I have no idea where the right place to put this is, so I'll put it here.

So in CL#51, there is an interesting new scenario--(6HW.0) Howling Winds. The basic premise is that the Carnivons hold the north 3rd (+/-) of Lyran space, and the Klingons, Lyrans, and Carnvons team up against the Hydrans and Kzinti. The Lyrans attack the Hydrans on T1; the Klingons attack the Hydrans on T2; the Kzinti Klingons and/or Carnivons on T3. Scenario goes to T6.

Ok, so while this all looks interesting, on paper (and I certainly haven't played the scenario), it seems like it is a total slam dunk for the Coalition, unless I'm missing something?

The Coalition have all the same ships they have in the regular game. But then they also get the Carnivons, which are not a huge fleet, but still. The total Coalition economy is larger than it is in the regular game. The Coalition produce more ships than in the regular game (the Lyrans lose 1 ship per turn, but the Carnivons build 8-10 ships per turn). The Lyrans and Klingons attack the Hydrans before they have any PWC. The Kzinti get to have a full economy while not being attacked on T1 and T2, but it still seems like the Coalition will just demolish the Alliance in this scenario. I realize it is a playtest scenario and all, but am I missing something obvious? Am I misunderstanding the scenario?

My thought is that the Kzinti get to do full eco production for turns one through THREE, then surprise attack the Coalition. The Kzinti can build defenses at 1401 and still mount a massive attack on turn three. With three turns of eco, that's a lot of potential carrier construction...
The Carnivons and Lyrans not being able to cooperate will be a problem.

Well, the Kzinti get T1+T2 unmolested, and then attack on T3. Which is certainly handy--they can have 20PDUs on their Capital before they get attacked. And have a lot of ships in good places. But still--I can't imagine that the Hydrans will do anything other than get completely plowed under by the time the Kzinti attack anyone (no PWC, same number of ships attacking them, no extra PDUs before their economy is demolished). The kzinti might be fantastic in this scenario. But I can't imagine that it will outweigh the Coalition's bigger economy and greater ship production (+8-10 *more* ships per turn).

Yeah, the Carnivons and Lyrans can't cooperate, but they can still fight the Kzinti pretty effective--the Lyrans have the same number of ships, yet the Carnivons bring an extra 100 ships to the Kzinti's western border...

Then may I suggest that you playtest the scenario and then file a report on your findings...

Well, we are working on that. Until then, online analysis is the best we got.

So when the Carnivons and Lyrans are not cooperating, that means they cant attack the same hex at the same time?

But they could separately attack Kzinti hexes?

So the Carnivon push for the Kzinti Capital with the Klingons while
the Lyrans take out the BATS, SB, and planets?

It does sound pro Coalition, but if you only have 6 turns to take both Capitals and hold them, then its a pretty tight time constraint.

By Gary Carney (Nerroth) on Thursday, June 23, 2016 - 07:37 pm: Edit

On a broader note, it would be interesting to see if this scenario meshed well with the playtest Paravian scenario in Captain’s Log #48. With both "lost empires" involved in wars on either side of the Alpha Octant, it would be curious to see what happens once the Coalition drags the Federation into proceedings.

If the Romulans were already set to have their hands full with the Gorns and ISC, would that put more pressure on the "western" Coalition powers to get off to a good start against the Kzintis and Hydrans before turning on the UFP?

By Richard B. Eitzen (Rbeitzen) on Thursday, June 23, 2016 - 07:45 pm: Edit

I have talked about something like that with another F&E player.

By Stewart Frazier (Frazikar2) on Thursday, June 23, 2016 - 08:12 pm: Edit

Uh, doesn't (6HW.243) mean that the Kzinti can't build PDUs until Turn #3 (as the fleets are unreleased)...

By Peter Bakija (Bakija) on Thursday, June 23, 2016 - 08:39 pm: Edit

The scenario seems to indicate that they are on full wartime status during turns 1 and 2. They just can't leave their space. And their ships can't leave their deployment zones. As such, they seem like they can build PDUs and upgrade bases all they want.

