



**SEAL. TEAM FLIX**

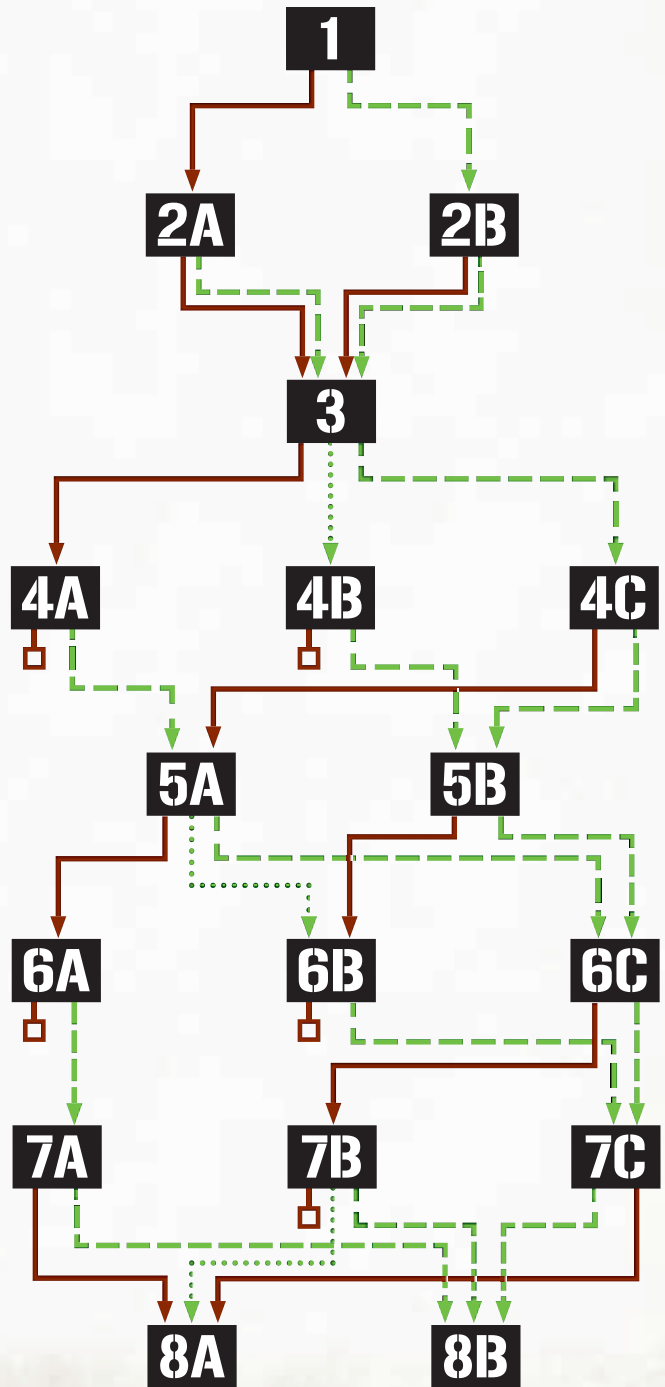
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# MISSION TREE

**Legend:**

- Mission Success ----->
- Mission Partial Success .....>
- Mission Failure ----->
- Campaign Failure -----□



**Above:** Found inside envelopes addressed to the CEOs of four major petroleum refining companies. Also found in the envelopes was low-quality Ricin.

# 1 PRISM LENS

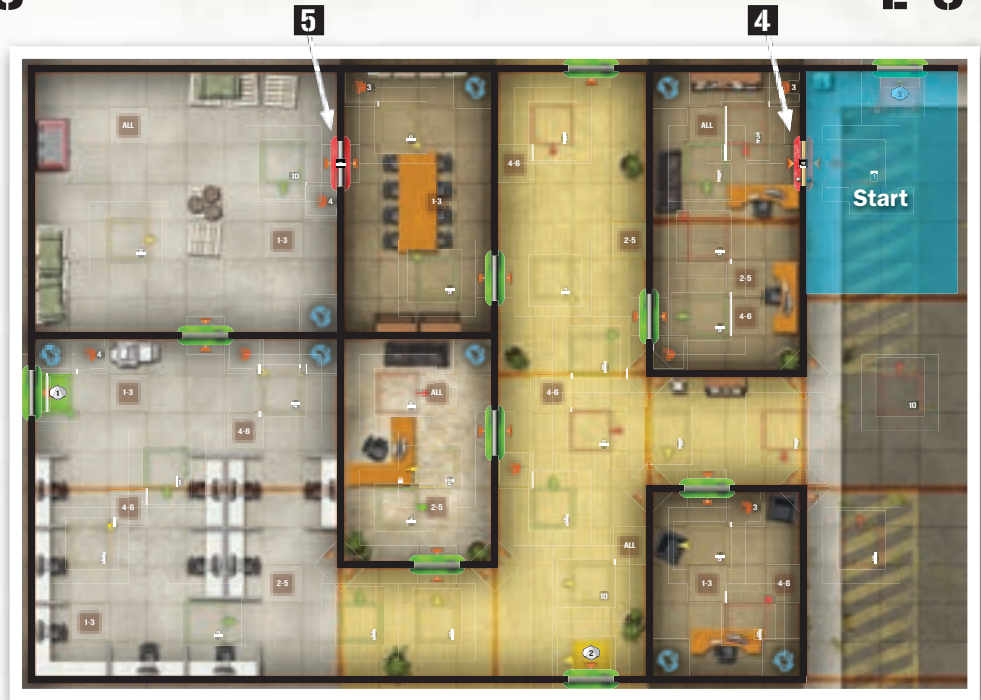
E-6

**BRIEFING:** January 2nd, 2018

// Bogota, Columbia

An intercept came across the desk indicating that Gaia's Hope, one of the most violent 'activists' of the tree-hugging variety, is looking to purchase an unknown quantity and quality of heavy weapons. We have no more intel on hand, other than a potential time and place for a meeting between Gaia's Hope's financiers and a notorious former IRA arms dealer, "Mal" O'Dorus.

Your orders are to infiltrate an office building being used as a command and control center by the organization, and gather hard evidence linking this group to terrorism. Be advised that there may be a hostage.



**Primary Objective:** Recover all Evidence listed in the Primary Objective table below.

**Secondary Objective:** Recover the Photos (Operator: Rescue the Hostage).

**After Action Report:** Success: Mission 2B. Failure: Mission 2A.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 16 Rounds	1-2	5	1x Hard Drive	1x Photos	1x Medical Kit	Success: 4 Partial: 1 Failure: -2
	3-4	7	1x Hard Drive, 1x Dossier			
<b>VETERAN</b> 15 Rounds	1-2	6	1x Hard Drive, 1x Dossier	1x Photos	1x Tango Patrol	Success: 6 Partial: 2 Failure: -3
	3-4	8	1x Hard Drive, 1x Dossier, 1x File Folders			
<b>OPERATOR</b> 14 Rounds	1-2	7	1x Hard Drive, 1x Dossier, 1x File Folders	1x Hostage	2x Tango Patrol	Success: 8 Partial: 3 Failure: -4
	3-4	9	1x Hard Drive, 1x Dossier, 1x File Folders, 1x Photos			

**SPECIAL CONDITIONS:**

None.

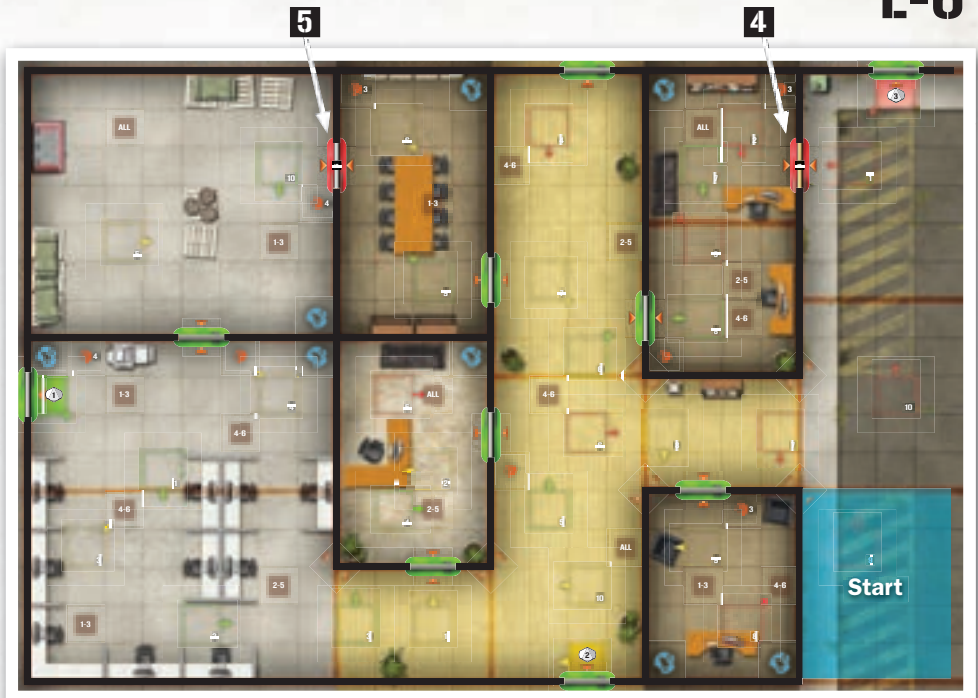
# 2A ICE REACH

**BRIEFING:** *January 4th, 2018*

// *Cali, Columbia*

Your failure last go-round is a stain upon our unit, boys and girls; we could have lost the scent for months because of your supreme screw-up. Luckily, the Agency has provided us a new lead, and a chance to redeem ourselves. Apparently Gaia's Hope is operating another recruiting center under the guise of an advertising agency; CIA had people on the inside feeding us this intel, but they've been discovered. We need to get them out, ASAP.

Your orders are to rescue the Hostages, and collect any evidence you may find on-site.



**Primary Objective:** Rescue all Hostages (Escort them to the SEAL Starting Area).

**Secondary Objective:** Recover the Photos.

**After Action Report:** Success or Failure: Mission 3.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 16 Rounds	1-2	<b>5</b>	1x Hostage	1x Photos	2x Tango Patrol 1x Medical Kit	Success: 4 Partial: 1 Failure: -2
	3-4	<b>7</b>	2x Hostage			
<b>VETERAN</b> 15 Rounds	1-2	<b>6</b>	1x Hostage	1x Photos	3x Tango Patrol	Success: 6 Partial: 1 Failure: -3
	3-4	<b>8</b>	2x Hostage			
<b>OPERATOR</b> 14 Rounds	1-2	<b>7</b>	2x Hostage	1x Photos	4x Tango Patrol	Success: 8 Partial: 2 Failure: -4
	3-4	<b>9</b>	3x Hostage			

## SPECIAL CONDITIONS:

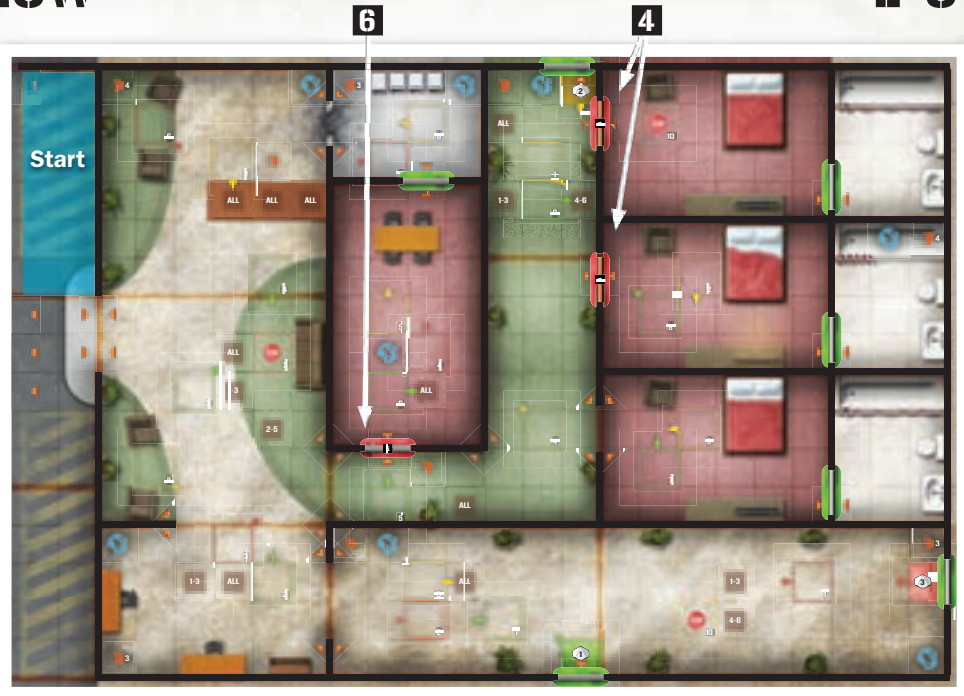
None.



**2B JADE SPARROW****E-6****BRIEFING:** *January 7th, 2018*// *Mombasa, Kenya*

The gathered intel provided us the name and location of the financier, Jeanette Gaul-Damme, a known underworld banker specializing in criminal and terrorist enterprises. She's a bad actor, and we've got to take her out of circulation.

Your orders are to capture her and escort her back to the starting area. If, at any time during the mission, you believe it will be impossible to capture Gaul-Damme, you are to kill her. She must be stopped. Once you've cleared the Objectives, call in the cavalry from Camp Simba, where a couple of rifle platoons from the 72nd are awaiting our signal.



**Primary Objective:** Capture the Mastermind (Escort to the SEAL Starting Area).

**Secondary Objective:** Kill the Mastermind (There are no Secondary Objective tokens).

**After Action Report:** Success or Failure: Mission 3.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 15 Rounds	1-2	<b>5</b>	1x Mastermind	None	3x Tango Patrol, 1x Medical Kit	Success: 3 Partial: 1 Failure: -2
	3-4	<b>7</b>			4x Tango Patrol, 1x Medical Kit	
<b>VETERAN</b> 14 Rounds	1-2	<b>6</b>	1x Mastermind	None	4x Tango Patrol	Success: 5 Partial: 2 Failure: -3
	3-4	<b>8</b>			5x Tango Patrol	
<b>OPERATOR</b> 13 Rounds	1-2	<b>7</b>	1x Mastermind	None	5x Tango Patrol	Success: 7 Partial: 3 Failure: -4
	3-4	<b>9</b>			6x Tango Patrol	

**SPECIAL CONDITIONS:**

**Capturing the Mastermind:** To capture the Mastermind, a SEAL standee must get adjacent to the Mastermind standee. When this happens, replace the Mastermind standee with a Hostage standee: It is now treated as a Hostage, but one that you may not use the Command Action on. If the SEAL that is Escorting this Mastermind is KIA, the Mastermind resumes its normal behavior and must be captured again; replace it with the Mastermind standee.

