

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

Task Force Base and Final Values:
P1 Base: AS 11, AF 9 Player 1 Final: AS 0, AF 15, Functions
P2 Base: AS 12, AF, 12 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
P1 Assigns Damage: Cripple Fenton
P2 Assigns Damage:

Fire Phase Three: Flights vs Flights
P1 Defensive Flights: 12x5=60/10=6 **Assigns Damage:** 6 Dir, Destroy Fenton, cripple Blue
P1 Offensive Flights: None **Assigns Damage:**
P2 Defensive Flights: None **Assigns Damage:**
P2 Offensive Flights: 10x4=40/10=4 **Assigns Damage:** 4 Dir, cripple Alpha, Beta

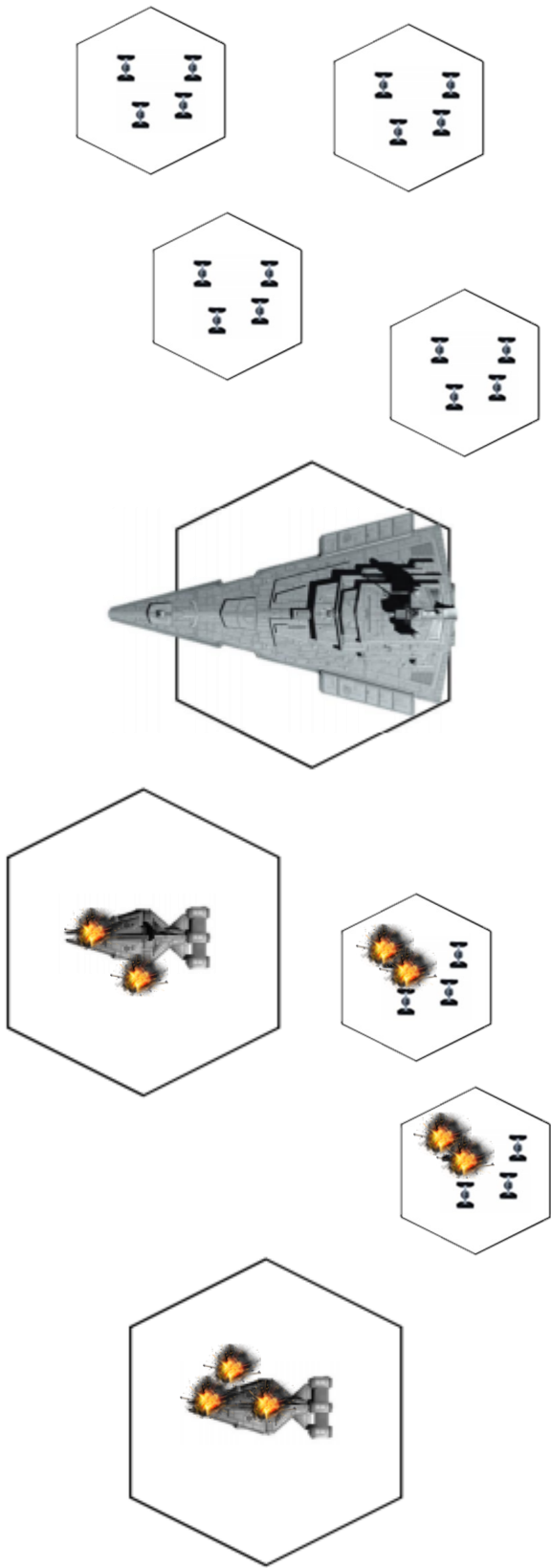
Fire Phase Four: Flights vs Ships

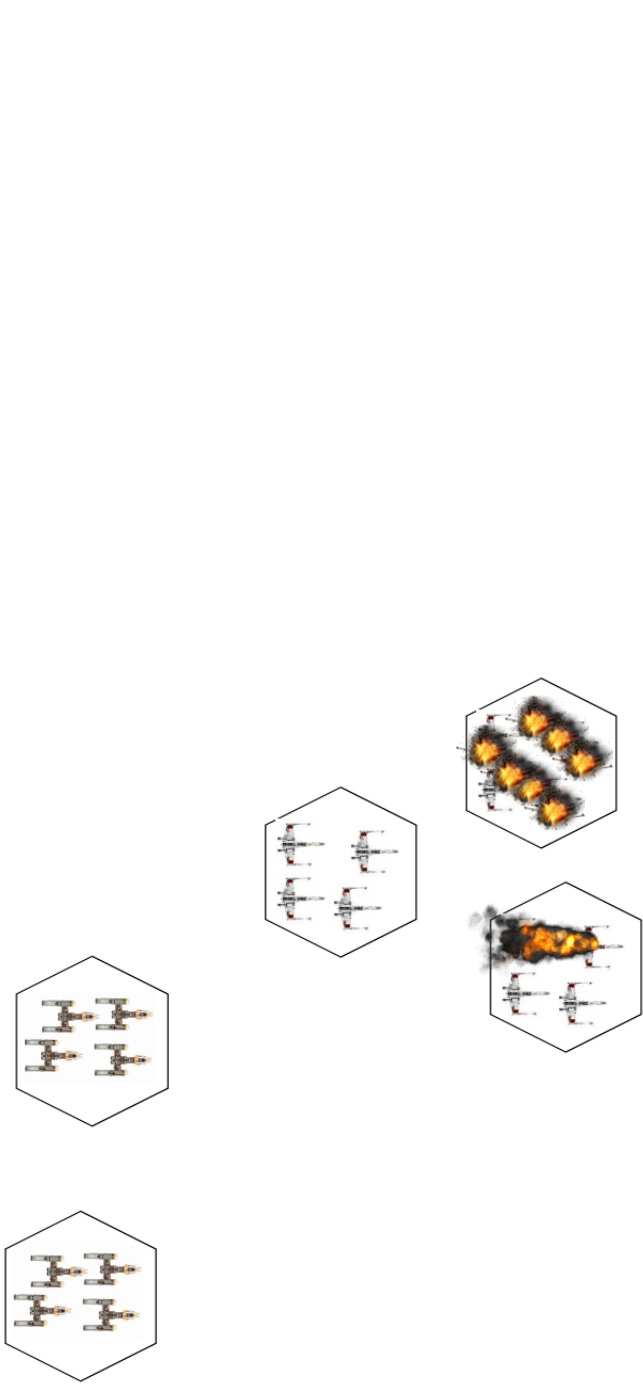
Player 1: None
Damage Assignment: None
