



# Defense of Nesolat Platform

Arx, Arx System

Arx, Arx System

## Enemy Situation

Collective forces are currently in the midst of an assault on Nesolat Station. While their boarding parties are preoccupied with merely avoiding the defenses, the fleet is focused on neutralizing the forty (40) defensive turbolaser turrets and the two (2) TIE/FN squadrons tasked with defending the station.

### *Most Likely Course of Action (MLCA)*

Battle Group Elysium maintains assault on Nesolat Station. Any Brotherhood or allied forces will be countered with forces organized in size and composition to provide overwhelming firepower while minimizing impact to the primary assault's momentum. They are expected to be especially aggressive and will fight until they or their enemy is destroyed.

### *Most Dangerous Course of Action (MDCA)*

Battle Group Elysium breaks off attack from Nesolat Station as a single element to destroy any Brotherhood or allied counterattack before resuming their combined assault on the station. They are expected to be especially aggressive and will fight until they or their enemy is destroyed.

*Force Composition: Battle Group Elysium*

Dreadnaught-class Collective a70 Heavy Cruiser

- *Pencron* - *Calgen* - *Almiston*
- *Bastra* - *Lansford* - *Vassic*

Strike-class Collective m50 Medium Cruiser

- *Yorcot* - *Korpil* - *Obarel* - *Straden*

Lancer-class Collective s20 Frigate

- *Zeballos* - *Tashota* - *Edam* - *Aylmer*

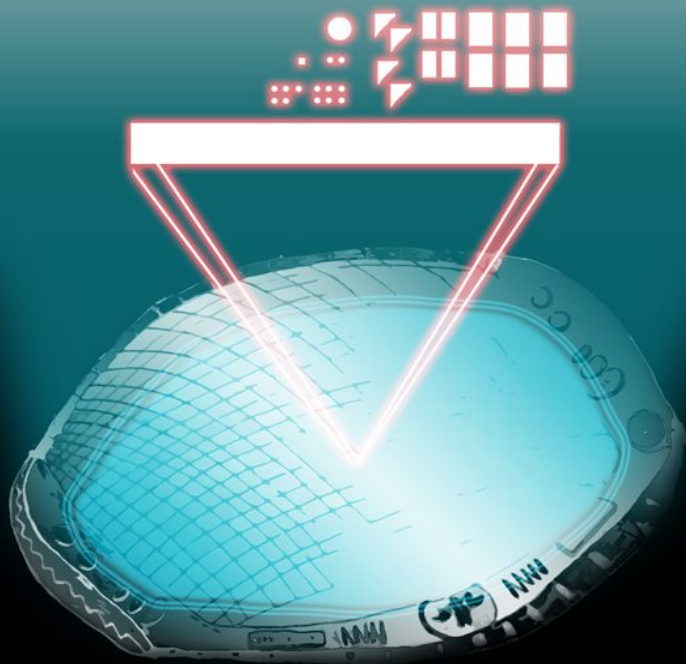
Ton-Falk-class Escort Carrier

- *Clordirme*

Starfighter Forces

- Z-95 Headhunter: 5 squadrons
- T-70 X-Wing: 6 squadrons
- A/SF-01 B-Wing: 2 squadrons
- TUG-b13 Quadrijet Bomber: 1 squadron

NOTE: The Dreadnought-class ships pose the greatest threat, with multiple heavy guns that can deal out significant damage. However, much of this ordinance consists of forward-facing cannons, which restricts their firing arc. This means that their direction of travel [toward the station] makes them especially vulnerable to flanking attack.



## Friendly Situation

Nesolat Station is currently engaged with defending against Battlegroup Elysium, using its 40x turbolaser turrets and two squadrons of TIE/FN fighters. They are, however, significantly outgunned and are actively facing boarding parties. The station has no chance of victory on its own and will face heavy damage and capture if left unaided, exposing the whole of Arx to direct attack. AEF ships are poised outside of the system to advance through hyperspace and subspace; currently receiving situation updates from Nesolat Station control centers on enemy disposition. Dajorra Defense Forces (DDF) remain on standby in Arcona space to maintain security of Clan holdings.

*Force Composition: Arcona  
Expeditionary Force*

Acclamator-class Assault Ship

- *Will of our Lady*

Vindicator-class Heavy Cruiser

- *Invicta II*

Immobilizer 418-class Heavy Cruiser

- *Event Horizon*

Nebulon-B Frigate

- *Hail of Light*

Quasar Fire-class Cruiser

- *Hail of Shadow*

Action VI Transport

- *Rainbow Connection*

Strike-class Medium Cruiser

- *Eldar's Anthem* - *Selen's Song*

- *Shadow's Promise*

DP20 Corellian Gunship

- *Corona* - *Disquiet Balance*

- *Black Hole Sun*

Braha'tok-class Gunship

- *Unsung Valor*

- *Serpent's Strike* - *Jate'kara*

Marauder-class Corvette

- *Nighthawk*

Starfighter Forces

- VT-49 Decimator: 3 flights

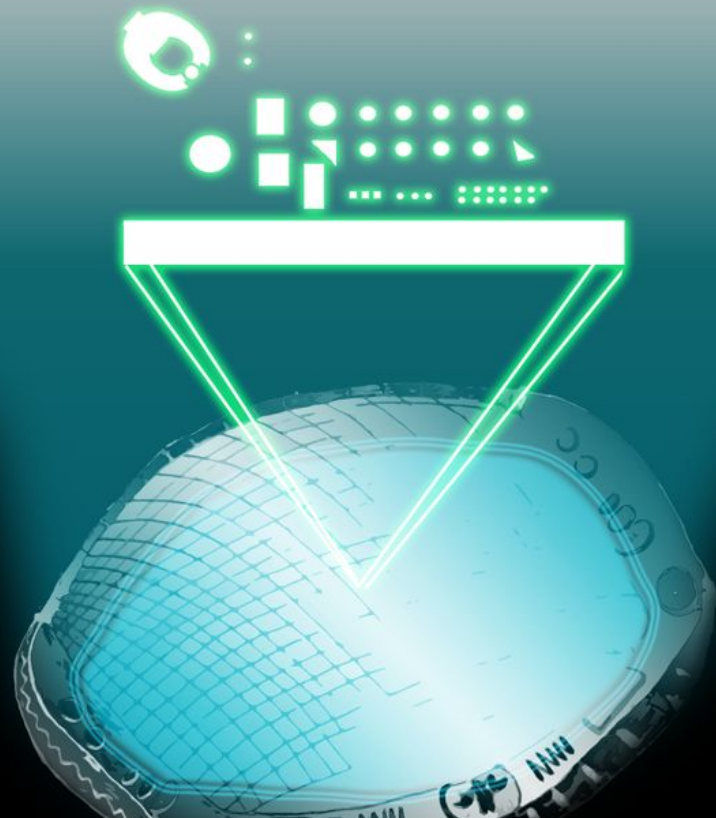
- T-70 X-Wing: 13 squadrons

- A/SF-01 B-Wing: 3 squadrons

*Force Composition: Nesolat Station*

Starfighter Forces

- TIE/FN: 2 squadrons



## Mission

The Arcona Expeditionary Force (AEF) counterattacks to destroy Battlegroup Elysium in order to relieve Nesolat Station of immediate danger and prevent further incursion onto the surface of planet Arx.

## Operational Concept, PART 1

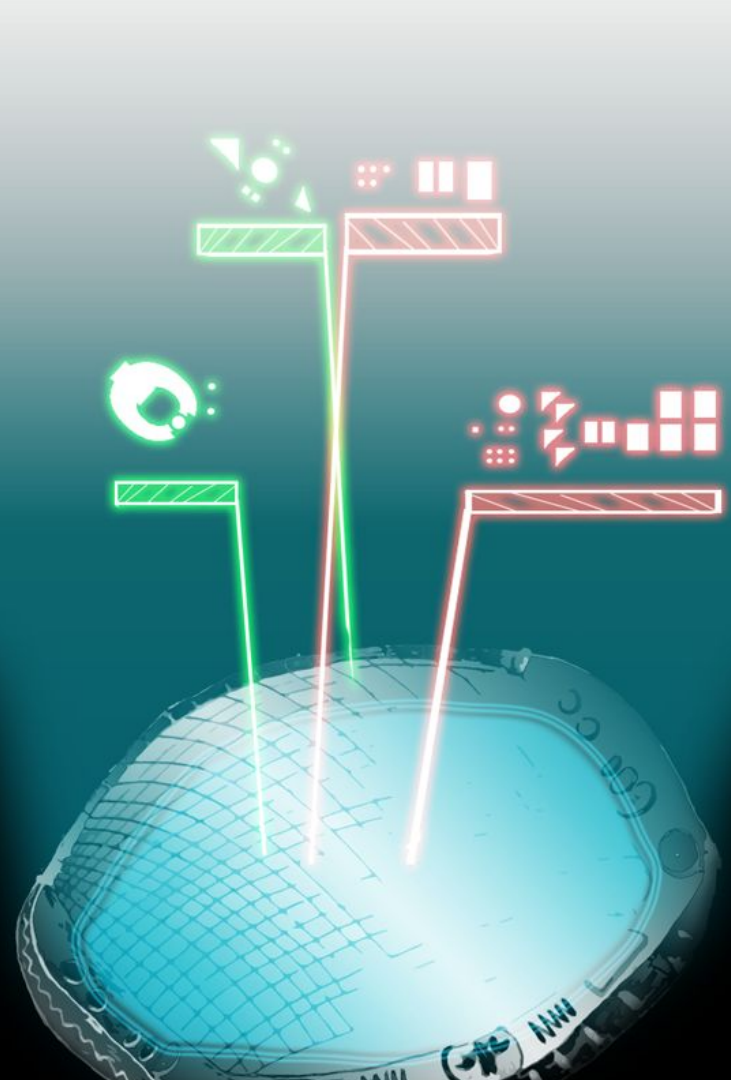
The attack on Collective forces begins with Battle Group Elysium oriented on Nesolat Station, while AEF ships are stationed outside of the system in order to prevent passive and active scanning of their presence by the Collective. Real-time Collective position updates are being fed to friendly forces by the Nesolat Station control center.

