

Battle Of: Mygetto Moons **Round 1 / 5** **Readiness Rolls: 5,5**

P1 Base: AS 11, AF 9
P2 Base: AS 12, AF, 12

Task Force Base and Final Values:
Player 1 Final: AS 0, AF 15, Functions
Player 2 Final: AS 14, AF 10, Functions

Include/Exclude Using Scout

Player 1 (Scouts:) Include/Exclude: None

Player 2 (Scouts:) Include/Exclude: None

Include/Exclude Modifiers:

Missions Phase:

Player 1 Missions (CC 5, extra flight CC 4): *Tyrannis, Marius, Carcaradon* on anti-fighter
AS/AF and Function Modifiers: +6 AF, -11AS

Player 2 Missions (CC 8, extra flight CC N/A): *Corsair, Skull* on AS
AS/AF and Function Modifiers: -2AF, +2AS

Other Ship Abilities

Player 1 Functions: None

Player 2 Functions: None

AS/AF Modifiers: None

Flight Deployment Phase

Player 1 Flight Positions: All flights defensive

Player 2 Flight Positions: All flights offensive

Fire Phase One: Ships vs Ships

Player 1 Damage: None

Damage Assignment: None

Player 2 Damage: None

Damage Assignment: None

Fire Phase Two: Ships vs Flights

Player 1: 3x15 = 45/10=5

Player 2: None

P1 Assigns Damage: Cripple Fenton

P2 Assigns Damage:

Fire Phase Three: Flights vs Flights

P1 Defensive Flights: 12x5=60/10=6

P1 Offensive Flights: None

P2 Defensive Flights: None

P2 Offensive Flights: 10x4=40/10=4

Assigns Damage: 6 Dir, Destroy Fenton, cripple Blue

Assigns Damage:

Assigns Damage:

