

# Reliable Intel Mission

The SEALs' missions were varied, but a typical mission included seven SEALs operating as a self-contained unit. The team included a medic, an M60 machine-gunner (or two), a radio man, and the rest of the squad. Typically a South Vietnamese interpreter joined the patrol, making eight. All wore camouflaged uniforms and painted exposed skin in earth colours to help them blend in with the jungle.

## INSERTION

Patrols were inserted away from their target and moved in, slowly and silently, to keep the element of surprise. Point men were chosen for their sixth sense to detect enemy

booby traps and foot falls in the pitch black of the night.

With their objective in sight, be it a communist leader or a demolition target, the patrol carefully and silently deployed to cover all approaches and visual enemy contacts. Enemy pickets and scouts were neutralised with silenced pistols and knives. Then, they would unleash hell so quickly and fiercely that sometimes twenty enemy would be dead before they could fire back in return.

## EXTRACTION

Their mission complete (or occasionally compromised), the SEAL platoon quickly

exfiltrated toward a predetermined extraction point. Often this involved pursuing enemy troops, so Claymore anti-personnel mines, grenades, and M60 firepower were used to help break contact. If all else failed, a quick call to the Seawolves would bring in a pair of gunships to intervene and tie up the enemy so the SEALs could reach their extraction vehicle, usually a boat or helicopter.

## RELIABLE INTEL MISSION

The following mission takes you on patrol with a SEAL squad. You're deep behind enemy lines with a mission to complete. Now get it done!



## MISSION SPECIAL RULES

### INSERTION

SEAL teams carefully chose their insertion point far enough to avoid detection by the enemy.

*Choose a table edge. You may Deploy your SEAL platoon anywhere up to 6"/15cm away from the chosen table edge.*

*Due to the danger of being ambushed while back tracking, no team may be Deployed within 12"/30cm of an Extraction Point.*

*All of your platoons that are not a SEAL platoon are held off table in Delayed Reserves.*

### EXTRACTION

Extraction points were also chosen carefully where helicopters or PBR boats could safely get them out of the area.

**Extracting SEAL Platoons:** *Teams from a SEAL platoon may only extract during their Movement Step by boarding a UH-1D Slick helicopter or PBR mk. II at a designated Extraction Point (see below).*

*Once all teams from SEAL Platoons have been extracted, all remaining friendly teams safely leave the battlefield and return home. The mission is now over.*

**Extraction Points:** *An Extraction Point serves as both an LZ Objective for UH-1D Slick Helicopter teams and where a PBR Mk II may beach to allow SEAL teams to mount up as passengers.*

*Due to the density of the jungle undergrowth and mangroves UH-1D Slicks and PBR Mk II boats must be within 4"/10cm of the Extraction Point to mount up passengers.*

**Placing Extraction Points:** *Place an Extraction Point (use an Objective marker or similar token) anywhere within 6"/15cm of a table edge so that it is at least partially touching land.*

### TIME OF DAY

SEAL operations were usually conducted at night, but they had the option to conduct day missions as well.

*In missions with the Time of Day special rule, the SEAL player may choose to fight the battle at Dusk, Dawn, or Night (see page 273 of the rulebook).*

### GATHER INTEL

Gathering relevant and good intelligence was the primary mission of the Navy SEALs.

*Teams from SEAL Platoons may Search an Objective for intelligence and Nationalist teams may Evacuate an Objective to prevent that from happening.*

*Teams that did not begin the turn on the table cannot Search or Evacuate Objectives.*

*To Search or Evacuate an Objective, a team must be within 2"/5cm and have no enemy teams within 4"/10cm of the Objective.*

*Teams Searching or Evacuating an Objective count as moving, so trigger Booby Traps and Minefields (before testing), are not Concealed in the Open, and cannot Go to Ground.*

*If the team did not move or shoot this turn, and is not Wounded or Pinned Down, it may attempt to Search or Evacuate a single Objective at the start of the Assault Step instead of Assaulting. Roll a die for the team:*

- *On a result of 5+ the Objective is successfully Searched.*
- *On a result of 6, the Objective is successfully Evacuated.*

*A Searched or Evacuated Objective is removed from the game.*

## RELIABLE INTEL

The *Việt Cộng* have established a base in a small village on an island located in the middle of the Mekong. It will be the focus of a Navy SEAL operations in the region.

