kill the VIP, especially if he's already injured. Before releasing the VIP (with your tool kit) make sure a fellow teammate provides cover. After the VIP is released, SWAT's escort mission can continue.

Suspect Strategy

The suspects' job is also difficult. They are required to arrest the VIP, then guard him for two minutes before executing him. At the start of each round, quickly identify SWAT's starting position and rush to cover any adjacent choke points the VIP is likely

SWAT must escort the VIP to the extraction point in the mission area while preventing the suspects from arresting him. SWAT wins if the VIP successfully reaches the extraction point or if the suspects kill the VIP without arresting and holding him for two minutes. The suspects win if they assassinate the VIP after arresting and holding him for two minutes or if the VIP is killed by a SWAT officer.

Regardless of which team you're on, succeeding in the VIP Escort mode requires a tremendous amount of teamwork.

VIP ESCORT SCORING

Action	Points
Kill Opponent	1
Arrest Opponent	5
Arrest VIP (Suspects)	10
Release VIP (SWAT)	10
Kill VIP After Capture (Suspects)	11
Kill Teammate	-3
Kill VIP Prematurely (Suspects)	-50
Kill VIP (SWAT)	-54



By shuffling on his knees, a restrained VIP can cover some impressive distance, often facilitating a rescue by SWAT. Suspects should continually Taser the VIP to prevent such escapes.

to move through. When engaging the VIP and officers around him, it's best to use non-lethal weapons like the less lethal shotgun—accidentally killing the VIP gives SWAT an instant win. Once the VIP is restrained, the two minute countdown timer will appear. Now you and your fellow suspects must switch to a defensive posture. While defending the VIP, consider equipping lethal firearms and seek some sort of cover where you can keep an eye on the VIP at all times. If SWAT's rescue attempts are unsuccessful, be prepared to shoot the VIP as soon as the two minute timer runs down.

PLAYING AS THE VIP



The final approach to the extraction point is usually the most dangerous. Prepare yourself for a few surprises.

When playing as SWAT, one player is randomly selected at the start of each round to become the VIP. Although the VIP has limited offensive capability, it's still possible to play the VIP aggressively. Remember, if the suspects shoot you, they lose. Instead of wasting your precious few bullets, always equip the pepper spray while moving. This is actually more effective during sudden close-range encounters. Spray a suspect to stun them, then pull out your pistol and shoot them in the head. If necessary, provide cover for your SWAT escorts. The suspects will have a hard time hitting the SWAT officers if you're in the way. If your escorts are killed, either fall back or find a good hiding spot and inform the team of your position. Avoid moving too far ahead without escorts unless you have a clear path to the extraction point.

If you're captured, make the suspects' job as hard as possible. While restrained, you can move—it's slow movement, but it's better than nothing. Try to make your way toward SWAT. Even if the suspects prevent you from moving by

VIP Gear:

- M1911 Handgun (2 clips)
- CS Gas Grenade (1)
- Pepper Spray (10 sprays)
- Door Wedge (1)

When playing as SWAT, one player is randomly selected at the start of each round to become the VIP. Although the VIP has limited offensive capability, it's still possible to play the VIP aggressively. Remember, if the



The VIP's handgun only has 16 rounds (2 clips) so watch your ammo. Always go for head shots!

PLAYING AS THE VIP [CONT.]

using the Taser, the distraction is well worth the effort—this pulls their attention away from any rescue attempts staged by your team. While restrained, study the number of suspects guarding you and what they're wearing. Relay this information to your team and let them know which tactical aids would be most effective and where they should be deployed.



TESTER TIPS: VIP ESCORT

- As the VIP, you do not have to fear being killed by the suspects because their primary objective is to capture you. You can often get by a group of suspects with some well-placed head shots from your M1911 pistol, or by spraying them with your pepper spray. You can also use your CS gas grenade and tactical door wedge to slow down pursuing suspects.
- As the VIP, you are not out of the game once captured! You have the ability to yell for help, which can aid SWAT in pinpointing your position by pressing the USE key (Default: **F** or middle mouse button). You can also crawl, when not stunned, and open and close doors. While captured, you can turn even while stunned to see what is going on around you. Use this to your team's advantage because you can let the team know where the suspects are and what they are doing. When you're being held captive, always try to crawl toward the direction that SWAT is coming from to make it easier for them to rescue you.
- The SWAT team cannot see through the VIP's viewport, but the VIP can see through his SWAT team members' viewports.
- If you're playing as a suspect, it's a good idea to wedge any doors that the VIP might be able to use to slip through your defenses. The VIP cannot get through wedged doors without the aid of SWAT.
- As a suspect, keep the captured VIP in check by stunning him with any non-lethal items or weapons to prevent him from crawling away.
- As a suspect, try carefully shooting the VIP once or twice in the legs after he is captured. This will prevent him from moving very fast even if he is rescued by SWAT. This makes it more difficult for SWAT to win and gives your team more time to recapture the VIP in the event that he is freed.

RAPID DEPLOYMENT



Rapid Deployment games revolve around disabling and defending a series of randomly placed bombs.

RAPID DEPLOYMENT SCORING

Action	Points
Kill Opponent	1
Arrest Opponent	5
Disable Bomb	10
Kill Teammate	-3

SWAT Strategy

Both teams require their own strategies, just as they did in VIP Escort. SWAT should split up and move in small teams of three to four players attempting to locate and disable as many bombs as possible before the suspects can defend them. The suspects usually spawn closer to the bomb positions, so SWAT must move out quickly. If you encounter resistance around a bomb site, eliminate all threats as quickly as possible before the area can be reinforced. When assaulting the area around a bomb, always deploy tactical aids like flashbangs. CS gas can also come in handy, serving as a smoke screen while the SWAT team disables the bomb—just make sure you're wearing a gas mask.

Suspect Strategy

When playing as the suspects, your first priority is to guard every single bomb. Like SWAT, the suspects must find the bombs first. When you find a bomb, rather than crouching right next to it, cover it from a distance, preferably from behind some cover. SWAT will likely follow the bomb's beeping sound, so the farther your position from the bomb is, the less likely you are to be spotted. If the SWAT team is approaching the

Rapid Deployment is a familiar assault-defend style game. Three to five bombs are randomly placed around the mission area. SWAT must locate and disable all bombs within the designated time limit to win the round. If SWAT does not disable all the bombs within the designated time limit, the bombs detonate and the suspects win the round.

RAPID DEPLOYMENT BOMB COUNT

Map	Bombs
A-Bomb Nightclub	3
Brewer County Courthouse	3
Children of Taronne Tenement	3
Enverstar Power Plant	3
Fairfax Residence	3
Food Wall Restaurant	3-5
Meat Barn Restaurant	4-5
Mount Threshold Research Center	4
Northside Vending and Amusements	4
Red Library Offices	4
Riverside Training Facility	3
St. Michael's Medical Center	4
The Wolcott Projects	4
Victory Imports Auto Center	4

bomb is small, wait till they move next to the bomb before taking them out. Otherwise, focus your fire on nearby choke points like halls and doorways. If resources allow, extra suspects should wander around the map and engage SWAT in the areas surrounding the bomb sites. Layering defenses around each bomb is extremely effective.



When defending a bomb, try to cover it from a distance, preferably from a concealed location.

NOTE

At the start of each round, a number of bombs randomly spawn into several preset locations. On large maps, bombs usually spawn in three or four rooms. But on smaller maps, their placement is a bit more unpredictable. The number of bombs and their potential locations can be seen on the maps in the appendix.



TESTER TIPS: RAPID DEPLOYMENT

- Suspects should be sure to strategically guard all the bombs. All it takes is one sneaky SWAT player to slip by to defuse a lightly guarded or unguarded bomb.
- Listen closely to find the locations of the bombs. Armed bombs emit a beep at regular intervals.
- While playing on the SWAT team, if you and your team make it to a bomb, have one player defuse it while everyone else covers him.
- While playing on the suspect team, if you notice a bomb being defused by a player who is being covered by SWAT members, stop the bomb defusing with a well-thrown grenade. This can buy your team the necessary time to retake the bomb position before SWAT can begin defusing again.

QUICK MISSION MAKER

What if Lawrence Fairfax held up a convenience store? Or what if a dozen heavily armed female nurses overran the Old Granite Hotel? These are just a couple of the scenarios you can create with Quick Mission Maker.

Creating your own custom missions is easy and fun, and requires just a few simple steps. The first step is to select the map you wish to use from the single-player



Nurses with submachine guns? This is one of many bizarre scenarios you can create with the Quick Mission Maker.

campaign. From the same screen you can choose mission objectives, difficulty, time limit, and which entry points are available. The next step requires you to determine whether the mission will be played with AI teammates or not—check the *Lone Wolf* box if you want to tackle the mission alone. Next, set the range of how many civilians will be present. When selecting civilians you can also choose available character archetypes and their morale levels. Under the *Suspects* tab set how many suspects you want to face in the mission. After setting the range of suspects, select the available archetypes, skill level,

and morale. Remember, both skill and morale will have an impact on how easily the suspects surrender. You can also set what kind of weapons the suspects are armed with, going as far as specifying precise models. Once the game has started, all suspect and civilian locations are random—all you can do is provide broad parameters of what will appear. Under the *Notes* tab, you can write a short briefing describing the events leading up to the tactical situation as well as the mission's objectives. After entering any notes, save the mission and play it. If you didn't like the way a mission turned out, you can always go back and tweak the parameters.

ONLINE RESOURCES

To stay current with the latest *SWAT 4* news and community activity, check out the following Web sites:

Official *SWAT 4* Web Site

URL: <http://www.swat4.com>

This should be your first stop for patches and other official add-ons. The site also includes a link to a forum.

10-David

URL: <http://www.10-david.com>

The most comprehensive *SWAT 3/4* news and community site on the web, it includes forums and a file section with user-created content. Definitely bookmark this one!

SWAT4-FR

URL: <http://www.swat4-fr.com>

Another great *SWAT 4* community Web site in French.

SWAT Planet

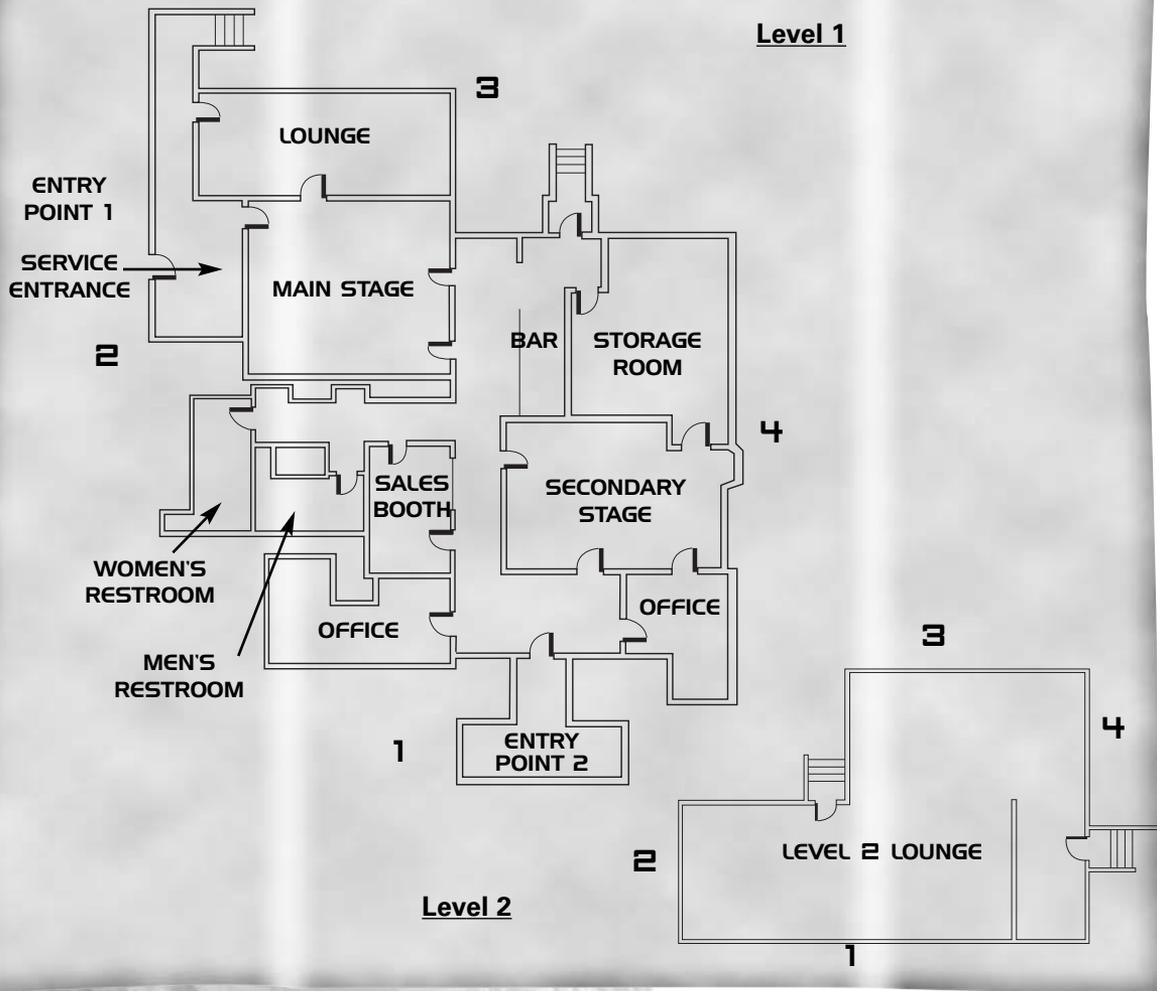
URL: <http://www.swat-planet.de>

A German site devoted to all things *SWAT 4*.

