

MSG 0080 - WAR IN THE POCKET OVA - ARTIC ATTACK

OVERVIEW

The Cyclops Team, an elite Zeon special forces unit, is dispatched to Earth to destroy a secret weapon being developed at the Federal Forces' arctic base.

ZEON SCENARIO FORCES

Zeon - Cyclops Team
Capt Hardy Steiner - MSM-07E Z'Gok-E
2nd Lieut Mikhail Kaminsky - MSM-03C Hygogg
Sarge Andy Strauss - MSM-03C Hygogg
Sarge Gabriel Ramirez Garcia - MSM-03C Hygogg
All suits are equipped with targetors, jump-packs, & all Hygogg are armed with one-shot missiles.

EFF SCENARIO FORCES

The Federation Commander may take up to 1000 points of GM Mobile Suits only.
One pilot may be HQ level.
All other Pilots must be Troop level only.

SCENARIO SPECIAL RULES

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

GAME LENGTH

The game lasts for six turns

SET-UP

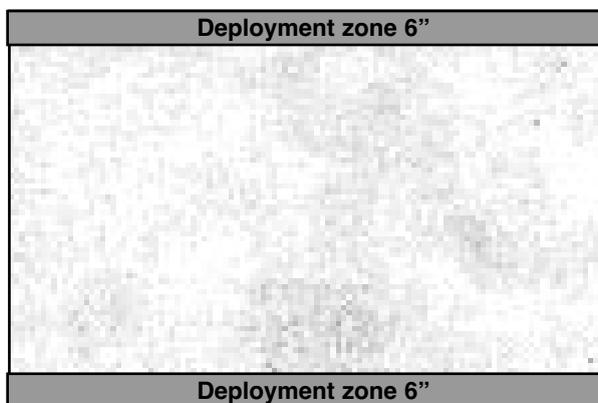
1 This battle takes place on earth in the Artic. Before choosing table edges or deploying any forces, both commanders place 6 counters numbered 1 to 6, face down anywhere on the table, (without looking at the numbers on the counters!). The Commanders should take turns placing 3 counters each. Each counter must be no closer than 12" to another counter and no closer than 12" to any board edge.

2 Determine which one of these counters is the Alex by rolling a dice. The counter with that number on it is the real objective and must be discovered by the Mobile suits during the battle.

3 Both Commanders roll a dice, the Commander that rolls the highest chooses where he will deploy. He can must choose which long table edge he can deploy along.

4 Both Commanders again roll a dice, the lowest then deploys first. He must set up any or all of the units from his Troop allocation in his deployment zone. He does not have to deploy all his Troops, but he must deploy at least one unit. Any Troops not deployed are in reserve, as is the rest of his forces. The Commander with the highest dice roll then deploys his troops.

5 Both Commanders again roll a dice, the highest score may choose wheter to take the first or second turn.



MISSION OBJECTIVE

The Commander that is in possession of the objective at the end of the games wins. If no one has the objective at the end of the game then it is a draw.

To reveal a counter the Commander must move a Mobile Suit into contact with it and the halt the model's movement. Turn the counter face up and see which number it has on it. If the counter is the one with the number rolled at the start of the game the model has located the objective, and it is now in that model's possession. If the counter is any other number discard it and keep hunting. If the model carrying the objective is destroyed, or immobilised, or has to Fall Back then the counter is dropped and remains on the board. It may be picked up by any model that moves into contact with it

The model can pass the objective to another by moving into base to base contact. Neither model may move after they come into contact until the next turn, and the objective can only be handed off once per turn.

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.