The Reliable Intel mission uses the **Extraction**, **Gather Intel**, **Guerrilla Reserves** (see page 115 of *Tour of Duty* or page 37 of *Pocket Guide to Vietnam*), **Insertion**, and **Time of Day** special rules.

### YOUR ORDERS

#### SEAL Player

Word has it that the VC have established a base on a remote island upriver. Go have a look and find out what's going on there.

#### Việt Cộng Player

This is our new base for the area. It is important that we make sure it remains in operation so that we can collect taxes, plan our raids, and prepare for the final battle ahead.

### PREPARING FOR BATTLE

1. The Free World Player must field a SEAL Patrol (see below) and the Nationalist player must field a Viet Cong Battalion (see page 38 of *Brown Water Navy*).

1. Both players, starting with the *Việt Cộng* player, alternate placing Objectives until five Objectives have been placed. The Objectives must be at least 12"/30cm from the centre of the table and 4"/10cm from all other Objectives.

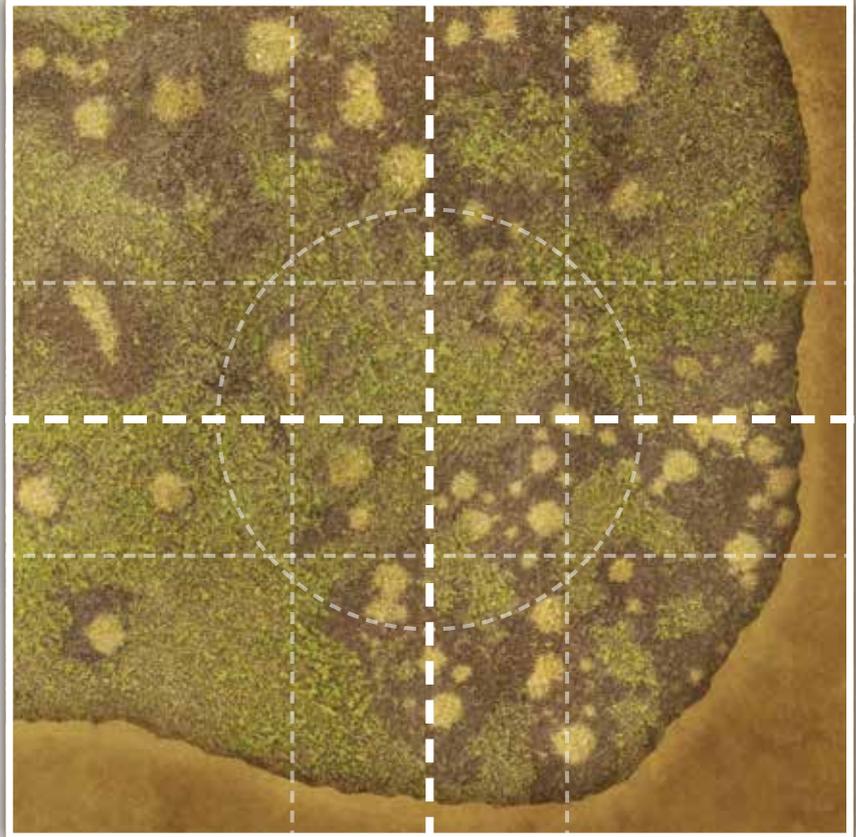
2. The *Việt Cộng* player deploys one company anywhere on the table. All remaining Nationalist platoons, Warriors, and Independent teams are held off table in Guerrilla Reserves.