To complete the Primary Objective, return the Mastermind to the Starting Area and then place it in the Cleared Objectives area of the Timer Track (just like Rescuing a Hostage).

If the Secondary Mission is completed, the Primary Mission is a failure, but Valor Points are awarded for the completion of the Secondary Mission.

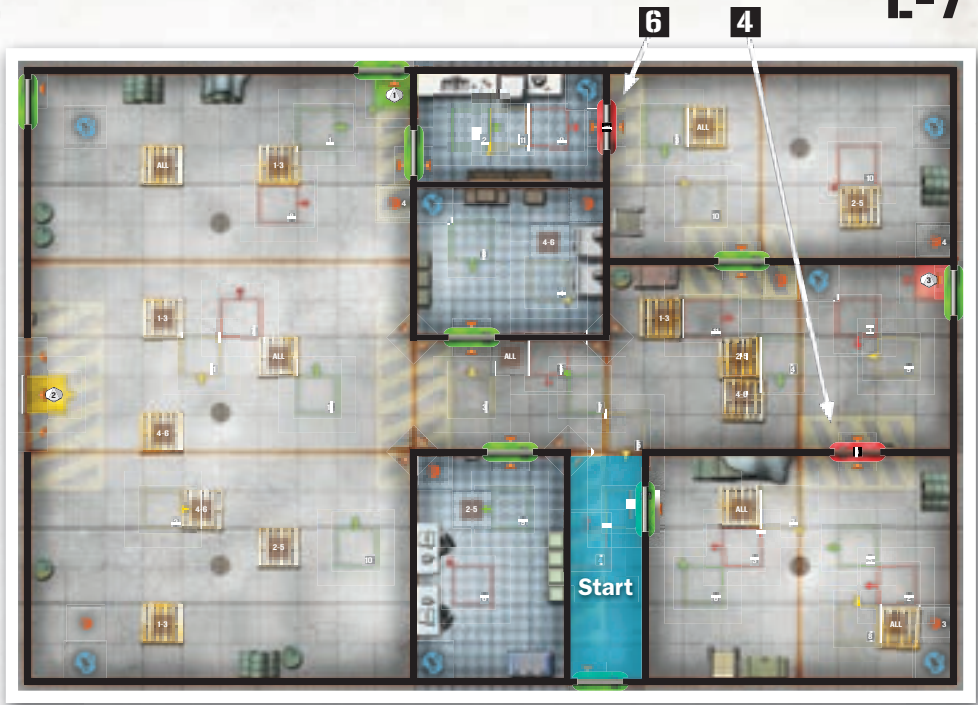
# 3 HAVEN FIRE

**BRIEFING:** *January 17th, 2018*

// *Indianapolis, Indiana, USA*

We've uncovered another Gaia's Hope cell operating out of the good ol' USA this time, but the bad news is that we discovered it when an EPA team went in to audit a hazardous material storage facility and was captured. We're operating covertly on this one, thanks to the Posse Comitatus Act. Luckily, the Patriot Act is allowing us to act under the authority of Homeland Security, so we're quasi-legal.

Your orders are to infiltrate the warehouse, secure the Hostages, and collect any available intel.



**Primary Objective:** Rescue all Hostages (Escort them to the SEAL Starting Area).

**Secondary Objective:** Recover Dossier.

**After Action Report:** Success: Mission 4C. Partial Success: Mission 4B. Failure: Mission 4A.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 16 Rounds	1-2	<b>5</b>	1x Hostage	1x Dossier	3x Tango Patrol	Success: 4
	3-4	<b>7</b>	2x Hostage		4x Tango Patrol	Partial: 1 Failure: -2
<b>VETERAN</b> 15 Rounds	1-2	<b>6</b>	2x Hostage	1x Dossier	4x Tango Patrol	Success: 6
	3-4	<b>8</b>	3x Hostage			Partial: 2 Failure: -3
<b>OPERATOR</b> 14 Rounds	1-2	<b>7</b>	3x Hostage	1x Dossier	4x Tango Patrol	Success: 8
	3-4	<b>9</b>	4x Hostage		3x Tango Patrol	Partial: 3 Failure: -4

## SPECIAL CONDITIONS:

None.



# 4A FORTRESS PILLAR

E-7

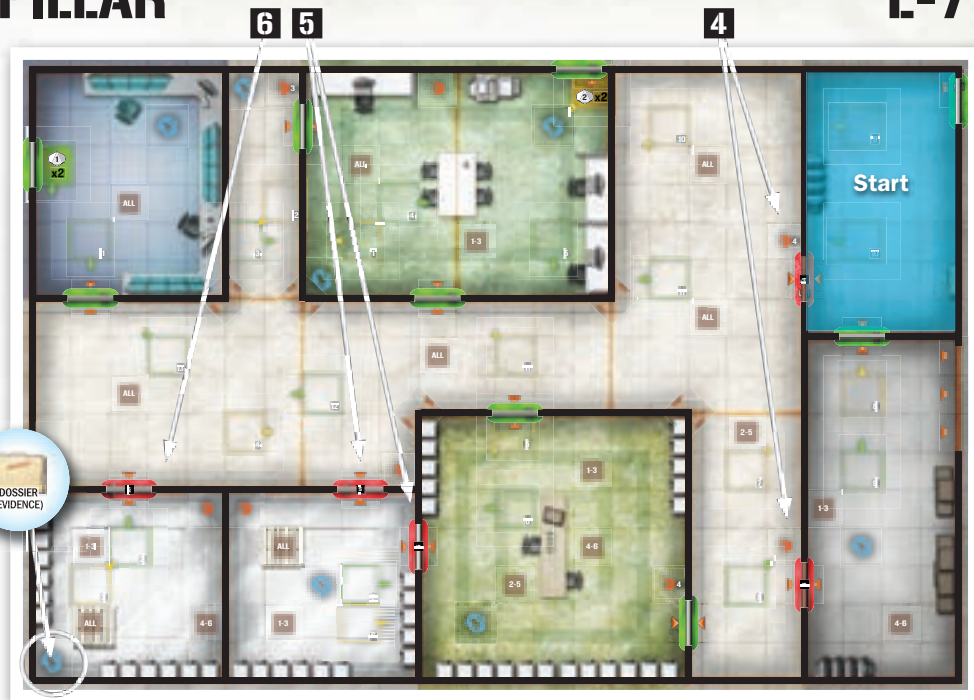
**BRIEFING:** January 7th, 2018

// Mombasa, Kenya

With the death of the EPA agents, we're catching hell from Command. We're supposed to be the best of the best and failure is not an option. We're being given an opportunity to redeem ourselves, though, so don't screw this up or the unit will be FUBAR by Command. This is our last chance to stop Gaia's Hope before they go underground, so you cannot fail. A defector turned himself into the embassy in Mumbai yesterday, apparently fearing for his life after we turned his buddies inside out back in Mombasa. He gave us specific intel on a bank vault that contains a dossier detailing the locations of Gaia's Hope safehouses all over the world. We need this if we want to neutralize their command and control structure, so you're catching a C-130 to the air base in Bhutan.

Your orders are to recover the dossier at all costs. The vault door is locked with next-gen encryption, so getting in will be a real bear. Luckily there is an employee there who has the code. Capture him and you can bypass the lock (Treat the employee as a hostage.)

Get moving, Sailors.



**Primary Objective:** Recover the Dossier.

**Secondary Objective:** Rescue the Hostage (Escort it to the SEAL Starting Area).

**After Action Report:** Success: Mission 5A. Failure: Operation Aborted.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 18 Rounds	1-2	5	1x Dossier	1x Hostage	3x Tango Patrol 1x Medical Kit	Success: 4 Partial: 1 Failure: -2
	3-4	7			4x Tango Patrol 1x Medical Kit	
<b>VETERAN</b> 17 Rounds	1-2	6	1x Dossier	1x Hostage	4x Tango Patrol	Success: 6 Partial: 2 Failure: -3
	3-4	8			5x Tango Patrol	
<b>OPERATOR</b> 16 Rounds	1-2	7	1x Dossier	1x Hostage	5x Tango Patrol	Success: 8 Partial: 3 Failure: -4
	3-4	9			6x Tango Patrol	

## SPECIAL CONDITIONS:

**Dossier Token:** During Setup, place the Dossier token face up in the vault, as shown on the Map diagram above.

**Employee:** If the Hostage is Rescued (returned to the SEAL Starting Area), unlock the level 6 E-Locked door: immediately flip the door token to its normal side.

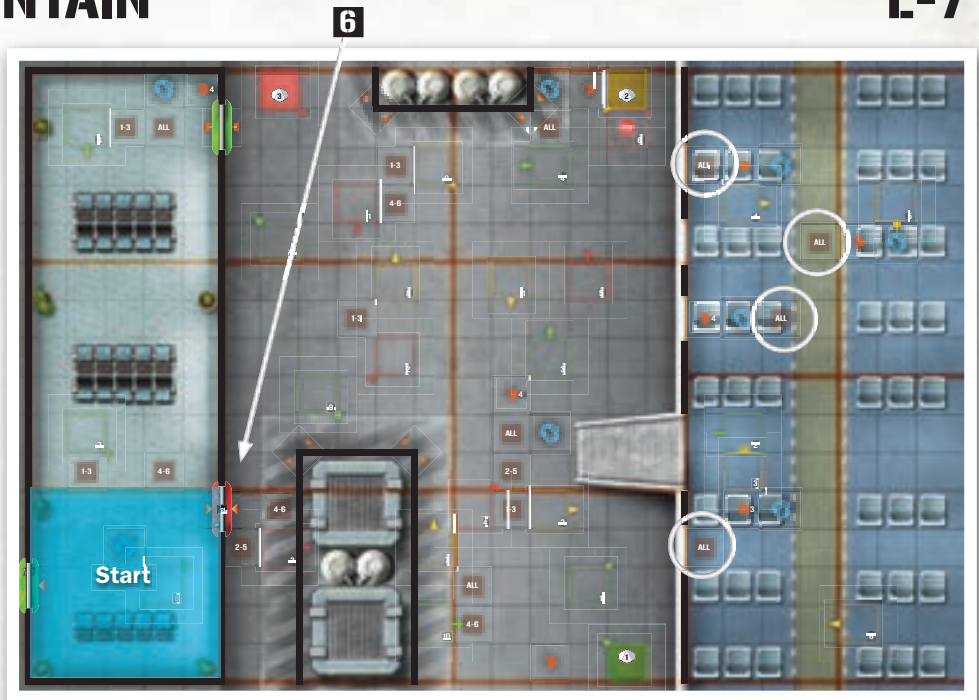
# 4B TABLE MOUNTAIN

**BRIEFING:** January 21st, 2018

// Astana, Kazakhstan

The dossier you fine folks recovered from Indianapolis contains a wealth of actionable intel, the least of which is the location of a small airstrip outside of Astana. It appears that Gaia's Hope was successful in gaining access to some Russian 9K38 "IGLA" SAMs, which may indicate that they're looking to take out an airliner in an air-to-air attack. This is supported by some "chem-trail" propaganda found back in Bogota.

Your mission is simple: kill all Tangos on site and, if possible, destroy the missile crates that have been loaded onto the plane. We must successfully complete this mission or Command is pulling the plug on this operation.



**Primary Objective:** After all SEALs have taken their actions, if no Tangos are on the Map, the Mission is a success.

**Secondary Objective:** Destroy all four weapons crates inside the plane.

**After Action Report:** Success: Mission 5B. Failure: Operation Aborted.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 10 Rounds	1-2	<b>9</b>	2x Tango Patrol	None	None	Success: 3
	3-4	<b>10</b>	3x Tango Patrol			Partial: 1
<b>VETERAN</b> 9 Rounds	1-2	<b>10</b>	2x Tango Patrol	None	None	Success: 4
	3-4	<b>11</b>	3x Tango Patrol			Partial: 2
<b>OPERATOR</b> 8 Rounds	1-2	<b>11</b>	3x Tango Patrol	None	None	Success: 5
	3-4	<b>12</b>	4x Tango Patrol			Partial: 3
						Failure: -3

## SPECIAL CONDITIONS:

**Tango Pool:** The Tango pool does not replenish in this mission; if a Tango is killed, remove it from the game instead of placing it back into the Tango Pool. Resolve Spawns normally, but immediately after all SEALs have taken their actions, if there are no Tangos on the Map, the Mission immediately ends in victory.

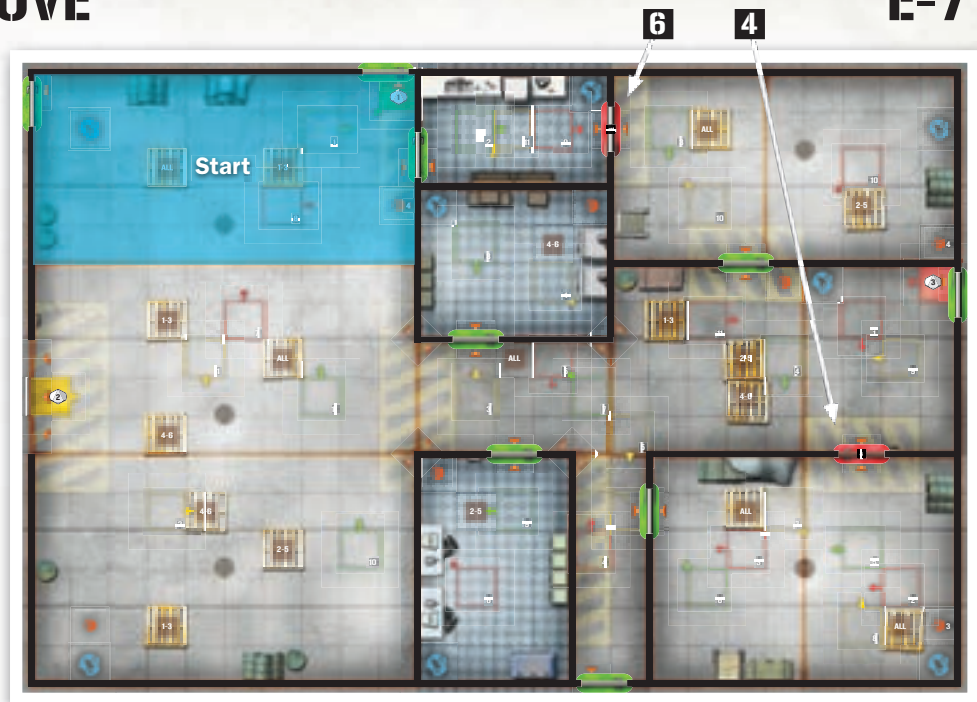
**Weapons Crates:** The 4 Cover Blocks in the plane (circled in the diagram above) are considered Weapons Crates for the purposes of completing the Secondary Objective.

