

## Reclamation Society Vessel Rescue Battleplan

### Mission

Rescue a Reclamation Society vessel being attacked by an element of the Collective fleet.



### Enemy

Collective Fleet consists of three Strike-class Collective m50 Medium Cruisers and four Lancer-class Collective s20 Frigates. They are the Azum, Domai, and Lithi Strike-class Cruisers and the Anetic, Aellyn, Hyacinth and Adraus Lancer-Class Frigates of the Command Battle Group Abellio.

- ❖ The Strike-class Collective m50 Medium Cruiser is a 450-meter long Frigate. Hyperdrive capable, this vessel has great maneuverability and speed, along with heavy armoring and shields. The modular design allowed the Collective to produce the ships quickly with room for their ground forces and starfighters, but this modular design also left vulnerable sections in the hull where the modules connected allowing well-placed shots to cripple the vessels.



#### Armament

- 30 dual turbolaser turrets
- 10 ion turrets
- 10 tractor beams

#### Complement

- 500 crew
- 4,000 (MT) of cargo
- 1,000 passengers
- 2 squadrons
  - Z-95 Headhunter
  - T-70 X-Wing

- ❖ The Lancer-class Collective s20 Frigate is a 250-meter long Frigate that is designed as a modified version of the Lancer-class Frigate for anti-starfighter operations. Hyperdrive capable, this vessel has average maneuverability, speed, armor and shielding. Designed by the Collective as an anti-starfighter defense ship, they are expensive to produce and are found protecting important elements of the fleet.



#### Armament

- 28 quad laser turrets

#### Complement

- 200 crew
- 100 (MT) of cargo
- 40 passengers/troops



## Troops Available

The Brotherhood Fleet consists of three DP20 Corellian Gunships, the Blood Moon, Implacable, and the Spectre; one Marauder-Class Corvette, the Rogon; two Carrack-Class Light Cruisers, the Dauntless and the Defiant; and, finally, one Quasar Fire-Class Cruiser Carrier, Resolution.

- ❖ The Quasar Fire-class Cruiser Carrier is a 340-meter long triangle shaped Frigate that is designed with four cargo bays on its base as a freighter, but is retrofitted to be a starfighter transport. Hyperdrive capable, this vessel has poor maneuverability and speed, with light armor and shielding. Also known as the Imperial Light Carrier, it was used by the Galactic Empire as a starfighter carrier and base of operations, placed in orbit of occupied planets for easy deployment of fighters.



#### Armament

- 2 heavy dual turbolaser turrets
- 2 tractor beams

#### Complement

- 175 crew
- 4 passengers/troops
- 4 squadrons of starfighters
  - 1 TIE/D Defender
  - 3 TIE/FO Starfighter

- ❖ The Carrack-class Light Cruiser is a 350-meter long Frigate that is designed as a fast attack escort capable of trading blows with capital ships. Hyperdrive capable, this vessel has great maneuverability and exceptional speed, with light armor and shielding. Heavily used by the Galactic Republic, prominent in the Clone Wars, this vessel eventually saw its use shift with the rise of Star Destroyers by the Galactic Empire to system patrols or to outrun most threats and capable of breaking blockades.



#### Armament

- 10 heavy turbolaser turrets
- 20 ion turrets
- 5 tractor beams

#### Complement

- 750 crew
- 3500 metric tons of cargo
- 142 passengers/troops

- ❖ The Marauder-class Corvette is a 195 meter long Corvette designed as a patrol and escort vessel. Hyperdrive capable, this vessel has great maneuverability and speed, with light armor and average shielding. Built by Republic Sienar Systems for the Galactic Republic, many of the designs eventually found use by the Corporate Sector Authority after the Republic declined, and employed by law enforcement or anti-piracy operations.



#### Armament

- 8 dual turbolaser turrets
- 3 tractor beams

#### Complement

- 87 crew
- 300 metric tons of cargo
- 80 passengers/troops
- 1 Squadron
  - o 1x T-70 X-Wing Squadron

- ❖ The DP20 Corellian Gunship is a 120-meter long Corvette that is designed to be a fast and deadly warship. Hyperdrive capable, this vessel has great maneuverability and exceptional speed, with average armor and shielding. One of only a few dedicated warship designs built by Corellian Engineering Corporation, the DP20 was primarily used in anti-starfighter roles.



