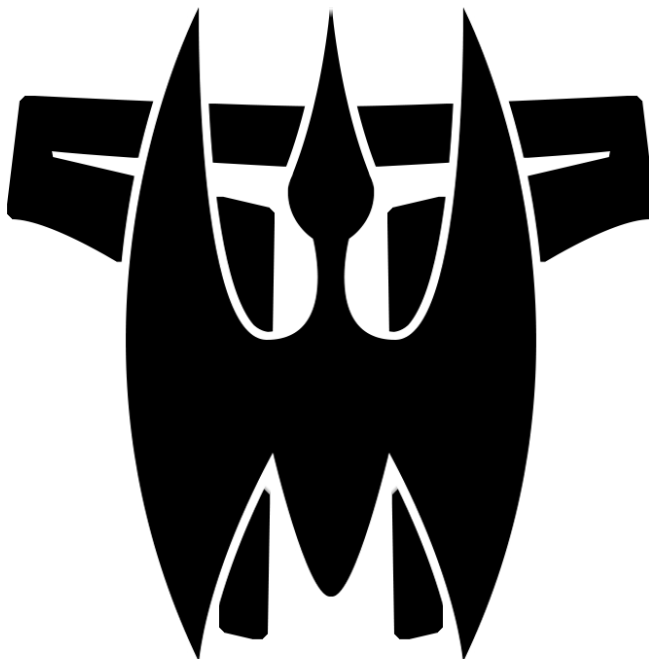


## **Plagueis Vs Vizsla Battle Plan**



### **Participants**

Eminent Kalan Amak - #13802  
Adept Montresor - #13369  
Mystic Appius Wight - #15685  
Privateer Dral Falgorth - #14458

### **Mission and Intent**

#### **SCENARIO B: Vizsla Ground Defense**

Vizsla informants have revealed that Plagueis is preparing to target the Roark-Cole-Tresor (RCT) Research Station. Ascendant Legion troops and legions are attempting to capture the research station in hopes of securing important artifacts and prototypes inside.

## Mission

- Prevent capture/destruction of the Roark-Cole-Tresor Research Station
- Destroy assaulting Plagueis forces.
- Create a contingency plan in the event the Roark-Cole-Tresor Research Station is captured.

## Friendly Forces

# Vizsla Forces

1st strike force

Deathwatch forces

[Artillery Battery](#) (For use)



- [J-1 Proton Cannon Artillery Line](#)

Each platoon consists of eight pieces of J-1 Proto Cannon Artillery. Capable of trenching itself into position thanks to its four metallic legs, they boast incredible range and a heavy blast radius.

[Special Missions Company](#) (For use)



- [614-AvA Speeder Bike Squadron](#)

The 614-AvA Speeder Bike Squadron is a collection of twenty 614-AvA Speeder Bikes. designed for personal transport and security patrol duty. It requires a crew of 1 to operate. It is armed with two blaster cannons.



- TIE/[D Defender Squadron](#)

The TIE/D Defender Squadron is a space unit that consists of twelve TIE/D Defenders. designed as a multirole starfighter to be fast, well-armed, and capable of operating independent of the fleet via hyperspace travel on a wide range of missions. They have exceptional maneuverability and speed, with average armor and heavy shielding.



- Marauder-class [Corvette](#)

designed as a patrol and escort vessel. This vessel has great maneuverability and speed, with light armor and average shielding and was often used by the Republic for anti-piracy and law enforcement purposes.



- [Kom'rk-class Fighter Flight](#)

The Kom'rk-class Fighter Flight is a support space element that consists of four Kom'rk-class Fighters. The fighters are designed as a Assault Ship and transport that could carry up to twenty four passengers, but also operate as a fighter. this vessel has great maneuverability for a ship of its size, along with average speed and armor with only light shielding.



- AT-TE [Platoon](#)

The AT-TE Platoon consists of four All Terrain Tactical Enforcers. Each AT-TE can carry up to twenty passengers. designed as a multipurpose military ground tank, It is armed with a powerful mass-driver cannon on its dorsal surface, with four laser cannon turrets on the front and two in the rear and can operate in multiple terrain as well as the vacuum of space.



- Low [Altitude Assault Transport/carrier \(LAAT/c\) Platoon](#)

consists of eight LAAT/c per platoon, possessing powerful magnetic clamps, these dropship serve for transportation of ground armor across various battlefields but also possess a pair of powerful front mounted laser cannons.



