

DC vs RD

Combine Squadron Averaged Veteran

Taihou

Nekohono'o SCL

Achilles 3088

Achilles 3088

Vengeance 3056

Rose

9 x Oo-Suzumebachi

6x KOS-1A Koroshiya

6x SL-15K Slayer

6x SU-14 Suzaku

6x MIK-OE Tatsu

6x ON-2 Oni

6x SL-18 Shilone

6x S-8 Sai

6x SL-22 Sholagar

6x F-13 Cheetah

Rasalhague Dominion Aesir Star Averaged Veteran

Aesir

Vanir

Nagasawa

Nagasawa

4 x NL-45 Gunboat

6x Jengiz E

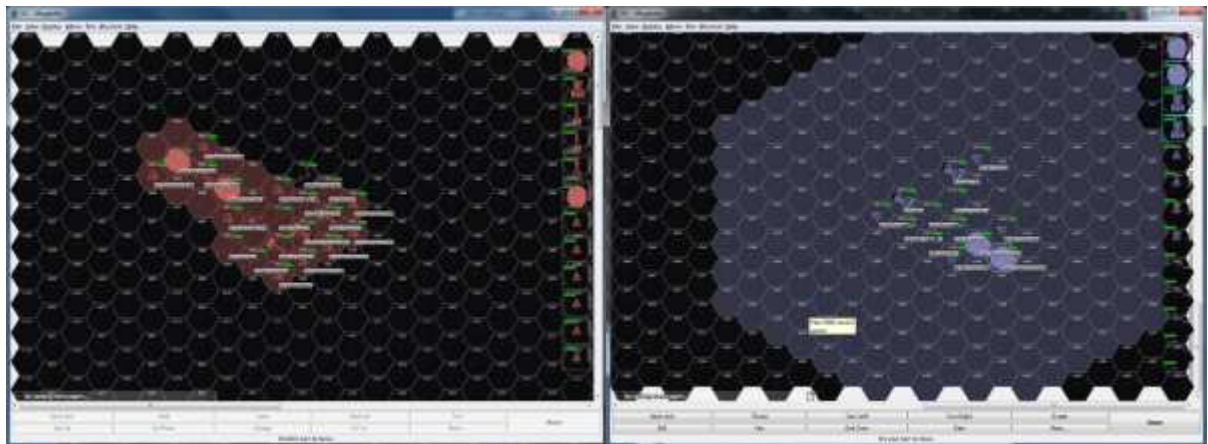
6x Ostrogoth D

6x Ammon 2

6x Tyre 3

6x Sulla F

Starting Positions



Turn 1

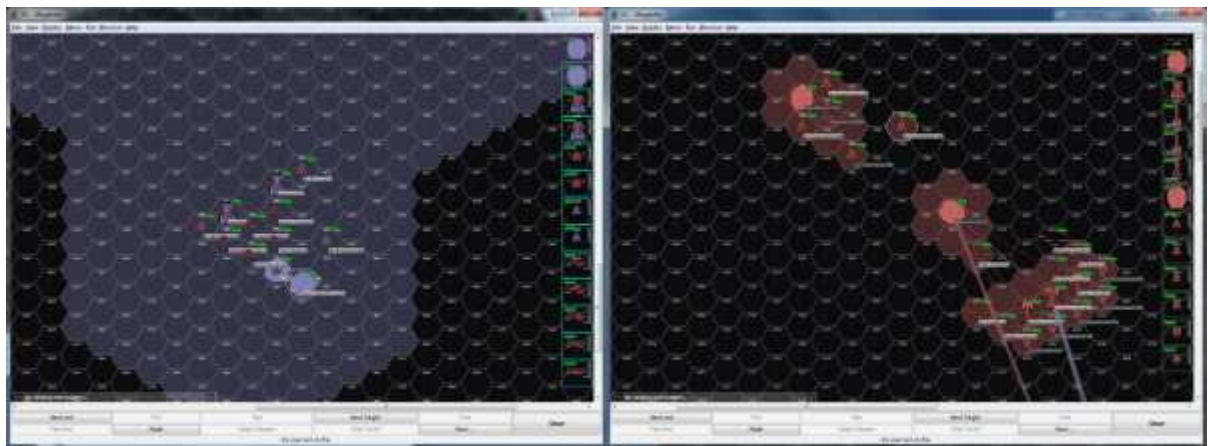
RD moves of at 5 velocity using evasion. With four modern DropShips they can afford to mix things up a little.

The DC splits up with the Rose and Vengeance hanging back, The Neko at 5 velocity and everything else at 6.

The Dominion has an electronics advantage, but they are in real trouble as far as numbers are concerned.

