







All Other Priorities Rescinded:  
800 MFV

Ryjak's Dindrenzi  
vs  
MadMac's Terrans

# Dindrenzi Forces

- Tier 1 (530)
  -  Praetorian Battleship [2 Interceptors, +2 AP, Assault Blitz, Launch Tube] (230)
  -  - 2x Escorts (30)
  -  Carrier [6 Assault Craft, Deck Crews] (155)
  -  - 2x Cruisers (120)
- Tier 2 (180)
  -  3x Cruisers (180)
- Tier 3 (90)
  -  3x Frigates (90)

*Note: I was going to bring the RSN Carrier and another Frigate Squadron instead of the Dinz Carrier, but I forgot to bring the three-peg base for the RSN Carrier*

Fleet Tactics Bonus: +3  
Command Distance: 6"  
Total Activations: 4

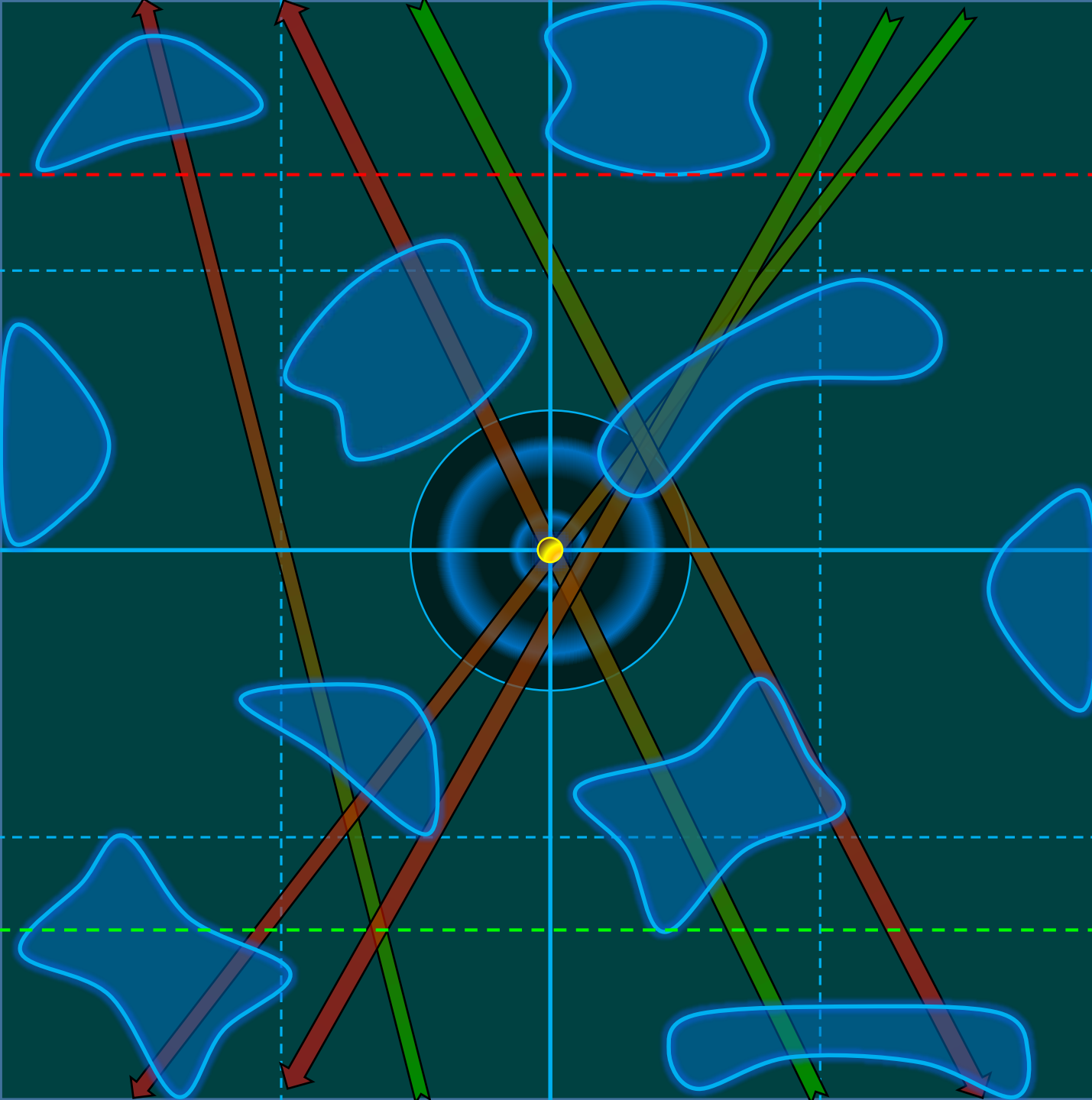
Total Hull Points: 48  
Total Models: 12

# Terran Forces

- Tier 1 (445)
  - **B** Tyrant Battleship [+1 Mv, -1 TL, Shield Projector] (225)
    - **Es** - 2x Escorts (30)
  - **Bc** Battlecruiser [Nuclear Torpedoes] (140)
    - **F** - 2x Frigates (60)
- Tier 2 (225)
  - **C** 3x Cruisers [+1 Sh, Weapon Shielding, Nuclear Torps, Beams] (225)
- Tier 3 (120)
  - **F** 4x Frigates (120)

