

OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND

CAMPAIGN UPDATE 01: **ARANDA**



FALL OF THE ARANDA ASTROLOGISTICAL CENTER



CORVUS BELL
INFINITY

ITS
COMPATIBLE

NEW THEATER OF OPERATIONS, DETAILS BELOW

ARANDA ASTROLOGISTICAL CENTER

The Nomad Nation was only interested in having a launch and distribution zone on Flamia. Because of this it settled for the industrial astroport area and its surrounding territories which it converted into a maintenance and support zone for air and astromobile units. The Nomad authorities kept the original PanOceania name of the region in order to differentiate itself from the neighboring Haqqislamite zone.

FALL OF THE ARANDA ASTROLOGISTICAL CENTER

For an army of limited numbers, such as the Nomad Military Force, simultaneously engaging in multiple combat zones reduces the forces deployed to each zone exponentially. To avoid being outnumbered, the Nomads distribute their units with consideration for the opposition expected in each location. The wide dispersion of the Nomad forces throughout the Flamia island territory had the obvious consequence of leaving its rearguard and headquarters—a place considered safe—insufficiently protected. The Nomad Military Force did not have enough units in the field to have more than a small garrison force to protect the Aranda Astrological Center. It seems the Combined Army intelligence service, probably through the covert activity of Shasvastii operatives, was aware of this fact. The alien forces launched a strong airborne offensive against the Astrological Center, which nearly drove out the scarce Nomad security team, and established a beachhead in the area.

The Aranda Center is a location of interest, as it provides the Combined Army with a safe and versatile insertion point against to the rearguard of our forces. It is vital to recover control of this location as soon as possible to stabilize the Flamia frontline as a starting point for the expulsion of the Combined Army forces from the island.

Saladin, O-12 Liaison Officer. Initial meetings of the Paradiso Coordinated Command. Map Room of the O-12 mothership Unbreakable Will. Paradiso System.

WESTERN ZONE. NOMAD-HAQQISLAMITE TERRITORY

The plain created by glacial deposits made it an excellent location for Yu Jing to establish the island's main astroport in this region. This area was taken by a combined Nomad-Haqqislamite force during the NeoColonial Wars, breaking down the territory and dividing the astroport area according to their own logistical needs.

In order to control this zone the entire astroport complex must be taken.

TIĀNXIÀN ASTROPORT CITY

Mission: Quadrant Control (No Quarters Version).

Special Scenario Rule: No Quarters. The *Retreat!* rule **does not** apply in this scenario.

ARANDA ASTROLOGISTICAL CENTER

Bonus Mission: Quadrant Control (Extreme Version).

Special Scenario Rule: Inner Area. This scenario has restrictions to deployment.

No Quarters. The *Retreat!* rule **does not** apply in this scenario.

OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND

MISSION: QUADRANT CONTROL (EXTREME VERSION)

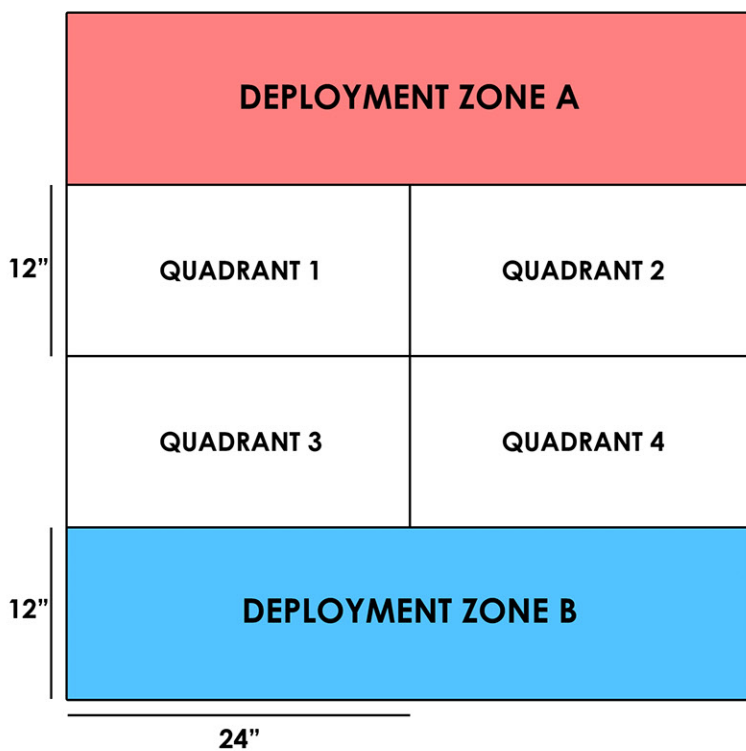
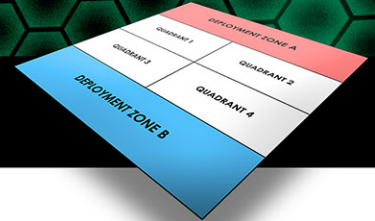


TABLE CONFIGURATION: A

SPECIAL RULES:

Inner Area, Quadrants (ZO), Dominate ZO, INTELCOM Card (Support and Control), No Quarter.

THEATER: ARANDA ASTROLOGISTIC FACILITIES



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MISSION: QUADRANT CONTROL (EXTREME VERSION)

MISSION OBJECTIVES

MAIN OBJECTIVES

- Dominate **the same number of Quadrants** as the adversary at the end of each *Game Round* (1 *Objective Point*, but only if at least 1 *Quadrant* is *Dominated* by the player).
- Dominate **more Quadrants** than the adversary at the end of each *Game Round* (3 *Objective Points*).

CLASSIFIED

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

DEPLOYMENT

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

Inner Area. This scenario happens inside a facility, so the use of the Levels 3, 4 and 5 of the *Airborne Deployment: Combat Jump* Special Skill is not permitted. However, the rest of the Levels of this Special Skill are allowed. *AI Beacons* must be deployed on the edge of the game table, outside the *Zones of Deployment*.

SCENARIO SPECIAL RULES

QUADRANTS (ZO)

At the end of each *Game Round*, but not before, the table is divided into four areas as seen on the map. Each player then checks how many *Quadrants* he is dominating and counts their *Objective Points*.

In this scenario each *Quadrant* 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.

MISSION: QUADRANT CONTROL (EXTREME VERSION)

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the Classified Objective, each player must decide 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 has chosen for it.

At the end of the game, only at the end of the third *Game Round* 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 *Army Points* he has in the *Zone of Operations (ZO)* of his choosing, but only if he has at least one trooper in a non-Null state inside that ZO..

NO QUARTER

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

END OF THE MISSION

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