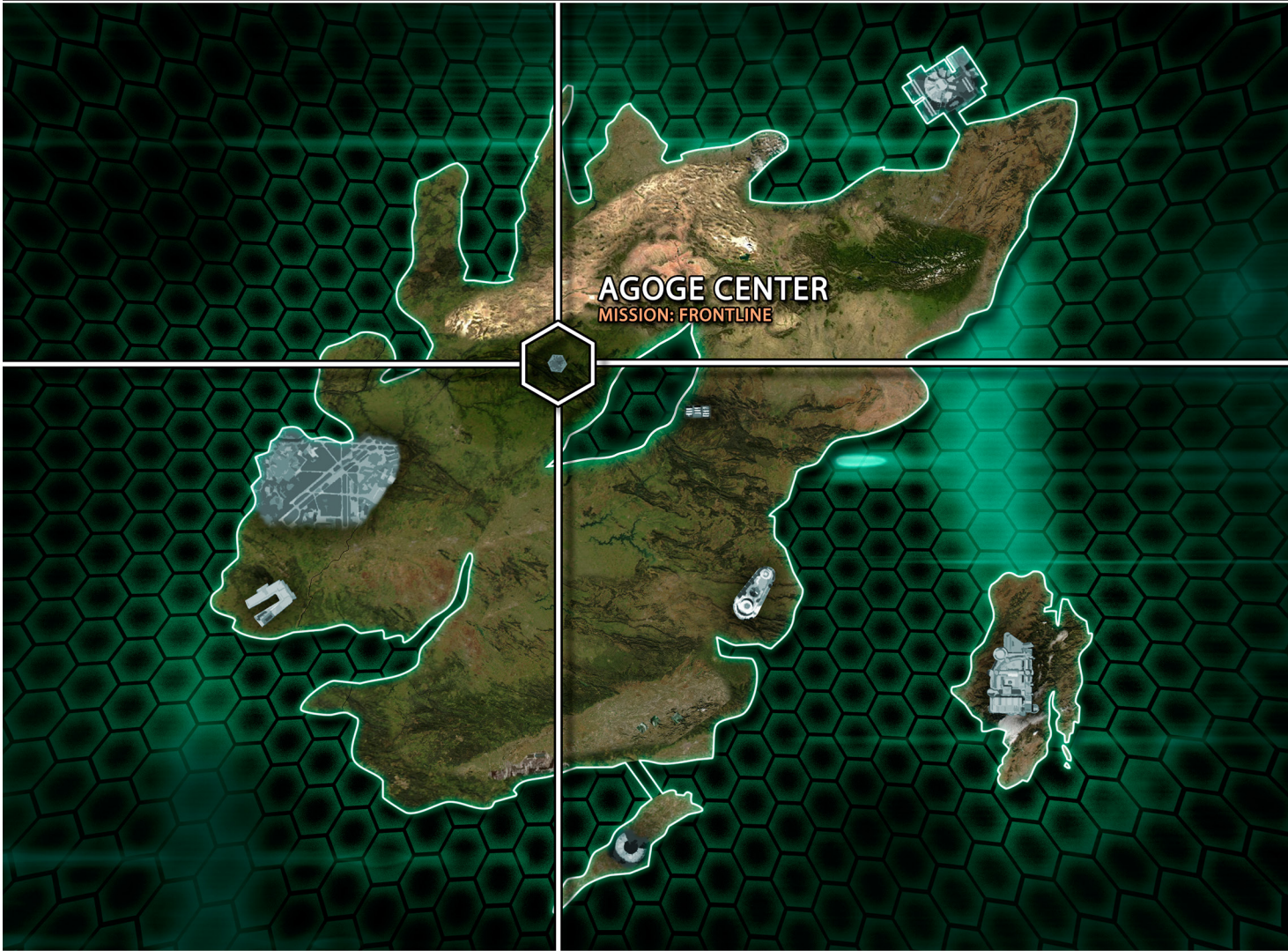


# OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND

## CAMPAIGN UPDATE 02: AGOGE CENTER



## AGOGE CENTER. STATUS REPORT



CORVUS BELL  
INFINITY





# NEW THEATER OF OPERATIONS, DETAILS BELOW

## AGOGE CENTER

One of the Assault Subsection facilities used as graduation area for the Steel Phalanx troops. After receiving instruction in an Elysium center, the Phalanx troops are sent to centers such as this one where they execute a series of final on-site exercises where they must demonstrate that they have been able to polish what they have learned in the Hephaestus centers after passing through the Elysium. The Agoge Center is located in the depths of the forest on the other side of Lake Antela.

