

Metropolitan Police Force (MPF)

The MPF is the primary law enforcement agency for a city of 50,000 and over. The police may employ thousands to tens of thousands of full-time uniformed patrol officers and plain-clothes detectives enforcing and investigating city infractions and state laws. They operate only within city limits but can extend their jurisdiction under hot pursuit policies. They are employed in specialized units such as aviation, harbor, transit, canine, bomb, SWAT, mounted, internal affair, crime scene, detective and criminal intelligence taskforces. Personnel are referred to as patrolmen or detectives and trained at the local or county Police Academy. Best examples are the New York City Police Department, Los Angeles Police Department and the London Metropolitan Police Force.

Entrance Requirements

Strength	7+
Dexterity	7+
Speed	7+
Agility	7+
Endurance	7+
Build	6+
Appearance	6+
Intelligence	7+
Charisma	6+
Awareness	7+
Determination	7+
Integrity	7+
Social Status	5+

The Police Academy (2d6)

Upon acceptance the PC will attend this year long course at a regional Police Academy.

Graduation	7+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll 7+ to award each skill below. A roll of a natural 12 results in doubling the skill level:

Combat Pistol, Combat Shotgun, Martial Arts, Police Tactics, Police Baton, Criminal Codes
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Graduates receive the rank of patrolman.

The MPF is organized into five operational bureaus. Patrol, Tactical and Technical are uniformed bureaus; and Investigations and Intelligence are plain-clothes bureaus. Once “rookie” officers graduate from the Academy they’re assigned to the Patrol Bureau for their initial year. There they will be assigned a training officer or “TO”. The TO is a supervisor and mentor during the first year. The GM should provide the name of the TO as a contact.

At the end of the first year the TO will evaluate the PC's overall job performance through a Fitness For Duty Report (FDR) which can be "poor", "average" or "excellent". Officers who receive a "poor" FDR will be dropped from the force. A Police Disciplinary Review Board (PDRB) will review the FDR and if it stand the PC will be officially fired. If the FDR is average or excellent the PC continues rolling up the rest of their first year.

Bureau Selection (2d6)

After the first year the PC will roll 2d6 and on 11+ be assigned to either the Tactical Bureau, Technical Bureau, Investigations Bureau or Intelligence Bureau.

- 2-4 Technical Bureau
- 5-7 Tactical Bureau
- 8-10 Investigations Bureau
- 11-12 Intelligence Bureau

Bureau Schools (2d6)

(Roll 7+ for Award of Each Skill)

Once the bureau is selected the PC will attend the appropriate school below:

Tactical Bureau School	Technical Bureau School
Combat Pistol, Martial Arts, Explosives-Demolition, SCUBA Diving, Police Tactics, Dog Handling	Applied Science, Applied Science, Computer, Computer, Computer, Administration
Investigations Bureau School	Intelligence Bureau School
Investigation, Interrogation, Databasing, Criminal Codes, Forensics, Streetwise	Surveillance, Acting, Security, Disguise, Forgery, Locksmithing

Once assigned, the PC will remain in that bureau until promoted, or they receive a special assignment or a merit transfer to a different bureau. If a PC receives a transfer to a new bureau they will automatically attend that bureau's school. If they have previously attended that school, they automatically become an instructor instead of a student. The PC will then roll once for each skill taught, along with receiving a SL +1 in Instruction.

Unit Assignments (1d6 + PIPs)

Roll each year for a specific unit assignment

Exception: First year (or Rookie) officers are always assigned to Patrol Bureau and Metro Patrol.

Patrol Bureau		Tactical Bureau
1	Transit Patrol	Mounted Unit
2	Metro Patrol	Canine Unit
3	Cycle Patrol	Quick Silver Unit
4	Harbor Patrol	Dive Squad
5	Air Patrol	Bomb Squad
6	Special Assignment	Special Assignment
7	Orbital Patrol	SWAT Team

Investigations Bureau		Intelligence Bureau
1	Internal Affairs Unit	Gang Taskforce
2	Special Victims Squad	Vice Taskforce
3	Forgery-Fraud Squad	Narcotics Taskforce
4	Burglary-Theft Squad	Cybertech Taskforce
5	Robbery-Homicide Squad	Organized Crime Taskforce
6	Special Assignment	Special Assignment
7	Major Case Squad	Tactical Surveillance Unit

Technical Bureau	
1	Identification & Records Unit
2	Transportation Services Unit
3	Crime Scene Unit (CSU)
4	Communications (911) Unit
5	Computer Information Unit
6	Special Assignment
7	Behavioral Science Unit

Specific Assignments

Patrol Bureau

Transit Patrol —Assigned to patrol a city’s mass transit system such as commuter rail lines, bus lines, harbor ferry routes and subway lines providing security and crime prevention. They may also be involved in regulating the city’s taxi, air taxi and water taxi fleets.

Metro Patrol — Assigned to traffic enforcement, vehicle accident investigation and community crime prevention and enforcement. Uniformed officers may be assigned to walk designated beats or conduct bike, automobile or grav vehicle route patrols, depending upon the tech level.

Harbor Patrol — Assigned to conduct port security, harbor and waterway traffic control, maritime search and rescue operations (using coastal craft), maritime law enforcement & drug & alien smuggling interdiction, maritime safety inspections, aiding navigation, boater education, investigation of maritime accidents, international treaty enforcement (violating commercial fishing & counter-piracy), oceanic or deep-water operations (ocean cutters), international ice patrol (icebreakers), environmental protection of coastal sanctuaries and endangered marine species and toxic spill containment & cleanup. Most cities operate small harbor boats but occasionally they could operate large cutters and even small warships.

