ROBERT SALTERS

BATTLESPACE

NAVY SEALS



THE ONLY EASY DAY WAS YESTERDAY

ULTRA MODERN SOLO SKIRMISH GAME

table salt
GAMING DESIGNS



US NAVY SEALS

The Navy's Sea, Air and Land Forces – commonly known as SEALs – are expertly trained to deliver highly specialized, intensely challenging warfare capabilities that are beyond the means of standard military forces.

Their missions include: direct action warfare, special reconnaissance, counterterrorism, and foreign internal defense. When there's nowhere else to turn, Navy SEALs achieve the impossible through critical thinking, sheer willpower and absolute dedication to their training, their missions and their fellow Special Operations team members.

SEAL training has been described as "brutal", preparing soldiers for the extreme physical and mental challenges of SEAL missions. Preparation consists of more than 12 months of initial training that includes Basic Underwater Demolition/SEAL BUD/S School, Parachute Jump School and SEAL Qualification Training (SQT), followed by an additional 18 months of pre-deployment training and intensive specialized training. It's all designed to push the soldier to his physical and mental limits.

Navy SEALs operate in all manner of environments, including desert and urban areas, mountains and woodlands, and jungle and arctic conditions. Typical missions may involve insertion into a combat objective by any number of means: parachute, submarine, helicopter, high-speed boat, foot patrol or by a combat swimmer insertion.

SEALs operate not only as highly capable individuals, but also as members of tightly knit units.

NEW RULES

Navy SEALs Specialty

When a SEAL has at least one other SEAL in LoS, his initiative roll is at +1. All SEALs possess this specialty.

Note:
This specialty does not stack with cohesion.

Stealth

When soldiers begin the mission in stealth: whenever enemies would move, they move in a random direction. Soldiers maintain stealth until one of the following happens: A soldier ends his activation in unobscured LoS of an enemy, a soldier makes an attack with a primary weapon and does not have a suppressor in his load out, a soldier makes an attack with a grenade (including smoke grenades), or a soldier uses a gear card that is a weapon. To randomly determine if the fireteam begins the mission in stealth: once the fireteam is deployed, roll 1 D6 and on a result of 4+ the fireteam begins the mission in stealth. Roll stealth for each fireteam in the mission area.

Hand to hand combat does not affect stealth, but if the enemy in base contact is removed from the mission area due to being KIA and if the soldier is then in unobscured LoS of an enemy, he loses stealth. Once one soldier loses stealth, all soldiers in his fireteam lose stealth as well.



This is a work of fiction. Names, characters, places, events, and incidents are either the product of the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.

UMBATO MILITIA

Jofi Umbato rose to prominence in his late 20's after the overthrow of the Mogona government led by his father Major General Joe John Umbato, also known as the Butcher. The coup was short-lived as coalition forces moved into the region and forced Joe John and his army out. With Jo John removed from power and awaiting trial for his crimes, Jofi, and what was left of their army, found refuge in the black market as smugglers.

An Intelligence report indicates that for the last 8 months Jofi Umbato has adjusted his focus. He is rebuilding the Umbato militia. His men have begun mass looting of livestock, burning of homes and murder among other atrocities. We believe once his militia reaches full strength, Jofi will try to follow in his father's footsteps and wage war on an already fractured Mogona government. Jofi Umbato needs to be stopped now before he can gain any more influence and pose a real threat. You are the best our nation has to offer and you are the only hope the people of Mogona have.

! When using the Umbato Militia, remove the following Sitrep Cards from the Deck: Sniper!, IED!, Trap! x2 and Bad Intel. Replace these cards with: Technical, Regroup x2 and Hold Position.



Mission 1

OPERATION JUNGLE GHOST

Intelligence has identified an encampment located in the eastern region of the Romanda Jungle. It is believed to be a training camp vital to the Umbato militia. Your team is tasked with sweeping the camp and gathering intel that can be used in the fight against the Umbato Militia and its cohorts.