Player 2: 4x12=48/10=5
Damage Assignment: 5 Undirected, Cripple *Marius, Carcaradon*

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:**

Task Force Base and Final Values:
P1 Base: AS 9, AF 7 Player 1 Final: AS 4, AF 9, Functions
P2 Base: AS 9, AF 10 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
Player 1: 2x9 = 18/10=2 **P1 Assigns Damage:** Cripple Gold
Player 2: None **P2 Assigns Damage:**

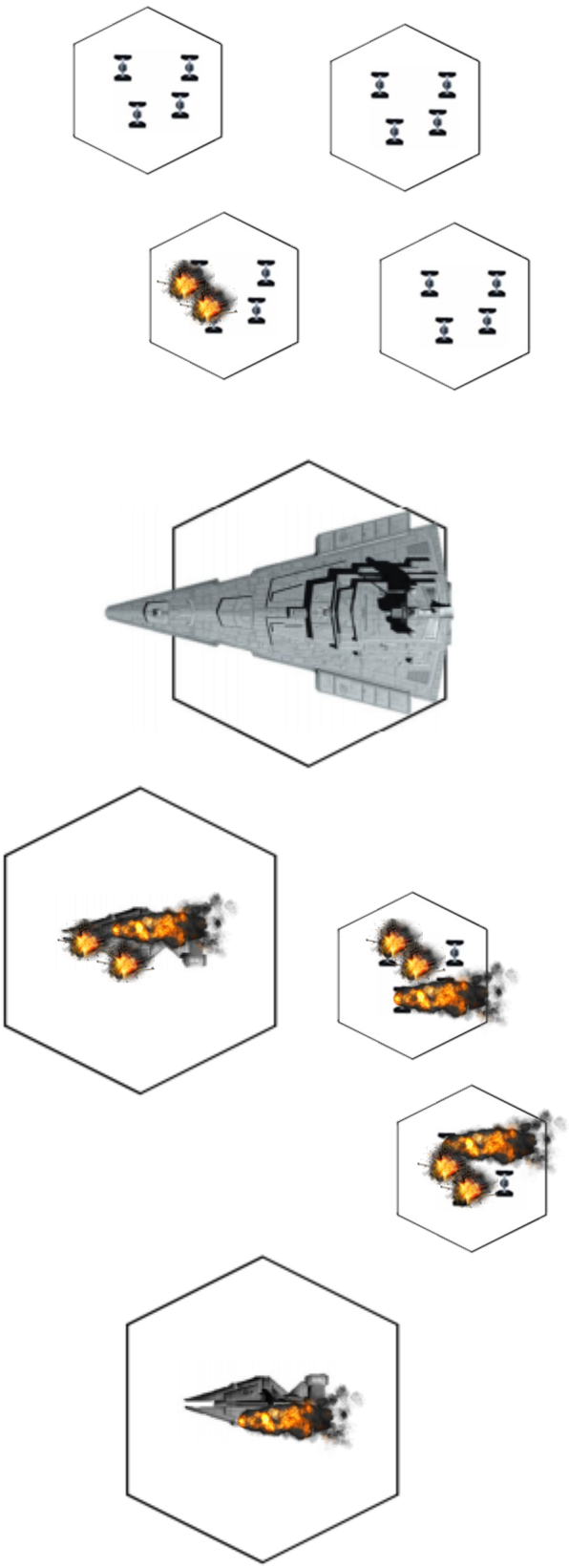
Fire Phase Three: Flights vs Flights
P1 Defensive Flights: 10x4=40/10=4 **Assign Damage:** 4 Dir, destroy Gold
P1 Offensive Flights: None **Assign Damage:**
P2 Defensive Flights: None **Assign Damage:**
P2 Offensive Flights: 8x6=48/10=5 **Assign Damage:** 5 DD, dest Alpha, Beta cripple Gamma