**Alert Sentries:** For this Mission, Sentries are always considered Alert, but will never move from their Sentry Positions, and will never seek Cover.

**4C JUPITER GLOVE****E-7****BRIEFING:** *January 21st, 2018*// **Stuttgart, Germany**

The President personally called me to thank our team for saving the EPA agents, and asked us to keep up the good work. The dossier you recovered back in Indianapolis indicated that Gaia's Hope is planning a bio-weapon attack on Shreveport, Louisiana to "protest" the BP oil spill. The weapons were stolen from a lab in Stuttgart and are awaiting transport to the States.

Your orders are to locate and recover the bio weapons. Be advised that these are incredibly deadly and, if hit by a stray bullet, will kill everything in the area.

**Primary Objective:** Recover all Bio-Weapon Canisters.**Secondary Objective:** None.**After Action Report:** Success: Mission 5B. Failure: Mission 5A.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 16 Rounds	1-2	<b>5</b>	1x Bio Weapon	None	3x Tango Patrol, 1x Medical Kit	Success: 5 Failure: -2
	3-4	<b>7</b>			4x Tango Patrol, 1x Medical Kit	
<b>VETERAN</b> 15 Rounds	1-2	<b>6</b>	1x Bio Weapon	None	4x Tango Patrol, 1x Alarm	Success: 7 Failure: -4
	3-4	<b>8</b>	2x Bio Weapon		5x Tango Patrol, 2x Alarm	
<b>OPERATOR</b> 14 Rounds	1-2	<b>7</b>	1x Bio Weapon	None	5x Tango Patrol, 1x Alarm	Success: 9 Failure: -6
	3-4	<b>9</b>	2x Bio Weapon			

**SPECIAL CONDITIONS:**

**Carrying Bio Canisters:** If a SEAL is adjacent to a Bio Weapon Canister token, they may, as an Interact action, place it on their player board, indicating it is being carried by that SEAL.

**Recovering Bio Canisters:** a SEAL carrying a Bio Weapon Canister must move to the Starting Area. When this happens, move the Bio Weapon token onto the Cleared Objectives area of the Timer Track.

**(Accidentally) Destroying Bio Weapon Canisters:**

If an uncarried Bio Weapon Canister token is hit by a disc, or if a SEAL carrying one is KIA, all SEALs in the same Area are immediately KIA and all Targos in the Area are immediately killed. Then return the token to the box.

# 5A RAZOR CHARM

E-8

**BRIEFING:** February 3rd, 2018

// Kuwait City, Kuwait

The Prime Minister of Kuwait has personally requested our specialized skills for this mission, because they have a situation that they can't control on their own. Their own commando forces are being watched by Gaia's Hope, who has indicated that if they see any troop movements, they'll destroy the train, collapsing the tunnel underneath the National Stadium.

Your orders are to disarm the bombs, and if possible, eliminate the Gaia's Hope lieutenant commanding their Kuwaiti terror cell. Folks, you cannot allow a single bomb to detonate!



**Primary Objective:** Disarm all Time Bombs.

**Secondary Objective:** Kill the Mastermind.

**After Action Report:** Success: Mission 6A. Partial Success: Mission 6B. Failure: Mission 6C.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 16 Rounds	1-2	5	1x Time Bomb	1x Mastermind	3x Tango Patrol	Success: 3
	3-4	7	2x Time Bomb		4x Tango Patrol	Partial: 1 Failure: -1
<b>VETERAN</b> 15 Rounds	1-2	6	2x Time Bomb	1x Mastermind	4x Tango Patrol	Success: 4
	3-4	8	3x Time Bomb			Partial: 2 Failure: -2
<b>OPERATOR</b> 14 Rounds	1-2	7	3x Time Bomb	1x Mastermind	4x Tango Patrol	Success: 5
	3-4	9	4x Time Bomb		3x Tango Patrol	Partial: 3 Failure: -3

## SPECIAL CONDITIONS:

**Special Setup:** During Setup, separate the Objective Tokens into 2 piles, one with the Mastermind token and a Tango Patrol, and the other with any remaining required tokens. Before placing any other tokens, place these tokens in the Train, (circled on the map diagram) ignoring their value. Then, place the remaining tokens normally.

**Time Bombs:** If a Time Bomb token is revealed in an Area that has any Cover Blocks, the Cover Blocks in that Area may not be used for Cover by SEALs until the Time Bomb has been disarmed. Attack Arrows in the Area may still be used by SEALs, but the Cover Block will not provide Cover.

**(Accidentally) Destroying Time Bombs:** If a Time Bomb is hit by a disc, or if a SEAL attempts to disarm a Time Bomb but fails, the Mission immediately ends in failure.

**5B TEARDROP IRON****E-8****BRIEFING:** *February 3rd, 2018*// *Philadelphia, Pennsylvania, USA*

Command has received word that a Monsanto scientist working on next-gen GMOs has been captured and is being held in a subway in Philly. The area has been cordoned off, and we're being dispatched under the authority of Homeland Security to get around the Posse Comitatus Act. This scientist was at Ft. Meade for a decade before going to the public sector, so her understanding of biological weapons makes her a very dangerous asset for Gaia's Hope. To make matters worse, the subway's chemical weapons sensors have indicated that there are live bombs on the train.

Your orders are to rescue the scientist and, if possible, disarm the bombs.



**Primary Objective:** Rescue the Hostage (Escort it to the SEAL Starting Area).

**Secondary Objective:** Disarm all Time Bombs.

**After Action Report:** Success: Mission 6C. Failure: Mission 6B.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 16 Rounds	1-2	<b>5</b>	1x Hostage	2x Time Bomb	3x Tango Patrol	Success: 4 Partial: 1 Failure: -1
	3-4	<b>7</b>			4x Tango Patrol	
<b>VETERAN</b> 15 Rounds	1-2	<b>6</b>	1x Hostage	2x Time Bomb	4x Tango Patrol	Success: 6 Partial: 2 Failure: -3
	3-4	<b>8</b>		3x Time Bomb		
<b>OPERATOR</b> 14 Rounds	1-2	<b>7</b>	1x Hostage	2x Time Bomb	5x Tango Patrol	Success: 8 Partial: 3 Failure: -5
	3-4	<b>9</b>		3x Time Bomb		

**SPECIAL CONDITIONS:**

**Special Setup:** During Setup, after the Objective Location tokens have been revealed, replace the lowest-numbered Objective Location token on the train with a Hostage standee.

To rescue the Hostage, return it to the Starting Area and then place it in the Cleared Objectives area of the Timer Track.

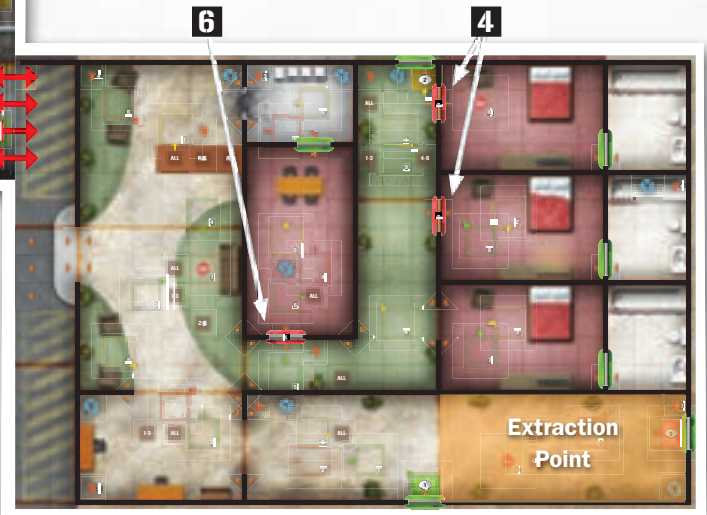
**Time Bombs:** If a Time Bomb token is revealed in an Area that has any Cover Blocks, the Cover Blocks in that Area may not be used for Cover by SEALs until the Time Bomb has been disarmed. Attack Arrows in the Area may still be used by SEALs but the Cover Block will not provide Cover.

# 6A LUCID THUNDER

E-8



**BRIEFING:** February 23rd, 2018 // Kuwait City, Kuwait  
 \*CRACKLE\* Spear Element, this is Spear Actual!  
 The intel was no good...it's an ambush!! Fight your way to the extraction point near the airport exit in the Grand Hotel, where we will have gunships on station to support you.  
 Double time, and watch your six! Over! \*CRACKLE\*



- Primary Objective:** All SEALs must reach the Extraction Point (see Special Conditions, below).
- Secondary Objective:** No SEALs become KIA this Mission.
- After Action Report:** Success: Mission 7A.  
 Failure: Operation Aborted.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 18 Rounds	1-2	<b>7</b>		No Tokens Required		Success: 4
	3-4	<b>8</b>				Partial: 2
<b>VETERAN</b> 16 Rounds	1-2	<b>9</b>		No Tokens Required		Success: 6
	3-4	<b>10</b>				Partial: 3
<b>OPERATOR</b> 14 Rounds	1-2	<b>11</b>		No Tokens Required		Success: 8
	3-4	<b>12</b>				Partial: 4
						Failure: -9

## SPECIAL CONDITIONS:

**Special Setup:** Place two Patrols on each Patrol Path. Do this for both Maps. Do not place any Objective Tokens.

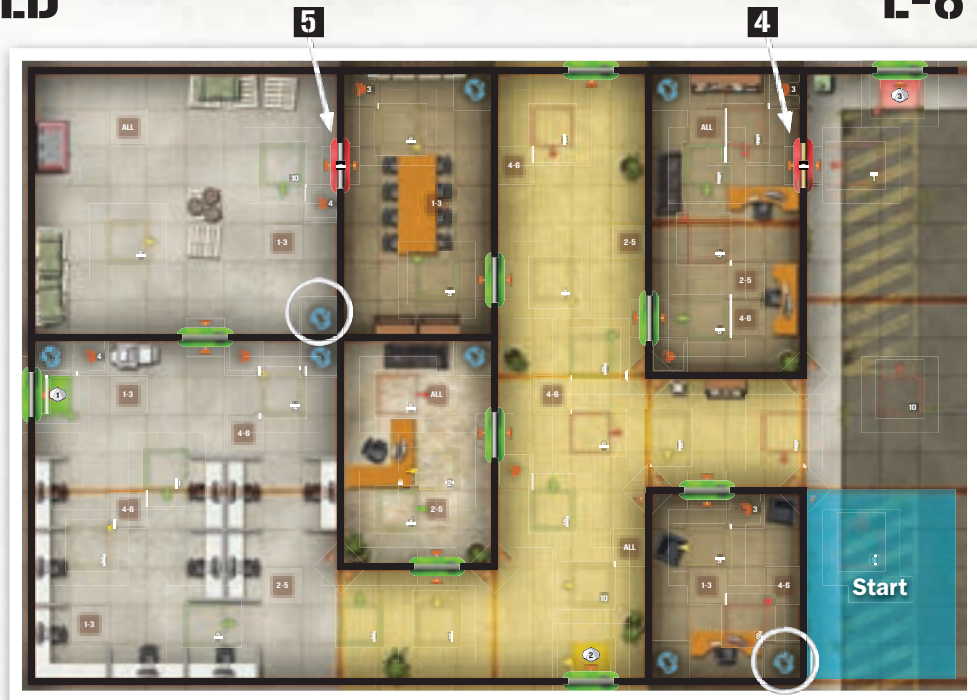
**Extraction Point:** To complete the Mission, all SEALs who are not KIA must be located in the Extraction Point Area indicated on the Map diagram, at the end of a Round.

**Combined Map:** SEALs may pass from the spaces of one Map to the other. Treat the spaces marked with red arrows on the map diagram above as if they were adjacent spaces, and those Areas as if they were adjacent. SEALs may not fire between or use Items between these two Areas. Tangos will not move between these two Areas.

**6B TRIAD SHIELD****E-8****BRIEFING:** February 23rd, 2018

// Bogota, Columbia

Despite your massive Whiskey-Tango-Foxtrot moments, we're getting close to the leadership of Gaia's Hope. Command believes that the Subway incident and previous enemy actions were distractions, but NSA has decrypted some of the files we've previously recovered, and they have found the location of the Gaia's Hope heavy weapons man, who has been designated as an HVT. The office building we hit in Bogota is where the HVT will be, but the bad news is that the Spooks are saying that the building contains two bleeding-edge, high-yield thermobaric devices that have the power to level a three block radius.

**Primary Objective:** Disarm both Time Bombs simultaneously (see Special Conditions).**Secondary Objective:** Kill the Mastermind.**After Action Report:** Success: Mission 7C. Failure: Operation Aborted.

Difficulty	SEALS	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 17 Rounds	1-2	<b>5</b>	2x Time Bomb	1x Mastermind	3x Tango Patrol	Success: 4
	3-4	<b>7</b>			4x Tango Patrol	Partial: 1 Failure: -2
<b>VETERAN</b> 16 Rounds	1-2	<b>6</b>	2x Time Bomb	1x Mastermind	4x Tango Patrol	Success: 5
	3-4	<b>8</b>			3x Tango Patrol, 1x Alarm	Partial: 2 Failure: -3
<b>OPERATOR</b> 15 Rounds	1-2	<b>7</b>	2x Time Bomb	1x Mastermind	4x Tango Patrol 1x Alarm	Success: 6
	3-4	<b>9</b>			3x Tango Patrol 2x Alarm	Partial: 3 Failure: -4

The tech boys are saying that these bombs are linked and will need to have an Operator at each before attempting to disarm them, so that they can be disarmed simultaneously.

Your orders are to disarm the bombs simultaneously, and if possible, put two rounds into the HVT. Fail, and Command is sending in another SEAL Team to do what you couldn't.

**SPECIAL CONDITIONS:**

**Special Setup:** Place two random face-up Bomb Tokens in the circled spaces on the Map diagram, then place the remaining required tokens normally.