By Peter Bakija (Bakija) on Thursday, June 23, 2016 - 08:39 pm: Edit

But maybe I am misunderstanding the scenario.
Speaking of which, where does a Carnivon SIT exist?

Probably, cant go look right now.

Jason--the Lyrans and Carnivons:

- Can't enter each other's space.
- Can't loan each other money.
- Can't be in battle forces together (unless forced to be by virtue of minimum force rules).

The way the map works, Lyran space stops at the East/West line that starts at the WYN cluster. Carnivon space is the top of (ex) Lyran space, and stops where the old Kzinti/Lyran NZ was. The Kzinti border the Carnivons and the Klingons, but not the Lyrans.

T1, the Lyrans (using the South Fleet and Home Fleet, with some set up changes similar to the Lyrans on T1 of the regular game) attack the Hydrans. On T2, the Klingons attack the Hydrans. On T3, the Kzinti attack the Klingons or the Carnivons. On T4, everyone is at war.

The Carnivons have a small economy (48 EP to start?), and have about 50 ships that are released when they start fighting (T3 or 4, depending on what the Kzinti do), plus they build about 8 ships a turn (including on turns 1, 2, and 3). If the Kzinti attack deep into Carnivon space, the Carnivon have another 40 or so ships to defend themselves with.

The Lyrans and Klingons are more or less exactly the same (the Lyrans lose 1CW from their build schedule). It is possible (I'm not completely clear, and the rules are far away right now...) that the Lyran Red Claw Fleet might never get released (as I think it is guarding the Carnivons, and unless the Kzinti go through Carnivon space into Lyran space, it'll never be released).
Thanks Peter.

Sounds like a fun quick game.

Carnivon SIT is on these forums.

Ah. Heh. Didn't think to check the obvious spot...

Oh, cool. I like the way the Carnivon ships were designed. They mostly have an N on them (Heel Nipper technology, which basically allows all Carnivon ships to act as if they have 1 point of mauler capability, but only against mobile units and not bases/PDUs), but they all have 1 less offensive compot to balance out the N factor. Cool.

i.e. the Carnivon CA costs 8, and is a 7-8N/4.

Seems very reasonable, from a design standpoint.

It also requires a high BIR.

So what the Kzinti can do on turns 1 and 2 (in Howling Winds) are not completely clear. In one place, the rules on T1 and T2 say they can "do anything that an empire at war can do, they just can't leave their space" (paraphrasing), and then in another, it points out that all their fleets are unreleased (which, as Stuart pointed out above, would indicate that they can't build PDUs or put up bases).
Well, they can accumulate EPs, do survey, do normal production at the very least.

They (Kzinti) can also build/setup MBs (one per hex/province?)...

Looks like a training game - new Coalition player v experienced Alliance player.

Weaker Hydrans (less time) - marginally stronger Kzinti (extra time) and the Coalition gain a stack of ships.

Lyans just go south - Klingons go South and North and Carnivon's go East - avoids the Ly/Ca interaction restriction.

Coalition doesn't have to worry as much about a Hydran Expedition - so set up can be for a quick win over the Hydrans.

Looking for general advice on the basic game and attacking the Feds turn 7.

After 15 years off F&E a friend and I have started back up and are playing a basic game using Vassal. Everything is working well with the interface, I'm impressed with the work that people have put into it.

Anyways, it's start of T6 and I've had a really good run. Took the Kzinti capital on T4, and am likely to take the Hydran capital this turn. Partly it has been some really hot dice rolling on my part, and partly some mistakes on both sides but mistakes seem to impact the alliance more. Not having CEDS retrograde really seemed to hurt the kzin counterattack. The only damage taken is the Lyans
lost BATS 0112 and the Enemy's Blood SB to the Hydran T3 attack.

On to my question. What is the minimum fleet that I should have to attack the Feds on T7. Is there a number of ships where it isn't worth crossing the border.