Air Patrol — Assigned to provide aerial surveillance support to ground units and air search & rescue operations using helicopters and grav craft (depending upon the tech level).

Cycle Patrol — Using bicycle, motorcycle or grav-cycle (depending upon the tech level) assigned to provide traffic enforcement and vehicle accident investigation on city streets and expressways.

Orbital Patrol — Assigned to provide security and enforcement services to downports and starports. This may involve customs, immigration and counter smuggling operations.

Investigations Bureau

Internal Affairs — Assigned to investigate complaints made against officers including officers involved in corruption or misconduct, officer-involved shootings and death in custody cases. It also conducts security clearances and background investigations on police candidates and officers transferring in from outside agencies.

Special Victims Squad — Assigned to investigate sex crimes and crimes against children such as rape, sexual assault, child abuse / neglect or incest.

Forgery-Fraud Squad — Assigned to investigate crimes involving forgery, counterfeiting and fraud (i.e., identity, bank, securities, insurance)

Burglary-Theft Squad — Assigned to investigate crimes against property including burglary, vehicle theft, shoplifting, purse snatching and pick pocketing as well as pawnshop enforcement. Any crime involving the use of a weapon is referred to the robbery-homicide squad.

Robbery-Homicide Squad —Assigned to investigate crimes against persons such as murder, kidnapping, armed robbery or aggravated assault. Robberies involving one-million ICrs and high profile cases are often referred to the Major Case Squad.

Major Case Squad — Assigned to investigate crimes involving high-profile individuals such as members of the nobility, celebrities, politicians or sports figures. Crimes may involve death threats, stalking, assassination attempts, kidnapping, extortion or blackmail along with major thefts and robberies involving large amounts of money, well publicized artifacts or fine artworks (valued at one million ICrs plus).

Tactical Bureau

Canine Unit — Assigned to a police canine unit. The PC will be assigned a unique police dog. A variety of breeds, some with enhanced characteristics, are used in drug or explosive detection, fugitive manhunts (generally bloodhounds), wilderness search and rescue and cadaver recovery operations. The GM will decide the breed and sex, and the PC will name it. The PC can request to own the animal after being released from the Canine Unit. The average lifespan of most dogs range from 9 to 12 years.

Mounted Unit — Assigned to a police mounted unit. The PC is assigned a unique police horse. Duties include crowd control, wilderness search and rescue, rounding up escaped animals, fugitive manhunts and ceremonial functions. The GM will decide the horse's breed and sex and the PC will name it. The PC can request to own the animal after being released from the Mounted Unit. The average lifespan of most horses range from 10 to 18 years. On different planets the mounted animals may be different such as a camel, llama, elephant or other large tame beast.

QuickSilver Unit — Assigned to a highly specialized tactical unit that conducts airmobile pursuits and interdiction. At lower tech levels police will use wheeled vehicles to chase and stop criminals in vehicles. At higher tech levels police use helicopters or grav craft to perform this task. QuickSilver units often use heavy weapons and directional EMP devices to neutralize fleeing vehicles or aircraft.

Dive Squad — Assigned to an Underwater Rescue & Recovery Unit (URRU). It uses state-of-the-art SCUBA equipment, surface watercraft and manned and unmanned submersibles in order to perform underwater rescues and conduct recovery and salvage operations in support of police investigations.

Bomb Squad — Assigned to a special ordnance unit responsible for the detection and disarmament of improvised explosive devices (IEDs) or military ordnance. Team members are trained in explosive ordnance disposal (EOD), hazardous materials containment (HazMat) and the disarmament of weapons of mass destruction (WMD). They are also trained in arson investigation, especially those involving explosive devices.

SWAT Team — Assigned to a Special Weapons & Tactics (SWAT) unit performing high-risk ground search & seizures and hostage rescue missions. They're may also be called a Tactical Entry Team (TET) or a Hostage Rescue Team (HRT) depending upon the agency involved.

Intelligence Bureau

Cybertech Taskforce — Assigned to prevent and/or investigate high technology and computer-related crimes. This is a team of police computer experts similar to Tom Clancy's book "*NetForce*" or a local "Technical Resource Response Team" like those of the NYPD.

Gang Taskforce — Assigned to investigate crimes involving criminal street gangs such as youth gangs, outlaw motorcycle clubs, racial or ethnic hate groups, violent religious cults, environmental extremists and radical animal rights organizations.

Vice Taskforce — Assigned to enforce codes and statues involving Sexually Oriented Businesses (SOB) including topless and nude bars, adult bookstores, brothels, escort services, massage parlors, porno theatres, gay bathhouses, adult lifestyle clubs and pornography production facilities. This unit also investigates crimes involving prostitution. It also regulates gambling establishments such as casinos, sports betting parlors, licensed bookies, bingo parlors and the crimes resulting from the gambling trade (i.e., profit skimming, cheating scams, rigged gambling devices, sports score shaving) and the collection of gambling debts (loan sharking).

Narcotics Taskforce — Assigned to investigate crimes involving the manufacture and trafficking of illicit drugs, black-market pharmaceuticals, toxins and controlled or dangerous compounds (chemicals used in the manufacture of illegal drugs or toxins).