- Y-85 [Titan Dropship Flight](#)

Designed for atmospheric-use only, each flight contains four Titan dropships. This vessel has poor maneuverability and great speed, with heavy armor and shielding. Operated by the

pilots in the flight, each can carry a full armored platoon, allowing the flight to carry four armored platoons or an entire armored company.



- Atmospheric [Assault Lander Flight](#)

The Flight group consists of four Atmospheric Assault Landers. Designed by the First Order as an armored and shielded troop transport for rapid transport from space down to planetary surfaces. Built for atmospheric-use only, it has poor maneuverability and great speed, with average armor and heavy shielding. Each transport can carry twenty troops, meaning the Flight group can carry eighty in total.



- **3** [Sentinel-class Landing Craft Flight](#)

Each Flight group contains four individual Sentinel-class Landing Craft. Heavily armored, they are designed as dropship for troops but also boast considerable firepower. Each craft can carry seventy five troops each, meaning each flight group can carry three hundred.



[All Terrain MegaCaliber Six \(AT-M6\) Artillery Line](#)

The All Terrain MegaCaliber Six (AT-M6) Artillery Line is a collection of four All Terrain MegaCaliber Six (AT-M6) walkers. designed as mobile heavy artillery. Each AT-M6 moves on four legs, designed as a mobile heavy artillery walker that is much larger than the AT-AT walkers its design is based on. It is armed with a MegaCaliber Six turbolaser cannon on its back, along with 2 medium anti-ship laser cannons and 2 fire-linked heavy dual laser cannons for defense.



[First Order AT-AT Platoon](#)

The First Order AT-AT Platoon is an armored ground unit that consists of four First Order All Terrain Armored Transports. It is more heavily armored than its predecessor with a different arrangement of weapons and can carry up to forty troops.



- **2** [Kom'rk-class Fighter Flight](#)

The Kom'rk-class Fighter Flight is a support space element that consists of four Kom'rk-class Fighters. The fighters are designed as a Assault Ship and transport that could carry up to twenty four passengers, but also operate as a fighter. this vessel has great maneuverability for a ship of its size, along with average speed and armor with only light shielding.

[Legion 1](#) (For overview)

**4x** [Regiments](#)



**9x** [Special missions Battalions](#)

Special missions company's. Each company has twenty eight trained scout soldiers equipped with BlasTech E-11 blaster rifles who can be fitted to transport such as speeder bikes, fifty four sharpshooters with high accuracy and skills with a blaster equipped with BlasTech E-11s sniper rifles and smoke grenades, twenty seven tech specialists trained to repair, operate or destroy any equipment encountered in the field and penetrate enemy defenses equipped with BlasTech E-11 blaster rifles, thermal detonators and explosives as well as twenty seven soldiers equipped with BlasTech T-21 light repeating blasters.



- **3x** [Special missions Battalions](#)

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Containing



- [614-AvA Speeder Bike Squadron](#)

The 614-AvA Speeder Bike Squadron is a collection of twenty 614-AvA Speeder Bikes. designed for personal transport and security patrol duty. It requires a crew of 1 to operate. It is armed with two blaster cannons.



- **2X** [Drop Company](#)

The Drop company has one hundred and fifty two soldiers equipped with BlasTech E-11 blaster rifles and specialized survival gear covering a wide range of mission environments, consisting of personnel that were trained in hostile environment survival and equipment to survive deployment for up to six weeks.



- **2X** [Assault Company](#)

The Assault Company, known also as a heavy weapons company, is a company strength unit with command and support personnel elements, droids and equipment. The company has eighty soldiers equipped with BlasTech T-21 light repeating blasters and seventy two soldiers broken into twenty four different 3-man weapons details each operating a BlasTech E-Web heavy repeating blaster for improved firepower and flexibility.

2nd Strike Force - Same as first minus Deathwatch Forces



[Y-85 Titan Dropship Flight](#)

Designed for atmospheric-use only, each flight contains four Titan dropships. This vessel has poor maneuverability and great speed, with heavy armor and shielding. Operated by the pilots in the flight, each can carry a full armored platoon, allowing the flight to carry four armored platoons or an entire armored company.



