

OVERVIEW

This is it, the turning point of this offensive has been reached the Zeon forces have gathered all their strength and are hurling it against the beleaguered, but newly strengthened Federation defensive. Both sides know the course of the war hinges on this moment. For the Zeons they must breakthrough the Federation line, for the outnumbered Federation they must hold at all costs

SCENARIO SPECIAL RULES

Random Game Length, Infiltrators and Rolling Attack

SCENARIO SPECIAL RULES

Rolling Attack - The Attackers troop units that are completely destroyed may be recycled and brought back on the tabletop on the attackers table edge.

Infiltrators - After both sides have set up any unit that can Infiltrate may make a free move just before the battle.

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

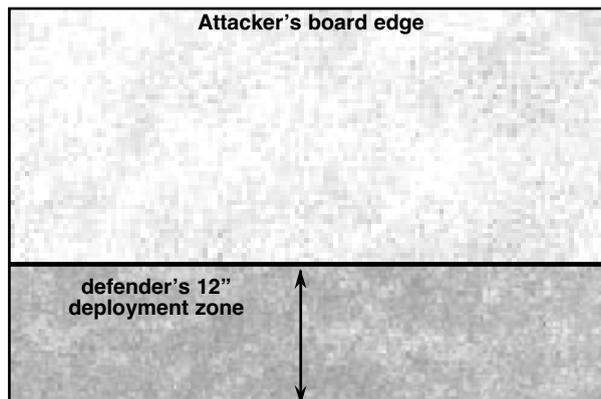
SET-UP

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

The Zeon Commander deploys along the table edge, the Federation Commander can deploy up to 12" onto the table

2 Both players roll a dice, the player that loses the roll off must deploy one of his units first. The other player then deploys one of his units. This continues in this order Heavy support, Troop, Elite, HQ until all the units are on the table.

3 Both players roll a D6 the highest score chooses whether to go first or second.



MISSION OBJECTIVE

To win the battles the Zeon Commander must annihilate the Federation force. He wins the battle if at the end of the game the Federation has no forces left. If the Federation Commander has any forces left at the end of the game he wins the battle

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