Intel objective markers

Use 4 identical base sized objective markers. Mark the bottom of one of the objective markers. Next, shuffle the objective markers and place them randomly around the mission area at least two advances from one another.

Reinforcements

After the mission has reached 8 turns, draw 2 sitrep cards during the sitrep phase.

Objectives

Gather Intel

The marked objective marker is the primary objective and must be acquired to complete the mission. All other objective markers are secondary.

Once the primary objective is acquired, the fireteam is free to exfil the mission area off any table edge.

Notes:

The Umbato Militia Warlord is not used in this mission.

Umbato sympathizers are not used in this mission. Use Umbato Militia Generals for all stragglers.

Rewards

Receive C4 demolition charge for mission 2.

For each secondary objective acquired, during mission 2 you may negate one sitrep card drawn during the player phase.

MISSION KEY

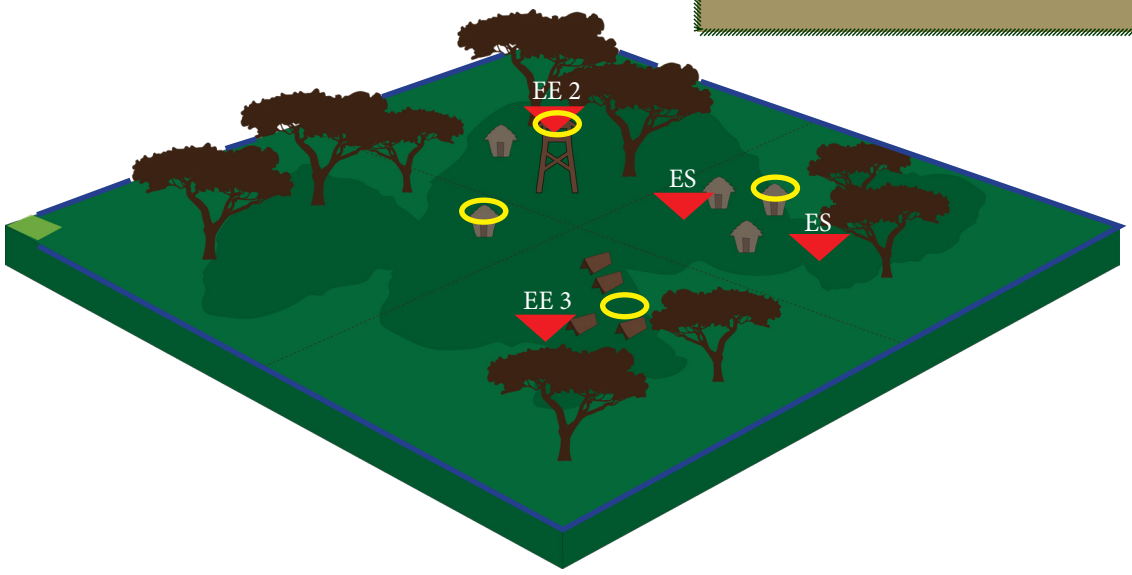
DEPLOYMENT
(area of the maneuver card)

EXFIL
(off the table edge)

ENEMY ELEMENT (EE)
ENEMY STRAGGLER (ES)

CIVILIAN

OBJECTIVE RING



Mission 2

OPERATION DEAL BREAKER

The intel you recovered has detailed plans for an arms deal that will take place in Shasa city in 2 days. Azi Azo is one of the top Umbato Militia generals and he will be attending the transaction. Your team will enter the mission area from two different points and carry out the following objectives.

Divide a 6 man squad into two fireteams however you see fit. (Alpha team and Bravo team).

Objectives

ALPHA TEAM

PRIMARY OBJECTIVE: DESTROY WEAPONS CACHE

Your mission is to breach the target building where the weapons are being stored. Eliminate the arms dealers and dispose of the weapons. Then, exfil the mission area from any board edge.

