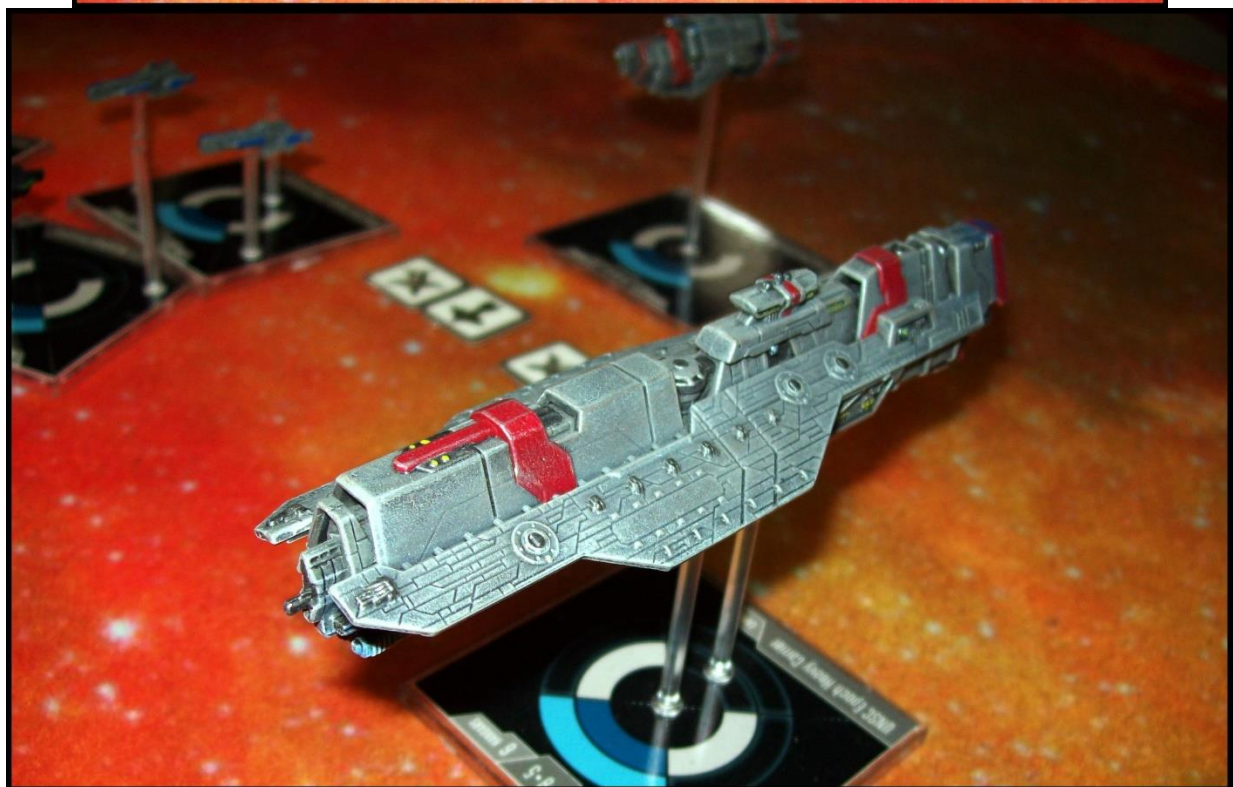


This game was with our newest player and his brand new Halo fleet from Spartan Games. His models are based with the stands Spartan made for their space combat rules and were a bit cumbersome for FT but manageable.

I don't know anything abt the Halo universe but his ships had an interesting mix of K-Guns, Gatling batteries (Pulsars) and Pulse Torps. His fleet also comprised a large number of escort size ships.





We kept the scenario simple- blow the other guy up.

