

OVERVIEW

The Federation second Offensive has gone wrong, many Mobile Suit units have found themselves trapped behind the lines as the relief force was pushed back by strong Zeon resistance. Unable to reinforce these forward units the Federation has issued one command - Breakout!!!

SCENARIO SPECIAL RULES

None

SET-UP

1 Number the short board edges 1 and 2

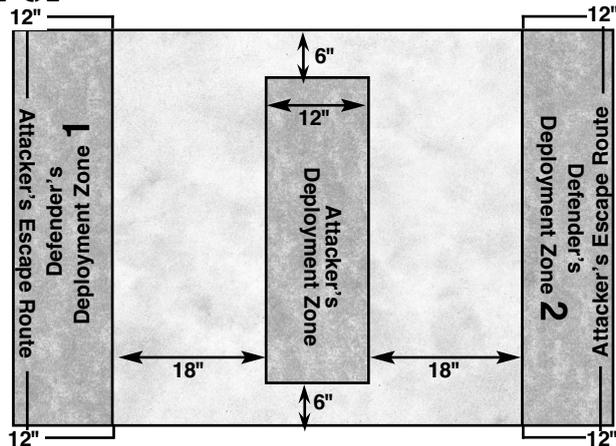
2 The Zeon forces must split his force into two parts, one for each short board edge. Each force must include two whole units, units may not be split between forces. Number these forces 1 and 2 to correspond with the short table edges. Note, elite units do not have to be assigned to a table edge, they can be positioned in either force later

3 The Zeon Commander deploys all his forces in his deployment zone.

4 The Federation Commander deploys his units, they may not be positioned with 18" of any enemy Mobile suit.

5 The Zeon Commander can now deploy his Elite units, they can be placed anywhere on the board, but not within 18" of any Federation unit.

6 Roll a D6: on a 1 the Zeon forces go first, on a 2 or more the Federation gets the first turn.



MISSION OBJECTIVE

The Federation Command must get as many of his suits off the board as he can. If he manages to get half of more of his force off the short table edges he wins.

If the Federation Commander does not managed this then the Zeon Commander wins the closest unit to the Objective at the end of the game wins.

LINE OF RETREAT

Zeon forces that are forced to fall back will do so towards the closed short board edge. Federation forces which are forced to fall back will do so towards the centre of the board. All units use the normal Fall back rules and move along the shortest possible route. Once they reach the centre of the board they may regroup.

RESERVES

none

GAME LENGTH

The game lasts for six turns.

