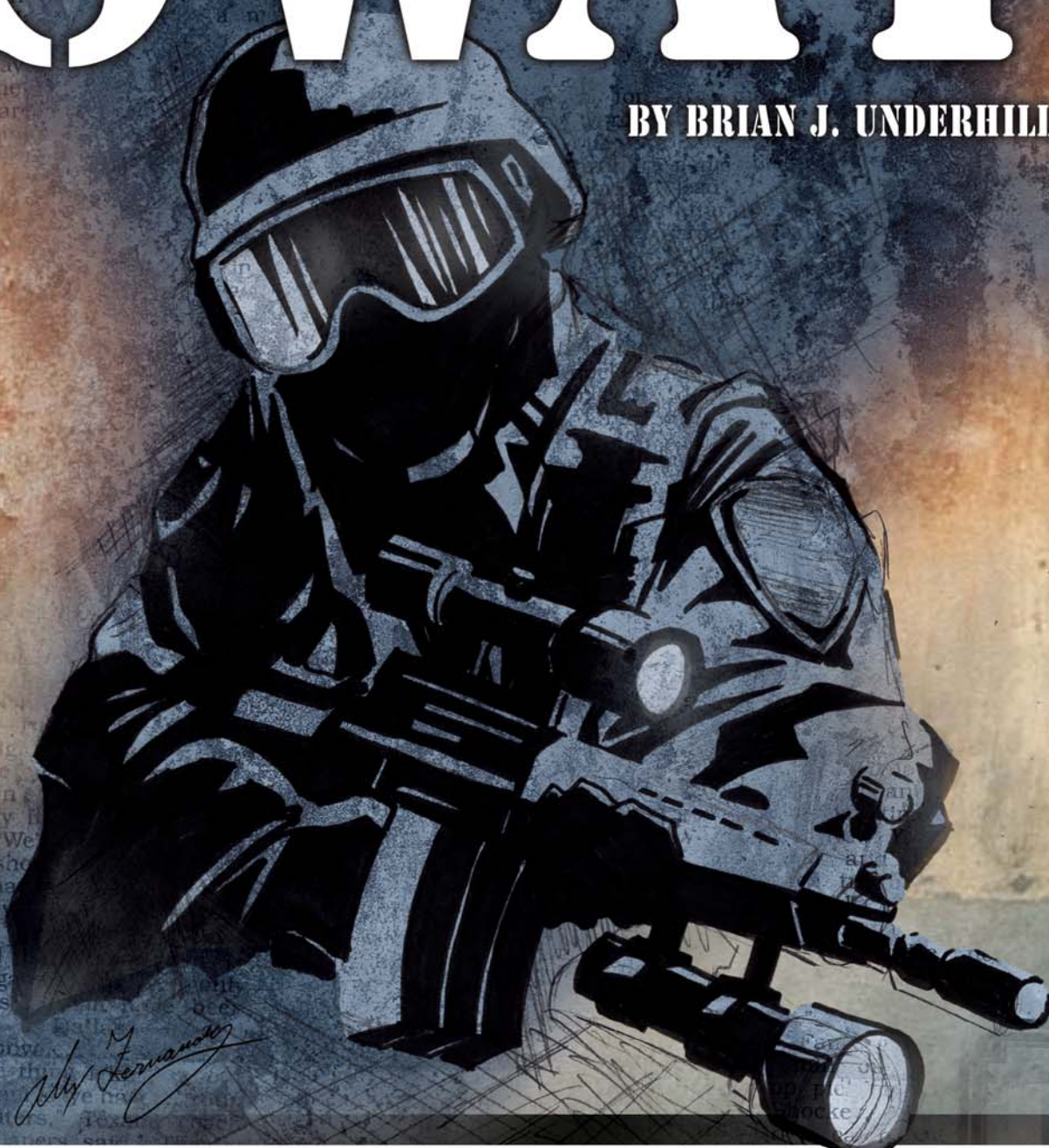


G U R P S[®]

SWAT[™]

BY BRIAN J. UNDERHILL



STEVE JACKSON GAMES

COURAGE UNDER FIRE

From small-town crisis units to the FBI's Hostage Rescue Team, from the urban sprawl of Berlin to the mountainous wilds of Idaho, *GURPS SWAT* covers the dangerous world of tactical police operations. Serve a warrant on a meth lab, protect a judge whose life is threatened, rescue hostages from international terrorists, or take down a barricaded suspect before he kills again! Establish perimeters and begin hostage negotiations. Perform a stealth entry if you can, or blow down the door in a swift dynamic assault!