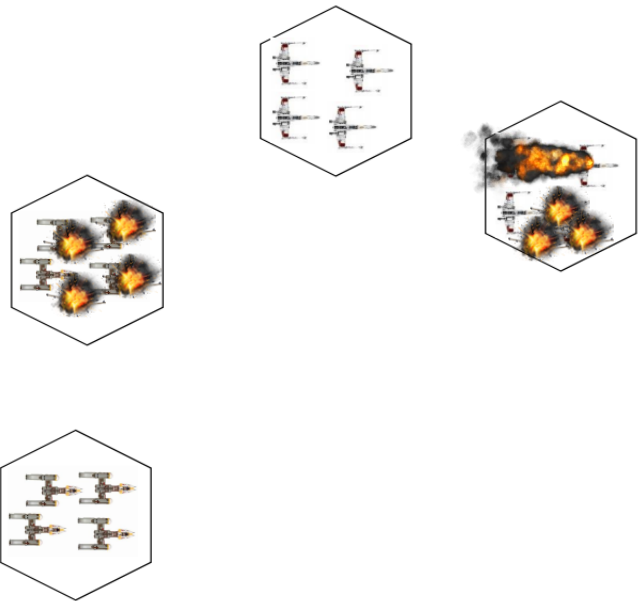
Fire Phase Four: Flights vs Ships
Player 1: None
Damage Assignment: None
Player 2: 3x10=30/10=3
Damage Assignment: Destroy *Marius*

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:**

Task Force Base and Final Values:
P1 Base: AS 7, AF 5 Player 1 Final: AS 2, AF 7, Functions
P2 Base: AS 8, AF 7 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:

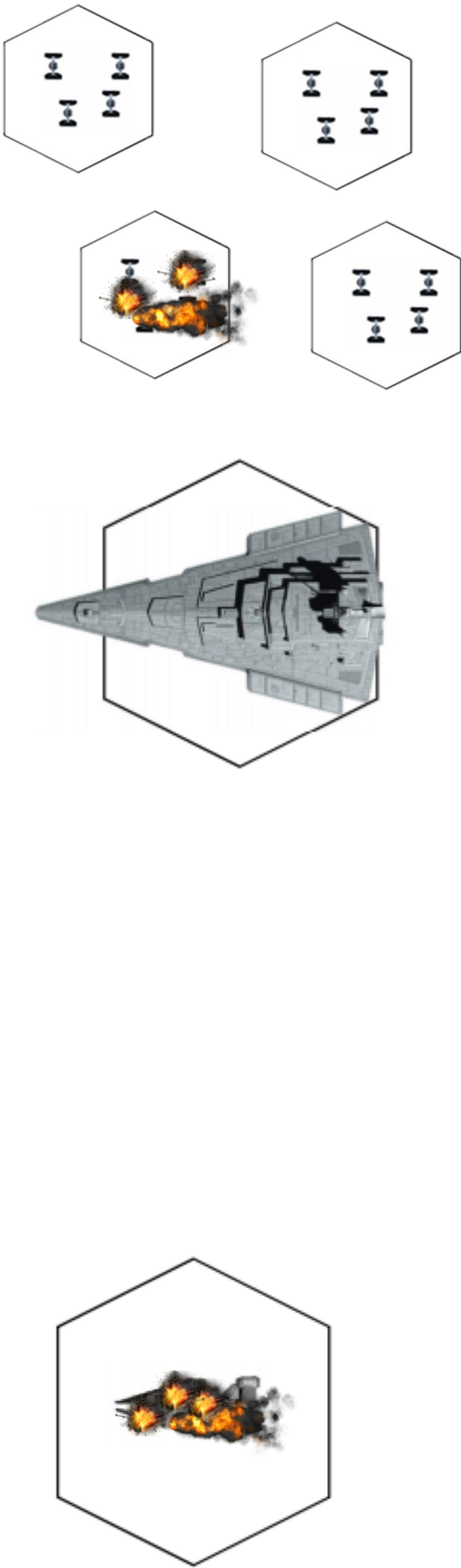
Fire Phase Three: Flights vs Flights
P1 Defensive Flights: 7x4=28/10=3 **Assign Damage:** Destroy Blue
P1 Offensive Flights: None **Assign Damage:**
P2 Defensive Flights: None **Assign Damage:**
P2 Offensive Flights: 3x6=18/10=2 **Assign Damage:** Destroy Gamma

