



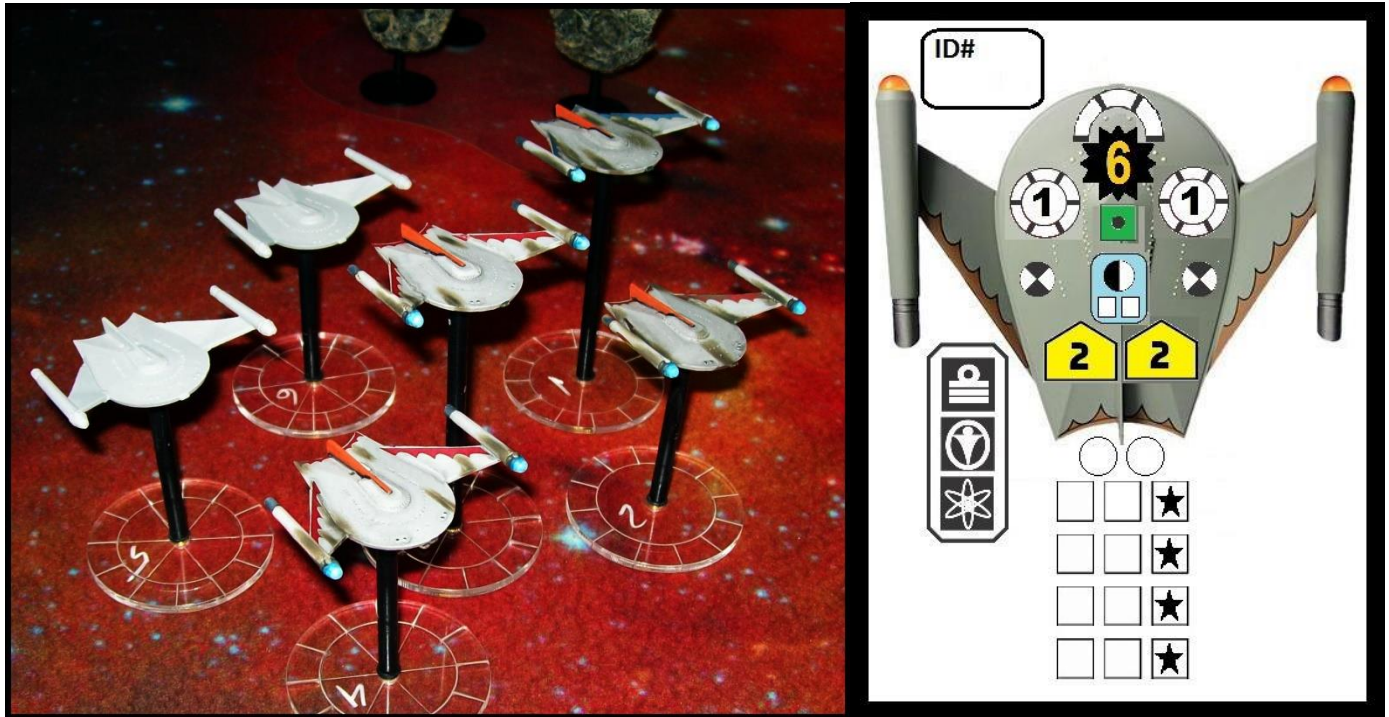
VS.



Covenant vs the Romulans!