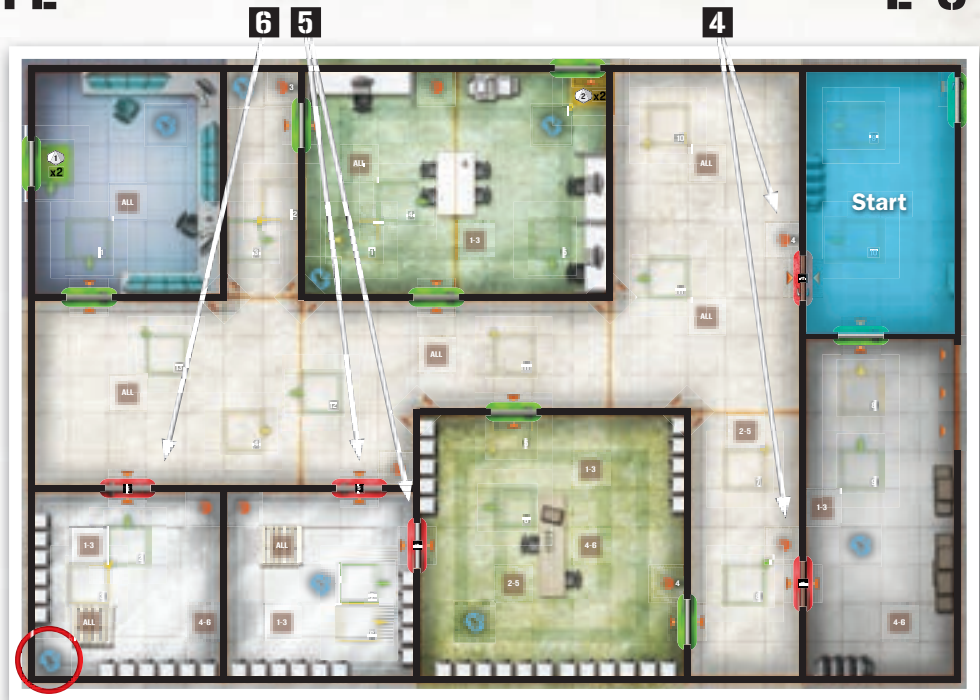
**Simultaneous Defuse:** To complete the Mission successfully, a SEAL must be adjacent to both Time Bombs simultaneously, prior to attempting to defuse them. Randomly choose one of the Time Bomb tokens to resolve, and defusing that one is considered to defuse both simultaneously. Each player who is controlling the SEALs must flick at least one disk during the attempt. If the SEALs fail in their attempt, or if a Time Bomb token is hit by a disc, the Mission immediately ends in failure.

# 6C SERIES KNIFE

**BRIEFING:** February 23rd, 2018  
// Jakarta, Indonesia

We now know where “Mal” O’Dorus is, and we need to move quickly on this one, folks, because he is one slippery target. The intel we have is that he’s in a smaller branch of the PT Bank Midiri, just outside of Jakarta. It’s been taken over by Gaia’s Hope, and O’Dorus is hiding out in the bank’s satellite uplink area, hidden in a blast-proof vault. The vault is soundproof, so killing the sentries will stop him from being warned and locking down the room. If an alarm is triggered, though, O’Dorus will know we’re coming and be ready for us.

Your orders are to gain access to the vault and kill “Mal” O’Dorus on sight. Good hunting.



**Primary Objective:** Kill “Mal” O’Dorus (Mastermind).

**Secondary Objective:** Eliminate all Sentries and do not trigger any Alarms (Rules page 29).

**After Action Report:** Success: Mission 7C. Failure: Mission 7B.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 17 Rounds	1-2	<b>5</b>	1x Mastermind	1x Alarm	3x Tango Patrol	Success: 4
	3-4	<b>7</b>			4x Tango Patrol	Partial: 2 Failure: -2
<b>VETERAN</b> 16 Rounds	1-2	<b>6</b>	1x Mastermind	1x Alarm	4x Tango Patrol	Success: 6
	3-4	<b>8</b>			5x Tango Patrol	Partial: 3 Failure: -4
<b>OPERATOR</b> 15 Rounds	1-2	<b>7</b>	1x Mastermind	1x Alarm	5x Tango Patrol	Success: 8
	3-4	<b>9</b>		2x Alarm	5x Tango Patrol	Partial: 4 Failure: -6

## SPECIAL CONDITIONS:

**Special Setup:** prior to placing the required tokens, place the Mastermind standee on the Objective Location in the vault (circled in red on the map diagram). The Mastermind standee will never move off of the Objective Location, and is always Alert.

**Secondary Objective:** kill all Sentries on the Map prior to entering the vault. If this is achieved, when attempting the

vault door’s E-Lock Bypass, gain 2 extra discs. If an Alarm is triggered, the Secondary Objective is immediately failed.

If the Secondary Objective is failed due to a triggered Alarm, remove any Patrols from the vault Area, and place a Sentry on each of the Patrol Path spaces in the Area. The Sentries in the vault room Area will never move, and are always Alert.

# 7C DAGGER POINT

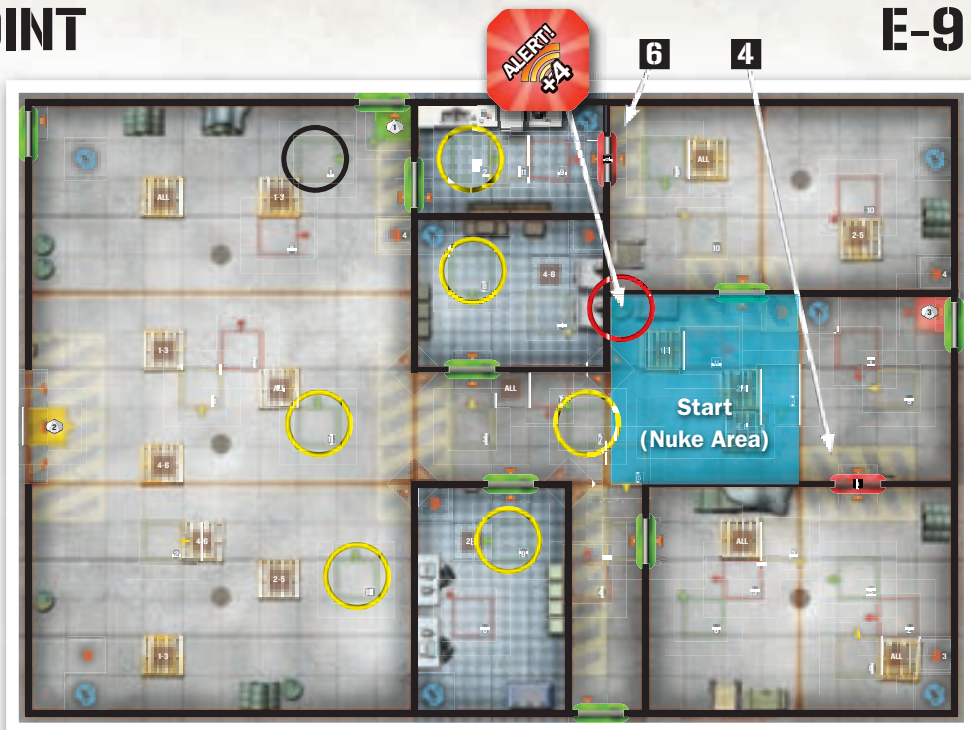
E-9

**BRIEFING:** March 12th, 2018

// Las Vegas, Nevada, USA

We now know the full extent of the plot: Gaia's Hope is planning to detonate a small-yield thermonuclear device in the belly of the Hoover Dam. The immediate effect of the blast and the flooding will be massive enough, but without the water supply stored in Lake Mead, Las Vegas will be out of water in a month, and millions will become refugees. This cannot be allowed to happen. We're operating under Homeland's auspices again, and this mission is code word only, compartmentalized information. The good news is that we have a location on the bomb, and we've already got a flight plan ready so you can be there in three hours. Get into that warehouse, and secure the weapon. We have a nuclear EOD team inbound, but they won't be there until an hour after you will, so it's up to you to keep the enemy at bay until they arrive.

Your orders are to hold that position until the cavalry arrives, and do not leave the Tangos alone with that weapon, even for a moment. Weapons hot!!



**Primary Objective:** Survive 10 Rounds (see Special Conditions).

**Secondary Objective:** No SEALs become KIA during the Mission.

**After Action Report:** Success: Mission 8B. Failure: Mission 8A.

Difficulty	SEALs	Tango Pool	Other Objectives	Scoring
<b>ROOKIE</b> 10 Rounds	1-2	8	3x Tango Patrol, 1x Medical Kit	Success: 4 Partial: 1 Failure: -2
	3-4	9	4x Tango Patrol, 1x Medical Kit	
<b>VETERAN</b> 10 Rounds	1-2	9	4x Tango Patrol, 1x Medical Kit	Success: 6 Partial: 2 Failure: -4
	3-4	10	5x Tango Patrol, 1x Medical Kit	
<b>OPERATOR</b> 10 Rounds	1-2	10	4x Tango Patrol, 1x Medical Kit	Success: 8 Partial: 3 Failure: -6
	3-4	11	6x Tango Patrol, 1x Medical Kit	

## SPECIAL CONDITIONS:

**Special Setup:** Place the Alert token on the red circled space on the Map diagram. On top of the token, place a column of 3 stacked, unused Objective tokens. This is considered the Nuke Area for this Mission. **The Alert token will never move from the Nuke Area, and all Tangos will always move toward it.**

**Starting Patrols:** Do not place Sentries, but place a Patrol on every green Patrol Path space indicated on the Map by a yellow circle and a Mastermind on the green Patrol Path space indicated on the Map by a black circle.

**The Nuke:** If a SEAL is attacked in the Nuke Area and a Stunned face is rolled, remove one of the Objective tokens from the stack. If the last token is removed from atop the Alert token, if any explosive is detonated in the Nuke Area, or if a Tango enters the Nuke Area while no SEAL is in the Area, the mission immediately ends in failure.

If the Timer Track runs out, the SEALs have successfully completed the Primary Objective.

# 7A STEEL BREACH

**BRIEFING:** *March 5th, 2018*

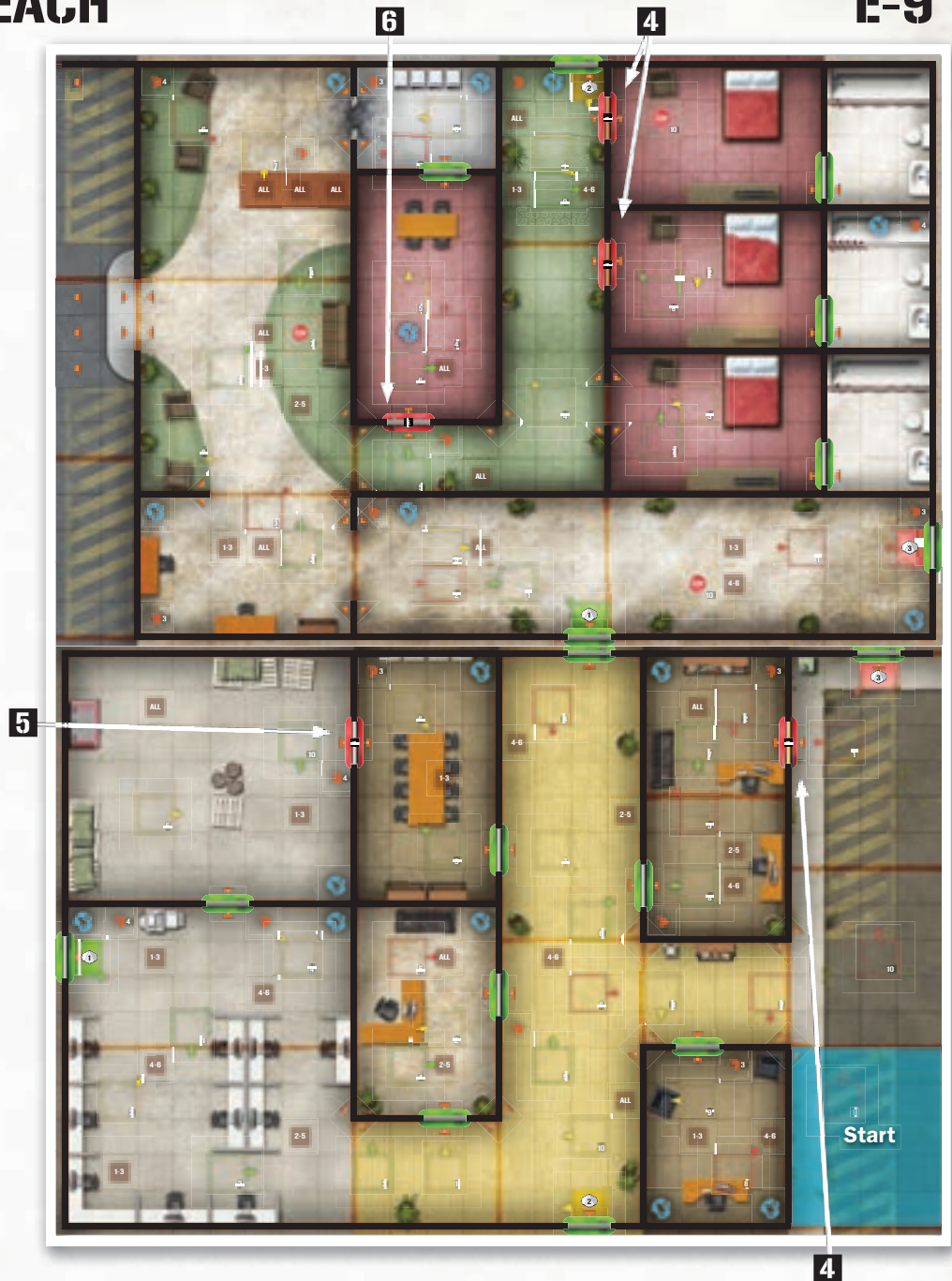
// *Kinshasa, Republic of Congo*

*Excellent work, but we're not through yet. Gaia's Hope is planning a series of terror events, and Command's current strategy is to disrupt their supply chain, starting with their biological program.*

*They have a laboratory beneath a small hotel in the ROC, which is where we're headed.*

*Your orders are to neutralize their Smallpox stores on-site before they can aerosolize it, and capture their scientists for interrogation. Any other non-combatants in the building should also be captured for interrogation, if possible.*

*The enemy is building up to something, and we need to know what their end-game is.*



**Primary Objective:** Neutralize all Bio Weapon Canisters and Capture the Lead Scientist (identified by the Mastermind standee, but who is not a Mastermind).

