

OVERVIEW

The Gallop was stopped, but before any information or the high-command officers could be recovered the vehicle self-detonated. Federation intelligence believe this was just a cover as slow downed footage shows one of the vehicles escape pods ejecting a milli-second before the explosion. You have been sent to this area to recover the escape pod. Intel has also informed you that Zeon teams are also sweeping the area for the pod! Battle is joined as both sides forward elements encounter each other at the crash site...

SCENARIO SPECIAL RULES

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

SET-UP

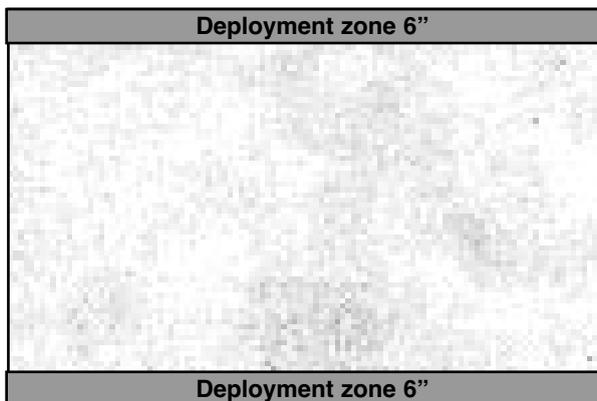
1 Before choosing table edges or deploying any forces, both commanders place 6 counters numbered 1 to 6, face down anywhere on the table, (without looking at the numbers on the counters!). The Commanders should take turns placing 3 counters each. Each counter must be no closer than 12" to another counter and no closer than 12" to any board edge.

2 Determine which on of these counters is the objective by rolling a dice. The counter with that number on it is the real objective and must be discovered by the Mobile suits during the battle.

3 Both Commanders roll a dice, the Commander that rolls the highest chooses where he will deploy. He can must choose which long table edge he can deploy along.

4 Both Commanders again roll a dice, the lowest then deploys first. He must set up any or all of the units from his Troop allocation in his deployment zone. He does not have to deploy all his Troops, but he must deploy at least one unit. Any Troops not deployed are in reserve, as is the rest of his forces. The Commander with the highest dice roll then deploys his troops.

5 Both Commanders again roll a dice, the highest score may choose wheter to take the first or second turn.



MISSION OBJECTIVE

The Commander that is in possession of the objective at the end of the games wins. If no one has the objective at the end of the game then it is a draw.

To reveal a counter the Commander must move a Mobile Suit into contact with it and the halt the model's movement. Turn the counter face up and see which number it has on it. If the counter is the one with the number rolled at the start of the game the model has located the objective, and it is now in that model's possession. If the counter is any other number discard it and keep hunting.

If the model carrying the objective is destroyed, or immobilised, or has to Fall Back then the counter is dropped and remains on the board. It may be picked up by any model that moves into contact with it

The model can pass the objective to another by moving into base to base contact. Neither model may move after they come into contact until the next turn, and the objective can only be handed off once per turn.



RESERVES

See Special Rules.

GAME LENGTH

The game lasts for six turns

LINE OF RETREAT

Units which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.