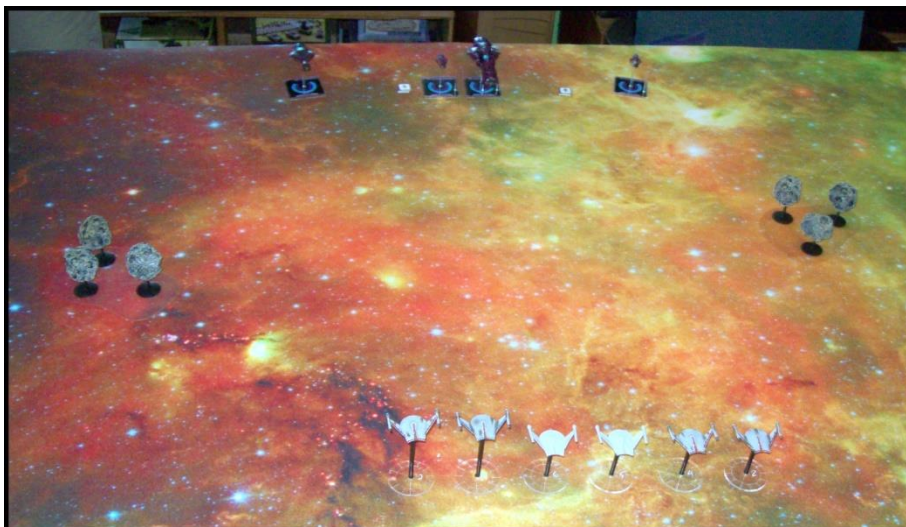
For this battle we tried our two brand new fleets. Spartan Games new Covenant ships from the Halo universe and a squadron of Romulan Warbirds from Star Trek

Flying the Romulans my plan was simple, launch all the plasma torps (PPTs) and wreck as many Covenant ships as possible then cloak and maneuver behind his fleet and hit him again. Simple plan right? Yea, not so much as you'll see.



**Yes I know two of the ships are not painted, sacrilege!!! The Warbirds are from Amarillo Design Bureau and the decals are from Starfighter Shipyards.*

TURN 1



The fleets set up in skirmish lines across from each other with two small asteroid fields on the flanks. Moves were plotted and the Romulans fired their plasmas. Six balls of super-heated death went screaming across

the table. The Covenant in blind arrogance drove their ships straight forward and found their entire formation in the blast radius.

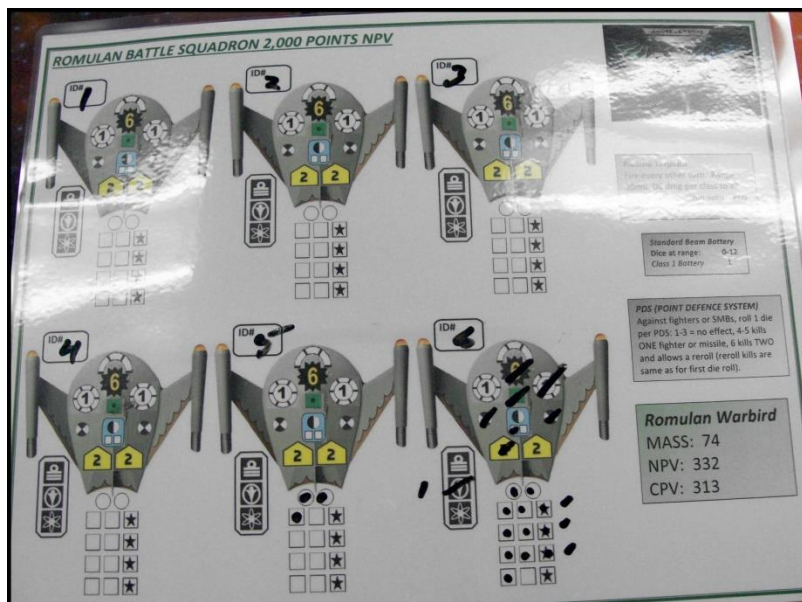


Fighters had been launched in a desperate attempt to weaken the weapons (the gold die represents the strength of each) but most shots were ineffective.

