

DATA CUBE RUN

Mission: Tactical Information

Data Cube Run

It has come to the attention that the data cube backups of some of Earths greatest defenders are being held in a secure facility vault on the 0-12 world of Concilium Prima. Of course, the Combined Army would love to get the data possessed within this vault, but there are others that want the chance to gain the knowledge as well. Even if no one is saying it out loud there is back deals to gain the data cubes for each of the faction in the human sphere.

Mission Details

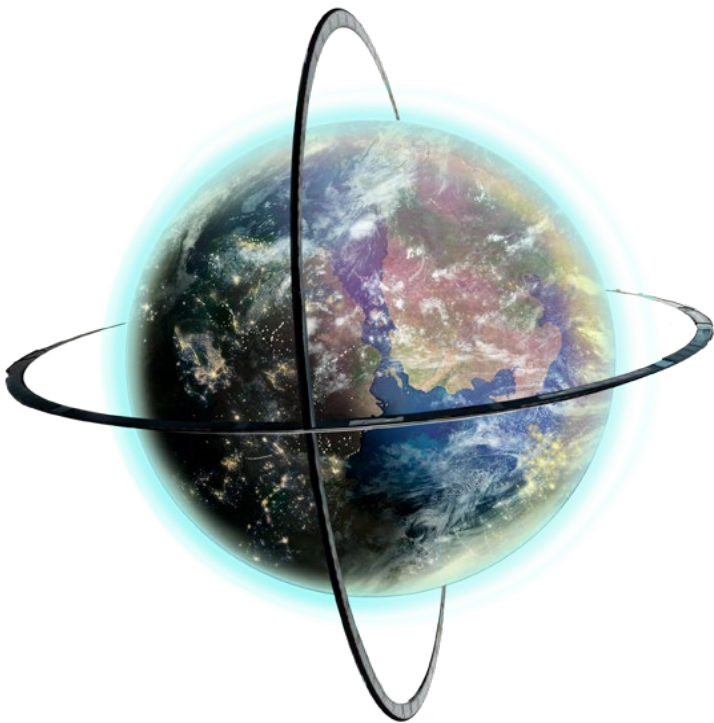
Objectives:

Main Objectives:

Steal as many of the six Data Cubes placed in the center room of the facility. Removing the Data cubes from the vault will result in only half objective point. The cube must be transferred to the deployment zone of the controlling player for it be counted as a full point.

Each model my remove only one cube at a time from the vault. If the model is wounded and falls to the unconscious state, then another member of the controller’s team my retrieve the cube and continue to carry it to the deployment zone.

If a cube is found with an unconscious unit by an enemy player, the player can also take the cube from the model and start moving to the deployment zone gaining a half of point for their team.



Concilium Prima the home world of the 0-12 the Earth alliance forces.

End-Game Conditions

Victory is gained by the end of the third game round on who has transported the most cubes from the center vault to the deployment zones.

Secondary Objectives

To eliminate or stop the other faction from gaining the Data cubes.

If both players have gained the same amount of victory points, then the tie will be settled with who is in control of the center vault. The player with the most conscious models in the center vault will gain a half a point for each unit at the end of the third round.

How to interact with Data Cubes

The Data Cube retrieval process can be performed by using a short skilled based off the WIP roll of the unit. By passing a Normal WIP Roll, the Data Cube can be picked up and placed in to contact the unit. If the WIP Roll fails, the Data Cube remains, and another order short skill must be spent to retrieve the data.

ISC: Auxilia										Garrison Troops
AUXILIA										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	16	11	10	12	1	0	1	2	Total	