

Battle Report #1: Training

This was an example game for a coworker to introduce him to X-Wing. I do not have my 2.x conversion kits yet, so this was done with 2.0 rules and 1.0 ships.



Setup

Luke was enjoying a joy ride in his newly used X-Wing. Sure the Death Star was about to blow up Yavin 4, but the rebels were handing out free military grade fighters and the princess was hot. So he found himself scooting along the surface of the Death Star at an appreciable speed when a pair of TIE Fighters came howling towards him! He positioned himself to fly in between some debris to make the engagement harder for the numerically superior Imperials.

The TIE pilots had been rudely interrupted from their lunch break by some terrorists bum rushing their new space station. Couldn't the galaxy have order for just five minutes? They spread out a bit to give each other some room. Their intent was to barrel roll out of the hot shot's firing arc and flank him! *My coworker couldn't make it. I was already setup so I decided I would practice barrel rolling and maximizing the movement capabilities of the TIE Fighters. And start breaking old rule habits.*

Round 1

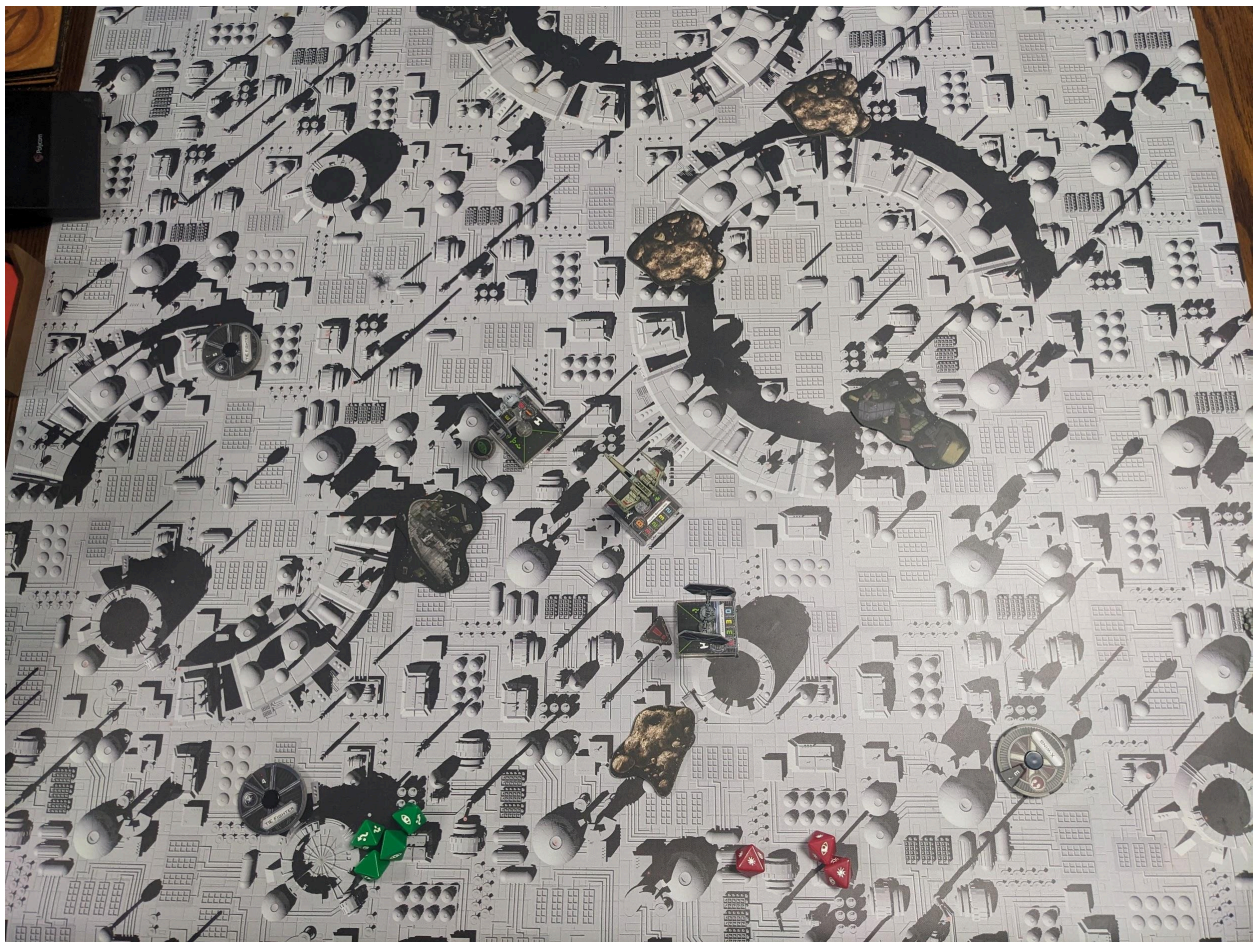
TIE #1 opened up his ion engines to full power and rushed forward! His buddy began a steady bank. They were hoping to pull the rebel in one direction and then get a continuous series of flanking maneuvers on him!

