

OVERVIEW

Carrier Group Hermes has now entered the Rainbow shoal and is making slow progress towards the 6th Fleets makeshift base. The Zeon Vanguard Fleet has noticed the arrival of the Federation carriers and has despatched a squadron of Mobile Suits to perform a hit and run operation. Only a handful of Federation suits are on picket duty protecting the Carriers and they must hold off the Zeon onslaught until the alert suits can be launched

SCENARIO SPECIAL RULES

Random Game Length, and Reserves

SCENARIO SPECIAL RULES

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

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

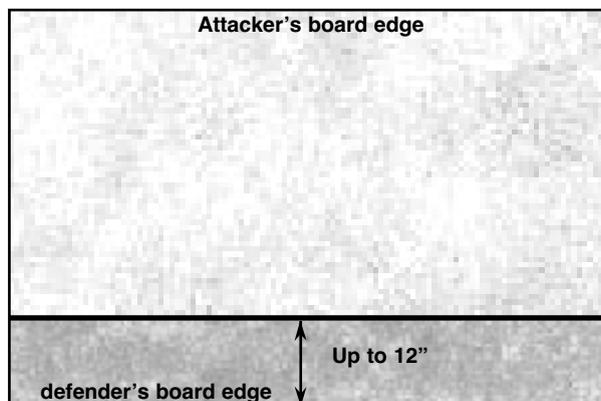
SET-UP

1 Both players roll a dic. The player that rolls the highest chooses which long board edge to deploy from.

2 The Federation Commander must split his army into two groups, each must contain at least one Mobile suit or Fighter Squadron. Before deploying, the Federation Commander flips a coin or rolls a dice to see which group he will use. The units in the other force are place off table as reserves.

3 The Zeon Commander takes the first turn, moving on from the table edge.

4 The Federation Commander may roll for reserves after the second turn moving in from his table edge.



MISSION OBJECTIVE

The Federation Picket forces must stop the Zeon forces from exiting his table edge and attacking the Carrier Group. The Zeon Commander must get as many undamaged suits off the Federations Commanders table edge as possible.

For each Zeon suit that gets off the table edge the Zeon player gets 50 Victory points, For every Zeon suit left on the table or destroyed, the Federation 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