3. The SEAL player then places two Extraction Points using the Extraction special rule.

4. The *Việt Cộng* player selects one of the Objectives as their Objective for the purposes of the Guerrilla Deployment rule.

5. The SEAL player then deploys their SEAL platoon using the Insertion special rule. No team may be Deployed within 8"/20cm of any Objective or 12"/30cm of an Extraction Point. Any other platoons are held in Delayed Reserve using the Insertion special rule.

6. Deploy Resistance teams anywhere on the table.



### BEGINNING THE BATTLE

1. The SEAL player may make a Reconnaissance Deployment Move with their SEAL platoon.
2. The SEAL player has the first turn.

### ENDING THE BATTLE

The battle ends when the SEAL player has no teams remaining on the table.

### DECIDING WHO WON

The *Việt Cộng* player wins if the SEALs fail to extract (using the Extraction special rule). The SEAL Player has suffered a Stunning Defeat (see below) at the hands of the *Việt Cộng* player.

Otherwise, use the Intel Points table below to look up your Intel Points based on the number of Objectives successfully searched by the extracted SEAL platoon.

## INTEL POINTS TABLE

| SEALs Extracted     | Mission Result   | SEAL Intel Points | Việt Cộng Intel Points |
|---------------------|------------------|-------------------|------------------------|
| Yes                 | See Below        | -                 | -                      |
| No                  | Stunning Defeat  | 1                 | 6                      |
| Objectives Searched | Mission Result   | SEAL Intel Points | Việt Cộng Intel Points |
| 5                   | Stunning Victory | 6                 | 1                      |
| 4                   | Major Victory    | 5                 | 2                      |
| 3                   | Minor Victory    | 4                 | 3                      |
| 2                   | Minor Defeat     | 3                 | 4                      |
| 1                   | Major Defeat     | 2                 | 5                      |
| None                | Stunning Defeat  | 1                 | 6                      |

# SEAL Patrol

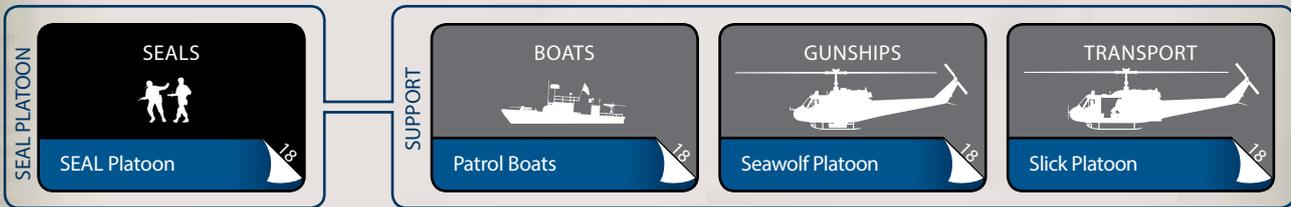
You must field a SEAL platoon and may field one platoon from each box shaded grey.

All Platoons in your force are rated **Fearless Veteran**.

FEARLESS

VETERAN

This force is designed to let you recreate some of the SEAL missions conducted in Vietnam. You have a whole platoon to use, but if you go in with everyone, you'll lose some of the element of surprise. Sometimes a small light force is what you need to get the job done.



## SEAL PLATOON

PLATOON

HQ Section with:

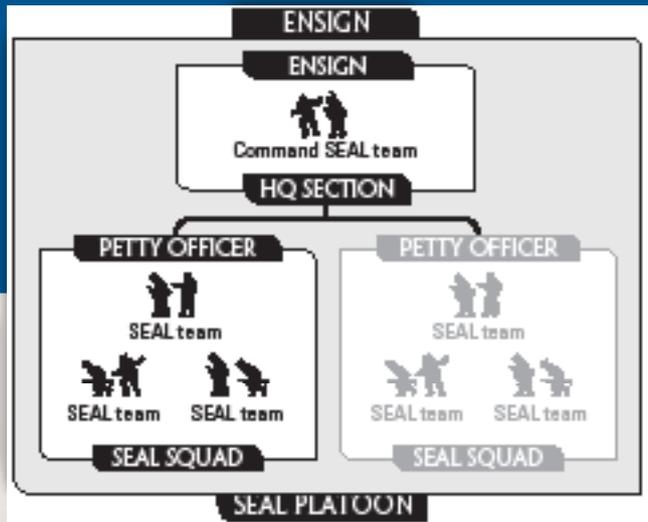
1 SEAL Squad 170 points

ADD:

an additional SEAL Squad +65 points

A SEAL Platoon with **one** SEAL Squad is on a recon mission and is a Reconnaissance Platoon.

A SEAL Platoon with **two** SEAL Squads is on an assault mission and is **not** a Reconnaissance Platoon.

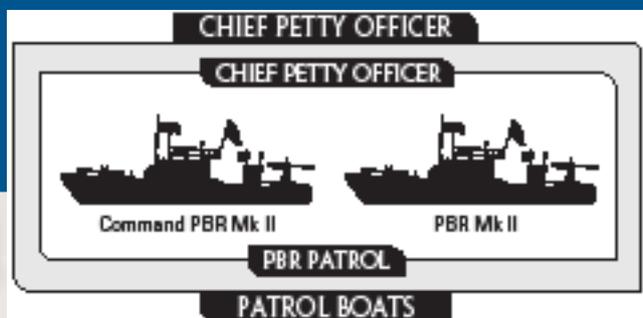


## PATROL BOATS

PLATOON

2 PBR Mk II 130 points  
1 PBR Mk II 65 points

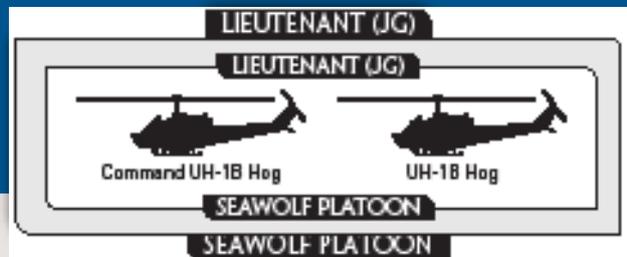
PBR Mk. II boats use the River Raider rules found on page 12 of **Brown Water Navy** or page 17 of **A Pocket Guide to Vietnam**.



## SEAWOLF PLATOON

PLATOON

2 UH-1B Hog 210 points  
1 UH-1B Hog 105 points



## SLICK PLATOON

PLATOON

1 UH-1D Slick 10 points



# US Arsenal

| Name<br>Weapon | Mobility<br>Range | Front<br>ROF | Armour<br>Side<br>Anti-tank | Top<br>Firepower | Equipment and Notes |
|----------------|-------------------|--------------|-----------------------------|------------------|---------------------|
|----------------|-------------------|--------------|-----------------------------|------------------|---------------------|

## PATROL BOATS, RIVERINE

|                          |                 |          |          |           |                     |
|--------------------------|-----------------|----------|----------|-----------|---------------------|
| PBR Mk II                | Light Tank      | -        | -        | -         | Self-defence MG.    |
| <i>Twin M2 .50cal MG</i> | <i>16"/40cm</i> | <i>5</i> | <i>4</i> | <i>5+</i> | <i>Deck turret.</i> |
| <i>M2 .50 cal MG</i>     | <i>16"/40cm</i> | <i>4</i> | <i>5</i> | <i>5+</i> | <i>Deck turret.</i> |

## UTILITY HELICOPTERS

|                     |               |   |   |   |                           |
|---------------------|---------------|---|---|---|---------------------------|
| Medevac UH-1D Slick | Medevac Slick | - | - | - | Carries three Passengers. |
|---------------------|---------------|---|---|---|---------------------------|

