

OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND

CAMPAIGN UPDATE 03: MOUNT SKILLION



SKILLION BATTERY. POSITION TAKEN



CORVUS BELL
INFINITY



NEW THEATER OF OPERATIONS, DETAILS BELOW

SKILLION BATTERY. POSITION TAKEN

"I am glad to inform that the Skillion battery is completely under our control. The persistent efforts of the garrison to repel our attack and make time for their reinforcements to arrive from the neighboring Sagres station have been futile. The scattered human forces, snared in their own petty power struggles, have played again in our favor. Our assault force went completely unnoticed and the swiftness of our attack prevented them from organizing a coordinated answer before we seized the battery's targeting system controls. From this position we can threaten the Sagres Monitoring Station as the first step in seizing it. With this maneuver, the current PanOceanian air superiority in the South sector is compromised, exactly as our leader, the Evolved Intelligence, had foreseen."

Samaritan Nourkias. Encrypted transmission. Combined Army's communications network. Southern Paradiso Front Theater of Operations.

SKILLION BATTERY. POSITION OF RELEVANCE

In order to maintain control of the Sagres Monitoring Station, as well as aerial support of the southern sector of the island, the taking of the defensive batteries located on the slopes of Mount Skillion is essential.

MOUNT SKILLION

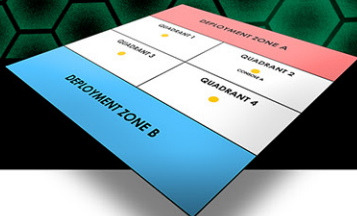
Mission: Supremacy (Skillion Version).

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

Mountain Environment. The entire surface of the game table that does not correspond to the *Deployment Zones* must be considered *Mountain Terrain*.

OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND



MISSION: SUPREMACY (SKILLION VERSION)

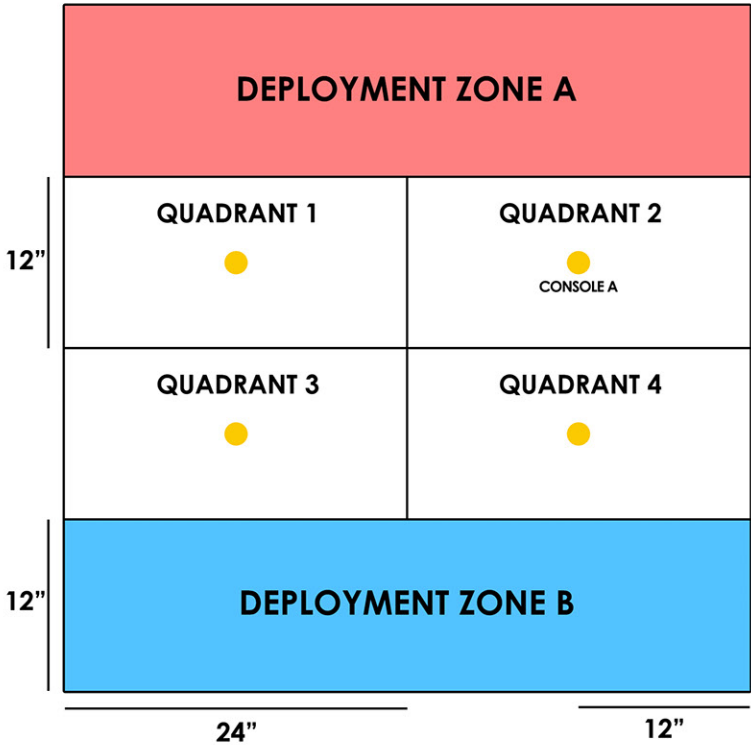


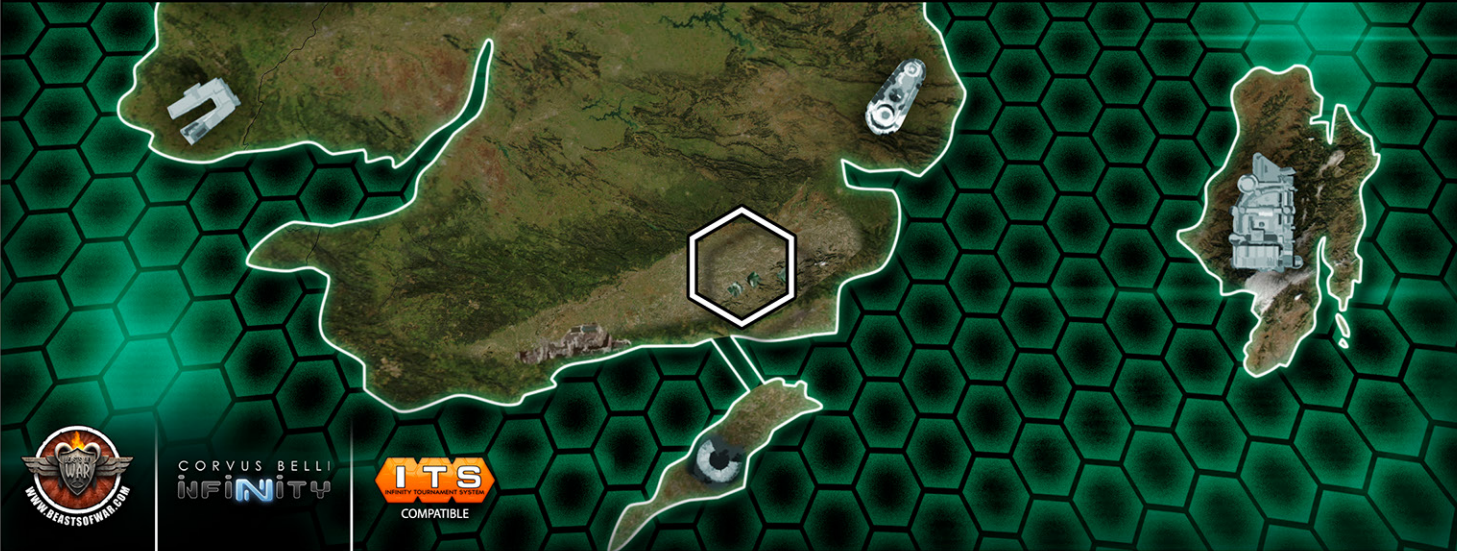
TABLE CONFIGURATION: I

6"

SPECIAL RULES:

Mountain Environment, Quadrants (ZO), Dominate ZO, Consoles, Hacking the Consoles, Specialist Troops, Hacker Bonus, INTELCOM Card (Interference).

THEATER: MOUNT SKILLION



CORVUS BELL
INFINITY

ITS
COMPATIBLE

MISSION: SUPREMACY (SKILLION VERSION) (PAGE 2 OF 4)

MISSION OBJECTIVES

MAIN OBJECTIVES

- Dominate **the same number of** Quadrants as the adversary at the end of the *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 the *Game Round* (2 Objective Points).
- Hack a Console (1 Objective Point).

CLASSIFIED

- Each player has **1 Classified** Objective (1 Objective Point only if the player has less than 10 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

MOUNTAIN 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 Mountain Terrain.

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 his *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.

CONSOLES

There are **4** Consoles, placed on the center of each Quadrant, 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).

In this scenario, the Consoles have a Scenery Item Profile, so they can be targeted, applying the Scenery Structures rules, but not before the **second** Game Round.

MISSION: SUPREMACY (SKILLION VERSION) (PAGE 3 OF 4)

HACK CONSOLES (SHORT SKILL)

LABELS

- Attack

REQUIREMENTS

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

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to Hack the Console. 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.
- A Hacked *Console* can be *Hacked* again by the other player, applying the same procedure.
- Player A and Player B Markers can be used to mark the *Connected Antennas*. It is recommended each player uses a different kind of Marker.

CONSOLES HACKED BY BOTH PLAYERS

At the end of the game, players will make a Face to Face WIP Roll for each Console that has been hacked by both players. Each player can Roll the WIP of every Specialist Trooper which survived the scenario. This can result in a Face to face Roll with several participants. The winner of the Face to Face Roll will get the Objective Point provided by that Console. In case of a tie, the Face to Face Roll will be re-rolled. If only one of the players has surviving Specialist Troops, that player will automatically get the Objective Point directly. If neither player has any Specialist Troopers, the Objective Point is lost.

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

Remember: Troops possessing the *Specialist Troop* Special Skill can accomplish the different tasks the *Specialist Troops* perform in this mission.

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

HACKER BONUS

Troops possessing the Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Hack a Console.

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: SUPREMACY (SKILLION VERSION) (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
SCENERY	CONSOLE	0	0	1	--	HACKABLE