APPENDIX: MAPS

A-BOMB NIGHTCLUB

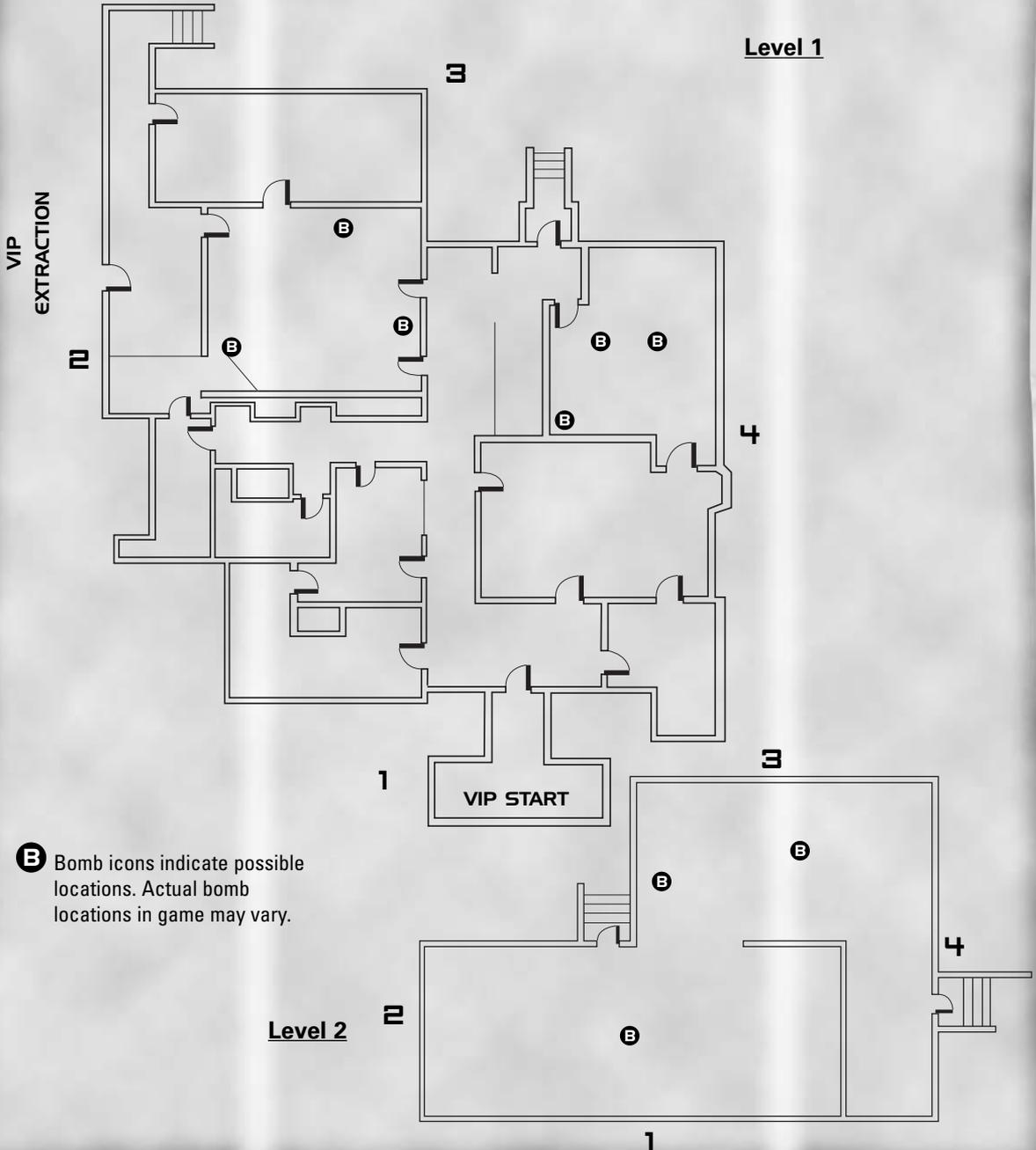
Single Player/CO-OP



Competitive Modes

Recommended Players: 8-16

Rapid Deployment Bombs: 3



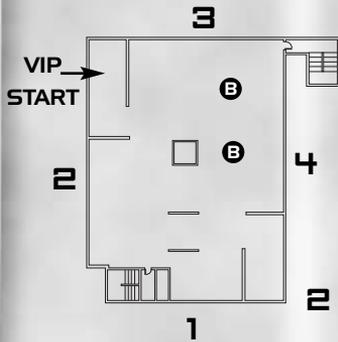
BREWER COUNTY COURTHOUSE

Competitive Modes

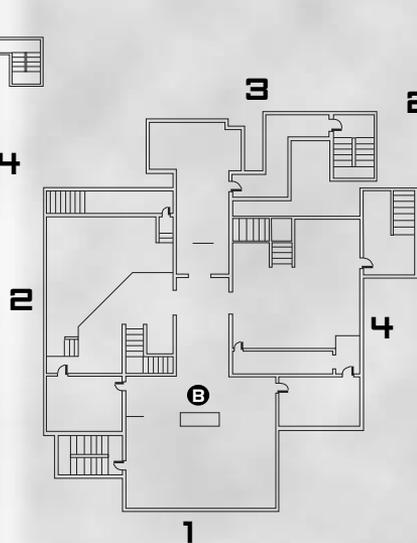
Recommended Players: 8–16

Rapid Deployment Bombs: 3

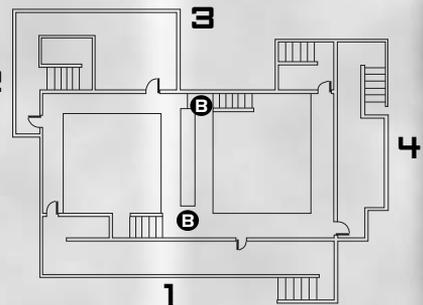
Level 0: Parking Garage



Level 1: A—Lobby

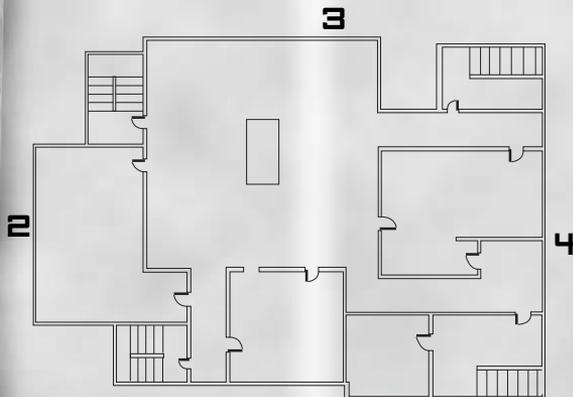


Level 2: B—Mezzanine

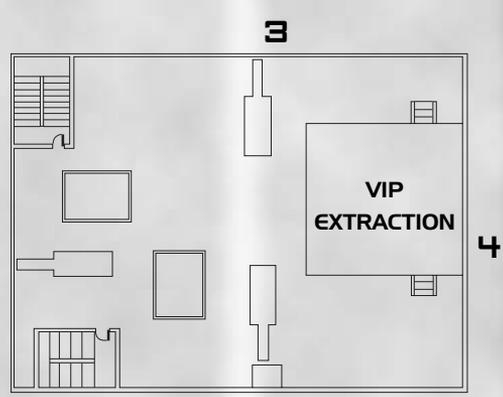


B Bomb icons indicate possible locations. Actual bomb locations in game may vary.

Level 3: C—County Offices



Level 3: C—County Offices



Rooftop

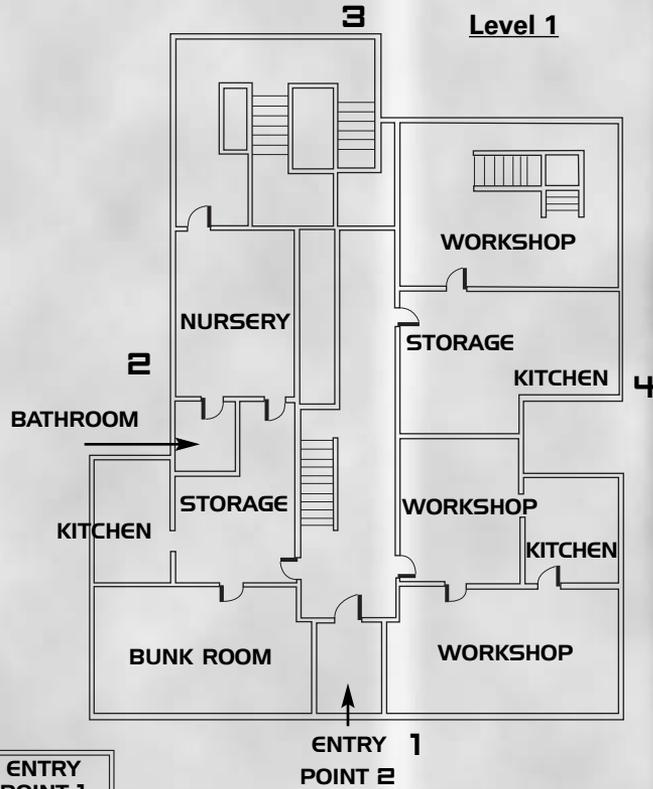
CHILDREN OF TARONNE TENEMENT

Single Player/CO-OP

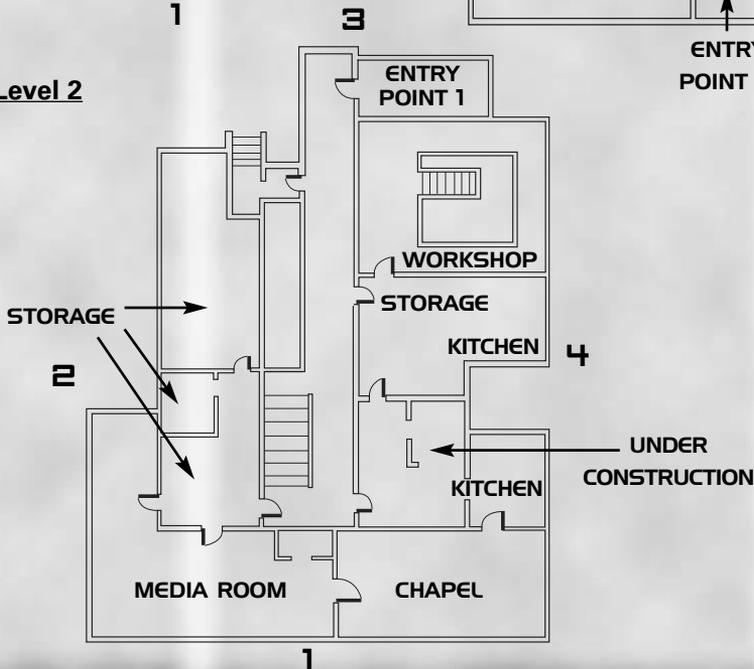
Level 0



Level 1



Level 2

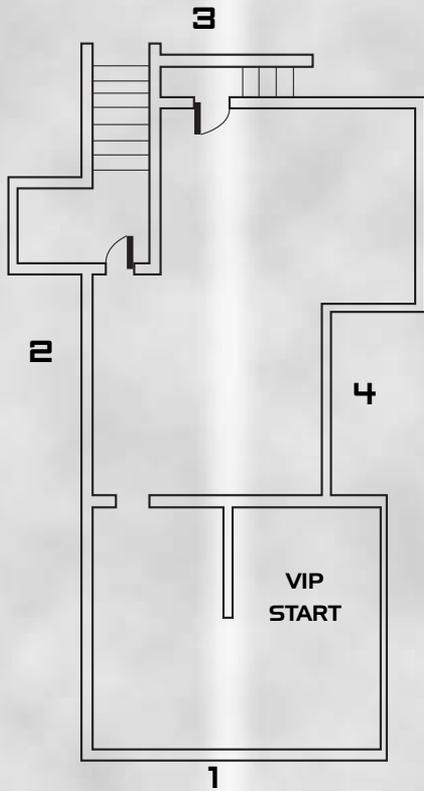


APPENDIX: MAPS

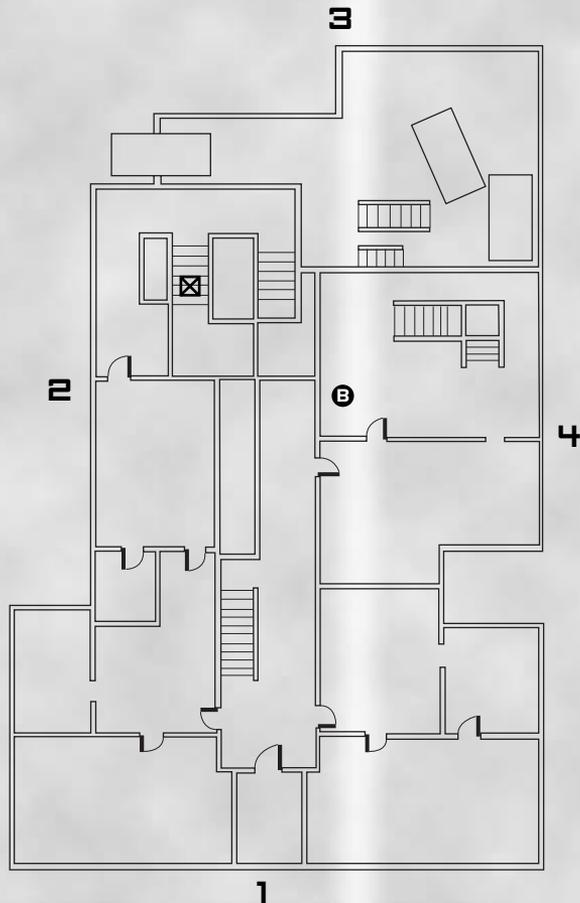
Competitive Modes

Recommended Players: 10–16

Rapid Deployment Bombs: 3



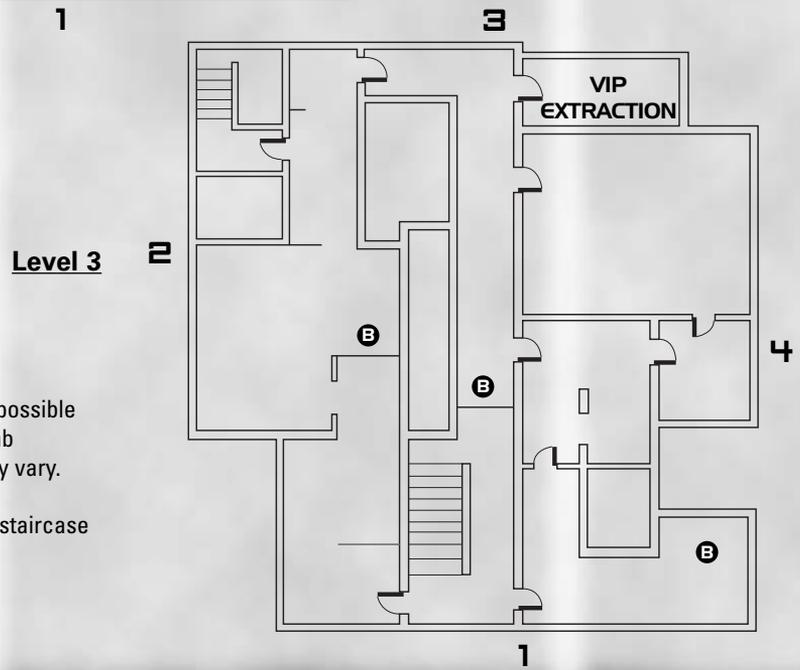
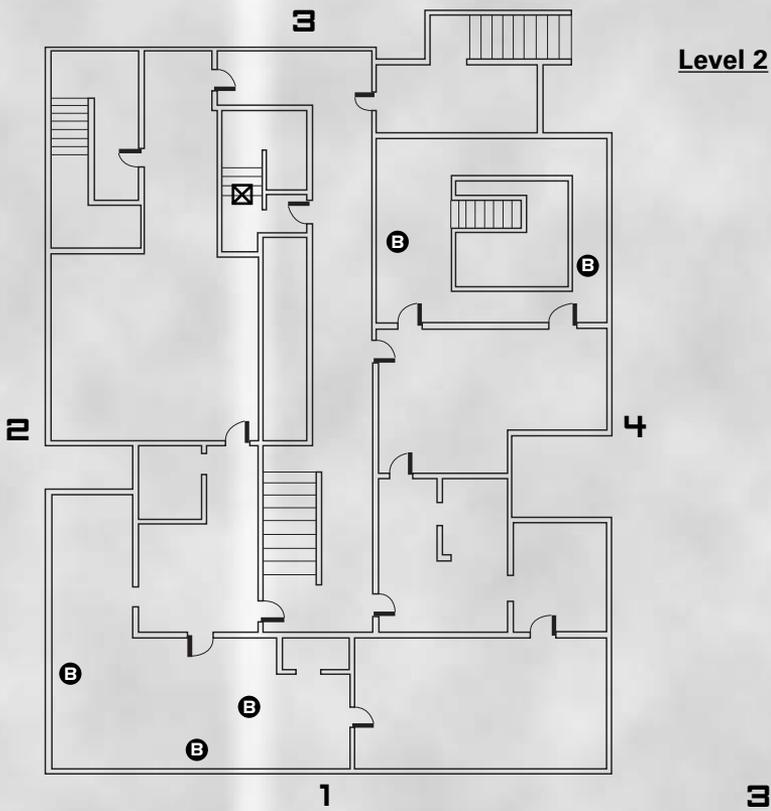
Level 0



Level 1

B Bomb icons indicate possible locations. Actual bomb locations in game may vary.