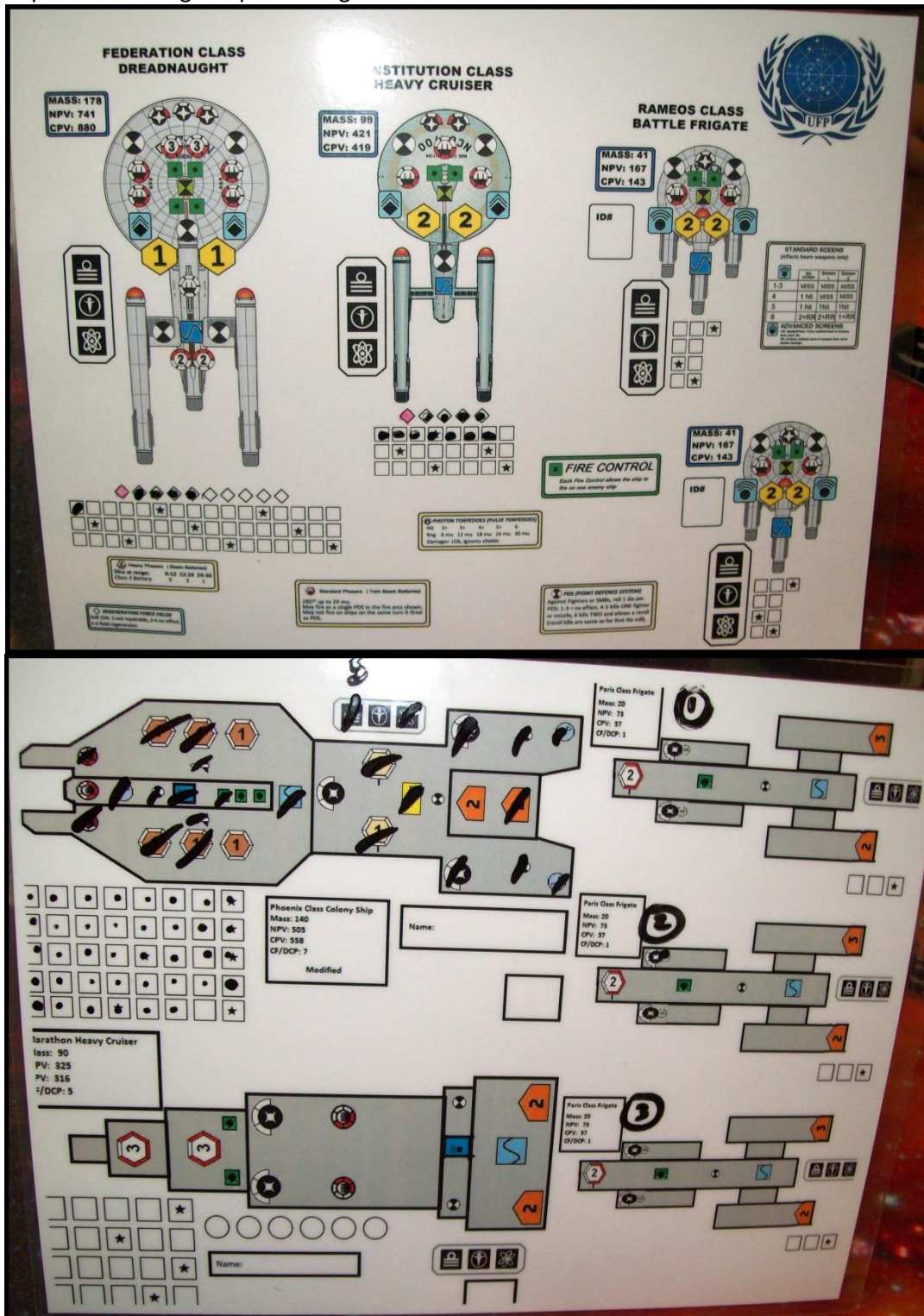
The first game I tried out my 're-tooled' Star Trek Federation ships (original series of course).

**Turn 1**



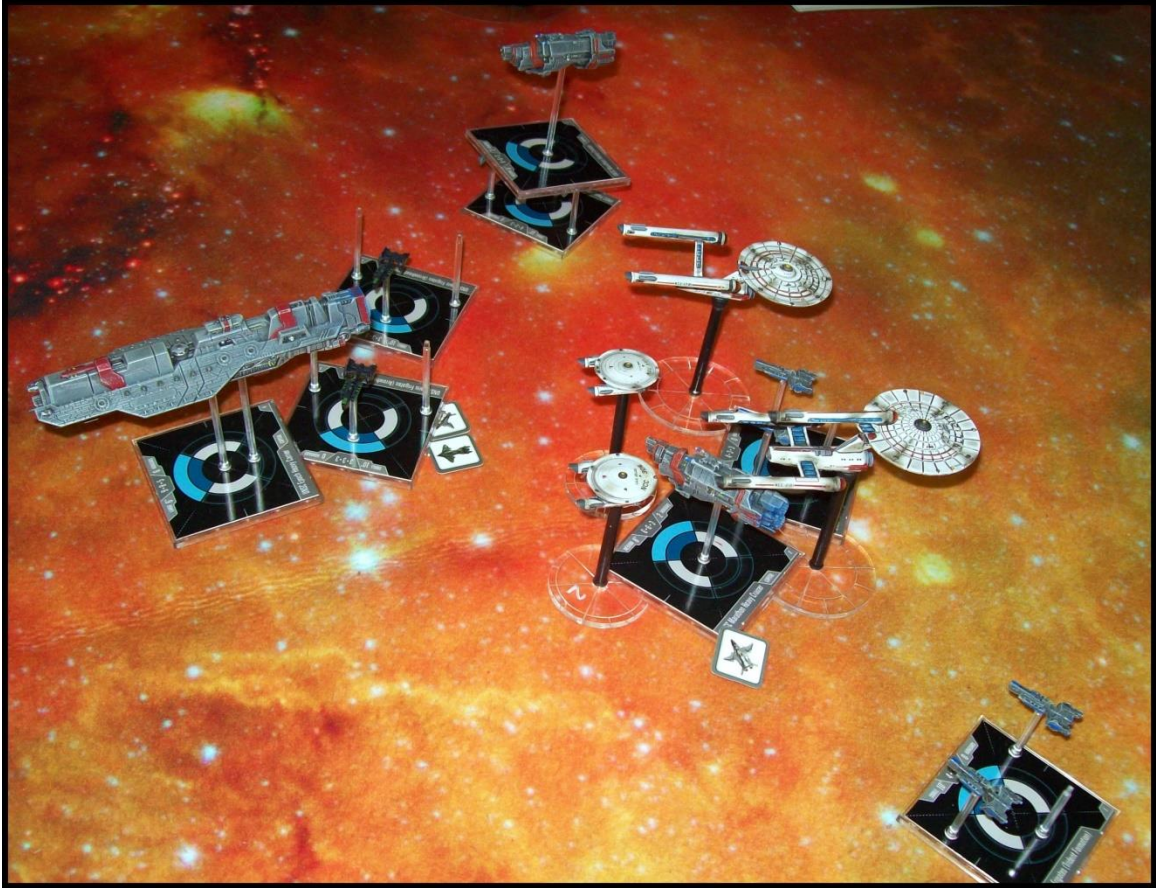
The halo fleet launched all of its fighters to include one squadron of assault shuttles. All of his ships then accelerated straight toward the federation. I picked up speed w my feds and turned slightly to starboard in order to bring the fleets photons to bear on the large enemy ship.