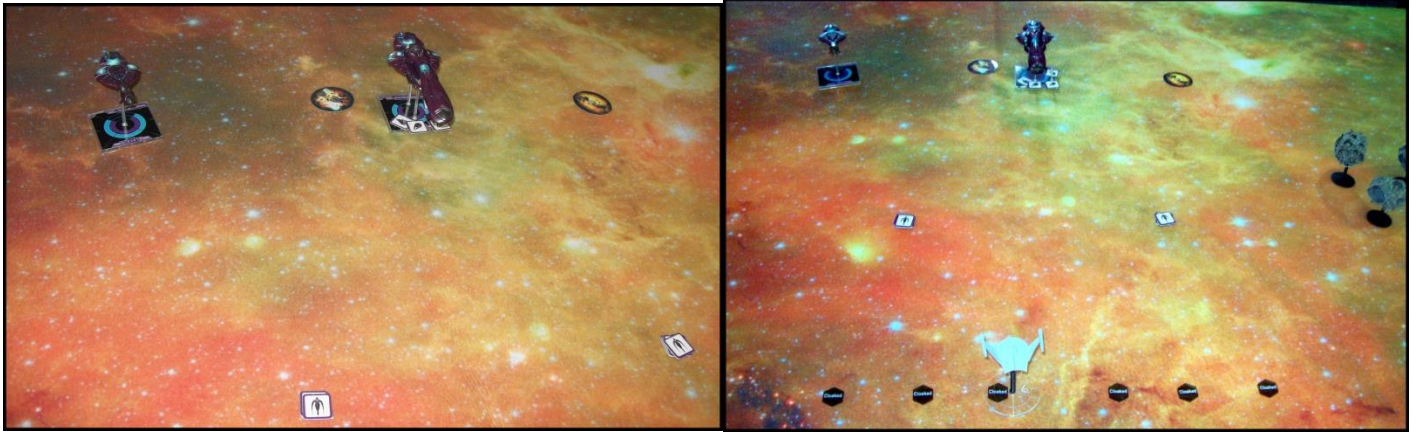


Defensive fire managed to weaken a couple of the torpedoes but not enough to save either of the covenant light cruisers and doing significant damage to the capital ships.

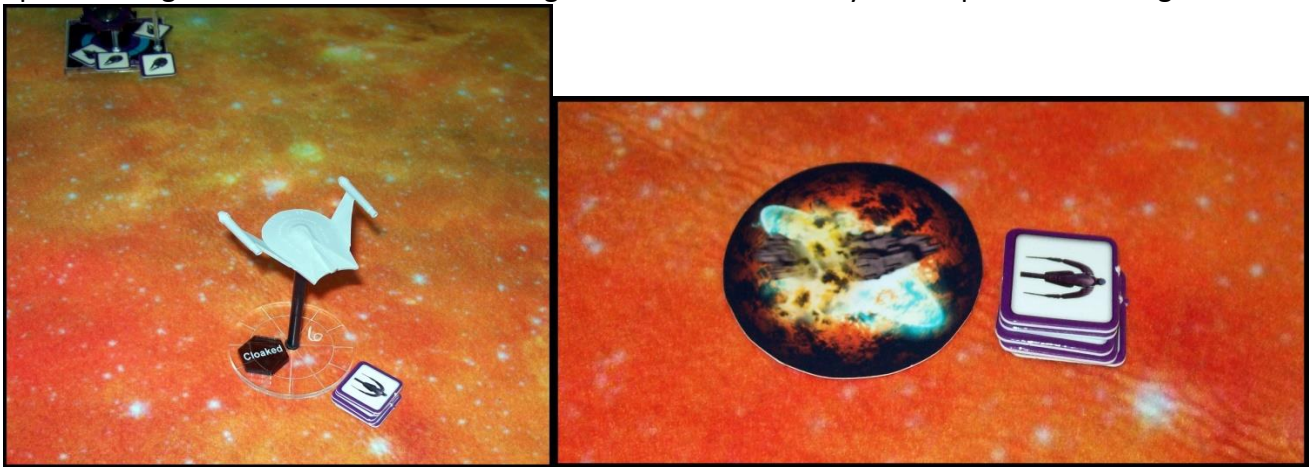
The Covenant returned fire with their long range weapons and nearly destroyed one Warbird and damaged another. The WB that was nearly destroyed took a critical hit to its cloak hampering its effectiveness.