## PHASE 1

### Task: Feint and Delay

Arcona Logistics Task Force (ALTF) will jump into space near Nesolat Station, escorted by the Nighthawk, under the pretense of dropping off troops and supplies to repel boarders. It is anticipated that due to this light escort, the Collective will send their starfighters and several light craft to destroy the convoy. This will put their intercept group out of immediate range of their main Battlegroup, and thus out of range to be aided. If engaged prior to Phase 2 (reinforcement by friendly forces), the ALTF and attached ships will conduct a delaying action until friendly forces arrive, avoiding critical damage and/or destruction. No AEF losses are anticipated during this phase.

AEF ships engaged in this part of the battlefield will be labeled as Taskforce (TF) Aurek. Key to this phase is the positioning of the AEF vessels, occupying space on the opposite side of Nesolat Station on a higher position on the spatial plane than Battle Group Elysium and Nesolat. This is to increase the required distance for intercept forces to travel, expose them to fire from Nesolat Stations turbolasers not already engaged, and force a change in their vectors that will affect their firing arcs to vessels lower on the spatial plane.



Battle Group Elysium

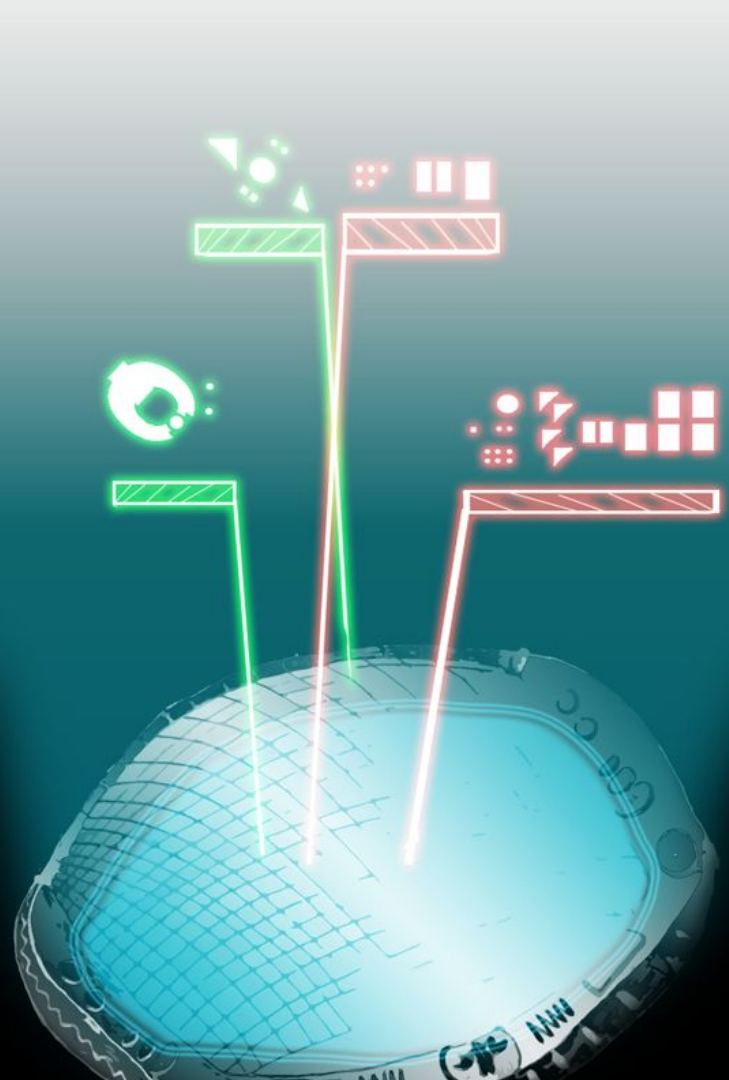
|                 |                |                 |               |                  |
|-----------------|----------------|-----------------|---------------|------------------|
| <i>Pencron</i>  | <i>Calgen</i>  | <i>Almiston</i> | <i>Bastra</i> | <i>Lansford</i>  |
| <i>Vassic</i>   | <i>Yorcot</i>  | <i>Korpil</i>   | <i>Obarel</i> | <i>Straden</i>   |
| <i>Zeballos</i> | <i>Tashota</i> | <i>Edam</i>     | <i>Aylmer</i> | <i>Clordirme</i> |

Z-95 Headhunter: 0 0 0 0 0    T-70 X-Wing: 0 0 0 0 0 0  
A/SF-01 B-Wing: 0 0            TUG-b13 Quadrijet Bomber: 0

Arcona Expeditionary Forces

|                         |                         |                           |
|-------------------------|-------------------------|---------------------------|
| <i>Will of our Lady</i> | <i>Invicta II</i>       | <i>Event Horizon</i>      |
| <i>Hail of Light</i>    | <i>Hail of Shadow</i>   | <i>Rainbow Connection</i> |
| <i>Eldar's Anthem</i>   | <i>Selen's Song</i>     | <i>Shadow's Promise</i>   |
| <i>Corona</i>           | <i>Disquiet Balance</i> | <i>Black Hole Sun</i>     |
| <i>Unsung Valor</i>     | <i>Serpent's Strike</i> | <i>Jate'kara</i>          |
| <i>Nighthawk</i>        |                         |                           |

VT-49 Decimator: 0 0 0  
T-70 X-Wing: 0 0 0 0 0 0 0 0 0 0 0 0  
A/SF-01 B-Wing: 0 0 0



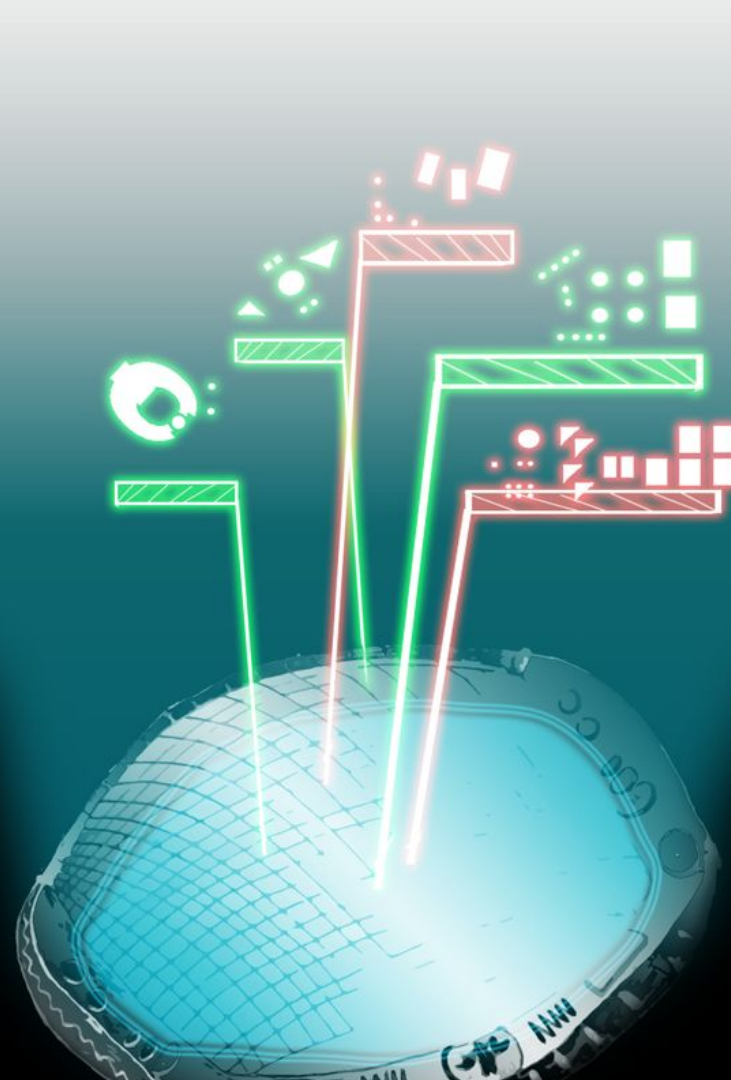


## PHASE 2

### Task: Reinforce to Defend

This phase begins once the intercept group has left gun range of Battle Group Elysium. AEF Strike-class cruisers, Quasar Fire-class carrier, and attached starfighter squadrons, will jump into position to support the ALTF forces. The ALTF convoy will withdraw toward these reinforcements, drawing the Collective ships into combat and crossfire in a local aggressive defense. Faced with a greater proportion of heavy guns and higher-tier starfighters, the Collective intercept craft will be destroyed or neutralized. All TF Aurek ships remain in place in anticipation of counterattack. Anticipated AEF losses include light damage to larger ships, and cumulative loss of a single squadron X-Wing squadron.