#### Armament

- 8 dual turbolaser turrets
- 6 quad laser turrets
- 4 missile launchers

#### Complement

- 103 crew
- 300 metric tons of cargo

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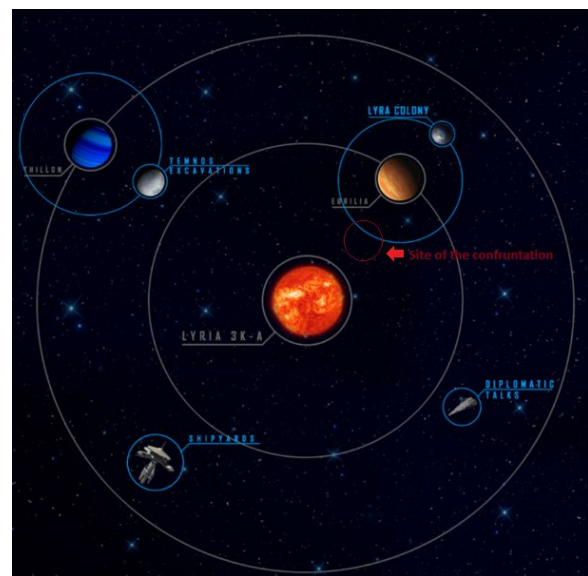
## Time

Since it is assumed that the Collective fleet is surrounding and attacking the Reclamation Society vessel with the intention of disabling, boarding and taking possession of the vessel, then the Brotherhood has moments to distract the Collective Fleet enough to shift their fire or the Reclamation Society vessel will be destroyed before the Clan Naga Sadow Fleet can rescue it.

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## Topography

The battle is happening between Eorilia and the Lyra-3k-a star. There's no indication of navigational hazards, such as an asteroid belt. It can be assumed that the star and planet will create overlapping gravity wells that will prevent the Brotherhood fleet from going to hyperspace within the star system.




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## Civilian Considerations

The Lyra Colony is on the far side of Eorilia, while this combat action will take place between Eorilia and the Lyra sun, so the battle should not put any civilians in danger.



## **Assumptions**

It is under the following assumptions that the battle plan will be devised:

Assumption #1) The first assumption made in planning this operation is that the Reclamation Society vessel cannot contribute to its own defense, but can move under its own power, including functional sublight and hyper engines.

Assumption #2) The second assumption made in planning this operation is that the Collective Fleet is surrounding the Reclamation Society vessel, actively attacking it and attempting to disable it.



## **Mission Priorities**

Primary Mission Priority: To rescue the Reclamation Society vessel with as little damage to the vessel and as little harm to the crew as possible.

Secondary Mission Priority: The Brotherhood fleet, while trying to rescue the Reclamation Society vessel, will seek to avoid as much hull damage and as much harm to their respective crews as possible.

Tertiary Mission Priority: The third mission priority will be maximum damage. The only reason that damaging or disabling the ships of the enemy fleet is a mission priority will be to push the enemy in a direction and then to dissuade them from pursuit. The weak spots on the Strike-class Cruisers, where the modules connect, will be targeted.





## **Execution**

Phase 01: Aggressively approach the enemy fleet

Phase 02: Isolate closest Strike-class Cruiser and target for destruction

Phase 03: Corellian Gunships seek to destroy Lancers

Phase 04: Carracks and Marauder flank and sweep on far side

Phase 05: Corellian Gunships flank and sweep on near side

Phase 06: Carrack and Marauder establish triangle perimeter

Phase 07: Gunships establish a reverse triangle perimeter

Phase 08: Protect the Reclamation Society vessel on all sides

Phase 09: Reclamation Society vessel and Brotherhood Fleet escapes



## **Note**

In the following document, there will be several pictures showing vessels in different arrangements. These pictures are not shown displayed to scale. There is much more space between vessels in actual practice; these are only to illustrate their relative positions.