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Each Flight group contains four individual Sentinel-class Landing Craft. Heavily armored, they are designed as dropship for troops but also boast considerable firepower. Each craft can carry seventy five troops each, meaning each flight group can carry three hundred.



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The First Order AT-AT Platoon is an armored ground unit that consists of four First Order All Terrain Armored Transports. It is more heavily armored than its predecessor with a different arrangement of weapons and can carry up to forty troops.



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The Kom'rk-class Fighter Flight is a support space element that consists of four Kom'rk-class Fighters. The fighters are designed as a Assault Ship and transport that could carry up to twenty four passengers, but also operate as a fighter. this vessel has great maneuverability for a ship of its size, along with average speed and armor with only light shielding.

[Legion 2](#) (For overview)

4X [Regiments](#)



### 9x [Special missions Battalions](#)

Special missions company's. Each company has twenty eight trained scout soldiers equipped with BlasTech E-11 blaster rifles who can be fitted to transport such as speeder bikes, fifty four sharpshooters with high accuracy and skills with a blaster equipped with BlasTech E-11s sniper rifles and smoke grenades, twenty seven tech specialists trained to repair, operate or destroy any equipment encountered in the field and penetrate enemy defenses equipped with BlasTech E-11 blaster rifles, thermal detonators and explosives as well as twenty seven soldiers equipped with BlasTech T-21 light repeating blasters.



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Containing



### [614-AvA Speeder Bike Squadron](#)

The 614-AvA Speeder Bike Squadron is a collection of twenty 614-AvA Speeder Bikes. designed for personal transport and security patrol duty. It requires a crew of 1 to operate. It is armed with two blaster cannons.



### 2x [Drop Company](#)

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## 2x [Assault Company](#)

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3rd Strike force - Same as first minus Deathwatch forces



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Designed for atmospheric-use only, each flight contains four Titan dropships. This vessel has poor maneuverability and great speed, with heavy armor and shielding. Operated by the pilots in the flight, each can carry a full armored platoon, allowing the flight to carry four armored platoons or an entire armored company.



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Each Flight group contains four individual Sentinel-class Landing Craft. Heavily armored, they are designed as dropship for troops but also boast considerable firepower. Each craft can carry seventy five troops each, meaning each flight group can carry three hundred.



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The Kom'rk-class Fighter Flight is a support space element that consists of four Kom'rk-class Fighters. The fighters are designed as a Assault Ship and transport that could carry up to twenty four passengers, but also operate as a fighter. this vessel has great maneuverability for a ship of its size, along with average speed and armor with only light shielding.

#### [Legion 2](#) (For overview)

#### **4x** [Regiments](#)



#### **9x** [Special missions Battalions](#)

Special missions company's. Each company has twenty eight trained scout soldiers equipped with BlasTech E-11 blaster rifles who can be fitted to transport such as speeder bikes, fifty four sharpshooters with high accuracy and skills with a blaster equipped with BlasTech E-11s sniper rifles and smoke grenades, twenty seven tech specialists trained to repair, operate or destroy any equipment encountered in the field and penetrate enemy

defenses equipped with BlasTech E-11 blaster rifles, thermal detonators and explosives as well as twenty seven soldiers equipped with BlasTech T-21 light repeating blasters.



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Containing



[614-AvA Speeder Bike Squadron](#)

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**2x** [Drop Company](#)

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**2x** [Assault Company](#)

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soldiers broken into twenty four different 3-man weapons details each operating a BlasTech E-Web heavy repeating blaster for improved firepower and flexibility.

## **Enemy Forces**

Plagueis forces

### **Infantry**



- **4** Battalions



- **2** standard [Infantry](#) battalions

Each company has five hundred and thirty six soldiers with BlasTec T-21 Light Repeating blasters. As well as this, there are seventy two soldiers who are broken into twenty four different 3-man squadrons, each operating a BlasTech E-Web heavy repeating blaster for improved firepower and flexibility.

### **The Third Battalion contains**



- **2**  [platoons of T2-B Repulsor tanks](#)

Each platoon consists of eight T2-B Repulsor Tanks. Designed for reconnaissance and can travel over land and water. Popular during the reign of the Empire by the Rebellion.



[WLO Speeder tanks Platoon](#)

Consists of eight WLO Speeder tanks. This tank is designed for heavy combat but can alternate as a troop transport. Reliable and popular due to its ease of repair.