He concentrated almost all of his fire on the fed cruiser damaging it but not forcing a threshold check. The advanced shields with regenerative armor (representing regenerative shields in this case) worked very well. All of my fire was put into his large ship wrecking it.

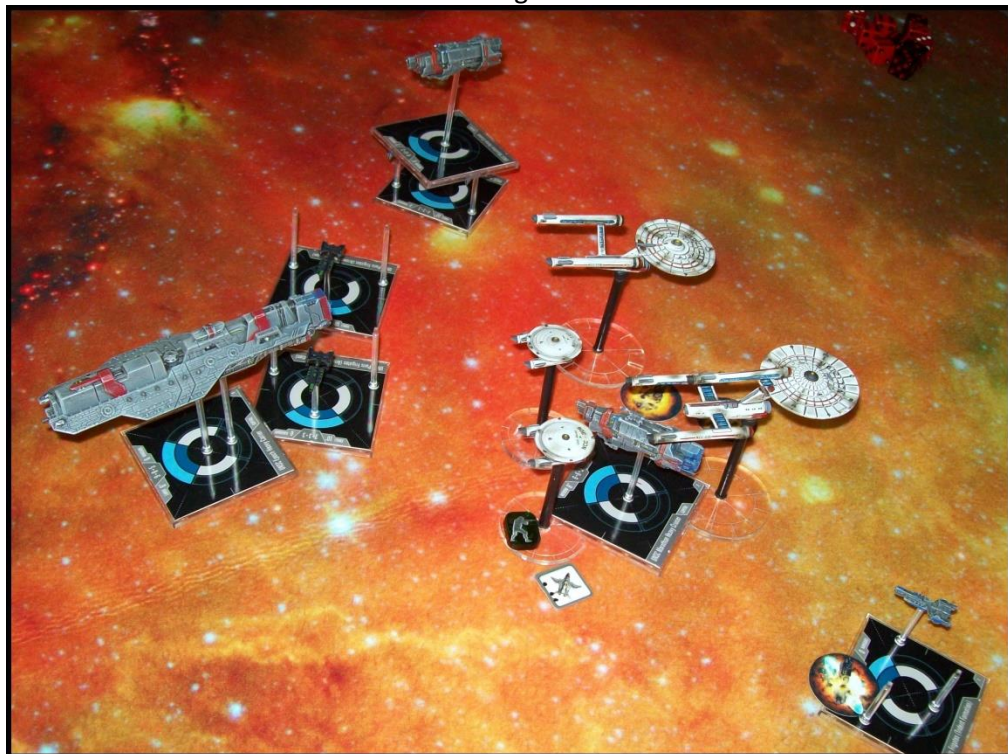


## Turn 2

This next turn was a crazy melee. The Halo fleet began to scatter while I was trying to keep my feds in an organized formation.

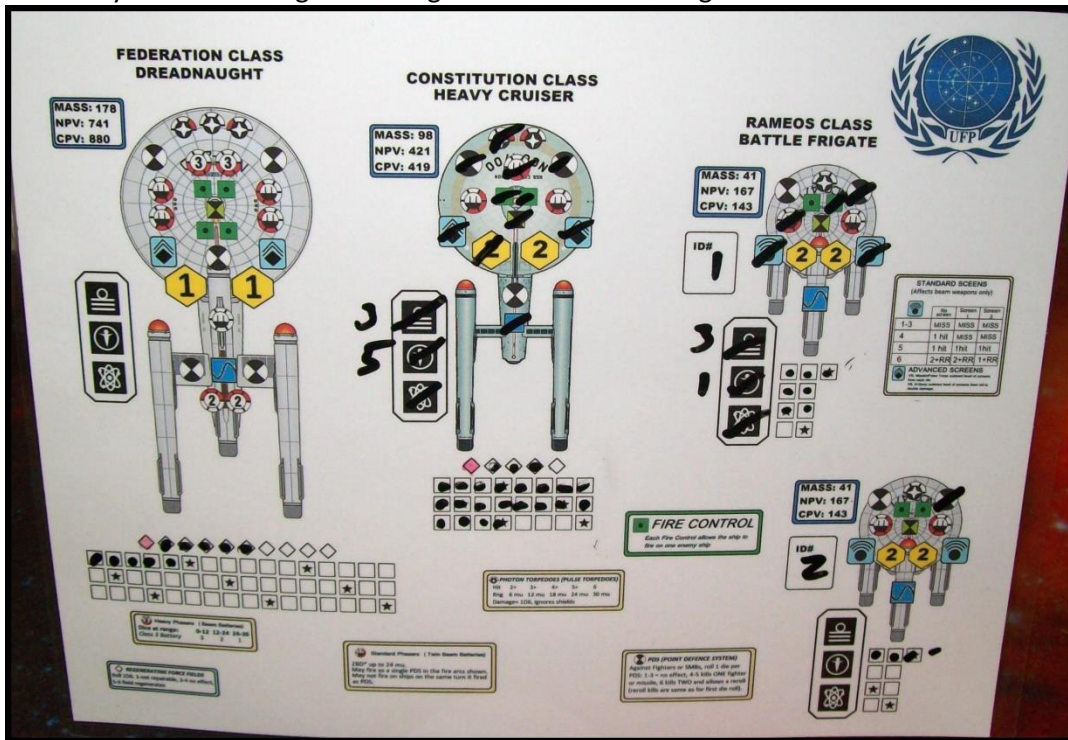


His fighters and assault shuttle made runs on my #2 frigate. One squadron was completely destroyed; the other lost three of planes. Normally I would have concentrated fire on the assault shuttles (as I'm sure most ppl would) but I wanted him to see how AS shuttles worked and how boarding is resolved.