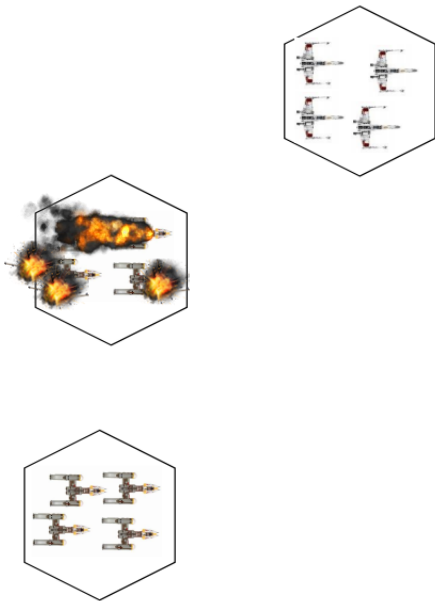
Fire Phase Four: Flights vs Ships
Player 1: None
Damage Assignment: None
Player 2: 5x7=35/10=4
Damage Assignment: Destroy Carcaradon, 1 dmg < 1/2 of Tyrannis DV, lost

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:**

Task Force Base and Final Values:
P1 Base: AS 5, AF 3 Player 1 Final: AS 0, AF 5, Functions
P2 Base: AS 6, AF 5 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
P1 Assigns Damage: Not equal to 1/2 DV of Skull, lost.
P2 Assigns Damage:

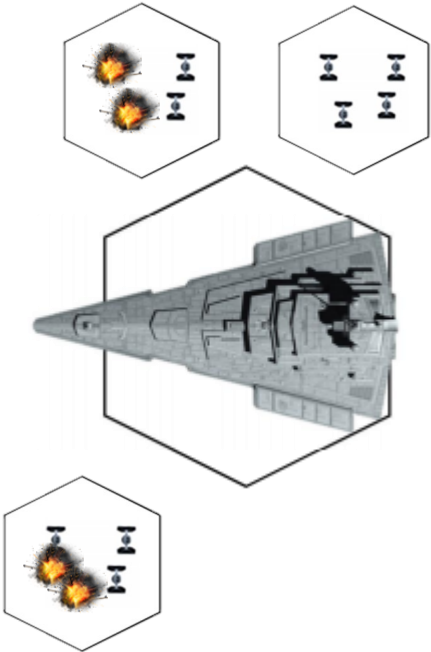
Fire Phase Three: Flights vs Flights
P1 Defensive Flights: 6x3=18/10=2 **Assign Damage:** Destroy Skull
P1 Offensive Flights: None **Assign Damage:**
P2 Defensive Flights: None **Assign Damage:**
P2 Offensive Flights: 5x5=25/10=3 **Assign Damage:** Cripple Mu, Kappa

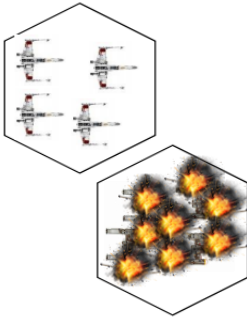
Fire Phase Four: Flights vs Ships
Player 1: None
Damage Assignment: None
Player 2: 5x4=20/10=2
Damage Assignment: 2 dmg < 1/2 of Tyrannis DV, lost

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:**

Task Force Base and Final Values:
P1 Base: AS 5, AF 3 Player 1 Final: AS 0, AF 5, Functions
P2 Base: AS 4, AF 4 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
Player 1: 3x5 = 15/10=2 **P1 Assigns Damage:** Cripple Corsair
Player 2: None **P2 Assigns Damage:**

Fire Phase Three: Flights vs Flights
P1 Defensive Flights: 4x5=20/10=2 **Assign Damage:** Destroy Corsair
P1 Offensive Flights: None **Assign Damage:**
P2 Defensive Flights: None **Assign Damage:**
P2 Offensive Flights: 4x5=25/10=3 **Assign Damage:** Desetroy 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)