- **2** platoons of [J1 Proton Cannon artillery Line](#)

Each platoon consists of eight pieces of J-1 Proto Cannon Artillery. Capable of trenching itself into position thanks to its four metallic legs, they boast incredible range and a heavy blast radius.



- **2** platoons of [AV -7 Anti-vehicle Artillery Cannon Lines](#)

Each Platoon consists of a collection of eight AV-7 Anti-vehicle Artillery Cannons. Can trench itself into position using its four metallic legs but can be moved using but in repulsorlifts. Boasts a large blast radius and incredible range.

#### **Fourth Battalion Containing**

[Dorn Company \(Special Missions\)](#) (For their use)

Special missions company with a Flash Speeder Squadron attached to them. The company has twenty eight trained scout soldiers equipped with BlasTech E-11 blaster rifles who can be fitted to transport such as speeder bikes, fifty four sharpshooters with high accuracy and skills with a blaster equipped with BlasTech E-11s sniper rifles and smoke grenades, twenty seven tech specialists trained to repair, operate or destroy any equipment encountered in the field and penetrate enemy defenses equipped with BlasTech E-11 blaster rifles, thermal detonators and explosives as well as twenty seven soldiers equipped with BlasTech T-21 light repeating blasters.



[Flash Speeder Squadron](#)

Contains twenty Flash Speeders. They are lightweight Landspeeders designed as patrol crafts though possess the ability to be used in combat if necessary. Capable of great speed and maneuverability.

#### [Cresh Company \(Scout\)](#) (For their use)

A Scout Company, The company has twenty eight trained scout soldiers equipped with BlasTech E-11 blaster rifles who can be fitted to transport such as speeder bikes, fifty four sharpshooters with high accuracy and skills with a blaster equipped with BlasTech E-11s sniper rifles and smoke grenades, twenty seven tech specialists trained to repair, operate or destroy any equipment encountered in the field and penetrate enemy defenses equipped with BlasTech E-11 blaster rifles, thermal detonators and explosives as well as twenty seven soldiers equipped with BlasTech T-21 light repeating blasters.



[74-Z Speeder Bike Squadron](#)

Consists of twenty four 74-Z speeder bikes that are designed for combat and scouting. Requires a crew of one to operate and can cover far distances very quickly.



[Ultra-Light Assault Vehicle \(ULAV\) Squadron](#)

Consists of twenty ULAV's. Designed as infantry support, it has heavy armor and was designed to support slow moving troops on the battlefield. It is armed with twin laser cannons and one rear-mounted turret.

#### [Besh Company \(Scout\)](#) (For their use)

A Scout Company, The company has twenty eight trained scout soldiers equipped with BlasTech E-11 blaster rifles who can be fitted to transport such as speeder bikes, fifty four sharpshooters with high accuracy and skills with a blaster equipped with BlasTech E-11s sniper rifles and smoke grenades, twenty seven tech specialists trained to repair, operate or destroy any equipment encountered in the field and penetrate enemy defenses equipped with BlasTech E-11 blaster rifles, thermal detonators and explosives as well as twenty seven soldiers equipped with BlasTech T-21 light repeating blasters.



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#### [Auresh Company \(Air Support\)](#) (For their use)

The Air Support Company is a company strength unit with a command element, and a specialized support element containing pilots, mechanics and engineers to maintain and operate airspeeder vehicles in support of other units. This company can be augmented by a full squadron of twelve airspeeders. They are attached to the Tie/SK Atmospheric Fighter Squadron.



#### [TIE/SK Atmospheric Fighter Squadron](#)

Consists of twelve TIE/SK Atmospheric Fighters. Exceptionally fast, this airspeeder can operate as both a fighter and a bomber if required, but requires a co-pilot to do so.

### Air Command



#### - **6** [Low Altitude Assault Transport/carrier \(LAAT/c\) Platoons](#)

consists of eight LAAT/c per platoon, possessing powerful magnetic clamps, these dropship serve for transportation of ground armor across various battlefields but also possess a pair of powerful front mounted laser cannons.



#### - **6** [Patrol Gunship Flight](#)

Consists of four Patrol Gunships per Flight group. Each Patrol Gunship is lightly armored and can carry ten soldiers each meaning each platoon can transport fourth troops each. They have high speed and maneuverability and can accelerate and decelerate rapidly, along

with being armed with two ball-mounted turret laser cannons below the cockpit, one tail laser cannon, and two missile launchers.

