

Expunge V1

Main objectives

- Upload a data pack to the enemy server (4 points)
- Protect your server from having a data pack uploaded (2 points)
- Control the center console at the end of the game (2 points)

Classifieds

- Each player has 2 classified objectives (1 point each)

Control the console

Console is considered controlled when a trooper not in a null state or marker state is in base-to-base contact with it and no opposing models are contesting.

Console link

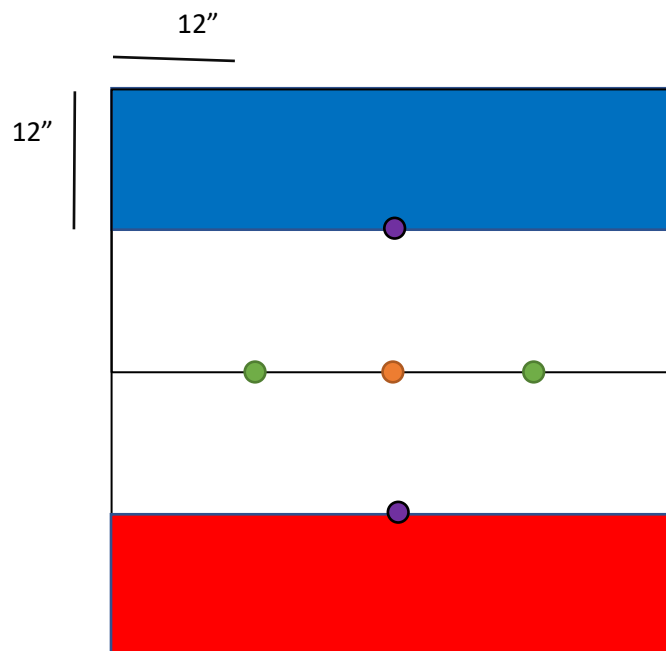
When you have a trooper controlling the console, specialists performing a WIP roll on an antenna gain a mod of +3 to their target number as well as a second roll.

Antenna

There are two antennae on the center line at 12" from the board edge. When you download a data packet from an antenna that player is locked out of the antenna and must use the other for another data pack. Specialist troops are required to interact with an antenna and each specialist can interact with the second antenna after expending their data packs.

Server data upload

When a trooper holding a data pack is in base contact with an enemy server, they must spend a short skill with no roll necessary to upload the data.



Expunge V2

Main objectives

- Upload a data pack to the closest enemy server to your deployment zone (2 points)
- Upload a data pack to the furthest enemy server from your deployment zone (4 points)
- Upload more data packs than your opponent (2 points)
- Control the center console at the end of the game (2 points)

Classifieds

- Each player has 1 classified objectives (1 point if under 10 points)

Control the console

Console is considered controlled when a trooper not in a null state or marker state is in base-to-base contact with it and no opposing models are contesting.

Console link

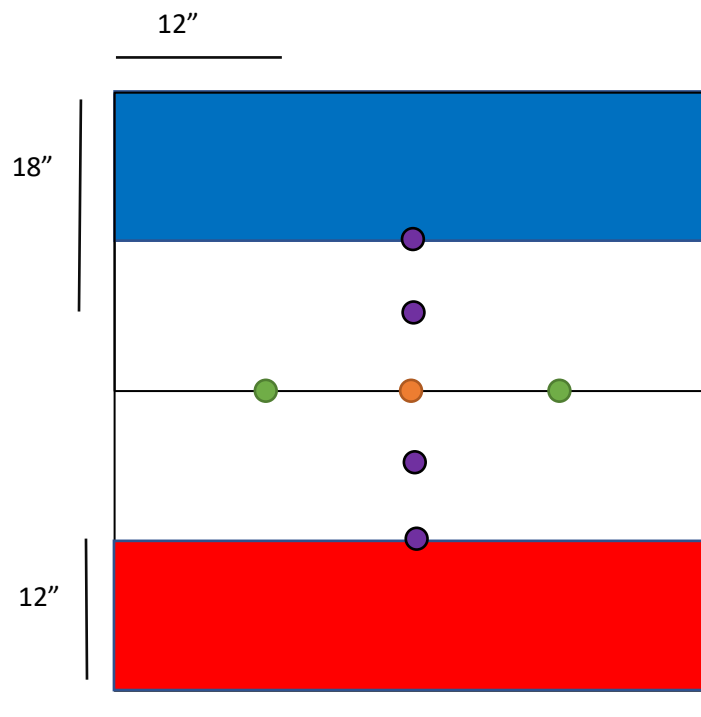
When you have a trooper controlling the console, specialists performing a WIP roll on an antenna gain a mod of +3 to their target number as well as a second roll.

Antenna

There are two antennae on the center line at 12" from the board edge. When you download a data packet from an antenna that player is locked out of the antenna and must use the other for another data pack. Specialist troops are required to interact with an antenna and each specialist can interact with the second antenna after expending their data packs.

Server data upload

When a trooper holding a data pack is in base contact with an enemy server, they must spend a short skill with no roll necessary to upload the data.



DATA HEIST

Main Objectives

- At the end of the game, have a stolen data pack uploaded to a server (2 points)
- At the end of the game, have more stolen data packs uploaded to your servers (2 points)
 - At the end of the game, have the same number of stolen data packs uploaded (1 point)
- At the end of the game, have stolen more data packs than your opponent (2 points)
 - At the end of the game have the same number of data packs stolen (1 point)

Classified

- 1 classified objective (1 point, only if fewer than 10 points)

Storage limits

Once a data server has been downloaded, the hard drive becomes corrupted, and no further data can be obtained. Every server only has enough storage for a single upload, but specialist troops can download from multiple servers after they upload their current data pack.

Hacker bonus

Troopers possessing the Hacker special skill have a mod of +3 to the WIP rolls necessary to download a data packet from the enemy servers. In addition, they will be able to make two rolls every short skill to activate a server.

Server data upload

When a trooper holding a data pack is in base contact with an enemy server, they must spend a short skill with no roll necessary to upload the data.