The Covenant had two squadrons of gunboats which they had sent forward. The WB with the damaged cloak would be easy pickings.



One squadron of gunboats closed on the damaged warbird and destroyed it at point blank range!



The next few turns were uneventful with the rest of the Romulan fleet. The Covenant ships were moving fairly slow so I thought I was plotted the Romulans to get in behind him at a fairly long range. I couldn't have guessed more wrong!

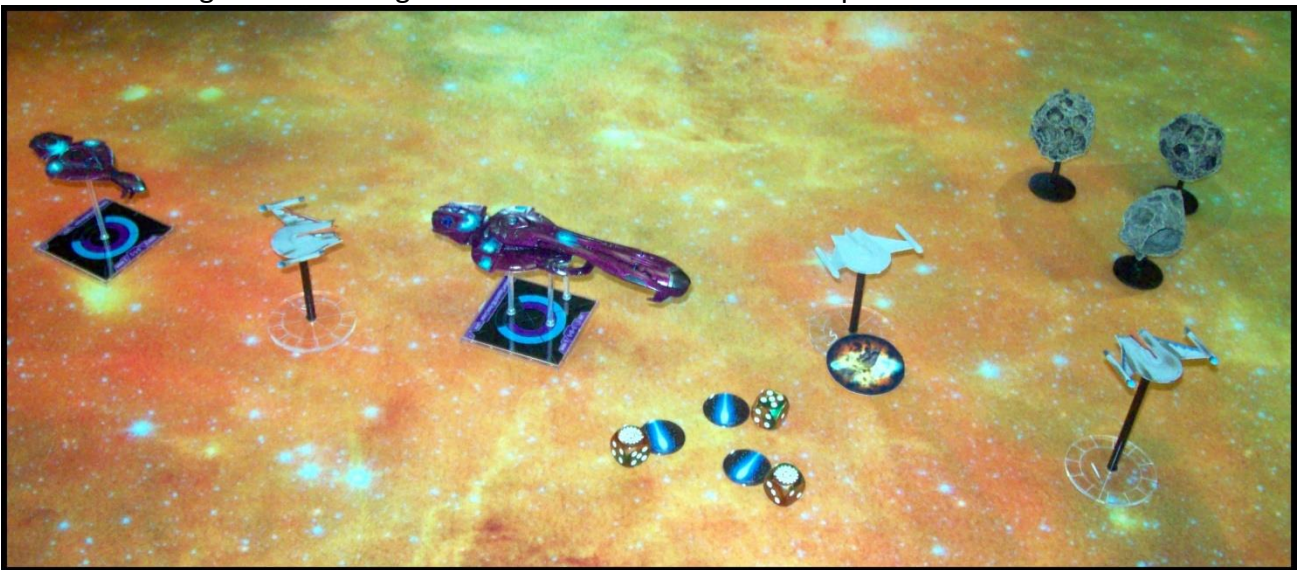


The Romulans de-cloaked smack in the middle of his formation, most facing the wrong way and a couple directly in from of his heavy guns! Bear in mind the Plasma torps launch in the ordinance phase which is bfr movement so I wouldn't be able to fire my main weapons until next turn.