- 🛡️ A look at the history and formation of tactical teams, including the original LAPD SWAT.
- 🛡️ Detailed information on SWAT around the world, including major United States cities, federal teams, and tactical teams.
- 🛡️ An overview of SWAT operations, from high-risk warrant service to hostage rescue.
- 🛡️ A look at the weapons and equipment of the modern-day SWAT team.
- 🛡️ Tips for running realistic or cinematic *SWAT*, *Cops*, or crossover campaigns.

The lives of innocent hostages are at stake. Do you have what it takes to be the best of the best?

Put on your armor, grab your weapon, and find out . . .



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GURPS Basic Set, Third Edition Revised and *GURPS Compendium I* are required to use this supplement in a *GURPS* campaign. The information in this book can be used with *any* game system.

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It is to these men and their peers around the world that this book is dedicated.

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Introduction

We live in an increasingly dangerous world that requires increasingly skilled law enforcement officers. A new breed of cop has arisen in the last 50 years, risking their lives in crime prevention, hostage rescues, high-risk warrant service, and combating terrorism. They are the men and women of SWAT – Special Weapons and Tactics.

GURPS SWAT bridges the gap between *GURPS Cops* and *GURPS Special Ops*, detailing the dangerous, action-packed world of specially trained law enforcement personnel. *GURPS Cops* is frequently referenced in this book, and it is strongly suggested that anyone running a *GURPS SWAT* campaign own a copy. Other books that are helpful (but not required) include *GURPS Covert Ops*, *GURPS High-Tech*, *GURPS Modern Firepower*, and *GURPS Special Ops*.

Disclaimer

While researching and writing this book, the author spent countless hours interviewing and accompanying patrolmen, hostage negotiators, entry team personnel, and soldiers. In today's political environment, some tactics and procedures are best kept secret, and the author has made every effort to ensure that any confidential information remains confidential. The information found in *GURPS SWAT*, while timely and accurate, does not reflect any secret or confidential material. It is intended only to provide gamers with an overview of SWAT operations and tactics, and is to be used for roleplaying purposes only.

About the Author

Brian J. Underhill began writing for Steve Jackson Games over 15 years ago. His gaming interests range from miniature wargames to RPGs to computer games. It is the latter – especially too many hours playing Sierra's series of police and SWAT games – that led him to create *GURPS SWAT*.

Brian is best known as the author of *GURPS Cliffhangers* and several books in the *GURPS WWII* line. Additional information can be found at his website (www.brianunderhill.com).



About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/).

Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit www.warehouse23.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, point your web browser to www.sjgames.com/mailman/listinfo/gurpsnet-l/.

The *GURPS SWAT* web page is at www.sjgames.com/gurps/books/swat/.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are C for *Cops*, CII for *Compendium II*, CV for *Covert Ops*, HT for *High-Tech*, LT for *Low-Tech*, M for *Mecha*, MF for *Modern Firepower*, SO for *Special Ops*, T for *Technomancer*, and VEL for *Vehicles Lite*. The abbreviation for *this* book is SWAT. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

New York, NY – Emergency Services Unit

New York's ESU is a multipurpose unit trained in emergency procedures. Its 400 officers fall under the command of NYPD's Special Operations Division (SOD). All ESU officers are state certified paramedics, and ESU teams are equipped with a variety of tools that normal SWAT teams are not. Each squad's equipment truck carries not only weapons and armor, but emergency medical supplies and heavy duty hydraulic equipment like the Hurst Tool (better known as "Jaws of Life").

A special tactical team called the A-Team (Apprehension Team) is made up of ESU officers who rotate through the A-Team on six-month tours. Most SWAT operations are performed by the A-Team. The A-Team is only on duty Monday through Friday, leaving weekend operations to other ESU teams.

