

# MSG 0080 - WAR IN THE POCKET OVA - SNEAKY, SNEAK

## OVERVIEW

Al and Bernie have managed to infiltrate the Federation research station, and Al managed to take pictures of the RX-78-NT1 Gundam. Now they both must escape the base without detection to deliver the pictures to Cyclops team.

## ZEON SCENARIO FORCES

The Zeon Commander may take.  
Bernie Wisemen  
Alfred Izuruha

## EFF SCENARIO FORCES

The Federation Commander may take.  
Six Sentries - Troop stats (armed with autoguns).

## SCENARIO SPECIAL RULES

Sentries - This scenario uses the Sentry rules as described on p136 of the Warhammer 40,000 rulebook.  
Capture - Sentries when they discover the intelopers will attempt to subdue them, to do this they must move into base-to-base contact and win a round of hand-to-hand combat.

## SET-UP

**1** This games takes place inside the Federation Research station, and across the length of your gaming table - we suggest you cut the table down to 3' by 3'. Also if possible use books to create a corridor system. But you must have an entrance and exits, various rooms and crates for this scenario to be fair.

**2** Federation Commander may set up his sentries on any point of the table. No sentry may be within 6" of a table edge or each other.

The Zeon Commander starts the game with Bernie and Al set up 6" in on the Zeon Table edge.

**3** Roll for who gets first turn. Highest score may choose whether to go first or second.



## GAME LENGTH

Unlimited - See Mission Objective

## MISSION OBJECTIVE

Alfred has taken pictures of the Gundam, and with Bernie is now trying to escape from the Federation base. For the Zeon commander to win he must leave the opposite table edge with Bernie and Al. If just Al or Bernie leave then the game is a draw.

If they are discovered but still leave the opposite table edge the game is a draw, if they are discovered and captured then the Zeon Commander loses.

## LINE OF RETREAT

None.

