

OVERVIEW

The Federation Commander has ordered your team to escort a small convoy of vehicles to the frontline, these vehicles contain the new ground sonar devices able to detect Mobile Suits at a much greater distance. The area is still hostile and Zeon forces have been reported in your sector.

SCENARIO SPECIAL RULES

Hidden Deployment, Random Game Length, Convoy 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.

Convoy - The Convoy is slowing moving affair, only able to go at the pace of the slowest moving vehicle. Each turn roll a D6 on a 1,2 or 3 the convoy moves at 3" on a 4,5 or 6 the convoy moves at 6".

SET-UP

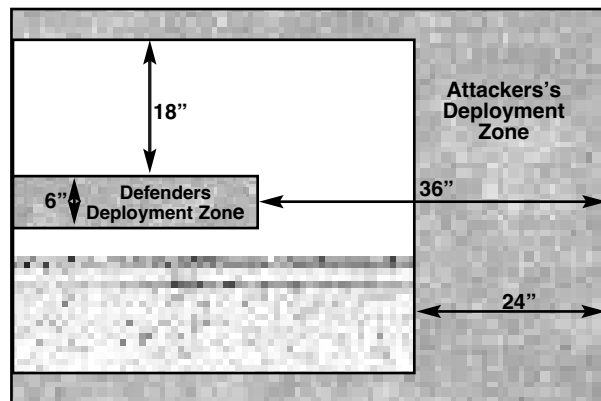
Attacker's board edge

1 The Federation Commander chooses one of the short table edges as his escape route.

2 The Zeon Commander rolls a dice for each of his units: on 3+ they may be deployed at the start of the game. The Zeon Commander may choose to leave units in reserve if he perfers, but at least one unit must be in position for ambush at the beginning of the game. If the Zeon Commander fails to get any of his units at the start of the game he must choose one unit to make the ambush. Any forces which are not ambushing are geld in reserve. The Zeon Commander sets up the ambushing forces using the Hidden Deployment rules. The Hidden Deployment counters may be placed no closer than 18" to the Federations set up zone.

3 The Federation Commander places his units and vehicles one at a time. The front unit of the colimn must be at least 36" away from the exit short table edge. Each subsequent unit of vehicle must deploy entirely behind the previous unit creating a column of march. Note, the Federation Commander's Convoy consists of D6+2 Hovartrucks at 0 points each (they don't count towards any troop allotments) If you don't have enough models to represent the trucks, use turretless Type 61's or counters.

4 The Zeon Commander gets the first turn.



MISSION OBJECTIVE

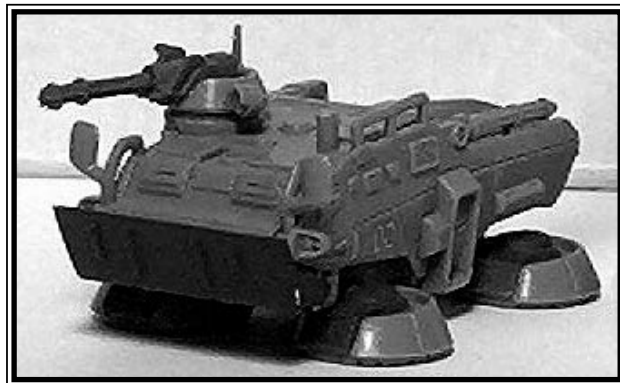
The Federation Command wins if he gets half his Convoy off the table before the game ends or they are no functioning Zeon units left on the table. The Zeon player wins if he captures two Federation trucks - to capture them he has to be the closest unit to them at the end of the game and unimmobilized. Or there are no functioning Federation units left on the table. Any other result is a draw

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



Federation Hover Truck

Although its not featured in this scenario in combat capacity I thought it would be fun to introduce one of the support elements of the Mobile Suits teams to the MSGBS.

With the advent of the Minosky particle ground radar is virtually impossible. The old 'fashioned' method of spotting and scouting for the enemy has been re-introduced. With radar now as good as useless the Hover truck also has another system to track enemy suits called ground sonar. A skilled operator can track any suit by tremors alone within a mile radius, then relay the information to his team for fire support or attack vectors

The Federation Hover truck was introduced to support

Mobile suits in a combat zone. It carries tools needed for field repairs and all the supplies the team needs for its combat mission.

Hovar Truck

	M	W	S	B	S	T	I	A	W	L	D	PV
Crew Profile	4	3	3	3	3	3	1	1	7	-		
Armor Values	Front		Side		Rear		PV					
Type 61 Tank	6		5		5		50					

Hovar Truck Standard equipment & weapon:

20mm Machine gun (no stats anti-infantry only) and ground sonar.

Type 61 Army Entry

The Type 61 counts as single Troop choice.

Type 61 Battle Tank Special Rules

The Hovar truck while next to useless in a duel between Mobile suits is still an essential part of a MS team.

Ground Sonar - This special radar allows a skilled operator to track suits by ground tremors alone. The Truck cannot move while using its sonar and it can detect infiltrating targets and ambushers within 36". Plus relay firing patterns to any Mobile suit within 18" allowing a +1 to hit or a re-roll of the scatter dice.