## AGOGE CENTER. STATUS REPORT

"The current situation is that the Agoge Center can be considered lost. Yesterday a Combined Army assault force took over the instruction center facilities after an intense combat. We suppose that Agoge had been under alien surveillance for a while, because the coordination and timing of the attack were perfect. The assault started after the graduation and departure of the last batch of troops on route to other theaters of operation in Paradiso, just when the personnel of the center's staff was at a minimum. Despite this, the garrison troops offered a tough resistance, which prevented the alien forces from seizing the center's ALEPH node. However, even though the node facilities were destroyed, the EI technicians could rebuild them in such a way that it would grant them access to our network in order to overtake it. The danger we face is high and I suggest to all representatives present at this meeting that we establish a joint operative program to allow us to take back the Agoge Center and avoid this menace that threatens to overwhelm us."

*High Functionary Hansel, ALEPH liaison. Informative briefing of the Paradiso Coordinated Command. Map Room of the O-12 mothership Unbreakable Will. Paradiso System.*

## CENTRAL VALLEY. INTERNATIONAL ZONE

The great valley that makes up the central area of the island is under direct O-12 control, which has ceded territory for the establishment of instruction camps for foreign forces as part of the joint effort against the alien invasion.

To establish control over this territory it is necessary to eliminate any military instruction group found in the area of Lake Antela, so that no resistance groups appear in the rearguard.

### CAMP ANTELA

**Mission:** Annihilation (Jungle Version).

**Special Scenario Rule:** Jungle Environment The entire surface of the game table that is not part of the *Deployment Zones* must be considered *Jungle Terrain*.

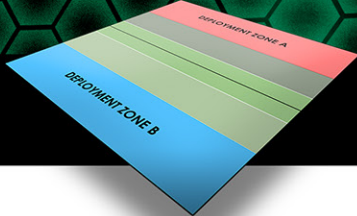
### AGOGE CENTER

**Bonus Mission:** Frontline (Jungle Version).

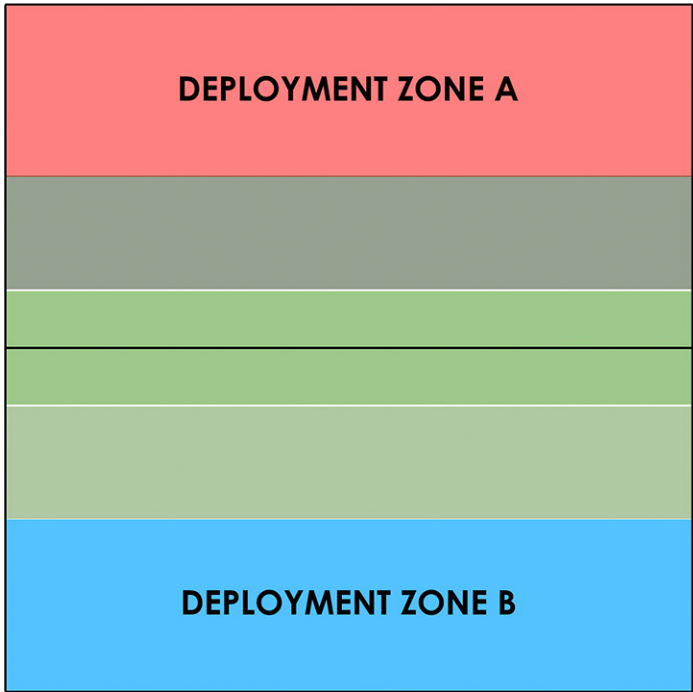
**Special Scenario Rule:** Jungle Environment The entire surface of the game table that is not part of the *Deployment Zones* must be considered *Jungle Terrain*.