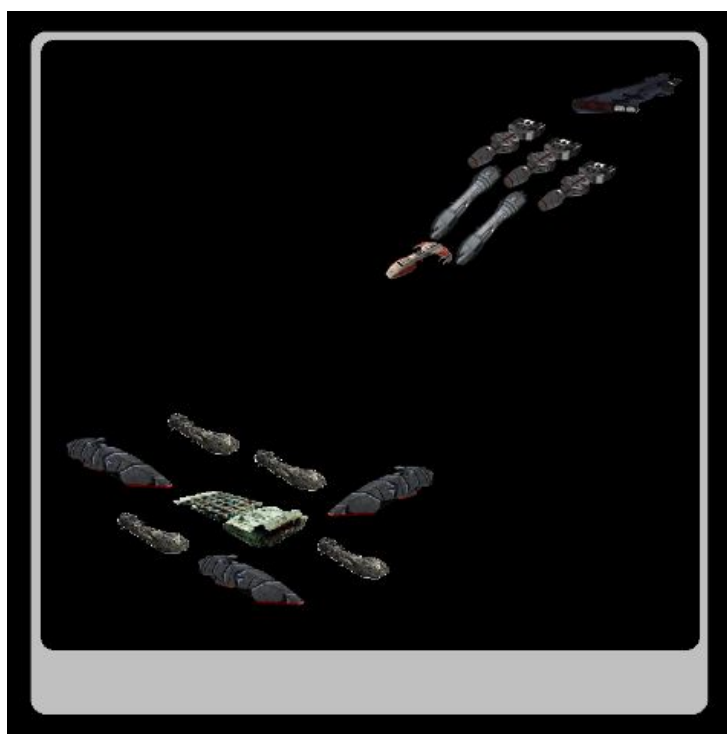


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# Phase 1

**Aggressively approach the enemy fleet**

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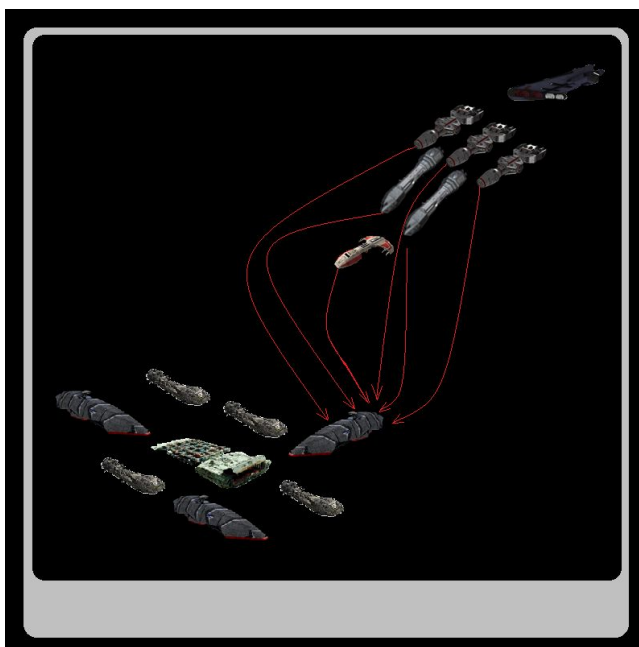
*The Brotherhood Fleet must approach the Collective Fleet as quickly and aggressively as possible. It should help that the Brotherhood ships are much faster than the Collective ships with the Carracks and Gunships having excellent speed and the Marauder having great speed in comparison to the great speed of the Strike-class Cruisers and the average speed of the Lancer-class Frigates.*

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## Phase 2

**Isolate closest Strike-class Cruiser and target for destruction**

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*The Marauder, the Carracks and the Gunships of the Brotherhood fleet are all going to head to the first Strike-class Cruiser and attempt to disable or destroy it in order to quickly establish dominance and sap a great deal of the Collective Fleet's strength. This is meant to pressure the remaining ships to flee.*

*During this phase, the Quasar Fire-class Cruiser Carrier will follow on the heels of the Brotherhood fleet and release its four squadrons, but then it will immediately back away from the fight.*



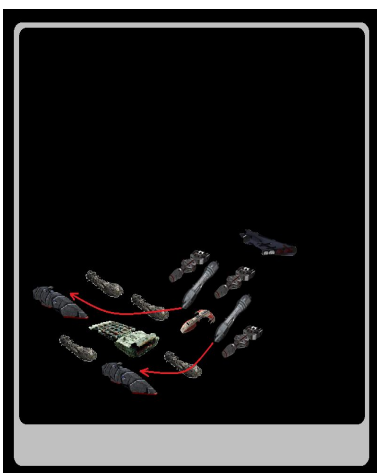
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# Phase 3