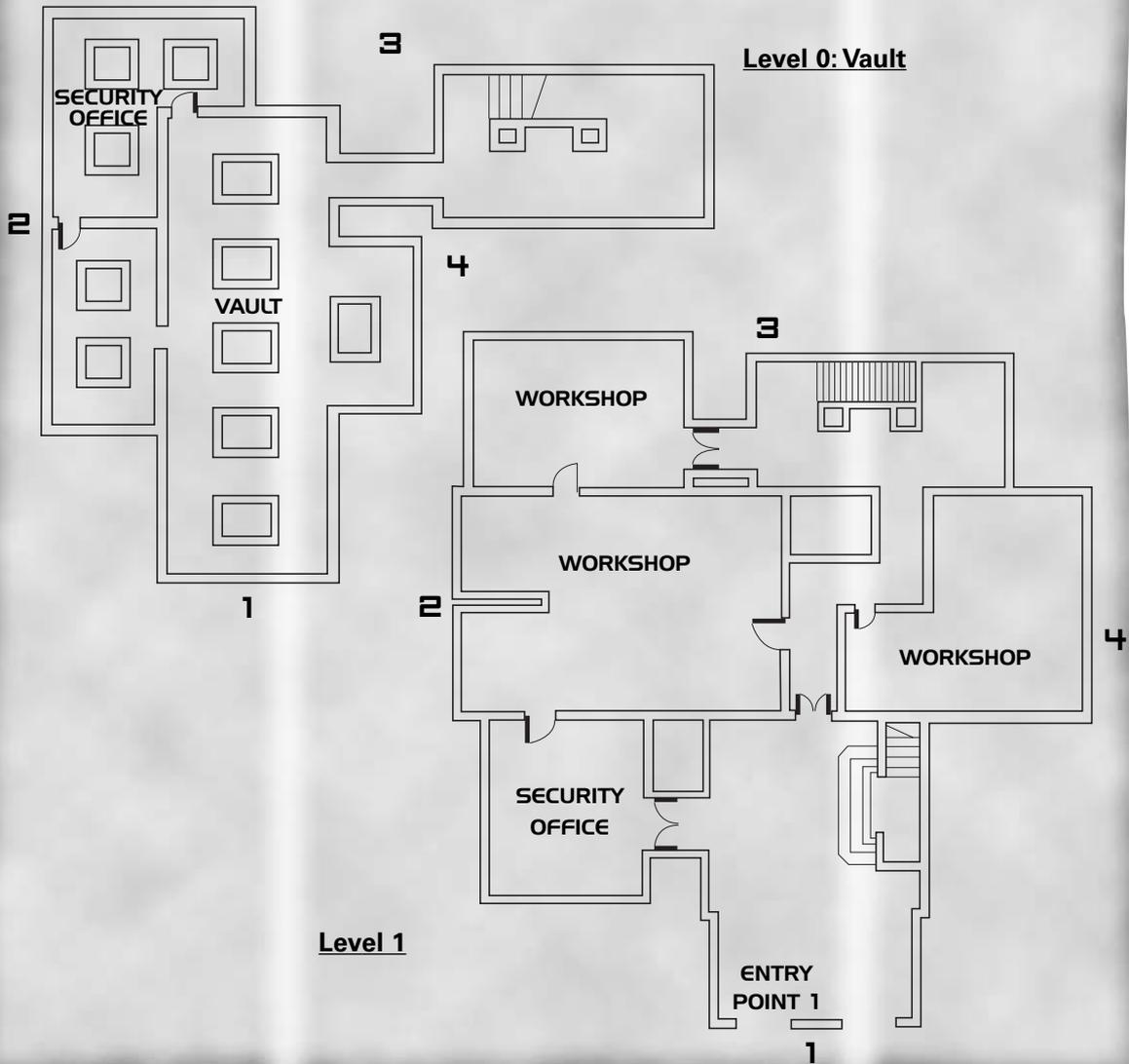
X Indicates barricaded staircase

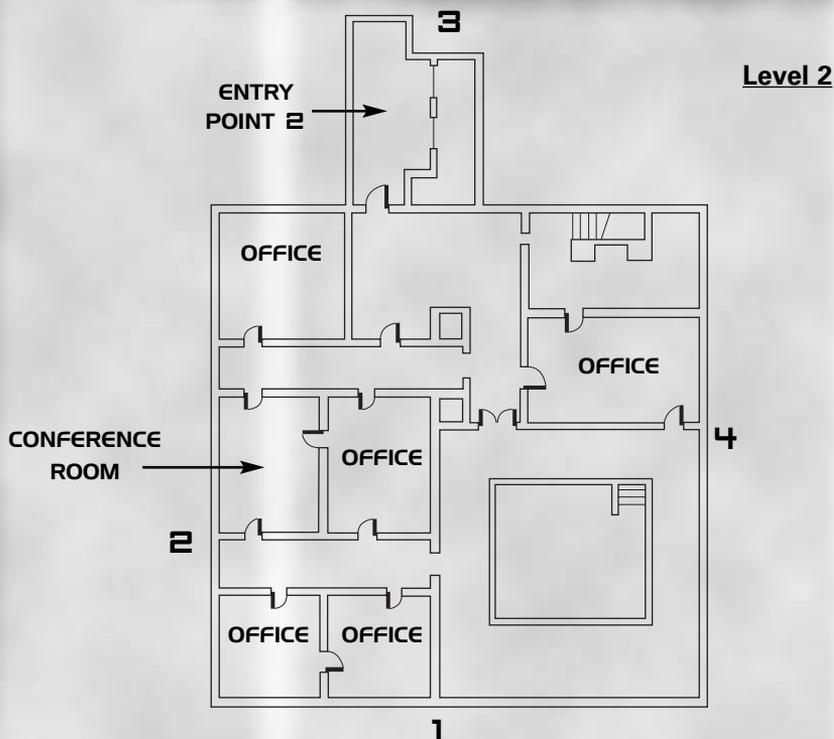


- B** Bomb icons indicate possible locations. Actual bomb locations in game may vary.
- X** Indicates barricaded staircase

DUPLESSIS WHOLESALE DIAMOND CENTER

Single Player/CO-OP

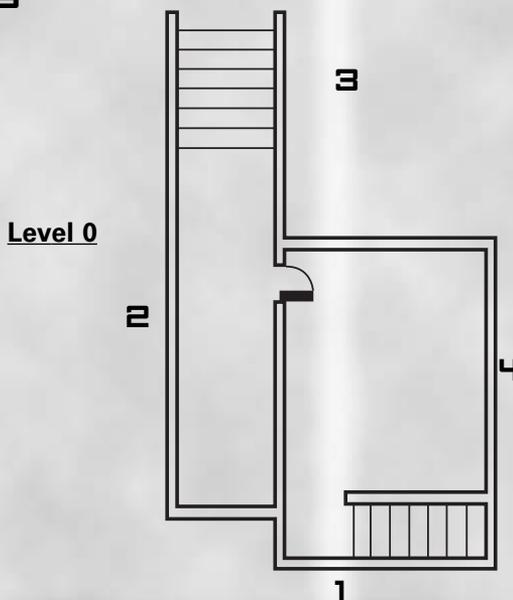




ENVERSTAR POWER PLANT

Competitive Modes

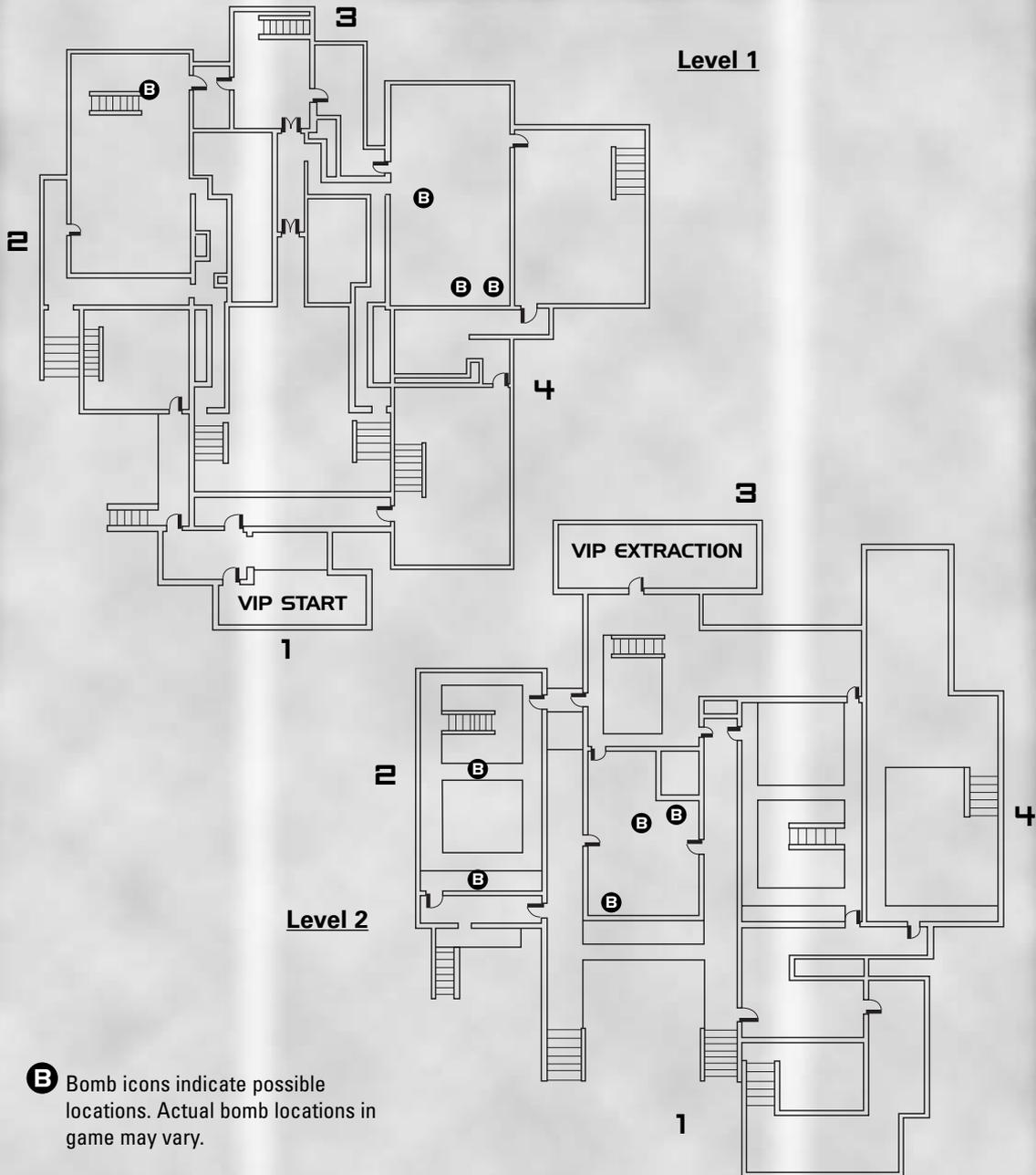
Recommended Players: 6-14
Rapid Deployment Bombs: 3



SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE

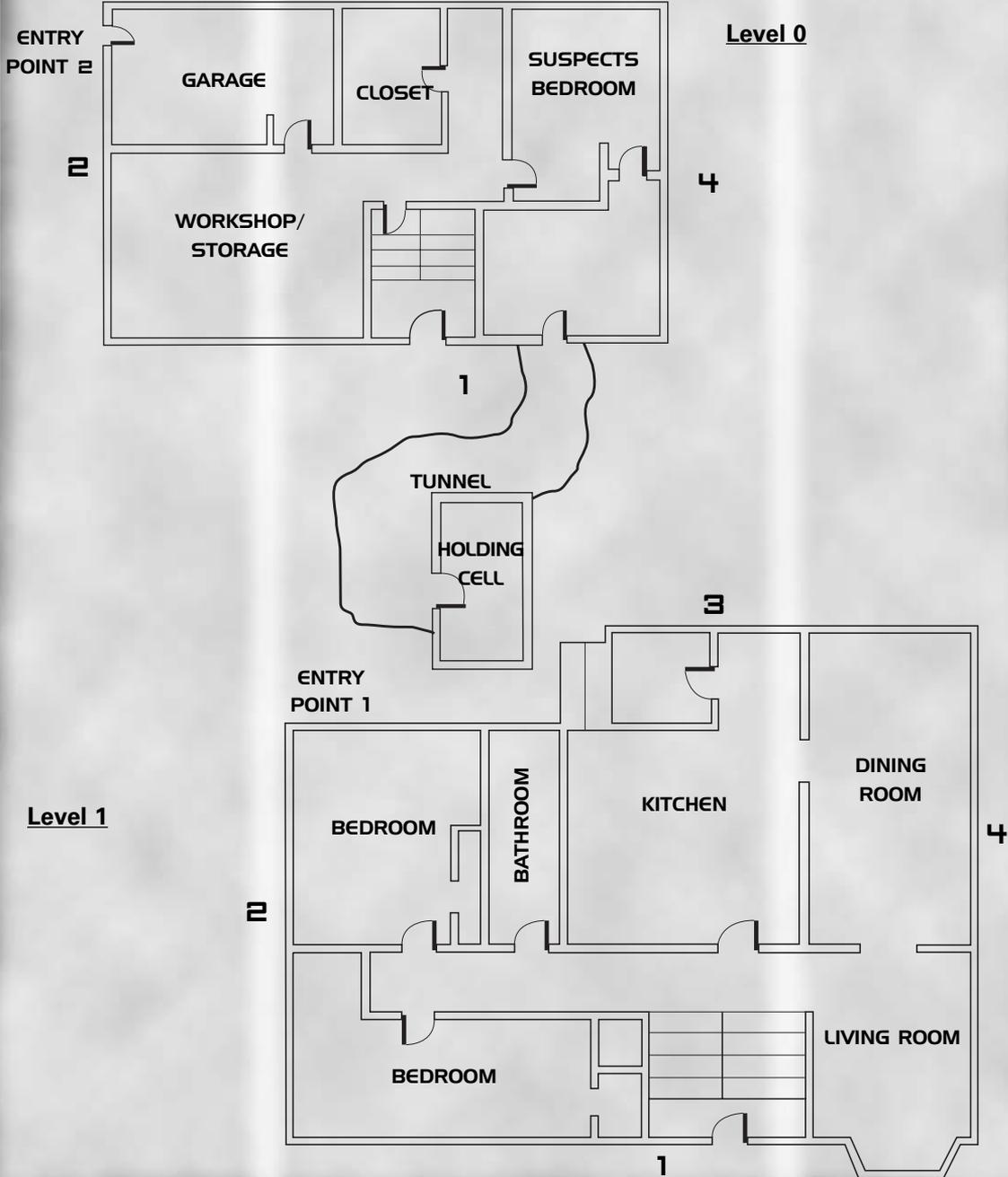


B Bomb icons indicate possible locations. Actual bomb locations in game may vary.

