

OVERVIEW

It's total chaos!!! The Zeon forces are falling back in some sectors and counter attacking in others. Your Team has been sent to this sector to bolster the on-going Federation offensive. At nightfall the offensive has begun and your yet to make contact with the enemy. Sonar has reported activity in your area and you have sent your forward units to probe for enemy contact

SCENARIO SPECIAL RULES

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

Night Fight - It's night, even with IR viewing the battlefield is a confusing mass of heat sources and muzzle flashes. When firing declare what you are shooting at, then roll 3D6 and times by 2 this is the distance you can see it. If the number rolled is lower than the distance to the target then you cannot see it to shoot at it.

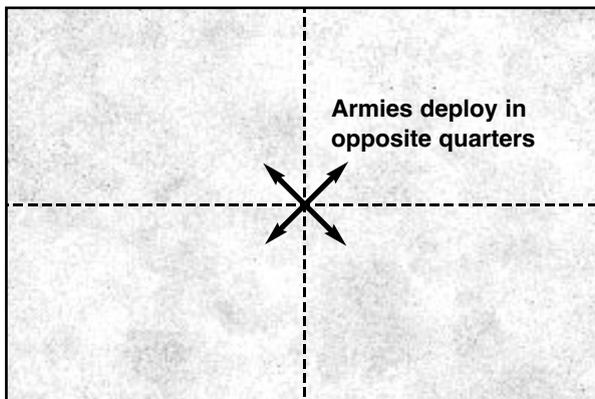
SET-UP

1 Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table. No unit can be closer than 18" to each other!!!

Because this is a meeting engagement you can only deploy your troop choices on the board. Heavy Support, Elites, and HQ units must be held in reserve.

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



Divide the table into 4 quarters and dice for choice of quarter as deployment zone.

MISSION OBJECTIVE

The Federation Commander is seeking to clear the area of all enemy forces, securing ground as they go. The Zeon Commander is directing an organised retreat for his forces in this sector, and is trying to secure the ground for conventional forces to retreat through. The player that occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no functioning (ie immobilised) enemy mobile suits or mobile vehicles in the area. Note that characters do not count as units and so may not secure table quarters on their own.

RESERVES

See Special Rules.

GAME LENGTH

The game lasts for six turns.

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.

