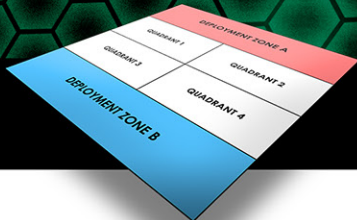
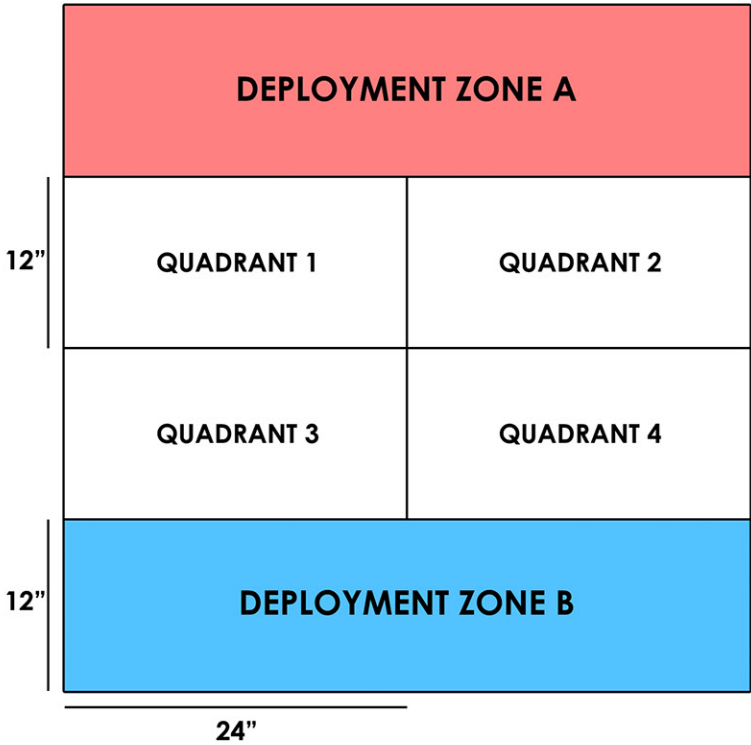


# OPERATION FLAMESTRIKE

## CONTROL OF FLAMIA ISLAND



**MISSION: QUADRANT CONTROL** (NO QUARTERS)



**TABLE CONFIGURATION: A**

**SPECIAL RULES:**  
Quadrants (ZO), Dominate ZO,  
INTELCOM Card (Support and Control),  
No Quarter.

## THEATER: TIĀNXIĀN ASTROPORT CITY



CORVUS BELL  
INFINITY

ITS  
COMPATIBLE

# MISSION: QUADRANT CONTROL (NO QUARTERS) (PAGE 2 OF 3)

## 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.

## 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.

### 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.

## MISSION: QUADRANT CONTROL (NO QUARTERS) (PAGE 3 OF 3)

### 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**.