

Clan Taldryan Battle Plan: GJW XIV



Participants

Adept Seraine "Erinyes" Ténama - #6393

Adept Rian Taldrya - #10701

Mystic Appius Wight - #15685

Lieutenant Crysena Orainn - #16056

Scenario: Phase 1

The Arx System is currently under attack by Collective forces. The Shadow Academy's Nesolat Platform is under direct assault. It is assumed that they will be completely aggressive with little to no regard for their own safety and members of Clan Taldryan have been summoned to intervene.

Below you will see a detailed plan and analysis regarding what we have deduced is the best course of action to take.

WARNING

The following documents are under first-level security as ordered by Consul Seraine Ténama and only authorised personnel have permission to access these files.

Unauthorized disclosure of these documents can result in severe punishment. Loss of rank, prison, and expulsion.

If you suspect these documents have been viewed by an unauthorized person, inform a member of the Clan Taldryan summit immediately.

Collective Forces

The Collective have dedicated Battle Group Elysium to the assault. Which includes, but is not limited to;



Zeballos - (Lancer-class Collective s20 Frigate)



Cloridorme - (Ton-Falk-class Escort Carrier) that carries the following;



- Z-95 Headhunter Squadron - X2



- T-70 X-wing Starfighter Squadron - X4



Tashota - (Lancer-class Collective s20 Frigate)



Edam - (Lancer-class Collective s20 Frigate)



Aylmer - (Lancer-class Collective s20 Frigate)



Pencron - (Dreadnaught-class Collective a70 Heavy Cruiser)



Calgen - (Dreadnaught-class Collective a70 Heavy Cruiser)



Almiston - (Dreadnaught-class Collective a70 Heavy Cruiser)



Bastra - (Dreadnaught-class Collective a70 Heavy Cruiser)



Yorcot - (Strike-class Collective m50 Medium Cruiser) which carries the following;



- Z-95 Headhunter Squadron - X1



- T-70 X-wing Starfighter Squadron - X1



Korpil - (Strike-class Collective m50 Medium Cruiser) which carries the following;



- Z-95 Headhunter Squadron - X1



- A/SF-01 B-Wing Starfighter Squadron - X1



Obarel - (Strike-class Collective m50 Medium Cruiser) which carries the following;



- Collective Quadrijet Bomber Squadron - X1



- Z-95 Headhunter Squadron - X1



Straden - (Strike-class Collective m50 Medium Cruiser) which carries the following;



- T-70 X-wing Starfighter Squadron - X1



- A/SF-01 B-Wing Starfighter Squadron - X1



Lansford - (Dreadnaught-class Collective a70 Heavy Cruiser)



Vassic - (Dreadnaught-class Collective a70 Heavy Cruiser)

There are other elements of the Collective fleet in the AOR but they are not expected to reinforce this task group.

- Total Starfighter Complement:
 - 2x A/SF-01 B-wing Squadrons
 - 1x Collective Quadrijet Bomber Squadron
 - 6x T-70 X-wing Squadrons
 - 5x Z-95 Headhunter Squadrons

Taldryan Forces

For the purpose of not leaving the Caelus System undefended, the following will not accompany the Taldryan navy to the Arx System.

- *Victory*-class Star Destroyer *Relentless*
 - TIE/D Defender Squadron
- *Immobilizer 418*-class Heavy Cruiser *Orthanc*
 - 2x TIE/sf Squadron
- *Marauder* Corvette *Spear*
 - Helos Squadron (Z-95)
- DP20 Frigate *Retribution*
- *Raider II*-class Corvette *Penumbra*

The following fleet(s) will arrive in the Arx System to combat Battle Group Elysium;



Secutor-class Star Destroyer *Resurgent* which carries the following;



- TIE/D Defender Squadron -X12



Victory-class Star Destroyer *Bastion* which carries the following;



- Hyperion Flight (T/D, squadron strength) -X1



- Tempest Squadron (T/D) - X1



Vindicator-class Heavy Cruiser *Karufr's Dawn* which carries the following;



- Typhoon Squadron (TIE/sf) - X1



Vindicator-class Heavy Cruiser *Merach's Vein* which carries the following;



- Inferno Squadron (TIE/sf) - X1



Vindicator-class Heavy Cruiser *Revenant* which carries the following;



- Thunder Squadron (TIE/sf) - X1



Vindicator-class Heavy Cruiser *Valor* which carries the following



- Cyclone Squadron (TIE/SF) - X1



DP20 Frigate *Audacity*



DP20 Frigate *Reprisal*



Raider I-class Corvette *Renegade*



Raider I-class Corvette *Stormwind*

- Total Starfighter Complement:
 - 13x TIE/D Defender Squadrons
 - 4x TIE/sf Squadrons

Note: For convenience, the twelve TIE/D Defender Squadrons embarked aboard the *Resurgent* will be referred to as "Wing I". The Tie Defender squadrons embarked aboard the *Bastion* and *Vindicators* will be referred to as "Wing II". The remaining TIE/sf squadrons will be known as "Wing III".

