

SEAL Team Six Scenario Briefing

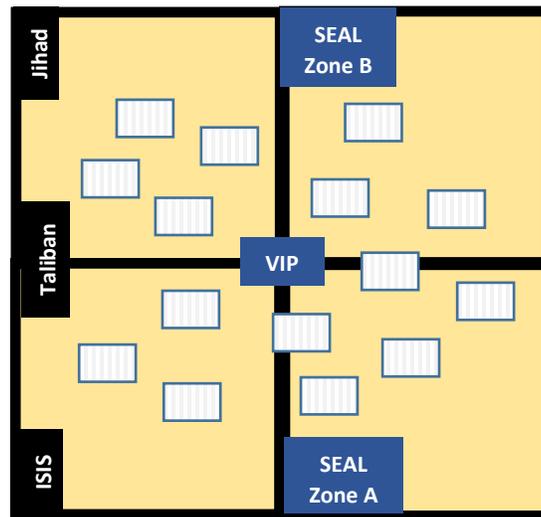
OVERVIEW

This is a Draft so all comments and ideas are welcome. *This Scenario was played with 15mm feel free to change table size, and double ranges and template sizes if you are using larger minis. Most important rule is – Enjoy!!*

A plane crashed in the desert with a group of VIPs aboard and they have taken refuge in the center of a nearby town. Coalition Forces (SEALS & M1 Abrams) cannot allow the Insurgent Forces (Arabs) to capture them. The SEALS must enter the table, make their way to the VIPs and escort them off any table edge by the end of this Six Turn game.

TERRAIN LAYOUT

The diagram below shows the layout for a 4' x 8' table (15mm). Each Section is 2' x 2' square. Entire table is a Town.



FORCES

The SEAL Team consists of 1 M1 Abrams (all the US forces could get there in time) and 20 SEALS which must be divided into 2 Units with a HQ and 1 CinC Unit with up to 6 Models max. M1 can be in either Unit or with CinC.

The Islamic Jihad, Taliban and ISIS Forces each consist of only 1 Unit each with a HQ. There is no Arab CinC.

DEPLOYMENT

One SEAL Unit must deploy in each Deployment Zone. The CinC may deploy with either Unit. The Arab Units must deploy in their assigned Zone. There are 4 VIPs and they must deploy in a building in the center of the Town.

SPECIAL RULES

1. This is played as a Meeting Engagement, so neither Side starts with any Troops Dug-In, or on OverWatch.
2. The entire table is a Town. The more dense the buildings the more it favors the Seal Team, and vice-versa.
3. The number and type of Troops and Tanks and their weapons is indicated in the Army List PDF provided.
4. It takes 1 SEAL in Base Contact with a VIP to escort the VIP who then moves at SEAL's movement rate. VIPs have no HQ and can't move or Activate on their own. VIPs cannot be killed or fired at by either side.
5. The M1 has a Laser Range Finder so it does not Miss on a d6 roll of "1" and does not need to Qtest for HE.

VICTORY

Victory Points (VP) are calculated as follows: The Seals get **3 Points** for each VIP they Escort off the Table. The Jihad and Taliban get **1 VP** for each SEAL they KO, and they get **5 VP** if they KO the M1. ISIS gets **1 VP** for each SEAL they KO and **½ VP** for every Jihad or Taliban soldier they KO. ISIS also gets **5 Points** for each tank they KO.