

# OPERATION FLAMESTRIKE

## CONTROL OF FLAMIA ISLAND

### FLAMIA ISLAND



### CAMPAIGN BRIEFING 1.0



## DMI FLAMIA

“Flamia Island on Paradiso, one of the many loose ends which were left unsolved after the NeoColonial wars. Another problem O-12 has to deal with in light of the inability of the powers of the Sphere to reach an agreement. A residue of discord that could once again light the flame for a new conflict. But also a strategic position as a beach head facing towards Septentria, which could mean a problem if it were to fall in the hands of the Combined Army.”

Saladin, O-12 Liaison Officer. Initial meetings of the Paradiso Coordinated Command.  
Map Room of the O-12S mothership Unbreakable Will. Paradiso System.

“The Demilitarized Island of Flamia, a strategic position on Paradiso. Custodied by O-12, coveted by all powers, the threat of a Combined Army offensive may be the excuse everybody has been waiting for to deploy their troops and take control of it.” Superior Officer Sun Tze, briefing with the High Command in a secure virtual environment. Yu Jing military communications network, Paradiso system. “The strategic consideration of this island by all of our Hexahedron analysts is high. From Flamia, any hostile power could threaten our positions on the great island of Molokai. If our forces were to take Flamia, we would enjoy a privileged position from which to launch attacks on the Yu Jing positions on Norstralia and Septentria. The island’s astroport allows Haqqislam to dominate all commercial air traffic in the planet’s southern hemisphere. If the Nomad Nation were to take control of the orbital communications node we have on nearby Sagres Island, it would give it a communications network and immediate control over the planet. But if all of these resources are valuable to the nations of mankind, they are even more so to the Combined Army in its offensive to gain control of the planet. Do you now understand the relevance of this little piece of land lost in the middle of the ocean?”

Colonel Jane Dunbar, Hexahedron Director, PanOceanian Military Complex Intelligence Service. Situational analysis session in a secure room of the Interior Hexahedron. Neoterra.

“You all know why the EI wants that island, now go get it... or don’t come back.”

Legate Nourkias, designated Spokesman of the EI. Meeting of the Combined Army High Command at an undetermined location in the NiemandZone. Paradiso.

## DEMILITARIZED ZONE

“Flamia Island on Paradiso, one of the many loose ends which were left unsolved after the NeoColonial wars. Another problem O-12 has to deal with in light of the inability of the powers of the Sphere to reach an agreement. A residue of discord that could once again light the flame for a new conflict. But also a strategic position as a beach head facing towards Septentria, which could mean a problem if it were to fall in the hands of the Combined Army.”

A DMZ is considered neutral territory under direct O-12 rule. As indicated by the name, the presence of military personnel and installations of any power other than the O-12 in this area, or that is not subject to direct control from the Aegis Bureau, is strictly forbidden.

The Demilitarized Zone under O-12 government is considered temporary until the resolution of the conflict between the different nations that dispute the region. However, no time limit is established for the handover of this territory, or for the O-12 to abandon governing this territory.

The term DMZ may be modified in order to indicate a greater territorial precision, as in the cases of Demilitarized City (DMC) and Demilitarized Island (DMI).

Extracted from the Conciliar Universal Dictionary, simplified version, Manheim, Concilium Prima.

## CARTOGRAPHY

Flamia Island is found in the central area of the Xiajusu Ocean, almost equidistant between the continent of Norstralia and the great island of Molokai. Besides the island itself, the political unit of Flamia includes several small nearby islands, the artificial islet of Zhurong, home to the project of the same name, Sagres Island, recognizable by its orbital link beacon, and Onza Island which is inhabited seasonally. The first two are permanently joined to Flamia Island by elevated highways.

The terrain of the island is varied. There are mountainous areas in the northern and southern zones divided by a central valley. In contrast, the western area shoreline is a plain that is the result of ancient glacial deposits from ages past. There is only one significant body of water on this island, Lake Antela, which is relatively small by Paradiso planetary standards.

The island does not have significant natural resources, which is why the Zhurong geothermal power plant was built.

The flora and fauna exhibit the usual exuberance of this planet, with dense forests covering hills and mountains, giving the island an appearance similar to that of the great island of Molokai, located further south.

The climate of Flamia is mainly temperate, with fresh summers and temperate and rainy winters. The island is not very sunny, but it is less cloudy than Molokai because of the strong winds that help keep the clouds in constant motion; this, however, represents an inconvenience for air transport.

In short, it could be said that the island does not represent a position of value in terms of natural resources, or because it presents optimal conditions for habitation. However, the island acquires special relevance due to its exceptional location as a midway point in the Xiajusu Ocean, and launch position towards the continents of Norstralia, Septentria, and the great island of Molokai.

Abstract of the report presented by Dr. Melissa Faulkner, Bureau Psi analyst before the 17th Monitoring Commission of the O-12 Öberhaus. Concilium Prima. Concilium.