Fleet Tactics Bonus: +2  
Command Distance: 6"  
Total Activations: 4

Total Hull Points: 42  
Total Models: 13



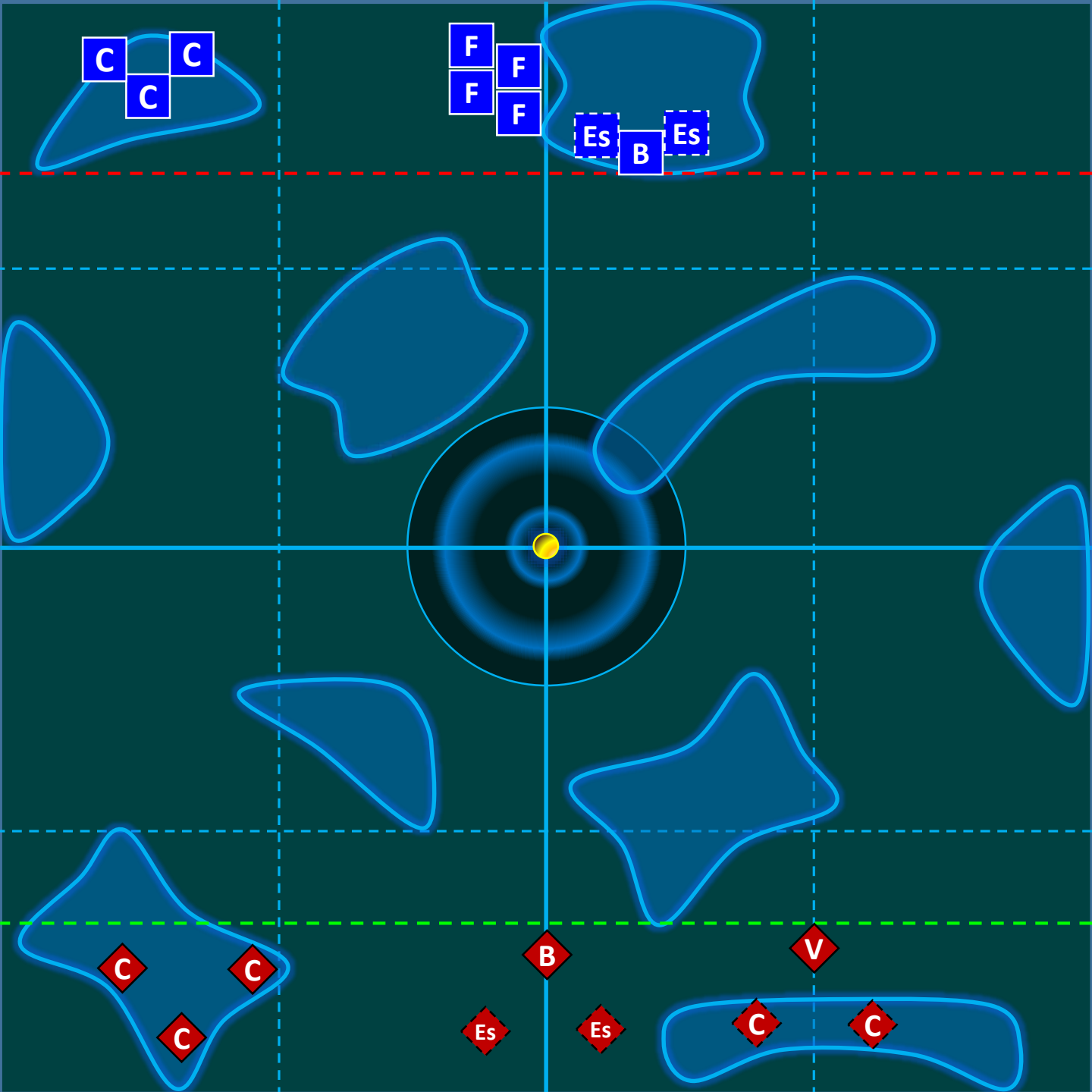
## Terrain Setup:

We used several Gas Clouds I created specifically for this scenario, and available to download from the Resources Section as a PDF. The 9 Gas Clouds were distributed randomly into Sectors and Sub-Sectors by rolling a d4 for each. If a Sub-Sector already had Terrain, re-roll.

The Terrain is then repositioned to create an 8" gap between all pieces, attempting to leave the center of each Terrain piece within its starting Sub-Sector. As we were using several 6"-9" diameter pieces, we were not quite able to pull off this separation 100%, but were very close.

We also used the 5 Comets from the Scenario Template Set, which vary from 2"-6" in diameter. We placed them by having each player place a d6 in one hand, and using both thumbs, mark potential entry/exit points. Both players then reveal which mark is valid by revealing this d6. Roll off; highest roll is the Green Entry Point.

We then rolled to pick table sides; MadMac chose the Red Side, giving me the Green Side.