NOTE:

Use the Al Wahid Soldier card to represent the arms dealers. Ignore the "When a Sitrep card instructs you..." text on the card and activate the arms dealers (Al wahid soldiers) as you would normally with stragglers. The arms dealers can not move more than 2 advances in distance from the weapons cache.

To dispose of the weapons, a soldier must be in base contact with the weapons cache objective and use an order to place a C4 charge. All soldiers on Alpha team are considered to have C4 in their loadout. The C4 can be detonated as a free action by any soldier on Alpha team. Any model within the AoE of the weapons cache when the C4 is detonated, receives 3 wounds. Any model beyond the AoE when the C4 is detonated, but within an advance of the weapons cache, receives 2 wounds.

BRAVO TEAM

SECONDARY OBJECTIVE: CAPTURE AZI AZO

Your mission is to intercept Azi Azo. Azo will be traveling by car to the meeting point for the arms deal. The sedan he will be traveling in will have 2 Umbato Militiamen acting as his security escorts. Eliminate Azo's security team and capture Azo, alive. Bravo will then need to exfil with Azo in hand off the mission area from any board edge.

NOTE:

Azo and his security escorts are an enemy element of 3 men. Their goal is to make it to the meeting point, so their movement will ignore the soldiers. They must travel a direct route to the meeting point.

To capture Azo, beat him in hand to hand combat. Azo will then move into base contact and stay with any soldier in Bravo team of your choice.

Azo will be located in the back seat passenger side of the sedan. Use the Umbato enemy element card to represent Azo and his security escorts.

NOTE:

The Umbato Militia Warlord is not used in this mission.

Mission failure

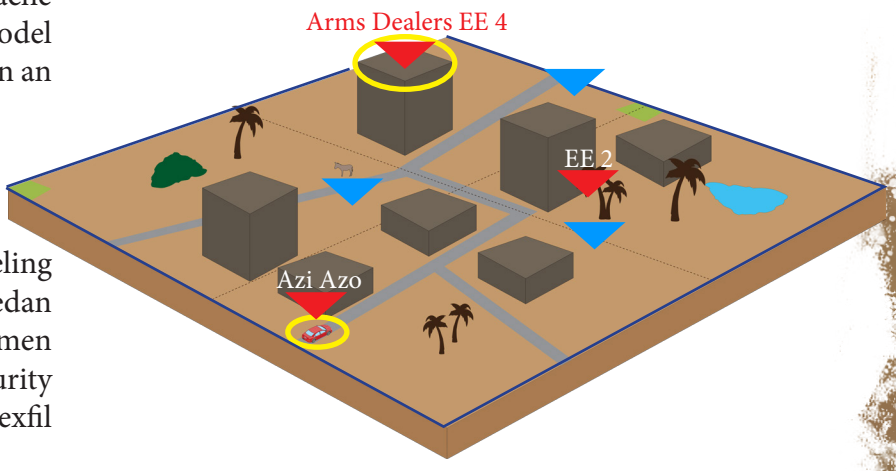
If Azo or his security escorts make it to the meeting point (weapons objective) before the weapons are destroyed, the mission is failed.

If the weapons are not destroyed before Alpha team exfils the mission area, the mission is failed.

Rewards

If the weapons are destroyed, receive +4 gear pts for mission 3.

If Azi Azo is captured and exfiled along with at least one soldier from either fire team, your fire team begins mission 3 in stealth.



Mission 3

OPERATION CLEAN SWEEP

There is a small force of Umbato militia operating out of Klaar village about 60 Klicks east of Shasa city. Your team will be going into the village to eliminate this force. Take caution when engaging hostiles. Civilians live there so be sure your targets are hostile before you engage them.

Objective

Clear the target buildings

There are 5 buildings the Umbato have commandeered in the village. To clear a building, have at least one soldier enter the building and use a free order "all clear order". Once the all clear order has been given, the building is cleared and no further Umbato can spawn from the building. If a Sitrep card that would spawn a Umbato is drawn while a soldier is in a building (before the all clear order is given), the Umbato will spawn in an area of the building furthest from the soldier.