It looks like I will have about 80 to 90 ships that can cross the Fed/Klingon border T7, plus T7 new builds which can reach a few BATS. That is the East fleet, T6 builds (no C8 built), and random ships that were repaired on T5/T6 from the Kzinti capital assault and which there was no need to transfer to the Hydran front. Also, it's a mixed bag of ships, not a lot of quality to the fleets. Plus another 40 or so in Kzinti space that can hit the Marquis area and 4th Fleet border BATS. I expect about 30 Kzinti ships on those defenses though. T7 strat will see me start adding in repairs from the Hydran capital assault and I have 6 FRD's over there.

Is that enough? I don't expect to be able to go in and blow out 2 SB's, but it seems likely that I could show up and pin the 3rd SB and hit 10 BATS or planets. His reaction/reserves could save a couple of them, but I'd get cheap BATS kills and open a path for T8.

BTW, if it matters the Kzinti still have 40 cripples in their offmap area. They crippled almost everything defending the homeworlds.

I'm leaning towards attacking no matter what, but was curious as to what force is required for a crushing attack.

By Peter Bakija (Bakija) on Tuesday, August 09, 2016 - 12:30 pm: Edit

If you have taken both the Kzinti and Hydran capitals before T7, and you have a reasonable fleet to attack the Feds with on T7, you are doing well. Like, 80-90 ships (plus the new stuff that can get to some border BATS) attacking on T7 isn't going to smother them, but it is probably better than delaying the attack. You'll be able to kill some BATS, probably capture some planets. You can probably kill the southern SB (7th Fleet? The one by the Tholian border) for cheap if you have ships in range. You probably should be able to pin
his reserves (3rd and 4th fleets) on the SBs, which allows you to kill all the BATS with 4 or 5 ships each. Don't go anywhere that the Home Fleet reserve can reach. Make sure to get an E4 into the Orion province.

By Jason Langdon (Jaspar) on Tuesday, August 09, 2016 - 07:58 pm: Edit

E4 to Orion province is the big one.

And as Peter said, you may not take out many SB, but getting the Border BATS and planets means at a minimum the Feds cant counter-attack too far.

By Andrew Bruno (Admeeril) on Wednesday, August 10, 2016 - 02:29 pm: Edit

Making a strong play for marquis SB would be a priority if at all feasible in addition to softening Fed fixed border defenses, imo.

By Peter Bakija (Bakija) on Wednesday, August 10, 2016 - 04:28 pm: Edit

It seems like that would be difficult, given that the Kzinti are without a homeworld, so it seems likely that most of the Kzinti fleet is sitting on the Marquis' SB (or at least it should be...)

Just noticing that Dana wrote this:
>>Not having CEDS retrograde really seemed to hurt the Kzin counterattack.>>

I dunno that it really hurts the Kzinti that much in the basic game, as much as gaining flexible CV groups helps them. I mean, there are certainly some issues with carriers in the current basic game that work against the Kzinti (they are still stuck with nothing but EFFs or ad-hoc FFs, while the Klingons and Lyrians get to replace all their horrible E4A/FFEs with AD5s, F5Es, and CW/DWEs), but I don't know that the loss of CEDS retrograde is that big of a deal. Even in the basic game, the Kzinti can still be pretty good at going on the offensive if the Coalition is biting off a lot early (which it seems like they are doing this game). If you go look at the game Jason and I just finished (basic game only, till end of T6) in the "Active Games"
forum ("Testing, Testing, 123"), the Kzinti and Hydrans managed to do just fine (and technically "won" the scenario by virtue of the end of T6 victory conditions), due to the Coalition overcommitting themselves (by design :-)

By Ted Fay (Catwhoeatsphoto) on Wednesday, August 10, 2016 - 04:53 pm: Edit

So long as your fleet is big enough to overcome a pinning attempt and have enough ships to kill a SB besides, it's more than likely that the Marquis SB will go down if you really want it to. That many ships probably gives you the depth of reserves needed to use SIDS to destroy the SB (keep 1 or 2 maulers in the reserves until the SB is crippled so you can finish it off using directed damage in one round). You just need 9 rounds of decent compot to take out a SB (12 rounds tops).

