Wafer War

*You received intel of a secret Mechanicum automata research station. They are supposed to have a new generation of battle doctrine wafers, ready to be implanted into any kind of battle automata. If rumors are true, these provide increased accuracy, reflexes and even advanced tactical capabilities. You need to secure as many of them as possible, or else they might fall into the enemy’s hands!*

# Mission Objective

Get in, take the wafers, and get out! Bring them back to your camp, but watch out - the enemy can attempt to steal from your camp, too!

# Victory Condition

The mission ends after 6 rounds, the player with more wafers in their camp wins.

# Mission Setup

Define two camps and two spawn points, close, but not too close. Somewhere in a central position, put the research station with the cache of wafers.

If you play with three teams, the third team will have to defend the wafers and the research station against both other teams. Their spawn point is in or close to the station. They win, if they have at least 50% of the wafers in their cache. The third team can bring back wafers, too.

### Wafers

Every unit may carry up to two wafers, but carrying two slows down all movement by 50%. When a unit carrying wafers is killed, the wafers are dropped to the ground and may be picked up. Wafers in a camp may be picked up, too. In total, there are 20 wafers in the cache.