	48	HP	42
	0	BL	0



**TAC Choices:**

**Initial Force Setup:**

**Dindrenzi:**

Terrans win the roll, forcing Dindrenzi to Deploy first:

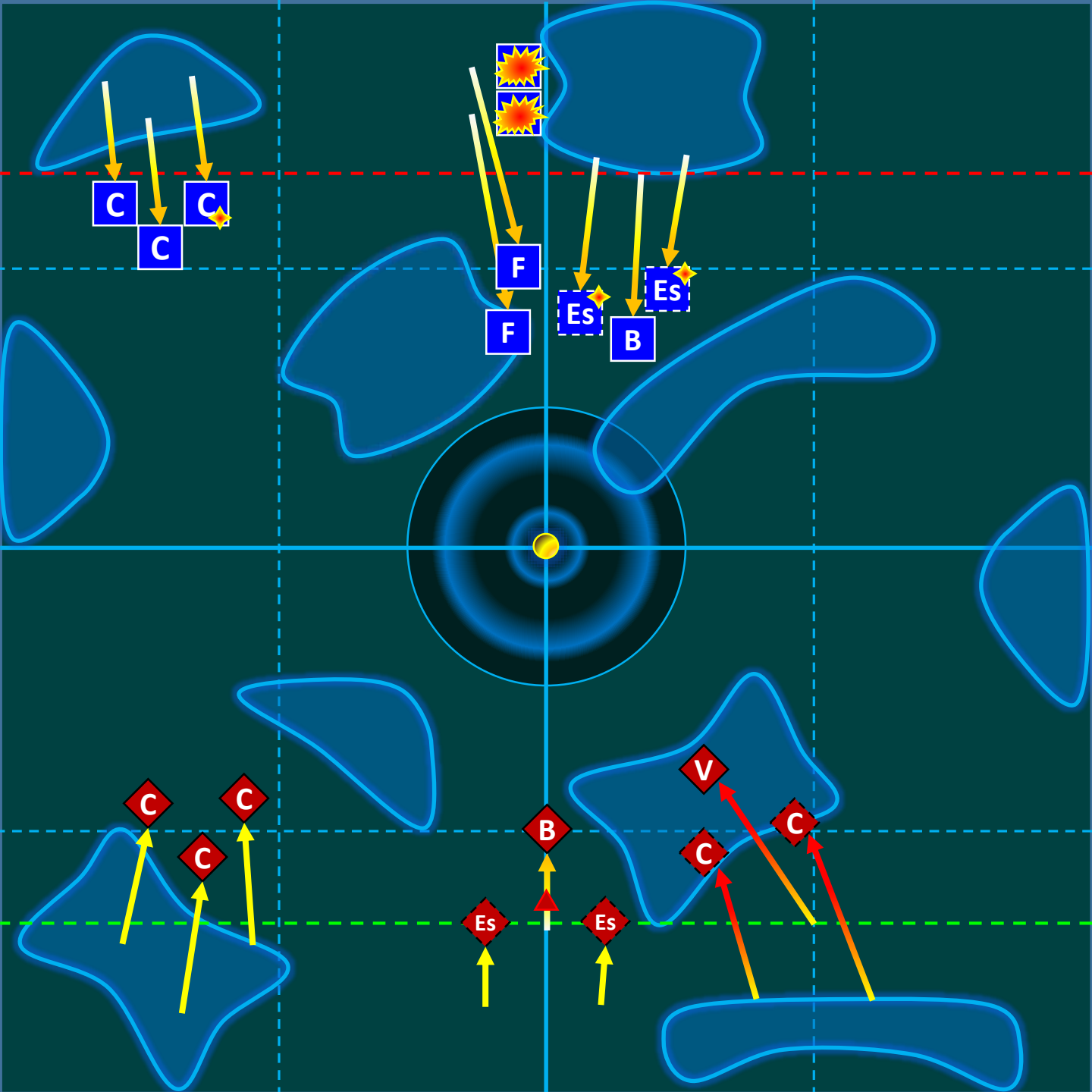
- Drives to Max (to push the Carrier Group forward)
- Focused Repair (two possible Critical Effects debilitate the Battleship)
- Eye of Rense (Should be handy with Gas Clouds)

- ◆ B Battleship (Admiral)
- B Battleship (Admiral)
- ◆ V Carrier Group
- C Cruisers (Shields Fore)
- ◆ C Cruisers
- F Frigates
- ◆ F Frigates (Reserve)
- Bc Battlecruiser Group (Reserve)

**Terrans:**

- Power to Shields
- Drives to Max
- Temporary Solution

*Note: Dindrenzi spread out such that a Nuclear Explosion will not hit additional models*



# TURN 1



48	HP	42
0	BL	0



## TAC Phase:

Dindrenzi: *Drives to Max* **V**

(did not attempt a 2<sup>nd</sup> application)

Terran: *Power to Shields* **B**

## Initiative Phase:

Dindrenzi win, move first

## Squadron Activation Phase:

### **V** Carrier Group

Disordered from Gas Cloud; Full Move +3"  
Shots distributed throughout, 4 Miss

- Fore Fixed on **F** *Crit* – Kill
- Torps on **F** *Crit* – Kill

**F** Disordered (+1 BL)

### **B** Battleship

Pass Disordered; Full Move

- Full Link Direct **V** Miss (Gas Cloud)
- Full Link Torps **V** Miss (Gas Cloud)

### **B** Battleship

Launches Token **▲** Full Move

- Kinetic **Es** *Crit* → Hit (Shields)
- Torps **Es** *Crit* → Miss (Shields+PD)
- Torps **Es** *Crit* → Hit (Shields+PD)

### **C** Cruisers (Shields Fore)

Pass Disorder; Full Move  
Just outside RB3, no FF\*

- Link Torps **C** Hit → Miss (PD)

### **C** Cruisers

Pass Disorder; ½ Move

- Link Kinetic **C** *Crit* → Hit (Shields)
- Link Torps **C** *Crit* → Miss (SH + PD)

