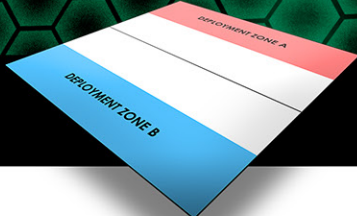
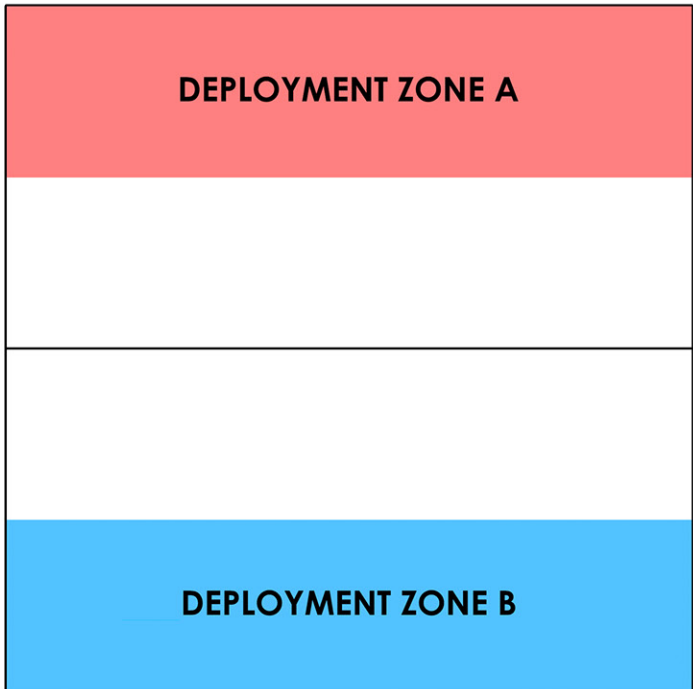


OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND



MISSION: ANNIHILATION (JUNGLE)



12"

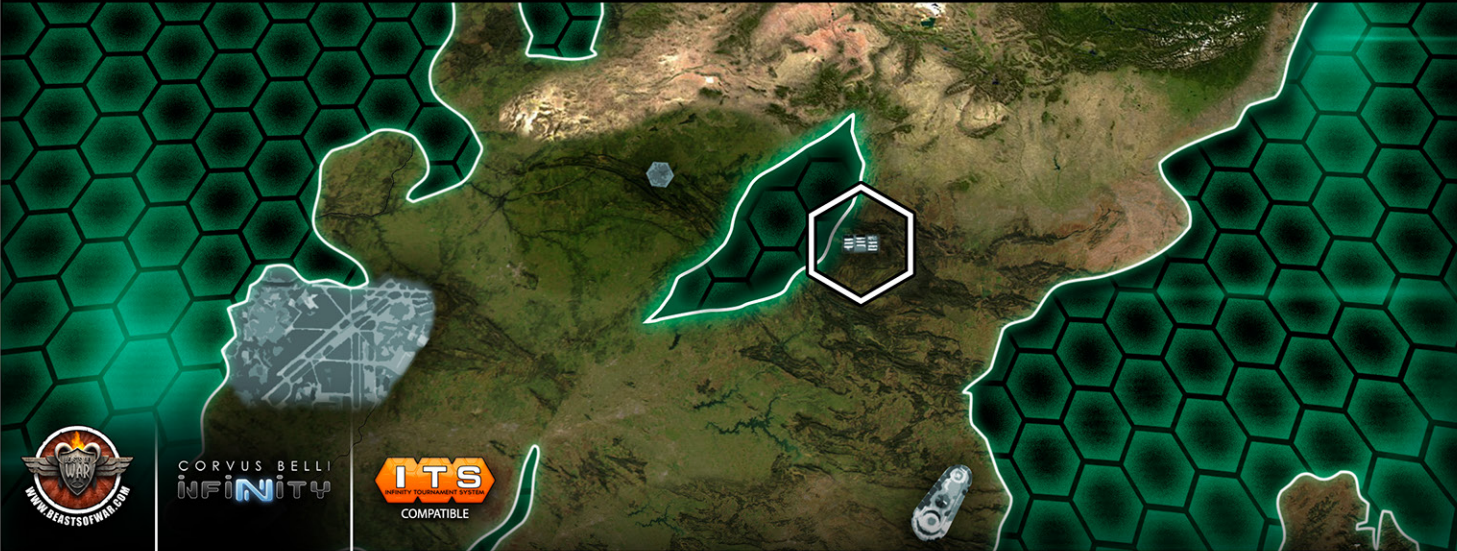
12"

TABLE CONFIGURATION: A

SPECIAL RULES:

Killing, No Quarter, Jungle Environment.

THEATER: CAMP ANTELA



CORVUS BELL
INFINITY



MISSION: ANNIHILATION (JUNGLE)

MISSION OBJECTIVES

MAIN OBJECTIVES

- To **Kill between 100 and 200** enemy *Army Points* (1 *Objective Point*).
- To **Kill between 201 and 300** enemy *Army Points* (3 *Objective Points*).
- To **Kill more than 300** enemy *Army Points* (4 *Objective Points*).
- If you have **between 100 and 200** surviving *Army Points* (1 *Objective Point*).
- If you have **between 201 and 300** surviving *Army Points* (3 *Objective Points*).
- If you have **more than 300** surviving *Army Points* (4 *Objective Points*).

CLASSIFIED

- Each player has 1 Classified Objective (2 *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

KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game. Troopers that **have not been deployed on the game table** at the end of the game will be considered to be Killed by the adversary.

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

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**.