

1	Ranger	Capital	BB-1	29	13	5 per 2	8	2	2	7	6.00	Shields, Carrier, Assault, Fire Control
1	Pittsburgh	Cruiser	CR-1	20	8	1 per 3	8	8	2	2	4.00	
2	Baltimore	Cruiser	CL-0	14	7	2 per 4	4	4	2	1	3.00	Scout
4	Guardian	Escort	CT-0	6	3	2 per 8	2	1	2	0	1.00	Atmospheric, Defense
3	Harris	Escort	DD-1	11	5	2 per 6	4	2	2	1	2.00	Modular
9	Eagle	Flight	FLM-0	5	2	1 per 14	2	0	3	0	1.00	
2	Phoenix	Flight	FLH-1	7	4	2 per 12	3	1	1	0	2.00	Strikefighter, Fire Control
3	Kestrel	Flight	FLH-2	7	3	2 per 12	2	3	1	0	2.00	Disruptor

1	Shanzi	Capital	BB-1	31	14	4 per 2	10	2	2	10	6.00	Advanced, Shields, Carrier, Assault
4	Isakov	Cruiser	CL-0	14	6	1 per 4	5	6	3	0	3.00	
6	Wonsan	Escort	CT-0	6	4	2 per 8	2	1	1	1	1.00	Atmospheric, Scout
3	Da Nang	Escort	CT-1	7	3	1 per 8	2	3	2	0	1.00	Atmospheric
4	Meifeng	Flight	FLSH-0	7	5	1 per 10	3	2	2	0	2.00	Strikefighter
12	Grif	Flight	FLT-2	5	1	1 per 16	2	1	2	0	1.00	

- I) Readiness, Info, and Stance
 - a. Readiness: AmRep 7 + 6 = 13, GEU 4 + 6 = 10
 - i. AmRep: +2 Fire, 6 CC Incl/Excl, TL + Subtype
 - ii. GEU: +1 Readiness, 4 CC Incl/Excl, TL + Type
 - b. Stance: AmRep Hold, GEU Hold
- II) Taskforce selection, Incl/Excl, Modular
 - a. Both include all ships and fighters.
 - b. AmRep force-include 2x Baltimore
 - c. GEU force-exclude 4x Eagle
 - d. All AmRep Harris +2AS
- III) Taskforce AS/AF
 - a. AmRep Ship: AS 31 AF 22
 - b. AmRep Flight: AS 11, AF: 20
 - c. GEU Ship: AS 41, AF: 26
 - d. GEU Flight: AS 20, AF: 32
- IV) Fire Effect
 - a. AmRep: 4 + 2 = 50% Ship Fire
 - b. AmRep: 5 + 6 = 100% Flight fire
 - c. GEU: 3 + 1 = 50% Ship fire
 - d. GEU: 2 + 6 = 75% Flight fire
- V) True AS/AF
 - a. AmRep Ship: 16 AS, 11 AF
 - b. AmRep Flight: 11 AS, 20 AF
 - c. GEU Ship: 21 AS, 13 AF
 - d. GEU Fighter: 15 AS, 24 AF
- VI) Missions:

- a. AmRep Mission 1/6: Ranger on Defense (-1AS, -1 AF, +6 Defense Pts)
 - b. AmRep Mission 2+3/6: 2 Baltimore on Anti-Ship (+2 AS, -4AF)
 - c. GEU Mission 1+2/6: 2 Isakov on Defense (-6AS, -4 AF, +6 Defense Pts)
 - d. GEU Mission 3/6: Shanzi on Defense (-1 AS, -1 AF, +6 Defense Pts)
 - e. GEU Mission 4/6: 4x Meifeng on Disrupt (-4AS, -4AF, +8 Disruption Pts)
- VII) Adjusted AS/AF
 - a. AmRep Ship: 17 AS, 6 AS
 - b. AmRep Flight: 11AS, 20 AF
 - c. GEU Ship: 10AS, 4 AF
 - d. GEU Flight: 11 AS, 20 AS
- VIII) Assign Specialty Points
 - a. AmRep 12 Defense: +2 Defense to Ranger Class (DL: 4)
 - b. AmRep 4 Defense: +1 Defense to Pittsburgh (DL: 2)
 - c. AmRep: 6 Pts Disruptor: -1 Defense each on 2 Isakov CL
 - d. AmRep: 4 Pts Fire Control, +50% Pittsburgh CR (+4AS, +2AF)
 - e. AmRep: 6 Pts Fire Control, +50% Harris DD #1, 2, 3 (+3AS, +3AF)
 - f. GEU: 12 Defense, +2 Defense to Shanzi class (DL: 4)
 - g. GEU: 8 Disruptor -1 Defense each on Baltimore CL 1 and 2, Harris DD 1
- IX) Adjusted AS/AF, Special DLs:
 - a. AmRep Ship: 24 AS, 11 AS
 - b. AmRep Flight: 11 AS, 20 AF
 - c. AmRep Non-DL1 DLs:
 - i. Ranger BB #1 DL 4,
 - ii. Pittsburgh CR #1 DL 2
 - iii. Baltimore CL #1 and #2 DL 0
 - iv. Harris DD #1 DL 0.
 - d. GEU Ship: 10 AS, 4 AF
 - e. GEU Flights: 11AS, 20 AF
 - f. GEU Non-DL1 DLs
 - i. Shanzi BB #1 DL 3
 - ii. Isakov CL #1 and #2 DL 0
- X) Battle Phase
 - a. Ships vs Ships
 - i. AmRep 24 AS
 - 1. Directed: 10 AS Destroy Isakov CL #1 (DL 0, DV 5) (-3 AF)
 - 2. Directed: 10 AS Destroy Isakov CL #2 (DL 0, DV 5) (-3 AF)
 - 3. Undirected: 4 AS Destroy 1x Da Nang Escort (DV 2) (-2 AF)
 - ii. GEU, 10 AS
 - 1. Directed: 8 AS Destroy Harris DD #1 (DL 0, DV 4) (-3 AF)
 - 2. Undirected: 2 AS Cripple 1x Guardian CT (DV 2) (-1 AF)
 - b. Ships v Flights
 - i. AmRep 6 AF
 - 1. Undirected: 4 AF Destroy 1x Grif FLT (DV 2) (-1 AS)
 - 2. Undirected: 2 AF Cripple 1x Grif FLT (DV 2) (-1 AS)

