

## OVERVIEW

The Federation are meeting heavy resistance from the Zeon forces. The Federation High Command have decided to drop a number of MS teams behind the Zeon lines to take a series of important objectives to and hold until the main Federation force links up with them.

## SCENARIO SPECIAL RULES

**Air Drop** - For each suit choose any point on the battlefield, but not within 18" of an enemy force and roll a scatter dice and 2D6. A 'hit' indicates the suit landed on target, an arrow means the suit moved off target and lands the number of inches indicated by the arrow. On a roll of a double 1 the suit suffers a mishap and is immobilised for the rest of the game.

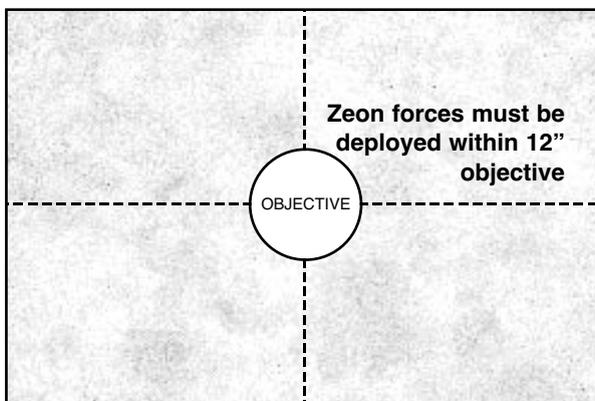
**Reserves** - After the second turn units held off the board may enter on there table edge on a 4+.

## SET-UP

1 Zeon player must place an objective in the centre of the board and then deploy only his troop choices. All other choices must be held off table and can only move in if they make their reserve roll.

2 The Federation player then Air-Drops his forces onto the board in any order he wishes. Plus he may hold units back in reserve to be air dropped if he makes the reserve roll.

3 Roll for who gets first turn. Highest score may choose whether to go first or second.



## MISSION OBJECTIVE

The Federation are looking to capture a number of Zeon bases and hold until they are relieved. The player that has the closest unit to the Objective at the end of the game wins.

To claim the Objective there must be no enemy units closer than you and you mobile suit cannot be immobilised.

## 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

The game lasts for seven turns.