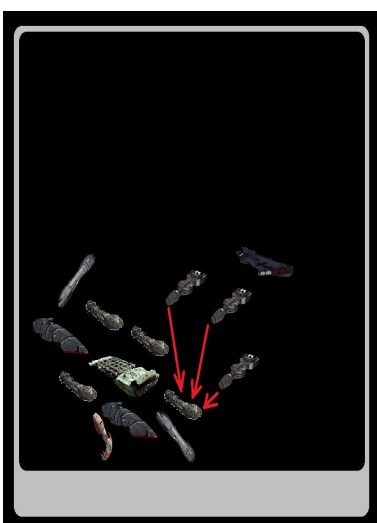
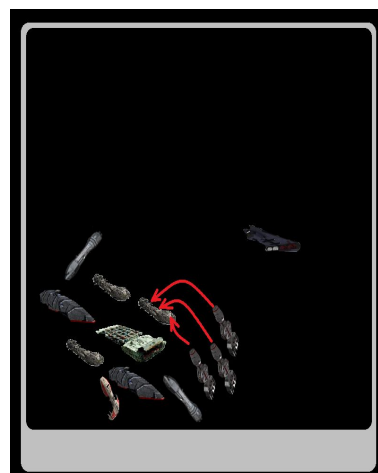
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## Coreellian Gunships seek to destroy Lancers

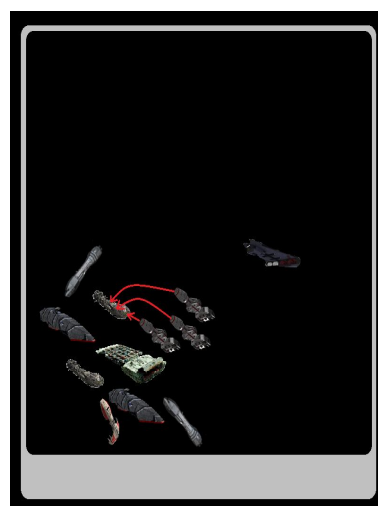
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*The Carracks and the Marauder will engage the remaining two Strike-Class Cruisers just to draw their fire and keep them occupied. They will act more defensively than offensively, as long as they have the attention of the Strike-class Cruiser.*



*Meanwhile, the three gunships will target each Lancer-class Frigate together as a group and attempt to disable or destroy it with several quick volleys before moving on to the next Lancer. This should be successful because of the Lancer's lack of turbolasers.*

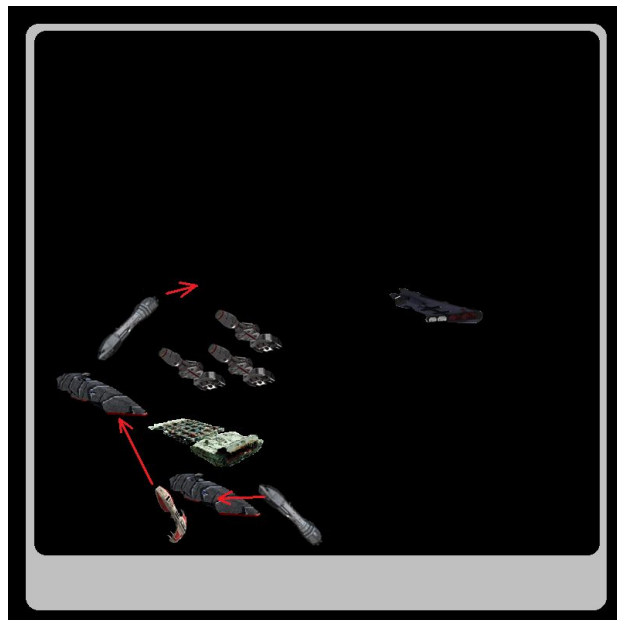


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## Phase 4

**Carracks and Marauder flank and sweep on far side**

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*After all of the Lancers are either destroyed, disabled or have experienced a great amount of damage, the Marauder and the two Carracks will sweep around the far side of the position to drive the Collective ships away from the Reclamation Society vessel and the perimeter the Brotherhood fleet created around it.*

*Though less armored and less armed than the Strike-class Cruisers, the Carracks should be able to get their attention with the damage their heavy turbolasers can do to capital ship hulls.*

