

MSG 0080 - WAR IN THE POCKET OVA - INTERCEPTION

OVERVIEW

Receiving word of the Cyclops Team's failure, Killing orders a more extreme solution to the Gundam problem. Assassinating his commanding officer and seizing control of the Granada base, he plans to make an example of Libot by attacking the colony with nuclear weapons. Federation intelligence has learned of this and a Mobile Suit force has been dispatched to intercept and destroy the Zeon transports.

ZEON SCENARIO FORCES

The Zeon Commander may take up to 1000 points of Zeon Mobile Suits only.

EFF SCENARIO FORCES

The Federation Commander may take up to 1000 points of GM or Guncannon type Mobile Suits only.

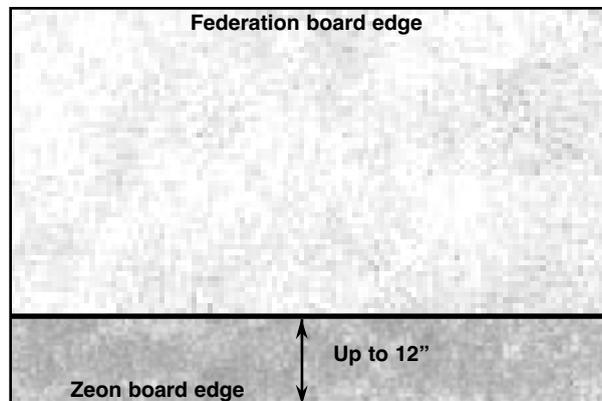
SCENARIO SPECIAL RULES

Reserves - After the third turn units held off the board may enter on there table edge on a 4+.

Random Game Length - After the fourth turn roll a single dice for every turn on a 5+ its the last turn of the game.

SET-UP

- 1** This battle takes place in space. Both players roll a dice. The player that rolls the highest chooses which long board edge to deploy from.
- 2** The Zeon Commander must split his army into two groups, each must contain at least one Mobile suit or Fighter Squadron. Before deploying, the Zeon Commander flips a coin or rolls a dice to see which group he will use. The units in the other force are place off table as reserves.
- 3** The Federation Commander takes the first turn, moving on from the table edge.
- 4** The Zeon Commander may roll for reserves after the second turn moving in from his table edge..



MISSION OBJECTIVE

The Zeon Picket forces must stop the Federation forces from exiting his table edge and attacking the Transport Group. The Federation Commander must get as many undamaged suits off the Zeons Commanders table edge as possible.

For each Federation suit that gets off the table edge the Federation Commander gets 50 Victory points, For every Federation suit left on the table or destroyed, the Zeon Commander gets 50 Victory Points. The Victor is the Commander with the most points at the end of the game.



LINE OF RETREAT

Any suit that is forced to fall back will move towards its own table edge by the shortest possible route, using the normal fallback rules.

GAME LENGTH

Random Game length