

OVERVIEW

Finally the Carrier Group Hermes made it to 6th Fleet staging area, but not without losses. Out of the groups flotilla of Salamas escorts they had lost the Monte and the Manta limped home under escort, however her sister ship the Wnydham was lost on the way.

With no delay the Carrier Group was despatched on its autominous role into the shoalzone. Forward scouts have reported a Zeon battle group massing just off an abandoned colony, Admiral Strova ordered an immediate strike. Federation Mobile forces have been despatched to break through the Zeon pickets and onto the main fleet.

SCENARIO SPECIAL RULES

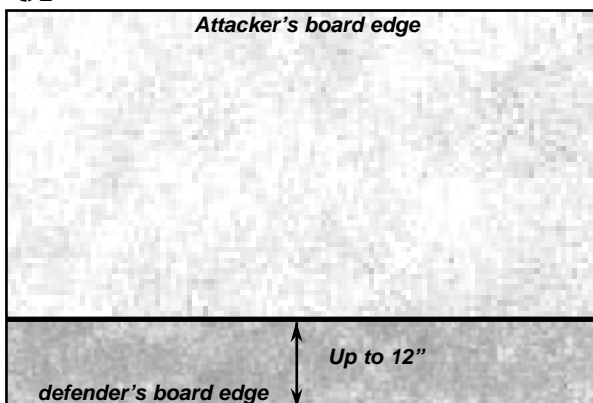
Random Game Length

SCENARIO SPECIAL RULES

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

SET-UP

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



MISSION OBJECTIVE

The Zeon pickets must stop the Federation forces from exiting his table edge and attacking the Zeon Battlegroup. The Federation Commander must get as many undamaged suits off the Zeons Commanders table edge as possible.

For each Federation suit that gets off the table edge the Federation player gets 50 Victory points, For every Federation suit left on the table or destroyed, the Zeon Commander gets 50 Victory Points. The Victor is the Commander with the most points at the end of the game.



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