

# ***EMERGENCY RESPONSE***

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Requires the *Full Clip* 1PG™ game, published by Deep7 ([www.deep7.com](http://www.deep7.com))

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*Emergency Response* simulates SWAT operations using the 1PG™ rules. It was inspired by all those faceless cinematic SWAT teams who must die before the hero can step in and stop the bad guys, and the excellent computer game *SWAT™ 3*. Don't worry: this time the men in black are the heroes, not some unshaven maverick detective.

Characters are created using the rules found in *Full Clip*, with the following exceptions: Every SWAT team member receives +1 Athletics & Shooting, because they are all supposed to be able to handle entry situations in a pinch. You must also roll on the Specialty and Status tables, and roll 2D6 x \$100 for starting cash. Happily, your department or agency will issue you all necessary equipment, so you can spend the money on personal purchases.

Note that it is perfectly possible to make your character either female or a member of an ethnic minority regardless of your roll on the Status table, but you don't gain any game benefit by doing so.

## **Specialty Table (1D6)**

<b>Specialty</b>	<b>Game Effects</b>
1: Assaulter	+1 Brawling & Shooting; the mainstay of a SWAT entry team
2: Breacher	+1 Athletics & EOD; opens doors and provides rear guard for the entry team
3: Point Man	+1 Stealth & Surveillance; the first officer to enter; lightly armed in order to be able to mirror rooms or carry a ballistic shield
4: Sniper	+1 Shooting & Surveillance; feeds information to the commander and takes the suspect down if ordered to
5: Support	Roll on the Support Role table
6: Team Leader	+1 COOL & General Knowledge; commands an entry team while acting as one of its assaulters

## **Support Role Table (1D6, roll only if instructed to do so)**

<b>Role</b>	<b>Game Effects</b>
1: Bomb Technician	+2 EOD, +1 Technical Knowledge; in charge of defusing any explosive devices found on the scene; usually wears a bomb suit
2: Chemical and Less-Lethal Munitions Expert	+1 Athletics, Shooting; carries a grenade launcher
3: Driver or Pilot	+2 Driving or Pilot, +1 Mechanics; drives cars and APCs or pilots a helicopter
4: Negotiator	+1 Con, Performing, Language; maintains contact with the suspects and tries to reach a peaceful solution
5: Tactical Medic	+2 EMS, +1 GUTS; provides medical treatment to team members, civilians, and suspects, even in a hot zone
6: Tactical Robot Operator	+1 Mechanics, Surveillance, Technical Knowledge; controls a robot that can defuse bombs, breach doors and windows, deliver a crisis phone to hostage takers, and act as a surveillance platform, for example

## Status Table (1D6)

Status	Game Effects
Hero	+1 REPUTATION: You have been awarded a medal or two.
Maverick	+1 GUTS: You do things your own way, and it's pretty hard to make you change your mind.
Minority	+1 Language: You speak one additional language.
Rookie	+1 General Knowledge: You have studied a lot to get this prestigious assignment - hopefully it will help. The experienced officers seem awfully skeptical - you sometimes wonder why.
Veteran	+2 BLOOD: You've taken a licking and kept on kicking, and have the scars to prove it.
Woman	+1 COOL: Less than 1% of SWAT personnel are women. You must be something special to have been accepted. It's a man's world, but you are determined to stay there.

## Stat and Skill List

### STURDINESS

- Athletics
- Brawling
- Drinking
- Shooting

### LOOKS

- Fashion
- Posing
- Seduction

### CRAFTINESS

- Con
- Driving
- Mechanics
- Performing
- Pilot
- Stealth

### BRAINS

- EOD (Explosive Ordnance Disposal)
- EMT (Emergency Medical Technician)
- General Knowledge
- Language
- Surveillance
- Technical Knowledge

## SWAT Equipment

Equipment	Description	Rules
Assault rifle or carbine	Military-issue, fully automatic weapon that some SWAT teams use. The shorter carbines are handy in confined spaces.	Damage 10; 1D6 hits
Ballistic shield	Heavy shield that the point man sometimes carries during an entry. Has a small window.	AV 6; covers everything except legs when carried properly; the user can carry a weapon in his other hand
Bomb suit	Heavy protective suit for bomb disposal work. Includes a radio and pockets for tools.	AV 20; covers the entire body; gives a -1 penalty to all checks requiring quick movement
Crisis phone	Durable portable telephone with a 1,000 ft. connecting cable.	-
Door breaching shells	Shotgun slugs that defeat hinges, padlocks, and bolts on most locks. They also work on car door and trunks. The slugs break up upon impact to avoid overpenetration.	Damage 7 against people
Explosives	For opening doors rapidly. Slower to use than rams and sledgehammers, but the results are less uncertain.	People on the other side must make a Guts check or be stunned for 1 round; most doors can be breached with an easy EOD check (+1 bonus)
Fiber optic device	High-tech mirror replacement that has a fisheye lens at the end of a flexible wand connected to a display.	Used with the Surveillance skill

