

OVERVIEW

The Zeon MS forces made off with the escape pod and Federation Intel is certain it contained General Miko Troist - the overall Commander of the North East. Meanwhile Zeon resistance has effectively collapsed all along the North East and with only the immediate area around their Harrisburg base remains in their hands. Right now Federation forces are fighting a savage battle to take the base.

Your Team has been selected for a very special mission, Federation Intelligence has learned about a total annihilation device that is in the hands of General Troist. The General is an extremely paranoid man and Intel are certain he will use the device should the bases defenses fall, irradiating the entire North East for centuries to come!!!. Your mission is to breakthrough the bases rearline and into the base complex itself, Intel has placed the General in the bases central command bunker you must stop him at any cost.

SCENARIO SPECIAL RULES

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

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.

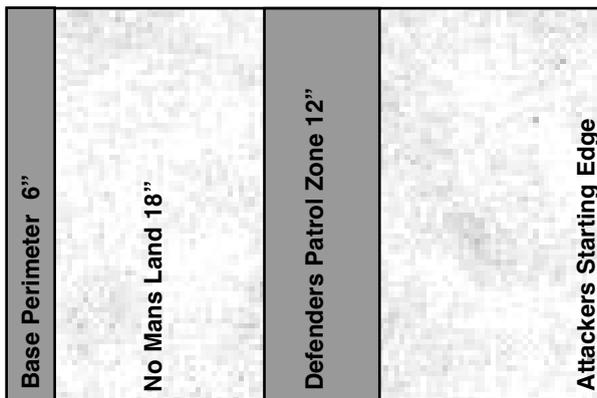
SET-UP

1 Roll randomly for which short table edge will be the attackers starting point. Then divide the board as shown on the Map.

2 In this battle the Zeon Commander only uses half his forces available to him, ie. If the Federation Team is 1000 points, the Zeon team can only field 500 points. The Zeon Commander must at least place one unit of his available force in his patrol Zone. Any Zeon units not placed in the patrol zone are set up using Hidden Deployment and set up in No Man's Land.

3 The Federation Commander then deploys his entire force along his Starting edge. He may hold units back using the Deep Strike rules if he wishes.

4 The Federation Commander gets the first turn.



MISSION OBJECTIVE

The Federation Commander must smash through the Zeon Commanders lines. For every Fed unit that leaves via the far base perimeter line the Federation commander gets 300 victory points.

The Zeon Defender must hold his line and stall the Federation attack. The Zeon Commander gets +150 points for each enemy vehicle or suit that is not in the Base Perimeter line at the end of the game.

The Winner is the Commander with the most Victory points. After playing this scenario to its completion move onto the second part of this scenario.

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.

OVERVIEW

You've broken through to the base, your team is strung out behind you but your objective is in sight. General Troist's Command Bunker is just ahead. All you have to do is bring it down and the North East is safe...

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Any marker that is for a unit that is not deployed on the board may be replaced with a booby trap. The controlling player 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 - Any Zeon forces left on the table from the first part of Last Dance may enter from the Attackers table edge from the second turn on a 4+.

Any Federation forces left on the table from the first part of Last Dance may enter from the Attackers table edge from the second turn on a 5+. Then from the third turn onwards on a 4+.

Random Game Length - After the fifth turn roll a single dice for every turn on a 5+ its the last turn of the game.

Bunker - The Bunker is heavily armored and well-built structure. The Bunker is armor 12 all round, and has 4 structure points. Every penetrating hit (shooting or close combat) will take a structure point off the complex, once the last point is expended all other Penetrating shoots will collapse the Bunker on a 4+.

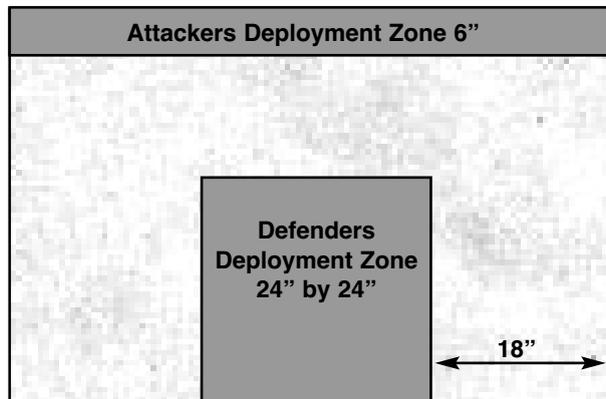
SET-UP

1 The Federation Commander choose a long table edge. The Zeon Commander then sets up his deployment zone and places the Bunker within the square.

2 The Zeon Commander then sets up the other half of his force that wasn't used in first part of the Last Dance. He must set up a minimum of 2 units, any other units may be deployed using the Hidden Set up rule.

3 The Federation Commander then deploys any forces that made it off the table before the end of the first part of Last Dance. All other units are held in reserve as described above.

4 The Federation Commander gets the first turn.



MISSION OBJECTIVE

The Federation Commander must destroy the Bunker before the game ends. Failure to do so is an automatic defeat as General Troist sets off the Bomb irradiating the entire North East.

The Zeon Defender must protect the Bunker at all costs. If the Bunker is still intact at the end of the game he wins.

GAME LENGTH

Random Game Length



LINE OF RETREAT

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RESERVES

See above for the special Reserve rules.