Assigns Damage: 4 Dir, cripple Alpha, Beta

Fire Phase Four: Flights vs Ships

Player 1: None

Damage Assignment: None

Player 2: 4x12=48/10=5

Damage Assignment: 5 Undirected, Cripple *Marius, Carcaradon*

Casualties

Player 1: *INS Marius* and *INS Carcaradon* crippled

Player 2: Y-Wing Fenton destroyed, X-Wing Blue crippled

Reorganization

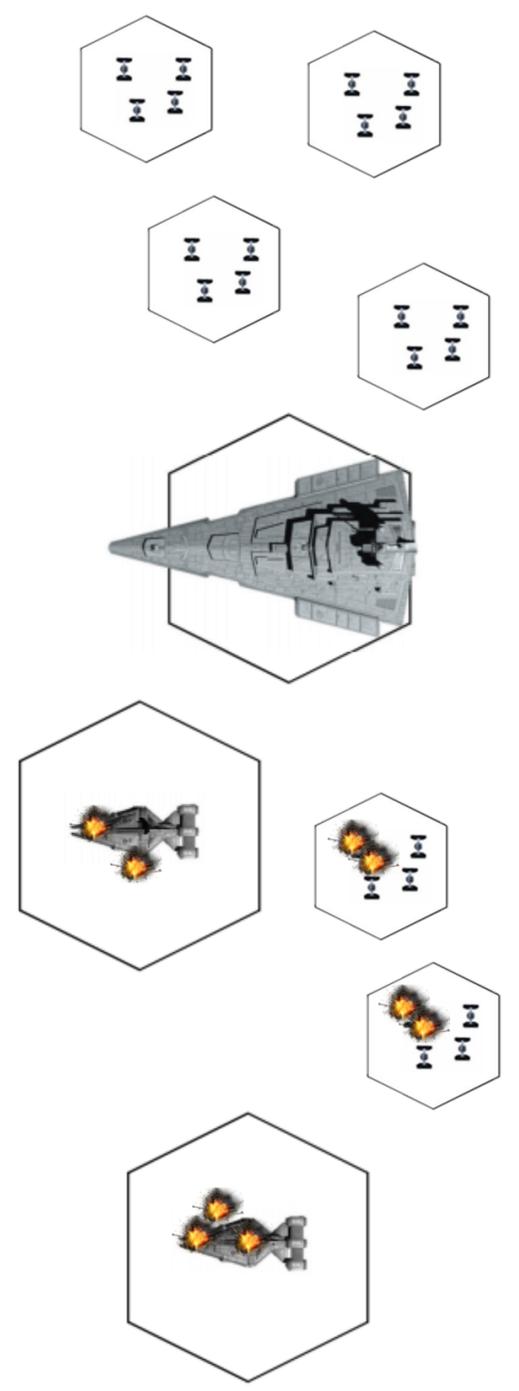
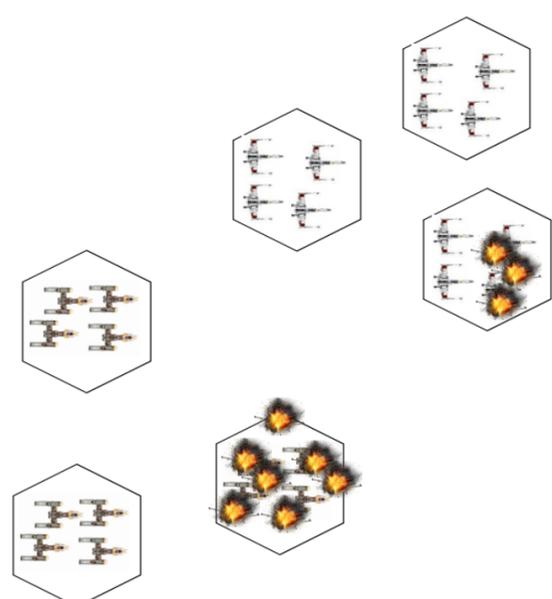
Player 1 Reorganization:

Player 2 Reorganization:

Reinforcement

Player 1 (CC Available)

Player 2 (CC Available)



Battle Of: Mygetto Moons **Round 2 / 5** **Readiness Rolls:**

P1 Base: AS 9, AF 7
P2 Base: AS 9, AF 10

Task Force Base and Final Values:

Player 1 Final: AS 4, AF 9, Functions
Player 2 Final: AS 11, AF 8, Functions

Include/Exclude Using Scout

Player 1 (Scouts:) Include/Exclude: None

Player 2 (Scouts:) Include/Exclude: None

Include/Exclude Modifiers:

Missions Phase:

Player 1 Missions (CC 5, extra flight CC 4): Tyrannis, on anti-fighter

AS/AF and Function Modifiers: +2 AF, -7AS

Player 2 Missions (CC 8, extra flight CC N/A): Corsair, Skull on AS

AS/AF and Function Modifiers: -2AF, +2AS

Other Ship Abilities

Player 1 Functions: None

Player 2 Functions: None

AS/AF Modifiers: None

Flight Deployment Phase

Player 1 Flight Positions: All flights defensive

Player 2 Flight Positions: All flights offensive

Fire Phase One: Ships vs Ships

Player 1 Damage: None

Damage Assignment: None

Player 2 Damage: None

Damage Assignment: None

Fire Phase Two: Ships vs Flights

P1 Assigns Damage: Cripple Gold

P2 Assigns Damage:

Player 1: $2 \times 9 = 18/10 = 2$

Player 2: None

Fire Phase Three: Flights vs Flights

P1 Defensive Flights: $10 \times 4 = 40/10 = 4$

P1 Offensive Flights: None

P2 Defensive Flights: None

P2 Offensive Flights: $8 \times 6 = 48/10 = 5$

Fire Phase Four: Flights vs Ships

Assign Damage: 4 Dir, destroy Gold

Assign Damage:

Assign Damage:

Assign Damage: 5 DD, dest Alpha, Beta cripple Gamma

Player 1: None

Damage Assignment: None

Player 2: $3 \times 10 = 30/10 = 3$

Damage Assignment: Destroy *Marius*

Casualties

Player 1: *INS Marius*

Player 2: X-Wing Gold Destroyed

Reorganization

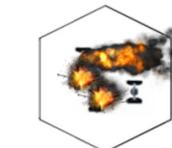
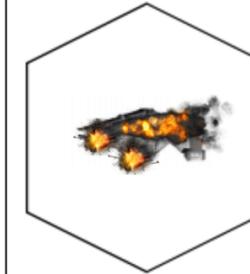
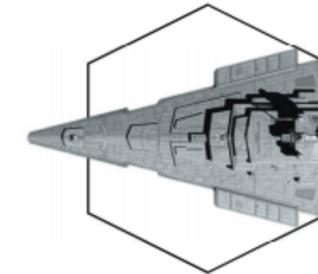
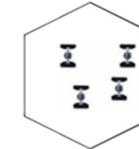
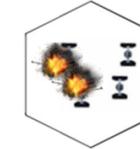
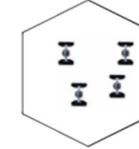
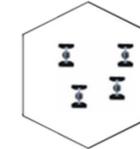
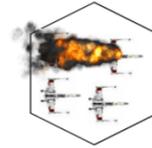
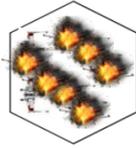
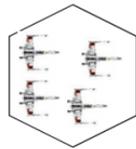
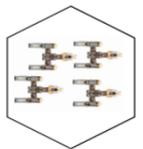
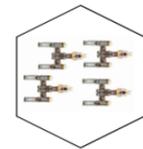
Player 1 Reorganization:

Player 2 Reorganization:

Reinforcement

Player 1 (CC Available)

Player 2 (CC Available)



Battle Of: Mygetto Moons **Round 3 / 5** **Readiness Rolls:**

P1 Base: AS 7, AF 5
P2 Base: AS 8, AF 7

Task Force Base and Final Values:

Player 1 Final: AS 2, AF 7, Functions
Player 2 Final: AS 10, AF 5, Functions

Include/Exclude Using Scout

Player 1 (Scouts:) Include/Exclude: None

Player 2 (Scouts:) Include/Exclude: None

Include/Exclude Modifiers:

Missions Phase:

Player 1 Missions (CC 5, extra flight CC 4): Tyrannis, on anti-fighter

AS/AF and Function Modifiers: +2 AF, -7AS

Player 2 Missions (CC 8, extra flight CC N/A): Corsair, Skull on AS

AS/AF and Function Modifiers: -2AF, +2AS

Other Ship Abilities

Player 1 Functions: None

Player 2 Functions: None

AS/AF Modifiers: None

Flight Deployment Phase

Player 1 Flight Positions: All flights defensive

Player 2 Flight Positions: All flights offensive

Fire Phase One: Ships vs Ships

Player 1 Damage: None

Damage Assignment: None

Player 2 Damage: None

Damage Assignment: None

Fire Phase Two: Ships vs Flights

P1 Assigns Damage: Cripple Skull

P2 Assigns Damage:

Player 1: $5 \times 7 = 35 / 10 = 4$

Player 2: None

Fire Phase Three: Flights vs Flights

P1 Defensive Flights: $7 \times 4 = 28 / 10 = 3$

Assign Damage: Destroy Blue

P1 Offensive Flights: None

Assign Damage:

P2 Defensive Flights: None

Assign Damage:

P2 Offensive Flights: $3 \times 6 = 18 / 10 = 2$

Assign Damage: Destroy Gamma

Fire Phase Four: Flights vs Ships

Player 1: None

Damage Assignment: None

Player 2: $5 \times 7 = 35 / 10 = 4$

Damage Assignment: Destroy Carcaradon, 1 dmg < 1/2 of Tyrannis DV, lost

Casualties

Player 1: *INS Carcaradon*, TIE-LN Gamma

Player 2: X-Wing Blue destroyed

Reorganization

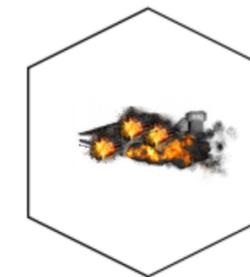
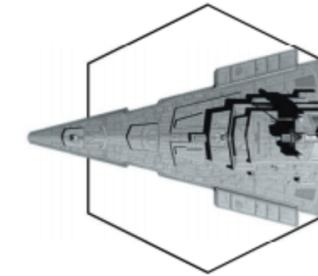
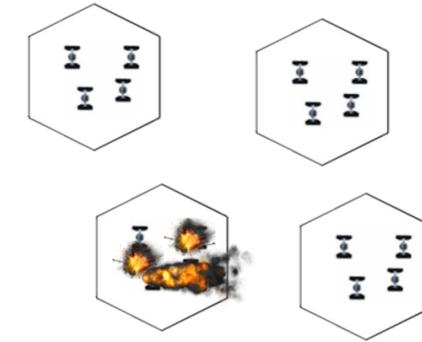
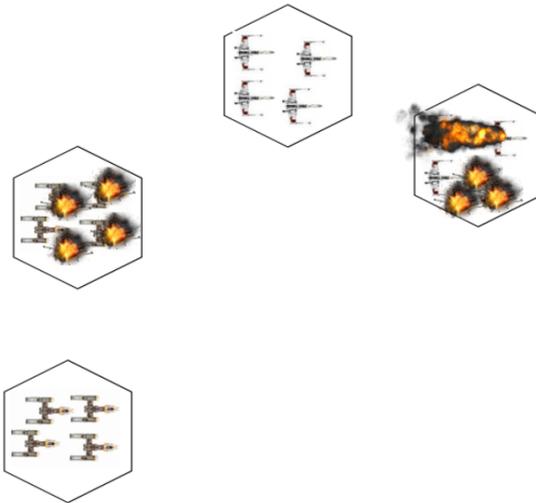
Player 1 Reorganization:

Player 2 Reorganization:

Reinforcement

Player 1 (CC Available)

Player 2 (CC Available)



Battle Of: Mygetto Moons **Round 4 / 5** **Readiness Rolls:**

P1 Base: AS 5, AF 3
P2 Base: AS 6, AF 5

Task Force Base and Final Values:

Player 1 Final: AS 0, AF 5, Functions
Player 2 Final: AS 10, AF 5, Functions

Include/Exclude Using Scout

Player 1 (Scouts:) Include/Exclude: None

Player 2 (Scouts:) Include/Exclude: None

Include/Exclude Modifiers:

Missions Phase:

Player 1 Missions (CC 5, extra flight CC 4): Tyrannis, on anti-fighter

AS/AF and Function Modifiers: +2 AF, -7AS

Player 2 Missions (CC 8, extra flight CC N/A): Corsair on AS, Red on AF

AS/AF and Function Modifiers: -1AF, +1AS, -1AS, +1 AF = 0

Other Ship Abilities

Player 1 Functions: None

Player 2 Functions: None

AS/AF Modifiers: None

Flight Deployment Phase

Player 1 Flight Positions: All flights defensive

Player 2 Flight Positions: All flights offensive

Fire Phase One: Ships vs Ships

Player 1 Damage: None

Damage Assignment: None

Player 2 Damage: None

Damage Assignment: None

Fire Phase Two: Ships vs Flights

Player 1: $2 \times 5 = 10/10=1$

Player 2: None

P1 Assigns Damage: Not equal to 1/2 DV of Skull, lost.