Yeah, it will hurt, but if most of the Zin fleet is on Marquis SB you're looking at least 100+ Zin ships there. Meaning you have like 112+ ships there to have prevented the pin while getting there during operational. 112+ ships is plenty to survive 9 rounds of decent compot, assuming of course your fleet is at least reasonably balanced among command ships/cruisers/destroyers/frigates.

So, if you want Marquis SB to go down, it will. The real question is whether it's worth the price. I think it is, usually, but of course that depends on circumstances.

The same can be said for any SB.

By Jason Langdon (Jaspar) on Wednesday, August 10, 2016 - 05:19 pm: Edit

9 rounds of letting the damage fall is a LOT of cripples, meaning those 100 healthy Kzinti ships are going to have some fun hunting their next turn.

By Peter Bakija (Bakija) on Wednesday, August 10, 2016 - 05:36 pm: Edit

Ted wrote:
>>So, if you want Marquis SB to go down, it will. The real question
is whether it's worth the price. I think it is, usually, but of course that depends on circumstances. >>

Well, sure. The Coalition could just not attack the Feds on T7, and pile 80 ships on the Marquis SB, and just drop damage till it blows up. That is certainly a possibility.

But the issue at hand is "It is T6. The Coalition have taken the Kzinti capital, they are probably going to take the Hydran capital this turn. They have 80 or so ships to attack the Feds with on T7. Is it worth doing that?"

So, yeah, they *could* go and kill the Marquis SB. But then they wouldn't likely be attacking the Feds. And given that the Coalition wanted to attack the Feds this turn, that seems counter productive.

If the coalition takes out the hydran cap, won't the Feds come in AT6 anyways tho?

Peter,

That's not how I read the hypothetical. It looked like he had 80+ ships to cross to the Fed border. Implicitly that seems that he had ship covering the ZTO, which likely means he he's got the ships to do both. Dunno. Maybe I'm wrong.

Jason, true. But then again if you've take out the Marquis SB and already own the Kzinti capital (and in this hypo they have 20+ cripples offmap) supply might be an issue for serious reprisals. I guess you run the risk of the Zin re-taking their capital - but then you need to look ahead and guess whether you will have the wherewithal to re-take again yourself.
The earliest the Feds can join the fun is Turn #10 barring the Hydran Expedition, or Coalition invasion (includes the Marquis area).

Turn #7 Fed production is 8 ships...and Turn #8 includes a CVA group...

By Richard B. Eitzen (Rbeitzen) on Wednesday, August 10, 2016 - 07:24 pm: Edit

Feds get to go to limited war on 7.

They get their production schedule and a couple of mothball activations. They also get overbuilds, which can add a fair number of ships, perhaps. If using full rules, I think they might get a POL, and they get CLVs.

By Thomas Mathews (Turtle) on Wednesday, August 10, 2016 - 07:57 pm: Edit

Feds do not get overbuilds at limited war. (654.2-A).

They do however get to use conversions and substitutions as allowed by the SIT for various units. The can accumulate EPs. These two things are very useful to the Federation. It allows them to add carrier groups on the Klingon and Romulan starbases is they want. Joe had accumulated a bunch of EPs in the Wild Wild West game even with sending me 20 EPs a turn under (435.0).

By Peter Bakija (Bakija) on Wednesday, August 10, 2016 - 08:36 pm: Edit

Ted wrote:

>>That's not how I read the hypothetical. It looked like he had 80+ ships to cross to the Fed border. Implicitly that seems that he had ship covering the ZTO, which likely means he he's got the ships to do both. Dunno. Maybe I'm wrong. >>

I imagine that if he is scraping ships together to make a viable attack on the Feds on T7, and *also* capturing the Hydran Capital, all at the same time, putting together a viable attack on the Marquis SB on T7 probably detracts from ships that are able to hit the Feds.
Especially in a basic game. The Coalition have a lot of ships, yeah, but not *that* many...

