

## OVERVIEW

The battle for Aboa qu has begun, the main force of the 6th Fleet has been called away to reinforce the second line behind the main front. With only two battlegroups of less than a dozen ships left to cleanse Side four space, the Carrier Group Hermes Commander has wisely opted for a defensive stance.

Meanwhile, the Zeon Vanguard fleet is having trouble of its own, its carefully laid trap around the ruins of one of the colonies hurt them. To make matters worse an expected shuttle containing important data from Side Three, is suffering from technical trouble and is stalled in neutral area of space, just outside the Rainbow shoal. Luckily a Zeon team was in area and are now guarding it as they effect repairs.

Time is running short, Federation patrols have located the shuttle and its a race against time as Mobile suit teams race to claim it.

## SCENARIO SPECIAL RULES

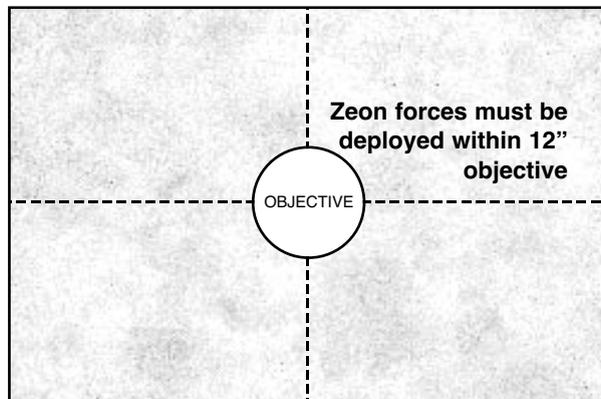
Reserves - After the second turn units held off the board may enter on there table edge on a 4+.

## SET-UP

1 Zeon player must place an objective in the centre of the board and then deploys as many troop choices as he wishes. All other choices must be held off table, and can only move in if they make their reserve roll. These forces can move in on any table edge the Commander wishes, but cannot deploy with 12" of an enemy suit.

2 The Federation player can then deploy his force to an table edge he wishes. Plus he may hold units back in reserve to move in if he makes the reserve roll.

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



## MISSION OBJECTIVE

The Federation is looking to capture the shuttle and drive off any Zeon forces in the area. The Zeon forces are looking to hold the shuttle and drive off any Federation forces in the area. The player that has the closest unit undamaged to the Objective at the end of the game wins. To claim the Objective there must be no enemy units closer than you and you mobile suit cannot be immobilised.

## 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.

## RESERVES

See Special Rules.

## GAME LENGTH

The game lasts for seven turns.

