Uplink

*You have critical intel that must reach your commander, but your Vox-Unit was destroyed in battle. Reach the comm-station’s Uplink to transfer the intel to the ships in orbit, even if it’s the last thing you’ll ever do!*

*Critical intel has fallen into the enemy’s hands! Don’t let them reach the Uplink, or your grand plan will fail!*

# Mission Overview

Rounds: 6  
Teams: 2  
Tags: Asymmetrical

# Mission Objective

Team A must take the objective and hold it for two consecutive, full rounds. Team B must stop them from doing so. Wiping out the enemy team results in a win. If Team A doesn’t win within 6 rounds, Team B wins.

# Mission Setup

Both Teams start at the outer parts of the map. Put the Uplink somewhere in a central position, and make sure there’s enough tactical terrain like cover, walls and open space.

# Mission Rules

The objective is “taken”, if there is at least one unit of Team A not currently in melee combat within 5cm of the Uplink.