## HISTORY OF AN ISLAND

Although Flamia Island was mapped by the Exploration Service of the PanOceania Navy, the first group to settle on the island would be a Yu Jing advance party, claiming it as State Empire territory.

This imposed a constant source of conflict with the PanOceania government who claimed discovery rights over the island. However, the Party established a fierce strategy of denial before the O-12 Senate, preventing PanOceania from installing any kind of settlement on Flamia.

The fundamental question on which this territorial conflict is based is the geostrategic value of the island. Said value is determined by the island's proximity to the great island of Molokai. Flamia serves as a natural stop-off point en route to the island of Molokai, and between the continents of Norstralia and Septentria. This makes Flamia an ideal position as a base of both defensive and offensive operations, making it a strategic control point.

The PanOceania High Command considered that the great island of Molokai would be at constant risk and under threat as long as Flamia were under foreign rule. Therefore, the reports prepared by the Hexahedron analysts emphasized PanOceania interest in the island, doubling diplomatic efforts to establish a settlement on the island, efforts that the State Empire obstinately rejected. The exchange of accusations and claims before the O-12 tribunals regarding the island remained constant until the arrival of the NeoColonial Wars.

During the first stage of this conflict the PanOceania Military Complex launched a lightning strike on the island with the intention of taking over all of its territory. The sudden PanOceania offensive overwhelmed the State Empire garrison. Yu Jing High Command found itself unable to quickly send troops because of the deliberate destruction of all of the island's airfields by PanOceania troops. The strategy of the Hyperpower With the aerial option blocked, Yu Jing Command was left with inserting troops via orbital launch, an option made more difficult by the quick installation of an interference station by the PanOceania forces on the island, or the option of an amphibious assault. The naval option, however, was discarded due to the lack of sufficient ships to form an attack and disembarkation convoy that would have the capacity needed to retake the island.

At the truce signing in the Neutral City of Accra, Flamia Island was recognized as territory conquered by PanOceania, and disputed by Yu Jing.

However, during the Culminating Phase of the NeoColonial Wars the StateEmpire reacted with an offensive that was so intense that it would leave the PanOceanian troops cornered in the southern zone of the island. The sudden signing of the Río Negro peace treaty was the only thing that prevented the PanOceanian forces from being expelled from the island. The brilliant action of the Tiger Soldiers during the offensive was key in establishing a beach head, as were their constant harassment actions against the troops of the Hyperpower.

The outbreak of the Terminal Phase of the NeoColonial Wars would lead to a new wave of violence on the island, attracting new actors to the stage. The onslaught of PanOceanian troops from their positions in the south of the island decided the fate of the Yu Jing operational group that controlled the center of the island. This group was left cut off and fighting alone, retreating towards their own lines to the north. During these actions, the Bagh-Mari units honored their name as tiger hunters engaging in harsh confrontations with Yu Jing Tiger Soldier commandos.

In the meantime, Haqqislamite High Command was set on avenging the attacks on Al-Hadiye during the previous stage of the war. Allying itself with the Nomad Military Force it launched a surprise attack on the astroport located on the western part of the island. The PanOceanian forces concentrated on the offensive against the Yu Jing positions were not able to prevent their installations and surrounding territory falling into the hands of the Nomad-Haqqislamite allied forces.

The situation seemed to have reached an impasse until one of the factions succeeded in sending in reinforcements to settle the issue, when O-12 imposed the Concilium Peace and ended the conflict.

In the section of the treaty that dealt with the Paradiso situation the Öberhaus determined that the island would become an O-12 protectorate and would be known as a Demilitarized Island. Because of this all powers were forced to withdraw their military forces, with only civilian and unarmed military personnel allowed to remain on the island.

In accordance with the aforementioned treaty, and in accordance with the international legislation regarding the establishment of protectorates, O-12 determined the areas of influence of each power on the island. Similarly, it expropriated a series of zones and installations with the purpose of facilitating the control of the island, as well as for supporting the war efforts against the Combined Army.

However, it cannot be said that the turbulent history of this island has reached a conclusion. The different powers still claim rights over different areas of the insular territory, and are waiting for the end of the O-12 protectorate. Furthermore, Flamia has also become a target of the Combined Army now that the Aegis Bureau has transformed it into a rearguard operations center, as well as a platform for the launching of offensives into its territories. In conclusion, it can be confirmed that the end of the NeoColonial Wars and the Paradiso Offensives have only served to increase the geostrategic relevance of this island.

Article by Dr. Radhakrishnan for the "Political Studies Notebooks" of Firozabad University, Neoterra.  
Available on Maya only for researchers and teaching staff.

## STRATEGIC POSITIONS

[Incoming message]

[Origin: Control and Intelligence Center of the Coordinated Command of the Paradiso Front.]

[Matter: Updating of the strategic positions of the DMI Flamia.]