The Plan

Collective Forces at the start of the engagement.

Thanks to advanced intelligence and espionage, we have discovered that their fleet will be deployed in such a manner that they will be able to unload maximum firepower efficiently, and effectively against the *Nesolat Platform*.

This means the carrier will be within the centre of a ring composed of dreadnaughts, Strime-Class Cruisers, and Lancers. Initial reports suggest that two squadrons of X-Wings will be released by the *Straden* and *Yorcot* as combat aerospace patrols.

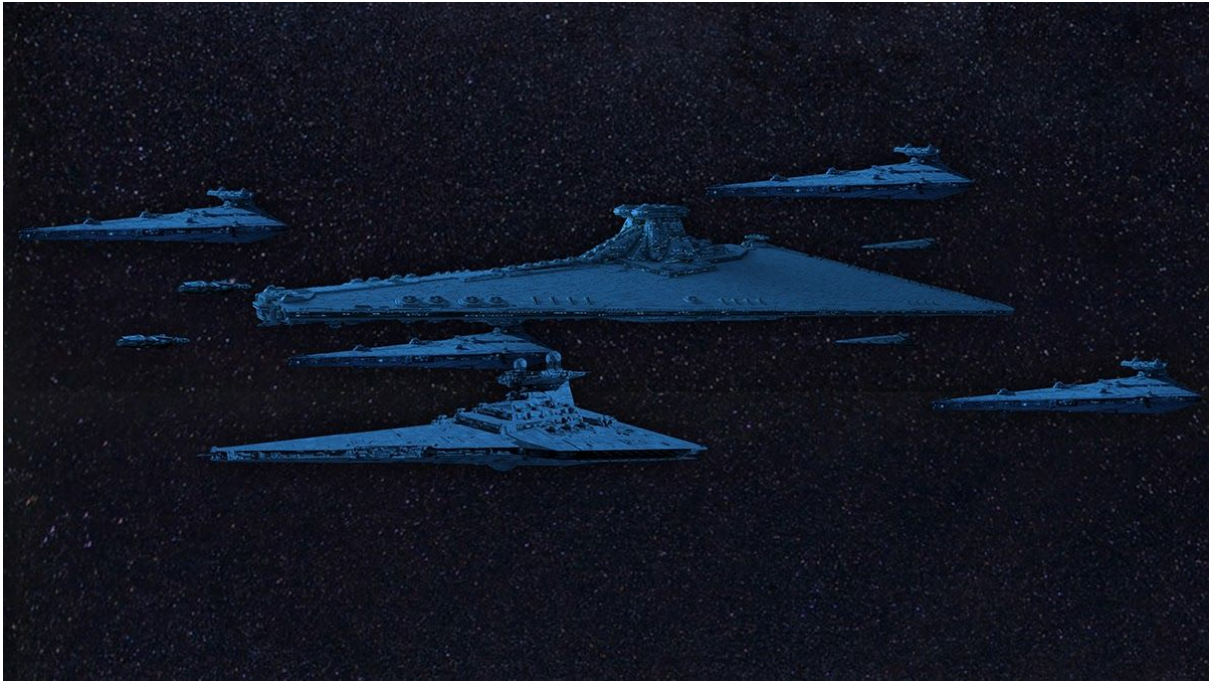


Taldryan Forces at the start of the engagement.

In response to this, *Task Force Arbiter* will deploy on the opposite side of the Arx System that the Collective battle group's sensors will be unable to detect it.

This will allow the *Resurgent* to deploy the majority of her squadrons before engaging the Collective forces. Once ready, they will micro-jump to a rendezvous point outside of Collective gun range.

Meanwhile, *Task Force Arbiter* will micro-jump into Collective range to engage them in a vertical formation anchored on the *Bastion*.



Part 1

Wing III will launch in order to intercept Collective fighters and draw attention to them.

