

OVERVIEW

With the Zanzibar sighted Carrier Group Hermes started its attack, in the initial long range exchange of ship fire the Carrier Group damaged the Zeon Carrier, but at loss of two more of its escorting Salamis Cruisers and heavy damage to the third and remaining Cruiser Coventry.

Determined to sink the Zanzibar the two Auxillary Carriers closed to suit launching range, both ships made it with minor damage and launched their Mobile forces. A vicious dog-fight followed, with neither side gaining the upper hand, thanks to the timely arrival of a second Zanzibar. As the Mobile Suits from the carrier deployed, the Auxillary Carrier Fortitude suddenly exploded! Out of the Debris flew the Zeon secret weapon, a Mobile Armor - one of the fearsome Big-Ro's!!! With no where left to go, and Zeon's final card played both forces began the last battle to decide who would have final control over the Rainbow shoal.

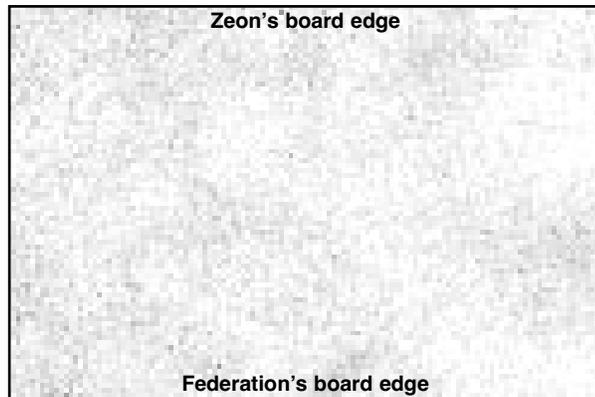
SCENARIO SPECIAL RULES

Anti-Air - The Federation and Zeon Mobile forces are fighting under the guns of their ships. Once per their turn the Commander gets D3 S6 shoots from his ships anti-air guns. These shoots can be targetted seperately and hit any target (within normal targetting restrictions) with 18" of their Table edge.

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

SET-UP

- 1 Both side roll a D6 the lowest score chooses which table edge he wants to move on to.
- 2 Roll for who gets first turn. Highest score may choose whether to go first or second. Both players move their forces on from the board edge at the start of their turn.



MISSION OBJECTIVE

The remaining Mobile forces from both sides are committed to this battle to decide the fate of the Rainbow shoal.

Each Commander that gets 50 Victory points for each suit destroyed, 100 Victory points for each Mobile Armor destroyed, 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

Random Game length