## NORTHERN ZONE. YU JING TERRITORY

### ZHURONG POWER PLANT

Located on an artificial islet connected to the mainland by an elevated highway. This power plant supplies energy to the different Yu Jing installations on the island, as well as to the transports of said Power that use Flamia as a refueling point. Part of the energy is sent to the Yingxian region of Norstralia through a transfer station located on the mainland across from the power plant. The artificial islet of Zhurong only has collection and processing facilities; all of the necessary ancillary industry, as well as the accommodations for the necessary personnel, and the port are found on the mainland in the small city with the same name.

## SOUTHERN ZONE. PANOCEANIAN TERRITORY

### SAGRES MONITORING STATION

Important communications, surveillance, and orbital link node located on Sagres Island. This position is fundamental for the establishment of air superiority in the southern theater of operations on Paradiso. Easily identifiable thanks to its enormous orbital beacon, this position is very vulnerable to air strikes. However, most of the anti-aircraft artillery has been removed; what is left is for security measures against Combined Army attacks, and is handled by Aegis Bureau forces in accordance with the Demilitarized Island declaration. The main artillery positions are on the mainland, hidden in the slopes of Mount Skillion which rises from the coast opposite the island. The elevated highway that connects Sagres with the coastal locality of Terrigal is reinforced in order to prevent an unfortunate attack from rendering the island incommunicado.

## CENTRAL VALLEY. INTERNATIONAL ZONE

The great valley that makes up the central area of the island is under direct O-12 control, which has ceded territory for the establishment of instruction camps for foreign forces as part of the joint effort against the alien invasion.

### CAMP ANTELA

Located on the banks of Lake Antela is one of the Aegis Bureau facilities created as a center of adaptation to the Paradiso Front for the Ariadna Expeditionary Force troops deployed on this planet. In this camp the Ariadna forces become accustomed to working with the most common and modern operational tactics in the Sphere, in order to improve their capacity for working together with other allied forces.

## WESTERN ZONE. NOMAD-HAQQISLAMITE TERRITORY

The plain created by glacial deposits made it an excellent location for Yu Jing to establish the island's main astroport in this region. This area was taken by a combined Nomad-Haqqislamite force during the NeoColonial Wars, breaking down the territory and dividing the astroport area according to their own logistical needs.

### TIĀNXIÀN ASTROPORT CITY

In the territorial division after the conquest of this area, Haqqislam took charge of the commercial astroport and the nearest city, Tiānxiàn. As a sign of respect, the Haqqislamite government kept the original Chinese name of the city which led to an easy transition for its inhabitants, and facilitating the exit of all those who did not want to remain under the Haqqislamite authority. The commercial astroport of Tiānxiàn continues to function normally, although it is heavily exploited by Haqqislamite companies and military command.

## 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.

## NAROOMA ADVANCED HOSPITAL COMPLEX

Located on the coast across from Onza Island, this medical center provides advanced surgical services and long-term hospital assistance for the Tohaa troops. It is one of the largest rearguard Tohaa locations on Paradiso. The original name given by the PanOceania cartographers has been kept because, by happy coincidence, this word means “fresh breeze”.

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## THE OPERATION FLAMESTRIKE CAMPAIGN

This campaign consists of a series of six scenarios played on a map with the purpose of establishing control over all of Flamia Island, on planet Paradiso.

The scenarios may be played in any order because the campaign does not have a strict chronological sequence. The final goal of this campaign is to take control of the various territories into which Flamia Island is divided.

Each marked territory corresponds to a scenario, and the achievement of this scenario implies the attainment of a strategic objective that allows the territory to be controlled. The scenarios are the usual ITS ones, applying the Infinity Campaign Rules, although some may include special rules for this specific campaign.

## NORTHERN ZONE. YU JING TERRITORY

In order to control this territory the Zhurong Power Plant must be taken.

### ZHURONG POWER PLANT

**Mission:** Engineering Deck

## SOUTHERN ZONE. PANOCEANIAN TERRITORY

To dominate this territory the Orbital Monitoring Station of Sagres Island must be controlled.

### SAGRES MONITORING STATION

**Mission:** Capture the Antennas (Low Visibility Version).

**Special Scenario Rule:** The area included 20 cm to either side of the central line of the table must be considered a *Low Visibility Zone*.

## CENTRAL VALLEY. INTERNATIONAL ZONE

To establish control over this territory it is necessary to eliminate any military instruction group found in the area of Lake Antela, so that no resistance groups appear in the rearguard.

### CAMP ANTELA

**Mission:** Annihilation (Jungle Version).

**Special Scenario Rule:** Jungle Environment The entire surface of the game table that is not part of the *Deployment Zones* must be considered *Jungle Terrain*.

## WESTERN ZONE. NOMAD-HAQQISLAMITE TERRITORY

In order to control this zone the entire astroport complex must be taken.

### TIĀNXIÀN ASTROPORT CITY

**Mission:** Quadrant Control (No Quarters Version).

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

## EASTERN ZONE. COHABITATION TERRITORY

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.

### NAROOMA ADVANCED HOSPITAL COMPLEX

**Mission:** Coffin Raiders.