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## Phase 5

**Corellian Gunships flank and sweep on near side**

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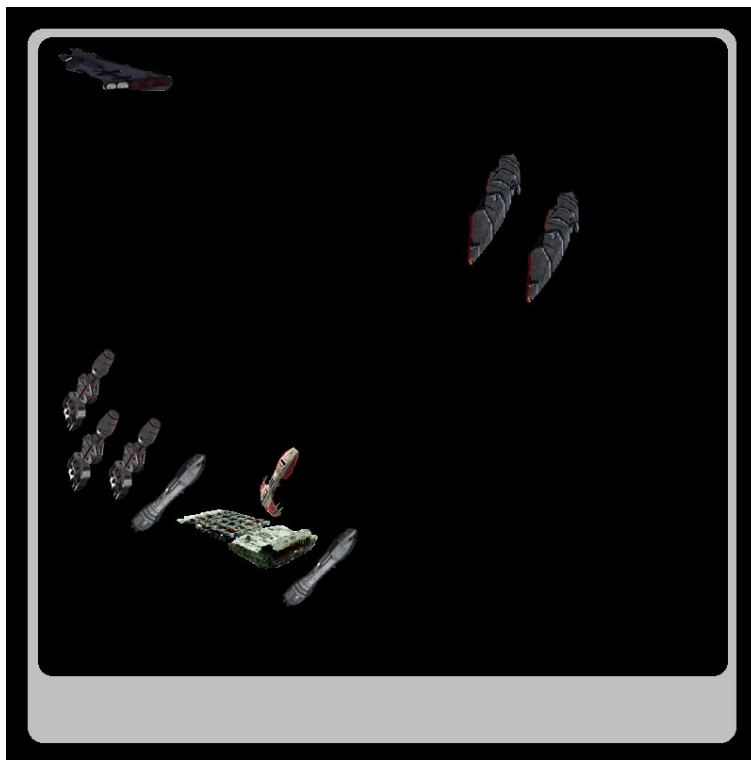
*After the Marauder and the Carracks sweep around and try to push Collective ships out of their position and away from the Reclamation Society vessel, the Corellian gunships will sweep around the near side of the position they have created, continuing to push Collective ships away by massing dangerous firepower and, by now, outright numbers.*

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## Phase 6

**Carrack and Marauder establish triangle perimeter**

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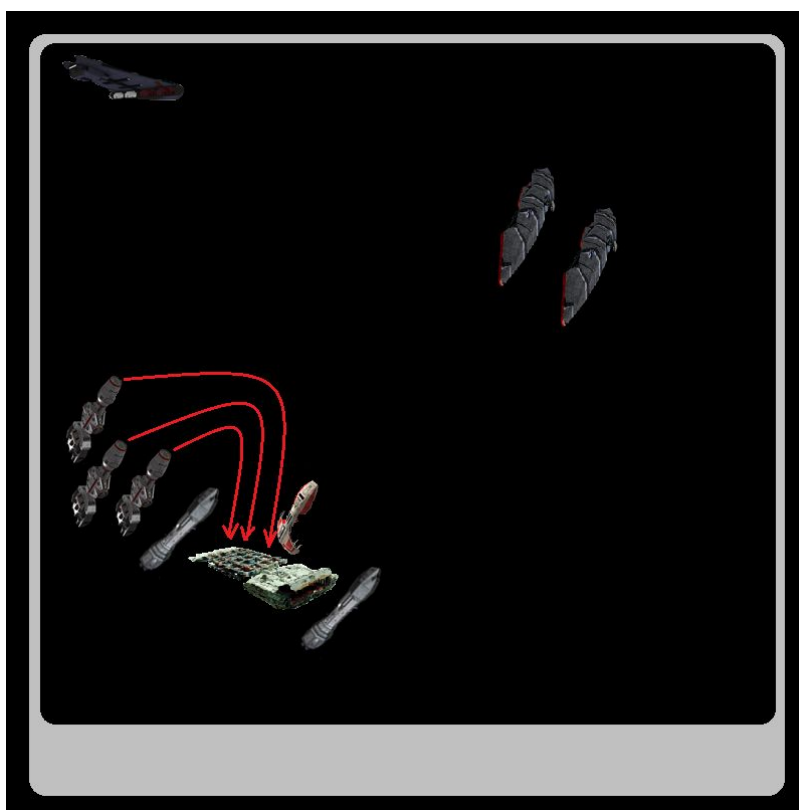
*After the Marauder and the two Carracks finish pushing their way around the perimeter, and concurrent with the Gunships pushing their way around the perimeter, the Marauder and the two Carracks will move into a loose triangle position around the Reclamation Society vessel.*