FAIRFAX RESIDENCE

Single Player/CO-OP

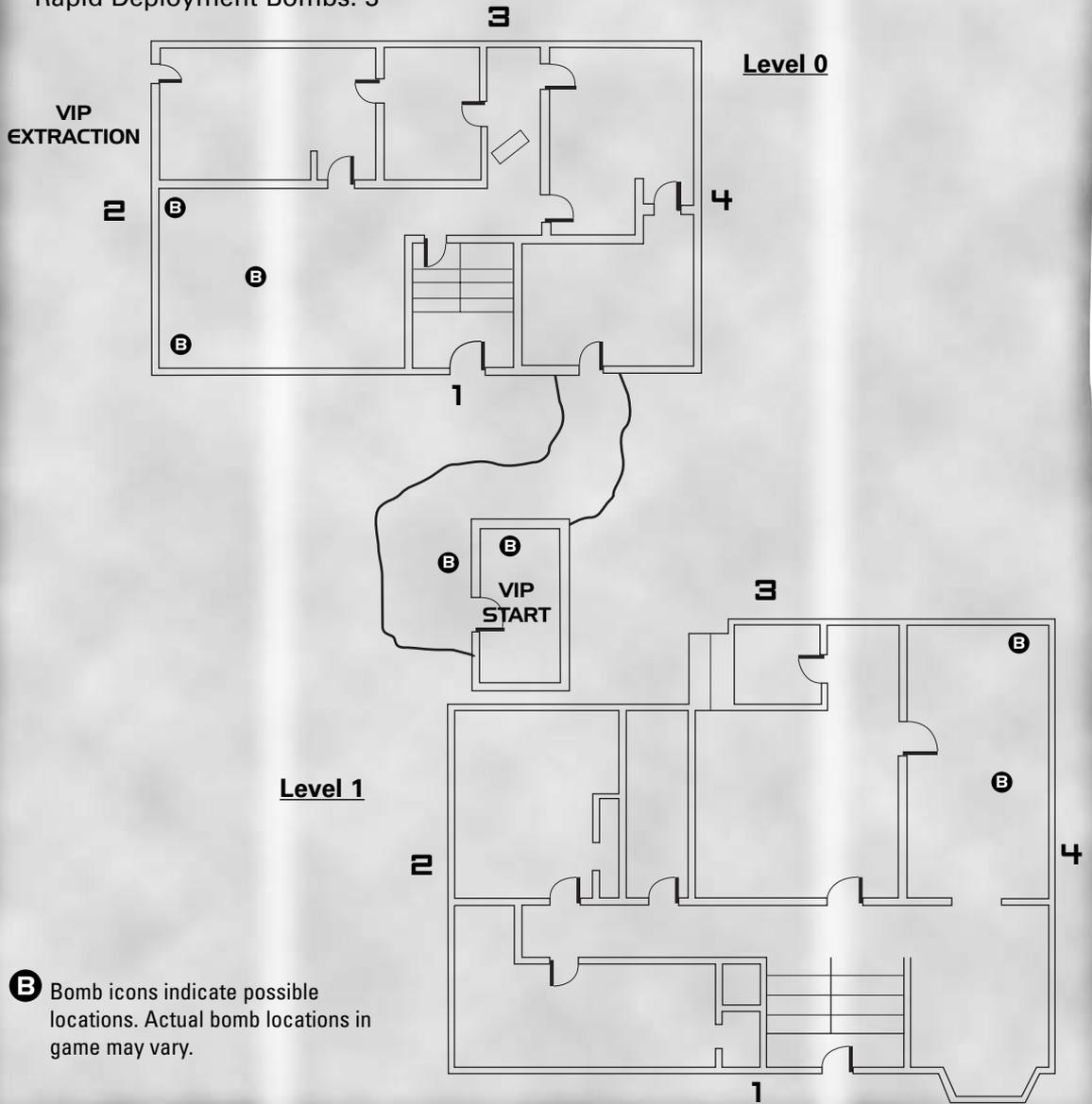
3



Competitive Modes

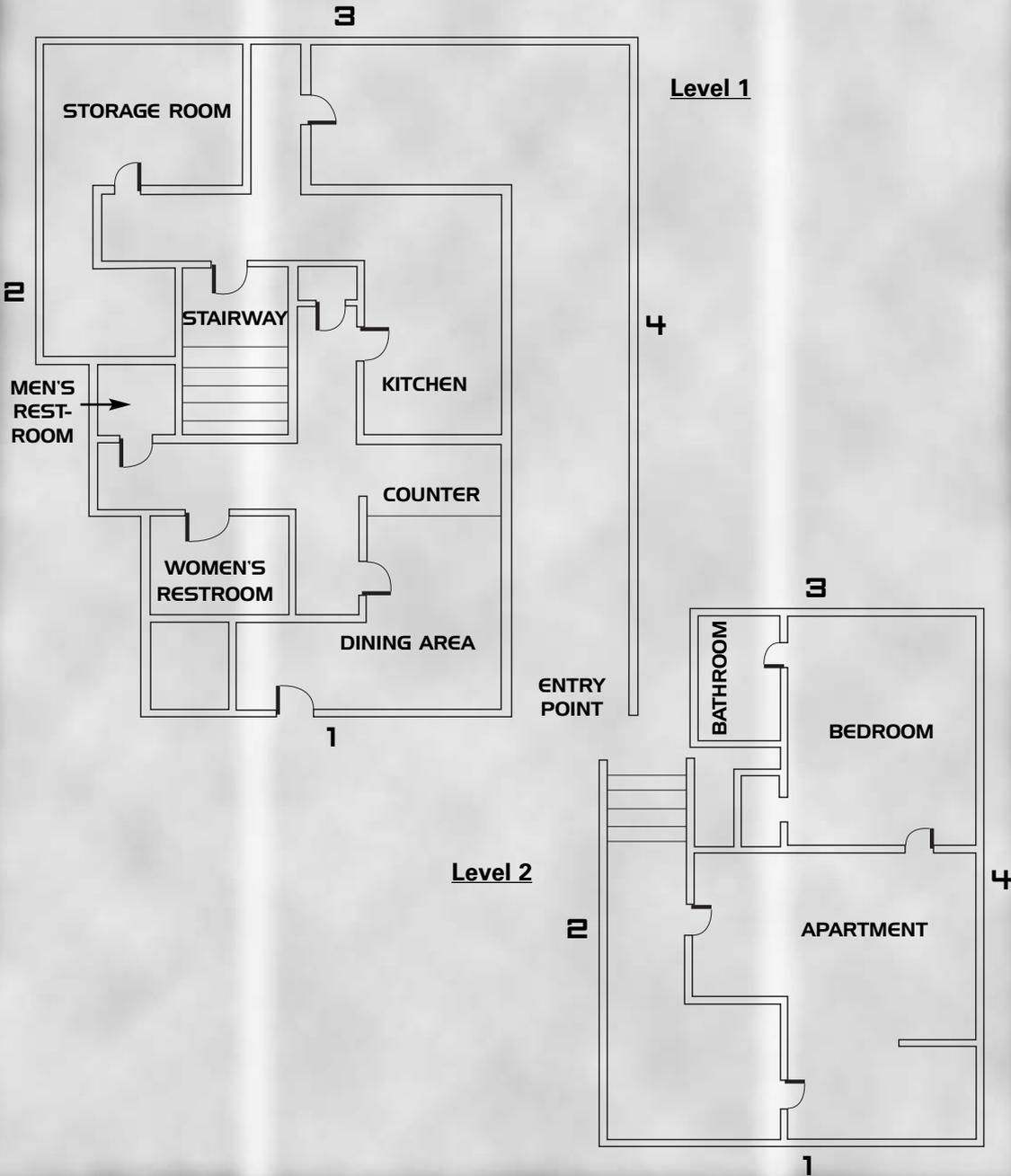
Recommended Players: 4-10

Rapid Deployment Bombs: 3



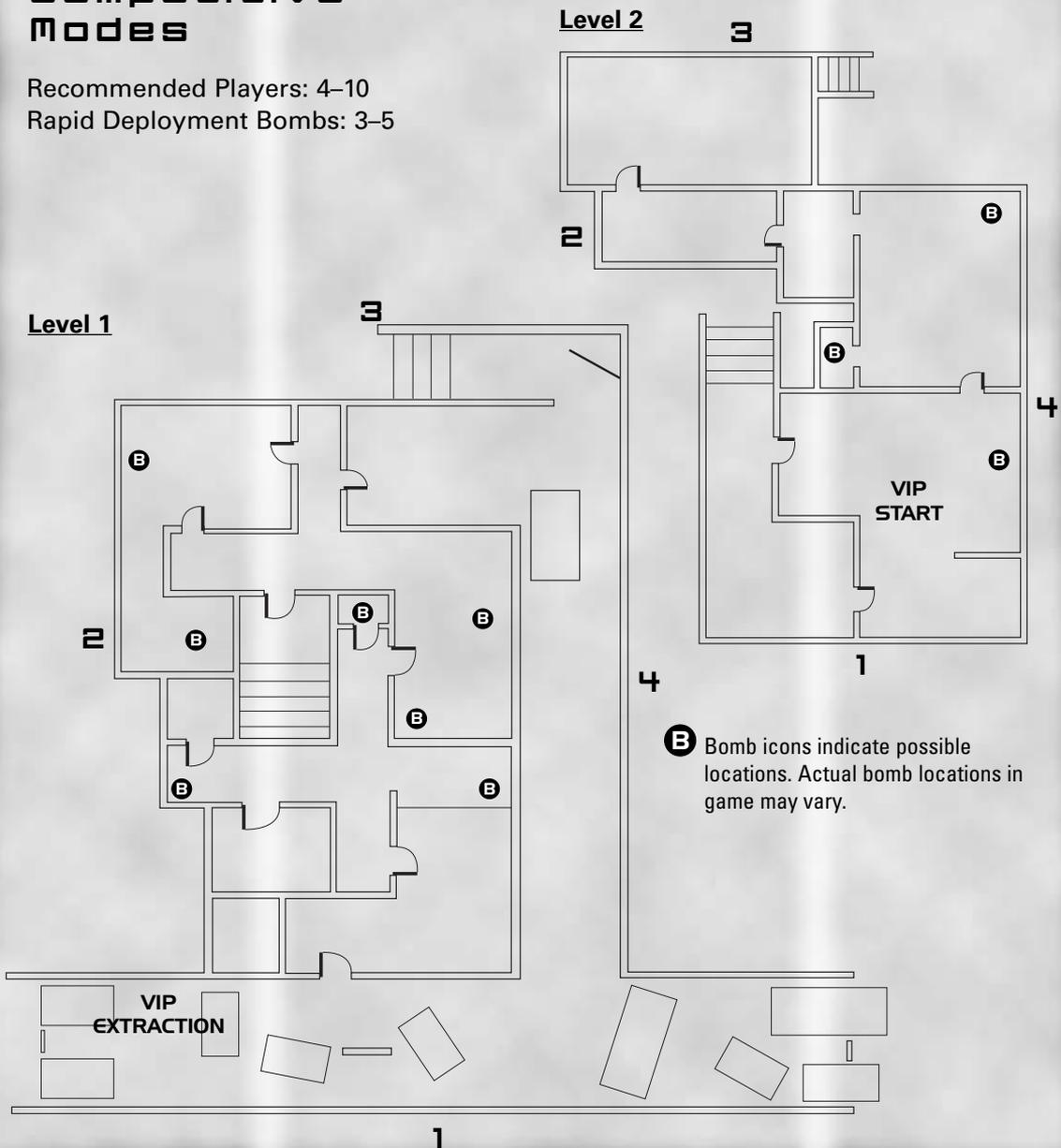
FOOD WALL RESTAURANT

Single Player/CO-OP



Competitive Modes

Recommended Players: 4-10
Rapid Deployment Bombs: 3-5

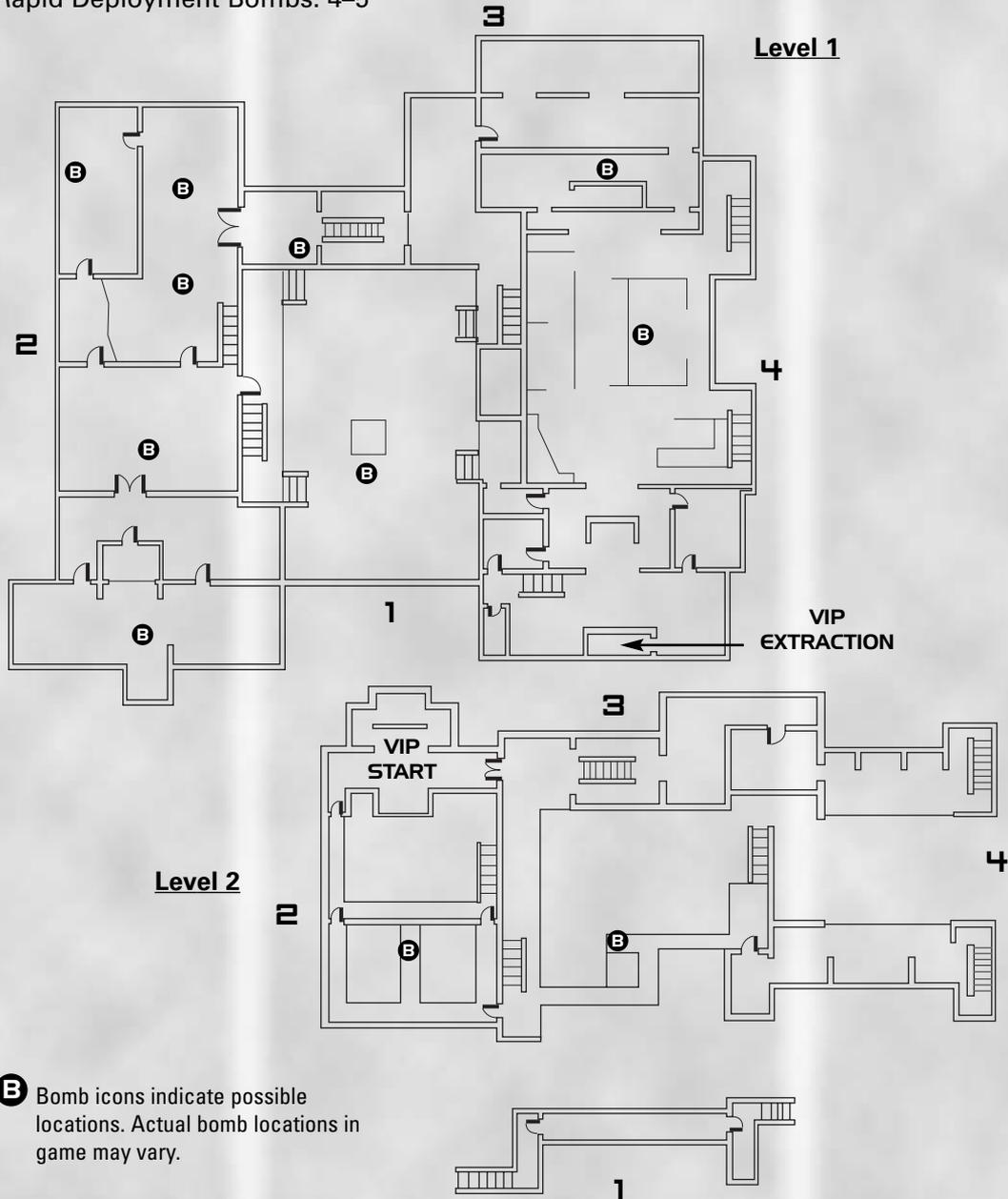


MEAT BARN RESTAURANT

Competitive Modes

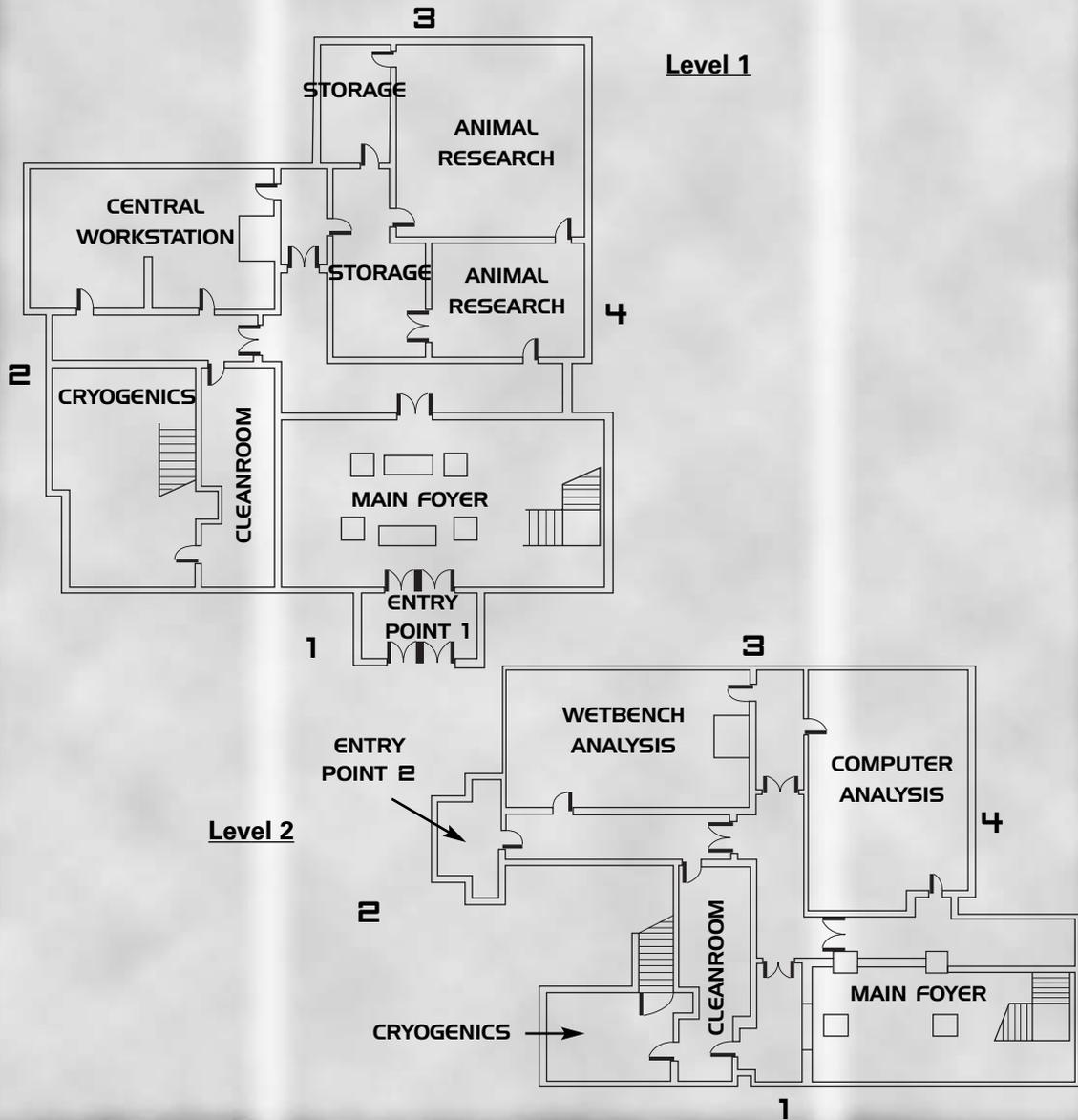
