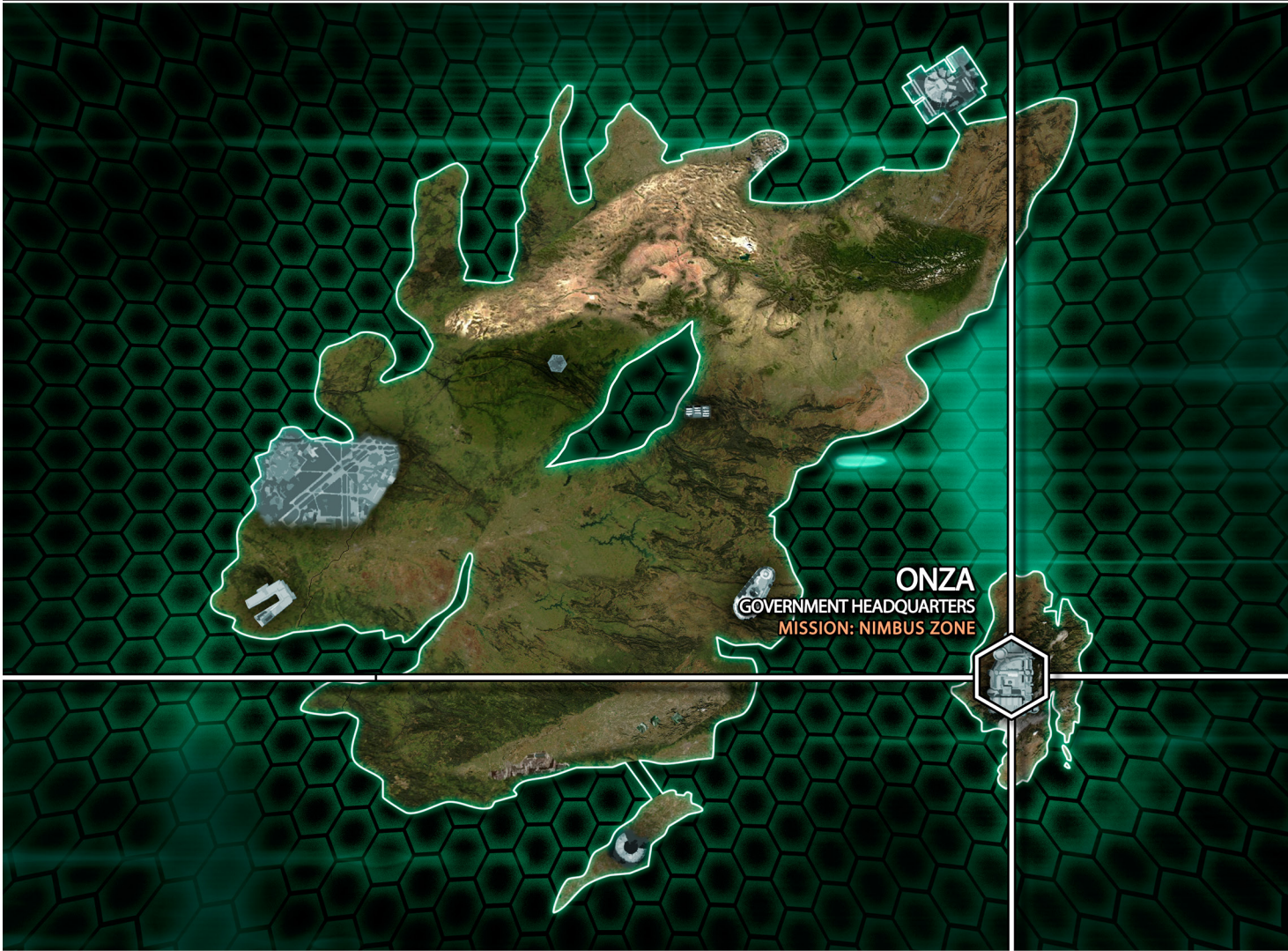


OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND

CAMPAIGN UPDATE 04: ONZA



ONZA GOVERNMENTAL HEADQUARTERS UNDER ATTACK



CORVUS BELL
INFINITY



NEW THEATER OF OPERATIONS, DETAILS BELOW

ONZA GOVERNMENT HEADQUARTERS

The Yu Jing colonists originally located a settlement on Onza Island, but its isolation with respect to the remaining areas of Flamia Island made them abandon it. O-12 took advantage of the abandoned facilities to establish the government headquarters, improving communications with the rest of the main island. Currently the governmental headquarters, a communications center, and a civilian settlement with a noticeable international character, are located there. The Aegis Bureau has established its central command here for all forces deployed in the DMI Flamia.