Service in ESU is voluntary but highly sought after – the waiting list usually has over a thousand names. To be eligible for ESU, an officer must have five years on the job, an exemplary record, and pass several exams. Non-police experience – including medical skills, scuba skills, military skills, and construction skills – is encouraged. Additional info about NYPD is found on p. C26.

The New York ESU uses the Glock 19 pistol (p. 51), H&K MP5A5N submachine gun (p. 52), Ruger Mini-14 rifle (p. C64), Remington M24 sniper rifle (pp. C64, SO116), and Ithaca Model 37 shotgun (p. 51).

Washington, DC – Emergency Response Team

In April 1984, the Washington, D.C. Metropolitan Police Department (MPD) created an Emergency Response Team (ERT). The ERT, together with the Explosive Ordnance Unit (EOU), form what is called the Special Tactics Branch (STB), which, in turn, answers to the Special Operations Division (SOD).

The STB is commanded by a Captain who oversees both SWAT operations (ERT) and explosives ordnance disposal (EOU).

The EOU comprises 11 men – five of which are K-9 handlers – led by a sergeant.

ERT – the tactical team proper – is much larger. It is broken into two Tactical Platoons of two teams each (named Team One through Team Four). Each platoon is commanded by a lieutenant; each team by a sergeant. ERT teams are larger than average SWAT teams, comprising seven men each, plus a sergeant. The platoons alternate shifts, with one platoon (of sixteen men) on duty during the first half of the day, and the other working the 3 p.m. to 11 p.m. shift. Night operations are carried out using the 3-11 personnel who must remain on call. All men carry a pager; the on-call platoon members drive patrol vehicles home to speed response time.

In addition to normal SWAT operations, the ERT assists the U.S. Secret Service with presidential and VIP functions and transportation, including crowd control.

Training and selection procedures are rigorous. Once selected, the applicant must attend a six-week training school. Team members spend an average of two hours per day in physical training alone, and must pass a physical agility test three times each year to stay on the team. Because of their close proximity to special government teams and training facilities, Washington ERT cross trains with many other teams, including several federal and military teams.

Typical ERT weapons include the SIG-Sauer P226 pistol (pp. C63, SO114), Colt CAR-15 R635 submachine gun (p. MF28), Colt M16A2 assault rifle (pp. MF22, SO120), Remington Model 700 sniper rifle (p. C64), and Remington Model 870P shotgun (pp. C63, HT112).

U.S. Federal Teams

U.S. federal SWAT teams differ from municipal teams in that their mandates are often narrower and team size may be larger. PCs who belong to a federal team may get involved in higher-profile operations across a much wider geographic area. Most teams work as part-time tactical teams, doing criminal investigations, fugitive profiles and tracking, and other detective work between actual tactical assaults.

FBI Hostage Rescue Team

The FBI Hostage Rescue Team (HRT) was formed soon after the 1984 Olympics in Los Angeles. The HRT is headquartered at Quantico, Virginia, and maintains nine tactical teams spread across the United States

The team spends most of their time running investigations into federal crimes, rather than deploying on tactical missions (the actual number of HRT tactical missions in the last decade can be counted on one hand). Mandated duties include hostage rescue, criminal investigation, and crime scene investigation.

Because of their limited deployments, HRT members spend about half their time training, and the other half investigating crimes and tracking down federal criminals. Training takes place at Quantico, in a facility considered one of the best in the world. Quantico provides not only classroom training, but an extensive forested range for outdoor operations, indoor and outdoor firing ranges, and more than one live-fire capable kill house. Members cross-train with other government agencies and metropolitan SWAT teams.

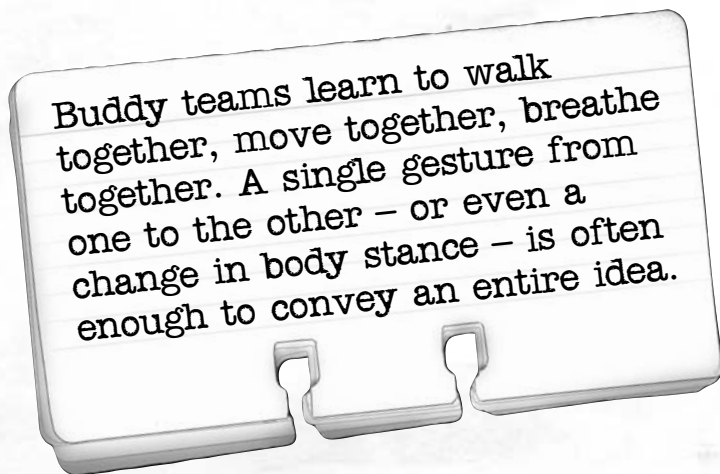
Detailed information about the FBI appears on pp. C27-28.