I started a conversation then got busy with work and didn't get back.

I remembered needing to get a E4 into the Orion province, but thanks for the reminder.

Just to go over a couple of points. It's only a basic game, so no extra ships from the expansions. The Kzinti capital assault on T4 went to the last few ships, my opponent crippled his entire fleet defending his capital. So the Kzintis have less than 30 ships (+ fighters) uncrippled at this point and 40+ cripples. He's only had 2 turns of repairs and came out to attack the lyrans setting up a BATS on T5. Yes to one of the previous questions, I have about 50 to 55 ships in Kzinti space holding the capital, half of them are at 1001 right now as that is where they reserve moved to alliance T5. There was very little directing so far, the alliance has generally just let the damage drop and tried to fill up my repair capacity.

At start of T6 I have the east fleet plus another 10 ships currently on the fed border, half at 1813 and half at 2215. I have T6 builds plus 35 or so other ships repaired this turn at various internal BATS/SB that can strat move anywhere on the fed border. On T5 I fixed the big ships on the kzinti front then moved the FRD's to the Hydran front. I spread out the rest of the cripples on T5 to various BATS/SB that they could reach. So on T6 my klingon repair bill was 95 pts so I wasn't able to afford full builds, I dropped the C8 and E4's. I never built E4's on T5 either.

Right now there are only 10 kzinti ships on the Marquis SB, but I'm assuming that he will end up with a most of his active ships there at end of his Turn 6 (I thought for a minute about trying to take the Marquis SB a turn early but I'm not really set to hit it with a good fleet, and it's not worth activating the Feds a turn early).
A lot of my repaired ships are smaller, F5's, E4's. So I think I'm set up good to go pin the Feds on the SB's but my ability to pin the 3rd and 4th and kill the 7th plus getting BATS seems too much. I think I'm better set to pin 2 SB and kill BATS. I was thinking about only going near 2 of his SB, however I could go for a kill on the 7th, pin the 3rd and ignore the 4th.

Not really looking to take on a significant fight this turn with respect to the Marquis. I have a new backlog of cripples starting on the Hydran front from a T5 cap assault and I'm expecting it to be much bigger by the end of turn. So there aren't going to be many FRD's moved to handle T7 repairs from a Fed attack. The Marquis and/or 4th fleet can be dropped on 8 or 9 once I've moved the FRD's over there.

I never started a game entry to log this, maybe I should have. If anyone is interested I can email the latest vassal save. Actually I have about 20 saves from all the turns as we passed the game file back and forth.

Dana

As others have mentioned, it all depends what you can do.

There is a huge difference between the Feds going to limited war and full war - primarily being able to overbuild.

The other issue is that with a single turn of limited war - the Feds very significantly can increase their defences - namely the Fed Home Fleet.

So, a turn 7 attack against a weak Federation (and reduced Coalition forces) - but giving them the benefits of being at full war

v

a turn 8 to 10 attack - against a stronger Federation defence, but
much less new ships being added (and potentially a lot more Coalition ships).

I think the usual rule of thumb is if a turn 7 attack can kill the Marquis SB and 2 of 3 Federation border SB's - it's worth it, if 3 SB's can't be killed - reward is probably not worth it.

All your choice though!

I dunno that it really hurts the Kzinti that much in the basic game, as much as gaining flexible CV groups helps them. I mean, there are certainly some issues with carriers in the current basic game that work against the Kzinti (they are still stuck with nothing but EFFs or ad-hoc FFs, while the Klingons and Lyrans get to replace all their horrible E4A/FFEs with AD5s, F5Es, and CW/DWEs), but I don't know that the loss of CEDS retrograde is that big of a deal."

I think the introduction of Flexible Carrier Groups and removal of CEDS has absolutely crucified the Kzinti.

The Kzinti do not have many heavy hulls to use as Heavy Escorts and as Peter said, they are stuck with the EFF.

The Klingons can use D5's to instantly increase the Compot of the groups by 1 (D5 3 v E4A 2) - and then get to convert huge numbers of D5'S and F5E's to good escorts - thereby adding a further 5 (6 from original groups) Compot to each of their initial carrier groups.

