MSG 0080 - WAR IN THE POCKET OVA - DIVERSON

OVERVIEW

While the Zeon forces make a diversionary attack on Libot, Bernie must pilot a transport shuttle containing the disassembled mobile suit Kaempfer into the colony.

ZEON SCENARIO FORCES

The Zeon Commander may take up to 800 points of Zeon Mobile Suits only.

One pilot may by HQ level.
All other Pilots must be Troop level only.

EFF SCENARIO FORCES

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

One pilot may by HQ level.
All other Pilots must be Troop level only.

SCENARIO SPECIAL RULES

Bernie's Shuttle - The Transport Shuttle is making its way to Side Six and must leave via the opposite table edge. The Shuttle moves 6" a turn and has 10 armor all round. Treat the Shuttle as a fighter when rolling for penertration hits. Any PS rolls are made on Bernies Piloting skill.

SET-UP

1 This battle takes place in space and across the length of your gaming table.

2 Federation Commander set up their defense forces up to 12" on their table edge.

The Zeon Commander starts the game with his forces off the table and move on in the first turn of the game. Only Bernie's Shuttle is placed up to 6" on the Zeon Table edge.

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

Federation Deployment zone 12"

Zeon Deployment zone 6"

GAME LENGTH

Unlimited - See Mission Objective

MISSION OBJECTIVE

The Zeon Commander is causing a diverson so Bernies Shuttle can get into Side Six with no questions asked. He must keep the Federation Colony defense forces busy, by having at least one functioning Mobile suit fighting, until the Shuttle leaves the opposite table edge. Any other result counts as a defeat.

The Federation Commander must fight off the Zeon Raiders, but cannot target the Shuttle as it is treated as an innocent party. If they defeat the Zeon Raiders before the shuttle leaves the table then they win, any other result is a defeat.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.