His shuttles managed to put two marine squads on the frigate. Not a serious danger for a larger ship but something as small as a frigate has a real problem.

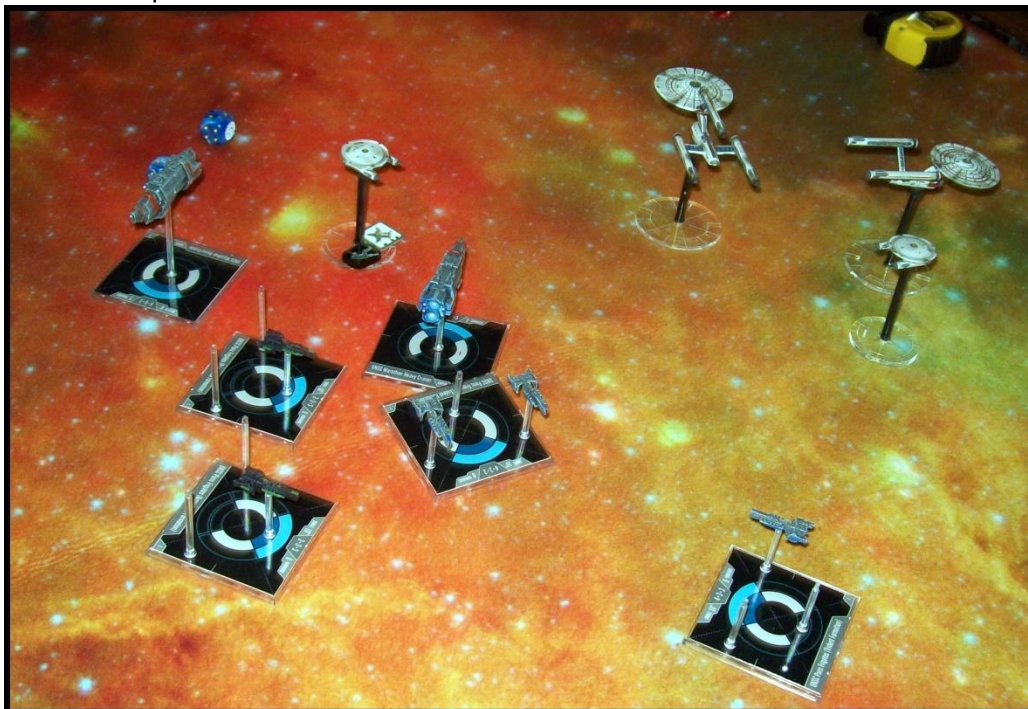
The feds took a pounding in the ship fire phase. The heavy cruiser was wrecked despite getting some if regen shields repairing last turn. Without them the ship would surely have been destroyed. Frigate #1 was smashed as well. Both ships lost most of their systems including their bridges and suffered damage to their reactors.



Two of the halo fleets smaller ships were destroyed outright with two other taking minor damage. One of their cruisers also took some hits.

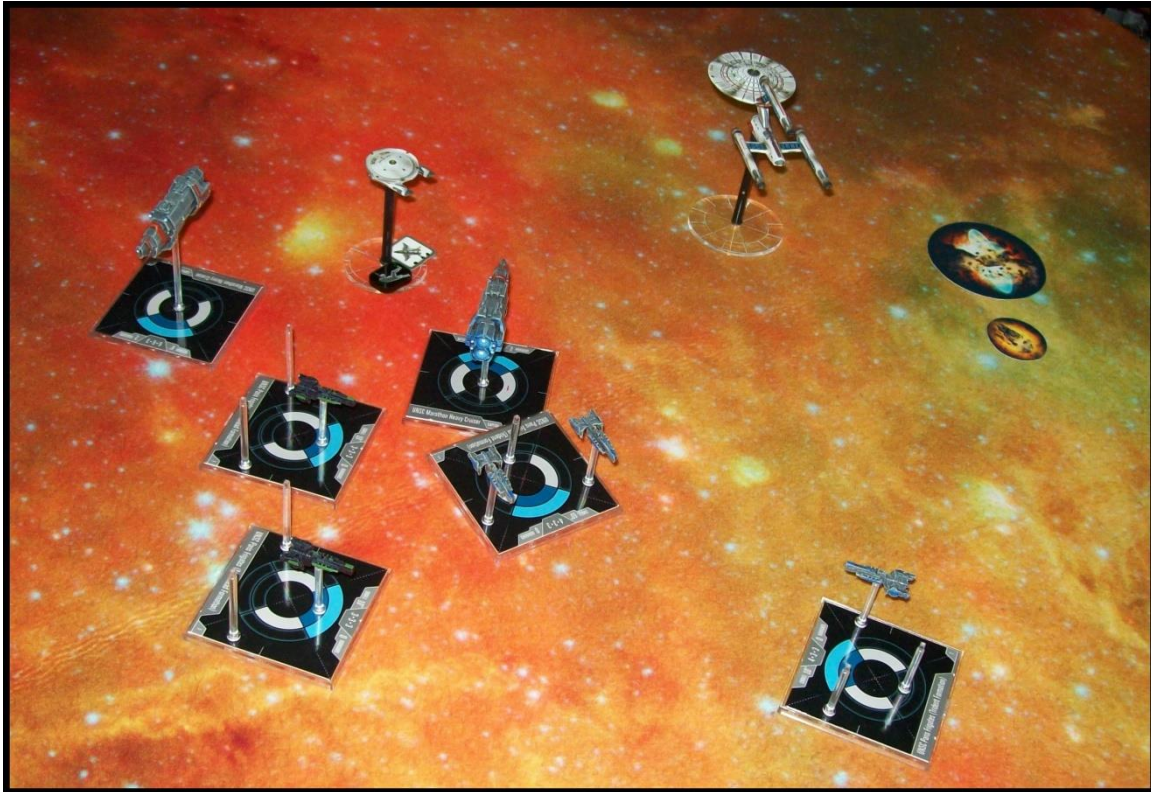
### Turn 3

The fed cruiser and frigate were uncontrolled so just continued on course. The dreadnaught and other frigate turned hard to get in behind Halo ships.



