TASK FORCE (5+4)=9 Ships	Class	Cost	DV	AS	AF	CR	CC	CV	Notes
ISS Missouri	New York CVBB	12	10	2	3	6	5	8	Carrier
ISS Denver	Atlanta Missile Cruiser	8	5	5 (7)	3	4	3	0	Missile (+2AS)
1x HF-27 Warthog	Heavy Fighter	4	4	2	2	—	—	—	Strikefighter
3x F-11 Darter	Light Fighter	1 (3)	2	0	2	—	—	—	
Initial AS, AF				9	6				
RESERVES									
EP Cost		27							

| TASK FORCE (8)=8 Ships	Class	Cost	DV	AS	AF	CR	CC	CV	Notes
X4 SU-91 Hunter	Heavy Fighter	5	4	2 (3)	2	—	—	—	Strikefighter, Missile (+1AS)
X4 SU-32 Falchion	Medium Fighter	3	3	1	2	—	—	—	Strikefighter
				16	16				

Battle Of: Sirius 2   **Round 1 / 6**   **Readiness Rolls: 5,5**
Task Force Base and Final Values:
P1 Base: AS 9, AF 6   Player 1 Final: AS , AF , Functions
P2 Base: AS 16, AF, 16   Player 2 Final: AS , AF , 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 8): *Denver, Missouri* on Anti-Flight. Flights on Anti-Flt
AS/AF and Function Modifiers: +5 AF, -9 AS
Player 2 Missions (CC 8, extra flight CC N/A): Hunter-1, Hunter-2 on AS
AS/AF and Function Modifiers: -4AF, +2 AS
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: 4x11 = 44/10=4   **P1 Assigns Damage:** 4 Undir, cripple Hunter-1
Player 2: None   **P2 Assigns Damage:**

