

OVERVIEW

Its a Trap!!! The Zeon Battlegroup was just a ruse to bring in the Federal Mobile forces. Now bracketed against the ruins of the colony, and a second Zeon Battlegroup closing, the Federal Mobile suit squadrons have found themselves surrounded. Admiral Strova has issued the order to hold until they can break through with elements of the 6th Fleet. Unable to hold back the Zeon Battlegroups in open space the Carrier Group Commander has ordered the Mobile suit teams to break into the colony, and regroup inside.

SCENARIO SPECIAL RULES

Random Game Length, Barrage and Onslaught

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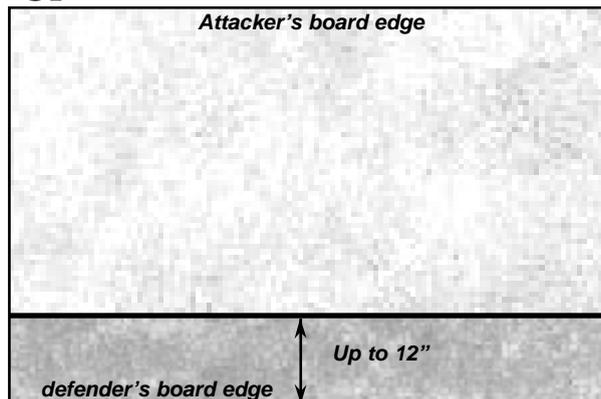
Barrage - Once per turn the Zeon Mobile Suit forces can call down a barrage from their baseships. You must guess the range to your target from your table edge upto 72", then measure from the table edge the number of inches you guessed - then place the Ordinance template on the point the last inch falls. Any Suits or Fighters caught under the template take a D3 Strength 8 hits.

Random Game Length - After the fourth turn roll a single dice for every turn on a 5+ its the last turn of the game.

Onslaught - The Zeon Commander may recycle any of his destroyed Mobile suits from chosen from the Troop selection. These recycled suits come on in the next turn on the Zeon Commanders board edge.

SET-UP

- 1 The Federation Commander deploys his forces along a table edge of his choice up 12" in.
- 2 The Zeon Commander takes the first turn, moving on from the table edge.



MISSION OBJECTIVE

Its all gone wrong, cut off from their base ships, the Federation Commander must survive long enough to open the access hatches to the colony. If he has any surviving troop units that are not immobilized at the end of the last turn he automatically wins the scenario. The Zeon Commander wins if he destroys or immobilizes all the Federation suits on the battlefield.



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.

GAME LENGTH

Random Game length