Both fleets exchanged fire with the feds inflicting more damage than they sustained. The fighters following the frigate lost one of their own and inflicted no damage on the frigate. The boarders continued to fight through the corridors of the small ship taking one compartment after another.

At the end of the turn the fed cruiser's warp reactor breached. The explosion destroyed the other frigate in the process.

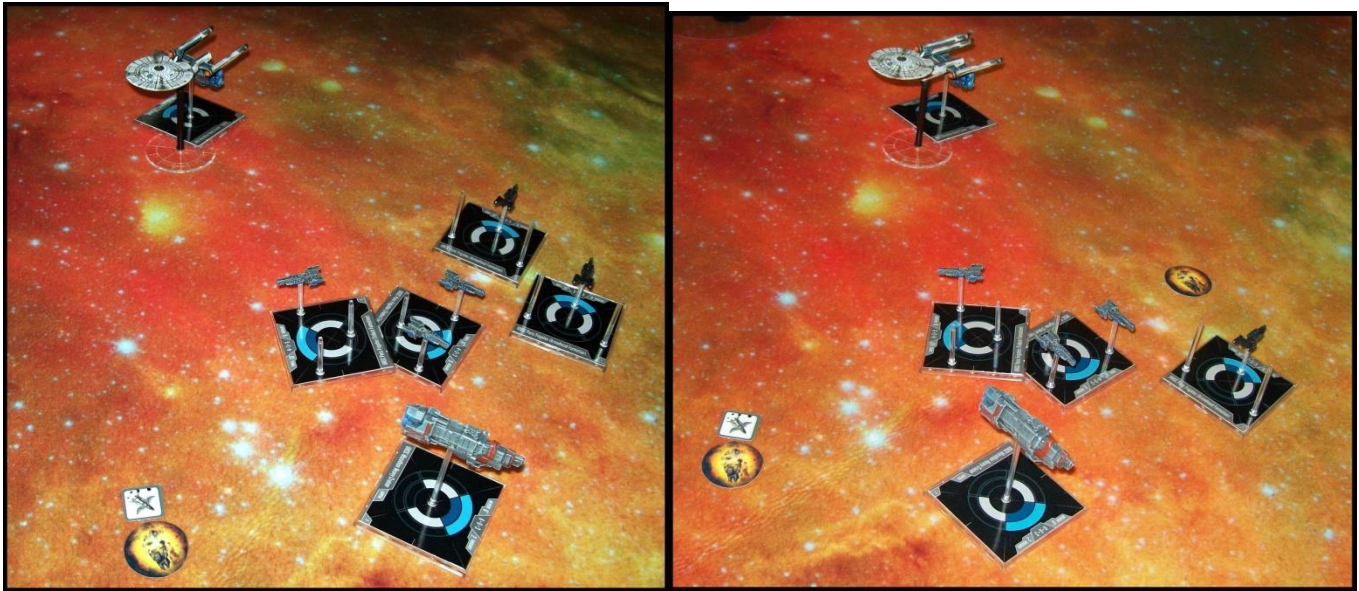


#### Turn 4

The Halo fleet tried turning hard to bring their main weapons around. One cruiser slightly misjudged its course and slid just under the fed DN. The Feds were able to keep most their weapons locked on enemy targets. The Last two Halo fighters dove on the surviving frigate and destroyed it.