# OPERATION FLAMESTRIKE

## CONTROL OF FLAMIA ISLAND



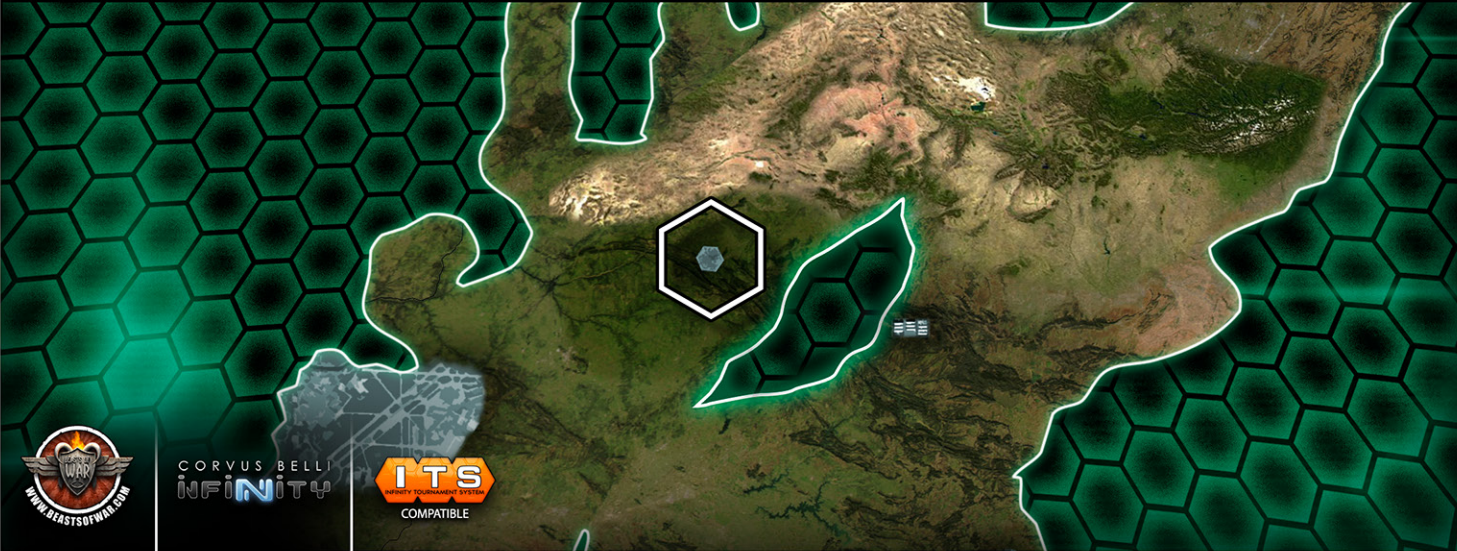
### MISSION: FRONTLINE (JUNGLE VERSION)



8" TABLE CONFIGURATION: A

**SPECIAL RULES:**  
 Sectors (ZO), Dominate ZO, INTELCOM Card (Support and Control, Jungle Environment).

### THEATER: AGOGE CENTER





# MISSION: FRONTLINE (JUNGLE VERSION) (PAGE 2 OF 3)

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- To dominate the **nearest** Sector to your *Deployment Zone* (1 *Objective Point*).
- To dominate the **central** Sector (3 *Objective Points*).
- To dominate the **farthest** Sector from your *Deployment Zone* (5 *Objective Points*).

### CLASSIFIED

- Each player has 1 **Classified** Objective (1 *Objective Points*).

## DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

## SCENARIO SPECIAL RULES

### SECTORS (ZO)

When the game is finished, **but not before**, 3 *Sectors* are marked out. These *Sectors* are 8 inches deep and as wide as the game table. Two of these *Sectors* are placed 4 inches from the central line of the game table, one on each side, and the third *Sector* is a strip 8 inches deep in the central area of the table.

In this scenario each *Sector* is considered a *Zone of Operations (ZO)*.

### DOMINATE ZO

A Zone of Operations (ZO) is considered Dominated by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo...) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a Zone of Operations when more than half the trooper's base is inside that ZO.

### SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a Zone of Operations count while they are in the *Spawn-Embryo* state or any non-Null state.

### BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a Zone of Operations and any non-Null state also count, providing the extra Army Points this piece of Equipment grants.

### INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, after having chosen the *Classified Objective*, the player must choose if that card will be his *Classified Objective* or his *INTELCOM Card*, announcing his decision to his adversary. The content of the card, whether the mission or the card numeric value is considered *Private Information*, no matter which use the player have chosen for it.

At the end of the game, when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Support and Control Mode*.

**Support and Control Mode:** the player can add the value of the *Support and Control Card* to the total of *Army Points* he possess in the *Zone of Operations (ZO)* he prefers, but only if he has at least one trooper in a state not considered *Null* inside that ZO.

## MISSION: FRONTLINE (JUNGLE VERSION) (PAGE 3 OF 3)

### JUNGLE ENVIRONMENT

The whole surface of the game table, except both Deployment Zones and the inner area and roofs of the scenery buildings, must be considered Jungle Terrain.

### END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.