MOBILE SUIT GUNDAM

SWEEPING PATROL

OVERVIEW

Zeon and Federation patrols are sweeping the shoal zone for each others forces. The two patrols have met and are about to engage while their backup is launched from their respective fleets.

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 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.

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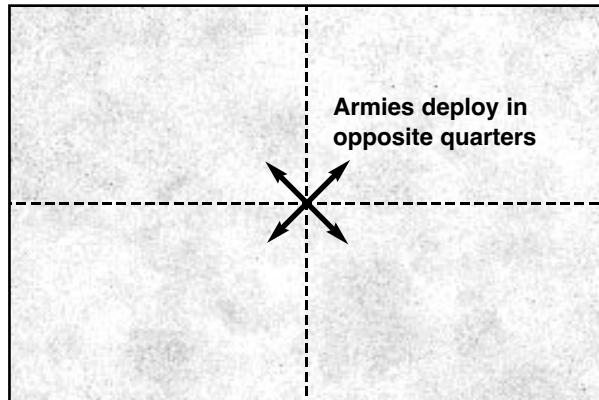
Divide the table into 4 quarters and dice for choice of quarter as deployment zone.

MISSION OBJECTIVE

Both forces are seeking to clear the aea of all enemy forces, securing the sectors 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, over undamaged or mobile vehicles in the area. You must have a mobile vehicle, or at least one fighter undamaged. Note that characters do not count as units and so may not secure table quarters on their own.

RESERVES

See Special Rules.

GAME LENGTH

The game lasts for six turns.

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.