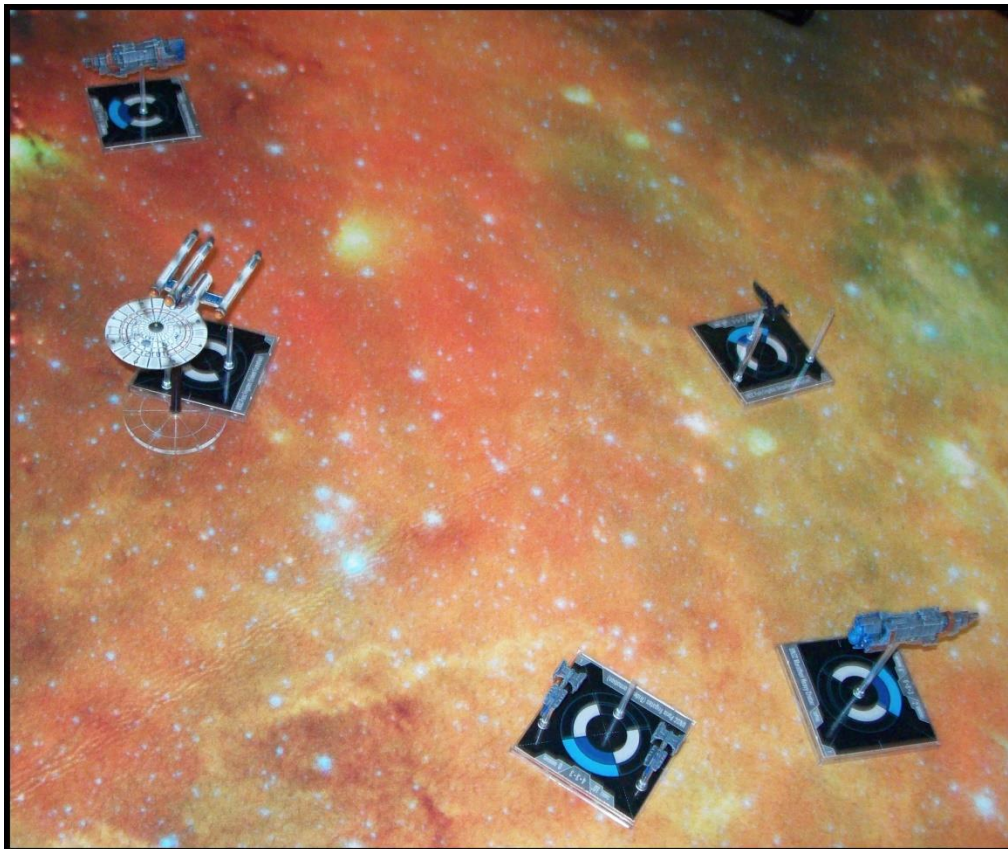


The fed DN opened up on one of the small ships and a cruiser destroying the smaller ship and hitting the cruiser hard.

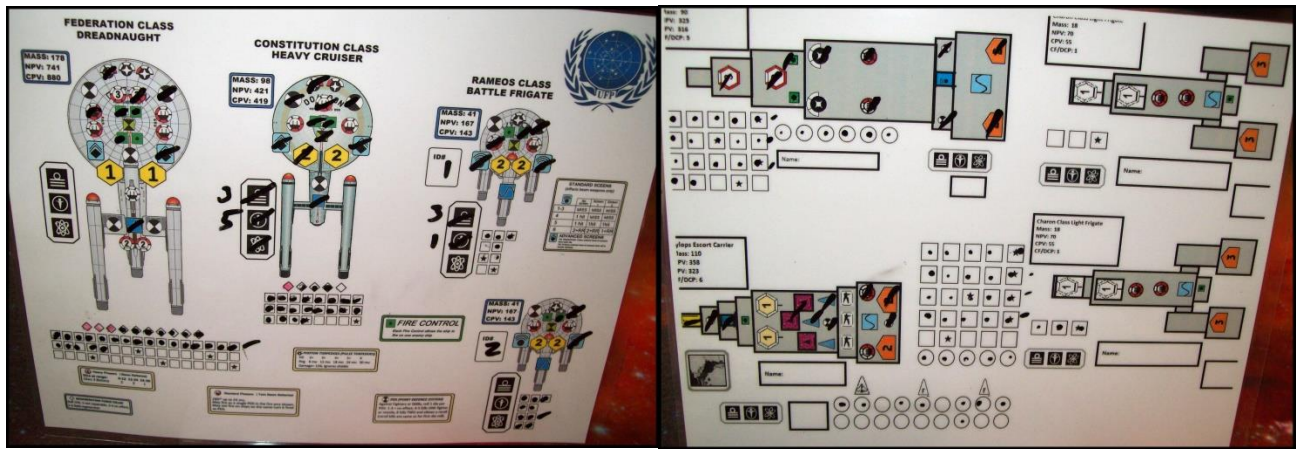


### Turn 5

The halo fleet began circling the last federation ship. Though most of their weapons couldn't bear on her they still managed to force a threshold check.



The DN returned fire on both cruisers forcing threshold checks on them as well. Both were heavily damaged. The DN had a bad run of luck and lost a quite a few systems.



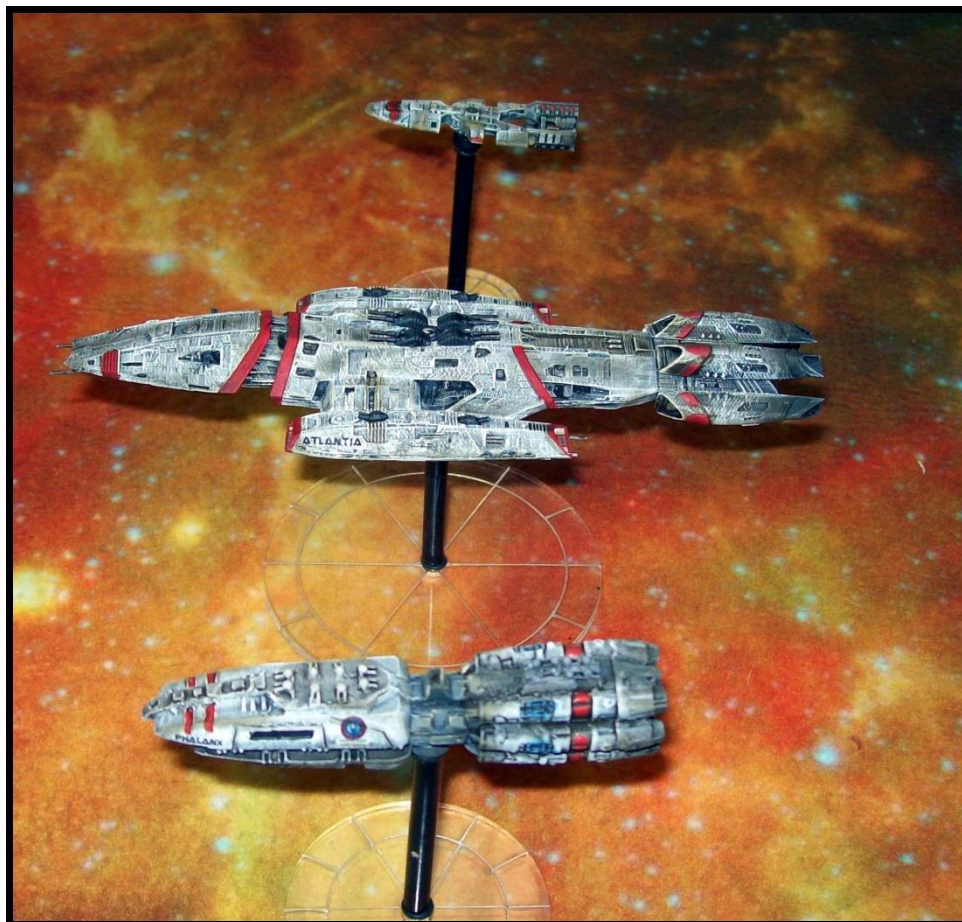
### Turn 6

The DN turned to pursue the cruiser while the smaller ships sped past. It fired everything that could bare and destroyed it. At this point the Halo fleet withdrew leaving the feds the victors!