These are the only buildings the Umbato will spawn from during the mission.

Note:
Umbato can still spawn from the edge of the mission area.

Note:
If you are using large buildings with multiple rooms, a soldier must use the all clear order in each room of the building before the entire building can be considered cleared.

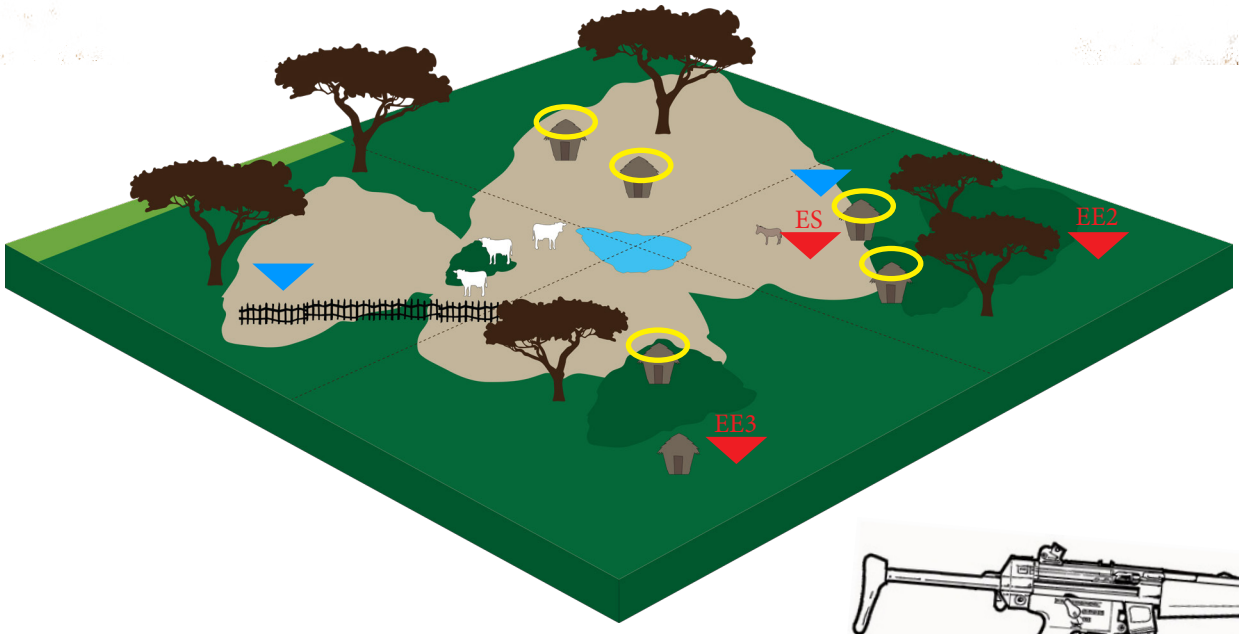
Once all 5 buildings have been cleared, do not draw any sitrep cards regardless of failed initiative rolls or the sitrep phase. Once all remaining Umbato are KIA, the mission is completed.

The Umbato Militia Warlord is not used in this mission.

Rewards

All soldiers receive a C4 demolition charge for mission 4.

If the mission is completed within 8 turns, receive a sniper for mission 4. Choose one soldier card (SEAL or Ranger). This soldier is given the designated marksman gear card for free. This soldier will maintain stealth as long as he is deployed in base contact with terrain and does not use a move order, advance order, or do anything that would normally end stealth. He may be deployed up to an advance from the marked deployment area.





Mission 4

OPERATION BUTCHER'S DEN

Valuable intel has been gathered from Azo. The location of the Butcher's son Jofi Umbato is now known. Azo has informed us of the exact location of the warlord's base of operations. Jofi Umbato must be eliminated to ensure the fall of the Umbato militia.

The compound is in a remote area far from public view. It is fortified with perimeter security walls that need to be breached before an attack on the compound itself can be carried out.