Ascendant Fleet - Preoccupied with Vizsla forces in space.

Ascendant Legion - Their ground forces

Transport Command



- **25** [Low Altitude Assault Transport/infantry \(LAAT/i\) Platoon](#)

Each LAAT/i platoon consists of eight individual LAAT/i craft. They are heavily armored troop transport ships. They can optionally be fitted as space gunships that can operate in the vacuum of space, removing the composite beam laser turrets and replacing them with flood lights. Operated by the pilots and gunners in the platoon, each can carry thirty passengers allowing the platoon to carry two hundred and forty soldiers or passengers and is even equipped with anti-personnel lasers.



- **2** [Y-85 Titan Dropship Flight](#)

Designed for atmospheric-use only, each flight contains four Titan dropships. This vessel has poor maneuverability and great speed, with heavy armor and shielding. Operated by the pilots in the flight, each can carry a full armored platoon, allowing the flight to carry four armored platoons or an entire armored company.



**4** [Sentinel-class Landing Craft Flight](#)

Each Flight group contains four individual Sentinel-class Landing Craft. Heavily armored, they are designed as dropship for troops but also boast considerable firepower. Each craft can carry seventy five troops each, meaning each flight group can carry three hundred.



- **2** [Lambda-class T-4a Shuttle Flight](#)



Each Flight group consists of four Lambda-class T-4a Shuttles. Often used as troop transport for high ranking individuals, these vessels have average maneuverability and great speed, with heavy shielding and armor.



- **2** [Delta-class DX-9 Stormtrooper Transport Flight](#)

Each Flight group contains four Delta Class DX-9 Stormtrooper Transports. this vessel has average maneuverability, speed, armor and shielding and was used primarily by the Galactic Empire for use in boarding enemy ships and unloading troops upon them.



- **2** [CR25 Troop Carrier Flight](#)

Contains four CR25 Troop Carriers per Flight group. Designed as a heavily armored multipurpose drop ship for troops and armor, it is lightly armed with twin turbolaser cannons. Hyperdrive capable, this vessel has poor maneuverability and great speed, with heavy armor and average shielding. each Troop Carrier can carry up to forty troops in addition to a range of armor, allowing the flight to carry one hundred and sixty in total.

## Legion I (Ground forces)



**30x** [Line Companies](#) = 4560 soldiers



**10x** [Assault Companies](#) = 720 soldiers

**6** Attack Armor Companies

**4x** containing



- **2** [AAT-1 Hover Tank Platoon](#)

The AAT-1 Hover Tank Platoon is an armored ground unit that consists of eight AAT-1 Hover Tanks per platoon. Heavily armored, but slow, it was designed to assault heavily fortified defenses.



[T2-B Repulsor Tank Platoon](#)

They are armored ground unit that consists of eight T2-B Repulsor Tanks. designed for reconnaissance, the T2-B can travel over land or water and has deflector shields strong enough to withstand sustain small arms fire. It is an excellent anti-infantry vehicle when used in combat, but lacks staying power against other tanks or walkers.

1 containing



- 3 [T2-B Repulsor Tank Platoon](#)

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1 containing



- 3 [WLO-5 Speeder Tank Platoon](#)

The WLO-5 Speeder Tank Platoon is an armored ground unit that consists of eight WLO-5 Speeder Tanks. designed for heavy combat, It can alternatively function as a troop transport.

4x Special missions Company

Containing



[Flash Speeder Squadron](#)

Contains twenty Flash Speeders. They are lightweight Landspeeders designed as patrol crafts though possess the ability to be used in combat if necessary. Capable of great speed and maneuverability.

## 4x Scout Company

Containing



### [74-Z Speeder Bike Squadron](#)

Consists of twenty four 74-Z speeder bikes that are designed for combat and scouting. Requires a crew of one to operate and can cover far distances very quickly.



### [Ultra-Light Assault Vehicle \(ULAV\) Squadron](#)

Consists of twenty ULAV's. Designed as infantry support, it has heavy armor and was designed to support slow moving troops on the battlefield. It is armed with twin laser cannons and one rear-mounted turret.

## 4x Air Support Companies

Containing



### [TIE/SK Atmospheric Fighter Squadron](#)

Consists of twelve TIE/SK Atmospheric Fighters. Exceptionally fast, this airspeeder can operate as both a fighter and a bomber if required, but requires a co-pilot to do so.