Recommended Players: 8-16

Rapid Deployment Bombs: 4-5



B Bomb icons indicate possible locations. Actual bomb locations in game may vary.

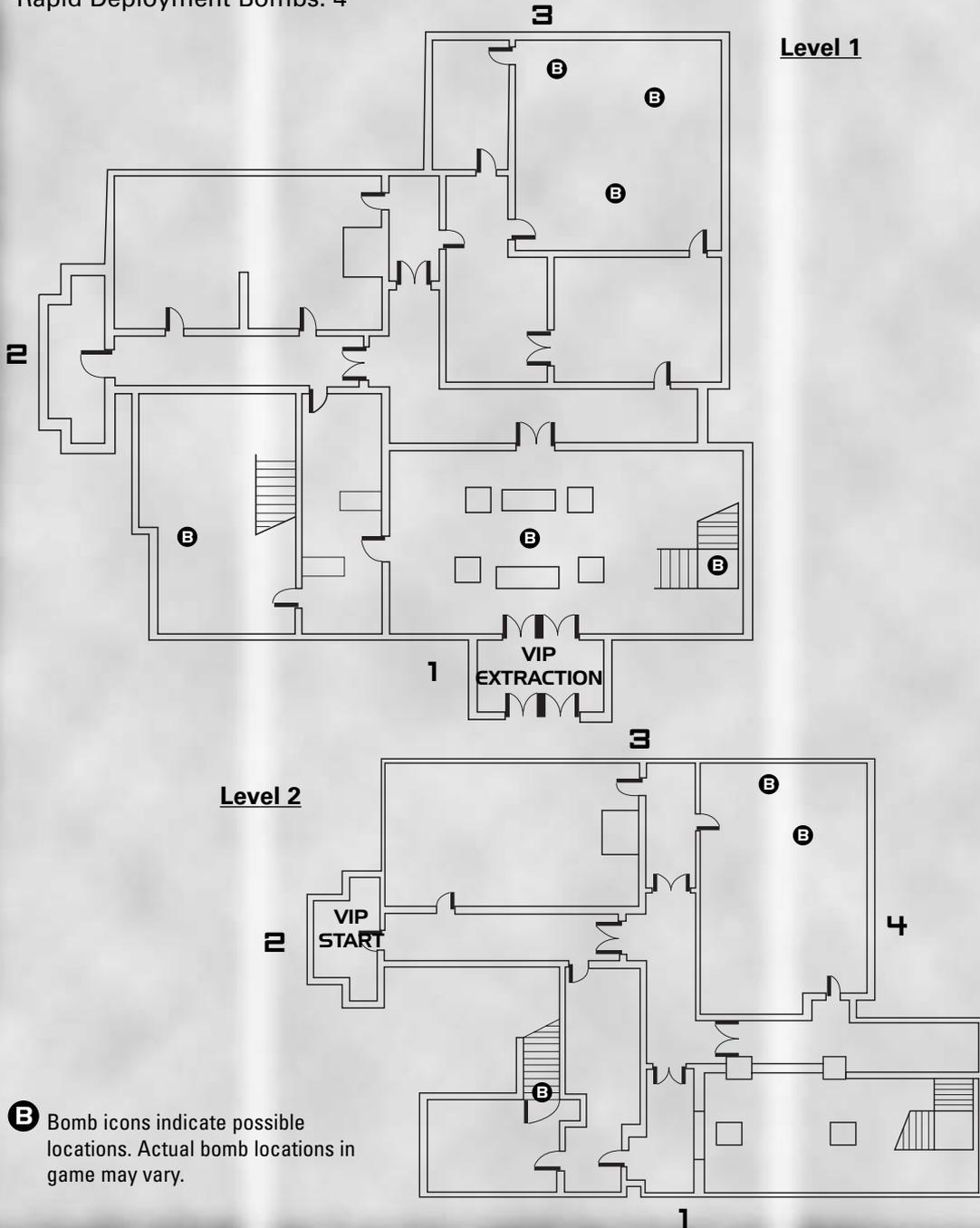
MT. THRESHOLD RESEARCH CENTER Single Player/CO-OP



Competitive Modes

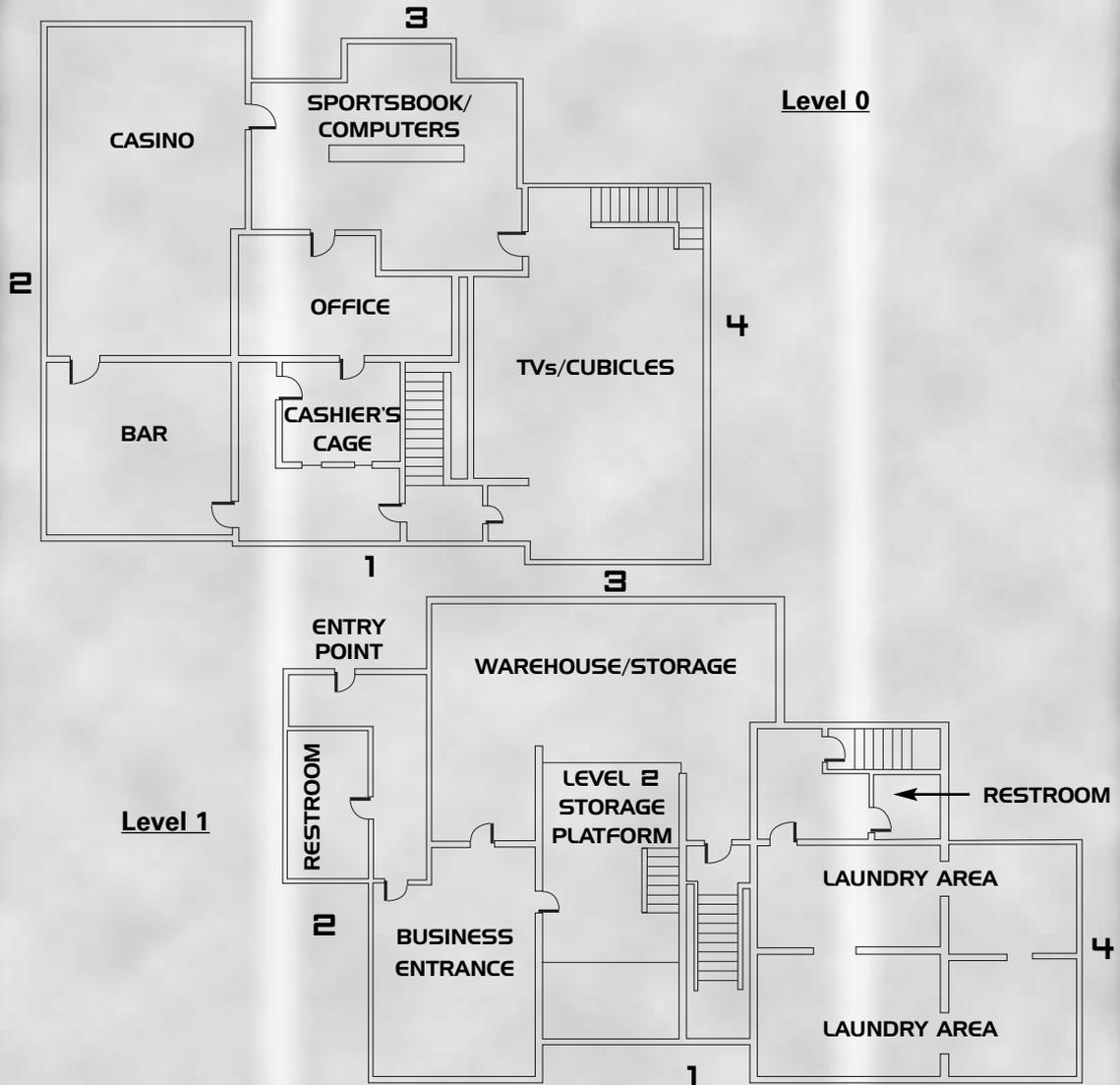
Recommended Players: 10-16

Rapid Deployment Bombs: 4



NORTHSIDE VENDING AND AMUSEMENTS

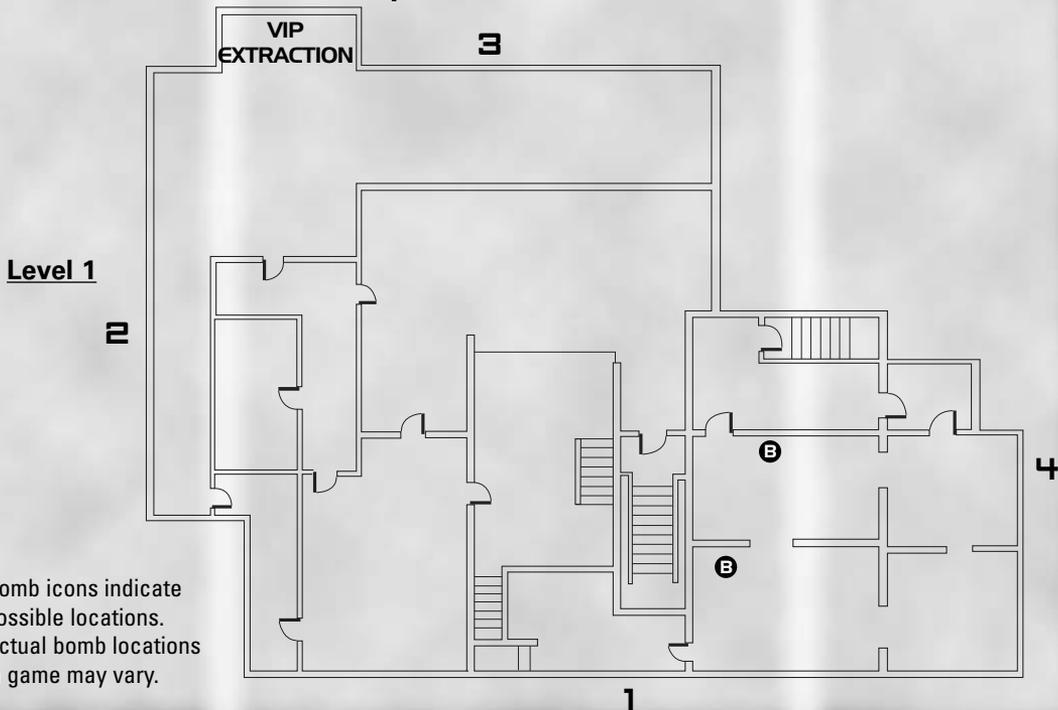
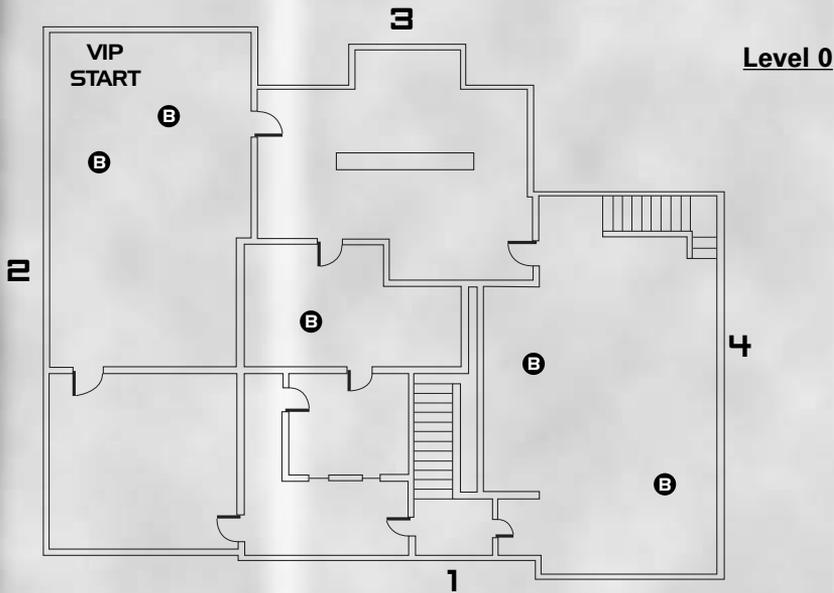
Single Player/CO-OP