Organized Crime Taskforce — Assigned to investigate crimes involving organized crime organizations including racketeering, conspiracy, trafficking in contraband, smuggling, black marketeering, tech-running, organlegging, bootlegging, arms smuggling, loan sharking, money laundering, smuggling, slavery, extortion, blackmail, vehicle theft and cargo piracy.

Tactical Surveillance Unit — Assigned to a state-of-the-art covert surveillance unit providing support to other police investigative units.

Technical Bureau

Identification & Records (I&R) Unit — Assigned to monitor and maintain the criminal record database and provide identification support for police field activities. When an individual, whether a suspect or victim, needs to be identified I&R uses a variety of biometric methods to determine their identification. This could involve comparing fingerprints, voiceprints or retinal patterns. Another function involves truth analysis. I&R personnel can use advanced polygraph techniques, brainwave pattern analysis (also called brain fingerprinting) and psychological testing (psychometrics) to determine if someone is telling the truth.

Transportation Services Unit — Assigned to the central motor pool and vehicle garbage. Duties include assigning vehicles to patrol officers, managing the police vehicle fleet or performing mechanical maintenance.

Communications Services Unit — Assigned to the central communications dispatch center (or 911) where emergency calls are received and dispatched for patrol response. This may also be the city's Emergency Disaster Management Center during times of natural disaster or riots.

Information Technology (IT) Unit —Assigned to install and maintain police computer networks and related equipment.

Crime Scene Unit (CSU) — Assigned to collect physical evidence from a crime scene. Evidence collected is then analyzed in the forensics laboratory and the findings recorded.

Behavioral Science Unit — Assigned to a unit composed of criminal profilers, criminologists, forensic psychologist and psychiatrist who work to identify crime patterns, motives and behavioral traits to assist field investigations. They may also be responsible for provide police negotiators during hostage situations.

Special Assignment (2d6 + PIPs)

(Not available to rookie officers)

2 **Police Academy Instructor**

One year assignment teaching at the police academy. Upon completion and with an average or excellent FDR the PC is awarded a skill in Instruction and given their choice of unit assignment.

3 **Interagency Exchange Program**

One year assignment with another law enforcement organization. Upon completion and with an average or excellent FDR the PC is awarded a skill in Liaison and given their choice of unit assignment. On a roll of 9+ they receive a job offer from their host agency along with a promotion to the next rank and attendance at that agency's academy.

- 1 County Sheriff's Department
- 2 State Department of Public Safety
- 3 Federal Marshal Service
- 4 National Investigative Agency
- 5 Planetary Peacekeeping Force
- 6 International Criminal Intelligence Directorate
- 7 Colonial Star Patrol
- 8 Imperial Ministry of Justice

4 **Police Competitive Team**

One year assignment on a police competitive team.

- 1 Equestrian Team — automatic award of skill in Horsemanship
- 2 Racing Team (assigned a customized high performance racing vehicle which can include a 4-wheel automobile, motorcycle, grav vehicle or grav cycle) — automatic award of one skill level in chosen vehicle
- 3-4 Martial Arts Team — automatic award of skill in Martial Arts (choose a fighting style such as karate, judo, kung fu or savate)
- 5-6 Marksmanship Team — automatic award of skill in one type of small arms (choose either Rifle, Pistol, Sub-Machine or Shotgun) along with one skill level in Armorer

5-10 **Specialty School** (Specialty schools are listed in the next section)

11 **Imperial Academy of Justice** — Receives a 4-year departmental scholarship program to the Imperial Academy of Justice. PC must meet all entrance requirements. Available only to qualified PCs without any previous college. If the PC has some college the department will pay for the number of years needed to obtain a bachelors degree at a local college. If the PC already has a bachelors degree the PC will automatically receive a 4-year scholarship to a police-related masters program. The number of years attending college or a masters program is recorded as training. See GM as to other rolls.

- 12-13 **Law School Scholarship**— Receives a 4-year scholarship program to Law School. Available only to qualified PCs who have already achieved a bachelor in criminal justice or pre-law. If the PC does not have a bachelors degree the PC will automatically receive a 4-year scholarship to the Imperial Academy of Justice instead and does not receive Law School. The PC must meet all entrance requirements.
- 14 **Special Assistant to a Chief, Superintendent or Commissioner of Police**
One year assignment as the Special Assistant assigned to the Chief, Superintendent or Commissioner of Police. Upon completion the PC receives automatic skills in Administration and Leadership, and with an average or excellent FDR receives a promotion to the next rank, along with their choice of unit assignment. This is in essence, a blank check, career wise. PC also receives 2 PIPs from this assignment and may list the chief, superintendent or commissioner as a personal contact.
- 15 **Special Unit Echo** — This is a highly classified police unit that recruits telepaths. As a part of this unit the PC will be tested for psionic abilities, and if found talented, trained. Consult the GM.