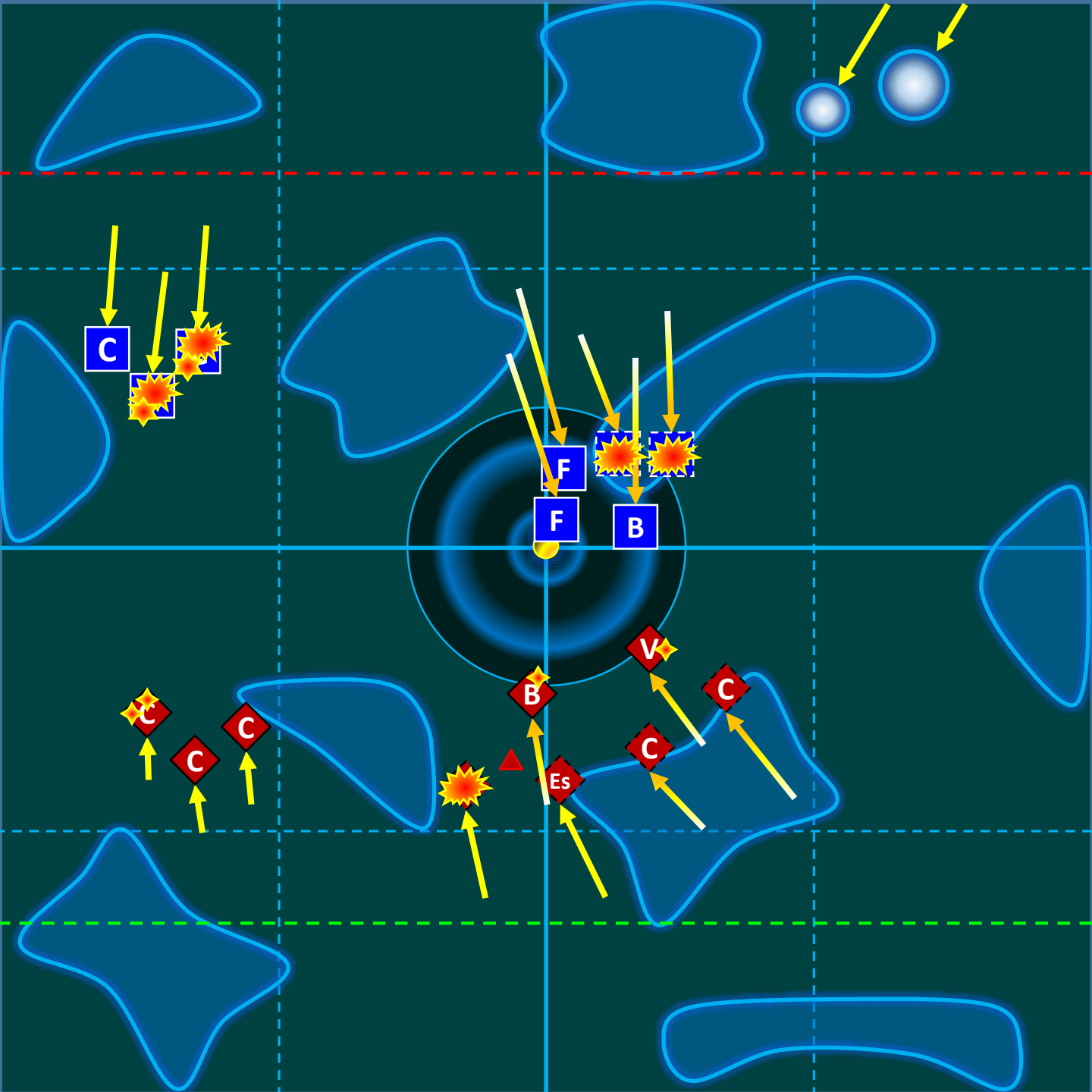
### **F** Frigates (Disordered)

Med Move

- Torps **Es** Miss
- Torps **Es** Miss

## End Phase:

- Carrier Group Disordered
- Frigates Disordered
- No Comets Arrive
- Terrans buy back *Power to Shields* (-1 BL)



# TURN 2



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<div style="background: linear-gradient(to right, white, lightgray); height: 10px;"></div>	1	BL	<div style="background: linear-gradient(to right, white, lightgray); height: 10px;"></div>	-1



## TAC Phase:

Dindrenzi: *Eye of Rense*

Terran: *Power to Shields* **B**

## Initiative Phase:

Terrans win, go first

## Reserve Phase:

No Reserves Arrive

## Squadron Activation Phase:

### **B** Battleship

Full Move

- Link Forward **B** Hit (Miss Crit by 2)
- Port on **V** Hit
- Torps on **B** Miss

### **B** Battleship

Full Move (Short of Objective Zone)

- Kinetic **C** Crit - -2 Crew (outside Sector Shields)
- Gunrack **B** Miss
- **Es** Gunrack **Es** Crit - Kill
- Link Torps **C** Crit → Miss (PD)\*

### **C** Cruisers (Shields Fore)

½ Move

- Link FF Beams **C** Hit
- Link Port Beams **B** Miss
- Link Torps **C** Crit → Hit (PD)

### **C** Cruisers

½ Move

- Kinetic Link **C** 2x Crit - Kill (was -3HP)
- Kinetic **C** Crit - PD Offline
- Full Link Gunrack **B** Miss
- Full Link Torps **F** Hit → Miss (SH + PD)