Competitive Modes

Recommended Players: 6–12

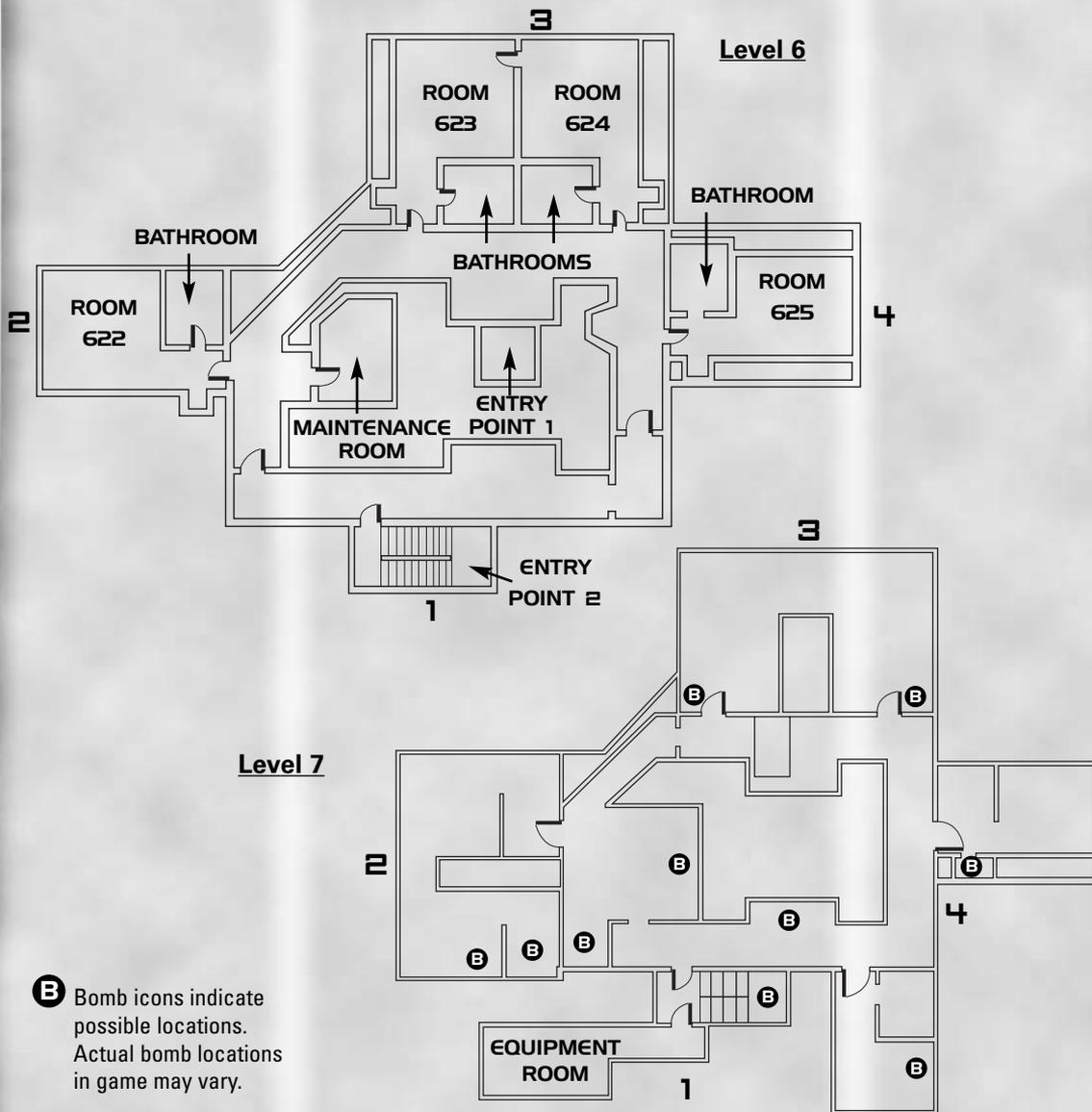
Rapid Deployment Bombs: 4



B Bomb icons indicate possible locations. Actual bomb locations in game may vary.

