**Training Operations**

You've made the first step to save your kind. You've drawn your line in the sand and now must make true to the promise made to your people. You will fight for them at all costs. You will not let your way of life fall victim to the oppressive enemies. As you enter the recruiting station, the higher ranking members begin instantly tearing you down, whether it be through words or physical display. So begins your first step into the military lifestyle. Weeks go by as you undergo strenuous training and constant mental warfare. Battlefield tactics class starts and you are given little soldiers, a map, and a pencil. Your drill sergeant presents a challenge to you for the week. "This is a standard combat simulation for the week. I want to see how you would work with a outfit! This week we've been talking about the importance of coordinating an attack. This is your goal: every time you kill an enemy with a combined attack, you are exempt from 1 days worth of latrine duty. Make it messy out there, and you won't have to be messy in here! Good luck paper commander!"

**Army Format** - 4/4/4
**Map** - A01
**Weekly Achievement** - Each time you destroy an enemy unit with a combined attack. *(1 credit)*
**Market Condition** - Only Items can be purchased this week.
**Victory Zones** - none
Outmanuevered

As your training continues you start to become accustomed to the military recruit lifestyle. Wake up early in the morning, be told you're worthless the whole day, eat what appears to be food, then sleep. And when morning comes, you're excited as ever to repeat the day once more. As you're red-eyed in battlefield tactics class that morning, your superior calls you out. "Well good morning pretty. Enjoying class so far?" Caught off guard you have no response. "Well everyone, looks like we have found our first participant in the field exercise for today!" The drill sergeant brings you over to the battlefield simulation machine and sits you down. The holograph pops up for all to see and your task is given to you. "Use your soldiers to their full potential. If I feel your petty tactics were well thought out and executed to their absolute capability, you can have class off tomorrow. Just don't come back looking like the hell you do now."

Army Format- 5/5/5
Map- A01
Weekly Achievement- Finish the game with no Command Cards in hand, and 4 or more Command Cards in your discard pile. (3 credits)
Market Condition- Only Unit Upgrades can be purchased this week.
Victory Zones- none
"Wouldn't you agree?!" Dang, sleeping in class again. This time the drill sergeant doesn't look pleased one bit. Halfway into this program and I'm starting to come apart. Time itself has become a thing of the past now for me. I'm sick of all this training. I'm ready to fight for the cause, not sit in class and ponder over it. "...that invading deep into enemy territory is just as important as taking key locations?" I think I nodded my head, as the drill sergeant was quick to make me a public display yet again. "Looks like you and your squad are up first this week...again! I wanna see how quiet you can be on the battlefield. If your speechlessness in class is any indication, you should pass this exercise with ease. I want to see how many of your troops you can infiltrate into enemy territory. Get behind enemy lines and your absent voice in class won't get you 2 weeks of working cooks crew. Now get out there and keep quiet!"

**Army Format**- 5/5/5  
**Map**- A01  
**Weekly Achievement**- Each figure that exits the map by moving through your opponent's deployment zone. (2 credits)  
**Market Condition**- Both Items and Unit Upgrades can be purchased.  
**Victory Zones**- none
No War is Too Little

Two months. Two months and they are still telling me I'm not "prepared" yet. I've passed all the tests no problem. I've done everything they've asked of me. When do I get the real deal? When do I get to stick it to the enemy and show them why they should've never messed with us? At least I get to stretch my legs and run around a bit today. We get to run around with "simulation guns" and try to take the other team out. Reminds me of zap tag when I was younger. The drill sergeant told us that this is strictly a combat exercise. Whoever wins out of 3 matches gets to assign one extra duty to the losing team for the month! The whole month! I'm hoping I don't have to look at the porcelain god for a long time.

Army Format- 3/3/3
Map- A02
Weekly Achievement- Best of 3 matches. Win a game with a score of 2-0. (3 credits)
Market Condition- All Unit Upgrades are 3 credits cheaper this week.
Victory Zones- none
"Wt e ur awts rcrt...recuit, wht re yor thawts?" My eyes snapped open to the drill sergeant standing over me, with all the eyes of my peers staring at me in disbelief. Yeah, I was sleeping again in class, but they would be too if they had cooks duty for a month straight. Curse that skirmish match! "I said, what are your thoughts about this recruit?" Of course I had no idea what he was talking about, but showing him that on my face didn't help my case. "I'll take your silence as a repressed yes. Why is it that your group always gets to volunteer themselves first for all the drill exercises?" My squad mates shot me scowling looks, with one of them letting me know I was number one. "Suit up soldier, you and your outfit are battling squad Alpha today. This will be the same exercise as your skirmish match two weeks ago, but you need to understand the importance of key locations. Take all of them, and you'll once again play hooky from class for 3 days. Looks like you could use it recruit." My squad better not screw up. He's right, I could use the extra rest.

**Army Format-** 7/7/7

**Map-** A01

**Weekly Achievement-** Win a game with control of all 7 Victory Zones. (7 credits)

**Market Condition-** All Items cost an additional 3 credits this week.

**Victory Zones-** none
The Final Drill

The base was alive with commotion this week. Lots of chatter was heard about the enemy advancing at a rapid rate and needing to get the "greens" out there. As I was talking with the other members in my squad, the drill sergeant bursted through the doors and called for attention. "Alright recruits, time for your final exercise. Gear up and meet me at the training grounds in 15 minutes!" Our final exercise? I know I complained about wanting to get out into the field, but we still had 3 more weeks until our basic was complete. Something big must have happened to spark this urgency.

As I looked around at the other soldiers in my platoon all geared up, I saw a sense of dread on their faces. Did they know something I didn't? I didn't have time to think long about it before an eruption came from behind me. I turned around to see our barracks destroyed. Shrapnel flying everywhere, I hit the ground. Two of the soldiers in my platoon caught the shrapnel to their chest and head. One of them fell down next to my head. Their face no longer showed signs of terror. Expressionless and devoid of worry. I didn't want to die.

"Get on your feet soldiers!" It was our drill sergeant, but he was dressed in his full armor. Yeah, this was serious. "As you can tell this is more than a drill. Our enemy has tagged our position and they want to cut the new blood out and let the old wound bleed. We need you alive soldiers! I want all of you to form in squads and take to your positions. We must defend this base at all costs!" As he said that, an arms crew came over wheeling a case with. They unlatched the case to display the standard issue weapons. "These are live everyone! If your shot causes the enemy to explode, don't worry. That's what it's supposed to do." They handed me the gun, safety already off. It felt much heavier in my hands. "We need to make a stand here today everyone. This is what you signed up for soldiers, so show them what you've learned!"

At that moment his head bloomed like a morning flower, vibrant in color. As his matter splayed across my face, his lifeless body fell to
the ground. In the distance I could see the sniper reloading his gun. We all scattered into our training squads and prepared for the worst. Hearing the increasing patter of enemy footsteps charging, I readied my weapon. More explosions surrounded our position, and I knew now was no time to falter. As the first enemy was in my sights, I steadied my aim, exhaled and pulled the trigger.

I don't think I'll be sleeping through this lesson.

**Army Format-** 10/10/10  
**Map-** A01  
**Weekly Achievement-** Win a game by destroying all of your opponent's figures. *(10 credits)*  
**Market Condition-** The market is closed. Nothing may be purchased this week  
**Victory Zones-** Command Bunker (vz3), Munitions bunker (vz3), Sniper Roost (vz5)