Take a 6 man fireteams.

Objectives

Breach the wall

Infiltrate the Umbato compound. Use breaching equipment on the marked objective location of the perimeter security wall to make a breach. A soldier with breaching equipment in his load out must be in base contact with marked objective areas of the security walls and use his breaching equipment.

The mission can be completed at any time once at least one soldier has entered the compound. BUT, only soldiers that entered the compound can take part in the next mission.

Note:

No enemies can spawn from the compound entrance door.

Breach the door to the compound by using breaching gear, a fragmentation grenade, or a C4 charge.

Using C4

Once the C4 has gone off, the door to the compound is breached and soldiers may enter the compound.

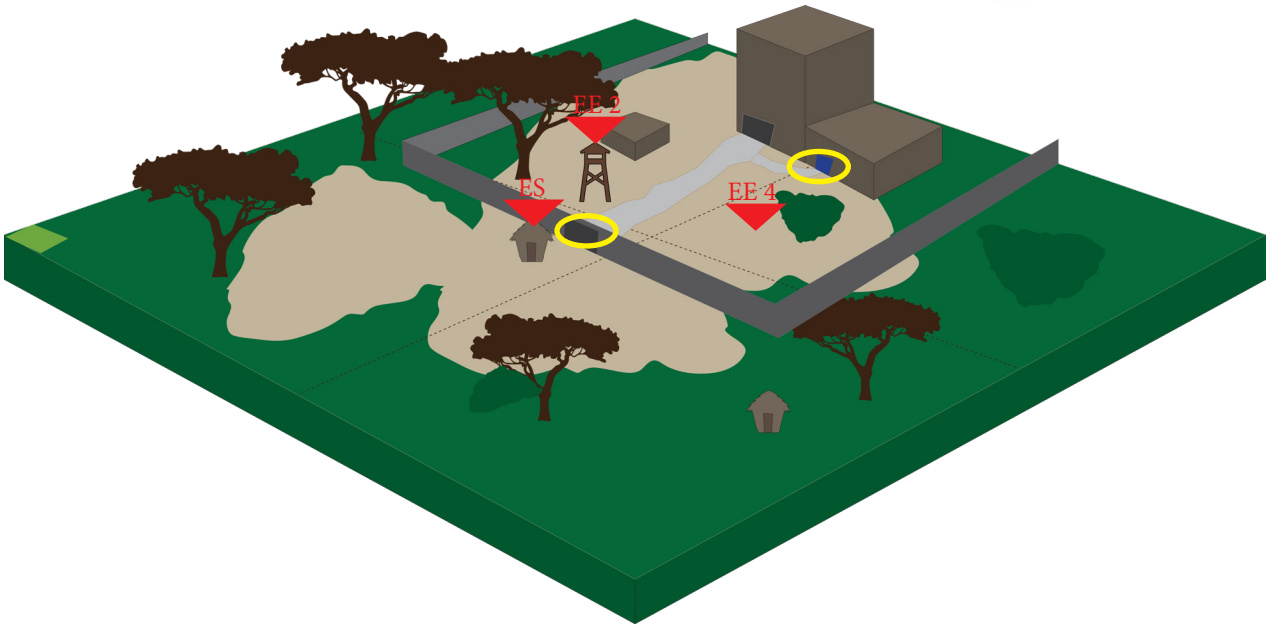
The mission can be completed at any time once at least one soldier has entered the compound. BUT, only soldiers that entered the compound can take part in the next mission.

Umbato sympathizers are not used in this mission.
Use Umbato Militia Generals for all stragglers.

Rewards

Negate one sitrep card drawn during the player phase in mission 5.





Mission 5

OPERATION BUTCHER'S DEN (PART 2)

Inside the compound, the main corridor branches off into numerous directions. Your team must work quickly, as time is of the essence. Umbato reinforcements are in route, and Jofi must be eliminated and his body recovered from the compound for confirmation.