**Secondary Objective:** Capture the Scientists.

**After Action Report:** Success: Mission 8B. Failure: Mission 8A.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 20 Rounds	1-2	<b>7</b>	1x Bio Weapon, 1x Mastermind	1x Hostage	2x Tango Patrol	Success: 4 Partial: 2 Failure: -3
	3-4	<b>8</b>		2x Hostage		
<b>VETERAN</b> 19 Rounds	1-2	<b>9</b>	2x Bio Weapon, 1x Mastermind	1x Hostage	3x Tango Patrol	Success: 6 Partial: 3 Failure: -4
	3-4	<b>10</b>		2x Hostage	2x Tango Patrol	
<b>OPERATOR</b> 18 Rounds	1-2	<b>11</b>	2x Bio Weapon, 1x Mastermind	1x Hostage	5x Tango Patrol, 1x Alarm	Success: 8 Partial: 4 Failure: -5
	3-4	<b>12</b>		2x Hostage	5x Tango Patrol, 1x Alarm	

## SPECIAL CONDITIONS:

**Special Setup:** Objective Location 1 will have a Mastermind standee placed on it, but this is not a Mastermind; it is a Hostage who is the Lead Scientist (Primary Objective). Escort the Lead Scientist to the Starting Area to Capture him and place him in the Cleared Objectives area of the Timer Track.

Any other Hostages are the Secondary Objective. Escort these Hostages (other Scientists) to the Starting Area and then place them in the Cleared Objectives area of the Timer Track.

**Bio Weapon Canisters:** If a SEAL is adjacent to a Bio Weapon Canister token, it may, as an Interact Action, neutralize it. When this happens, move it to the Cleared Objectives area of the Timer Track. If a Bio Weapon Canister token is hit by a disc, all SEALs in the same Area are immediately KIA and all Tangos and Hostages in the Area are immediately killed, then remove the token from the board.



# 7B FERAL SUN

**BRIEFING:** March 5th, 2018

// Lisbon, Portugal

We finally have a bead on the leadership of Gaia's Hope, and Command is sending us in to take out the organization's accountant who has been designated a High-Value Target.

This man knows where all the rocks are and what's hiding underneath. The decoded files show that he's meeting with a messenger in Lisbon at a shell company's factory, collecting all evidence, and then torching the place.

Your orders are to capture the accountant, and recover or destroy all evidence. Time is a factor here, so get it done quickly. Gaia's Hope is getting close to something big, and we need to know exactly what that is. Fail, and we will be pulled from the operation.



**Primary Objective:** Capture the Accountant and either Recover or destroy all Evidence.

**Bonus Objective:** A bonus is awarded if all evidence is Recovered instead of destroyed.

**Secondary Objective:** Complete the Mission within 14 Rounds.

**After Action Report:** Success: Mission 8B.

Partial Success: Mission 8A.

Failure: Operation Aborted.

Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 20 Rounds	1-2	<b>5</b>	1x File Folders, 1x Hostage	None	3x Tango Patrol	Success: 8 Bonus: 4 Partial: 4 Failure: -2
	3-4	<b>7</b>	1x File Folders, 1x Hostage, 1x Dossier			Success: 8 Bonus: 6 Partial: 4 Failure: -4
<b>VETERAN</b> 19 Rounds	1-2	<b>6</b>	1x File Folders, 1x Hostage, 1x Dossier	None	3x Tango Patrol	Success: 8 Bonus: 6 Partial: 4 Failure: -4
	3-4	<b>8</b>	1x File Folders, 1x Hostage, 1x Dossier, 1x Photos		4x Tango Patrol	Success: 8 Bonus: 8 Partial: 4 Failure: -6
<b>OPERATOR</b> 18 Rounds	1-2	<b>7</b>	1x File Folders, 1x Hostage, 1x Dossier, 1x Photos	None	3x Tango Patrol	Success: 8 Bonus: 8 Partial: 4 Failure: -6
	3-4	<b>9</b>	1x File Folders, 1x Hostage, 1x Dossier, 1x Photos, 1x Hard Drive		2x Tango Patrol	Success: 8 Bonus: 8 Partial: 4 Failure: -6

### SPECIAL CONDITIONS:

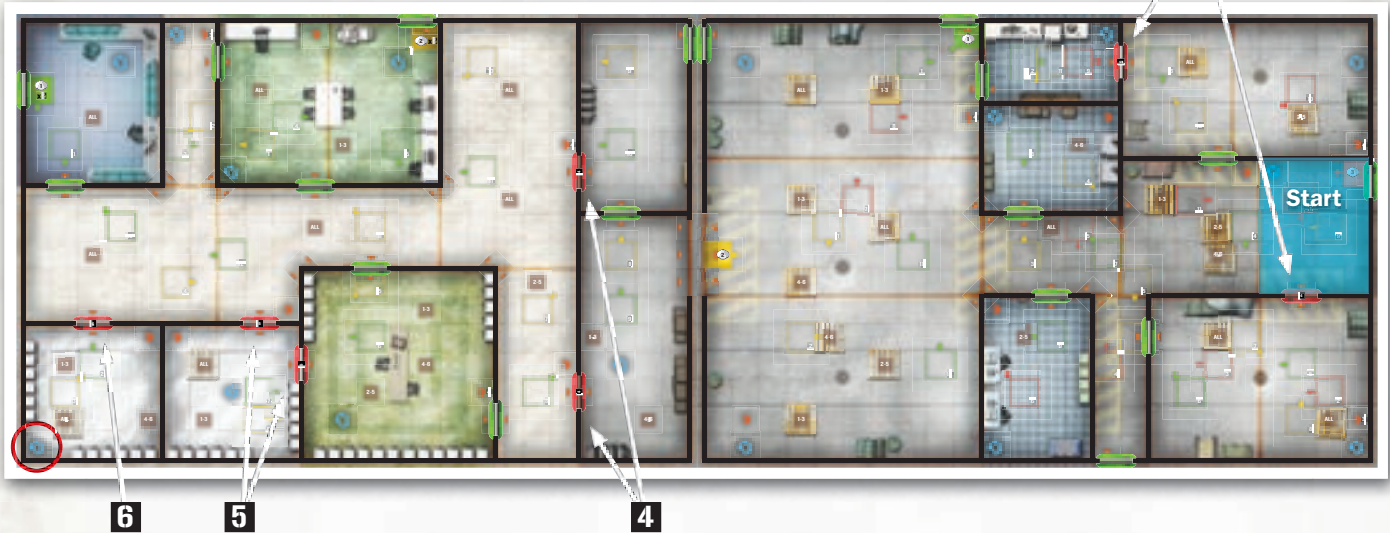
**Capturing the Accountant:** The accountant is a Mastermind. To capture him, a SEAL standee must come in contact with the Mastermind Standee. When this happens, it is treated as a Hostage, but one on which you may not use the Command Action.

If the SEAL who is Escorting the Mastermind is KIA, the Mastermind resumes their normal behavior and must be captured again.

To complete the Primary Objective, return the Accountant to the Starting Area and then place him in the Cleared Objectives area of the Timer Track.



# 8A BROAD DIRK



## **BRIEFING:** March 29th, 2018 // Las Vegas, Nevada, USA

Thanks to your colossal screw-up, Gaia's Hope has managed to take over the secret Presidential bunker inside of the Hoover Dam, and place their nuclear device and high-explosive bombs. Their plan is to time the detonation of the devices so that they detonate a load-bearing wall, weakening the superstructure so the nuke can be more effective. You must stop them, or we will have death and chaos on a scale not seen since Chernobyl.

Your orders are to get in there and disarm the bombs and the nuke, and if possible, kill the leader of Gaia's Hope, who is hiding somewhere in the dam. You cannot use any explosives on this mission due to the confined spaces and unacceptable risk of collateral damage. The other leadership of Gaia's Hope was arrested by FBI and Interpol agents this morning, so this is their last dying breath. Let's not let them get their final wish.

**Primary Objective:** Disarm the Nuke and all Bombs.

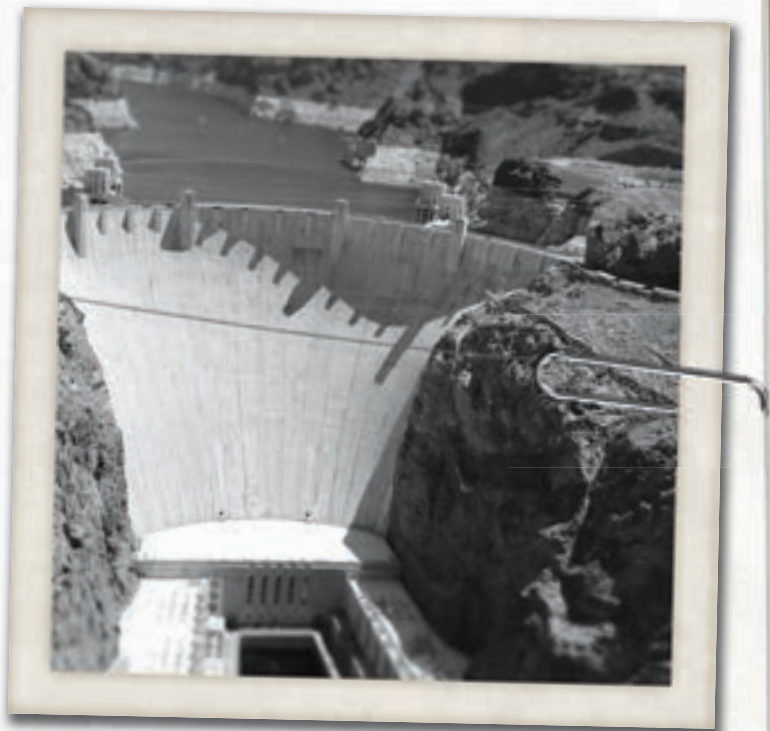
**Secondary Objective:** Kill the Mastermind.

### **After Action Report:**

Success: Operation was a success... victory!

Failure: The Operation ended in disaster!

In either case, tally your Valor Points for the campaign to determine your final score.



Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 20 Rounds	1-2	<b>6</b>	1x Nuke, 1x Time Bomb	1x Mastermind	3x Tango Patrol	Success: 10
	3-4	<b>7</b>	1x Nuke, 2x Time Bomb			Partial: 5
<b>VETERAN</b> 19 Rounds	1-2	<b>8</b>	1x Nuke, 1x Time Bomb	1x Mastermind	4x Tango Patrol	Failure: -30
	3-4	<b>9</b>	1x Nuke, 2x Time Bomb			Success: 12
<b>OPERATOR</b> 16 Rounds	1-2	<b>10</b>	1x Nuke, 3x Time Bomb	1x Mastermind	4x Tango Patrol	Partial: 5
	3-4	<b>12</b>				Failure: -35
						Success: 15
						Partial: 2
						Failure: -40

### SPECIAL CONDITIONS:

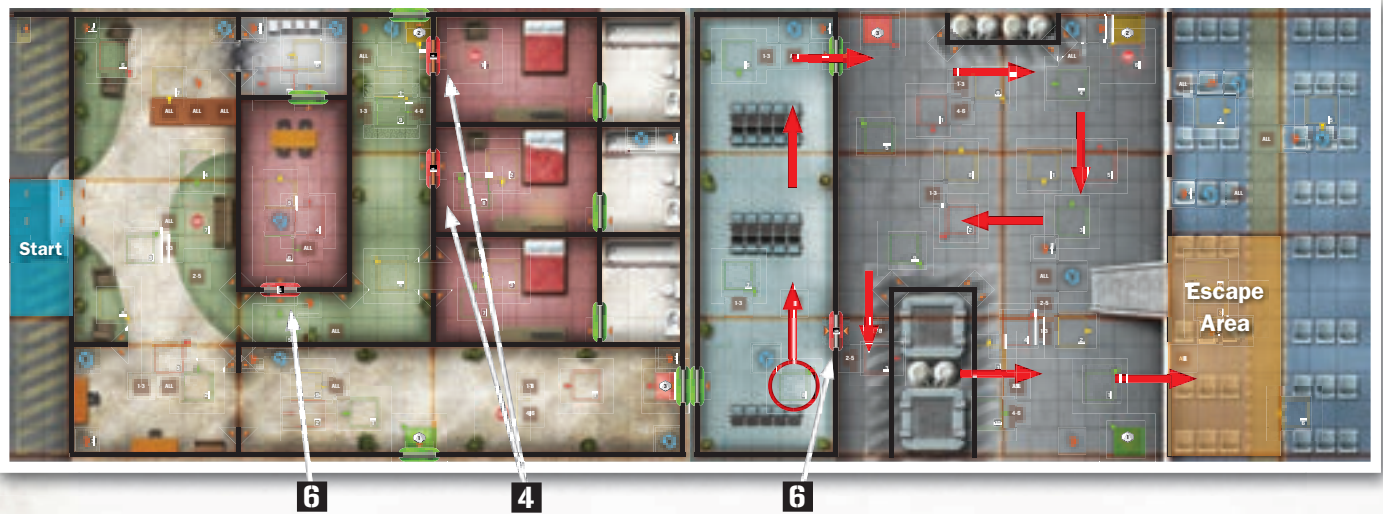
**Special Setup:** Place the Nuke token in the vault, circled in red on the Map diagram. Then place all other tokens normally, starting with the Vault Map section and then continuing onto the Warehouse Map section.

**If the Nuke Token or any Time Bomb tokens are hit with a disc, the Mission immediately ends in failure.**

**The Mastermind:** The first time a Tango is Spawned, instead of placing a Patrol, place the Mastermind instead.

**Sensitive Area:** SEALs may not use Remote Bombs or HE Grenades on this Mission.



**8B SPEAR DRIVE****E-9****BRIEFING:** *March 29th, 2018 // Seattle, Washington, USA*

Sailors, I can't tell you how proud I am of you. We've completely disrupted the enemy's plans, and we have them on the run. We don't want to have to deal with these jagoffs down the road, so let's end it here and now. Gaia's Hope's leader, C.R. Otchraut, a German national with ties to eco-terror groups worldwide, is attempting to flee the country and Homeland offered up the opportunity to finish what we've started, which I accepted.

He's heading to a small, regional airport that's been overrun by these zealots, so you have full authorization to perforate every living thing in the building. Homeland won't authorize us to drop a JDAM on the whole place, just to be sure, so you're going in to do it up-close and personal.

Your orders are simple: go give that piece of garbage a day of reckoning he won't live long enough to never forget.

**Primary Objective:**

Kill C.R. Otchraut before he reaches the plane.

**Secondary Objective:** None.**After Action Report:**

Success: The Operation was a success! Hooyah!!

