

MSG 0080 - WAR IN THE POCKET OVA - SHOW OF FORCE

OVERVIEW

Zeon has learn't about the treaty being signed between the neutral Side 6 Colonies and the Federation. In a show of force Zeon Mobile suit teams have invaded the colony only to find a Federation Defense force already based there.

ZEON SCENARIO FORCES

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

One pilot may be HQ level.

All other Pilots must be Troop level only.

Bernie Wisemen must also be taken.

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

None

GAME LENGTH

The game lasts for six turns

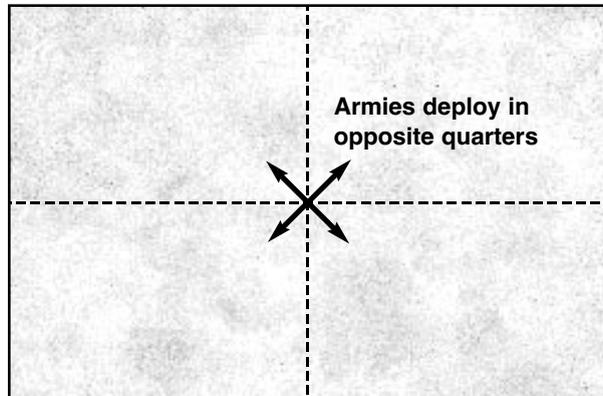
SET-UP

1 This battle takes place inside the colony. Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.

Because this is a meeting engagement you can only deploy your troop choices on the board. Heavy Support, Elites, and HQ units must be held in reserve.

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



Divide the table into 4 quarters and dice for choice of quarter as deployment zone.

MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

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.

