

## OVERVIEW

The Federation forces are being driven back on all fronts with the strong Zeon forces snapping at their heels. The Federation army needs to regroup desperately before the Zeon onslaught overruns them. Your Mobile suit team has been selected to stall the Enemy advance for as long as possible as the main Federation force forms a new defensive line.

## SCENARIO SPECIAL RULES

Random Game Length, Hidden Troops and Reserves

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**Hidden Deployment** - Make a Hidden set up marker for each unit in your force (including those held in reserve) - these markers need to be numbered for to correspond to the units in your force. These markers may be placed anywhere on the table within the usual deployment rules. These markers are replaced by the units that start the game on the tabletop after the attacker has deployed.

Any marker that is for a unit that is not deployed on the board may be replaced with a booby trap. The controlling play may choose to detonate it if there is an enemy unit within 6". Any unit within 6" is automatically hit and takes a single Strength 8 hit to the facing its hit on. Booby traps can only work once.

**Reserves** - After the third turn units held off the board may enter on there table edge on a 4+.

**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.

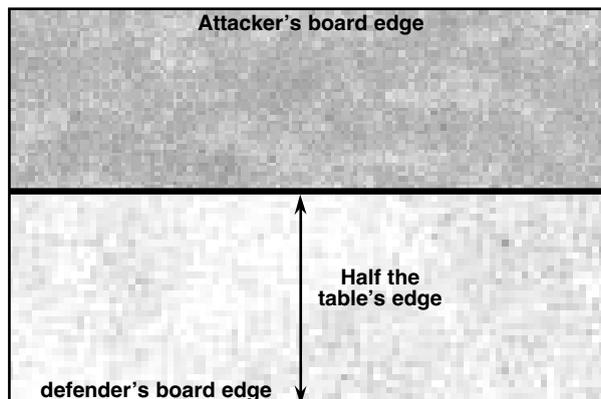
2 The Federation Commander must split his army into two groups, each must contain at least one Mobile suit or Tank Squadron. Before deploying, the Federation Commander flips a coin or rolls a dice to see which group he will use. The units in the other force are place off table as reserves.

3 The Federation Commander then deploys his forces using the Hidden set-up rule.

4 The Zeon Commander splits his forces into two waves. Each wave must contain at least one Mobile Suit or Tank Squadron and be at least one third of his forces point cost..

5 The Zeon Commander takes the first turn, moving on from the table edge. Once the first wave is on the board the Federation Commander reveals his hidden set-up markers.

6 All the forces in the Zeon Commanders second wave arrive at the beginning of turn four, and move on from the attackers board edge. The Federation Commander may roll for reserves after the third turn.



## MISSION OBJECTIVE

The Federation Command must stall the attacking Zeon forces for as long as possible. If the Federation Commander has any Mobile suits still able to fire and within 12" of the enemy he wins.

## 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