- ii. GEU, 0 AF
 - 1. No Damage
 - c. Flights v Flights
 - i. AmRep 20 AF
 - 1. Directed: 12 AF Destroy 2 Meifeng FLH (DV 2) (-4 AS)
 - 2. Directed: 8 AF Destroy 2x Grif FLT (DV 2) (-2AS)
 - ii. GEU 20 AF
 - 1. Directed: 12 AF Destroy 2x Phoenix (DV 3) (-0 AS)
 - 2. Directed: 8 AF Destroy 2x Eagle (DV 2) (-0 AS)
 - d. Adjust Flight AS
 - i. AmRep: 11 AS
 - ii. GEU: 5AS
 - e. Flights vs Ships
 - i. AmRep 11 AS
 - 1. Directed: 8 AS Destroy 2x Da Nang CT (DV 2)
 - 2. Directed: 3 AS Cripple 1x Isakov CL (DV 5)
 - ii. GEU 5AS
 - 1. Directed: 4AS Cripple 1x Baltimore CL
 - 2. Directed: 1x Cripple Guardian CT

XI) Final Losses

- a. AmRep Ships Lost: 1x Harris DD
- b. AmRep Ships Crippled: 1x Baltimore CL, 2x Guardian CT
- c. AmRep Flights Lost: 2x Phoenix FLH, 2x Eagle FLM
- d. AmRep Flights Crippled: None
- e. GEU Ships Lost: 2x Isakov CL, 3x Da Nang CT
- f. GEU Ships Crippled: 1x Isakov CL
- g. GEU Fighters Lost: 3x Grif FLT, 2x Meifeng FLH
- h. GEU Fighters Crippled: 1x Grif FLT

XII) Narrative:

- a. In late August of 2092, AmRep forces patrolling the neutral sector of Aristes engaged with a similar aggressive patrol from the GEU. Both forces were led by similar fleet carrier flagships, though the Chinese *Shanzi* type is tougher and has a larger hangar capacity than the AmRep *Ranger* type, though the Ranger boasts better fleetwide fire coordination command facilities. Initial scouting reports meant that both sides were engaged in active maneuvering and electronic intelligence/counterintelligence measures for almost a week before contact, which resulted in a CAP of three flights of AmRep Eagle fighters being nearly a day out of position when contact began. Main contact maneuvers were defensive on both sides, with the main offensive firepower of the GEU fleet in *Isakov* light cruisers diverted to escort the expensive fleet carrier, and their *Meifeng* assault bombers focused on taking down shielding and forcing the AmRep's *Baltimore* scout cruisers into indefensible positions. On the AmRep side, a lot of attention was given to the protection of the *Ranger* class flagship, but the presence of Phoenix class coordination ships and fire control radars, as well as the choice of heavy anti-ship warheads on their *Harris* class missile destroyers, meant they retained more

direct-to-target firepower during the seven-hour engagement. In particular, that concentrated fire from the *Pittsburgh* heavy cruiser and *Harris* missile cruisers at range pounded two *Isakov* light cruisers to the breaking point, which in turn crumbled the anti-fighter point defense screen they had hoped to project from their positions in the engagement. AmRep *Kestrel* type torpedo bombers made maximum use of the opening, crippling a third *Isakov* and obliterating two heavy *Da Nang* combat corvettes. GEU return fire was uncoordinated – a set of lucky barrages from the *Isakov* cruisers in the heat of the battle destroyed one *Harris* class. Their fighters were more successful, especially with the AmRep missing several flights of *Eagle* interceptors which could have stop them. Several flights of *Grif* type fighters successfully ambushed and destroyed the expensive and tactically important *Phoenix* flights as they coordinated the battle, and fighter-fighter combat took down an additional two flights of *Eagle* class interceptors. The *Baltimore* class light cruiser forced out of formation at the start of the fight also suffered crippling but not total damage from repeated attack runs by massed *Grif* flights. Ultimately, the engagement was a loss, but not a disastrous one, for the GEU, and both fleets are still in-system and have to decide on next turn's actions.