

# Homeland Security 1

## SINGLE SCREEN SCENARIOS

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### Detonated Suspicious Package



**Prologue:** As you approach the lobby area you see a yellow envelope with white powder that has disbursed from the envelope You are then greeted by a security guard.

**Situation:** The white powder from package has detonated all over a woman who is now seated in the lobby.

#### Q&A Branching:

After the security guard and office manager leave the lobby area the following override responses are available. After each response is selected and played the scene returns to a Q&A infinite loop.

#### Override Branch Responses:

5 MINUTES

PARAMETICS COMING?

HELP ME

I DONT FEEL GOOD

I DONT KNOW

OK TO GO?

**Override Branch: Woman Goes:** the woman gets up and leaves the lobby area. If this override is not taken the scene returns to the Q&A infinite loop.

WILL THIS KILL ME?

IS THIS REAL?

NO

Woman leaves: The woman gets up and leaves the lobby area.

**Note:** You will notice that there is a Q&A1 and Q&A2. Q&A1 allows the woman to respond prior to the beginning of the infinite loop. Q&A2 allows the woman to respond within the infinite loop. All override responses are available in both areas.

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### Suspicious Package



**Prologue:** You are responding to a suspicious package call. You enter the lobby of an office building and are greeted by the receptionist who then calls the office manager to the lobby.

**Situation:** A package has been delivered to the reception. The office manager is concerned because it is not normal to have packages delivered to the President of the company at this location.

#### **Q&A Branching:**

After the office manager approaches the following override responses are available. After each response is selected and played the scene returns to the Office Manager Interview infinite loop.

#### **Override Branch Responses:**

**ALL PACKAGES GO**

**CAN'T HEAR YOU**

**DESCRIPTION (Age)**

**DESCRIPTION (Clothes)**

**DESCRIPTION (Dirty)**

**DESCRIPTION (Height)**

**DO YOU WANT TO TALK?**

**DONT KNOW**

**HAND WRITTEN**

**HER NAME (Lynn Miller)**

**HER NAME (SPELL)**

**NO**

**NOT SURE**

**OFFICE MANAGER LEAVES**

If this response is selected the office manager leaves the lobby area. The scene goes into the Security Enter? infinite loop.

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**Override Branch: Security Enters:** A security guard enters the lobby area. He informs you that he was the one who called and he is there to assist you. He then approaches the package offering to help carry it outside for you. If the security guard is allowed to approach the package the package explodes.

**Override Branch: Security (MOVES AWAY)** The security guard moves way from the package and approaches to be interviewed. After each response is selected and played the scene returns the Security Guard Interview infinite loop.

**Override Branch Responses:**

**Package Explodes**

**Security (I DONT KNOW)**

**Security (I THINK SO)**

**Security (LEAVES)**

If this response is selected the security guard leaves the lobby and the scenario ends.

**Security (NO)**

**Security (OK)**

**Security (RADIO)**

The security guard offers to call for help and reaches to key his radio. If the security guard is allowed to key his radio the package explodes.

**Override Branch: Security (STOPS)** The security guard stops before keying the radio. The scene then returns to the Security Guard Interview infinite loop.

**Security (WHAT?)**

**Security (YES)**

**OK**

**PACKAGE NOT RIGHT**

**Package Explodes**

**RECEPTION LEAVES**

**SHUT DOWN LOBBY?**

**SUSPECT (10 Minutes Ago)**

**SUSPECT (Elevator)**

**THINK SO**

**WHAT DO WANT ME TO DO?**

**WHAT?**

**YES**

**Note:**

1. If the "RECEPTION LEAVES" override is chosen it will not be available again as an override response.
2. The package can be exploded during the time the office manager leaves, the Security Enter? infinite loop and the time the security guard leaves.

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### Homicide Bomber (Backpack)



**Prologue:** A series of mug shots (Left Profile, Forward, and Right Profile) are displayed. One of the suspects is the bomber. A video clip showing a defused bomb from a previous attempt can be shown by selecting the additional scenario (Defused Bomb)

**Situation:** You are standing watch at a facility, a person approaches the building but when he sees you he starts to run around the side of the building. You confront the man, he has a back pack.

**Branching:**

You follow the man around the back of the building, he stops and begins to open the back pack.