Specialty Schools (2d6 + PIPs)

- 2 **Language School** — Select one **Language** and roll 7+ three times
(and transfer to the Technical Bureau and assigned as a translator / choose unit)
- 3 **Forensics School** — Roll 7+ for: Forensics (x3) / Chemistry / Geology / Biology
(and transfer to the Technical Bureau assigned to a CSI team)
- 4 **Harbor School** — Roll 7+ for: Seamanship / **Watercraft** / Swimming / Marine Mechanics
(and transfer to the Patrol Bureau and assigned to the Harbor Patrol)
- 5 **Flight School** — Roll 7+ for: Helicopter (Pilot) (x3) / Aero Navigation / Aviation Mechanics
(and transfer to the Patrol Bureau and assigned to the Air Patrol)
- 6 **Cyber School** — Roll 7+ for: Keyboarding / Netrunning / Databasing (x3) / Programming
(and transfer to the Investigations Bureau and assigned to the Cyber Crimes Unit)
- 7 **Surveillance School** — Roll 7+ for: Surveillance / Signal Analysis / Keyboarding / Electronics
(and transfer to the Intelligence Bureau and assigned to the Surveillance Unit)
- 8 **Bomb School** — Roll 7+ for: Explosives-Demolition / Electro-Mechanical /
Unmanned Remote Vehicle (URVs) / Electronics
(and transfer to the Tactical Bureau and assigned to the Bomb Unit)
- 9 **Diver School** — Roll 7+ for: SCUBA Diving / Seamanship / **Watercraft** / Swimming /
Welding
(and transfer to the Tactical Bureau and assigned to the Dive Team)
- 10 **Dog School** — Roll 7+ for: Dog Handling (x3)
(and transfer to the Tactical Bureau and assigned to Canine Unit)
- 11 **Mounted School** — Roll 7+ for: Horsemanship (x3)
(and transfer to the Tactical Bureau and assigned to a Mounted Unit)
- 12 **Detective School** — Roll 7+ for: Interrogation / Streetwise / Databasing / Forensics /
Criminal Codes / Investigation
(and transfer to the Investigation Bureau and assigned to the
Robbery-Homicide Unit)
- 13 **Sniper School** — Roll 7+ for: Combat Rifle (x3) / Armorer (x3)
(and transfer to the Tactical Bureau and assigned to a SWAT Unit)
- 14 **SWAT School** — Roll 7+ for: Combat Pistol / Combat SMG / Combat Shotgun /
Martial Arts / A-Grav Combat / Mountaineering
(and transfer to the Tactical Bureau and assigned to a SWAT Unit)
- 15 **Undercover School** — Roll 7+ for: Acting / Disguise / Streetwise / Forgery /
Drugs-Toxins / Investigation
(and transfer to the Intelligence Bureau and assigned to the Vice Unit)

Imperial Academy of Justice (2d6)

4-Year Bachelor Degree

Only available to PCs without prior college. Upon graduation the PC will return to the MPF.

Completed	7+	DM+1 if INT 9+ (roll each year separately)
Graduation	8+	DM+1 if INT 9+
Honors	11+	DM+1 if INT 9+
Skills / Characteristics	7+	DM+1 if INT 9+

Roll once for the award of each skill below. A roll of a natural 12 results in doubling that specific skill. Skills are:

Police Tactics, Criminal Codes, Forensics, Databasing, Martial Arts, Interrogation, Combat Pistol, Combat Shotgun, Security, Behavioral, Investigation and Surveillance.
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Due to the intense physical conditioning while at the Academy the PC also rolls to increase (without any DMs applied): Strength, Dexterity, Speed and Endurance. Automatic SL-4 in Galangic language.

Graduates receive a Bachelor of Science in Criminal Justice

Graduates receive 2 PIPs and INT +1

Honor graduates receive their choice of bureau assignment (with appropriate training) or a 2-Year Academic Scholarship to Graduate School.

Graduates are promoted to the rank of Lieutenant

Graduates incur a 1.5 year service obligation for each year of sponsored education.

Author's Note: IMTU a law enforcement agency would have little incentive to pay for a medical education. If a physician is needed the agency would hire one fully trained. A legal education is much more in line with a law enforcement career and would be a stepping stone to a future law-related position such as a prosecutor, judge or politician. In real life, cops attend law school far more often than they attend medical school.

Standards of Conduct

Ideally, the PC joins a law enforcement agency with high standards of professional conduct, one which does not tolerate corruption or abusive behavior in its ranks. Unfortunately the PC can also join a law enforcement organization that tolerates corruption and abuse. Such behaviors may not become evident until the PC has been with the agency for some time. The behavior could involve only a hand full of officers or the entire department, including the senior leadership. The degree of behavior could be relatively minor in nature, such as taking a bribe or tuning-up a suspect, or involve serious crimes such as murdering a perp.

Level of Behavior (1d6)

Roll to determine the percentage of the force involved in corruption or abusive behaviors:

- 1 The entire organization is involved in corruption and abusive behaviors. The behavior is rampant and obvious to anyone.
- 2-3 The majority of the force is involved in corruption or abusive behaviors, including some supervisory and mid-level personnel, but not senior-level officials.
- 4-5 A minority of the force is involved in corruption or abusive behaviors, including some supervisory personnel, but not mid- and senior-level officials.
- 6 The entire organization is free of corruption or abusive behaviors and if anyone on the force is found violating the law they are immediately fired and criminally prosecuted.

PC's Personal Actions (2d6)
towards Departmental Corruption and Abusive Behaviors
(If PCs Loyalty is 9+ DM of -1; Add in any Leadership skill DMs)

The PC must roll to determine if they're a part of the bad behaviors, are involved in covering it up, or if they are willing to expose it. In any case the consequences can be serious and dangerous to the PCs life and career.