ONZA GOVERNMENTAL HEADQUARTERS UNDER ATTACK

"Sir, attack alert from the Onza Governmental Headquarters! Numerous underwater units in attack vectors! Hostile low flying objects over the entirety of the Onza Island. The Headquarters seem to be under heavy enemy fire. Substantial damage reports coming from all the sectors of the island. The northern and Eastern defensive positions have fallen! The enemy has been identified as forces of the Combined Army. There are reports of focused fire over the communications center. Defensive ring around the government facilities established. South batteries have fallen. Explosions on the international area. Reports coming from the airport indicating it has been taken by the enemy. Signal lost. Communications interrupted. We assume that the communications center has fallen, sir. T-6 minutes to obtain satellite images."

Bureau Aegis tactical channel. Transmission received in the communications station of the Free Island of Salvora. Paradiso.

EASTERN ZONE. COHABITATION TERRITORY

This territory, which is one of least populated territories of the island, was chosen by O-12 for the location of its main government headquarters on Flamia. The arrival of the Tohaa Trinomial to the Sphere, and the need to cover its own requirements in order to be able to carry out operations on Paradiso, forced O-12 to cede territory, although always under the conditions of a Demilitarized Zone.

In order to establish control over this territory the command center of Onza Island must be taken, as well as the Tohaa medical complex. Both missions must be successful in order to control this territory.

ONZA GOVERNMENTAL HEADQUARTERS

Mission: Nimbus Zone (Wide Version).

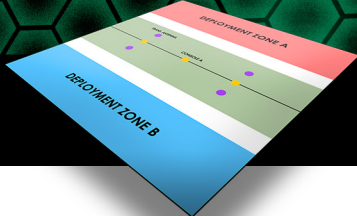
Special Scenario Rule: In this special scenario the *Exclusion Zone* is the area comprised of 10 inches on each side of the center line of the table.

NAROOMA ADVANCED HOSPITAL COMPLEX

Mission: Coffin Raiders.

OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND



MISSION: NIMBUS ZONE

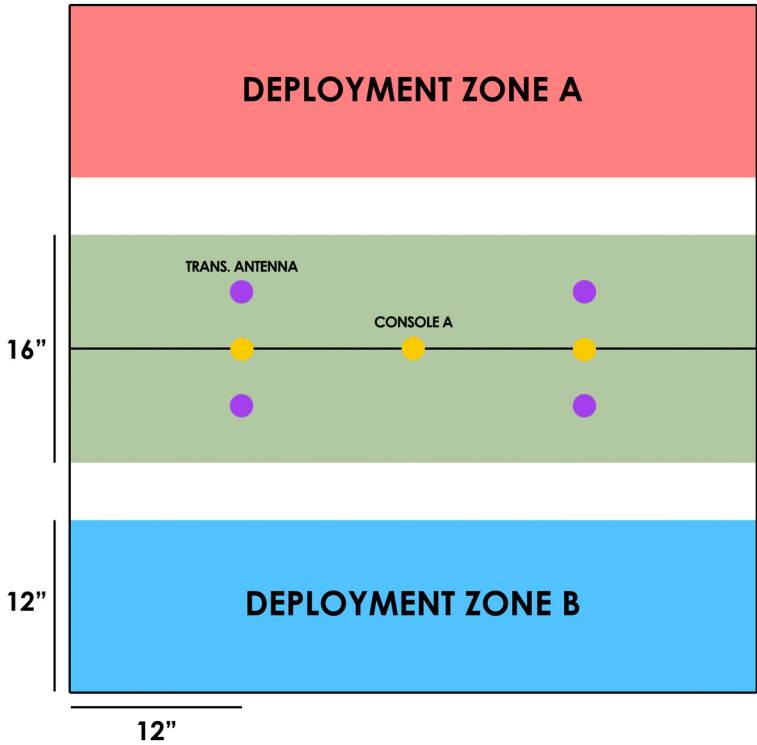


TABLE CONFIGURATION: M

SPECIAL RULES:
 Wider Exclusion Zone, Nimbus Zone, Nimbus Antennas, Console, Specialist Troops, Engineer and Hacker Bonus, INTELCOM Card (Interference).