### **F** Frigates (Disordered)

½ Move

- Direct weapons on one **Es** Hit, Crit - Kill
- Torpedoes Shots wasted\*

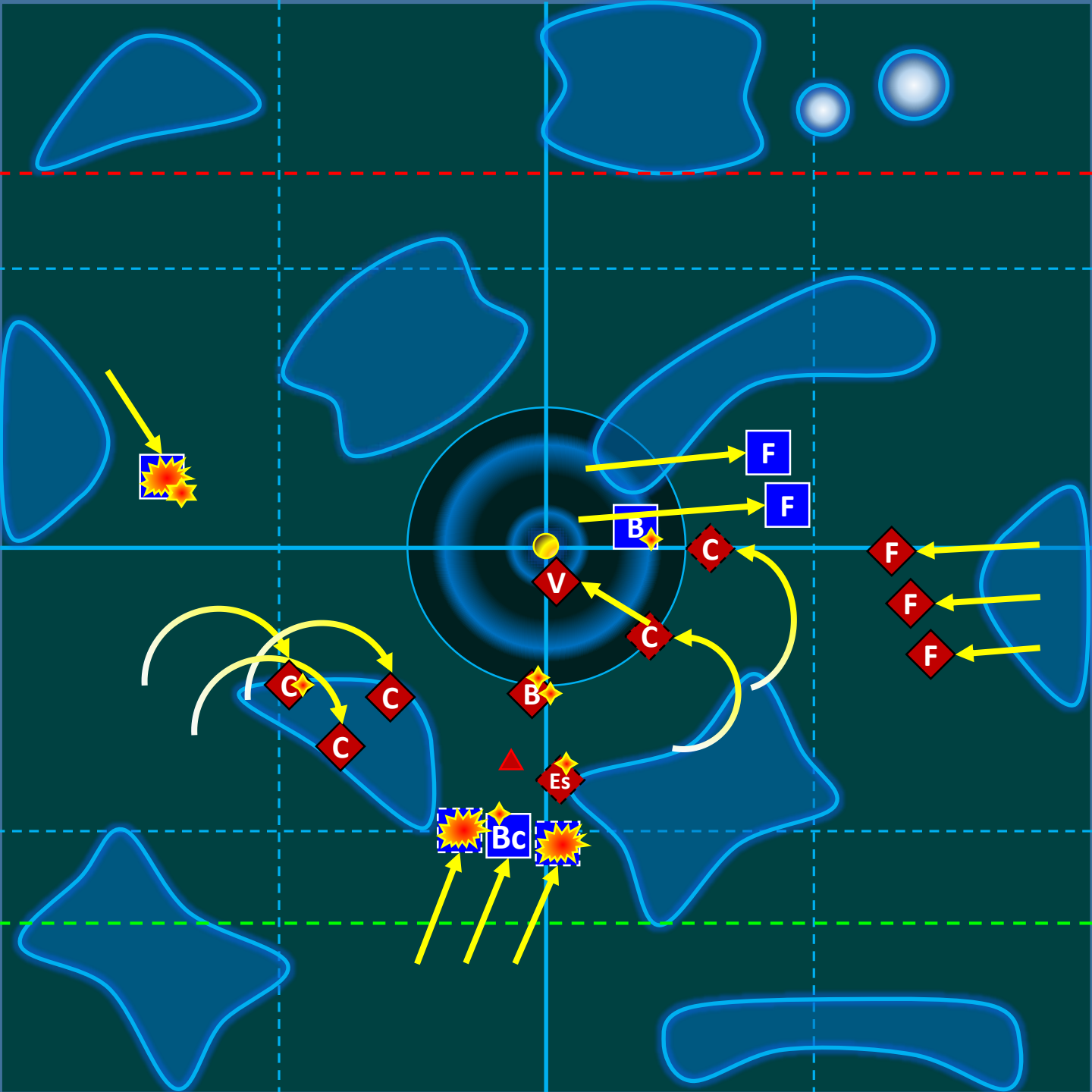
### **V** Carrier Group (Disordered)

Full Move (Short of Objective Zone)

- All Kinetic undamaged **C** All Miss
- All Gunrack **Es** Miss, Crit - Kill
- Torps Damaged **C** Hit (despite PD)
- Torps Damaged **C** Miss (PD)
- Torps Damaged **C** Hit - Kill (No PD +2 BL)

## End Phase:

- Frigates and Carrier Group Recover
- Comets 2&3 Arrive
- Terrans Hold OBJ (+1 BL)



# TURN 3a



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## TAC Phase:

Dindrenzi: *N/A*  
 Terran: *Drives to Max* **C**  
*(Failed Check to Apply to 2<sup>nd</sup> Squad)*

## Initiative Phase:

Terrans win, go first

## Reserve Phase:

**(-1 BL)** **Bc** Battlecruiser Shunts – *Hazard!*  
**F** Frigate Squadron Flanks Successfully

## Squadron Activation Phase:

### **Bc** Battlecruiser Group

- ½ Move
- **Bc** Turrets **B** Hit
- **Bc** Turrets **B** Hit
- **F** Link Port **C** Hit
- **F** Link Star **Es** Miss
- **Bc** Torps Port **C** Miss
- **Bc** Torps Star **C** Miss
- **F** Link Torps **Es** Hit (all 9 PD Miss)
- Board **Es** *Capture* → Fail (8PD)\*

### **C** Cruisers

- Full Move (*Hard Turn Starbord*)
- Link Kinetic **Bc** Hit
- Link Gunracks **B** Miss; Torps **F** Miss