- 2 PC actively participated in the corruption and abuses, and actively covered it up.
- 3 PC passively participated in the corruption and abuses, and yet actively covered it up.
- 4 PC passively goes accepts the corruption and abuses but does not directly participate and will not cover it up if it's brought to light by someone else.
- 5-7 PC gets fed up with the degree of corruption and abuse and decides to resign from the department. On a roll of 10+ he or she informs the top management of the problems.
- 8-9 PC agrees to go undercover for Internal Affairs to stop the corruption or abuses. The following year the investigation goes public but the evidence is strong enough that the PC does not have to be identified. On a roll of 2-5 the word on the street is that the PC was the rat for Internal Affairs. *
- 10-11 PC agrees to go undercover for Internal Affairs to stop the corruption or abuses. The following year the investigation goes public and the PC openly testifies against those involved. Roll 2d6 for the number of officers involved and roll the verdict on each.
 - 1 = Acquitted. Corrupt officer is back on the force.*
 - 2 = Hung jury. Corrupt officer is dismissed from force.*
 - 3 = Guilty with probation. Corrupt officer is dismissed from force.*
 - 4 = Guilty and 1d6 years in prison*
 - 5 = Guilty and 2d6 years in prison*
 - 6 = Guilty and 3d6 years in prison*
- 12 PC testifies against the corrupt officers and enters federal witness protection program with an equal position in a MPF in another city. PC receives a new name and documentation.

* If the PC remains in the department there may be serious consequences for years to come. Possibilities include being accidentally killed in the line of duty by a fellow officer (friend of one of those fired or imprisoned), not having other officers respond to backup the PC during a dangerous situation, or being framed for a serious crime by friends of the corrupt officers. Moving to another department or agency will end the retaliation.

Reprisal Roll (2d6)

Roll once each year for reprisals after being involved in an undercover sting investigation against other police personnel.

- 2 An attempt is made on the PC's life. Immediately roll on the survival table (with a DM of +5). The assassin was a current or former cop who wants the PC dead for testifying against him or his friends. If the PC survives the encounter he or she has foiled the attempt and either subdued (roll 1-2 on 1d6), wounded (roll 3-4 on 1d6) or killed (roll 5-6 on 1d6) the assassin. On wounding or killing the assassin, roll on the Internal Affairs table (no positive or negative DMs). Mission for this year is Shootout.
- 3 PC is involved in a confrontation with an armed and dangerous suspect and has requested backup. Backup does not arrive and a shootout ensues. The PC must immediately roll on the survival table with a DM of -3. If the PC survives he or she will later find out that the responding officers intentionally arrived late to show their anger about the PC's previous testimony. Watch yourself in the future.
- 4 Internal Affairs executed a search warrant based upon an anonymous tip that contraband would be found in the PC's vehicle or residence. Contraband was found. The PC is publicly arrested by Internal Affairs. The PC's enemy wants him or her to know they're still around. The prosecutor has decided to prosecute the PC for possession of contraband and possibly other charges. The PC is suspended from the force pending the outcome of criminal trial. The PC must hire a criminal defense attorney then move to the "Criminal Courts" module for resolution. Roll 11+ to foil the setup and expose the real criminal.
- 5 An anonymous accusation was made against the PC and Internal Affairs is now conducting an investigation. Roll on the Internal Affairs table.
- 6-12 Nothing happened this year.

Mission (2d6 + PIPs)

While on duty select the mission that is most appropriate to this year's assignment.

- 2 Training
Desk Duty
Community Action
- 3-5 Security (Event / Court / Jail / Ports)
Investigation (Casework / Interrogation)
Street Patrol (Traffic Enforcement / Peacekeeping)
- 6-8 High Speed Pursuit
Covert Surveillance (Stakeout)
Roadblock / Urban Sweep
- 9-11 Riot (Civil Disturbance) / Raid (Search & Seizure)
Fugitive Manhunt / Felony Arrest
Executive Protection (Security Detail)
- 12 Shootout (Gun Battle)
Hostage Rescue
Undercover Sting

Survival (2d6)

Desk Duty Training Community Action	Security Investigation Street Patrol	High Speed Pursuit Covert Surveillance Roadblock / Urban Sweep	Riot / Raid Fugitive Manhunt Executive Protection	Shootout Hostage Rescue Undercover Sting
Auto	2+	4+	6+	8+

Rolling the above number results in injury. If injured roll below:

Type of Injury (2d6)

- 2-6 Major Injury (Roll below)
- 7-12 Minor Injury

Major Injury (2d6)

- 2 DOA — Dead On Arrival (roll a new character)
- 3-5 Major Physical Injury requiring Bionic Implant
(Roll on Bionic Implant Table below)
- 6-8 Minor Physical Problems requiring Surgery (No Implant)
- 9+ No Lasting Physical Problems

Prosthetic Device, Bionic Implant or A unique Bio-Medical Enhancement (2d6)

As a child or teenager the PC had a major accident, a serious disease or the onset of a genetic condition that required surgery or therapy:

- 2 Surgery Only — No Implant or Bio-Medical Enhancement Needed
- 3-7 Prosthetic Device*
- 8-11 Bionic Implant**
- 12 Bio-Enhancement ***

* A prosthetic device has no enhancements nor electronic components. It's generally a low-tech solution but works fine in many cases. Examples are wheelchairs (from basic to gyroscopically stabilized highly customized units), a prosthetic leg, arm or hand, a mechanical organ, an exterior hearing aid, reading glasses or contacts.

** A bionic implant is a device that utilizes advanced electronics and materials that is designed to look and feel like its' human counter part and includes major enhancements for the user. Examples are heart pacemakers, bio-synthetic organs and joints, bionic limbs, hearing circuitry and vision circuitry to neuro-link circuitry (also know as a Cyberjack).