Failure: The leader of Gaia's Hope escaped!

In either case, tally your Valor Points for the campaign to determine your final score.



Difficulty	SEALs	Tango Pool	Primary Objectives	Secondary Objectives	Other Objectives	Scoring
<b>ROOKIE</b> 9 Rounds	1-2	<b>5</b>	1x Mastermind	None	4x Tango Patrol, 1x Medical Kit	Success: 4 Failure: -30
	3-4	<b>7</b>				
<b>VETERAN</b> 9 Rounds	1-2	<b>6</b>	1x Mastermind	None	5x Tango Patrol, 1x Alarm	Success: 6 Failure: -35
	3-4	<b>8</b>				
<b>OPERATOR</b> 9 Rounds	1-2	<b>7</b>	1x Mastermind	None	5x Tango Patrol, 1x Alarm	Success: 8 Failure: -40
	3-4	<b>9</b>				

### SPECIAL CONDITIONS:

**Special Setup:** Place all the Objective Tokens in the Hotel Map section; do not place any in the Airport Map section.

**Mastermind Setup:** Place the Mastermind standee on the Green-8 Patrol Path space on the Airport Map section (the red circle on the map diagram).

**The Escaping Mastermind:** At the end of each Round, move the Mastermind standee one Area toward the plane in the order shown on the map diagram (red arrows), moving to the highest numbered, unoccupied Patrol Path space in the new Area. The Mastermind is always Alert in this Mission, and will fire upon SEALs normally, but will never take cover or move off a Patrol Path space.

If all Patrol Path spaces are occupied in the Area the Mastermind to which the mastermind want to move, swap the Mastermind standee with Patrol standee that occupies the highest-numbered patrol path space in that Area.

If the Mastermind reaches the Area inside the plane ("Escape Area" on the map diagram), the mission immediately ends in failure.

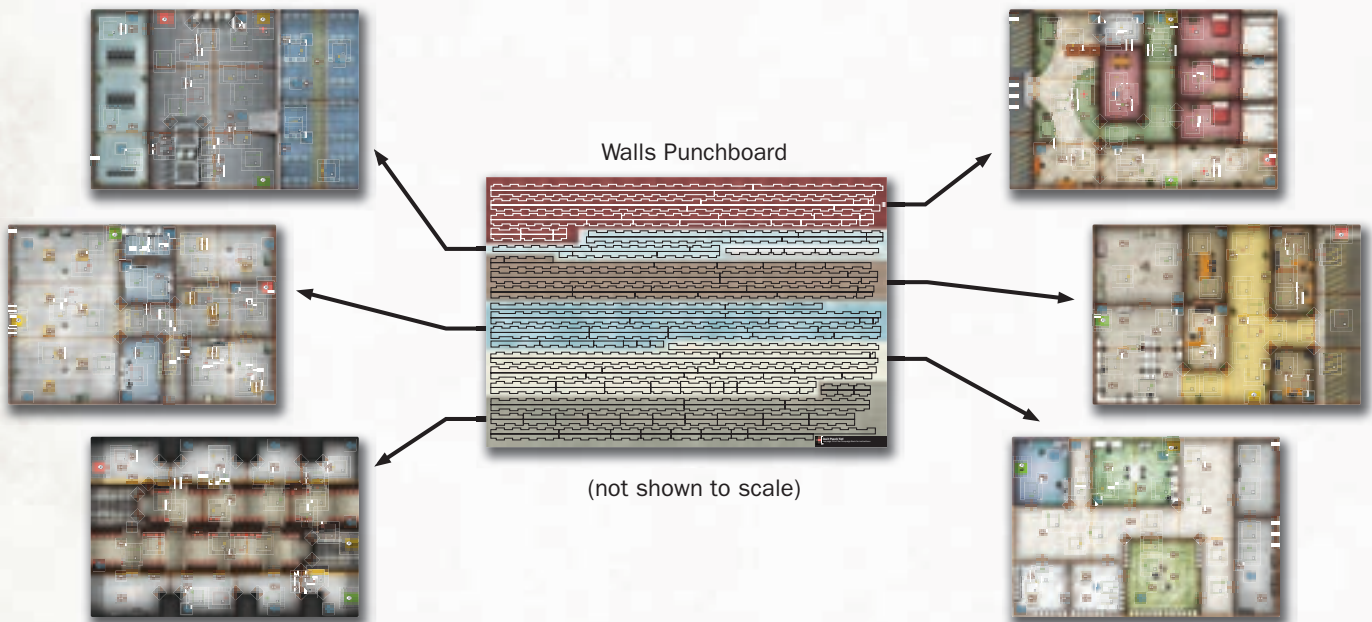


# MAP BOARD ASSEMBLY GUIDE

SEAL TEAM FLIX comes with 6 map boards, each of which has 3D walls that need to be punched and inserted as shown in the assembly diagrams on pages 26–31. This box comes with enough walls to have all 6 maps assembled at the same time. Our intent is that you will only have to put these maps together once, and then you can store them stacked in the box fully-assembled, reducing the amount of setup needed each time you play the game.

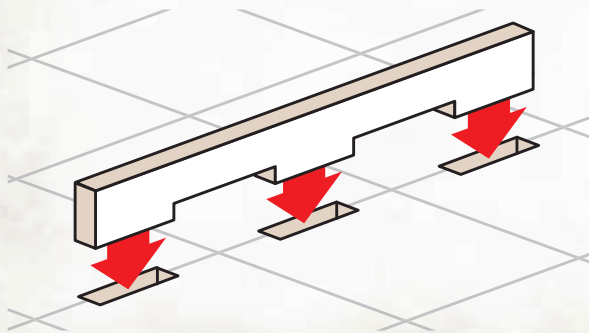
## Which walls are for which map?

The walls for each map share the same color and texture for easy identification. The diagram below shows you which sections of the wall punchboard sheet are used for each map. Each map's assembly instructions also include a reference for the correct color/texture of wall to use.



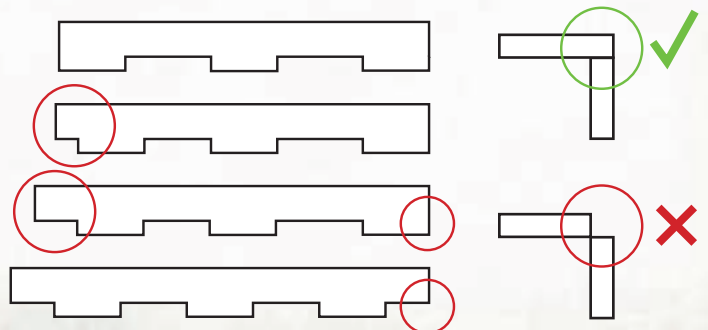
## Inserting walls into map boards:

Each map board has a series of small rectangles that must be punched out; these holes are where the walls will attach. Each wall piece has a long, smooth edge, and an edge with tabs. The tabbed edge is inserted into the hole on the map board:



## How do I know I've got the right wall piece?

All of the diagrams are labelled with letters. Some walls are similar in length; make sure you check where the tabs are in relation to the end of the wall (circled in the diagram below). This measurement varies so that the walls line up correctly where they intersect. Where two walls meet at a corner, they should be flush with no gap:

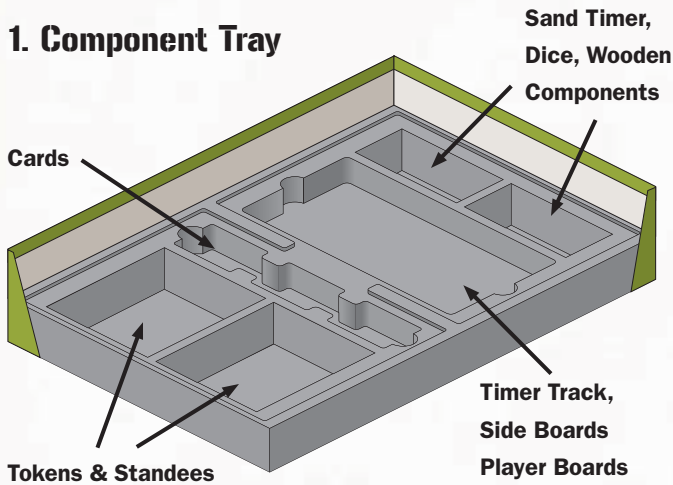


# STORING SEAL TEAM FLIX

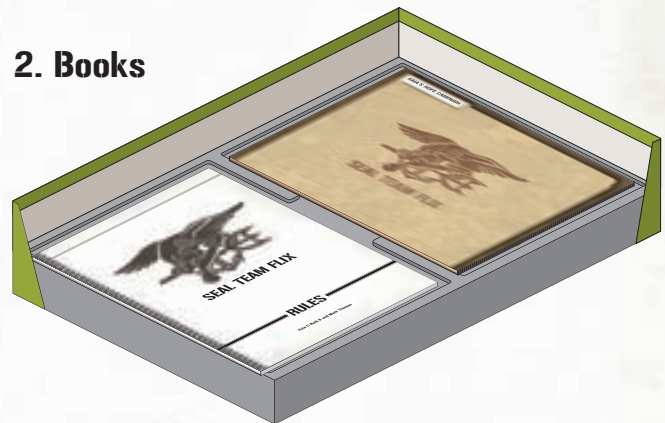
The SEAL TEAM FLIX game box is designed to store all 6 map boards with their 3d walls fully-assembled. These are stacked on top of the rulebook, campaign book, and plastic tray. Refer to the box storage diagram below:

**Tip:** The Airport map has a number of single walls along the side with the plane. We recommend storing this map on top of all the others as it has fewer walls to support the weight of the other maps.

