Defense Grid

*Two Fleets, one Planet. Both sides try to take it, but whoever gets control of the planetary defense grid will win the fight. There are three linked access stations in this area, take them and hold them. They must not fall into enemy hands!*

# Mission Overview

Rounds: 6  
Teams: 2  
Tags: Symmetrical

# Mission Objective

Both Teams need to capture the three access stations. Whenever a Team has more access stations than the enemy, they gain control points (1 point for two stations, 2 points for having all three stations) at the end of the round. The Team that reaches 5 control points first, wins.

# Mission Setup

Both Teams start at the outer parts of the map. Put three access stations up somewhere, but not too close.

# Mission Rules

Access stations count as “taken”, if there are only units from one Team within 5cm of them.