*** A Bio-Medical Enhancement is a unique medical treatment process that effectively changes a part of ones body or increases ones natural abilities. This process is generally the result of genetic drug therapy or nano-technology.

Bionic Implants

(Excludes Human Cyborg or Sentient Humanoid Android)

- 2-6 Bionic Joint, Muscle or Organ
- 7-8 Bionic Arm (includes shoulder, wrist and hand) (one arm)
- 9 Bionic Leg (includes hip, ankle and foot) (one leg)
- 10 Bionic Eye (one eye)
- 11 Bionic Ear (one ear)
- 12 Bionic Neuro-Link / Cyberjack

Bio-Medical Enhancement Therapy

(Excludes Human Cyborg or Sentient Humanoid Android)

- 2-3 Myo-synthetic Therapy (Increased Strength)
- 4-5 Antigathic Therapy (No Aging)
- 6-7 Chromosporic Skin Therapy (Stealth Capability)
- 8-9 Nano Therapy (Body Healing Capability) (i.e., Borg Nanites)
- 10-11 Exo-histolic Therapy (Armored Skin)
- 12 Cereberical Growth Therapy (Increased Intelligence)

Decoration (2d6 + PIPs)

If “FDR” was Poor do not roll for Decoration.

If “FDR” was Excellent add +2 to Decoration roll.

(If the incident was considered a reprisal against the PC the department does not want to call attention to the incident; therefore, no decoration roll is allowed for this year)

Desk Duty Training Community Action	Security Investigation Street Patrol	High Speed Pursuit Covert Surveillance Roadblock / Urban Sweep	Riot / Raid Fugitive Manhunt Executive Protection	Shootout Hostage Rescue Undercover Sting
10+	8+	6+	4+	2+

Blood Ribbon	Auto
Field Commendation	+2
Meritorious Service Medal	+4
Cross of Gallantry	+6
Medal of Valor	+8

Skill Rolls (2d6 + PIPs)

Roll: 7+

If skill roll is successful select from the most appropriate tables below and roll again

Police Life (Patrolmen to Sergeants)	
2	Police Baton
3	Combat Shotgun
4	Medical
5	Liaison
6	Investigation
7	Streetwise
8	Combat Pistol
9	Martial Arts
10	Grav Vehicle
11	Interrogation
12	Police Tactics

	Academic Skills	Athletic Skills
2	Language (Choose)	Horsemanship
3	Applied Science	DEX +1
4	Computer	Martial Arts
5	Administration	Acrobatics
6	Science	Sky Diving
7	Academics	STR +1
8	Technical	Archery
9	EDU +1	END +1
10	Law Enforcement	Scuba Diving
11	INT +1	A-Grav Combat
12	Personality	Mountaineering

	Patrol Bureau	Tactical Bureau
2	Police Baton	Vehicle
3	Watercraft	Police Tactics
4	Vehicle	Dog Handling
5	Interrogation	Law Enforcement
6	Combat Pistol	Small Arms
7	Martial Arts	Surveillance
8	Streetwise	Martial Arts
9	Medical	Medical
10	Combat Shotgun	A-Grav Combat
11	Criminal Codes	SCUBA Diving
12	Aircraft	Explosive-Demotion

	Investigations Bureau	Intelligence Bureau
2	Administration	Investigation
3	Financial	Surveillance
4	Streetwise	Databasing
5	Forensics	Disguise
6	Behavioral	Acting
7	Investigation	Forgery
8	Interrogation	Surveillance
9	Criminal Codes	Streetwise
10	Biometrics	Keyboarding
11	Databasing	Interrogation
12	Cultural	Locksmithing

	Technical Bureau
2	Administration
3	Law Enforcement
4	Law Enforcement
5	Law Enforcement
6	Law Enforcement
7	Law Enforcement
8	Computer
9	Computer
10	Computer
11	Computer
12	Personality

Police Rank

Police organizations do not use the terms “Enlisted”, “NCO” or “Commissioned Officer” to categorize rank distinctions, even though there exist many similarities to the military. Most police officers operate under a civil service system responsible for their hiring, day-to-day management and firing. Many law enforcement agencies divide responsibilities between several levels of leadership, such as, patrolmen and detectives, supervisory personnel (sergeants), managerial personnel (lieutenants to commanders and inspectors) and political officials (deputy chiefs and above). The term “officer” is a generic term referring to any uniformed member of the service. All uniformed police officers are addressed by their sleeve or collar rank.

Another critical difference between the police and the military is tour of duty commitment. In most American police departments there’s no employment contract; police officers may serve as long as they so choose, or until they quit or retire (usually after 20 or 30 years), or unless they’re forced out by medical disability or disciplinary action. Reenlistment rolls are not used. The only time a service commitment is required is if a PC attends college, university, and the Imperial Academy of Justice, or graduates from law school (and the department has footed the bill); In such cases, the PC owes the agency one-and-a-half-years of service obligation for each year of education completed.