### **C** Cruisers (Shields Fore)

- ½ Move
- FF Beams **C** Miss
- Torps **C** Miss

### **V** Carrier Group

- V** ½ Move; **C** Full Move
- Assault Craft **B** Hit – *Hazard!* (-1 Wing)
- Kinetic **C** Crit – *Hazard!*
- Link Torps **C** Crit – Kill (+2 BL/-2BL)
- **C** Torps **F** Miss

### **F** Frigates

- ½ Move
- Beams **B** Miss (*Gas Cloud*)
- Torps **B** Hit → Miss (PD)

### **F** Frigate (Disordered; *Gas Cloud*)

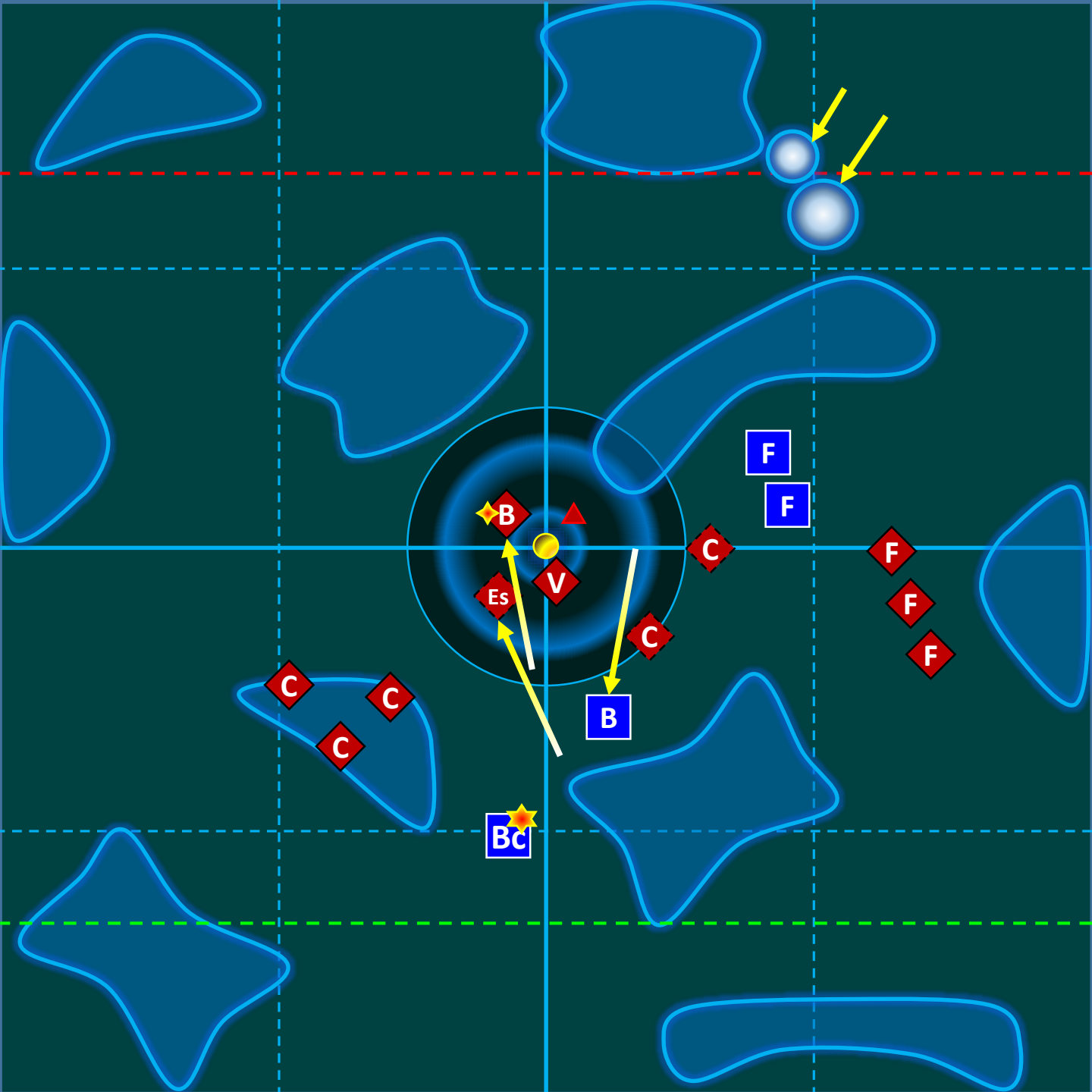
- ½ Move
- Kinetic **F** Crit – Kill
- Kinetic **F** Crit – Kill
- (All Torps wasted, targeted **F**)



# TURN 3b



38	HP	14
5	BL	-3



## B Battleship

Full Move (only legal move)

Hit Mine → Miss

- Beams **B** **Hit** (Miss Crit by 1)
- Torps **B** Miss
- Board **Es** **Crit** → Miss  
(Token PD+PD+AP)