Reinforcing AEF ships are recommended to jump in below the Elysium intercept group, which will maximize firepower against enemy forces while minimizing the enemy's ability to return fire from guns and/or warheads.



Battle Group Elysium

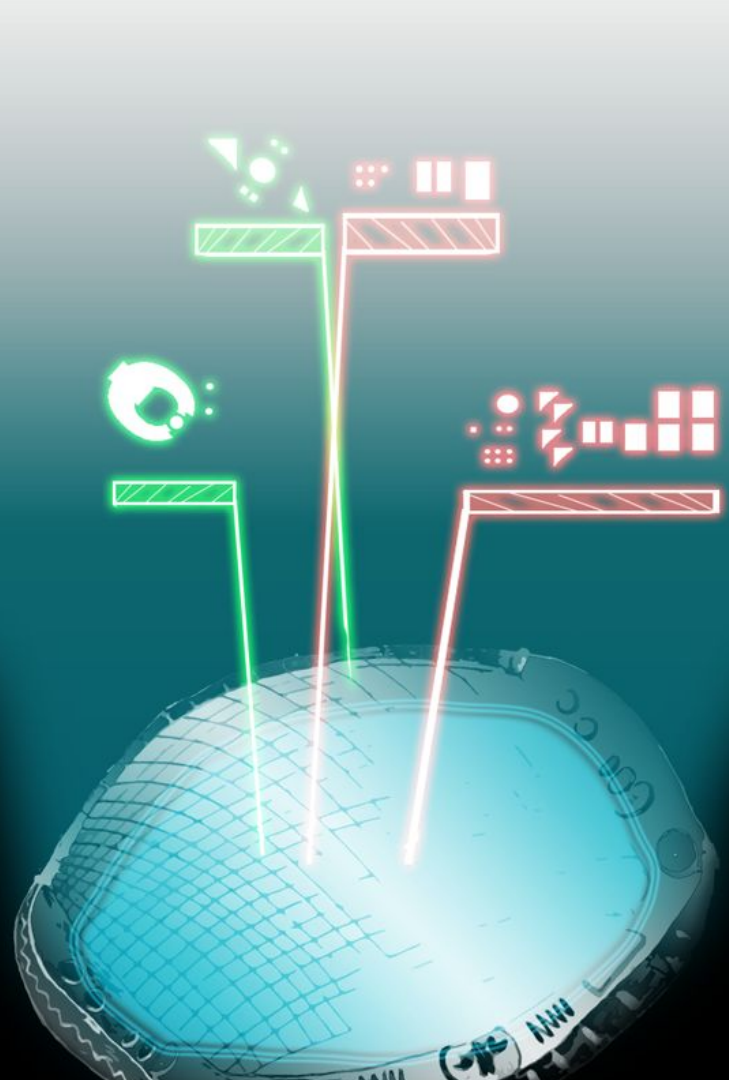
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|----------------|---------------|---------------|--------|-----------|
| <u>Peneron</u> | Calgen        | Almiston      | Bastra | Lansford  |
| Vassic         | <u>Heroot</u> | <u>Kerpit</u> | Obarel | Straden   |
| Zeballos       | Tashota       | Edam          | Aylmer | Clordirme |

Z-95 Headhunter: 0-0-0-0-0      T-70 X-Wing: 0 0 0 0 0 0  
A/SF-01 B-Wing: 0 0              TUG-b13 Quadrijet Bomber: 0

Arcona Expeditionary Forces

|                         |                         |                           |
|-------------------------|-------------------------|---------------------------|
| <i>Will of our Lady</i> | <i>Invicta II</i>       | <i>Event Horizon</i>      |
| <i>Hail of Light</i>    | <i>Hail of Shadow</i>   | <i>Rainbow Connection</i> |
| <i>Eldar's Anthem</i>   | <i>Selen's Song</i>     | <i>Shadow's Promise</i>   |
| <i>Corona</i>           | <i>Disquiet Balance</i> | <i>Black Hole Sun</i>     |
| <i>Unsung Valor</i>     | <i>Serpent's Strike</i> | <i>Jate'kara</i>          |
| <i>Nighthawk</i>        |                         |                           |

VT-49 Decimator: 0 0 0  
T-70 X-Wing: 0 0 0 0 0 0 0 0 0 0 0 0  
A/SF-01 B-Wing: 0 0 0

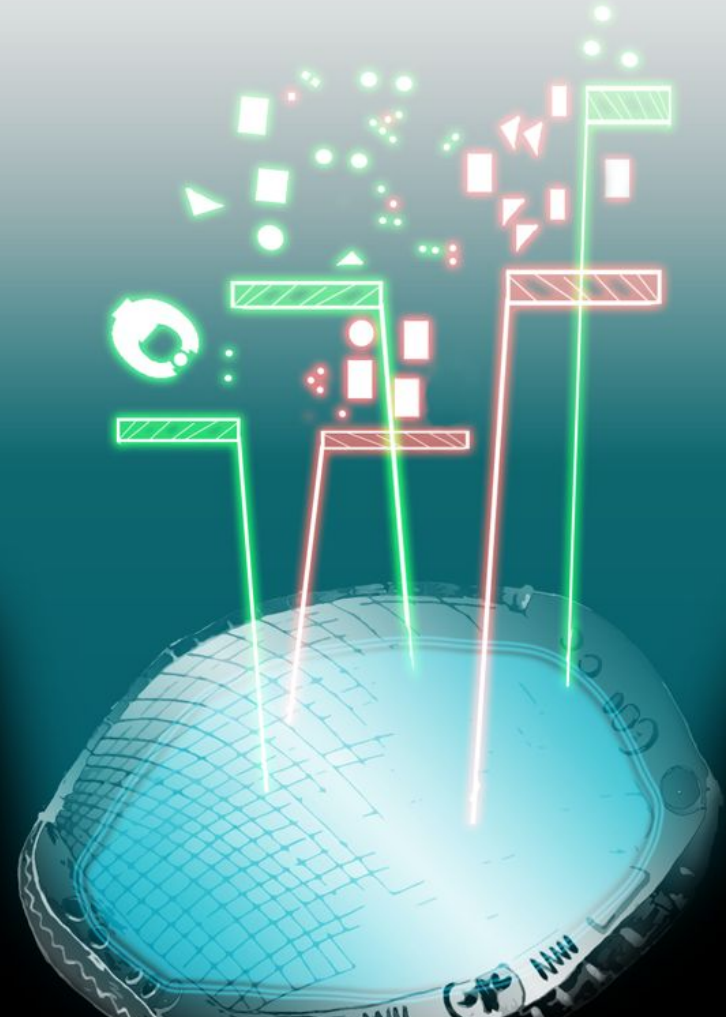


## PHASE 3A (MLCA)

Task: Reinforce to Defend, Delay

This phase begins when Battlegroup Elysium breaks a secondary reaction force to attack the defending AEF ships. This is expected to be a significantly larger contingent, to include their entire complement of Lancer Frigates for support due to the large concentration of AEF starfighters, as well as half of Elysium's own starfighter contingent (including their Quadrijet Bomber squadron to attack the key AEF ships present). Several ships are anticipated to remain behind to complete the annihilation of the organic Nesolat fighters and protect their boarding forces.

To counter this, the AEF's DP20 Gunships will jump into theater to support TF Aurek (simultaneous to additional AEF forces as outlined in PHASE 4A). Primary tasks for AEF Decimators is the interception and destruction of enemy Quadrijet Bombers; X-Wings will destroy opposing X-Wings and B-Wings, followed by anti-cruiser strikes; AEF B-Wings will focus on destruction of Collective Dreadnoughts due to their threat level. Due to the significant investment of Collective forces, casualties are expected to be most significant in this phase of the battle for both sides. However, Collective casualties are expected to be total due to their aggressive methodology.