The FBI HRT uses the Springfield SRP (M1911-A1) Bureau pistol (p. C63), H&K MP5/10A3 submachine gun (p. 52), Colt M4A1 assault carbine (p. 53), Colt M16A2 assault rifle (pp. MF22, SO120), Remington Model 700 sniper rifle (in M40A1 configuration, pp. C64, SO116), and Scattergun Tactical Response shotgun (p. 51).

One man usually acts as point man or scout (p. 28), and takes the lead in checking doors and mirroring (p. 28). Because he may often have to sling or holster his weapon to use other equipment (e.g., mirrors, optic wands), his partner – sometimes called the “point cover man” – must protect him at all times.

Movement as a team is generally done with the covering (rear) man resting his off hand on his partner’s shoulder. A nod of the point man’s head means, “I’m ready to go;” a reciprocal squeeze of the shoulder returns the sentiment. When the covering man lifts his hand from his partner, it is generally to steady his weapon, a gesture that warns his partner that he is readying for action.

During room entry, the point man usually engages the threat of his choice; his partner reacts, covering the other portion of the room automatically (see *Room Clearing*, p. 36).



Four-Man Teams

Four-man teams will usually comprise a pair of two-man elements, enabling the team to be split when necessary to cover disparate areas or entry points. One officer acts as scout and is responsible for mirroring and so forth (see *Scouts and Point Men*, p. 28). As in a two-man element, his partner should cover him during such actions.

The third man in the team is charged with covering side openings and doorways, and covering any second floors and balconies while entering a room. He is often called on to dispense grenades and may act as a scout if the team splits into two pairs.

The team’s fourth man doubles as the team’s rear guard (p. 29), and as partner to the third man in the team.

Four-man teams are very common in Europe.

Five-Man Teams

A five-man team is commonly used by many SWAT agencies in the US. It is structured like a four-man team (above), with the additional man (who takes position in the middle of the stack) acting as team leader (p. 28).

The team may single-stack, or split into a group of two- and three-man stacks as needed. If the team is split, the element leader will accompany one pair or the other; he should never function alone.

Snaking and Swarming

Team movement is generally done in one of two ways:

Snaking. The team forms a single stack and moves single file, with one man following directly behind another, often with his free hand resting on the shoulder or back of the man in front of him. Snaking is best used in narrow areas (hallways), when covering open ground quickly, or when booby-traps may be present. Snake movement is preferred during a covert entry, as it minimizes the visual profile of the team.

Swarming. Swarming can only be used in areas with sufficient room. The team spreads out into a loose skirmish formation, moving as a large group. Swarm entry is preferred during a dynamic entry, especially when team members must infiltrate a building quickly. Swarming reduces the likelihood of losing the entire team to explosives or automatic weapons, increases the team’s ability to bring massive fire into a single location when necessary, and improves forward visibility for each man. Though it may appear uncoordinated and random, swarm movement and entry must be practiced time and again until it is second nature. Every man should still take a specific area of responsibility (p. 34) – one clear of friendly targets despite the swarming movement.

Six or More

Large teams may consist of smaller teams working in concert. For example, a pair of four-man teams stacked along a retaining wall prior to entry creates an eight-man team. A single member still acts as scout. Others will be assigned areas of responsibility (p. 34) and be given specific duties (e.g., covering openings, setting or disarming explosives, throwing grenades, etc.).



Entry Style

Entry style can be dictated by a number of factors, including terrain, visibility, the presence of hostages, concealment and cover, and suspect disposition. Choosing an entry method falls to the incident commander, but that decision may be delegated to the SWAT team commander.

The team may choose to move into position quietly, using a covert entry, then “go dynamic” when they encounter the suspects (“stealth to contact”). The element leader usually calls for any changes in the team’s posture.



