MOBILE SUIT GUNDAM
DELIVERENCE

OVERVIEW

The scattered remnants of the Federation Mobile forces have retreated inside the ruined colony, hoty pursued by the superior Zeon forces. With the promise of relief force on the way, the Federation squadron commanders have no option, but to keep falling back and pray for a rescue

Meanwhile the relief force is finally breaking through the lead elements of the Zeon Battlegroup, spear headed by Carrior Group Hermes. The Federation forces are pushing through to their beleagued Mobile forcecs.

SCENARIO SPECIAL RULES

Random Game Length, Low-Gravity, Ground enviroment

SCENARIO SPECIAL RULES

Low-Gravity - Fighting in a low-gravity enviroment has its bonuses, all suits may make an addition 6+D6" movement in their movement phase. However this is not without risk as Mobile suits are not designed to move that fast in ground enviroments. Everytime a Pilot takes this special move he must take a PS roll, if unsuccessful the suit counts as stunned for that turn.

Ground Enviroment - This battle takes place in an ground enviroment similiar to earth. Therefore the MSGBS Ground rules apply for this scenario.

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

SET-UP

1 Please note that this game is played across the length of the table.

2 The Federation Commander sets up his forces within 12" of his table edge.

3 TheZeon Commander sets up his forces within 12" of his table edge.

4 Both Commanders roll a D6, the highest goes first.

Attacker's board edge — Up to 12"

Defender's board edge — Up to 12"

MISSION OBJECTIVE

The Federation Mobile suits teams backs are against the wall, news of the relief force breaking through has reached them. All they have to do now is hold until relieved which is the last turn of the game to claim victory

The Zeon Mobile suit teams have the remnants of the Feddies forces cornered, the Zeon Commander must destroy or disable all the Federation forces by the end of the last turn of the game to claim victory.

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