

MSG 0080 - WAR IN THE POCKET OVA - SABOTAGE

OVERVIEW

With the Misha piloting the Kampfer causing a diversion, Stiener leads the remaining members of Cyclops in a near suicide attack on the Hanger bound RX-89-NT1 Gundam to destroy the suit before its activated.

ZEON SCENARIO FORCES

The Zeon Commander may take.
Cyclops team, no Misha, or AI
armed with autguns, frag grenades and autopistols

EFF SCENARIO FORCES

The Federation Commander may take.
D6 Federation Troops. per turn - Troop stats
armed with autguns.

SCENARIO SPECIAL RULES

Sentries - This scenario uses the Sentry rules as described on p136 of the Warhammer 40,000 rulebook.

Random Forces - The Federation forces on the table are coming on in a random hap-hazard fashion. Once the alarm is raised D6 Federation troops will arrive on a randomly determined table edge.

Bombs - Each Cyclops team member is carrying two bombs which must be planted on the RX-78-NT1, these bombs take a turn to plant. So models setting them cannot do anything for that turn. Note the Bombs can be handed off to any model in base to base contact, and any model can plant the bombs.

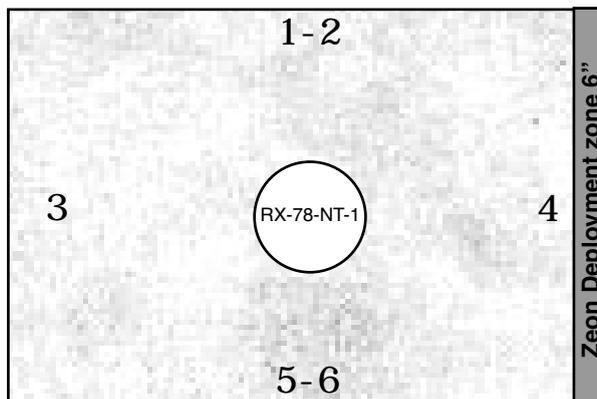
SET-UP

1 This battle takes place inside the RX-78-NT1 hanger. The area is 3' by 3' and is covered with barrels and other objects. You can use a book to represent the RX-78-NT1

2 Federation Commander gets D6 sentries to set up 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 Cyclops team who start the game up to 6" in from their 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

Cyclops team is trying to blow up the RX-78-NT1 Gundam, if they manage to plant all the bombs and survive for one more turn after that the game is a win for the Zeon Commander.

Any other result the Federation Commander wins.

LINE OF RETREAT

None.