Battle Group Elysium

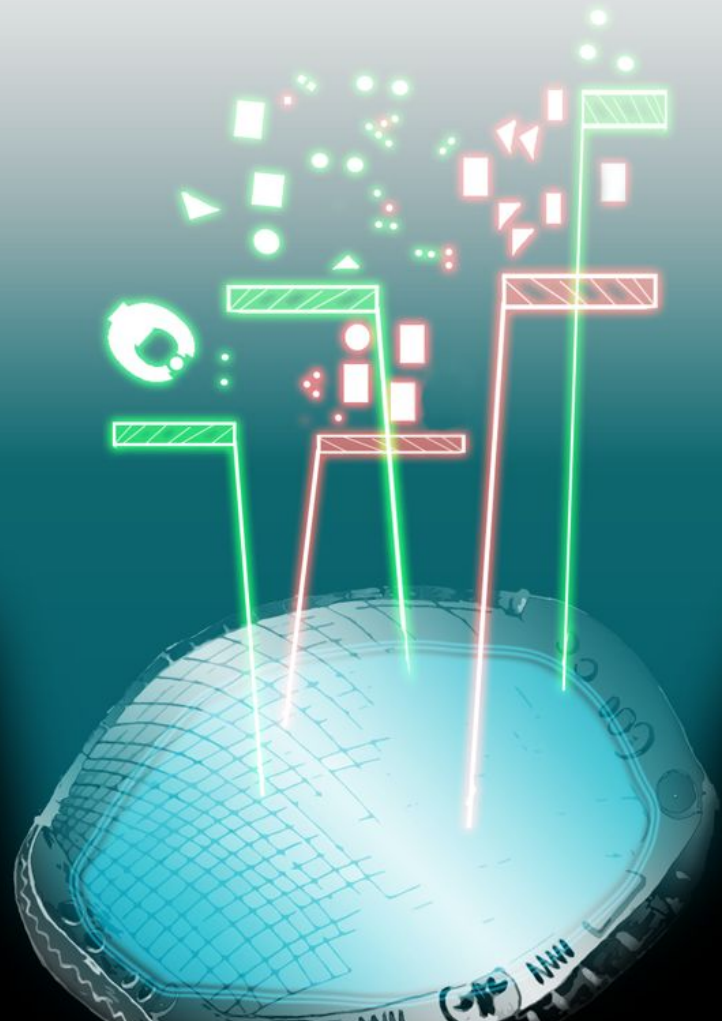
Penoron      Galgen      Almisten      Bastra      Lansford  
Vassic      Heroot      Kerpil      Obarel      Straden  
Zebbles      Tasheta      Edam      Aylmer      Clordirme

Z-95 Headhunter: ○○○○○○      T-70 X-Wing: ●●● ○○○○  
A/SF-01 B-Wing: ● ○      TUG-b13 Quadrijet Bomber: ●

Arcona Expeditionary Forces

Will of our Lady      Invicta II      Event Horizon  
Hail of Light      Hail of Shadow      Rainbow Connection  
Elder's Anthem      Selen's Song      Shadow's Promise  
Corona      Disquiet Balance      Black Hole Sun  
Unsung Valor      Serpent's Strike      Jate'kara  
Nighthawk

VT-49 Decimator: ○ ○ ○  
T-70 X-Wing: ● ●●●●○ ○○○○○○○○  
A/SF-01 B-Wing: ● ○ ○



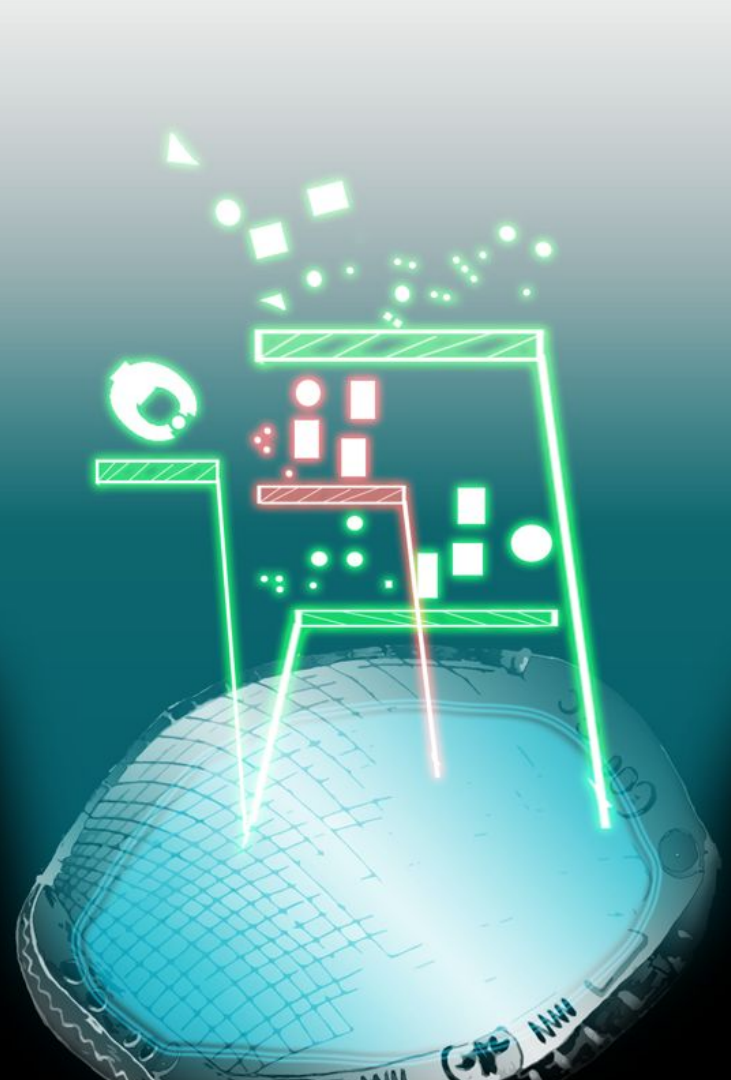
## PHASE 4A (MLCA)

### Task: Attack to Destroy

The remaining AEF ships, titled TF Besh, will jump into Battlegroup Elysium's exposed flank simultaneous to the actions in PHASE 3A and TF Aurek. Battle Group Elysium's remaining forces in the Nesolat siege will lack anti-starfighter ships, and only a light number of starfighters. to screen their troops still in the midst of boarding Nesolat Station.

TF Besh will jump into position below the spatial plane near this element of Battle Group Elysium, where their guns will have maximum effect while Elysium will have few guns able to counter-fire without maneuvering away from their supporting position against Nesolat. TF Besh's *Braha'tok*-class gunships will work in concert with the Decimators and X-Wings to destroy the enemy fighter screen, while the B-Wing squadron makes pinpoint strikes against the enemy Dreadnoughts. AEF cruisers will likewise attack the enemy cruisers and carrier, with increasing firepower as the enemy starfighters are overcome and TF Besh's are redirected to attacking the Collective cruisers.

Anticipated casualties are expected to be cumulatively one squadron of X-Wings and one gunship for TF Besh, while Collective forces are expected to fight until destroyed. Once destroyed or disabled, TF Aurek or Besh will move to assist the other to assist with destroying the remainder of Battle Group Elysium.