Fire Phase Three: Flights vs Flights
P1 Defensive Flights: 12x2=24/10=2   **Assigns Damage:** 2 Dir, Crippple Falchion-1
P1 Offensive Flights: None   **Assigns Damage:**
P2 Defensive Flights: None   **Assigns Damage:**
P2 Offensive Flights: 10x4=40/10=4   **Assigns Damage:** 4 Dir, cripple Warthog-1
Fire Phase Four: Flights vs Ships
Player 1: None
Damage Assignment: None
Player 2: 5x15=75/10=8
Damage Assignment: 8 Dmg directed, cripple ISS Denver
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)
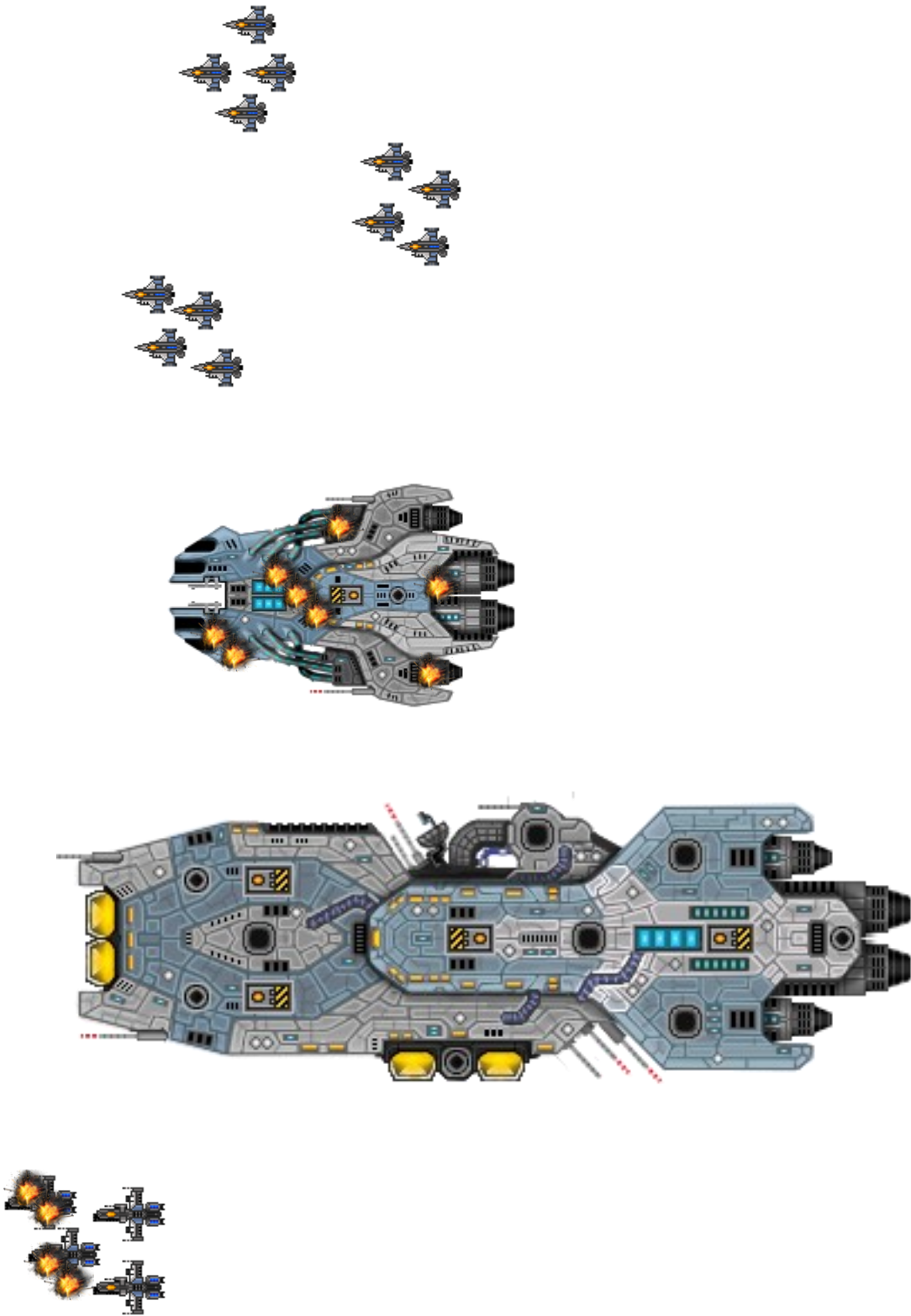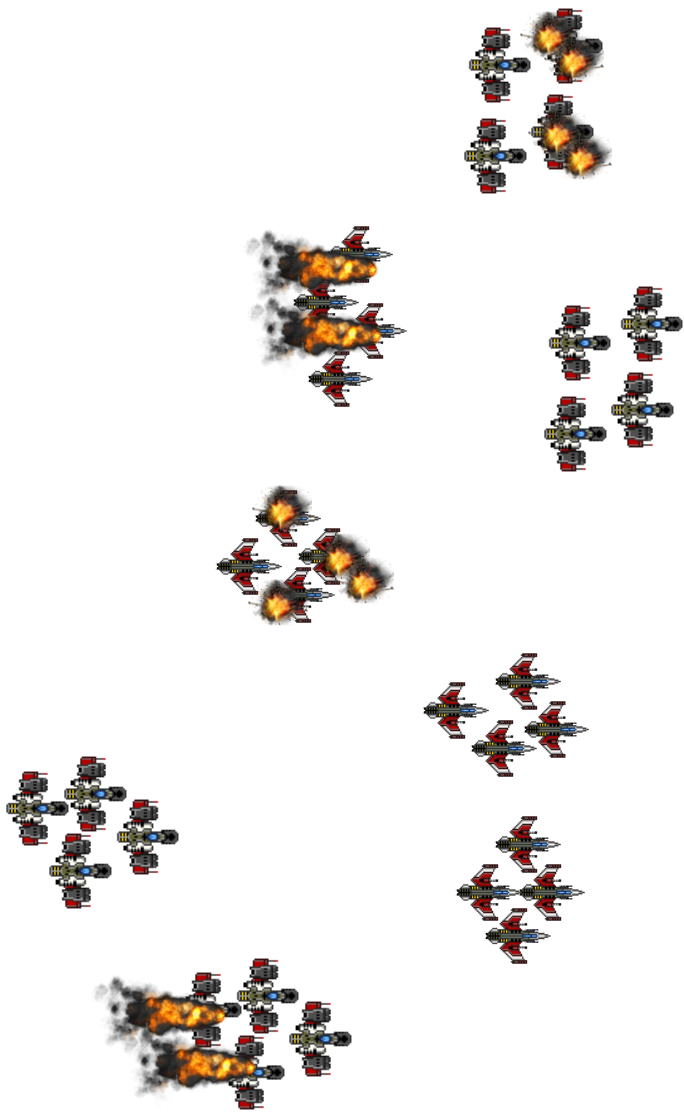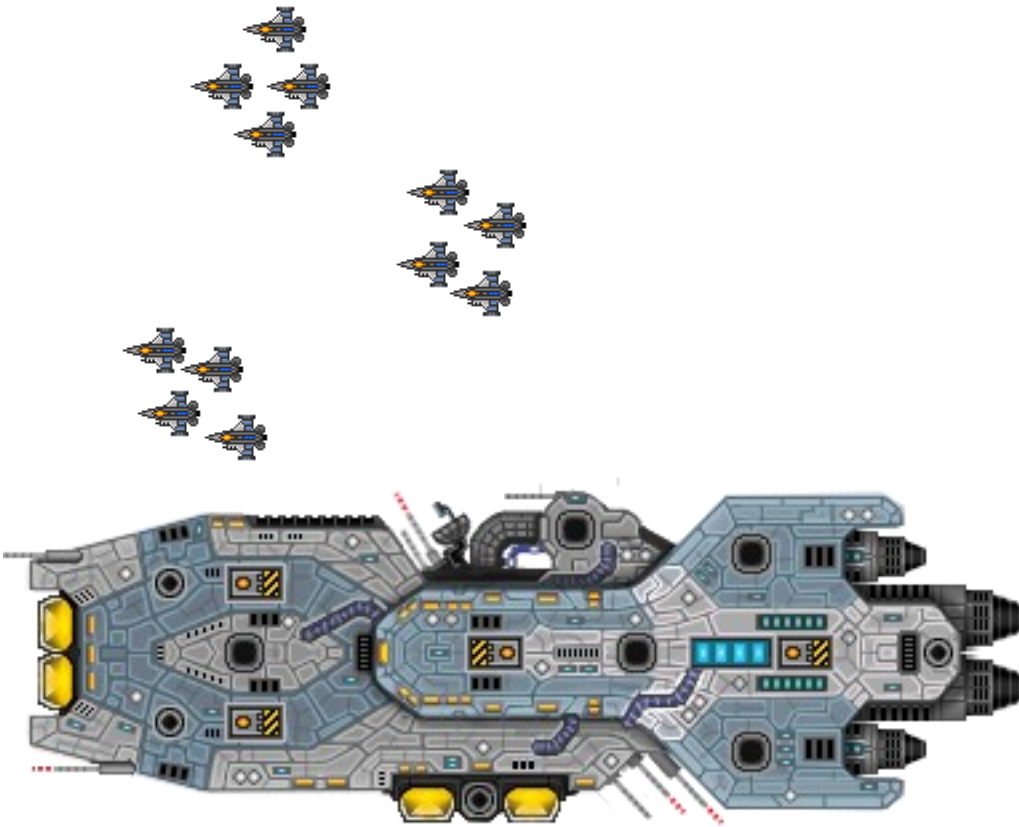
Battle Of: Sirius 2   **Round 2 / 6**   **Readiness Rolls: 5,5**
Task Force Base and Final Values:

P1 Base: AS 6, AF 5   Player 1 Final: AS , AF , Functions
P2 Base: AS 15, AF, 15   Player 2 Final: AS , AF , 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 8): *Missouri* on Anti-Flight. Flights on Anti-Flt
AS/AF and Function Modifiers: +1 AF, -2 AS
Player 2 Missions (CC 8, extra flight CC N/A): Hunter-2, Hunter-3 on AS
AS/AF and Function Modifiers: -4AF, +2 AS
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: 5x7 = 35/10=4   **P1 Assigns Damage:** 4 Undir, cripple Hunter-4
Player 2: None   **P2 Assigns Damage:**

Fire Phase Three: Flights vs Flights
P1 Defensive Flights: 7x5=35/10=4   **Assigns Damage:** 4 Dir, Cripple Falchion-2
P1 Offensive Flights: None   **Assigns Damage:**
P2 Defensive Flights: None   **Assigns Damage:**
P2 Offensive Flights: 9x3=27/10=3   **Assigns Damage:** 3 Dir, destroy Warthog-1
Fire Phase Four: Flights vs Ships
Player 1: None
Damage Assignment: None
Player 2: 6x13=52/10=5
Damage Assignment: 5 Dmg directed, destroy ISS Denver
Casualties
Player 1: *ISS Denver* destroyed
Player 2: Falchion-2 and Hunter-2 crippled
Reorganization
Player 1 Reorganization:
Player 2 Reorganization:

Reinforcement
Player 1 (CC Available)
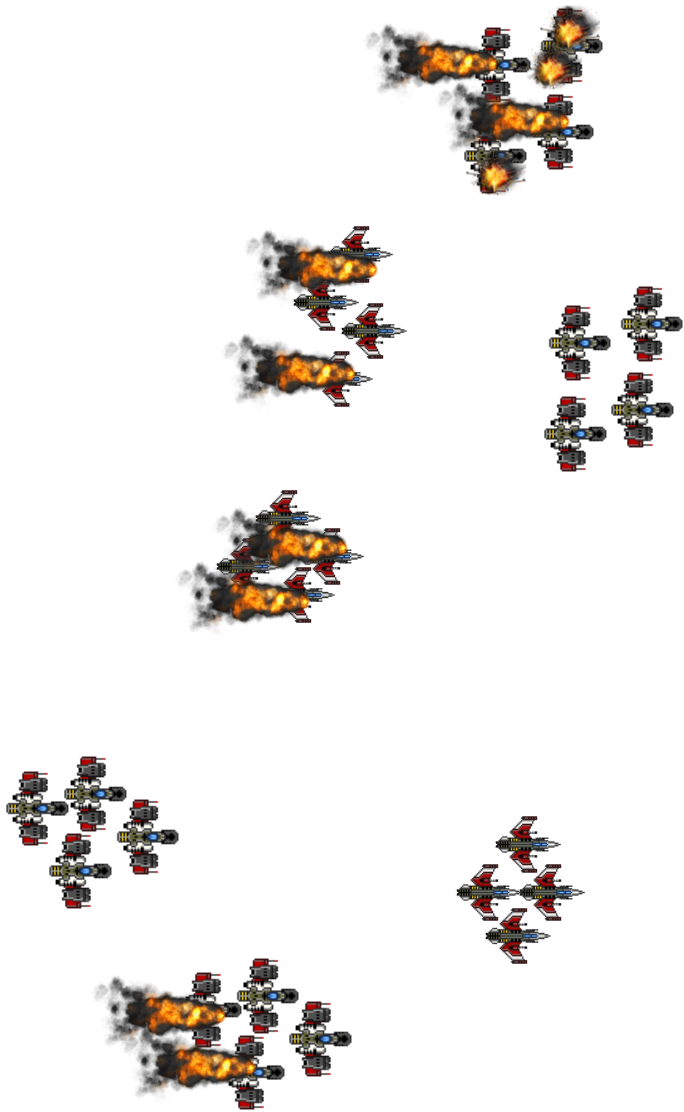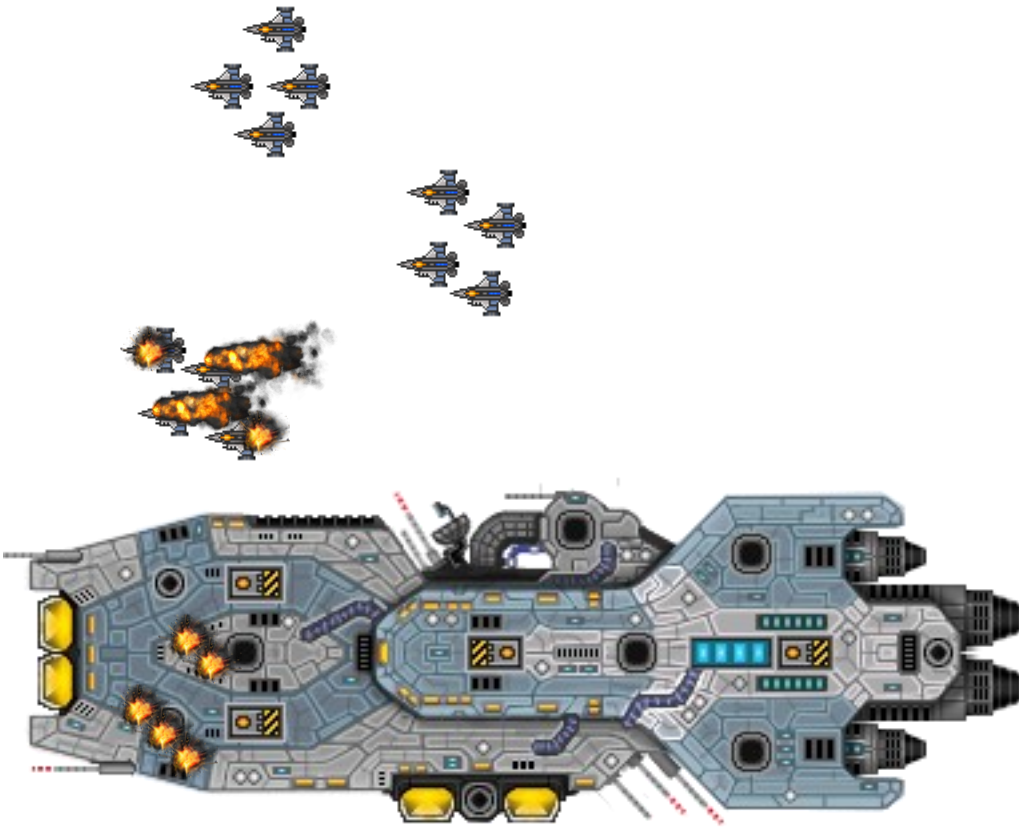**Player 2 (CC Available)**
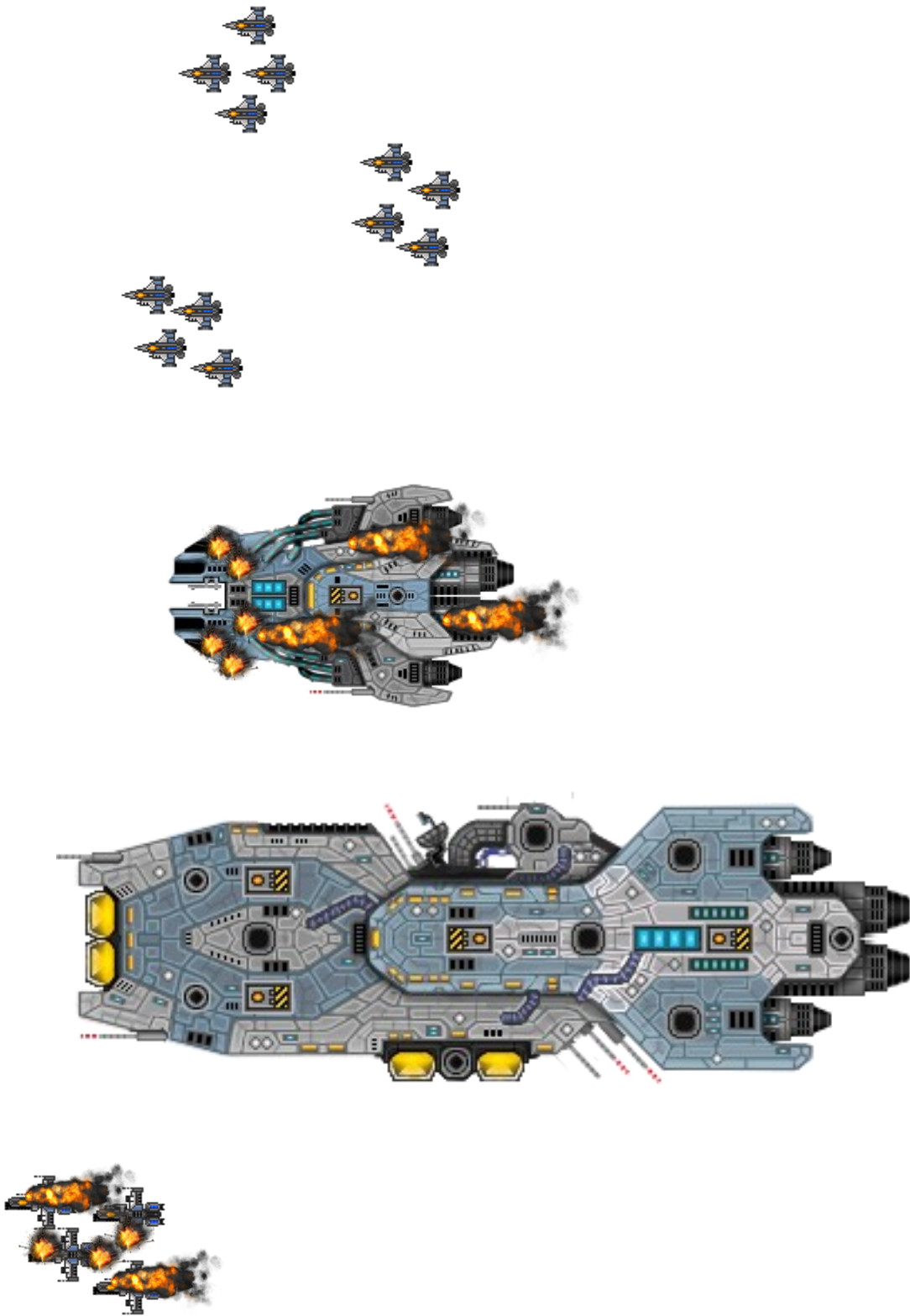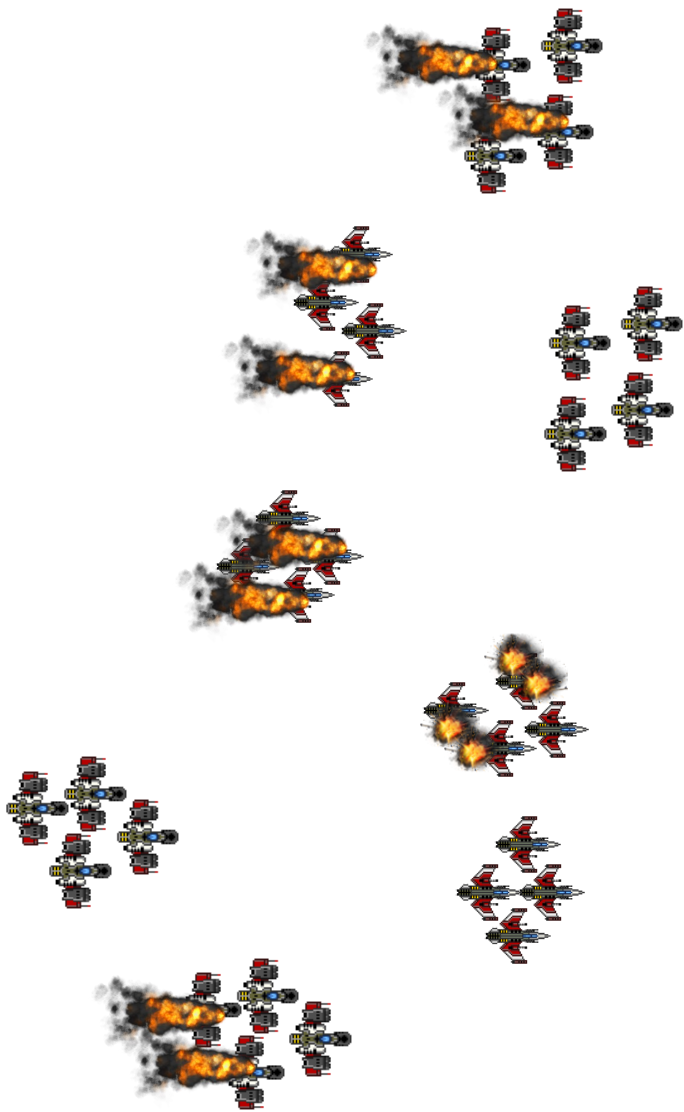
Battle Of: Sirius 2   **Round 3 / 6**   **Readiness Rolls: 5,5**
Task Force Base and Final Values:
P1 Base: AS 2, AF 3   Player 1 Final: AS , AF , Functions
P2 Base: AS 14, AF, 14   Player 2 Final: AS , AF , Functions
Include/Exclude Using Scout
Player 1 (Scouts:) Include/Exclude: None
Player 2 (Scouts:) Include/Exclude: None
Include/Exclude Modifiers:

Missions Phase:
Player 1 Missions (CC 5, extra flight CC 8): *Missouri* on Anti-Flight. Flights on Anti-Flt
AS/AF and Function Modifiers: +1 AF, -2 AS
Player 2 Missions (CC 8, extra flight CC N/A): Hunter-2, Hunter-3 on AS
AS/AF and Function Modifiers: -4AF, +2 AS
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: 6x4 = 24/10=2   **P1 Assigns Damage:** 2 Undir, cripple Falchion-4
Player 2: None   **P2 Assigns Damage:**

Fire Phase Three: Flights vs Flights
P1 Defensive Flights: 6x3=18/10=2   **Assigns Damage:** 4 Dir, Destroy Falchion-4
P1 Offensive Flights: None   **Assigns Damage:**
P2 Defensive Flights: None   **Assigns Damage:**
P2 Offensive Flights: 6x3=18/10=2   **Assigns Damage:** 2 Dir, cripple Dart-1
Fire Phase Four: Flights vs Ships
Player 1: None
Damage Assignment: None
Player 2: 3x12=36/10=4
Damage Assignment: 4 Dmg less than 1/2 DR of USS Missouri, ineffective
Casualties
Player 1: Dart-1 destroyed
Player 2: Falchion-4 destroyed

Reorganization
Player 1 Reorganization:
Player 2 Reorganization:

Reinforcement
Player 1 (CC Available)
Player 2 (CC Available)
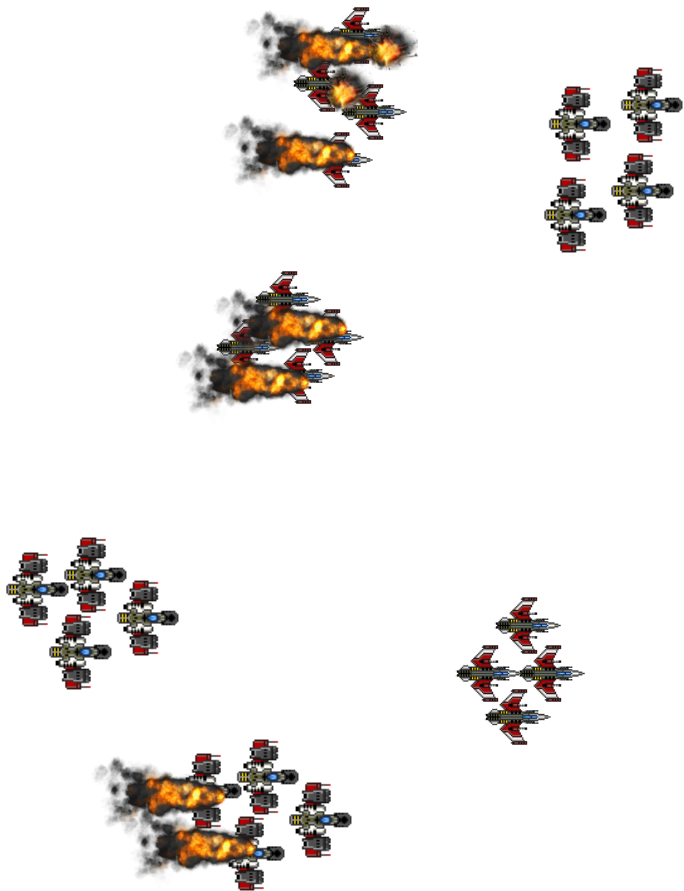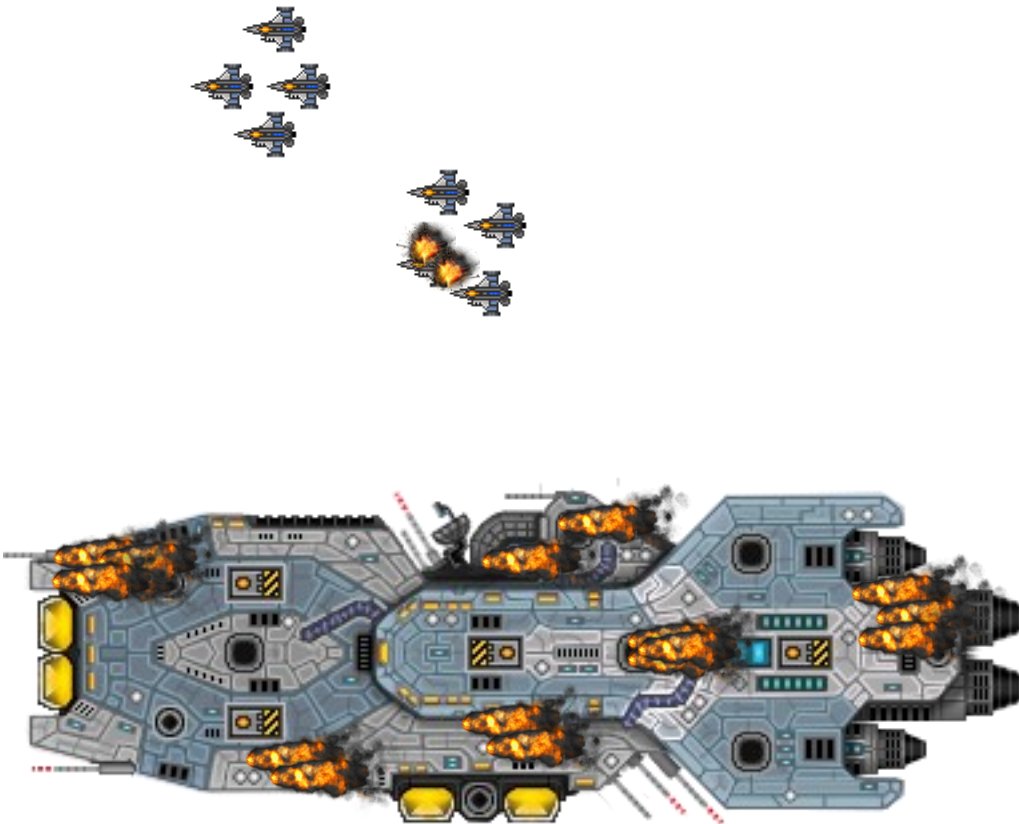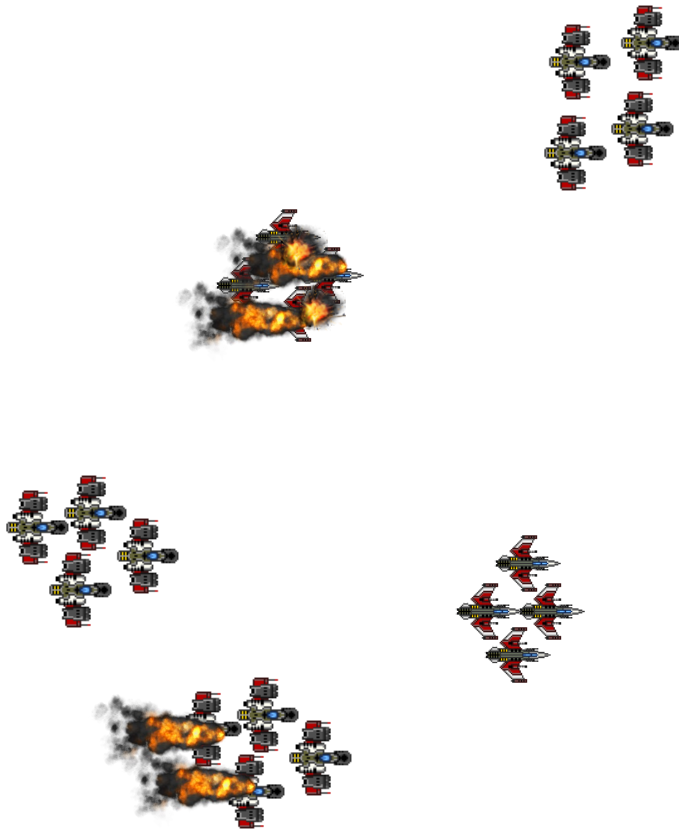
Battle Of: Sirius 2   **Round 4 / 6**   **Readiness Rolls: 5,5**
Task Force Base and Final Values:
P1 Base: AS 2, AF 3   Player 1 Final: AS , AF , Functions
P2 Base: AS 14, AF, 14   Player 2 Final: AS , AF , Functions
Include/Exclude Using Scout
Player 1 (Scouts:) Include/Exclude: None
Player 2 (Scouts:) Include/Exclude: None
Include/Exclude Modifiers:

Missions Phase:
Player 1 Missions (CC 5, extra flight CC 8): *Missouri* on Anti-Flight. Flights on Anti-Flt
AS/AF and Function Modifiers: +1 AF, -2 AS
Player 2 Missions (CC 8, extra flight CC N/A): Hunter-2, Hunter-3 on AS
AS/AF and Function Modifiers: -4AF, +2 AS
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: 6x2 = 12/10=1   **P1 Assigns Damage:** Insuffcent for <1/2 of DV
Player 2: None   **P2 Assigns Damage:**