Flash-bang grenade	For stunning people briefly. May cause fires.	Targets must make a Sturdiness check: if it succeeds, they're stunned for 1 round, and if it fails, they're stunned for 1D3 rounds
Flashlight	Durable aluminum flashlights of different sizes.	Large models do Damage 3 if wielded as a club
Folding knife	Used as a tool, rarely as a weapon.	Damage 3
Gas mask	A protective mask that limits your field of view somewhat.	Negates tear gas effects
Grenade launcher	A rifle-like weapon that fires non-explosive 37mm grenades.	5-round magazine; fires less-lethal Damage 4 batons, tear gas grenades, and smoke rounds
Hand radio	For non-SWAT police personnel, this is the typical police radio worn on belt.	-
Headset radio	Includes an earpiece and throat microphone.	-
Hooligan tool	Insulated and spark-resistant pry-bar.	Damage 4 if wielded as a club
Less-lethal shells	Bean bag ammunition for shotguns, intended for crowd control, animal control, and breaking windows.	Damage 3
Mirror	For peering behind corners and into rooms.	Used with the Surveillance skill
Plastic cuffs	Flexible plastic strips that are easy to carry in large numbers, unlike metal handcuffs. Must be opened by cutting them.	-
Ram	Steel battering ram for opening doors.	Make an Athletics check to break down doors; while carried, gives a -1 penalty to all checks requiring quick movement
Robot	Remotely controlled (either by cable or radio link) tracked robot with a manipulator arm, 2 video cameras with spotlights (one fixed forward, one points where the arm does), and attachment points for accessories.	AV 4, 10 points of damage to disable; also see Additional Rules, below
Shotgun	Standard pump-action police-issue shotgun. Works reliably with special ammunition, such as door breaching or less-lethal shells.	Damage 10; 1D6 hits
Sledgehammer	For opening doors. Easier to carry than a ram but less effective.	Damage 5; make an Athletics check with a -1 penalty to break down doors
Sniper rifle	Precision weapon with a telescopic sight and a bipod for support. Ill suited for assaults.	Damage 15
SWAT body armor	Heavy duty assault armor that is not for sale to civilians.	AV 10; covers head and torso
Tactical light	Small but powerful flashlight attached to your primary weapon and/or handgun.	-
Tear gas grenade	For subduing people without harming them permanently.	Targets must make a Sturdiness check: if it fails, they suffer a -1 penalty to all checks for 2D6 minutes
Trauma bag	Everything necessary for emergency medical operations in the field.	See Additional Rules, below

## Equipment Packages

A SWAT basic kit consists of a handgun, SWAT body armor, flash-bang and tear gas grenades, gas mask, headset radio, folding knife, plastic cuffs, badge, black combat clothing, load-bearing vest, and hood.

- *Assaulters*: basic kit + primary weapon (SMG, assault rifle, assault carbine, or shotgun), tactical light
- *Breachers*: basic kit + pump-action shotgun, tactical light, door breaching ammo, a ram or sledgehammer or explosives, hooligan tool
- *Point Men*: basic kit + fiber optic device or mirror, flashlight, ballistic shield (sometimes)
- *Snipers*: sniper rifle, handgun, SWAT body armor, headset radio, folding knife, flashlight, badge, black combat clothing, load-bearing vest, hood
- *Team Leaders*: as Assaulters
- *Bomb Technicians*: bomb suit, various tools
- *Chemical and Less-Lethal Munitions Experts*: basic kit + grenade launcher with all kinds of munitions, flashlight
- *Drivers*: basic kit, flashlight
- *Pilots*: handgun, badge, pilot clothing
- *Negotiators*: handgun, flak jacket, badge, hand radio, crisis phone, civilian clothing
- *Tactical Medics*: basic kit + trauma bag, flashlight
- *Tactical Robot Operators*: basic kit + robot, flashlight

## Additional Rules

*The IPG Companion* contains a number of rules that can be useful in a SWAT setting, namely the Healing and Lock N' Load sections. The healing rate in *Emergency Response* is lower than the default: only 1 additional point of Blood is recovered for each EMT skill rank of the person administering medical aid. Whether you have the Companion or not, a properly equipped medic (trauma bag, ambulance equipment...) can save a dying person (one who has lost all Blood): if he gets to the victim within 2D6 minutes and makes an EMT check with a -1 penalty, the patient will be stabilized for 1D6 hours, during which he must be transported to a hospital. If this is not possible, the patient will perish after the stabilization time has passed.

Robot operation is worth a few comments. In addition to the standard gear, a robot can be fitted with a towing hook, shotgun, disruptor (for disabling bomb mechanisms quickly), X-ray system, acoustic sensor, explosive charge-positioning unit, and/or a laser designator - not all at the same time, however. The operator must first make a Technical Knowledge check to drive the robot into position, and then make another check to perform the actual task. This second check can be made against EOD (for defusing bombs), Surveillance (for using the video cameras, X-ray systems, and/or acoustic sensors), Shooting (for using the shotgun), or Technical Knowledge again (for towing something out, using the manipulator, etc.).

## Scenario Seed Table (1D6 twice)

Common Situation (1-4)	Uncommon Situation (5-6)
1-2. <i>High-Risk Warrant</i> : Serve a warrant of arrest or search to a dangerous suspect.	1. <i>Vehicle Assault</i> : Recapture a hijacked plane, bus, or some other vehicle.
	2. <i>Counter Sniper</i> : Take down a lone shooter who is killing innocent people.
3-4. <i>Hostage Situation</i> : Rescue the hostage(s) and capture the hostage takers, peacefully if possible.	3. <i>Suicidal Subject Rescue</i> : Prevent the subject from taking his or her own life.
	4. <i>VIP Protection</i> : Protect the subject from all threats, real or imagined.
5-6. <i>Barricaded Suspect</i> : Persuade the person to come out without harming anyone, or go tactical if you must.	5. <i>Crowd/Perimeter Control</i> : Maintain order in a specified area.
	6. <i>Terrorists</i> : Domestic or foreign terrorists strike!