

## OVERVIEW

The Federation failed in their attempt to capture the shuttle. Although the data onboard the Shuttle is unknown, Federation Intel has confirmed that the vast majority of the Vanguard Fleet has been recalled to defend Side Three against possible Federation attacks. However, a lone Zanzibar has been detected moving towards the Vanguard's Rear Guard, and intel says it is carrying a new deadly weapon to use against Federation forces in this area.

With the reduced strength of the 6th Fleet, the rag-tag Carrier Group Hermes and the remnants of the Federation Mobile Forces have been despatched to stop this Zanzibar from reaching the Vanguard Fleet and to destroy its cargo. With the Target in sight, Federation teams must break through the Zeon pickets to attack the lone Zanzibar.

## SCENARIO SPECIAL RULES

Random Game Length, Barrage and Anti-Air

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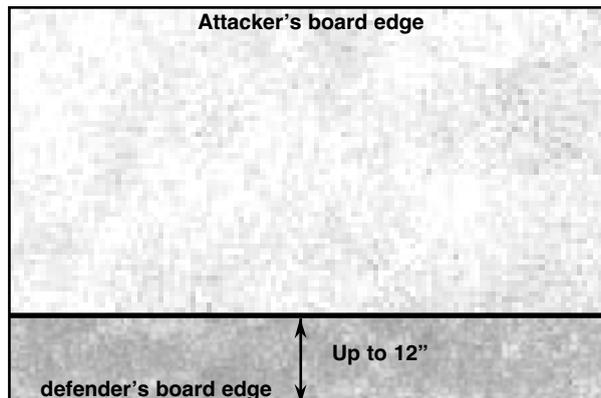
**Barrage** - Once per turn the Federation Mobile Suit forces can call down a barrage from their baseships. You must guess the range to your target from your table edge up to 72", then measure from the table edge the number of inches you guessed - then place the Ordinance template on the point the last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

**Anti-Air** - The Zeon forces are fighting under the guns of their Zanzibar carrier. Once per turn the Zeon player gets D6 S6 shoots from his ships anti-air guns. These shoots can be targetted separately and hit any target (within normal targetting restrictions) with 18" of the Federation Table edge.

**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

- Both players roll a dice. The player that rolls the highest chooses which long board edge to deploy from.
- The Zeon Commander must split his army into two groups, each must contain at least one Mobile suit or Fighter Squadron. Before deploying, the Zeon Commander flips a coin or rolls a dice to see which group he will use. The units in the other force are placed off table as reserves.
- The Federation Commander takes the first turn, moving on from the table edge.
- The Zeon Commander may roll for reserves after the second turn moving in from his table edge.



## MISSION OBJECTIVE

The Zeon pickets must stop the Federation forces from exiting his table edge and attacking the Zanzibar Class Crusiers. 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

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.