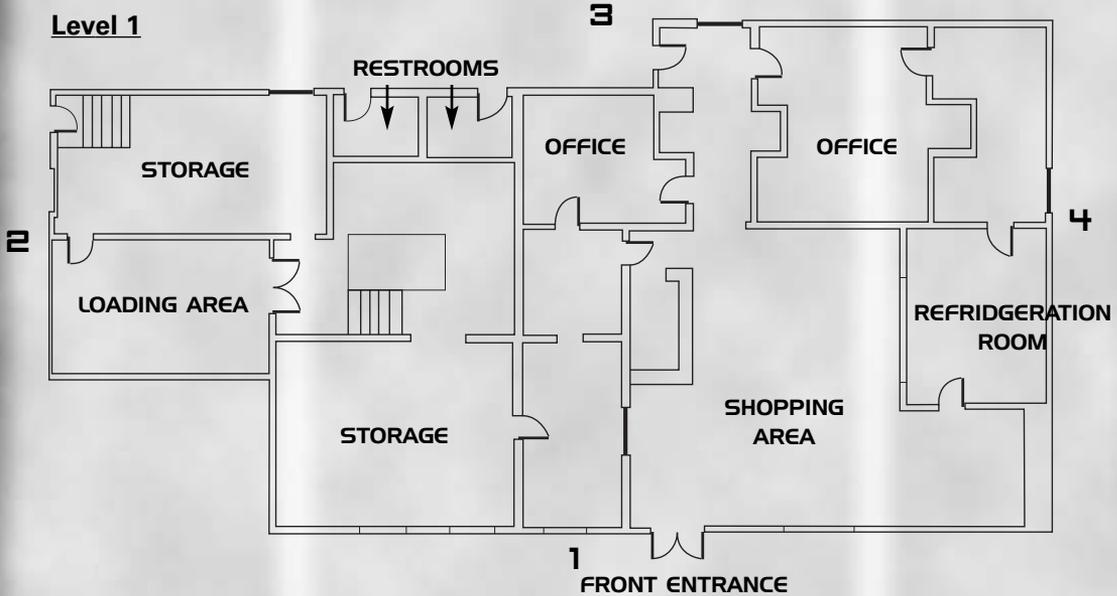
OLD GRANITE HOTEL

Single Player/CO-OP



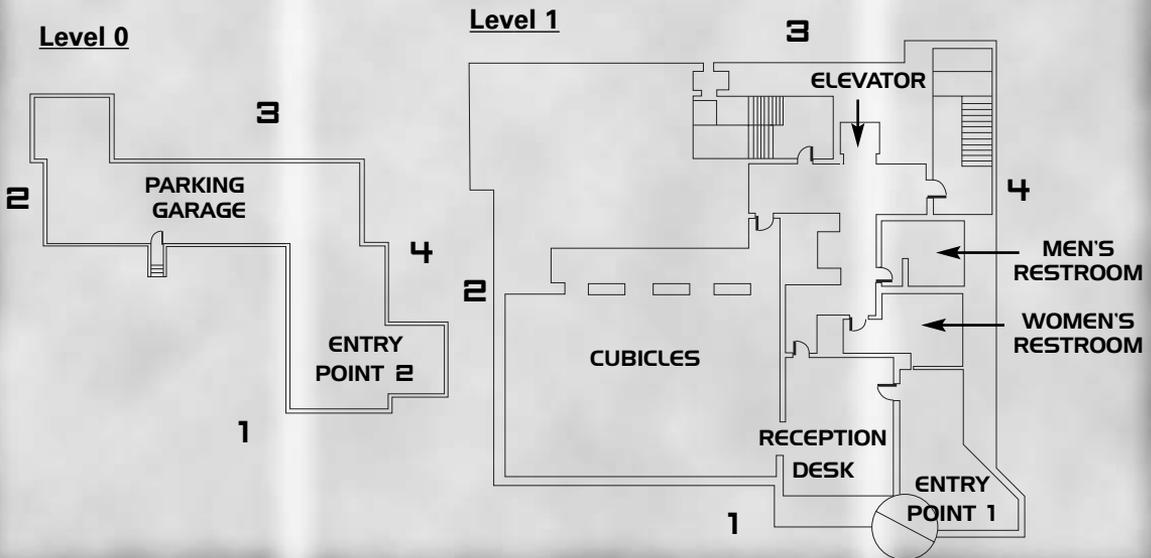
QWIK FUEL CONVENIENCE STORE

Single Player/CO-OP



RED LIBRARY OFFICES

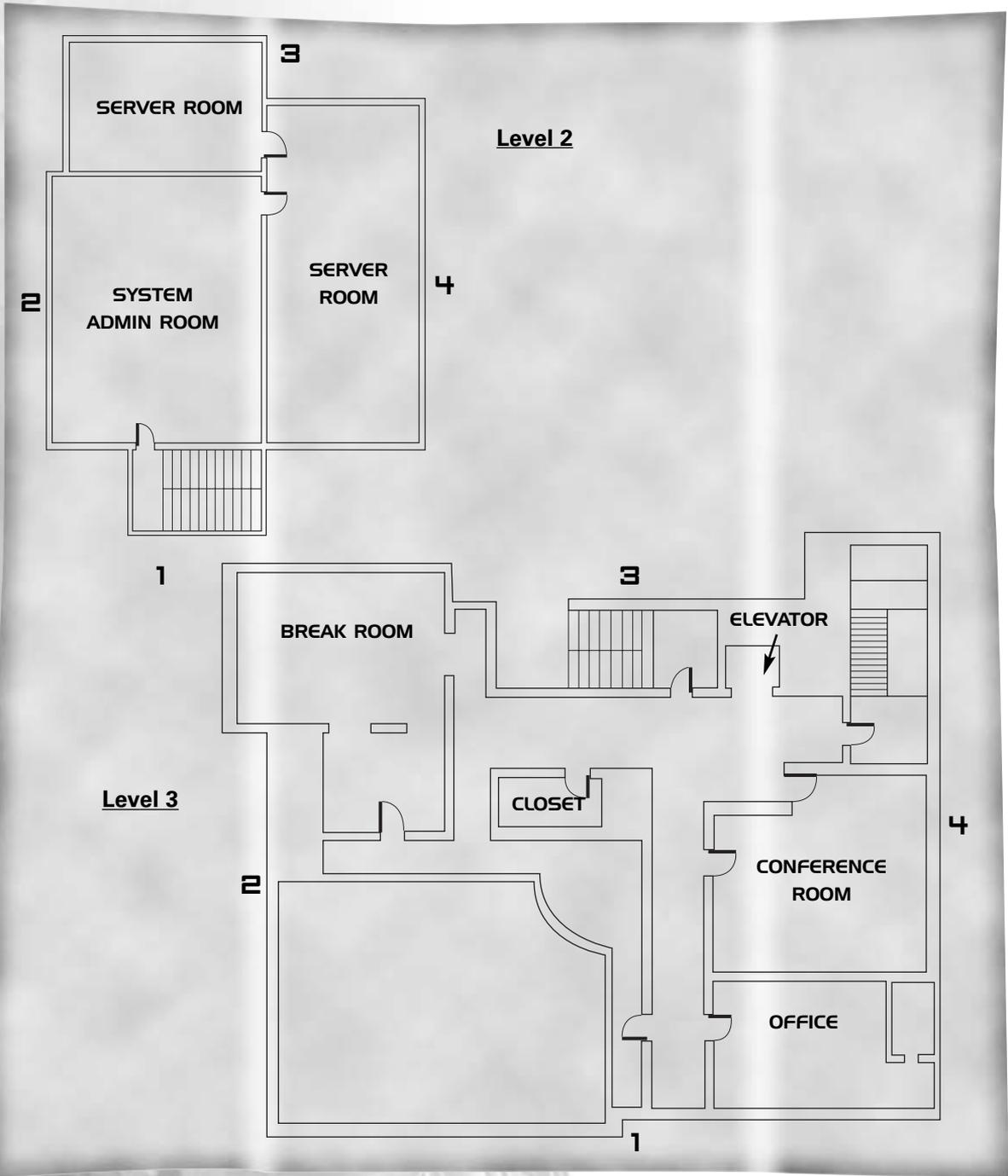
Single Player/CO-OP



SWAT4

SPECIAL WEAPONS
AND TACTICS

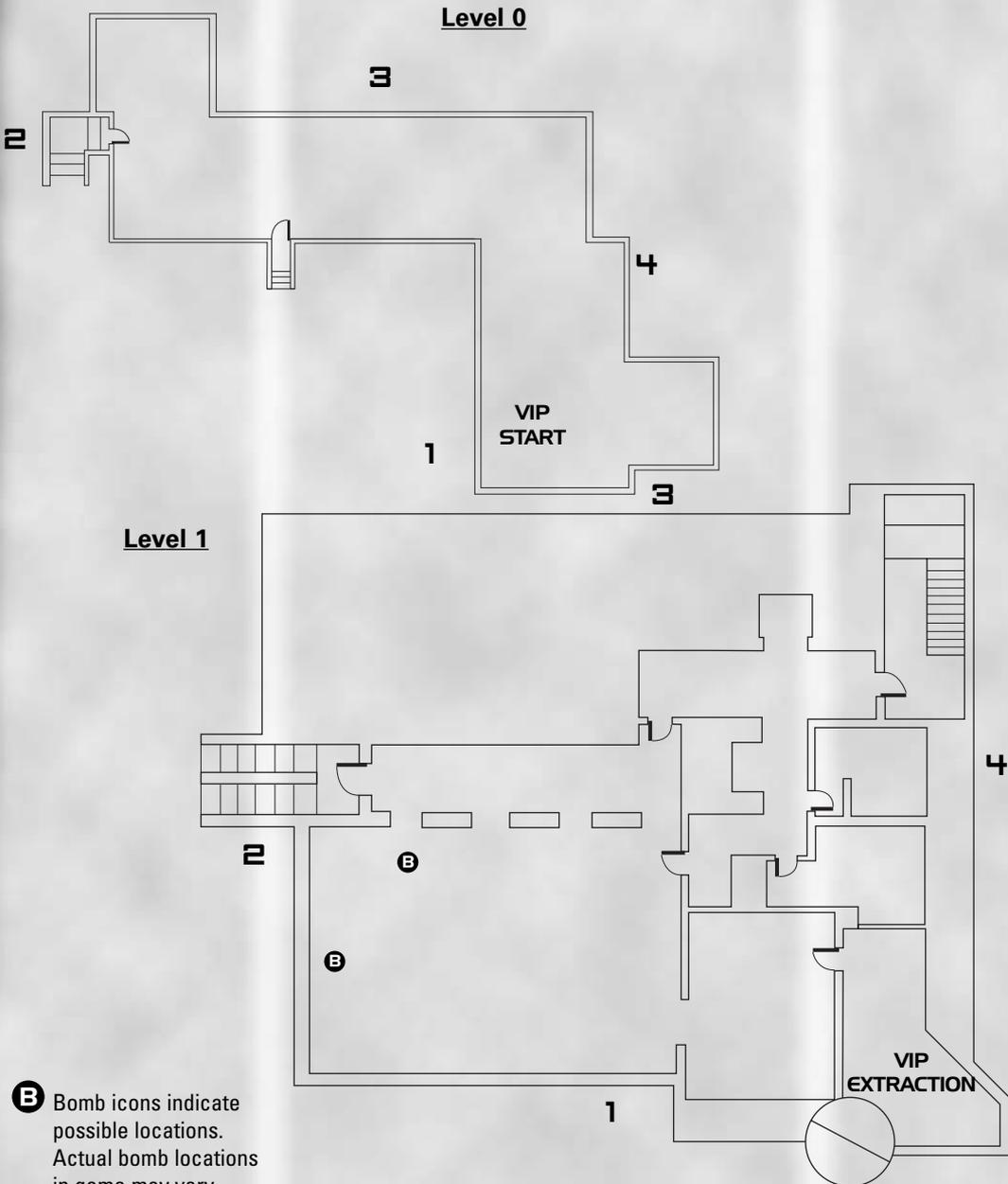
PRIMA OFFICIAL GAME GUIDE



Competitive Modes

Recommended Players: 8-16

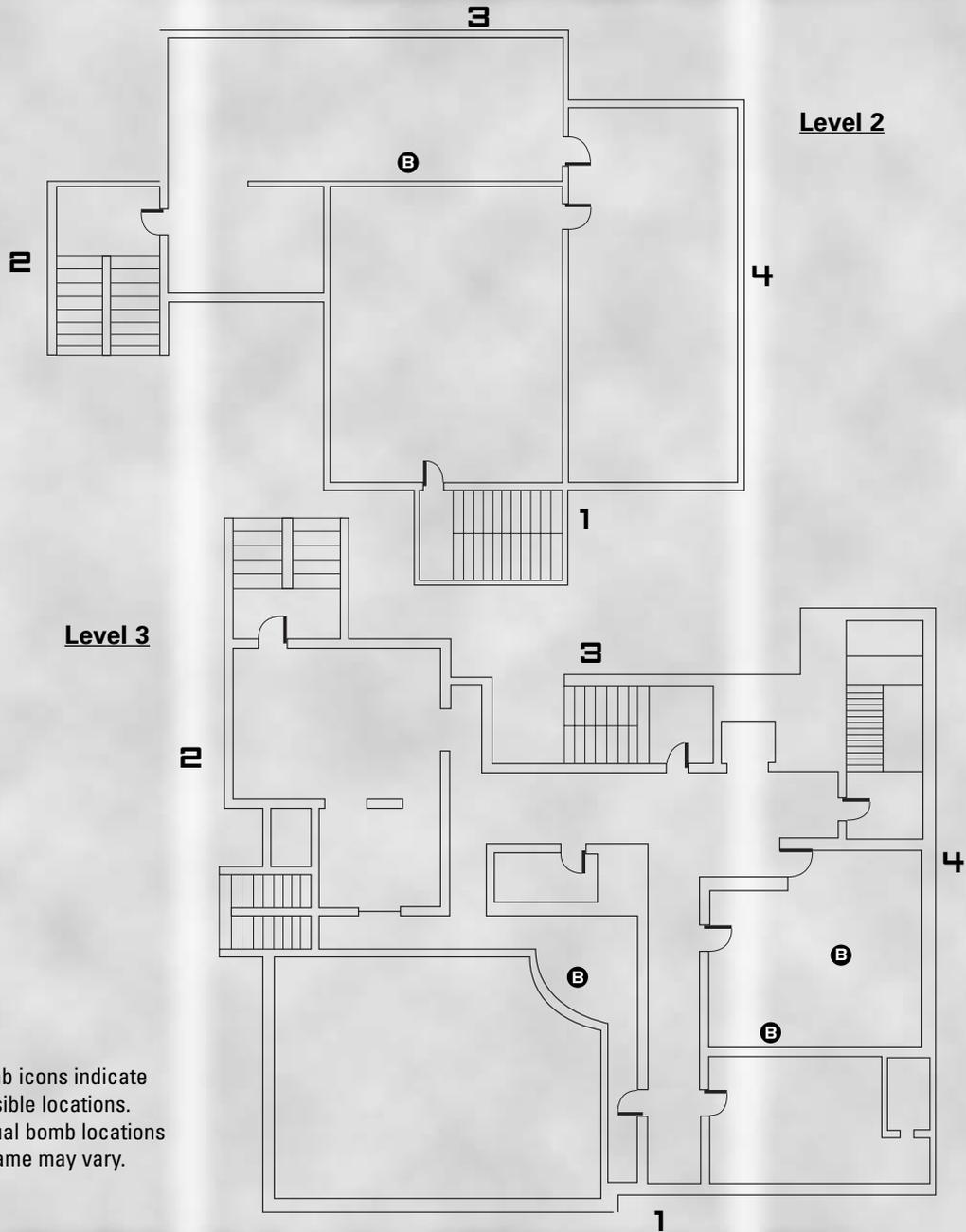
Rapid Deployment Bombs: 4



SWAT4

SPECIAL WEAPONS
AND TACTICS

PRIMA OFFICIAL GAME GUIDE



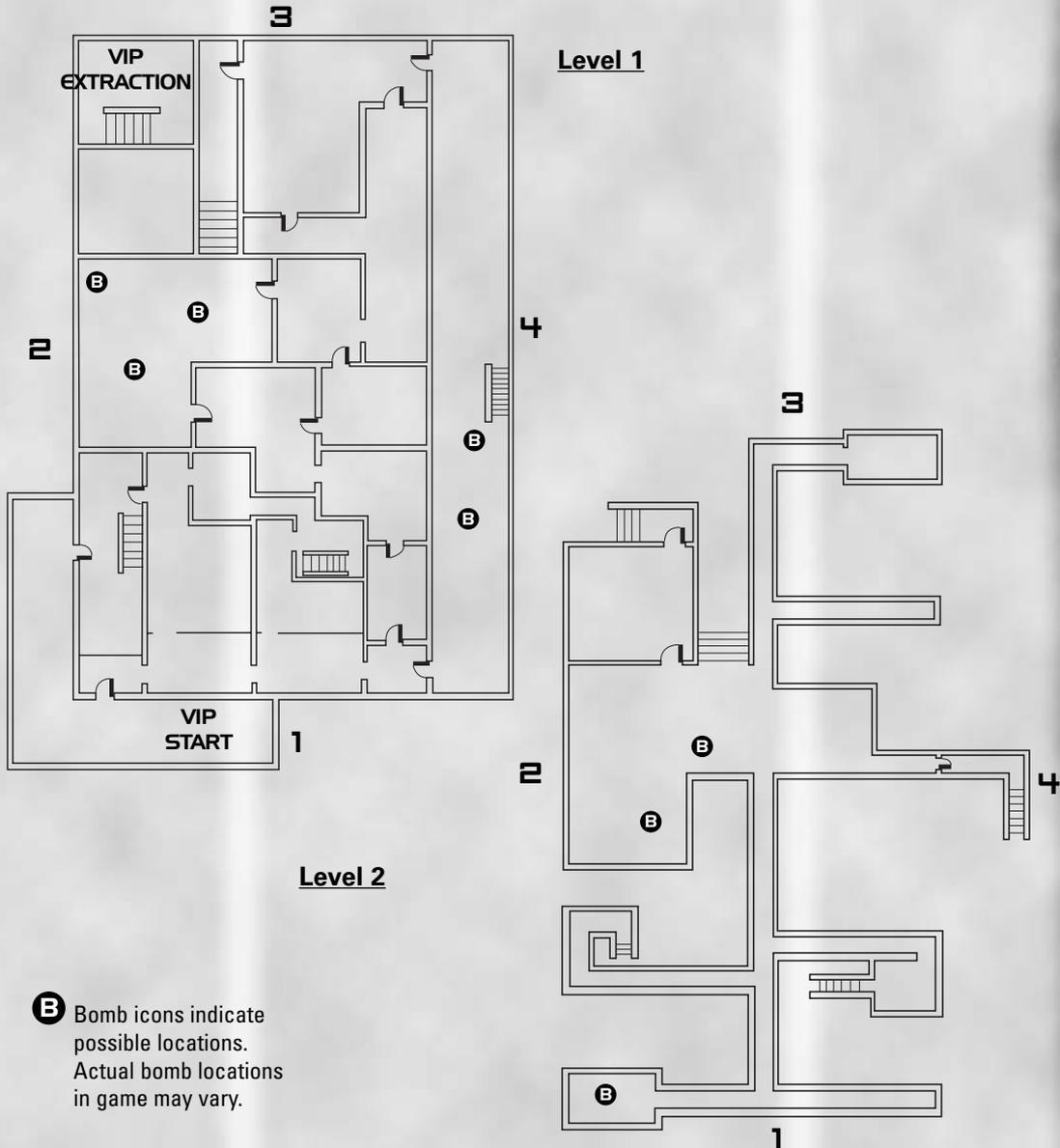
B Bomb icons indicate possible locations. Actual bomb locations in game may vary.

