

Mission 0-Alpha: EXERCISE GOLF TANGO MIKE

E-7

Map(s): SUBWAY

SEALS:	4 seals only	score
Any Difficulty Turns: 12	Objective Token TANGO POOL: 0	● N/A

BRIEFING: *January 7th, 2015 // Undisclosed Training Location*

Well, folks, this is your final training mission prior to deployment to the teams. In this exercise, it will be force on force, with two-man squads attempting to carry documents from the insertion point to the extraction point before the other squad. You'll be in our mockup of a train terminal, with plenty of room to hide, plenty of cover, and magazines full of simulated ammunition. Good luck to you, Sailors.

Primary Objectives: Deliver your documents to the extraction point before the other squad does.

Secondary Objectives: None

SPECIAL CONDITIONS:

- THIS IS A TEAM COMPETITIVE MISSION, WITH TWO SEALS EACH ON TWO TEAMS.
 - If two players are playing, each will control two SEALS.
 - If three players are playing, one will control both of one team's SEALS and the other two players will control one each of the opposing team's SEALS.
 - If four players are playing, each will control one SEAL each.
- Place green doors on all doorways
- Place cover blocks per the normal rules
- Each team rolls 2D6. Highest result chooses if they want to go first. The team with the lower result drafts the first E-7 specialty. Teams alternate choosing specialties until each SEAL has one. Each SEAL then prepares their loadout.
- The first SEAL team places the Alert token near their player boards to remind everyone who acted first. They place their SEALS in their starting area, then the other team places their SEALS.
- Starting with the first team, activate one SEAL. Then the OPPOSING team activates a SEAL. Repeat for the remaining SEALS, alternating team activations.
- If your team acted LAST in a round, you will act FIRST in the next round. Pass the Alert token back and forth to keep track of this.
- This exercise will not use any Tangos for its duration, and each team will start with one objective token, representing the documents, placed beneath one of their SEALS.
- The objective is, using normal Action rules, to move from your Starting Area and end the carrier's Move action within the opposing team's Starting Area.
- NOTE: This is a combat exercise! If someone completes the objective before any SEALS have taken fire, both teams WILL be in a world of hurt!
- If a SEAL would normally be KIA due to wounds, place it next to the board with a D6 die set to 3 pips next to it. At the beginning of each subsequent round, reduce the value of that die by 1. When it gets to a value of 1, place the SEAL back on the board in its Starting Area, reset it to full health, and then continue play as normal.
 - If a SEAL carrying an objective token is removed from the board, the objective token remains in the space last occupied by the SEAL.

- It can be picked up ONLY by a member of that team! A SEAL must be on or adjacent to a token in order to pick it up. Picking up the objective token is a free action.
- For this exercise, consider the objective tokens to be indestructible.
- **The exercise immediately ends when one team's SEAL who is carrying the objective token ends its Move action inside the opposing team's Starting Area.**

