

S.w.a.t 4 Tactical Manual



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Equipment

Primary Weapon: The primary weapon is your third best friend, your first is your team mates and your second is your secondary(tazer), the secondary is one of the most important parts of the equipement, because if you are familiarized with one weapon, that one may save your life.

Secondary Weapon: The secondary weapon is your second best friend, it also may save your life, per exemple if you ran out of bullets in your primary, you can quickly switch to your secondary and hit the suspect.

Flashbang: The flashbang is one of the most used grenades in the game.The flashbang will cause stunt on the suspect and he will completely loose sences by some seconds, so make shure you are quick to comply the suspect because if the flashbang efects disapear, the suspect might shoot you.

Gas: The gas is one of the less used grenades in the game folowed by the stinger, The gas efects the suspect like the flashbang but you need to wait befour you go into the room, or you will also get gased if your not wearing a mask.

Sting: The less used grenade in the hole game, the sting is not used because it might kill civilians, suspects or team mates, the sting after hitting the ground will explode and trow rubber bullets.

Pepper Spray: Not used in some servers, but it is a good tool to comply suspects.

C2 or BSG : The C2 or the BSG (Breaching Shotgun) are tools to explode locks of the doors. These tools are used in dinamic entries.

Toolkit: The toolkit its a value tool, it is used to pick locks and defuse bombs.

Optiwand:Your 4th best friend, with the optiwand you can see what is behind the door.

Wedge: Wedge is a good tool to block doors, preventing suspects to run away.

POSITIONS

A1 = Stands for Assalto or Alpha one

A2 = Stands for Assalto or Alpha two

B1 = Stands for Blue one or Bravo one

B2 = Stands for Blue two or Bravo two

R1 = Stands for Red one

R2 = Stands for Red two

Pointman= The pointman is A1;B1 and R1, the pointman should always be crouched in front of the coverman.

Coverman = The Covermans are A2;B2 and R2, the coverman job is to cover is pointman like so:

A1 -----A2

B1-----B2

R1-----R2

*note- the ----- stands for is covered by

EL – EL Stands for Element Leader, he will be leading the mission, give you the equipement, position or make a mission plan.

Mission plan – Is when the Element Leader gives you orders how to move when you first spawn.

TACTICS

The Swat 4 coop Tactics are a value + on the gameplay, let me explain... With the Tactics you have more chance to finish the mission successfully, without the Tactics, you will only get your self, or your team mates killed (Maybe Both).

Scan: When your team doesnt have an optiwand its importante to use Scans, A Scan is when The coverman walks in front of the door , watching what is inside the room, the scan is made in a fluent move.

Double Door Scan: Is when the pointman is on the left side and the coverman on the left side of a double door.The pointman opens the door, and then they start scanning, the pointman moves crouched to his right, and the coverman moves standing up to his left.

Dynamic Entry: The Dynamic Entry is when both pointman and coverman, moves inside the room running, and take suspects by surprise.

Stealth Entry(Dry Entry): Like the name says is when you enter a room stealthy without making any noise.

Ways to bang;sting or gas: There are diferente ways to trow a grenade, one of them is to bounce it on the door, bounce a grenade is when you trow the grenade to the door, but when you have a C2 on the door, you can expose to trow it, because the explosion will cover you.

Final Words

Make shure you use these Tactics on Tactical server, because you might save, yours and your team mates life.

Swat, is here to save life's, not to take them.

Alone we fight, Together we dominate!

Stay Frosty team!

HURAH!

Lets go save some lifes...

I Hope i helped :)