**Override Branch:** Suspect Surrenders (Loop)

**Override Branch:** Stand and Turn (Loop)

**Override Branch:** Raises Back Pack (Loop)

**Override Branch:** Back Pack Down, Hands on Head (Loop)

**Override Branch:** Turn (Loop)

**Override Branch:** Walk Backwards

**Fatal Branch:** The man falls to the ground.

**Wound Branch:** The bomb explodes.

(NOTE: There are six events (Shot1-2, Bomb and Shot3-5) where these two branches will occur.)

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### Homicide Bomber (Heavy Coat)



**Prologue:** A series of mug shots (Left Profile, Forward, and Right Profile) are displayed. One of the suspects is the bomber.

**Situation:** You are standing watch at a facility, a person approaches the building. The man is wearing a heavy coat. Prior to him approaching another person entering the building told you that someone was acting suspicious in the parking lot.

#### **Branching:**

**Override Branch:** The bomber is challenged; he stops and opens his coat. An IED is exposed and the bomber continues on into the building.

**Fatal Branch:** The man falls to the ground

**Wound Branch:** The man detonates the IED

(NOTE: There are six different events (Bomb Exposed 1-6) where these two branches will occur.)

**Fatal Branch:** The man detonates the IED

**Wound Branch:** The man detonates the IED

(NOTE: On the last event, (Bomb Exposed 7) just before the suspect enters the building a fatal or wound shot will detonate the device.)

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### VIP



**Prologue:** The trainee is escorting a VIP to his vehicle. Approaching the vehicle, two men are seen walking.

**Situation:** The VIP gets into the vehicle as two men walk past to approach another vehicle. As they reach the vehicle, the driver opens his door. At that moment the passenger pulls out a handgun and shoots before ducking behind the vehicle. After the passenger ducks behind the vehicle the driver immediately turns towards the trainee, pulls a handgun from under his shirt and approaches shooting.

#### **Branching:**

**Fatal Branch:** As the passenger is shooting, he can be shot. The passenger will duck behind the vehicle when shot and the driver will immediately turn towards the trainee, pull a handgun from under his shirt and approach shooting.

**Fatal Branch:** Just as the driver pulls the handgun from under his shirt and up until he has raised the weapon to shoot, he can be shot.

If the passenger is missed the driver will immediately turn towards the trainee, pull a handgun from under his shirt and approach shooting.

**Fatal Branch:** Just as the driver pulls the handgun from under his shirt and up until he has raised the weapon to shoot, he can be shot. After the driver has fallen to the ground the passenger will rise up from behind the vehicle and shoot again.

**Fatal Branch:** As the passenger is shooting, he can be shot. The passenger will duck behind the vehicle and the scene will end.

If the passenger is missed a second time, he will run off.

#### **Notes:**

After the driver begins shooting it is too late and there are no fatal branches available.

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### Reaction Skills



**Prologue:** There is no Prologue for these situations.

**Situation(s):** A suspect taunts the trainee, the suspect can draw a gun and shoot, draw a phone and walk off, or yell at the trainee. All of this is done from several different positions as well as different movements.

**Branching:** Each of the 22 situations in this scenario function the same way. When selected, they begin playing in a loop, at which time the instructor has the ability to make the suspect Shoot, Yell, or Draw a phone in many different styles. If the suspect becomes a threat in the scenario the trainee can shoot and the scenario will end (go to black). Below are a list of the different situations available.

1. Right to Left (Draws & Shoots)
2. Right to Left (Draws Phone)
3. Right to Left (Yells)
4. Left to Right (Draws & Shoots)
5. Left to Right (Draws Phone)
6. Left to Right (Yells)
7. Left (Shoots)
8. Left (Draws Phone)
9. Left (Yells)
10. Middle Hesitation (Draws & shoots)
11. Middle Hesitation (Draws Phone)
12. Middle Hesitation (Yells)
13. On The Phone (Right, Shoots)
14. One The Phone (Right, Yells)
15. Quick Draw (Holster)
16. Quick Draw (Holster2)
17. Quick Draw (Phone)
18. Malfunction Drill
19. Gun Visible 1
20. Gun Visible 2
21. Gun Visible 3
22. Gun Visible 4