## ATTACK HELICOPTERS

|                             |                 |          |          |           |                           |
|-----------------------------|-----------------|----------|----------|-----------|---------------------------|
| UH-1B Hog                   | Gunship         | -        | -        | -         |                           |
| <i>Two Door MG</i>          | <i>16"/40cm</i> | <i>3</i> | <i>2</i> | <i>6</i>  | <i>Side mounted.</i>      |
| <i>Twin M134 minigun MG</i> | <i>16"/40cm</i> | <i>8</i> | <i>2</i> | <i>6</i>  | <i>Hull mounted.</i>      |
| <i>M157 rocket launcher</i> | <i>24"/60cm</i> | <i>-</i> | <i>4</i> | <i>4+</i> | <i>14 tubes, One use.</i> |

# INFANTRY TEAMS

| Team                                  | Range           | ROF      | Anti-tank | Firepower | Notes  |
|---------------------------------------|-----------------|----------|-----------|-----------|--|
| M16 Rifle team                        | 12"/30cm        | 2        | 1         | 6         | Add one die in Defensive Fire.   |
| <i>Firing M72 LAW rocket launcher</i> | <i>12"/30cm</i> | <i>1</i> | <i>11</i> | <i>5+</i> | <i>Tank Assault 5.</i>   |
| MG team                               | 16"/40cm        | 3        | 2         | 6         | ROF 2 when Pinned Down, Add one die in Defensive Fire.                       |
| <i>Firing M72 LAW rocket launcher</i> | <i>12"/30cm</i> | <i>1</i> | <i>11</i> | <i>5+</i> | <i>Tank Assault 5.</i>   |
| SEAL team                             | 8"/20cm         | 3        | 1         | 6         | Full ROF when moving, Add one die in Defensive Fire.                         |
| <i>Firing M72 LAW rocket launcher</i> | <i>12"/30cm</i> | <i>1</i> | <i>11</i> | <i>5+</i> | <i>Tank Assault 5.</i>   |
| Shotgun team                          | 4"/10cm         | 2        | -         | 6         | Full ROF when moving, Add one die in Defensive Fire, Hits on 2+ in Assaults. |
| <i>Firing M72 LAW rocket launcher</i> | <i>12"/30cm</i> | <i>1</i> | <i>11</i> | <i>5+</i> | <i>Tank Assault 5.</i>   |
| M79 Grenade launcher team             | 16"/40cm        | 1        | 3         | 4+        | Add one die in Defensive Fire.   |

# US Navy SEAL Special Rules

**Complete the Mission:** *If the Platoon Command team of a SEAL Platoon is Destroyed, immediately appoint another team in the platoon as the new Platoon Command team.*

**Stoner 63:** *A SEAL Platoon is unusual in that the composition of the platoon can change from game to game. At the start of the game before Deployment you may replace SEAL teams as follows.*

*Replace up to one SEAL team in each squad with:*

- *a Shotgun team*
- *an M79 Grenade Launcher team*
- *an MG team*

*Replace any or all remaining SEAL Teams with M16 Rifle teams.*

*You must choose the composition of your SEAL Platoon for each game before deployment begins.*

**Shotgun Teams:** *If there are no enemy Tank teams within 2"/15cm of a Shotgun team, that Shotgun team hits on a 2+ in Assaults.*

**UDT Training:** *Teams in a SEAL Platoon count as Pioneer teams when attempting to cross or gap Barbed Wire or assaulting Bunkers.*

*In addition, teams in a SEAL Platoon are Mountaineers (see page 61 of the rulebook).*

**Starlight Scope:** *Teams in a SEAL Platoon roll two dice when rolling on the Night Visibility Table (see page 272 of the rulebook) and use the highest result.*

**'Doc':** *At the start of the game before Deployment, choose one SEAL team or M16 team. That team uses the Saving the Wounded and Wounded Medics special rules as if it were a Medic.*