

## OVERVIEW

Beaten, bloody and bruised the Federation Mobile forces managed to hold until Carrier Group Hermes broke through to them. A brief respite followed when the Zeon Mobile Forces withdrew from the battle to re-arm giving the Carrier Group enough time to escape the Zeon net and pull out of the Colonies wreckage.

The Carrier Group is now on its way back to the 6th Fleet staging area at best speed. The Zeon forces appear to have given up their pursuit. Ever cautious the Group's Commander has sent out a Mobile Suit patrol to probe for Zeon elements.

## SCENARIO SPECIAL RULES

Reserves

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Reserves - Any forces held off the table in reserve may be brought on after the second turn on a 4+.

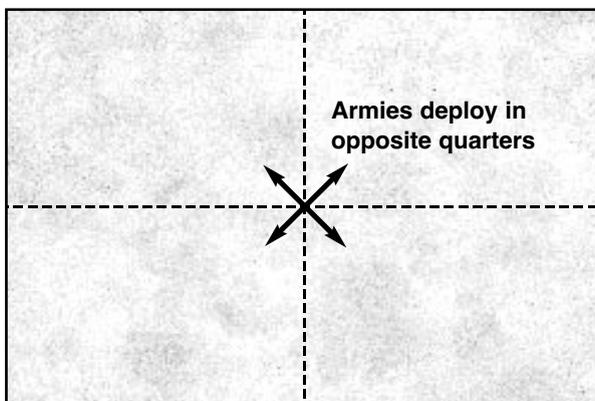
## SET-UP

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.



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

## MISSION OBJECTIVE

The Federation Mobile Forces are seeking to clear the area of all enemy forces, securing area 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 of mobile suits or fighters that have not been disabled. 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 seven turns.

## LINE OF RETREAT

Unit which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