Battle Group Elysium

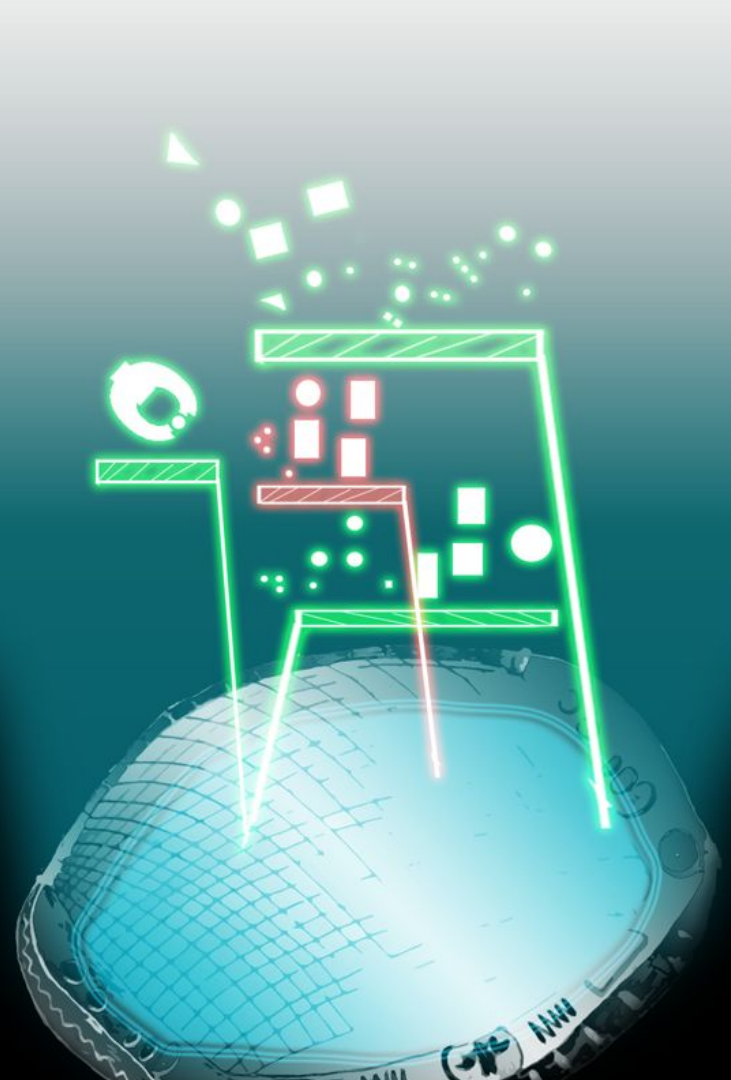
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|-----------------|----------------|-----------------|---------------|-----------------|
| <u>Penoron</u>  | <u>Galgen</u>  | <u>Almiston</u> | <u>Bastra</u> | <u>Lansford</u> |
| <u>Vassie</u>   | <u>Heroot</u>  | <u>Korpiik</u>  | <u>Obarel</u> | <u>Straden</u>  |
| <u>Zeballes</u> | <u>Tashota</u> | <u>Edam</u>     | <u>Aylmer</u> | <u>Glorbime</u> |

Z-95 Headhunter: ooooo      T-70 X-Wing: ooo    oooo  
A/SF-01 B-Wing: o o                      TUG-b13 Quadrijet Bomber: o

Arcona Expeditionary Forces

|                         |                         |                           |
|-------------------------|-------------------------|---------------------------|
| <u>Will of our Lady</u> | <u>Invicta II</u>       | <u>Event Horizon</u>      |
| <u>Hail of Light</u>    | <u>Hail of Shadow</u>   | <u>Rainbow Connection</u> |
| <u>Elder's Anthem</u>   | <u>Selen's Song</u>     | <u>Shadow's Promise</u>   |
| <u>Corona</u>           | <u>Disquiet Balance</u> | <u>Black Hole Sun</u>     |
| <u>Unsung Valor</u>     | <u>Serpent's Strike</u> | <u>Jate'kara</u>          |
| <u>Nighthawk</u>        |                         |                           |

VT-49 Decimator: o o o  
T-70 X-Wing: ooooo o o o o o o o o  
A/SF-01 B-Wing: o o o



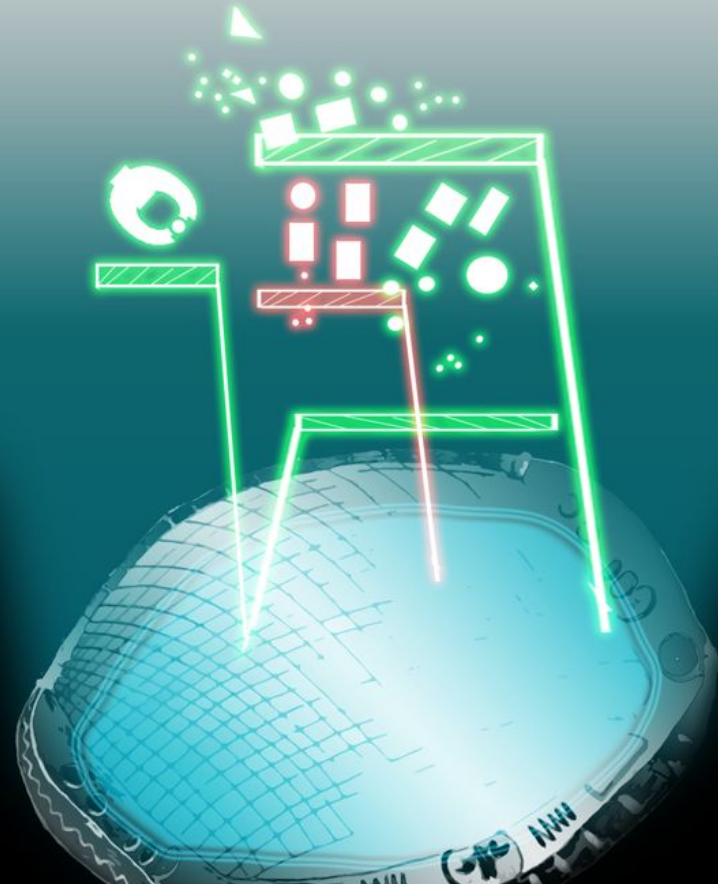
## PHASE 3B (MDCA)

### Task: Attack to Destroy

This phase is a contingency in the event that Elysium masses its remaining forces against the Nesolat Station or the AEF ships present on the battlefield at the end of PHASE 2. This is considered the most dangerous course of action (MDCA) because it allows Battle Group Elysium to maximize its potential firepower on any given target, and will thus cause the highest number of casualties.

Upon Elysium massing its forces against Nesolat Station OR TF Aurek, all AEF ships will deploy simultaneously to their positions as detailed in the above Phases. This will prevent potential friendly fire, as the TFs Aurek and Besh maintain perpendicular angles of approach. Ultimately, AEF forces should try to fix Elysium in vicinity of Nesolat so that it might still offer supporting fire with its remaining fixed gun turrets.

AEF forces will be arrayed with T-70s and Decimators in a vanguard position relative to each TF; B-Wings will remain on standby for strikes on capital ships once (a) the enemy fighters are destroyed or (b) are sufficiently fixed by friendly forces, with Dreadnoughts as priority targets. Gunships will support the starfighters and prevent critical penetration and damages to AEF capital ships. AEF cruisers will engage with their main guns, maneuvering to remain out of the firing arc of the Dreadnought main guns. As the enemy is expected to fight until either victorious or destroyed, AEF casualties and ship losses are expected to be high, though still fewer than Elysium's.



Battle Group Elysium

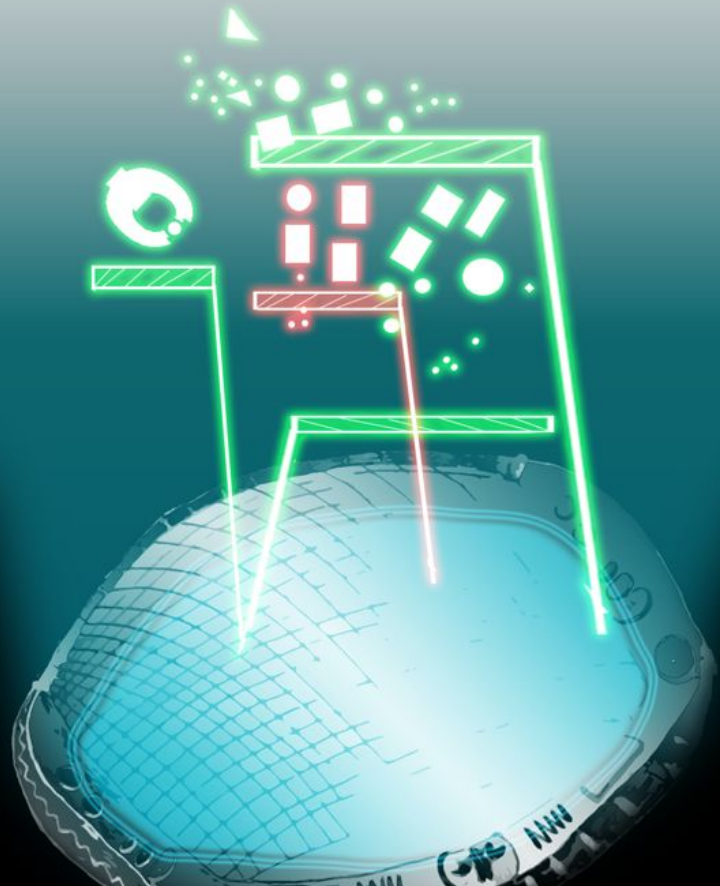
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Vassie      Heroot      Korpiit      Obaret      Straden  
Zebbles      Tasheta      Edam      Aylmer      Glordirne

Z-95 Headhunter:           T-70 X-Wing:        
A/SF-01 B-Wing:        TUG-b13 Quadrijet Bomber:

Arcona Expeditionary Forces

Will of our Lady Invicta II      Event Horizon  
Hail of Light      Hail of Shadow      Rainbow Connection  
Elder's Anthem      Selen's Song      Shadow's Promise  
Corona      Disquiet Balance      Black Hole Sun  
Ungung Valor      Serpent's Strike      Jate'kara  
Nighthawk