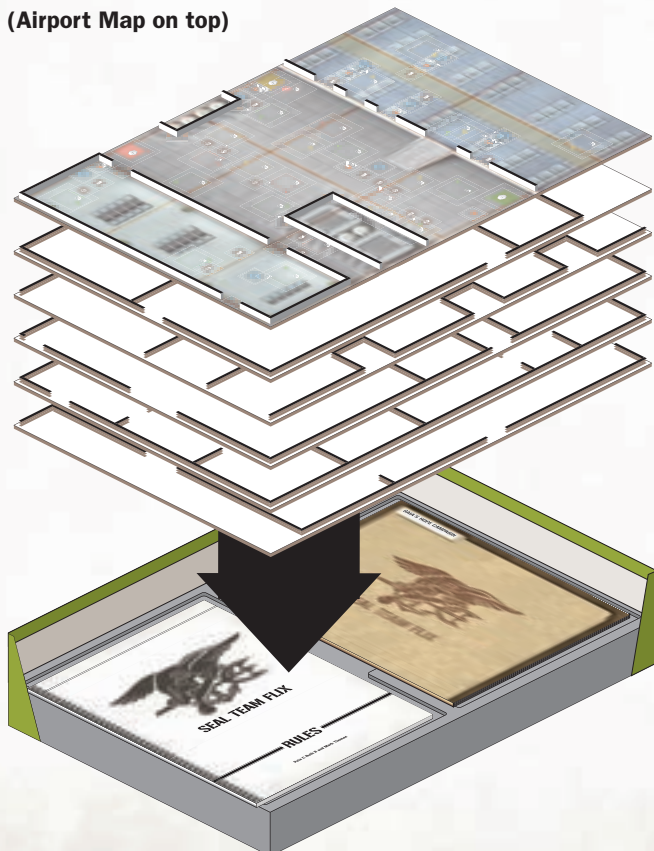
## 1. Component Tray



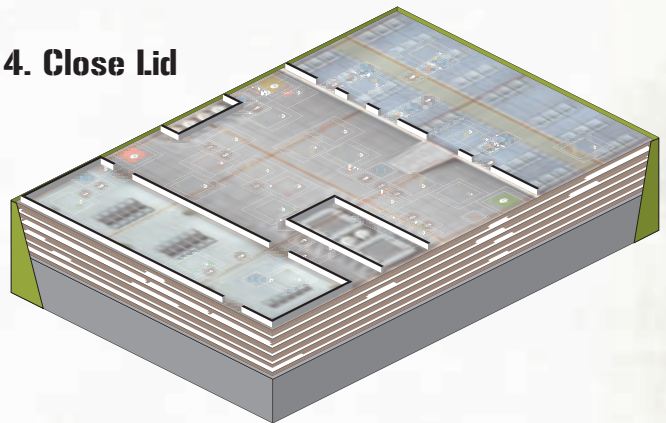
## 2. Books



## 3. Stack Boards (Airport Map on top)



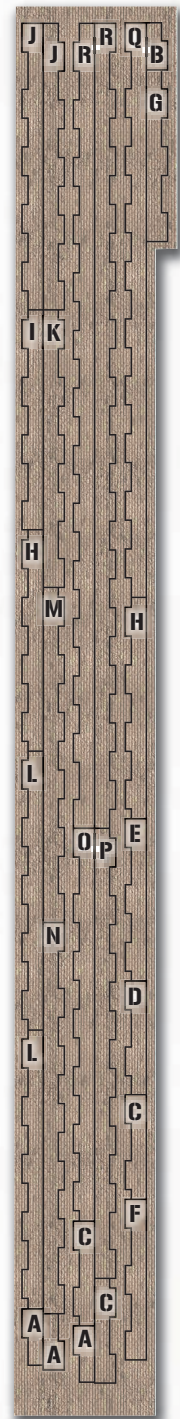
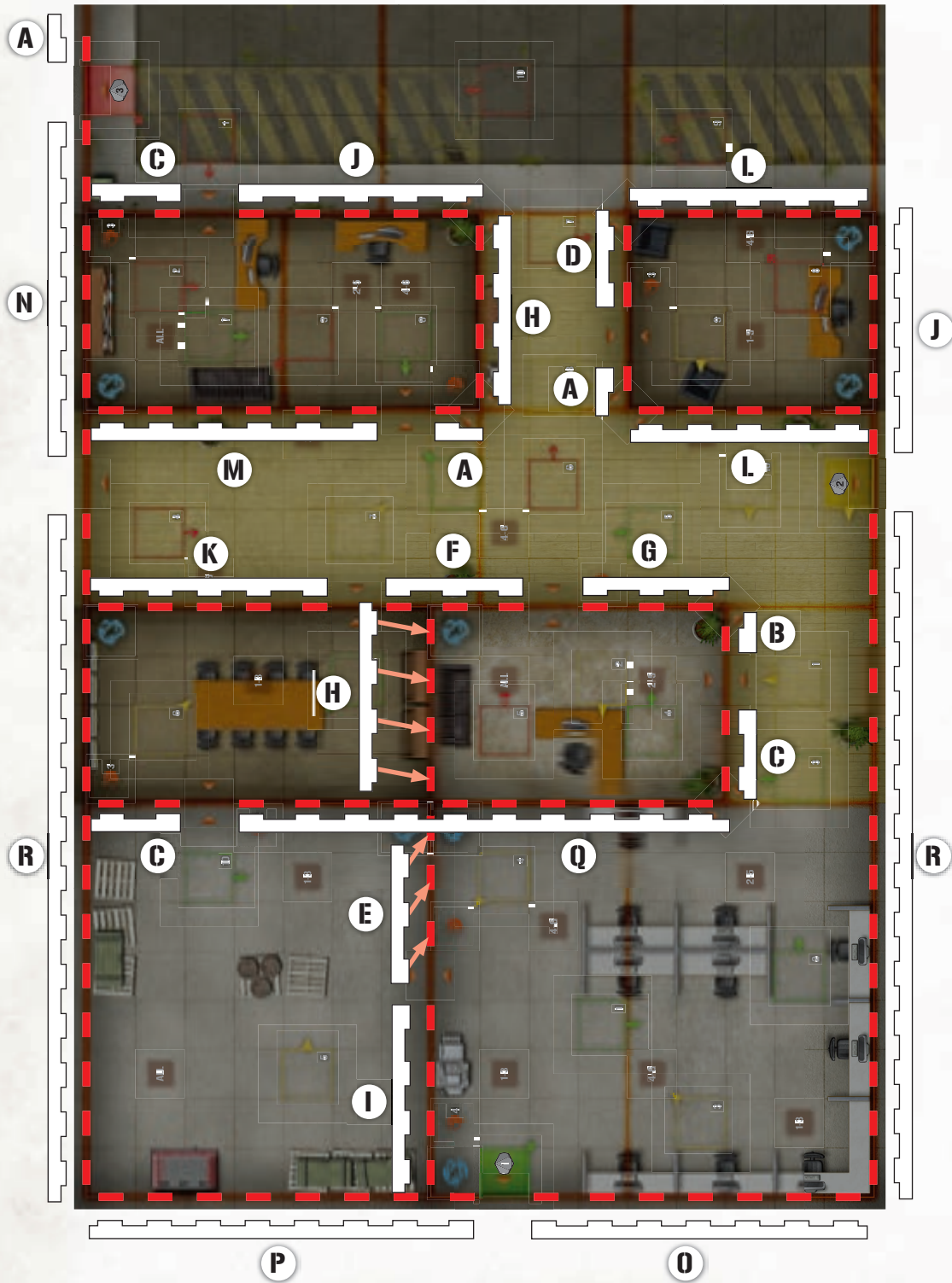
## 4. Close Lid



The box is designed so that the stack of 6 map boards fits flush with the lid, to prevent the walls from coming apart.

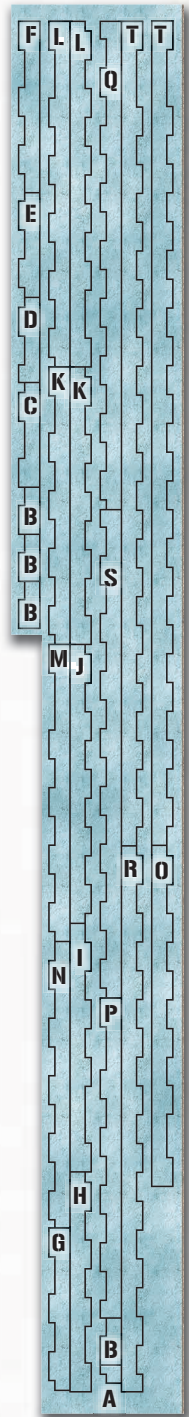
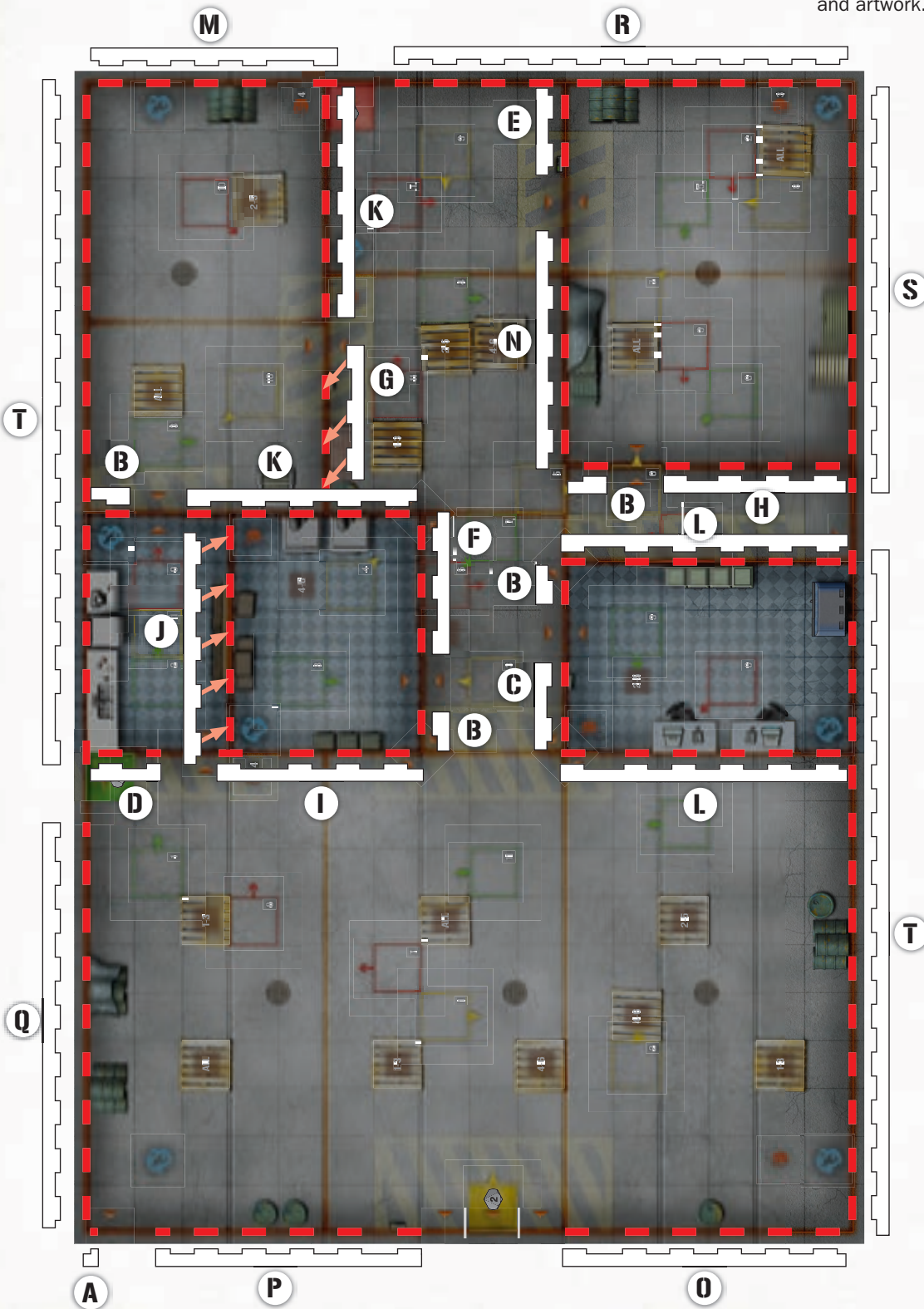
# ASSEMBLY GUIDE: OFFICE MAP

All of the wall pieces for this map have this color and artwork.



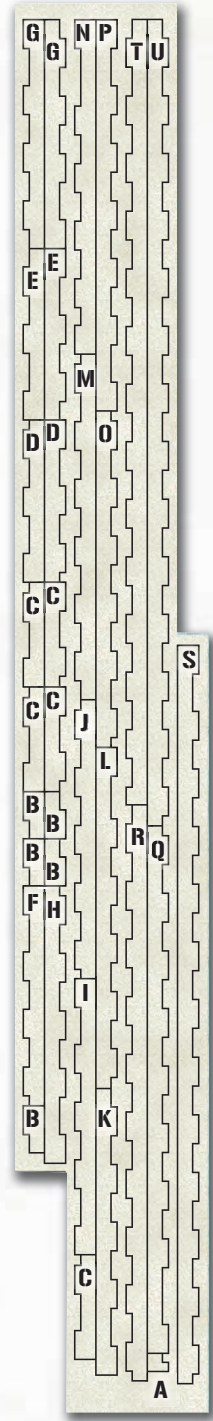
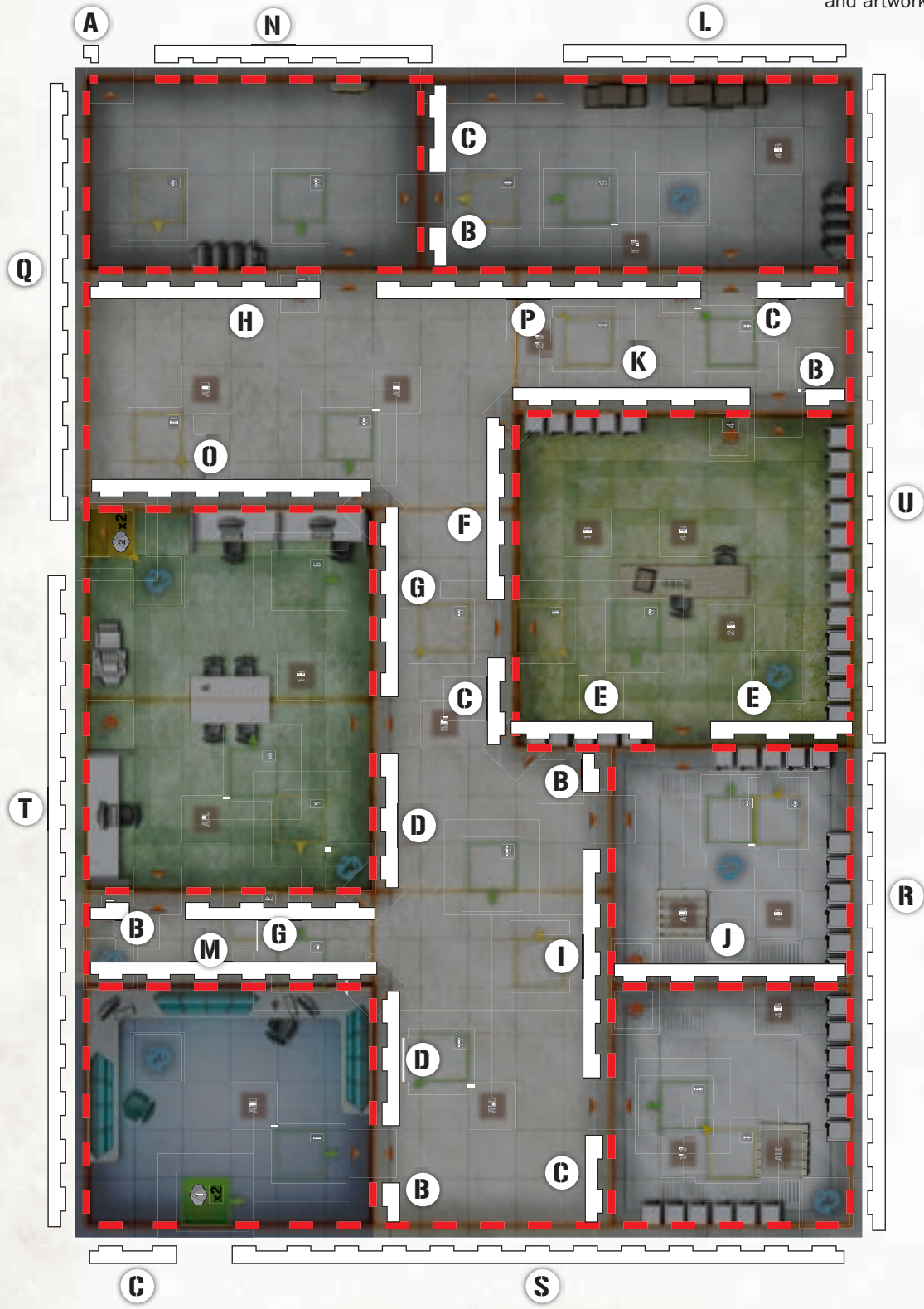
# ASSEMBLY GUIDE: WAREHOUSE MAP

All of the wall pieces for this map have this color and artwork.