	Patrol Ranks <i>(Uniformed Units)</i>	Detective Ranks <i>(Plain-Cloth Units)</i>
P1	Cadet (Academy)	
P2	Patrolman	
P3	Patrolman First Class	Detective
P4	Patrol Corporal	Detective Corporal
P5	Patrol Sergeant	Detective Sergeant
P6	Patrol Squad Sergeant	Detective Squad Sergeant
P7	Patrol Watch Sergeant *	Detective Watch Sergeant *
P8	Patrol Precinct Sergeant	Detective Precinct Sergeant
P9	Patrol Bureau Sergeant**	Detective Bureau Sergeant**
P10	Sergeant Major of the Police Force	

	Command Ranks	
O1	Lieutenant	
O2	Senior Lieutenant *	
O3	Captain	
O4	Senior Captain	
O5	Commander	Inspector
O6	Senior Commander	Senior Inspector
O7	Assistant Deputy Chief **	Assistant Deputy Chief Inspector
O8	Deputy Chief / Commandant***	Deputy Chief Inspector
O9	Chief of Bureau	Chief of Detectives
O10	Chief, Commissioner or Superintendent of Police Force	

The MPF operates out of many different locations: sub-stations or storefront offices, precinct station houses, district headquarters and a central headquarters (i.e., One Police Plaza for the NYPD).

* The Watch Commander and Watch Sergeant are the senior people on duty during each of the three scheduled duty shifts (called watches) at a Precinct Station House.

** The Duty Commander is the Assistant Deputy Chief and Bureau Sergeant on duty at the Central Headquarters.

Detectives are selected from the patrol ranks. In order to be considered for detective, an officer must be a patrolman and pass the detective examination, or be appointed by the superintendent of police for meritorious conduct under fire.

*** The Commandant of the Police Academy.

Media Attention (2d6)

- 2 PC has been identified in a public police scandal and treated as a villain by the media. Internal affairs has investigated and decided that a crime occurred and the findings are forwarded to the Police Disciplinary Review Board for an administrative hearing. By-pass the FDR and go directly to the Administrative Verdict roll. FDR is automatically poor for this year.
- 3-11 Disregard roll
- 12 PC has been identified in a public act of heroism and treated as a hero by the media. PC is promoted to the next higher rank and receives their choice of Tactical, Investigations or Intelligence bureau along with bureau school. FDR is automatically excellent for this year.

Fitness for Duty Report (FDR) (2d6)

(roll once each year)

In the real world police officers are evaluated annually by their supervisors. This is referred to as a Fitness for Duty Report (FDR). It includes annual qualifications for marksmanship, physical fitness, criminal procedures, pursuit driving and lifesaving (first aid). An FDR can either be 'Poor', 'Average' or 'Excellent'.

2-4 = Poor
5-9 = Average
10-12 = Excellent

With an "Excellent" FDR the PC receives 1 PIP which can be applied only during the character generation process (excluding rolls for Survival and future FDRs). An "Average" FDR has no advantage or disadvantage. But, receiving a "Poor" FDR can have serious negative career consequences.

- 2-4 = FDR is reviewed and allowed to stand. Internal Affairs begins a criminal investigation!
5-9 = FDR is reviewed and allowed to stand. No investigation takes place.
10+ = FDR is reviewed and ordered changed to "Average".

Internal Affairs Investigation (2d6)

An Internal Affairs investigation is initiated for one of the following reasons:

- 2 **Criminal Misconduct**— The officer has been accused of a crime:
 - 1 Excessive Use of Force (Misdemeanor).
 - 2 Malicious Arrest (Misdemeanor).
 - 3 Dereliction of Duty (Misdemeanor).
 - 4 Public Corruption (Felony).
 - 5 Aggravated Assault (Felony).
 - 6 Murder (Felony).
- 3 **Violation of Regulations** — Violation of police rules or procedures.
- 4 **Line-of-Duty Incident** — Officer involved shooting, an injury to a suspect while in custody or involved in a traffic accident.
- 5+ **No Investigation** — Either the incident did not occur or no evidence was revealed by Internal Affairs to proceed further.

Police Disciplinary Review Board (PDRB) (2d6)

If criminal misconduct is charged and Internal Affairs finds evidence or witnesses to support a criminal charge the PC will be immediately suspended from duty. The officer will retain legal counsel from the Police Beneficent Association and a hearing scheduled before the PDRB. The board is an administrative investigative body consisting of five police captains. The charges are read and the board examines all the evidence and hears all the witnesses. The officer presents his side. The board determines if the officer is guilty or not guilty of the charges.

- 2-4 The PDRB finds the PC guilty of the offense. Go to Administrative Punishment below
- 5+ The PDRB finds the PC not guilty of the offense. All charges are dropped and the PC returns to full duty status.

Administrative Punishment (2d6 + PIPs)

If found guilty by the PDRB the following action is ordered:

- 2 Termination of employment and criminal charges filed by the prosecutors office
(Go to the “Criminal Courts” module and stand trial)
- 3 Termination of employment (Find another career field)
(The incident was embarrassing for the MPF and they want to sweep it under the rug)
- 4 Suspension from duty for one year plus Letter of Reprimand
- 5 Letter of Reprimand is placed into the PCs personnel file
- 6 Reduction in Rank (and if in the Investigation or Intelligence Bureaus PC is transferred back to Patrol Bureau to Metro Patrol).
- 7 Disciplinary Transfer — The PC has been transferred to uniformed duty in the following assignment for the next year (2d6):
 - 2 Central Motor Pool (Garage)
 - 3 Central Dispatch (911 Center)
 - 4 Forensics Laboratory
 - 5 Supply Room
 - 6 Central Booking
 - 7 Evidence Property Warehouse
 - 8 Court Security
 - 9 Facilities Maintenance
 - 10 Community Affairs (Giving Lectures to School Students)
 - 11 Criminal Records
 - 12 Missing Persons Unit

If upon completion of the transfer if the PCs next FDR is average or excellent they will return to their prior bureau assignment. If the FDR roll is poor the PC stays in this assignment until successfully rolling an average FDR or better. While under Disciplinary status the PC will not roll for decorations, skills or attend any schools.