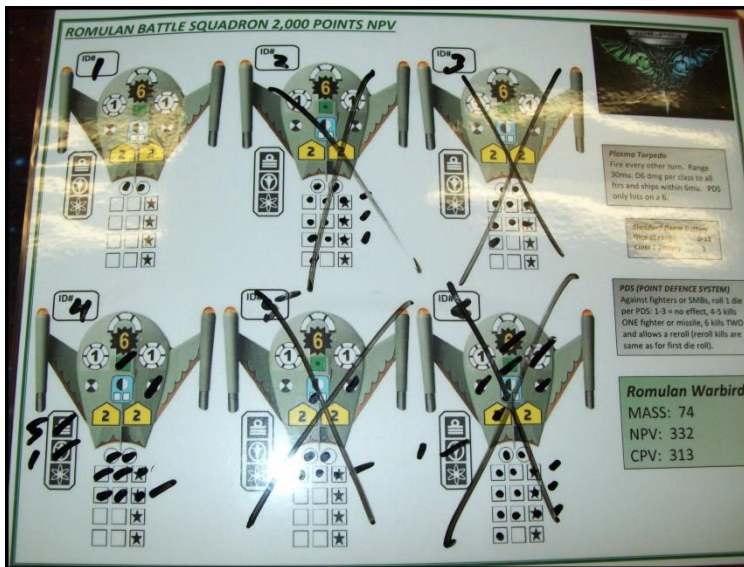
The result of this blunder was pretty nasty. Two Warbirds were blown apart almost instantly with the rest taking damage to one degree or another. The only bright spot in all this is the gunboats took a beating from the WBs class 1 beams. One squadron was destroyed completely, the other lost three.



The next turn was payback time except for one small problem; some of my own ships would be in the blast radius of the plasma torps. This is why you would typically want to keep the range open when using these things. I had also forgotten the things could be used as direct fire weapons! Ah well.

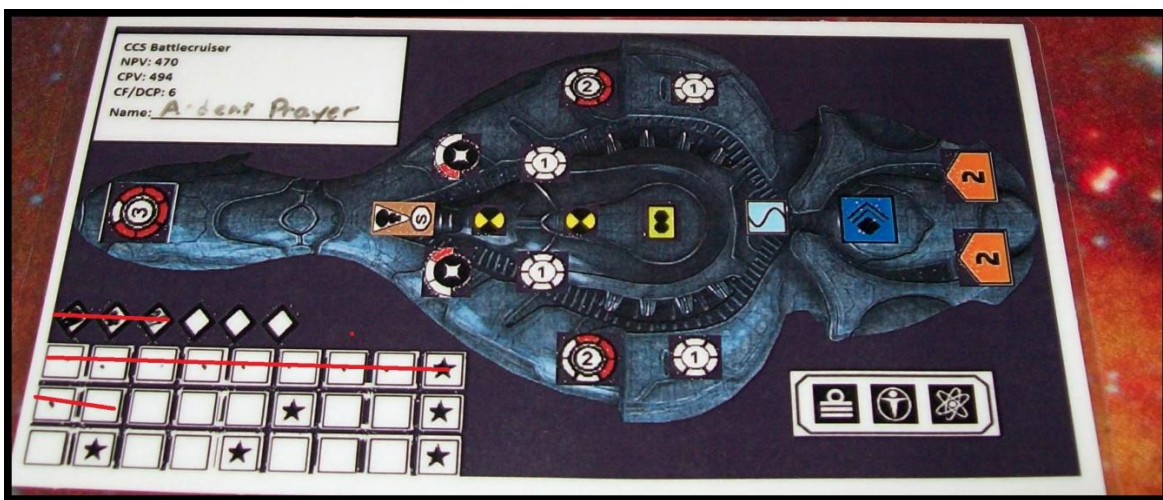


The covenant point defense was practically useless and all three torps exploded at max strength.



The blast took our one Warbird but did significant damage to the big covenant ship. Next the covenant ships fired and destroyed all but one of the remaining Warbirds.

The big covenant ship was nearly destroyed and had many of its systems knocked out but even so it was still very dangerous.



I cloaked the last warbird for one turn to let the plasma torp recharge and the following turn made a suicidal run one the big capital ships with obvious results. The warbird was easily destroyed by the bigger ship



Once the last two Romulan ships are painted I plan on trying this again only next time keep the range open and be a bit more patient!