Turn 2

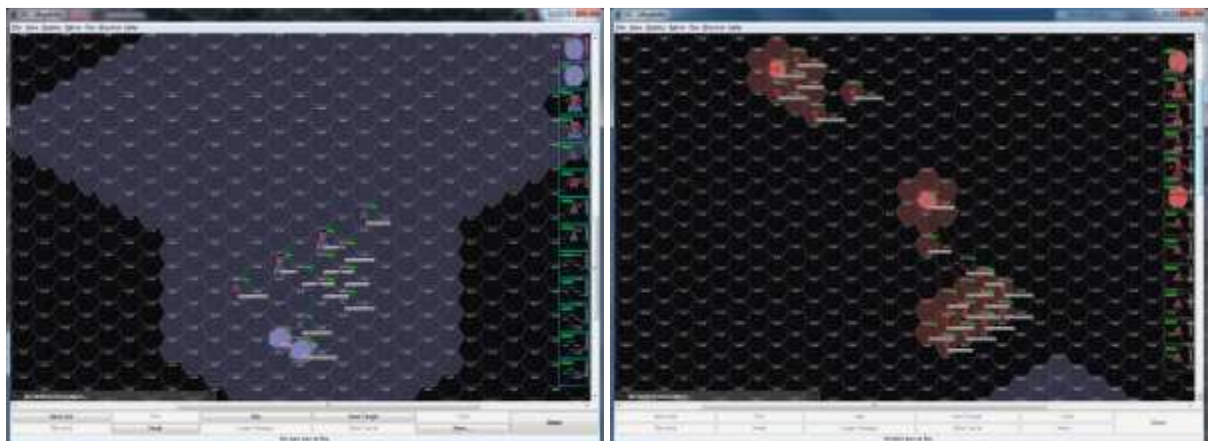
The RD missile ships stop evading for a chance at long range shots. The DC doesn't care. The brawler and fire support elements are starting to spread out.



Both sides get hits, though the Piranhas are far more damaging than the SCLs.

Turn 3

At 20 hexes the RD is going to give up on evading and burn on in. The DC also straightens up, relying on its greater bulk.



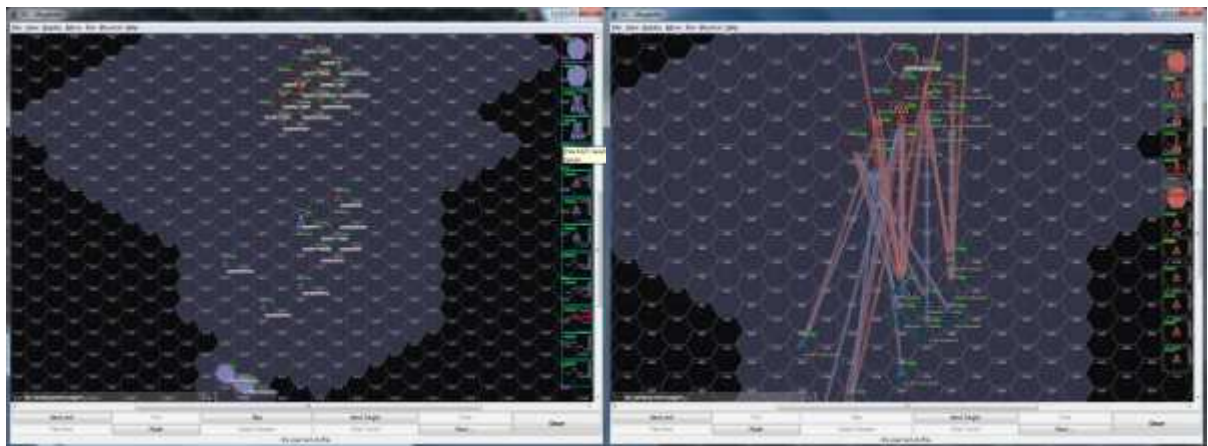
The RD concentrates on the Taihou while the DC is targeting the Aesir.

The Taihou takes a 110 chunk out of the Aesir while the Dominion DropShips do 400 to the Taihou.

A Suzaku dies in the crossfire.

Turn 4

The fire support units start rotating as the two forces cross each other. The Nagasawas are going Taihou hunting.



And the combined fire of the four Dominion DropShips dropped the Taihou.

Another two Suzakus are eliminated, but the Aesir is now hurting having lost another 160 armour and a Piranha bay.

The Nagasawas have jammed their RACs.

Turn 5

The support DropShips continue their calm arcs, with the Aesir rolling to hide its weaker armour and lost missiles. The Achilles are going to try and close on them. The Nagasawas are going to attempt the same with the Neko. The fighters are getting into a dog fight.