### GAME TWO

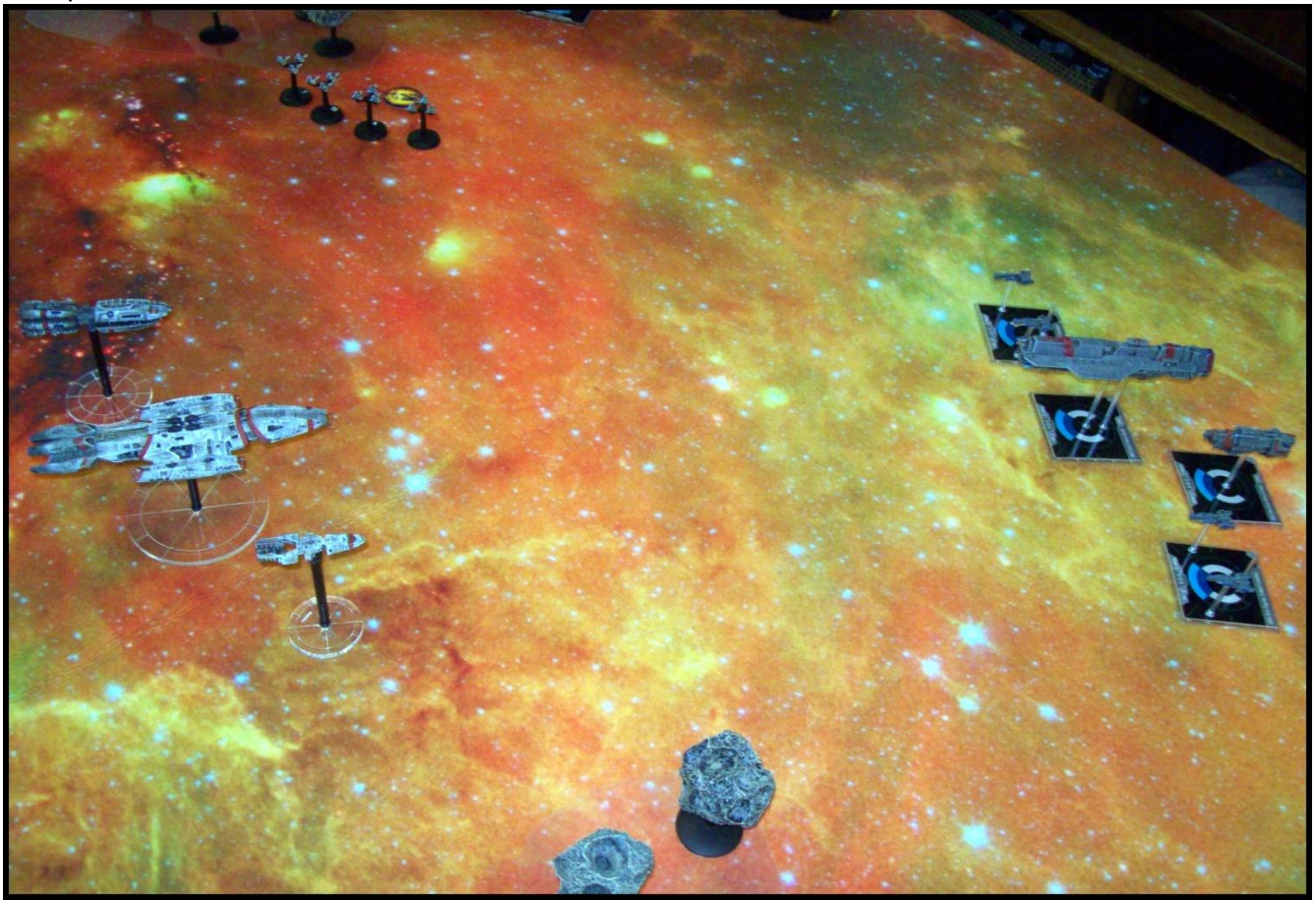
The second game was an unmitigated disaster! This time I brought the Colonial fleet from Battlestar Galactica so my opponent could see how missiles and fighters worked in more detail. I was so busy explaining rules and game mechanics I didn't pay much attention to what I was doing and didn't follow my own doctrine for the fleet.

