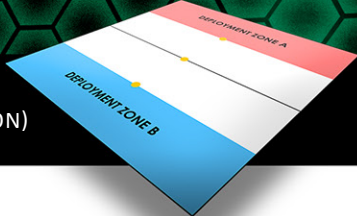
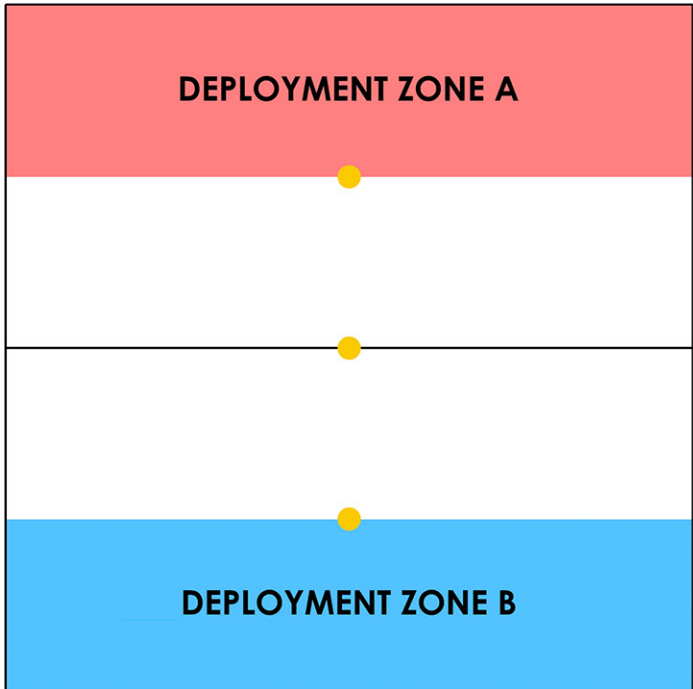


OPERATION FLAMESTRIKE

CONTROL OF FLAMIA ISLAND



MISSION: SEIZE THE ANTENNAS (LOW VISIBILITY VERSION)



12" TABLE CONFIGURATION: C

SPECIAL RULES:

Low Visibility Zone, Antennas, Seized Antenna, Specialist Troops, Hacker Bonus.

THEATER: SAGRES ORBITAL TRACKING STATION



MISSION: SEIZE THE ANTENNAS (LOW VISIBILITY VERSION) (PAGE 2 OF 3)

MISSION OBJECTIVES

MAIN OBJECTIVES

- For each **Seized** Antenna at the end of the scenario (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.

It is not allowed to deploy in base contact with an *Antenna*.

SCENARIO SPECIAL RULES

LOW VISIBILITY ZONE

The 10 inches area on either side of the central line of the game table must be considered a *Low Visibility Zone*.

ANTENNAS

There are 3 *Antennas*, one of them placed in the center of the table, and the other two in different halves of the gametable, each of them 12 inches from the center and 24 inches from the edge of the table (see table map).

The *Antennas* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

SEIZE ANTENNAS (SHORT SKILL)

LABELS

- Attack.

REQUIREMENTS

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

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to Seize the 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.
- A *Seized Antenna* can be *Seized* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered to be *Seized* by the adversary.
- 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.

MISSION: SEIZE THE ANTENNAS (LOW VISIBILITY VERSION) (PAGE 3 OF 3)

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 to *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.

HACKER BONUS

Troops possessing the *Hacker* Special Skill have a **MOD of +3** to the *WIP* Rolls necessary to *Seize the Antennas*.

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!* state, the game will end at the end of that *Turn*.