And the Kzinti don't have a surplus of normal hulls or Escorts to counter the removal of CEDS.
So - weaker Kzinti Carrier Groups v far stronger Klingon groups.

If it wasn't for the Kzinti CV - they would have the worst carrier groups in the game (which is something to say for the historical 'premier; carrier group empire).

Just my 2p - but I think those changes hurt the game.

By Andrew Bruno (Admeeril) on Thursday, August 11, 2016 - 04:43 am: Edit

Dana, your reasoning sounds very logical now with the background. One basic tenant, try not to skip many builds if at all possible. Even downgrading a C8 to an E4 is valuable as SE pin count is paramount to keeping your offensive rolling.

Also, by all means DO post your game reports in the active scenario section even at this point in your game. The peanut gallery will thrive on your questions and musings. Plus, scenario reports are my absolute favorite part of this BBS! :^)

By Ted Fay (Catwhoeatsphoto) on Thursday, August 11, 2016 - 11:28 am: Edit

Peter,

I agree it seems the Coalition usually wouldn't have enough ships. But in my experience, against a determined Alliance defense the Coalition doesn't have the ships or firepower to get BOTH the Hydran and Kzinti capitals by turn 7 - not unless an Alliance mistake allowed it.

But I think the hypo is for the basic game. I haven't played the basic game in many many many years, but I know you've played it plenty. For the basic game, in your experience, can the Coalition put together a CT7 double capital takeover and still have enough firepower to take on the Feds?

By Peter Bakija (Bakija) on Thursday, August 11, 2016 - 03:17 pm: Edit
For the basic game, in your experience, can the Coalition put together a CT7 double capital takeover and still have enough firepower to take on the Feds? 

No, barring significant errors by the Alliance. Jason and I just posted a basic, through the end of T6 (well, it was planned to be a full game, but the Coalition were in such a hole by the end of T6 that we called it there) in Active Scenarios ("Testing, Testing, 123"), which is hardly a definitive result, but Jason went in 100% planning on taking both the Hydran and Kzinti Capitals, come hell or high water, before T7 (hence, the name). By the end of T6, he had only just killed the Kzinti shipyard (and the Kzinti got it back on AT6), and the Hydran capital was mostly devastated and without PDUs, but still had a SB and enough ships to prevent them from taking it any time soon, *and* the Hydrans had caused enough mayhem on the Klingon border that the Coalition offensive in Hydran space was mostly stalled out. And at the end of T6, 45% of the Coalition fleet was still crippled. And there was no possible way they were going to be capable of making even a modestly reasonable attack on the Feds on T7.

Again, was this a definitive outcome? No, but probably not *that* far from typical, assuming reasonably sound Alliance play and the Coalition being really set on trying to get both Capitals by T7 (in the basic game).

Paul wrote:

>>>I think the introduction of Flexible Carrier Groups and removal of CEDS has absolutely crucified the Kzinti.>>> 

I know we have talked about this, at length, and while on some level I agree with parts of this, I do think this is a *vast* overstatement of the situation.

Flexible CV groups *as a whole* are a bigger bonus for the Kzinti (and Hydrans) in the basic game than the loss of CEDS is a penalty. Yes, due to the vagaries of the un-updated counter mix in the basic
set, the Kzinti suffer from a lack of light escorts better than the EFF, as opposed to the Klingons and Lyrans, who instantly replace all their suck escorts with DWEs and F5Es as soon as they are available. This is, indeed, an issue. But not so much that the Kzinti are "crucified". And can *easily* be remedied by just sticking FKEs in the mix (if the Basic rules counter sheet included FKEs and rules for producing them--they don't even need FFKs for the sake of simplicity, they would fix this whole issue). But overall, my experience with playing basic rules games (of which I've played numerous ones since the 2K10 rules) is that the loss of CEDS isn't a big deal. And the Kzinti are fighting uphill with only EFFs as escorts, which is a hassle, but not one that is monumental (as in the basic rules and with the lack of money, they just mostly end up using ad-hoc FFs anyway, and probably would most of the time, even with FKEs available, which would likely just be saved for the most vital fights).