RIVERSIDE TRAINING FACILITY

Competitive Modes

Recommended Players: 8-16

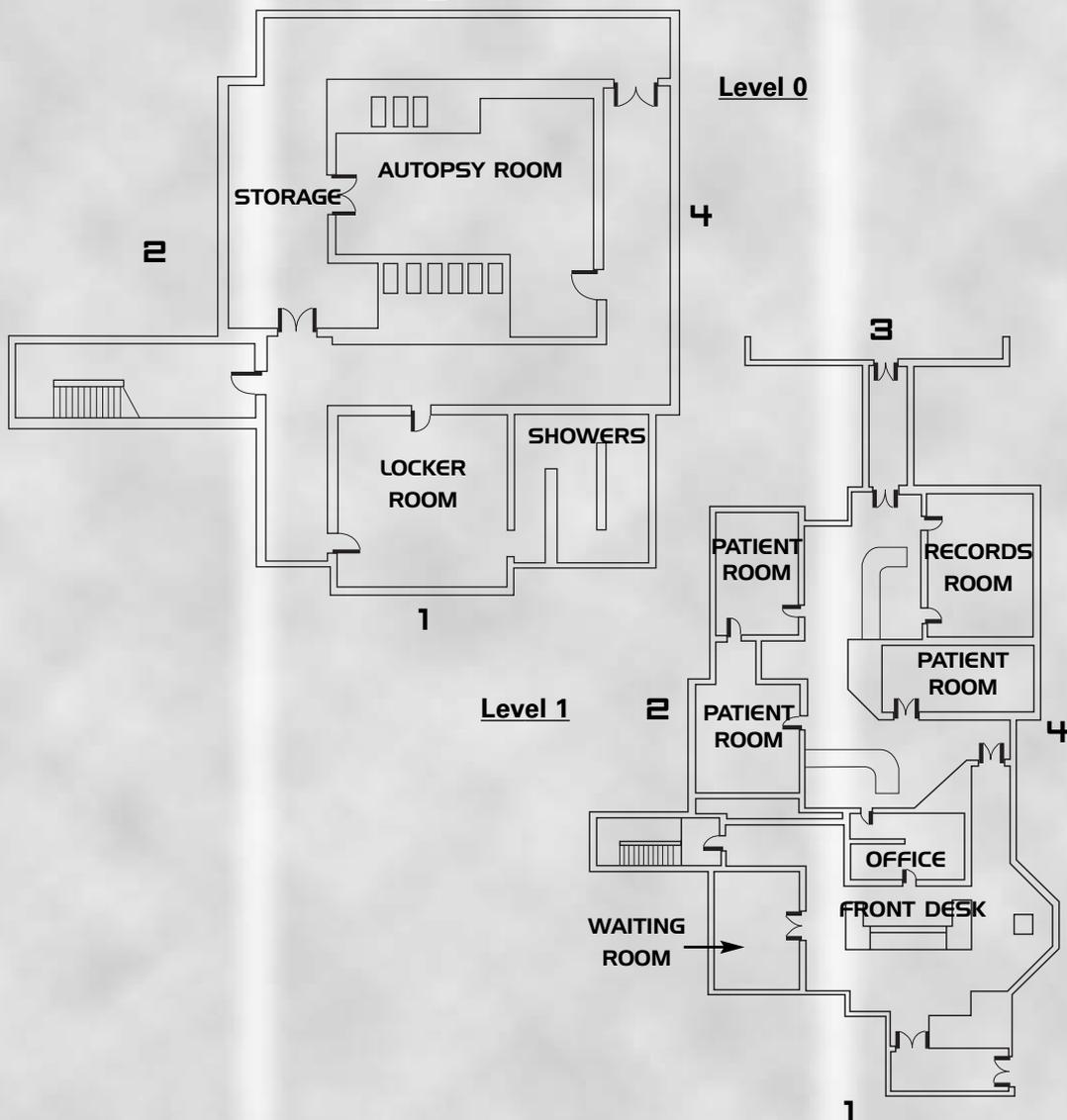
Rapid Deployment Bombs: 3



ST. MICHAEL'S MEDICAL CENTER

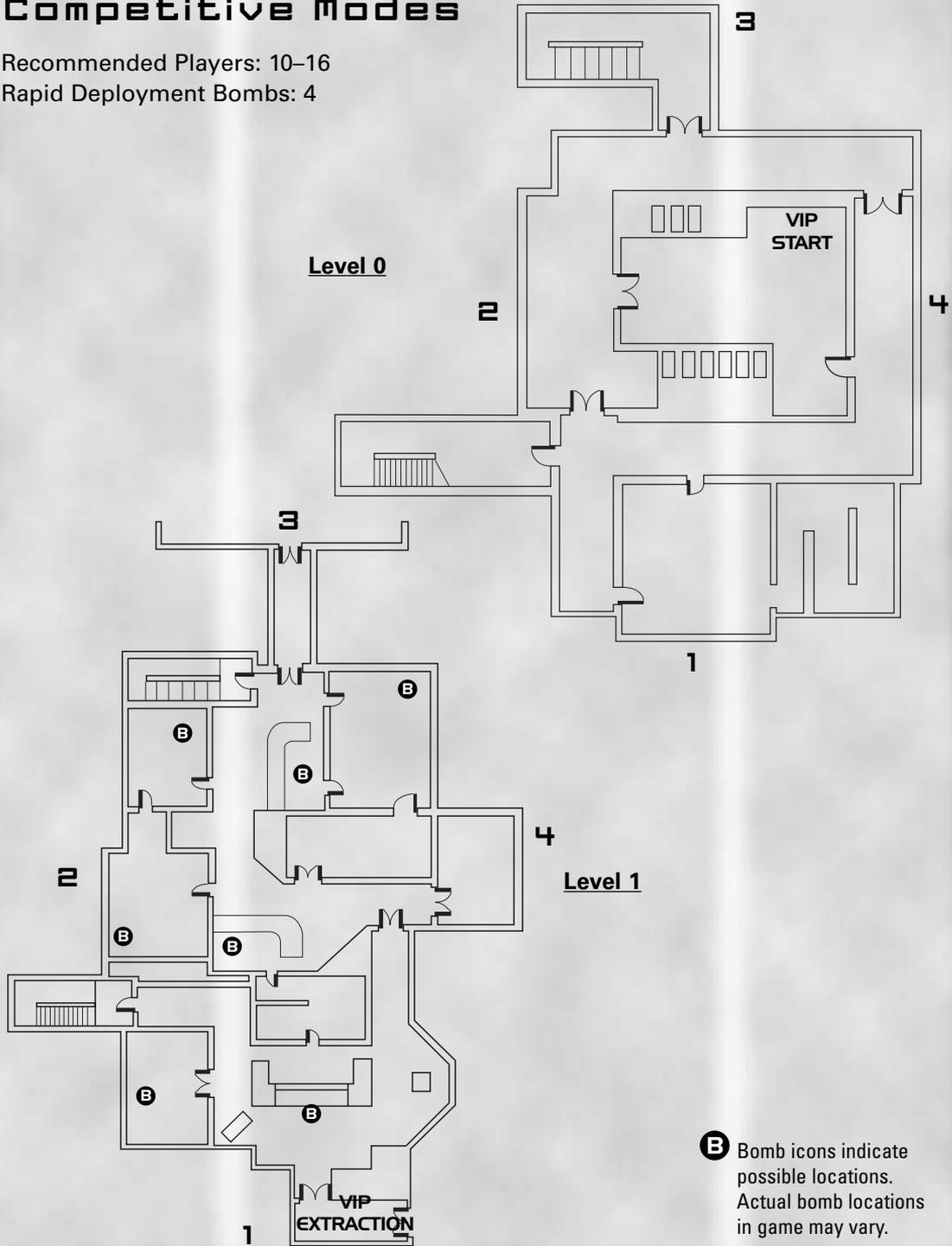
Single Player/CO-OP

3



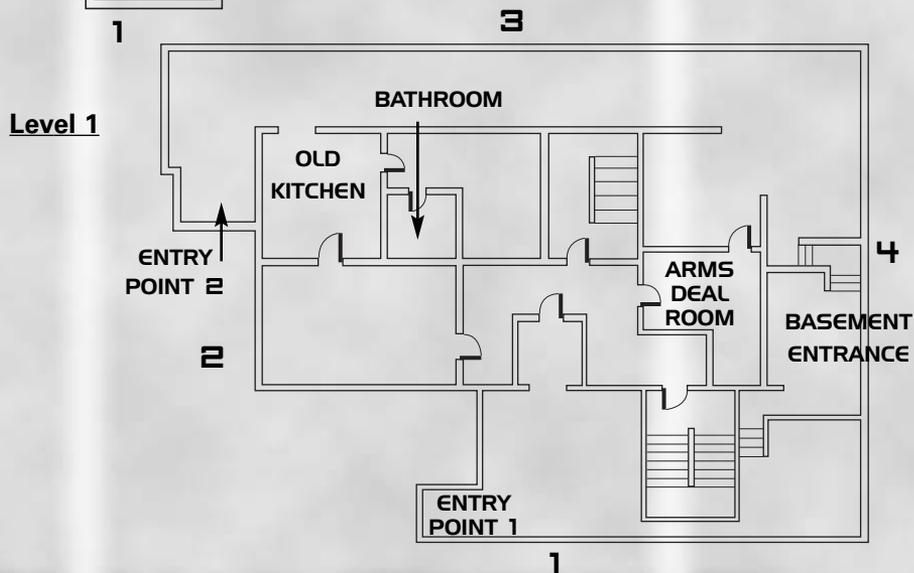
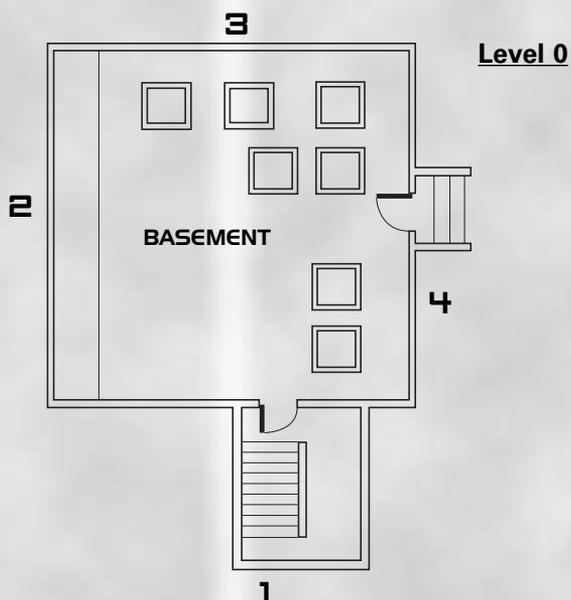
Competitive Modes

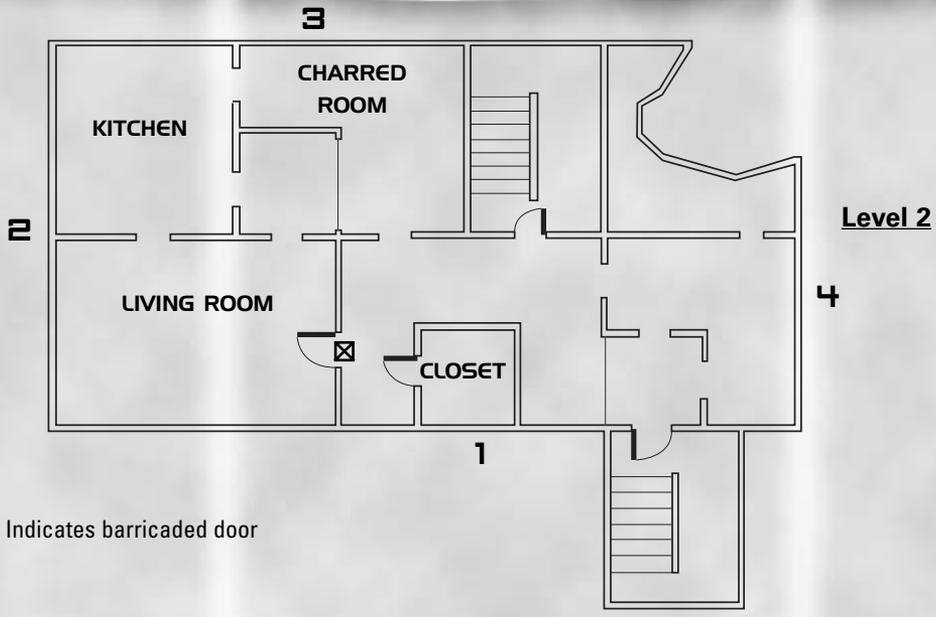
Recommended Players: 10-16
Rapid Deployment Bombs: 4



THE WOLCOTT PROJECTS

Single Player/CO-OP

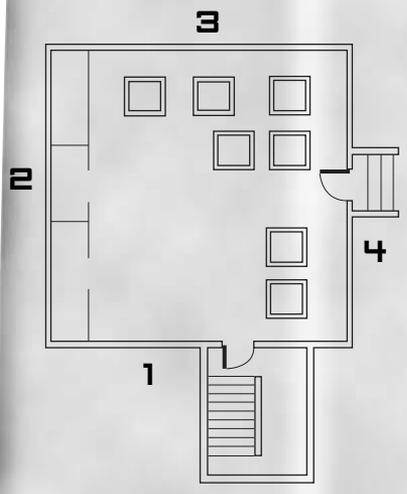




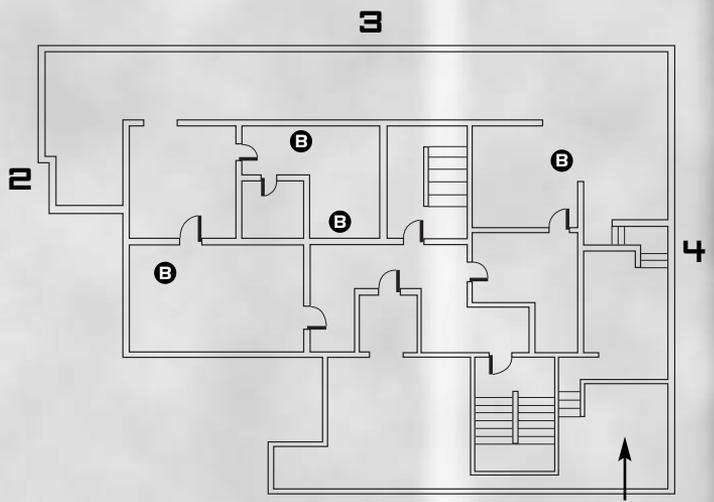
COMPETITIVE MODES

Recommended Players: 4-16
 Rapid Deployment Bombs: 4

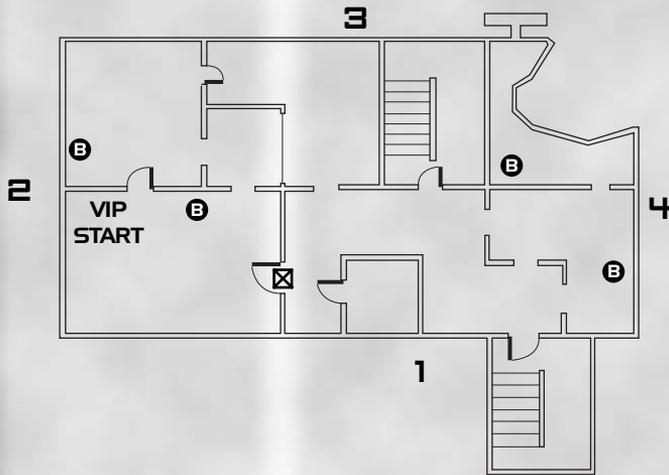
B Bomb icons indicate possible locations.
 Actual bomb locations in game may vary.



Level 0



Level 1



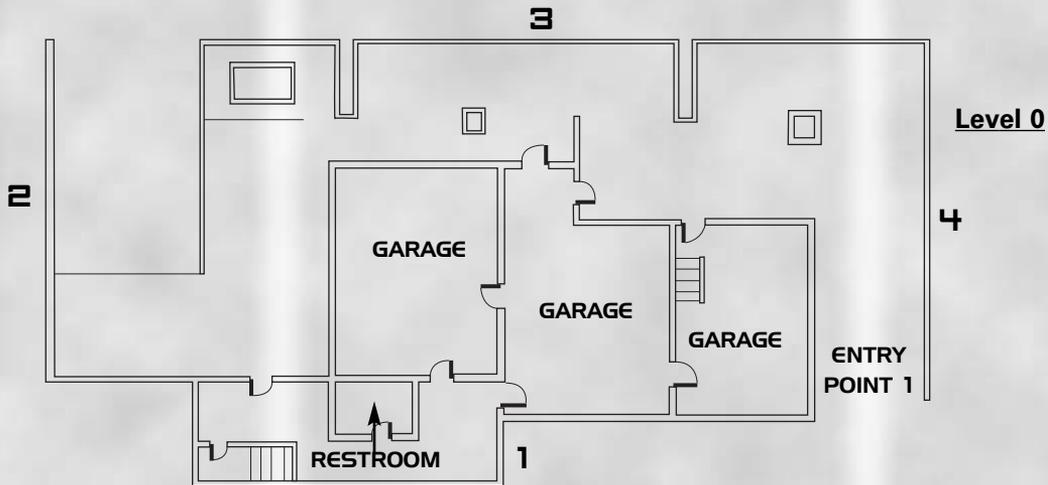
Level 2

B Bomb icons indicate possible locations. Actual bomb locations in game may vary.

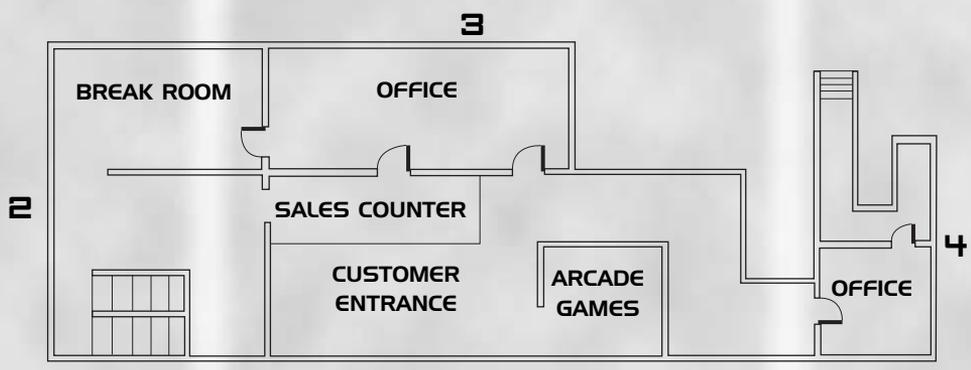
X Indicates barricaded door

VICTORY IMPORTS AUTO CENTER

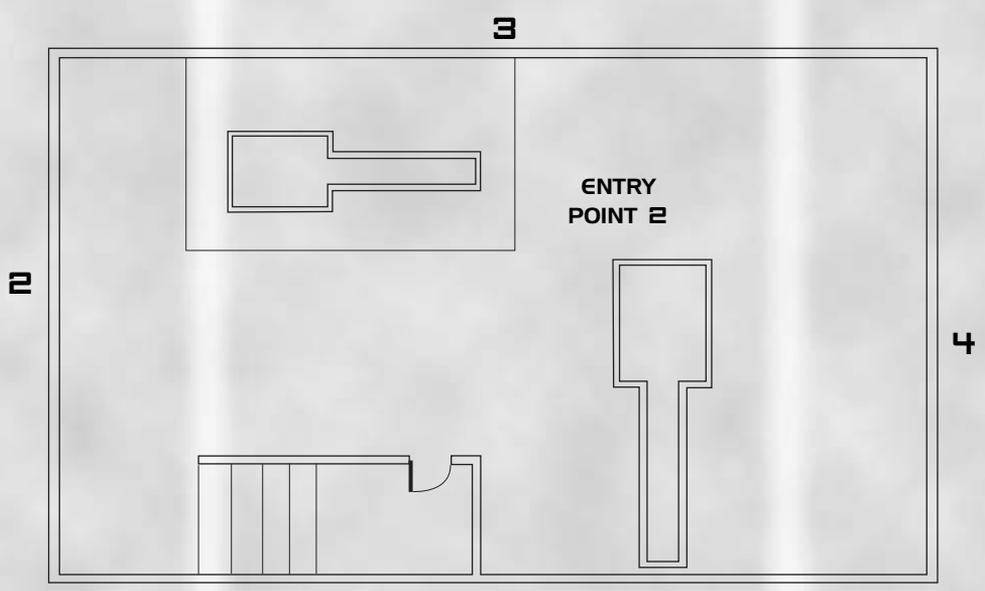
Single Player/CO-OP



Level 0



Level 1



Rooftop

Competitive Modes

Recommended Players: 6-12

Rapid Deployment Bombs: 4