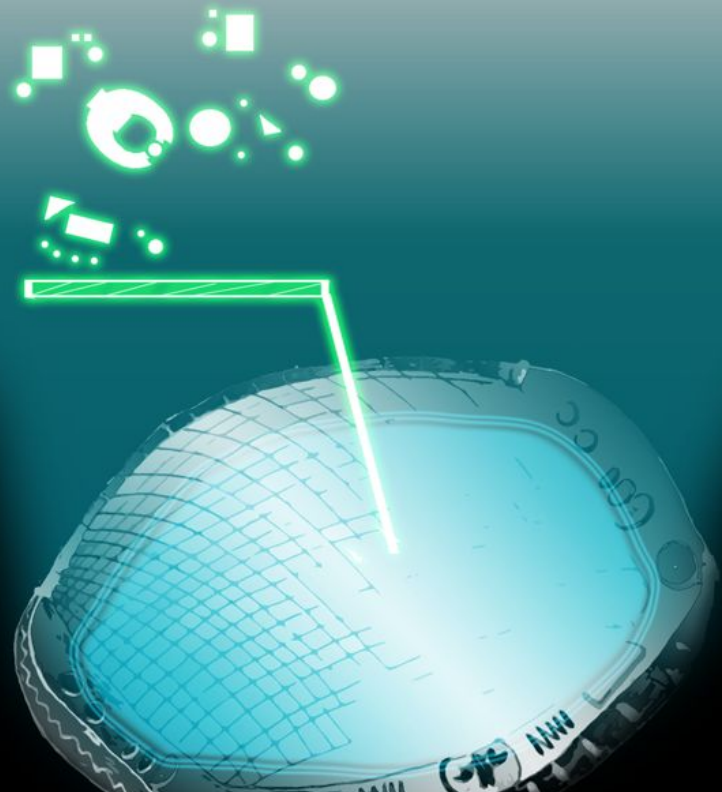
VT-49 Decimator:     
T-70 X-Wing:            
A/SF-01 B-Wing:





## END STATE

Battle Group Elysium is destroyed. AEF forces take up defensive positions around Nesolat Station and are postured to repel Collective counterattack. AEF ground troops deploy to repel or destroy Collective troops aboard Nesolat Station.



## Operational Concept, PART 2 (Follow-On Mission)

### Follow-On Enemy Situation

Collective forces are assaulting the area SOUTH of the Iron Legion headquarters (ILHQ). This is likely an effort to cut the lines of communication between ILHQ and the spaceport south of Eos City. It is unknown if they will follow the same no-quarter methodology of Battle Group Elysium; in absence of this information, assume that they will be aggressive and fight to destruction. The enemy forces for this assault are as follows:

Lancer-class Collective s20 Frigate: 8 ships

### Starfighter Forces

- Z-95 Headhunter: 16 squadrons
- T-70 X-Wing: 8 squadrons
- A/SF-01 B-Wing: 8 squadrons
- TUG-b13 Quadrijet Bomber: 4 squadrons

## Follow-On Friendly Situation

After actions in supporting the defense of Nesolat Station, AEF forces are re-tasked with defending the area south of ILHQ and establishing air superiority. For this operation, all ships are considered in the battlespace, and are listed as such below (using estimates from PART 1 MLCA force projections). No change to DDF mission.

*Will of our Lady*

*Invicta II*

*Event Horizon*

*Hail of Light*

*Hail of Shadow*

*Rainbow Connection*

*Selen's Song*

*Shadow's Promise*

*Black Hole Sun*

*Serpent's Strike*

*Jate'kara*

*Nighthawk*

VT-49 Decimator: 0 0 0      T-70 X-Wing: 0 0 0 0 0 0 0 0

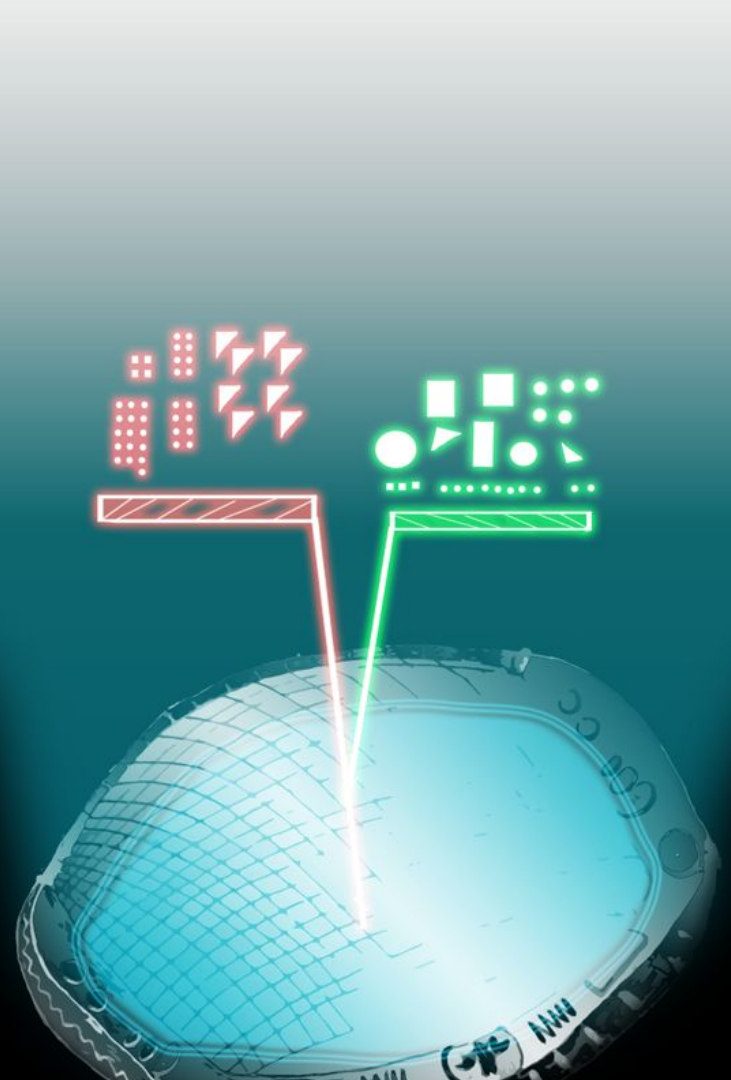
A/SF-01 B-Wing: 0 0

## Mission

AEF ships establish air superiority over Iron Legion Headquarters (ILHQ) to defend against Collective assault and occupation of the area.

## Operation Concept

For this part of the operation, friendly forces will be split into four Task Forces based on target prioritization: TF Aurek, TF Besh, TF Cresh, and TF Dorn. Key to success in this mission is the destruction of the Collective T-70 X-Wings. Due to the planetary proximity, as well as the large numbers of Collective starfighter forces, mobility will be crucial to survivability of the larger AEF ships. The AEF's advantage lies in its large number of missile launchers on its ships, offering a powerful initial shock in the attack as well as in pursuit of starfighter targets. While the below TFs have separate individual missions, it is understood that the battlespace will not be so clear cut, and will require the discretion and direction of the acting Flagship to coordinate efforts to maximize destruction of the enemy, and minimize damage to friendly forces.



## TF Aurek

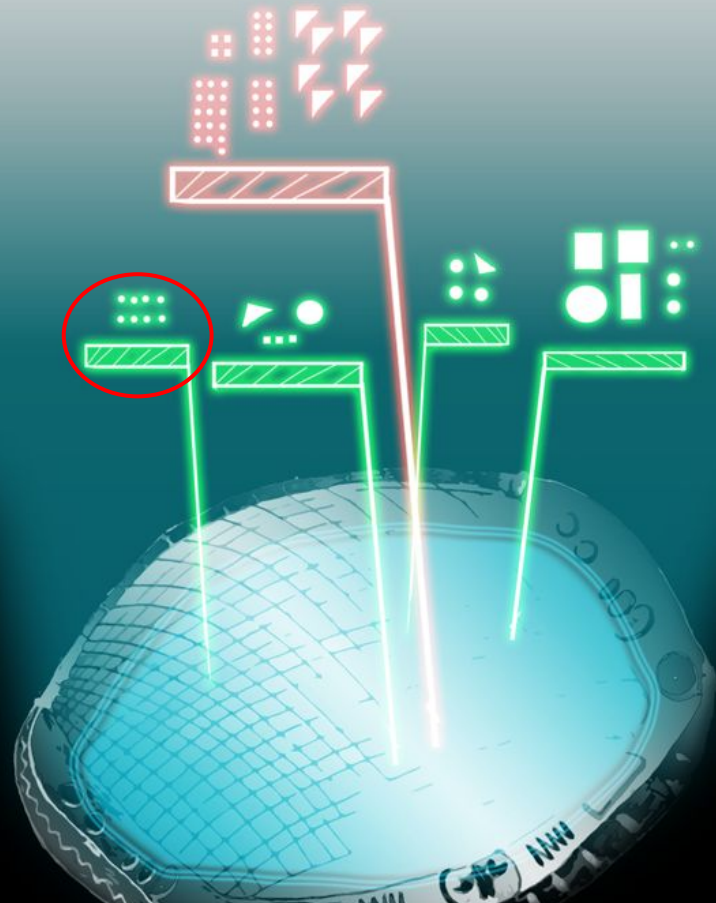
Task: Attack to Destroy, Reinforce

Composition: 8x T-70 X-Wing sqdns.