THEATER: ONZA GOVERNMENT HEADQUARTERS



MISSION: NIMBUS ZONE (PAGE 2 OF 4)

MISSION OBJECTIVES

MAIN OBJECTIVES

- Download a Data Pack from a *Console* (1 Objective Point for each Data Pack downloaded).
- To have Disconnected **more** Antennas than the adversary at the end of the game (3 Objective Points).
- Control **more** Consoles than the adversary at the end of the game (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.

Wider Exclusion Zone. Troopers may not use *Airborne Deployment*, *Mechanized Deployment*, and *Infiltration* Special Skills or the deployment rule of the *Impersonation* Special Skill to deploy inside of a 10 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

SCENARIO SPECIAL RULES

NIMBUS ZONE

In an area of 8 inches on both sides of the central line of the game table, the effects of the Nimbus Special Ammunition (Low Visibility Zone + Saturation Zone) are applied constantly. This Nimbus Zone will vanish automatically at the end of the Order in which the last Nimbus Antenna is Disconnected or enters the Destroyed state.

NIMBUS ANTENNAS

There are a total of 4 *Nimbus Antennas*, each of them placed 4 inches from the central line of the game table and 12 inches from the edges. Each Nimbus Antenna must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

In this scenario the Nimbus Antennas have a Scenery Item Profile. They can be targeted, applying the Scenery Structures rules.

DISCONNECT NIMBUS ANTENNAS (SHORT SKILL)

LABELS

- Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a *Nimbus Antenna*.

EFFECTS

- Allows the Specialist Troop to make a Normal **WIP** Roll to Disconnect the Nimbus Antenna. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll. Disabled Markers (DIS) will be used to mark Disconnected Nimbus Antennas.
- Once a Nimbus Antenna has been Disconnected, it cannot be Disconnected again by any player

MISSION: NIMBUS ZONE (PAGE 3 OF 4)

CONSOLES

There are **3 Consoles** placed on the central line of the game table. One is placed at the center of the game table and the other two are placed 12 inches from the edge of the table (see table map). Each *Console* must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

DOWNLOAD DATA PACKS (SHORT SKILL)

LABELS

- Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in base contact with a Console.

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to Download the Data Pack. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- Each player can only get a maximum of 1 Data Pack from each Console.
- Data Pack cannot be downloaded until the **second** Game Round

CONTROL THE CONSOLES

A Console is considered to be Controlled by a player as long as that player is the only one with at least one Specialist Troop (as a model, not a Marker) in base contact with it. Non-specialist troops cannot Control the Console, but can prevent the enemy from Controlling it by being in base contact with it. Troopers in a Null state (Unconscious, Dead, Sepsitorized...) cannot do either.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the *Chain of Command* Special Skill are considered Specialist Troops.

Hackers, Engineers and Doctors cannot make use of Repeaters or *G: Servant* models to perform tasks reserved for Specialist Troops.

Remember: Troops with the *Specialist Troop* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A Specialist Troop with a Disabled Marker can still accomplish the Objectives of this scenario.

ENGINEER AND HACKER BONUS

Troops possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to *Disconnect a Nimbus Antenna* and to Download a Data Pack.

INTELCOM CARD (INTERFERENCE)

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, when the players count up their points, and following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Interference Mode*, to nullify the *Special Rule Specialist Troop* or the *Special Skill Specialist Operative* at his choice.

MISSION: NIMBUS ZONE (PAGE 4 OF 4)

END OF THE MISSION

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

If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
PROPS	NIMBUS ANTENNA	4	3	2	--	NIMBUS ANTENNA