Luke pushed his fighter to its limits. He sighted the first TIE and fired at long range with surprising accuracy! (Seriously, 2 crits and a 1 hit on 3 dice). The TIE pilot desperately spiraled and evaded, managing to survive without a scratch!

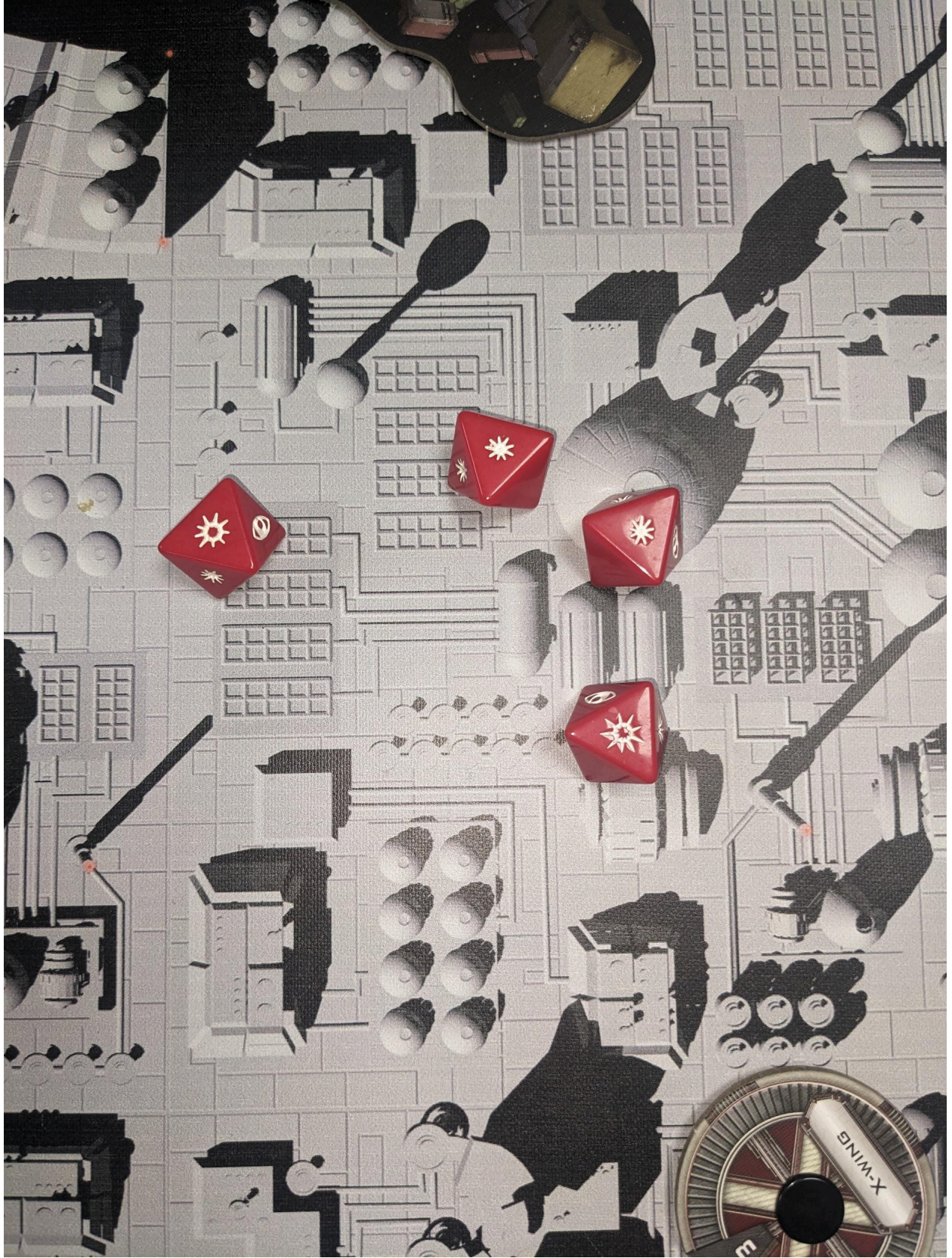
Round 2

TIE #1 anticipated the rebel being an untrained pilot and pulled a tight Koiogran Turn. He felt the strain as the fighter spun into a reverse facing, but was ready to begin pursuit of the X-Wing!

TIE #2 opened up his engines to close the gap and put pressure on the rebel scum. Both were very, very disappointed. Well, one probably thought it absolutely vacuumed. Luke banked right and locked TIE #2, firing with lethal accuracy! He didn't even bother using his targeting computer. TIE #2 was obliterated instantly!



No seriously, he was obliterated very instantly. 2 crits and 2 hits with no rerolls. The poor TIE pilot never got to finish his sandwich.



To make matters worse, TIE #1 found that he had misgaged the rebel and could not draw a bead on him!



Round 3

The TIE pilot swore revenge upon this dastardly ace that could not miss! (100 percent accuracy with about 60ish percent criticals so far people. It was ridiculous). He pulled in behind him to ease up on his engines and kept a wary eye out for what the rebel would do next.

Luke knew this was bound to happen. He pulled his own Koio gran Turn and fired his cannons at the TIE! The difficulty of the maneuver broke his accuracy streak and he shot wide!

In turn, the TIE pilot strafed him with fire and damaged his shields! They still held but were significantly weaker.



Round 4

The TIE pulled another Koiogran Turn out of desperation! He knew the rebel had Strained his ship and would likely ease off the throttle. He guessed right!

Luke coasted up, positioning himself to be a bit away from some point defense weapons off in the distance and got a target lock on the pesky TIE.

The TIE fired, free to engage without reprisal! The wily pilot fired (2 successes!), but the force was with the rebel and he spiraled out of the precision fire with no damage! (2 defense successes out of 2! Is there nothing Luke can't do?).