P2 Assigns Damage:

Fire Phase Three: Flights vs Flights

P1 Defensive Flights: $6 \times 3 = 18/10=2$

P1 Offensive Flights: None

P2 Defensive Flights: None

P2 Offensive Flights: $5 \times 5 = 25/10=3$

Assign Damage: Destroy Skull

Assign Damage:

Assign Damage:

Assign Damage: Cripple Mu, Kappa

Fire Phase Four: Flights vs Ships

Player 1: None

Damage Assignment: None

Player 2: $5 \times 4 = 20/10=2$

Damage Assignment: 2 dmg < 1/2 of Tyrannis DV, lost

Casualties

Player 1: TIE-LN Mu, Kappa crippled

Player 2: Y-Wing Skull destroyed

Reorganization

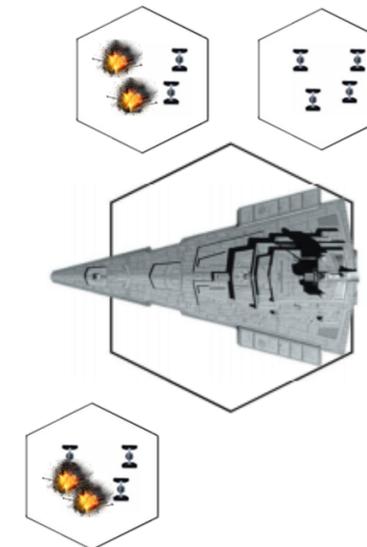
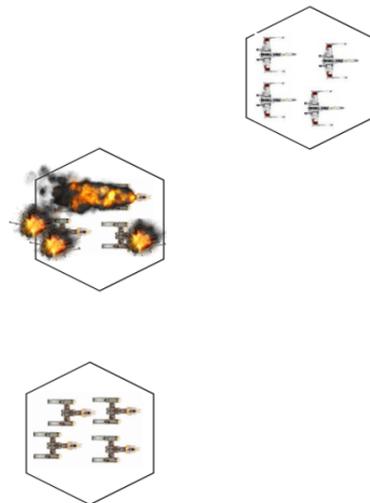
Player 1 Reorganization:

Player 2 Reorganization:

Reinforcement

Player 1 (CC Available)

Player 2 (CC Available)



Battle Of: Mygetto Moons **Round 5 / 5** **Readiness Rolls:**

P1 Base: AS 5, AF 3
P2 Base: AS 4, AF 4

Task Force Base and Final Values:

Player 1 Final: AS 0, AF 5, Functions
Player 2 Final: AS 4, AF 4, Functions

Include/Exclude Using Scout

Player 1 (Scouts:) Include/Exclude: None

Player 2 (Scouts:) Include/Exclude: None

Include/Exclude Modifiers:

Missions Phase:

Player 1 Missions (CC 5, extra flight CC 4): Tyrannis, on anti-fighter

AS/AF and Function Modifiers: +2 AF, -7AS

Player 2 Missions (CC 8, extra flight CC N/A): Corsair on AS, Red on AF

AS/AF and Function Modifiers: -1AF, +1AS, -1AS, +1 AF = 0

Other Ship Abilities

Player 1 Functions: None

Player 2 Functions: None

AS/AF Modifiers: None

Flight Deployment Phase

Player 1 Flight Positions: All flights defensive

Player 2 Flight Positions: All flights offensive

Fire Phase One: Ships vs Ships

Player 1 Damage: None

Damage Assignment: None

Player 2 Damage: None

Damage Assignment: None

Fire Phase Two: Ships vs Flights

P1 Assigns Damage: Cripple Corsair

P2 Assigns Damage:

Player 1: $3 \times 5 = 15 / 10 = 2$

Player 2: None

Fire Phase Three: Flights vs Flights

Assign Damage: Destroy Corsair

P1 Defensive Flights: $4 \times 5 = 20 / 10 = 2$

P1 Offensive Flights: None

Assign Damage:

P2 Defensive Flights: None

Assign Damage:

P2 Offensive Flights: $4 \times 5 = 25 / 10 = 3$

Assign Damage: Destroy Mu, Kappa

Fire Phase Four: Flights vs Ships

Player 1: None

Damage Assignment: None

Player 2: Corsair destroyed, Red on AF so none

Damage Assignment:

Casualties

Player 1: TIE-LN Mu, Kappa destroyed

Player 2: Y-Wing Corsair destroyed

Reorganization

Player 1 Reorganization:

Player 2 Reorganization:

Reinforcement

Player 1 (CC Available)

Player 2 (CC Available)