## 2x Artillery Battery Companies

Containing



#### 4 [AV -7 Anti-vehicle Artillery Cannon Lines](#)

The AV -7 Anti-inflammatory vehicle artillery line is a collection of eight AV-7 Anti-vehicle Artillery Cannons. Each cannon could be moved using built in repulsorlifts, and when in position was entrenched using four metallic feet for support. Can fire at incredible range with a high blast radius.

### 2x Artillery Battery Companies

Containing



#### - 3 [AV -7 Anti-vehicle Artillery Cannon Lines](#)

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#### [Self-Propelled Heavy Artillery \(SPHA\) Line](#)

The Self-Propelled Heavy Artillery Line (SPHA) is a collection of eight pieces of Self-Propelled Heavy Artillery. Only able to be deployed by larger transports, these massive pieces of equipment slowly moved using twelve legs and had a heavy turbolaser cannon with tremendous range mounted to it capable of extreme direct fire damage to slower moving targets that could penetrate deflector shields. Each one can carry thirty troops for defensive support.

### 2x Heavy Armor Companies

Containing



#### - 2 [AT-AT Platoon](#)

The AT-AT Platoon is an armored ground unit that consists of four All Terrain Armored Transports. designed to transport soldiers as slowly as possible and to inflict maximum damage to the enemy while doing it. The AT-AT is extremely heavily armored, though it is vulnerable to being tripped-up. Can carry up to forty troops each.



- **2** [AT-ST Platoon](#)

The AT-ST Platoon is an armored ground unit that consists of eight All Terrain Scout Transports. designed for reconnaissance, anti-infantry combat, and troop support, the AT-ST tends to handle best on even ground, becoming somewhat unsteady in rough terrain.

## **THE PLAN**

After analysis of the Plagueis forces as well as our own, we have deduced that whilst we outnumber them in terms of infantry, Clan Plagueis possess the advantage in terms of armor and vehicles. A large number of AT-ST's, AT-AT's, and Artillery Lines are a small number that the Plagueis forces possess.

However, they don't just spawn out of the ground, they have to be brought to the Battlefield, this is due to the harsh weather and terrain being incredibly inhospitable. Freezing cold and blistering hills of ice as far as the eye can see. Blizzards occur out of nowhere and the sheets of white snow below blind as they reflect the sunlight. As a result of this, any transport vessels that land nearby the research station will be, at least, approximately a mile away on flatter land or risk getting stuck in the snowstorms.

As Plagueis transport ships arrive, they will be engaged in the air via our Tie Defender Squadron and all available Kom'rk Class Fighters. This is to enable us to shoot down as much armor as humanly possible whilst they are still vulnerable in the air. Those that get close to landing will feel the firepower of our own Artillery as our J-1 Proton Cannons will unleash their bombardments upon them, and exploit aerial vulnerability to facilitate a ground advantage.

Of course, the sheer number of transport ships they have will undoubtedly mean that some will break through, avoid the Artillery and unleash their forces and vehicles. For this, we plan to prevent them from retreating. Using the terrain to our advantage, we will hide ourselves, only striking when the time is right and flanking them.

When it comes to the heavy terrain vehicles that Clan Plagueis possess, we will use our own Spec ops team, specialised in hacking, to disable them from a distance. Thus rendering them immobile targets and stopping the enemy retreating. Leaving them to be massacred.

### **CONTINGENCY PLAN**

No plan is perfect, and in the event that ours doesn't work we do have a contingency plan in place. Using our available transports, our critical equipment will be preloaded in a vehicle so we can jump and go as we need too. That vehicle will be a Kom'rk Class Fighter, as it is fast, nimble, and hyperdrive capable.

When the Plagueis forces eventually surround the research station, we will detonate a powerful explosive that spreads over several miles. The criteria for detonation is as follows;

- When the facility is surrounded at all sides within 50 metres by Plagueis infantry.

OR

- When our forces detect a significant amount of heavy all terrain vehicles closing in on the research station. (Such as AT-AT's) again, the explosion will be set to 50 metres.

It will destroy the research station, but when unable to protect it we have come to the conclusion it would be better to destroy it and take as many of them with it as possible, rather than let it fall into their hands.

This is the way.