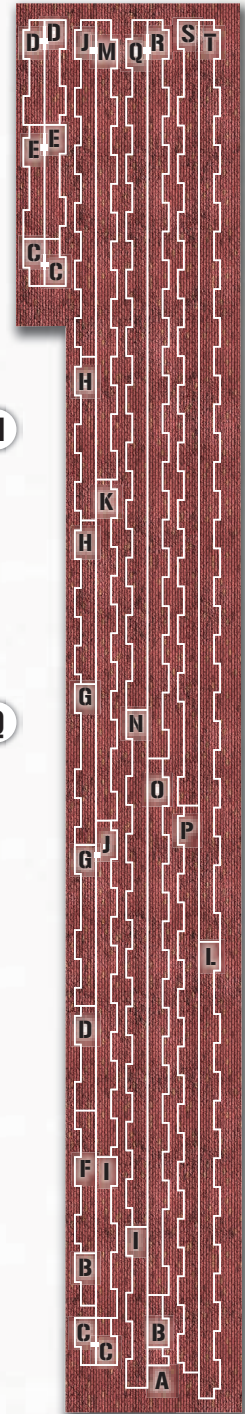
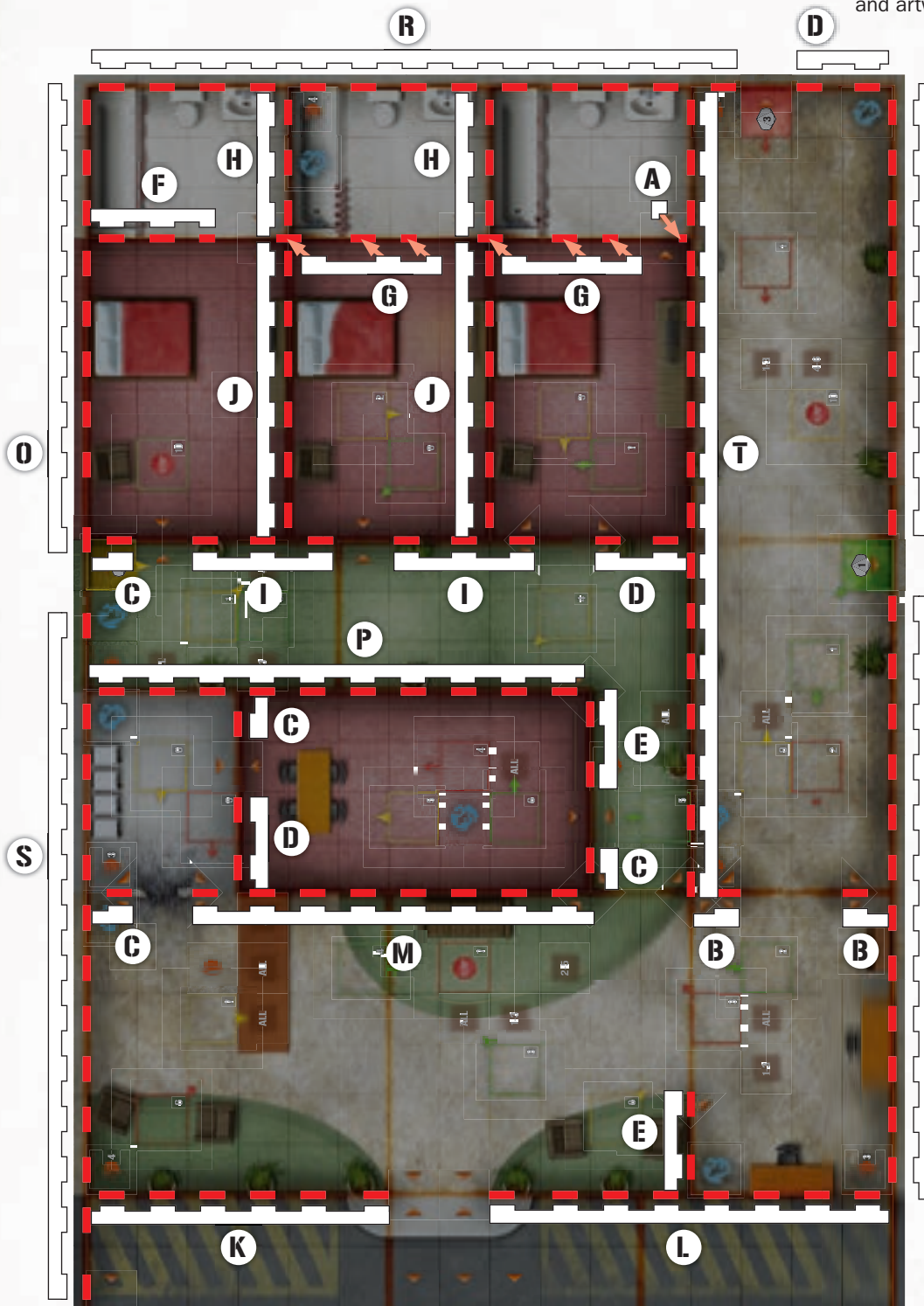
# ASSEMBLY GUIDE: VAULT MAP

All of the wall pieces for this map have this color and artwork.



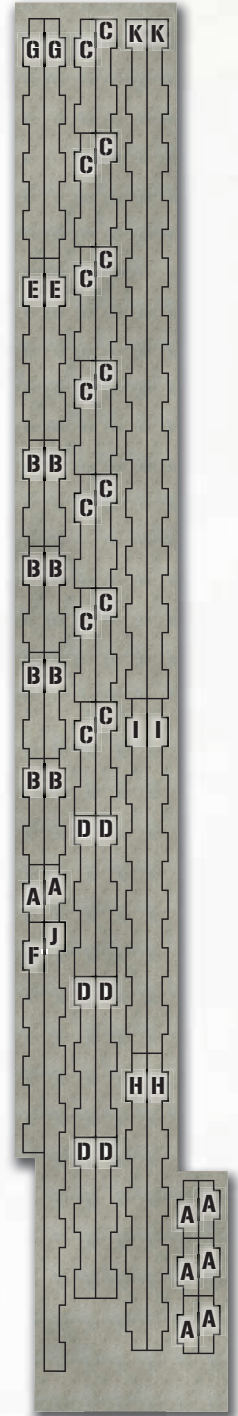
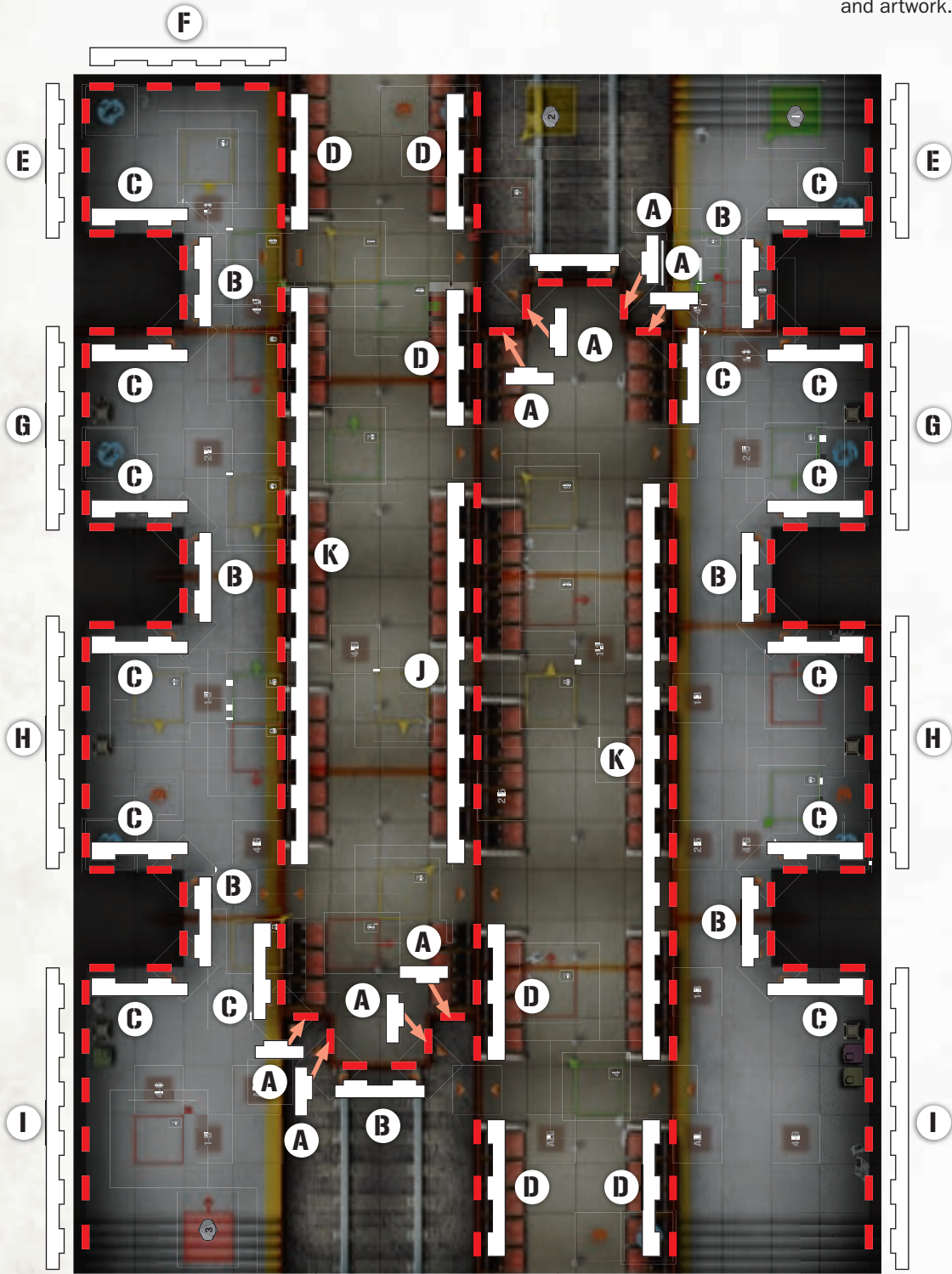
# ASSEMBLY GUIDE: HOTEL MAP

All of the wall pieces for this map have this color and artwork.



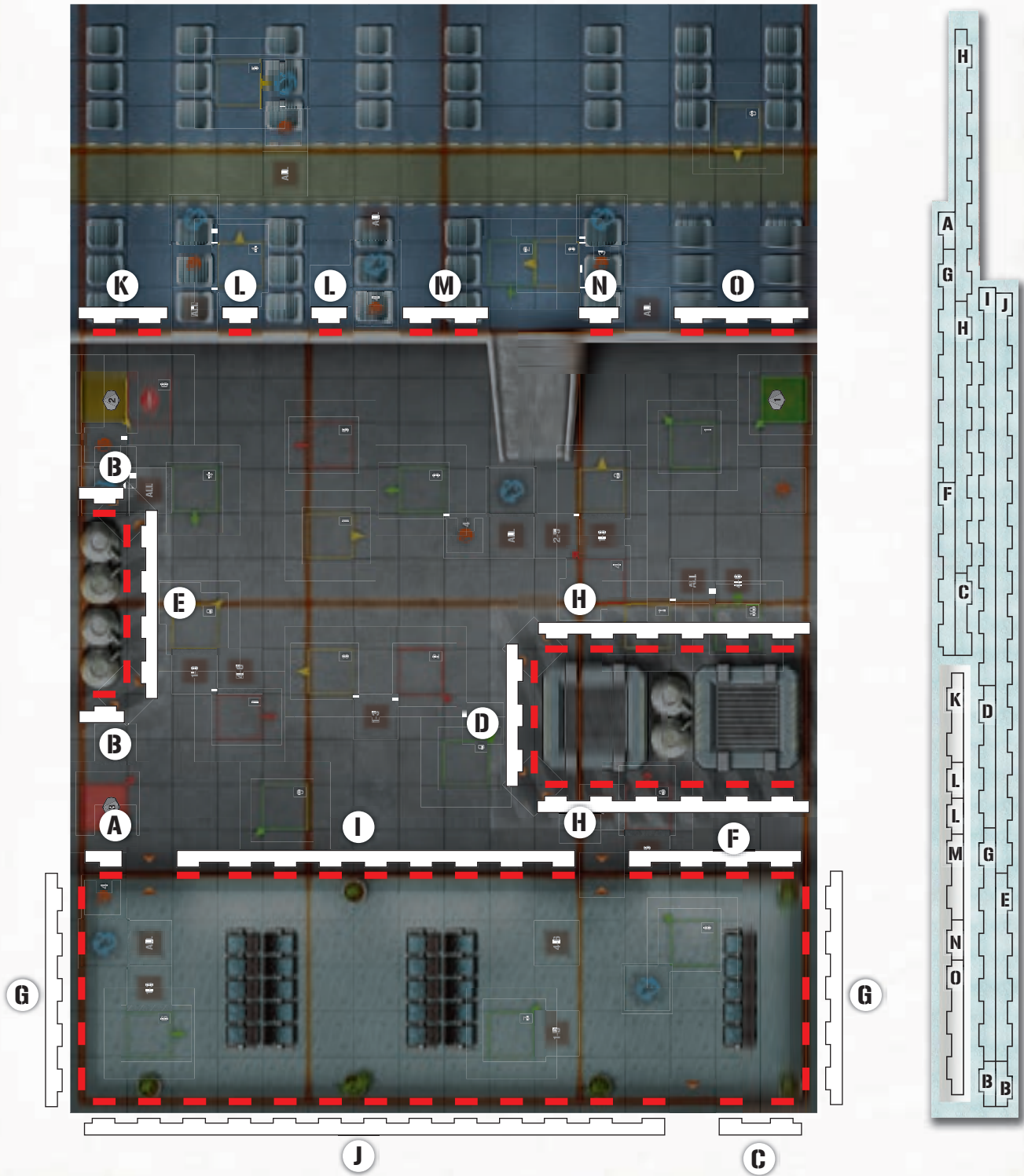
# ASSEMBLY GUIDE: SUBWAY MAP

All of the wall pieces for this map have this color and artwork.



# ASSEMBLY GUIDE: AIRPORT MAP

All of the wall pieces for this map have these colors and artwork.



# CAMPAIGN RECORD SHEET

Number of SEALs: \_\_\_\_\_ Start Date: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## SEAL Records

Player Name:	_____
SEAL Name:	_____
Grade:	E-6      E-7      E-8      E-9
Rank Tokens:	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Specialization:	_____

Player Name:	_____
SEAL Name:	_____
Grade:	E-6      E-7      E-8      E-9
Rank Tokens:	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Specialization:	_____

Player Name:	_____
SEAL Name:	_____
Grade:	E-6      E-7      E-8      E-9
Rank Tokens:	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Specialization:	_____

Player Name:	_____
SEAL Name:	_____
Grade:	E-6      E-7      E-8      E-9
Rank Tokens:	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Specialization:	_____

## Mission Record

	Date Played	Score
<b>1</b> PRISM LENS	<input type="text"/>	<input type="text"/>
<b>2A</b> ICE REACH	<input type="text"/>	<input type="text"/>
<b>2B</b> JADE SPARROW	<input type="text"/>	<input type="text"/>
<b>3</b> HAVEN FIRE	<input type="text"/>	<input type="text"/>
<b>4A</b> FORTRESS PILLAR	<input type="text"/>	<input type="text"/>
<b>4B</b> TABLE MOUNTAIN	<input type="text"/>	<input type="text"/>
<b>4C</b> JUPITER GLOVE	<input type="text"/>	<input type="text"/>
<b>5A</b> RAZOR CHARM	<input type="text"/>	<input type="text"/>
<b>5B</b> TEARDROP IRON	<input type="text"/>	<input type="text"/>
<b>6A</b> LUCID THUNDER	<input type="text"/>	<input type="text"/>
<b>6B</b> TRIAD SHIELD	<input type="text"/>	<input type="text"/>
<b>6C</b> SERIES KNIFE	<input type="text"/>	<input type="text"/>
<b>7A</b> STEEL BREACH	<input type="text"/>	<input type="text"/>
<b>7B</b> FERAL SUN	<input type="text"/>	<input type="text"/>
<b>7C</b> DAGGER POINT	<input type="text"/>	<input type="text"/>
<b>8A</b> BROAD DIRK	<input type="text"/>	<input type="text"/>
<b>8B</b> SPEAR DRIVE	<input type="text"/>	<input type="text"/>

## KIA SEALs:

_____	_____
_____	_____
_____	_____

KIA SEALs:      -

Campaign  
Final Score:

