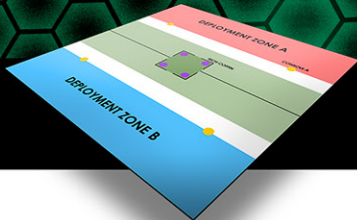


# OPERATION FLAMESTRIKE

## CONTROL OF FLAMIA ISLAND



### MISSION: COFFIN RAIDERS

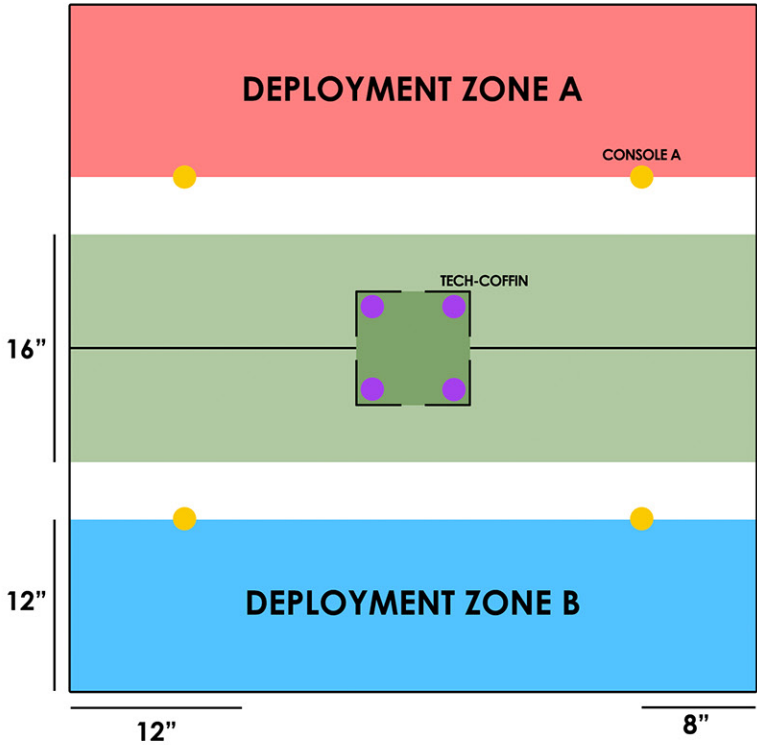


TABLE CONFIGURATION: H

**SPECIAL RULES:**  
Exclusion Zone, Med-Data Packs,  
Specialist Troops, Doctor and Paramedic  
Bonus.

### THEATER: NAROOMA ADVANCED HOSPITAL COMPLEX



# MISSION: COFFIN RAIDERS (PAGE 2 OF 4)

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- **Download** the *Med-Data Packs* from the *Tech-Coffins* (1 Objective Point for **each** *Med-Data Pack* downloaded, to a maximum of 4).
- **Transmit** the *Med-Data Packs* from the *Transmission Consoles* (1 Objective Point for **each** *Med-Data Pack* transmitted, to a maximum of 4).
- **Control more** enemy *Med-Data Packs* than the adversary at the end of the game (1 Objective Point).

### 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.

**Exclusion Zone.** The use of the *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment* and *Infiltration* Special Skills is not allowed, as well as the deployment rule of the *Impersonation* Special Skill, inside of an 8 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

### OBJECTIVE ROOM

Placed in the center of the table, it covers an area of 8 by 8 inches. In game terms it is considered to have walls of infinite height that completely block *Line of Fire*. It has four *Gates*, one in the middle of each wall (see table map).

To represent the *Objective Room*, we recommend using the *Objective Room* by Micro Art Studio or the *Command Bunker* by Warsenal.

The *Gates* of the *Objective Room* are open at the start of the game.

The *Objective Room Gates* must be represented by a *Narrow Gate Marker* or a scenery piece with the same size. The *Objective Room Gates* have a *Narrow Gate Width*.

### TECH-COFFINS

There are 4 *Tech-Coffins* placed in the four corners of the *Objective Room*. Each *Tech-Coffin* must be represented by a *Tech-Coffin Marker* or with a scenery piece of the same diameter (Such as the *Stasis Coffins* by Warsenal or the *Cryo Pods* by Customeeple).

### TRANSMISSION CONSOLES

There are 4 *Transmission Consoles*, placed on different halves of the game table, each of them 12 inches from the central line of the table and 8 inches from the edge of the table (see table map). Each *Transmission 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* and the *Communications Array* by Warsenal or the *Comlink Console* by Customeeple).

### MED-DATA PACKS

The *Med-Data Packs* are downloaded from the *Tech-Coffins*. The *Med-Data Packs* are Transmitted from the *Transmission Console*.

The *Med-Data Packs* must be represented by a *SUPPLY BOX Marker*, or a similar scenery item (Such as the *Tech Crates* by Micro Art Studio, the *Gang Tie Containers* by Bandua Wargames, the *Supply Boxes* by Warsenal or the *Cargo Crates* by Customeeple).

# MISSION: COFFIN RAIDERS (PAGE 3 OF 4)

## DOWNLOAD OR TRANSMIT MED-DATA PACKS (SHORT SKILL)

### LABELS

- Attack

### REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- To *Download* a *Med-Data Pack* it is necessary that a *Specialist Troop* be in base contact with the *Tech-Coffin*.
- To *Transmit* a *Med-Data Pack* it is necessary that a *Specialist Troop* be in base contact with the *Transmission Console*.

### EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to Download or Transmit the Med-Data Pack. If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- Each player can only Download a **maximum of 1 Med-Data Pack** from each *Tech-Coffin*.

## PICK UP MED-DATA PACKS (SHORT SKILL)

### LABELS

- Attack

### REQUIREMENTS

The trooper should be in one of the following situations:

- The trooper is in base contact with a figure in a *Null* state with a SUPPLY BOX Marker.
- The trooper is in base contact with a friendly trooper in a Normal state with a SUPPLY BOX Marker.
- The trooper is in base contact with an alone SUPPLY BOX Marker.

### EFFECTS

- Spending one Short Skill, and without a Roll, a trooper can pick up a Med-Data Pack in any of the situations previously mentioned.
- The troopers must accomplish the Common Rules of Med-Data Packs.

### COMMON RULES OF MED-DATA PACKS

- Each miniature can carry a maximum of **1 Med-Data Pack**. As exception, troopers possessing the *Baggage* Special Skill can carry up to **2 Med-Data Packs**.
- Only **figures**, and not Markers, (Camouflage, Impersonation, Holoechoes...) can carry the *Med-Data Packs*.
- Players must leave the Med-Data Pack Marker on the table with a *Disconnected* Marker beside it, even if the miniature carrying that *Med-Data Pack* enters any *Null* state.

### CONTROLLING THE ENEMY MED-DATA PACKS

Players can steal the *Med-Data Packs* from their adversary to stop them from *Transmitting* the packs.

An enemy *Med-Data Pack* is considered to be *Controlled* by a player if, at the end of the game, that player has a model, but not a Marker, carrying it. That trooper cannot be in a *Null* state nor in base contact with any enemy figure.

## MISSION: COFFIN RAIDERS (PAGE 4 OF 4)

### 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: 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 Trooper with a Disabled Marker can still accomplish the Objectives of this scenario.

### DOCTOR AND PARAMEDIC BONUS

Troops possessing the *Doctor* or *Paramedic* Special Skill have a **MOD** of **+3** to the *WIP* Rolls necessary to *Download* and *Transmit* the *Med-Data Packs*.

## END OF THE MISSION

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

If one of the players starts their active turn in a state of *Retreat!* the game will end at the end of that *Turn*.