

OVERVIEW

With the sudden Zeon raid, the Federation Picket Line buckled under the onslaught, and several Zeon suits broke through to attack the Carrier group beyond. This attack was eventually beaten off, but not without the Salamas escorts taking a mauling. The Carrier group lost the Monte, and the Manta and Wyndham took heavy damage to its population. Under the direct orders of Admiral Strova, the main carrier group pressed ahead to the 6th Fleet staging area, leaving the Manta and Wyndham to limp along at best speed under escort from a Mobile Suit squadron.

Spying easy prey the Zeon Mobile forces in the Rainbow shoal have dispatched a small force to destroy the two Salamas Cruisers.

SCENARIO SPECIAL RULES

Random Game Length, Barrage and Anti-Air

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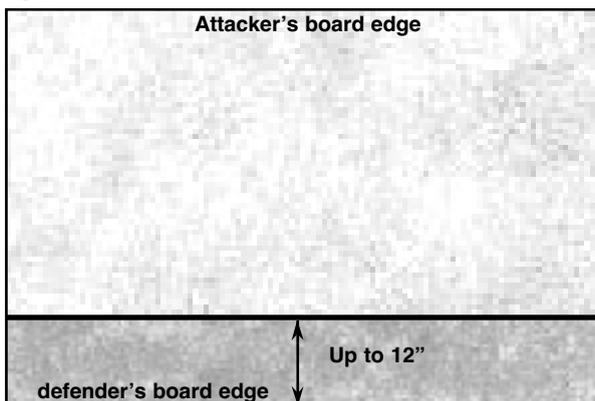
Barrage - Once per turn the Zeon Mobile Suit forces can call down a barrage from their baseships. You must guess the range to your target from your table edge upto 72", then measure from the table edge the number of inches you guessed - then place the Ordinance template on the point the last inch falls.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

Anti-Air - The Federation forces are fighting under the guns of their ships. Once per turn the Federation player get D6 S6 shoots from his ships anti-air guns. These shoots can be targetted separately and hit any target (within normal tagetting 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

- 1 The Federation Player deploys his forces along a table edge of his choice up 12" in.
- 2 The Zeon Commander takes the first turn, moving on from the table edge.



MISSION OBJECTIVE

The Federation escorts must stop the Zeon forces from exiting his table edge and attacking the damaged Salamis Class Crusiers. 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