Priority Target(s): A/SF-01 B-Wing sqdns. (8x), TUG-b13 Quadrijet Bomber sqdns. (4x)

The AEF's cruisers are the most vulnerable asset in this scenario, so prioritization of the destruction of the Collective's bombers is paramount. The enemy holds a numerical advantage, but the B-Wings have less speed and agility than the T-70 X-Wing, and the Quadrijet Bombers are very vulnerable to even light weapons fire. Quadrijets pose a risk to friendly forces upon detonation, even at a distance, and so should be avoided in close quarters or in a head-to-head approach; this high-yield quality may be detrimental to nearby Collective ships, and should be exploited whenever possible. Likewise, head-to-head engagements should be avoided with the B-Wings, as their weaponry is designed to damage significantly larger ships.

Anticipated friendly casualties are expected to be relatively light, approximated at cumulatively one squadron. Once all targets are destroyed or disabled, TF Aurek's follow-on mission is to reinforce TF Besh and TF Cresh, attacking targets of opportunity as the battlespace allows.



## TF Besh

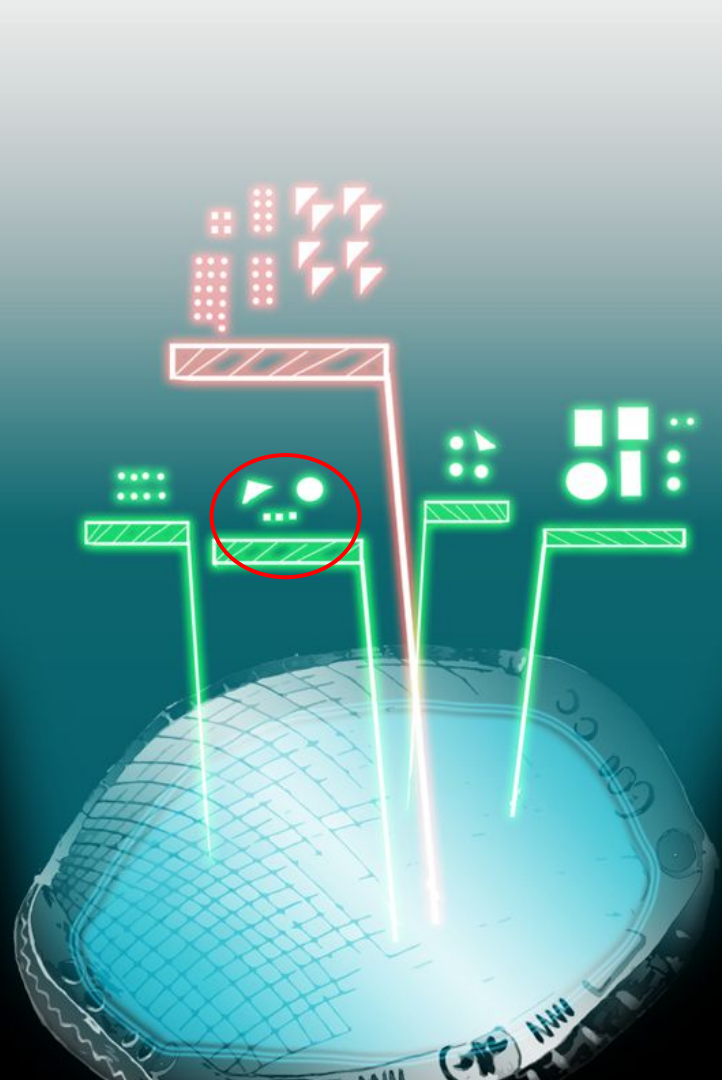
Task: Delay (Decisive Operation)

Composition: *Hail of Light* (Nebulon-B), *Rainbow Connection* (Action IV)\*, 3x VT-49 Decimator flights

Priority Target(s): T-70 X-Wing sqdns. (8x)

As the most advanced of the Collective's starfighters, and one of the most numerous in this engagement, the enemy's T-70 X-Wings are possibly the most dangerous element in this mission. Thus the AEF's Decimators, paired with the *Hail of Light* will engage them in a delaying action until other friendly elements can reinforce after the conclusion of their respective mission(s). While *Hail of Light*'s primary role is as an anti-starfighter platform, it is a large target for the nimble X-Wings, and so its longevity should be considered paramount. Recommended tactic(s) for TF Besh are to utilize its large numbers of missile launchers to cause initial shock damage, followed by avoiding damage/losses as a higher priority than pursuing destruction of the enemy.

Due to the nature of TF Besh's mission, losses are expected to be high, with cumulative losses from 1-2 Decimator flights and the disabling of *Hail of Light*. If the situation warrants, on order, TF Besh will withdraw rather than be completely destroyed. **This will signal the general withdrawal of AEF ships from the area.**



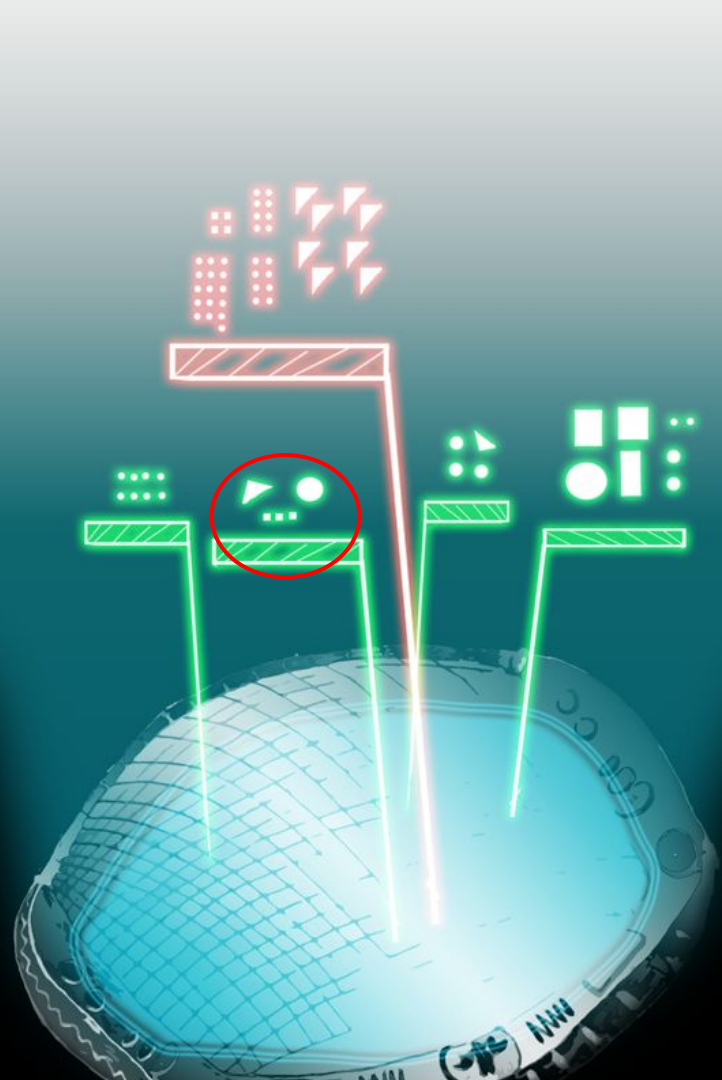
## TF Besh

Task: Delay (Decisive Operation)

Composition: *Hail of Light* (Nebulon-B), *Rainbow Connection* (Action IV)\*, 3x VT-49 Decimator flights

Priority Target(s): T-70 X-Wing sqdns. (8x)

\*Due to *Rainbow Connection's* limited capacity for combat, its primary role will be to serve as bait for TF Aurek's and Besh's targets, forcing the Collective fighters to concentrate their spacing as they attempt to attack, which will maximize the effects of friendly fires; this while attempting to avoid direct contact with the enemy. *Rainbow Connection's* secondary role will be as a Fire Direction Center (FDC), which will collect and relay enemy position data to combatant ships to further maximize capabilities. Crew will be on standby to perform a hasty evacuation, as damage is expected to be high.