The compound must consist of at least 3 rooms and 1 corridor, but we advise having a larger compound with 4 - 6 rooms and 2+ corridors.

When spawning enemies, choose rooms and areas that have not been searched or that soldiers don't have LoS to.

Objectives

Eliminate Jofi Umbato

KIA Jofi Umbato and exfil his body. Return to the entrance of the compound and exit with at least one soldier to complete the mission. All active soldiers must make it to the exit.

Once a soldier enters a room (or has LoS into the room), use a free action to search for Jofi. Roll 1 D6 and add +1 for each room that was previously searched. On a result of 5+, Jofi is in the room that is currently being searched. Place the model representing Jofi in an area of the room farthest from the soldiers and in base contact with cover that would give him the best benefit of solid cover.

Note:

Use the Umbato warlord enemy element card to represent Jofi Umbato.

Umbato sympathizers are not used in this mission. Use Umbato Militia Generals for all stragglers.

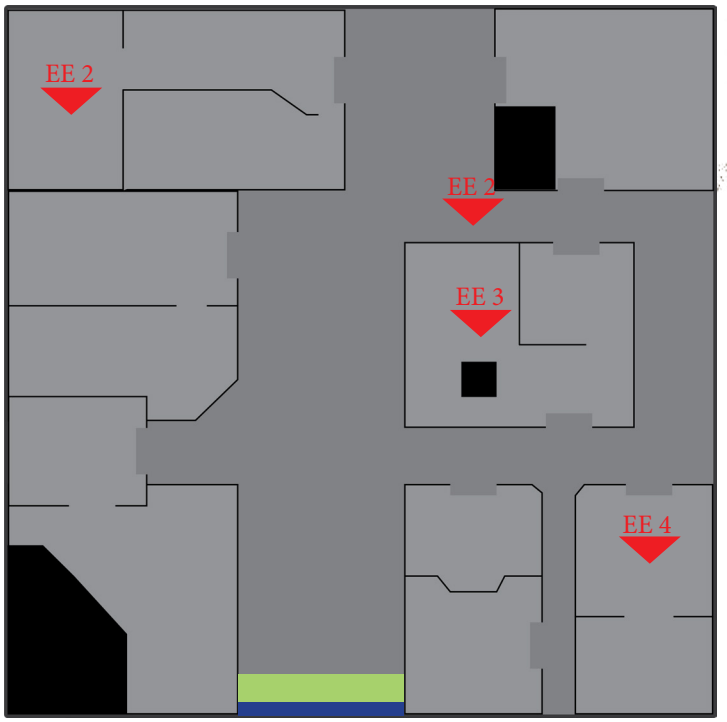
Mission failure

If Jofi is not found once the last room is searched, he has escaped the compound undetected.

Conclusion

You have once again defeated the odds, just as you were trained to do. The Mogona government is in your debt and the U.S. praises its nameless heroes. Without its leader, the Umbato militia will dissolve and the people of Mogona can begin to recover from this nightmare.







BATTLESPACE

NAVY SEALS

In the war torn country of Mogona, tensions are high as the influence of the brutal Umbato militia begins to spread through its villages and cities. With few options left, a vulnerable Mogona government reaches out to the United States to aid them against this threat. The U.S. military answers the Mogonan government's plea for help and deploys a SEAL team specializing in neutralizing threats such as the Umbato militia.

Battlespace Navy SEALs expansion takes your fireteam on a manhunt from one dangerous site to another. With each successful mission the team is one step closer to confronting the warlord, Jofi Umbato, and putting an end to his militia.

Battlespace's new campaign style missions reward you for completing objectives by giving you advantages for the following mission. All new specialties capture iconic SEAL expertise, delivering a multitude of tactical options.

This is an expansion, a copy of the Battlespace core rulebook is required to use this content.

This expansion includes:
6 Navy SEAL soldier cards, 4 new sitrep cards, 4 new gear cards
5 new enemy element cards, 5 mission campaign

table salt
GAMING DESIGNS