

Skirmish Mission: Information Warfare

Covert operations are performed behind the scenes every day in the thousand worlds, the prized objective of these operations is control of arcantrik computer systems that keep communication lines open and maintain void gate networks.

Stealing information can be one goal, but even better is crippling an opposing government's computer systems with a virus uploaded into their systems by delivering corrupted packets to an enemy's data terminal.

SETUP

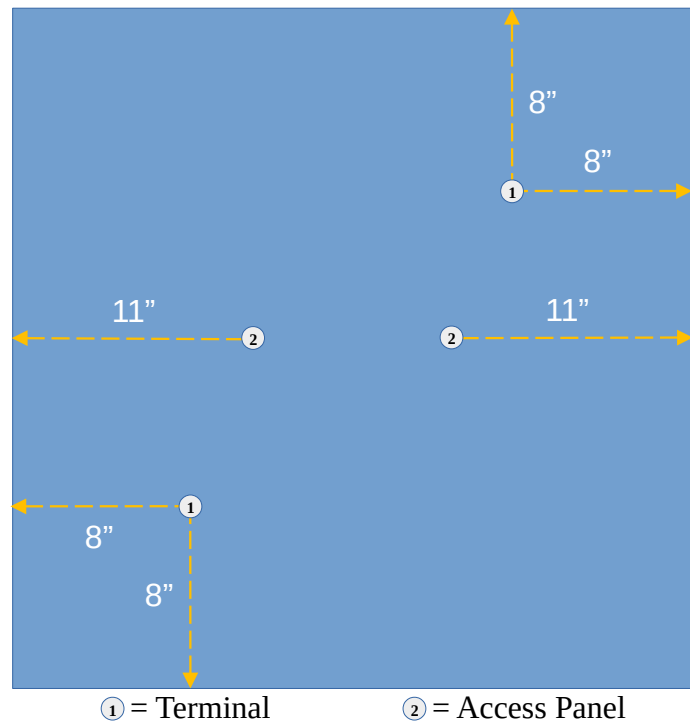
Place four permanent objectives onto the table as indicated on the map. Objectives should be centered at the points described. The two objectives in the center represent access panels. The access panel objectives do not provide cover.

The two objectives in the corners represent terminals. Terminals are considered to be terrain features and provide cover.

SPECIAL RULES

When a unit ends its activation securing an access panel objective, place a data packet portable objective in play next to a model in the securing unit. That model is considered to be securing the data packet portable objective. Each unit can only secure one data packet portable objective at a time.

When a model securing a data packet portable objective ends its activation securing a terminal objective, the data packet is extracted. Remove that data packet portable objective from the table.



SCORING

Each player can only score each permanent objective once per Pulse round, and objectives are scored when a unit ends its activation while securing the objective.

1 victory point is scored for objectives.

Additionally, each time a player succeeds in extracting a data packet portable objective, that player scores 2 victory point for the terminal closest to the player's starting battlefield edge, and 4 victory points are scored for the terminal closest to their opponent's side of the battlefield.

VICTORY CONDITIONS

After the third Pulse round is scored, the player with the most victory points wins the game.