## TF Crash

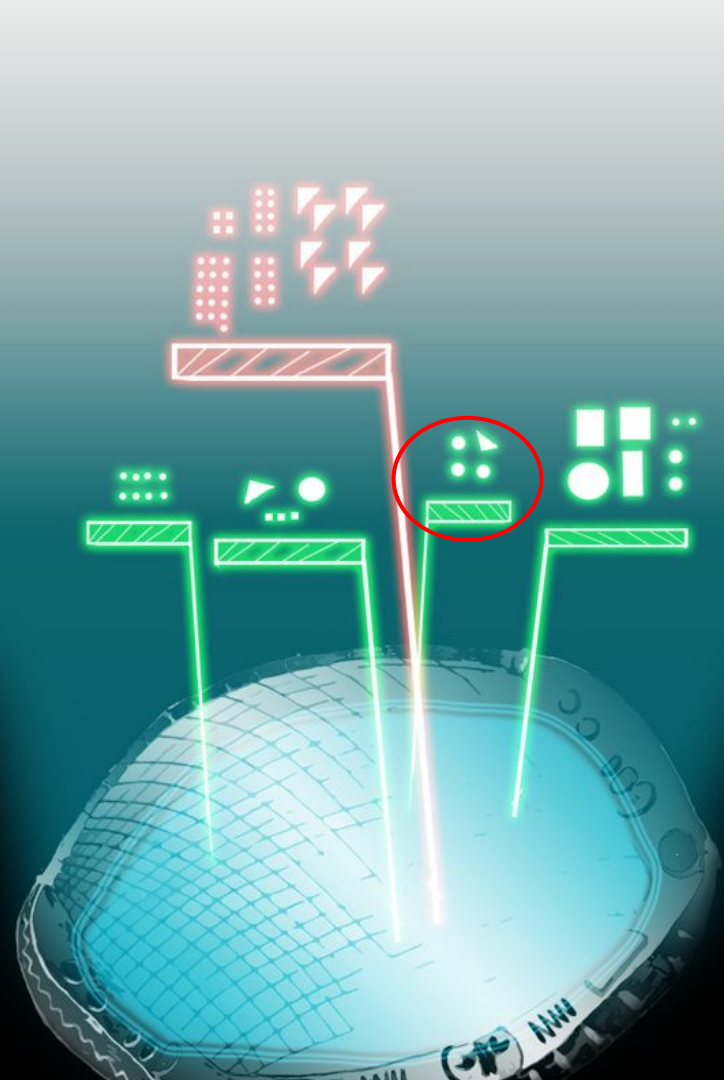
Task: Attack to Destroy, Reinforce

Composition: *Black Hole Sun* (DP20), *Serpent's Strike*  
(Braha'tok), *Jate'kara* (Braha'tok), *Nighthawk* (Marauder)

Priority Target(s): Z-95 Headhunter sqdns. (16x)

As large numbers of fighters can simply use weight of numbers to defeat more advanced vessels, the AEF's anti-starfighter gunships will seek to destroy the outdated Z-95s at all junctures. While *Nighthawk's* turbolasers lack the muzzle velocity and tracking speed of lighter laser cannons, the large number of fighters may offer hits of opportunity, and will ensure a kill on impact. The gunships, like the *Decimators*, have both a large number of laser turrets as well as missile launchers, and so should follow a similar tactic of attack. The difference lies in that the gunships will seek out rather than avoid confrontation with enemy starfighters, attempting to outpace damage received with kills inflicted.

Due to the sheer number of fighters, percentile losses are estimated to be moderate to high, with the disabling or destruction of 1-3 of the ships assigned to this task. Ships that are unable to effectively combat the enemy are authorized to withdraw upon approval from the acting Flagship.





## TF Dorn

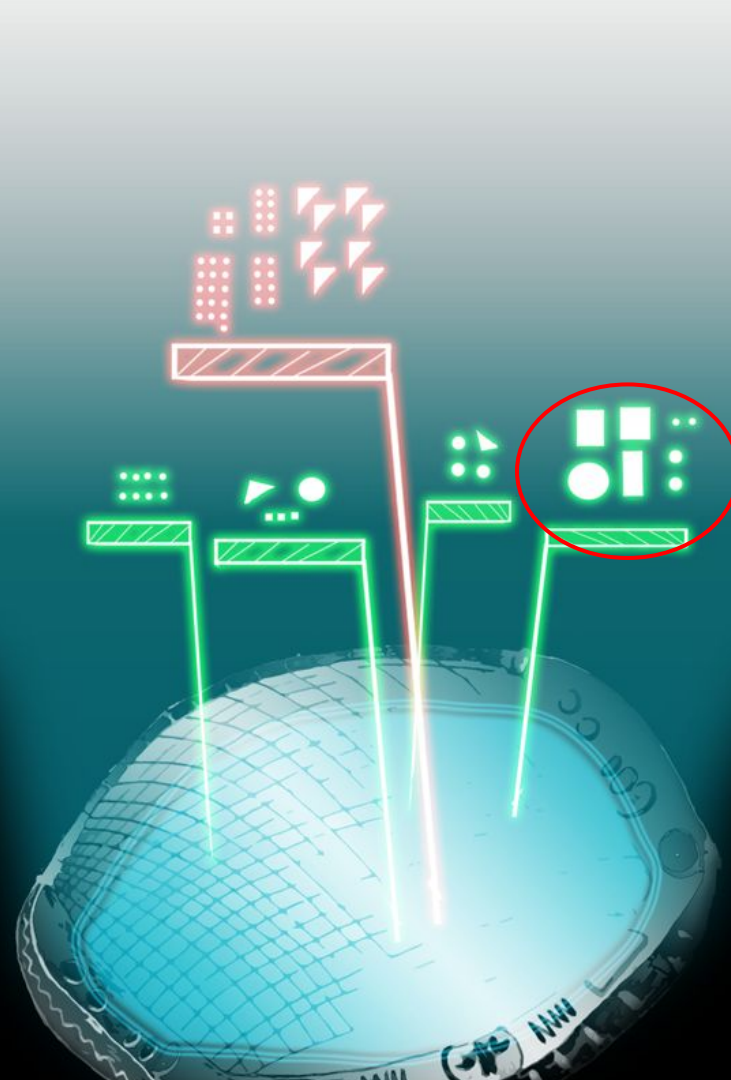
Task: Attack to Destroy, Reinforce

Composition: *Will of our Lady* (Acclamator), *Invicta II* (Vindicator), *Event Horizon* (Immobilizer), *Hail of Shadow* (Quasar Fire), *Selen's Song* (Strike), *Shadow's Promise* (Strike), 2x A/SF-01 B-Wing sqdns.

Priority Target(s): *Lancer-class* Collective s20 Frigates (8x)

As the *Lancer-class* ships of the Collective outfitted solely with quad laser turrets, they lack sufficient firepower to be a threat to AEF cruisers, and their destruction will offer protection to our own starfighters in the area. AEF cruisers are encouraged to aggressively attack the cruisers to eliminate them as a threat as quickly as possible. Once complete, ships will disperse to reinforce TF Besh and TF Cresh as able.

Anticipated casualties are expected to be light, limited to 1-2 ships as disabled or otherwise removed from the fight, and no more than 1 destroyed in subsequent engagement(s). Ships that are unable to effectively combat the enemy are authorized to withdraw upon approval from the acting Flagship.



## Endstate

ALL enemy forces are destroyed, disabled, or routed. AEF ships maintain air superiority over the area. Ships deemed too damaged to effectively fight will withdraw to the Arx spaceport or back to the Dajorra system; whichever is deemed more practicable.

## Scheme of Command

### Overall Command Flagship(s)

Primary: *Invicta II*  
Alternate: *Will of Our Lady*  
Contingent: *Event Horizon*  
Emergency: *Hail of Shadow*

### PART 1

**Task Force Aurek**  
Primary (Flag): *Hail of Shadow*  
Alternate: *Hail of Light*  
  
*Arcona Logistics Task Force*  
Primary: *Hail of Light*  
Alternate: *Rainbow Connection*

**Task Force Besh**  
Primary (Flag): *Invicta II*  
Alternate: *Will of Our Lady*

### PART 2

**Task Force Aurek**  
Primary: *Defiance* (Sqdn.)  
Lead  
Alternate: *Darkwing*  
(Sqdn.) Lead

**Task Force Besh**  
Primary: *Hail of Light*  
Alternate: *Rainbow Connection*

**Task Force Cresh**  
Primary: *Black Hole Sun*  
Alternate: *Serpent's Strike*

**Task Force Dorn**  
Primary: *Invicta II*  
Alternate: *Will of Our Lady*

# Defense of Arx



Qyreia Arronen #14369: Planning, concept,  
fleet analysis, composition writing

Atyiru Caesura Entar #13486: digitizing,  
digital graphics, composing presentation

Archian #16054: planning, traditional  
graphics