

Skirmish Mission: Cold Storage

Two forces converge on an arctic research facility on a far-flung world, carrying ancient samples collected from the permafrost. Any increase in temperature would destroy the samples, so the capsules containing them have a fail-safe that uses arcantrik devices to rapidly drop the temperature to preserve the valuable secrets contained within.

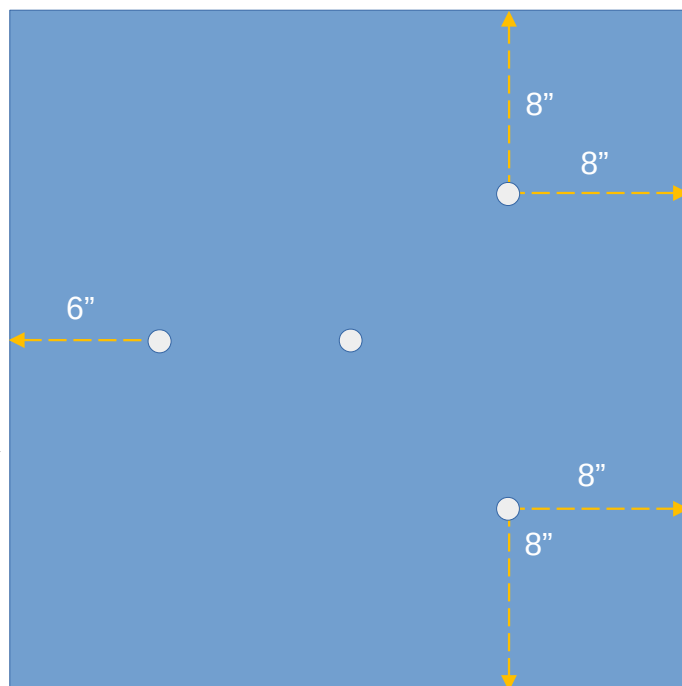
As the invaders close in to seize the samples, the defenders of this remote facility have an ace up their sleeve; triggering the fail-safe on purpose to stop attackers in their tracks.

SETUP

Place four permanent objectives onto the table as indicated on the map. Objectives should be centered at the points described. The objective in the center represents the control module. The control module objective does not provide cover. The three objectives in the corners and side represent cryogenic containers. Cryogenic containers are considered to be terrain features and provide cover.

SPECIAL RULES

When the control module objective is scored each round, the player that scored may choose one cryogenic container to be deep frozen. Immediately place an activation token on any units within 1" of a cryogenic container that has been deep frozen.



SCORING

Each player can only score each 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 during the first Pulse round, 2 victory points are scored for objectives during the second Pulse round, and 3 victory points are scored for objectives during the third Pulse round.

VICTORY CONDITIONS

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