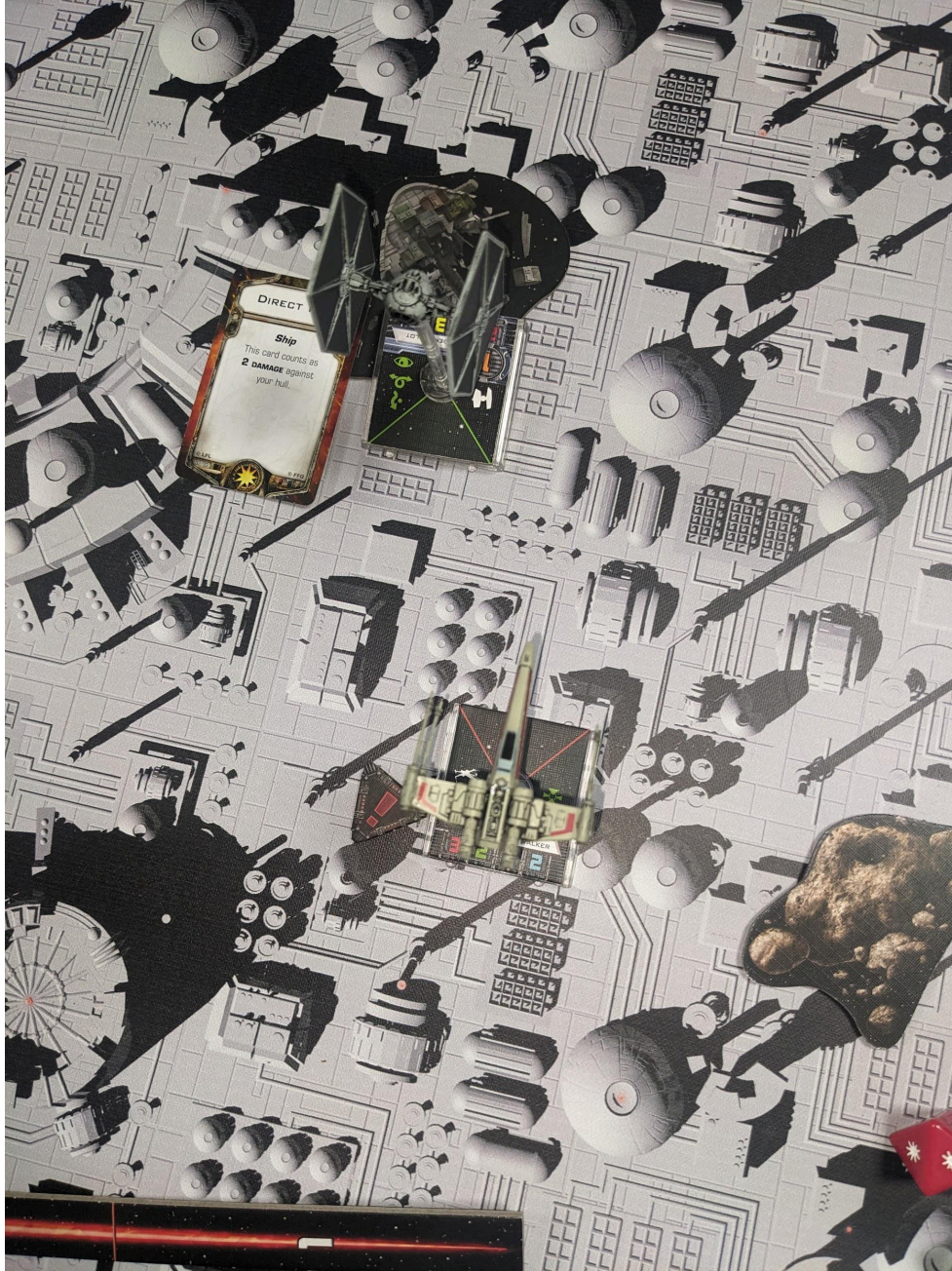


Round 5

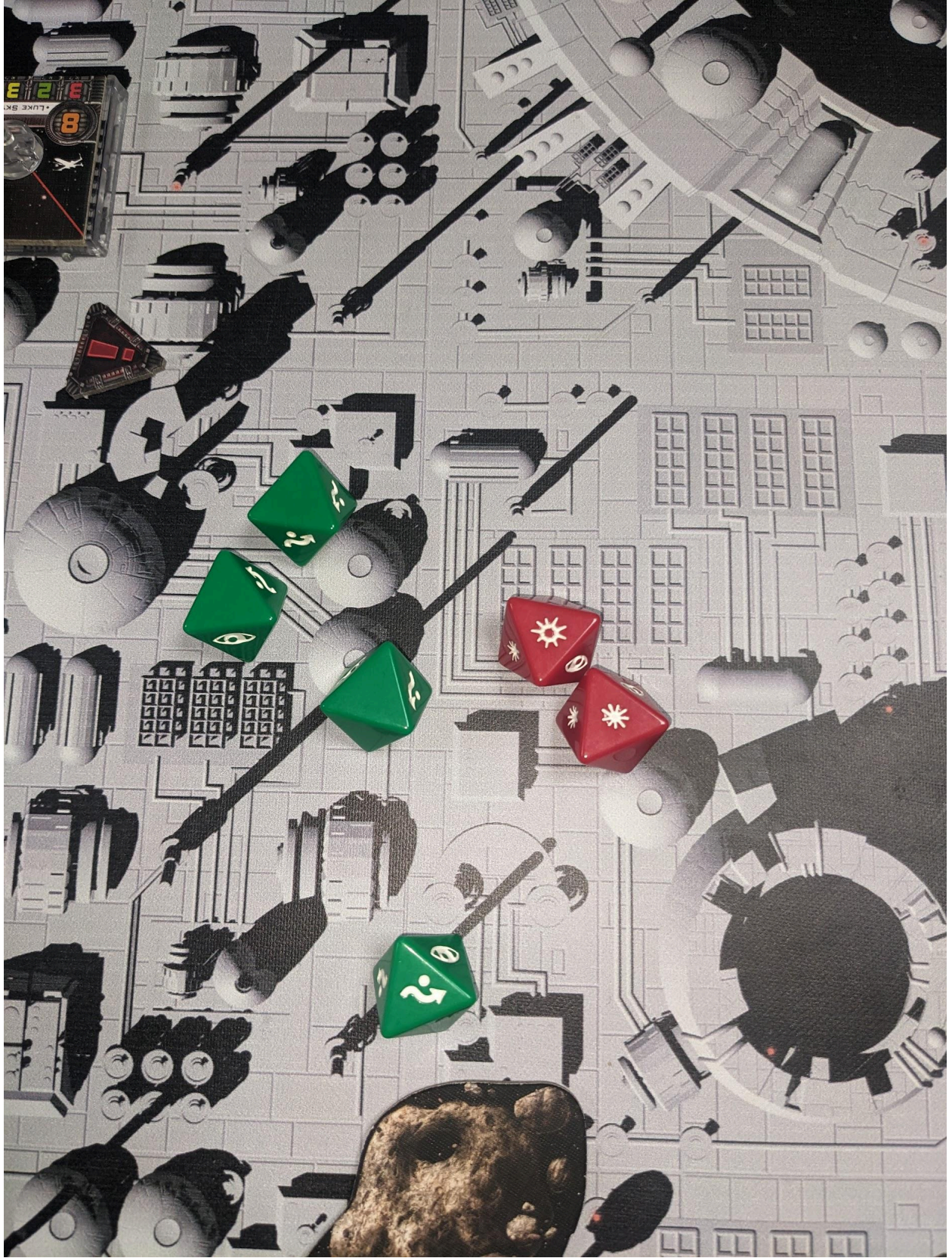
Wanting to keep the pressure on the rebel, the TIE pilot risked navigating some Debris. The chances of something bad happening were low right? A moment later both wings burst into flames as panels blew off in all directions. He had nearly wrecked his fighter!



Luke pulled another Koigoran Turn and readied to deliver the finishing blow!



Despite the strain, this time he scored another direct volley of fire! (Really, another crit and hit on two dice?). The pilot tried to jink but his frame couldn't handle it and took a direct hit to the cockpit!



Free to go blow up the exhaust port and make out with the princess, he zoomed off to destroy millions of lives over a hot babe.

Rebels win with Luke only taking 1 Shield damage in an unprecedented set of rolls!

I never got to practice the barrel rolling flanking maneuvers and staying out of his fire arc, but it was entertaining to play.