### Turn 1

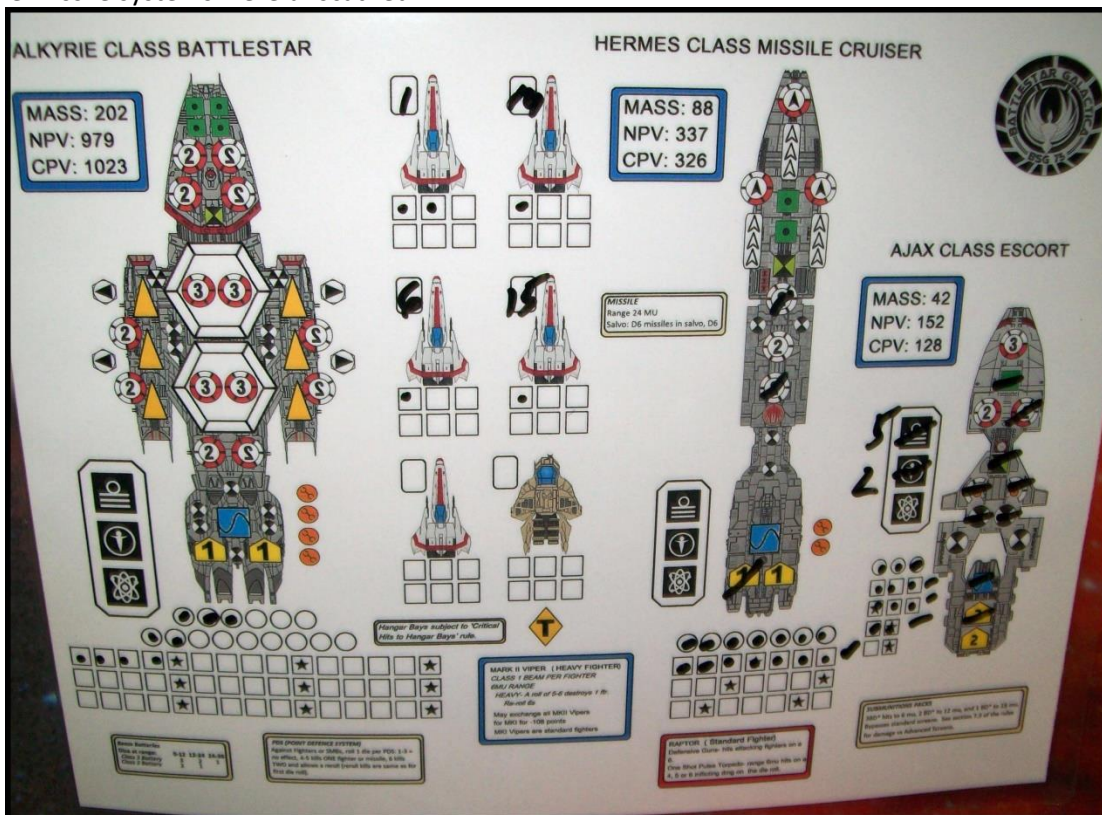


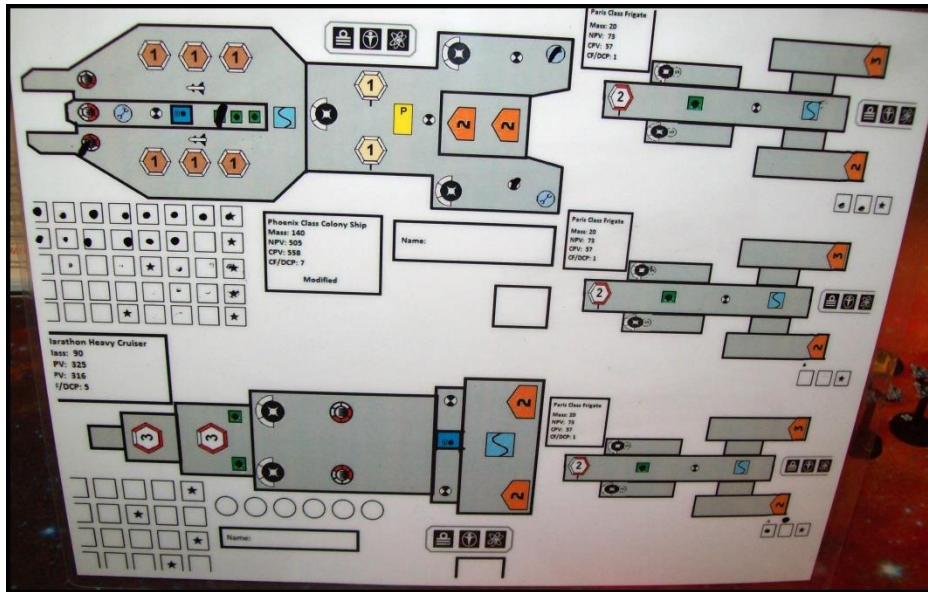


I launched all the fighters I could but held missiles since I assumed the enemy ships would be out of range on turn one, which they were.



As before I concentrated fire on his biggest ship with pretty lackluster results. His return fire however, was deadly. The small escort was smashed and the missile cruiser took a threshold check which knocked out an engine and two guns. Fortunately the missile systems were unscathed.





## Turn 2

This was a complete disaster. The vipers moved in one cruiser obliterating it. The others defended against two antimatter missiles his big ship had launched. My missile ship launched three volleys of missiles but they locked on to two of his small escort ships wasting them. Ugh.

In the ship movement phase I moved closer and continued to concentrate on his big ship forcing another threshold check. His return fire was devastating to say the least. All the colonial ships were destroyed outright! Technically a victory for him despite my vipers still being in the air.



### Turn 3

About the only thing I could do was to go for a tie game before my vipers ran out of fuel. Two of his surviving escort class ships ran for it with one viper squadron pursuing each. The rest of the vipers jumped and destroyed his last cruiser



### Last Turn

The vipers chasing the fleeing escort ships were unable to destroy them before they got off the table. The squadrons attacking his big ship managed to reduce it to little more than scrap but it wasn't destroyed.



All in all it was actually a fun game despite my totally screwing things up. Normally I try and keep the range open as long as possible and let the missiles and fighters soften up the fleet before I charge in. That and dedicated missile ships should never ever but put up front! Ah well, next game we seek revenge!