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# Phase 7

**Gunships establish a reverse triangle perimeter**

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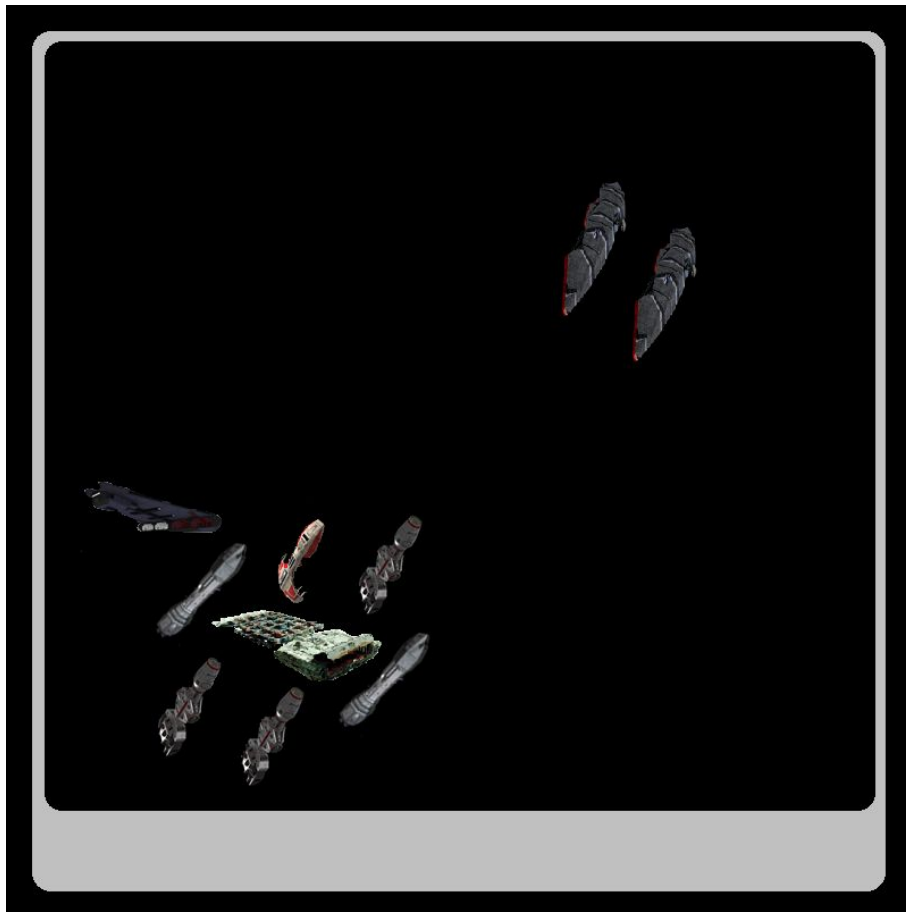
*After the Marauder and the two Carracks create a loose triangle position and after the Gunships sweep around the Brotherhood position centered around the Reclamation Society vessel, the three Coreellian gunships will also envelope the Reclamation Society vessel on all sides, in a loose reverse triangle position.*

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# Phase 8

**Protect the Reclamation Society vessel on all sides**

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*With the Marauder and the two Carracks in a triangle position around the Reclamation Society vessel and the Gunships in a loose reverse triangle position around it, the Reclamation Society vessel is protected on all sides and from all angles.*



# **Phase 9**

## **Reclamation Society Vessel escapes**



*The Marauder, the two Carracks and the three Gunships in a triangle and reverse triangle around the Reclamation Society vessel, with the Quasar trying to stay out of the way, will all begin to move forward. They will move as quickly as they can, while remaining in their positions around the the Reclamation Society vessel. So the speed of the group is dependant on the speed of the Reclamation Society vessel.*

*If the remaining Collective Fleet is able to catch up and continues to attack the fleet, the six Brotherhood ships will defend the Reclamation Society vessel to the best of their ability. But if the Brotherhood fleet was able to destroy or disable at least one of the Strike-class Cruisers and one or all of the Lancer-class Frigates, it's very likely that the Collective fleet will just break off and not continue fighting.*

*The point of the defensive posture and following the Reclamation Society vessel is to move the vessel beyond the natural gravity wells created by the planet and the star. Typically, this means moving outside of a star system. Once the group is beyond any natural (or artificial, for that matter) gravity wells, the Reclamation Society vessel will enter hyperspace, and the rest of the fleet will enter hyperspace shortly thereafter.*



**(#8075)**

**Battlelord Etah Bloodfyre Deimos-Kilij**

*Pictures and writing*



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**Battlelord Hades**

*Planned tactics, sequence of phases and selected Brotherhood Fleet*



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