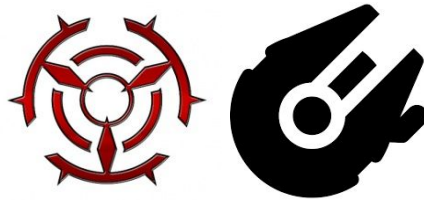


G R E A T J E D I W A R X I I I

D I S C O R D



Clan Naga Sadow - Task Force Falcon

Battle Plan

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Scenario

Scenario 2: *Your Clan has dispatched a task force as a listening outpost for any Collective ambushes on friendly forces. As you exit hyperspace between Eorilla and the Lyria 3k-A star you immediately intercept emergency comms from a Reclamation Society vessel. While leaving the Lyra Colony they were set upon by what appears to be [4 Lancer Frigates and 3 Strike Cruisers](#). Your task force is as evenly matched, and your goal is to rescue the disabled SAS vessel. You may use any ships from the Collective possessions, however ships must be matched up class for class, I.E. Heavy Cruiser to Heavy Cruiser, Frigate to Frigate.*

Goal

Clan Naga Sadow's forces' primary goal is to pierce through the enemy forces using our main fleet, simultaneously using our fighters to clear us a path to the disabled vessel, lock on to it with Pelta Class Frigate's tractor beam and tow them to a safe zone. Naga Sadow will position our ships on the outer flanks of our enemy ships. Using fighters as not only a distraction but oppositional incapacitation. This will allow for the CNS fleet to flank and surround enemy forces and drive a wedge between them and the designated target.

In case the Collective do not take the bait, our positioning of ships will completely surround their fleet, allowing us to destroy their forces and free the SAS vessel. In either case, we surround or distract in order to tractor beam the SAS and get out of the sector to safety.

CNS Task Force Falcon Resources

<https://www.darkjedibrotherhood.com/units/naga-sadow/possessions>

- 4x Frigates
 - a. **Hammer**, Quasar Fire-class Cruiser Carrier (Clan Frigate) [[specs](#)]
 - b. **Magnificent**, Quasar Fire-class Cruiser Carrier (Clan Frigate) [[specs](#)]
 - c. **Dauntless**, Carrack-class Light Cruiser (Clan Frigate) [[specs](#)]
 - d. **Defiant**, Carrack-class Light Cruiser (Clan Frigate) [[specs](#)]
- 3x Medium Cruisers
 - a. **Harbinger**, Acclamator-class Assault Ship (Clan Cruiser) [[specs](#)]
 - b. **Sanctuary**, Acclamator-class Assault Ship (from HMR) [[specs](#)]
 - c. **Light of Oran**, Pelta-Class Republic Frigate (HSD Frigate as Cruiser) [[specs](#)]



Phase 1 (SitRep)

Collective Fleet surrounding target vessel.



Phase 1 (continued)

CNS Fleet enters area in formation with Dauntless, Hammer, Magnificent and Defiant in formation line abreast. Harbinger and Sanctuary follow with Light of Orian bringing up the rear.



Phase 2

Dauntless and Hammer break off to left of Collective fleet, and Magnificent and Defiant break off to right, both pairs of ships commence moving to flanking positions of Collective fleet. Collective fleet likely to send ships to intercept to avoid being surrounded, most likely pairing of Strike Cruiser and Lancer Frigate to combine

strength and anti starfighter defence. They would keep remaining Strike Cruiser and two remaining Lancers in position to guard target ship.



Phase 3

Harbinger and Sanctuary advance on remaining three Collective vessels, using their speed and weaponry to break Collective ship formation. Anti starfighter Lancers would be ineffective against these fast powerful ships and their lack of maneuverability would hamper their ability to respond. Light of Orian follows the Acclamators in and with a gap created in enemy line uses tractor beams to collect target ship and escape on a straight vector. As three central ships escape with target vessel both pairs of decoy ships break off and also escape.



Phase 3b

Alternate Plan.

Should Collective forces not take the bait of the flanking forces, our forces encircle the enemy and launch an attack against the poorly maneuvering Collective forces on three sides. This superior tactical position should be sufficient to force the Collective assets to retire from the area leaving the target vessel to us.



Conclusion

As this battle concludes you can see why our primary plan is the most logical choice for mission success. It carries the least amount of collateral damage to Clan forces, and the highest amount of efficiency using the speed and maneuverability of our fleet to our advantage.

Credits

Some of our graphics and other materials are properly attributed below. Otherwise, all other work was original by the four members of the team.

Graphics

- Hex Grid: <http://www.desktopwallpapers4.me/abstract/hexagons-3145/>
- Ship Icons: DJB Possessions (see above)
- Moon Image: NASA site