8-12 No Action Taken

Annual Options (2d6)

On a roll of 2 the current agency has implemented a Reduction In Force (RIF) which results from severe budget cuts. The PC has been laid off. Look for other employment!

On a roll of 3-8 the PC continues to work at their current agency.

On a roll of 9+ the PC receives an employment offer from a higher level law enforcement agency. GM will determine the agency.

At any time the PC may voluntarily resign from their current agency to pursue other career options such as bounty hunting, private investigations, private security consulting, executive body guard work or employment in corporate security. GM will offer the options available at the time.

If the PC receives three or more "poor" FDRs while employed with their current agency, or if at any time the PC receives any criminal conviction, they must roll a saving throw of 11+ to avoid being Dismissed for Cause. Each "poor" FDR has the potential of resulting in a criminal conviction. Once the PC starts with a new agency previous FDRs do not follow him or her.

If the PC receives a misdemeanor conviction they may still be able to work in law enforcement but may be restricted to local, county, state and national agencies. On a felony conviction they'll normally be barred from working for any law enforcement agencies, although some backwater planets and small town police department may not have access to a criminal databases and therefore may be unaware of the criminal conviction, or simply do not care, for one reason or another. Consult the GM.

Skill Tables

	Police Life (Patrolmen to Sergeants)	Command (Lieutenants and above)
2	Police Baton	Administration
3	Combat Shotgun	Instruction
4	Medical	Keyboarding
5	Liaison	Procurement
6	Leadership	Leadership
7	Streetwise	Financial
8	Combat Pistol	Police Tactics
9	Martial Arts	Leadership
10	Grav Vehicle	Liaison
11	Interrogation	Leadership
12	Language	Cultural

	Academic Skills	Athletic Skills
2	Language	Snow Skiing
3	Applied Science	DEX +1
4	Computer	Martial Arts
5	Administration	Acrobatics
6	Investigation	Sky Diving
7	Academics	STR +1
8	Technical	Small Arms
9	EDU +1	END +1
10	Law Enforcement	Scuba Diving
11	INT +1	A-Grav Combat
12	Personality	Mountaineering

	Patrol Bureau	Tactical Bureau
2	Police Baton	Heavy Weapons
3	Watercraft	Police Tactics
4	Vehicle	Dog Handling
5	Interrogation	Technical
6	Combat Pistol	Small Arms
7	Martial Arts	Surveillance
8	Streetwise	Martial Arts
9	Medical	Medical
10	Combat Shotgun	A-Grav Combat
11	Criminal Codes	SCUBA Diving
12	Aircraft	Watercraft

	Investigations Bureau	Intelligence Bureau
2	Administration	Police Tactics
3	Biometrics	Investigation
4	Streetwise	Databasing
5	Forensics	Disguise
6	Behavioral	Acting
7	Leadership	Forgery
8	Interrogation	Surveillance
9	Criminal Codes	Streetwise
10	Investigation	Keyboarding
11	Databasing	Interrogation
12	Leadership	Counter Security

Promotion (2d6 + PIPs)

Promotions are based upon a civil service examination. For the lower ranks promotions are possible once every year. To advance to the next rank a police officer must take and pass a civil service examination designed specifically for that rank. The Promotion Review Board interviews each applicant and considers the following criteria: Officer's Personnel Jacket, Fitness for Duty Reports (FDR), Annual Qualifications (firearms, driving, physical fitness, psychological fitness), Continuing Education and Decorations. Those that pass both the exam and the review board are approved for promotion and placed on a promotion waiting list with the highest scoring candidate at the top. Once a vacancy becomes available in that rank the top candidate is promoted by the Commissioner, Superintendent or Chief of Police.

Occasionally, political considerations can interfere with this process and a less qualified person can be given the promotion instead (based upon racial quotas or politics). In most agencies an officer can remain in the rank of patrolman or detective for their entire career—there's no 'up or out' policy. The rank of assistant chief, deputy chief and chief (also referred to as "super chiefs") are political positions appointed by the Commissioner, Superintendent or Chief of Police when vacancies occur. He or she is appointed by the mayor with the approval of the city council.

Positive DMs

Decorations

For each Wound Ribbon	-1
For each Command Star	-1
For each Letter of Commendation	-1
For each Citation for Bravery	-2
For each Medal of Valor	-3
Each Excellent FDR	-1
Bachelors Degree	-2
Masters Degree	-2
Doctorate or Law Degree	-2
Special Investigator for the Prosecuting Attorney	-1
Special Assistant to the Superintendent of Police	-1
Each skill level in Liaison, Cultural or Leadership	-1
Each skill level in Administration	-1
Each Positive Media Event	-3

Negative DMs

Each Letter of Reprimand	+3
Each Poor FDR	+1
Negative PIP (a high ranking enemy does not wish PC promoted)	+3
Each Negative Media Event	+3

To pass the Civil Service Exam for the Rank desired (Patrol or Detective) roll 7+

Roll 7+ to pass the Police Promotion Board

Using DMs and PIPs above determine the PCs score

Each year the police department will roll 1d6+6 to determine the cutoff score for promotion for that year. If the PC's score is that or lower the PC receives that promotion. For promotion of Detectives increase the difficulty roll by 2.