Sample SWAT Call-Outs

While earlier chapters in this book mention broad examples of the type of work SWAT teams generally do, the following list may provide GMs with some additional fodder to keep their SWAT campaign interesting and diverse.

High-Risk Warrant Service: Warrants may be served on a high-profile businessman with suspected ties to the Russian mafia; a white supremacist holed up on his farm; a meth lab, prohibiting the use of flash-bangs and explosives; a convict in violation of parole; a weapons store thought to be selling illegal weapons out of its back room.

Barricaded Suspect and Hostage Rescue: SWAT may be called upon to deal with a drunk, angry husband holding his wife at gunpoint; a disgruntled employee

threatening to kill everyone in his office; a factory worker claiming to have a bomb; a bank robbery gone awry; a carjacker holding a passenger at gunpoint, trapped in rush hour traffic; a mentally disturbed young man threatening to shoot himself if some ludicrous demand is not met; a homeless transient that storms City Hall claiming to have dynamite strapped to his chest.

Dignitary Protection: A dignitary may be a visiting foreign ambassador, a judge or key witness in a high-profile court case, or simply a wealthy politician, businessman, or celebrity receiving threatening e-mails. Protecting a celebrity during the filming of a motion picture could provide no end of difficulties for the team, if they have a creative GM!

Crossover Campaigns

Specially trained law enforcers can show up in almost any genre, including *GURPS Cliffhangers* (think Elliot Ness and his Untouchables), *GURPS Fantasy* (elite guardsmen assigned to eliminate bandit hideouts or monster lairs), and even *GURPS Technomancer* (see *Special Weapons and Thaumaturgy* info on pp. T82-83).

Certain genres are especially suited for a modern-day (or near-future) *SWAT* crossover campaign.

Black Ops

The PCs in this kind of crossover may be elite operatives that must face off against a mundane SWAT team, or SWAT officers stumbling into a conspiracy. Alternately, some of the *SWAT* rules – especially those in Chapter 3 – can be modified and applied to a “normal” *Black Ops* campaign.

Cops

GMs are *strongly* encouraged to use *GURPS SWAT* in conjunction with *GURPS Cops* to create a believable, ongoing law enforcement campaign. Most real-life SWAT officers are patrol officers during most of their shift, and get called in for SWAT incidents on an occasional basis. Such a campaign provides both players and GM with more variety than a straight *SWAT* campaign.

A linked set of adventures should include some basic police duties, opportunities for investigation, and one or two SWAT call-outs based on the ongoing adventure threat. The *Cops Campaign Plan* on p. C128 is an excellent start for laying out campaign guidelines; the GM should also include information on the SWAT team organization, procedures, guidelines, training schedules, weapon availability, and so forth (see the sample teams on pp. 12-17 for some examples of basic team outlines).



Covert Ops

Much of the equipment in *Covert Ops* can be used as-is for a well-equipped SWAT team, while the more esoteric gear can lend an edge of high technology and espionage to a cutting-edge or crossover SWAT campaign. A cross-genre campaign can be created, using a specialized police unit that both investigates through covert means, and then acts on their information during raids and assaults.

Cyberpunk

Characters in a *GURPS Cyberpunk* campaign may find themselves on either side of a SWAT encounter. High-tech SWAT teams armed with cybernetics and ultra high-tech firepower will find no end of dangerous missions in the streets and back alleys of post-modern urban cities. And low-life street PCs should have their hands full when they find themselves the receiving end of even a low-tech ram and flash-bang!

Private security teams are also a staple of cyberpunk fiction, and PCs may work for private industry as corporate operatives, or for a private security company sending out their SWAT team to “protect and serve” anyone who can afford to pay them. See *Private SWAT*, p. 7, for more information.

Horror

GMs may spice up an otherwise “ordinary” *SWAT* campaign by occasionally throwing in supernatural elements from any number of *GURPS* horror sourcebooks such as *GURPS Blood Types*, *GURPS Undead* and, of course, *GURPS Horror*.

SWAT/Horror crossovers should focus on the fear of madness or mutilation, as a team confronts cornered psycho killers and rippers, until a truly bizarre incident unnerves even the most hardened SWAT officers with the fear of the supernatural. While mere bloodshed and death may not be new to

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