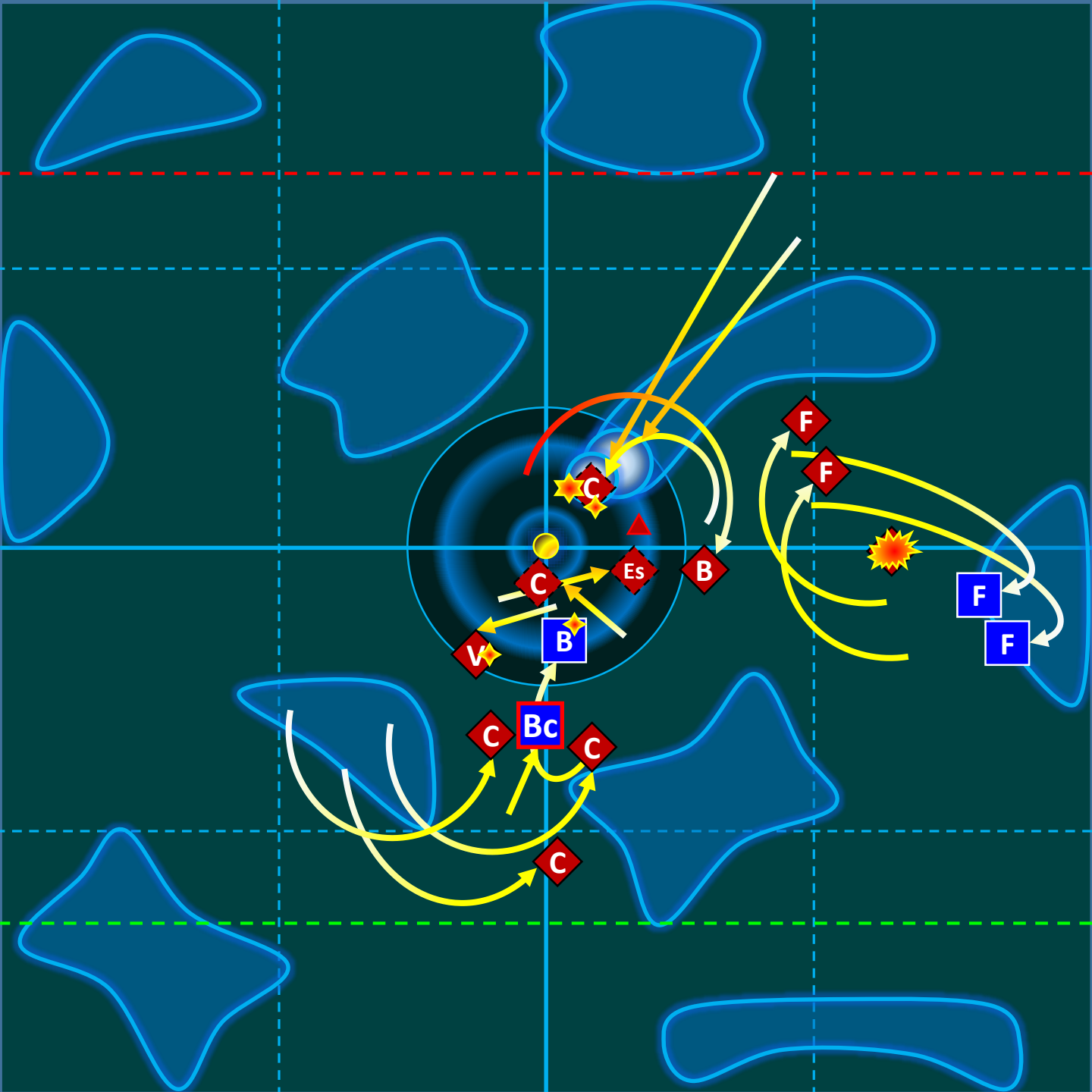
## B Battleship

Full Move

- Kinetic; no shot
- Gunrack **Bc** **Crit** – **OAP** (+2 BL)
- Link Torps **F** Miss
- Board **B** **Capture** → Miss (AP)

## End Phase:

- Dindrenzi Hold OBJ (+1 BL)
- Battlecruiser still **OAP**
- Frigates still *Disordered*
- Cruisers still *Disordered*
- Tyrant removes *Hazard*
- Comets 2&3 Move, no Comets arrive
- Dindrenzi buy back *Drives to Max* (-1 BL)



# TURN 4



		37	HP	12
		7	BL	-3



## TAC Phase:

Dindrenzi: *Drives to Max* **B**  
*(Failed Check to Apply to 2<sup>nd</sup> Squad)*  
 Terran: N/A

## Initiative Phase:

Dindrenzi win, go first

## Squadron Activation Phase:

- V** Carrier Group  
 Deck Crews repair Token to 6 Wings  
 Full Move
  - Assault Craft **Bc** **Capture!** (+3 BL/-4BL)  
*(avoid BB PD, 2PD miss, 12AD vs. OAP)*
  - Kinetic; no shot
  - Gunrack **B** Hit

- B** Battleship  
 Full Move
  - Forward Fixed **C** Hit
  - Port Beams **V** Hit
  - Star Beams **F** **Crit - Kill**
  - Torps **C** Miss

- B** Battleship  
 Full Move + 3" *Drives to Max (3 Turns)*
  - Forward Fixed; no shot
  - Gunracks (Rear Arc) **F** Miss *(Diff. Tgt)*
  - Torps **B** Hit → Miss (Shields - 6 outbreak)

- F** Frigates  
 Full Move, enter Gas Cloud
  - All shots in Rear Arc **F**  
 All Miss