It's been a long time since I last played, probably 05, and am obviously new to the 2K10 rule set so I will defer on my CEDS comment. Something seemed off though and too easy so I was putting out a suggestion.

Basic flavour of the game.


T2 - coalition pins SB forces and puts max ships in capital, kills randoms BATS and a couple minor planets. Gets very lucky on dice rolls, kzinti forgets how to shoot in a few key rounds, and ends up devastating 3 minors, 2 majors and strips 3 PDU off capital. Retreats with a large number of cripples and field repairs to have enough ships to keep kzin out of FRD'S. Kzin's don't do much on their turn and can't afford defenses and full builds.

T3 - coalition ignores capital and drops both SB. Lyrans probably transferred too much to kzin front and left an opening. Hydrans
attack lyrans and drop enemy blood SB, but lyran and Klingon reserves save the BATS within 6 of hydran homeworld.

T4 - coalition takes kzinti capital after long fight. I actually miscalculated and should have got pushed back in retrospect but again outrolled the Kzin in the critical early rounds. A few bad rolls is a lot of missed damage. When he lost and retreated with a crippled fleet that meant all new builds got to transfer to the Hydran front for T5, I didn't need much for reserves. Lyrans ran full repair ships. On the hydran front, after the big attack into lyran space with almost everything he only had a small reserve left and retreated a lot of force to the capital. The coalition stayed out of reaction range of the capital, killed a SB for cheap and cleaned up a lot of BATS, took a minor, cut off the old colonies and occupied a lot of provinces hurting his income. Had 4 full reserves set up for the hydran and they didn't do much on T4.

T5 - first assault of Hydran capital, and dropped the SB close to the capital for cheap. Devastated outer planets and stripped 3 PDU off capital. First wave of repairs from T4 cap assault strat moves in and FRDs. Alliance didn't do much in their turn.

T6 - tonight, by my count I should have enough ships to take the hydran capital. If I do, then all repairs left over from the Kzin Cap assault and new builds can transfer to the feds, hence the original question. If I don't and cripple my fleet without taking the hydran Cap then I will need to move reserves over there for T7.

While both William and I haven't played for a long time and I'm sure we each made some mistakes, I think the biggest thing is the die rolls. All of the small battles it's probably been fairly equal. But the vassal die roller has significantly advantaged me on the 30 biggest rounds we've fought. I've easily outrolled him by 5% over our big rounds.

Dana wrote:
>>T1 - lyrans pin SB, drop 803? BATS and stay in range of capital.
Kzintis don't force lyrans back.>>

If the Lyrans aren't careful, they can get cut out of supply by the Kzinti, meaning their forward ships can't reach the Kzinti capital on T2. And sometimes, the only way to prevent this is to retreat from 0803 (which leaves them out of range of the Kzinti capital on T2).

>>T2 - coalition pins SB forces and puts max ships in capital, kills randoms BATS and a couple minor planets.

If the Kzinti protect their SBs too heavily on T2, things can go badly. If they put most of their ships in the capital, and have modest fleets on one or two SBs on T2 (and a modest reserve off map to help defend the one that gets to live), attacking the capital on T2 can be pricey.

>>T3 - coalition ignores capital and drops both SB. Lyrans probably transferred too much to kzin front and left an opening. Hydrans attack lyrans and drop enemy blood SB, but lyran and Klingon reserves save the BATS within 6 of hydran homeworld. >>

That is certainly exciting :-)

>>T4 - coalition takes kzinti capital after long fight. I actually miscalculated and should have got pushed back in retrospect but again outrolled the Kzin in the critical early rounds. A few bad rolls is a lot of missed damage.>>

Yeah, dice can make a huge difference over the Kzinti capital--the difference between 50 damage and 80 damage is crippling all the big ships on the line, as opposed to just janky CWs.