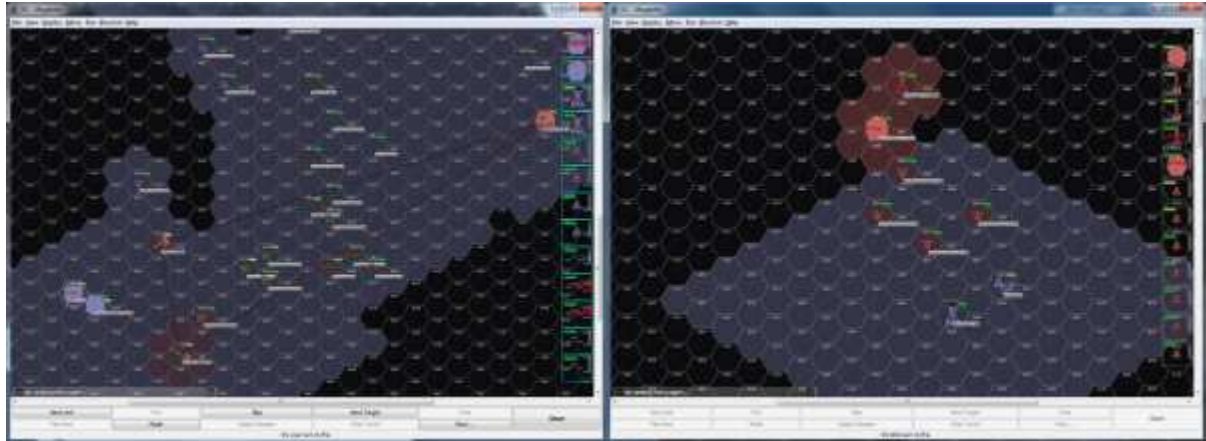
Two Onis killed this turn. Chunks of DropShip flying everywhere. The Nekohono'o and lead Nagasawa are in bad shape.

Turn 6

The Aesir rolls again. With 7 armour left in the nose the Nekohono'o opens the throttles and tries to make a run for it. The hindmost Achilles has no nose armour and 2 SI left but has to go for the kill. The Nagasawas have too much momentum in totally the wrong direction to go after the Nekohono'o

so instead swing after the Vengeance, bleeding off some velocity in the process. The Vengeance and Rose start to burn away.

The Sullas with their heavy lasers are going to try a shot at the Neko. The rest of the fighters are spreading apart as momentum takes effect.



The both Achilles died in a storm of fire.

Neko got a Sulla

Vanir killed a Koroshiya

The Nagasawas got an Oo-Suzumebachi

And massed fire took out two Tatsus.

Turn 7

With 7 armour in the nose and 27 on the right side the Nekohono'o just falls short of the edge of the map.

The Rose and Vengeance to get off the map.

The fighters continue the dog fight.



The Vanir comes very close to killing the Nekohono'o by breaching the right side armour

One Oo-Suzumebachi, a Sholagar and a Tyre die.

I am going to call it here. The Nekohono'o is going to escape this turn just leaving Combine fighters. It is hard to imagine the Vengeance not being chased down by the Nagasawas. Conversely the Dominion has enough fighters and two very capable DropShips in a position to win the merge.

The Dominion did well to overcome a 4 squadron deficit. The key was rapidly killing the Taihou. That in turn comes back to the NL-45s electronics providing firing solutions good enough to overcome the Taihou's AMS. Not even a Taihou can survive multiple hundred point hits.

That said the Nagasawas were unlucky not to kill more DropShips. Realistically they probably would have. The right choice was made to let the Nekohono'o go due to the forces of momentum at play, and had there been no map edge the Nagasawas would of harried the Vengeance and Rose to death.

Possibly the biggest thing I have taken away from this is just how weak the Combine's aerospace forces are. The Dominion trinary dominated the Combine's nine squadrons. That is a 54 vs 30 overlap. A bit of a worry. Something similar happened in the Combine/Fed Suns game, but there the Combine's DropShips were able to push through and win the battle. This leads one to conclude that against its neighbours the Combine's ASF are at best a holding force. Indeed it may be better for the Combine to forego trying to hold up enemy fighters with its own and instead go all out to destroy the enemy carriers.

On the other hand the Dominion's force was simply more modern. The Ammon 2, Jengiz and Ostrogoths brought enough armour to offset the easy kills of the Tyres and Sullas. All of the omnis brought 3145 high damage variants. Likewise the NL-45s were always damaging where the Oo-Suzumebachi were merely annoying. The most noticeable difference was in the armour. The Dominion Dropships took critical hits, but steadfastly refused to even look like being crippled. Extended expose to ASF fire might have changed that, but by that point they had won the battle. Retreating the damaged Aesir and Nagasawa was very much a viable option when the game was called.

The best chance for a Combine win was to be more conservative with the Taihou and to use evasion to 14 hexes rather than look for easy shots at 20. Sure the big DropShip was hitting consistently at 20 hexes, but only under 14 hexes are the PPCs and MRMs viable and the Taihou might have had a chance of matching the damage rates.