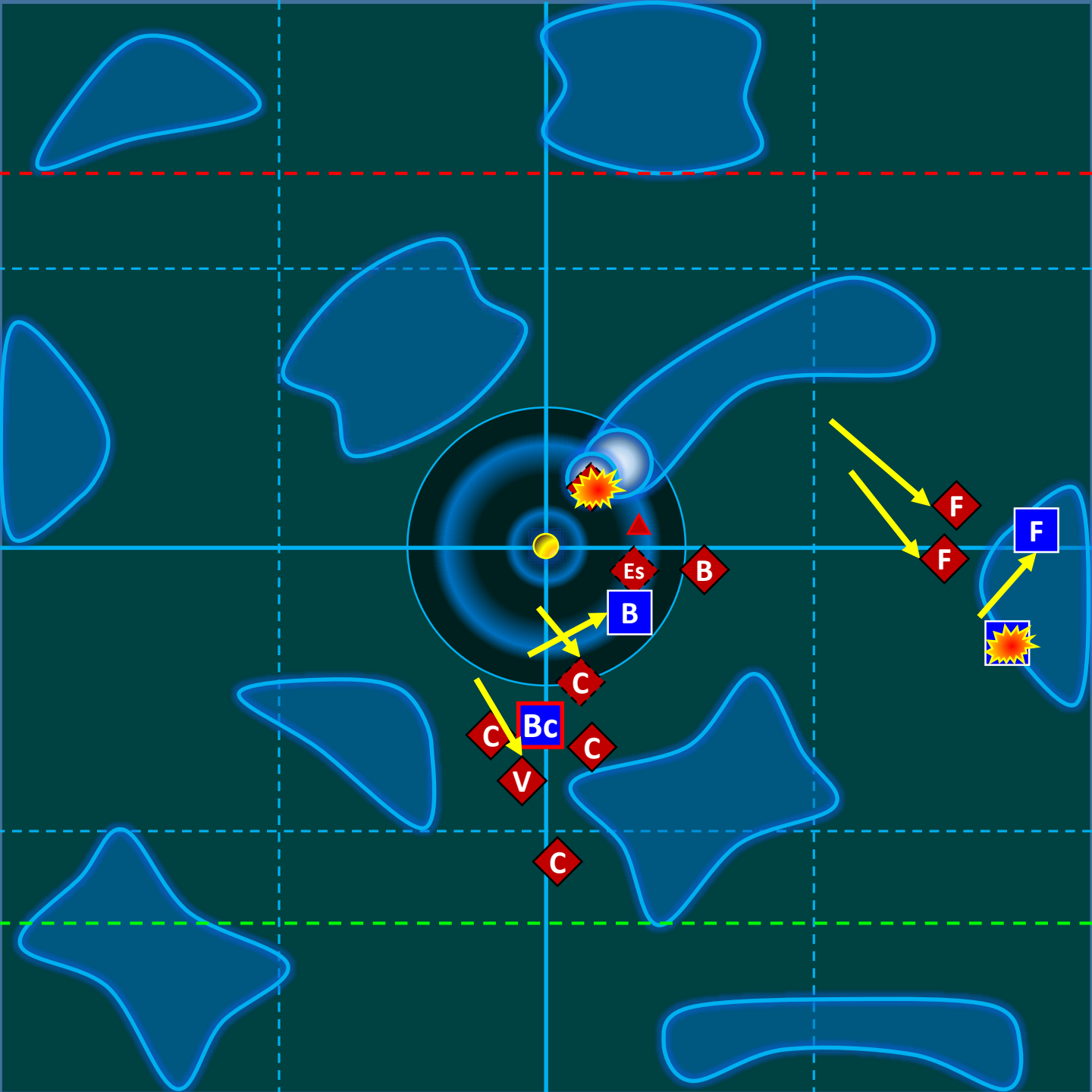
- F** Frigates (Disordered)  
 Full Move turn
  - Kinetic; no shot
  - All Torps **F** Miss

- C** Cruisers (Gas Cloud; Disordered)  
 Full Move turn
  - Several shots in Rear Arc **B**  
 All Miss -or- Hit → Miss (Shields)

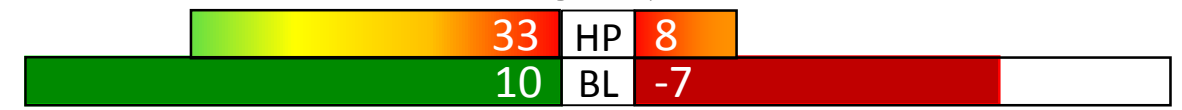
- Bc** Captured BattleCruiser  
 FSD Marker

## End Phase:

- OBJ Contested
- Battlecruiser still *OAP*
- Frigates *Recover*
- Cruisers still *Disordered*
- Comets 2&3 Max Move, both land on **C**  
 Fail Maneuver **Crit - -1CP, Hazard!**
- Comets 1&4 Arrive, but are too far to impact battle



# TURN 5



## TAC Phase:

None Played

## Initiative Phase:

Terrans win, go first

## Squadron Activation Phase:

### B Battleship

- ½ Move
- Forward Fixed **B** Miss
- Star on **C** Miss
- Torps on **B** Miss

### F Frigates

- ½ Move
- Link Kinetic **F** **Crit** – **Kill**
- Torps wasted

### F Frigates (Pass Disorder)

- ½ Move
- Both shots Miss **F**

### V Carrier Group

- Min Move
- Cruiser Collides **Crit** – **Kill** (+1BL)
- Assault Craft **B** Blocked (AP)
- Gunrack **B** Miss (Shields)

Notes end at this point, the rest of this turn is mostly Dindrenzi units maneuvering, and a lucky shot destroys the last Terran Frigate. The captured Battlecruiser Escapes.

Start of Turn 6, the Terran Battleship runs into a Gas Cloud and attempts to Fold Space Escape. Between the Battleship, Cruiser Squadron, and Carrier Group, the Battleship is destroyed by end of Turn.

## Final Battlelog Result

Dindrenzi: 10  
Terrans: -10

Landslide Dindrenzi Victory,  
Artifact Secured