Fire Phase Three: Flights vs Flights
P1 Defensive Flights: 5x6=30/10=3   **Assigns Damage:** 3 Dir, Destroy Hunter-1
P1 Offensive Flights: None   **Assigns Damage:**
P2 Defensive Flights: None   **Assigns Damage:**
P2 Offensive Flights: 6x4=24/10=2   **Assigns Damage:** 2 Dir, destroy Dart-1
Fire Phase Four: Flights vs Ships
Player 1: None
Damage Assignment: None
Player 2: 5x9=45/10=5
Damage Assignment: 5 Dmg is 1/2 DR of USS Missouri, cripples
Casualties
Player 1: Dart-1 destroyed
Player 2: Falchion-4 destroyed

Reorganization
Player 1 Reorganization:
Player 2 Reorganization:

Reinforcement
Player 1 (CC Available)
Player 2 (CC Available)

Battle Of: Sirius 2 **Round 5 / 6** **Readiness Rolls: 5,5**

Task Force Base and Final Values:

P1 Base: AS 1, AF 2 Player 1 Final: AS , AF , Functions
P2 Base: AS 14, AF, 14 Player 2 Final: AS , AF , 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 8): N/A
AS/AF and Function Modifiers: +1 AF, -2 AS
Player 2 Missions (CC 8, extra flight CC N/A): Hunter-2, Hunter-3 on AS
AS/AF and Function Modifiers: -4AF, +2 AS

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: 2x6 = 12/10=1 **P1 Assigns Damage:** Insufficent for <1/2 of DV
Player 2: None **P2 Assigns Damage:**

Fire Phase Three: Flights vs Flights

P1 Defensive Flights: 4x4=16/10=2 **Assigns Damage:** 2 Dir, Destroy Falchion-4
P1 Offensive Flights: None **Assigns Damage:**
P2 Defensive Flights: None **Assigns Damage:**
P2 Offensive Flights: 4x4=16/10=2 **Assigns Damage:** 2 Dir, cripple Dart-2

Fire Phase Four: Flights vs Ships

Player 1: None
Damage Assignment: None
Player 2: 3x8=24/10=2
Damage Assignment: 2 Dmg is not 1/2 DR of USS Missouri, lost

Casualties

Player 1: Dart-1 destroyed
Player 2: Falchion-4 destroyed

Reorganization

Player 1 Reorganization:
Player 2 Reorganization:

Reinforcement

Player 1 (CC Available)
Player 2 (CC Available)

Battle Of: Sirius 2   **Round 6 / 6**   **Readiness Rolls: 5,5**

Task Force Base and Final Values:

P1 Base: AS 1, AF 2   Player 1 Final: AS , AF , Functions

P2 Base: AS 14, AF, 14   Player 2 Final: AS , AF , 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 8): N/A

AS/AF and Function Modifiers: +1 AF, -2 AS

Player 2 Missions (CC 8, extra flight CC N/A): Hunter-2, Hunter-3 on AS

AS/AF and Function Modifiers: -4AF, +2 AS

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: 2x3 = 6/10=1   **P1 Assigns Damage:** Insuffecint for <1/2 of DV

Player 2: None   **P2 Assigns Damage:**

Fire Phase Three: Flights vs Flights

P1 Defensive Flights: 3x5=15/10=2   **Assigns Damage:** 2 Dir, Destroy Falchion-1

P1 Offensive Flights: None   **Assigns Damage:**

P2 Defensive Flights: None   **Assigns Damage:**

P2 Offensive Flights: 4x4=16/10=2   **Assigns Damage:** 2 Dir, cripple Dart-2

Fire Phase Four: Flights vs Ships

Player 1: None

Damage Assignment: None

Player 2: 5x7=35/10=4

Damage Assignment: 4 Dmg is not 1/2 DR of USS Missouri, lost

Casualties

Player 1: Dart-2 destroyed

Player 2: Falchion-1 destroyed

Reorganization

Player 1 Reorganization:

Player 2 Reorganization:

Reinforcement

Player 1 (CC Available)

Player 2 (CC Available)

TASK FORCE (5+4)=9 Ships	Class	Cost	DV	AS	AF	CR	CC	CV	Notes
ISS Missouri **CRIPPLED**	New York CVBB	12	10	2	3	6	5	8	Carrier
1x F-11 Darter	Light Fighter	1 (3)	2	0	2	—	—	—	
Initial AS, AF				9	6				
RESERVES									
EP Cost		27							

TASK FORCE (8)=8 Ships	Class	Cost	DV	AS	AF	CR	CC	CV	Notes
X3 SU-91 Hunter	Heavy Fighter	5	4	2 (3)	2	—	—	—	Strikefighter, Missile (+1AS)
X1 SU-32 Falchion	Medium Fighter	3	3	1	2	—	—	—	Strikefighter
				16	16				