Wing I will begin bombing runs against the dreadnaughts. They will be armed with heavy rockets which can deal heavy damage, prioritising whichever dreadnaughts haven't had their line of fire blocked, then focusing their attention on any dreadnaughts firing on incoming Taldryan forces.

Wing II will also be armed with heavy rockets, and will hold position in formation pending the results of Wing I's strike.

Bastion will destroy the *Chloridorme* to prevent fighter launch; she will likely be able to launch two of her X-wing squadrons before being destroyed.

Karuf's Dawn, *Merach's Vein*, *Revenant*, and *Valor* will engage and destroy the opposing Collective Lancers and reposition to block four dreadnaughts lines of fire to *Bastion*, while supporting Wing III with point-defence armament against Collective starfighters.

Audacity, *Reprisal*, *Renegade*, and *Stormwind* will engage the Lancers as the opportunity allows, while focusing on repelling Collective fighters.

Expected Collective counter-actions:

Dreadnaughts *Calgen* and *Pencron* will likely open fire on *Bastion*, while *Almiston*, *Bastra*, *Lansford*, and *Vassic* will likely engage the *Karuf's Dawn*, *Merach's Vein*, *Revenant*, and *Valor* as their lines of fire to the *Bastion* will be obstructed.

Obarel, *Korpil*, *Straden*, and *Yorcot* launch remaining space superiority fighters, bringing total escort to 4 X-Wings and 4 Z-95 Headhunters, and assist the dreadnaughts in combating the Taldryan *Vindicator*-Class cruisers.

With superior fighters and support from both the *Vindicators* and the frigates, Wing III will likely massacre the Collective fighters.

Part 2

Taldryan actions:

Wing I will return to base to rearm. We estimate at least three Collective dreadnaughts will have been destroyed and the remaining dreadnaughts will be heavily damaged.

Wing II will begin bombing runs against the remaining dreadnaughts as well as *Obarel* and *Straden* to prevent the cruisers from launching B-Wings and suicide runs. Wing III will remain on standby, ready to intercept Collective strike craft as necessary.

Bastion, *Karuf's Dawn*, *Merach's Vein*, *Revenant*, and *Valors* will engage the *Strike*-class cruisers, prioritising *Obarel* and *Straden*.

Merach's Vein and *Valor* will likely be critically damaged from blocking the fire of the Collective dreadnaughts and will attempt to withdraw and rejoin *Resurgent*, but they might be disabled before they can jump.

Audacity, *Reprisal*, *Stormwind*, and *Renegade* are to hang back and continue suppressing Collective fighters, in case any B-wings or Quadrijet bombers slip past Wing III.

Expected Collective counter-actions:

The remaining Collective dreadnaughts should maneuver to exploit gaps left by *Merach's Vein* and *Valor* and focus fire on *Bastion*.

The Collective *Strike*-class cruisers should focus fire on one of the *Vindicators* in order to get a clear line of sight to the *Bastion*, and will proceed through destroying the rest of the *Vindicators* to open further lines of fire. Collective dreadnaughts will finally engage *Bastion* once the ships blocking their lines of fire are destroyed.

Projected losses for the battle will likely include at least two *Vindicators* due to them taking the brunt of the dreadnaught fire, and an unknown but significant number of starfighters and widespread damages throughout the fleet, with the exception of *Resurgent* who should not directly engage the enemy.

Part 3

Taldryan actions:

Wing I will launch and begin bombing runs against Collective Strike Cruisers. Followed by Wing II completing its bombing runs, destroying Dreadnaughts *Almiston*, *Bastra*, and *Lansford* and damaging Strike Class Cruisers *Obarel* and *Straden*, then reinforces Wing III.

Wing III will continue intercepting Collective fighters until all B-wings and Quadrijets are destroyed. This will mean the *Bastion* is forced to withdraw due to critical damage.

Vindicators Karufr's Dawn and *Revenant* maneuver to provide screen for *Bastion's* withdrawal and finish off *Obarel* and *Straden*.

DP20s, *Renegade* and *Stormwind* - Is to augment fighter screens until all Collective B-wings and Quadrijets are destroyed, then engage the remaining Strike Cruisers.

Expected Collective counter-actions:

Collective Dreadnaughts are expected to destroy *Vindicator Merach's Vein* and heavily damage *Vindicator Valor* before being destroyed by the Taldryan forces' bombing runs. With the destruction of the last Dreadnaughts, the remaining Strike Cruisers maneuver away from the *Nesolat Platform* to prepare for a hyperspace jump.

Korpil and *Yorcot* disengage successfully and begin to withdraw, but *Obarel* and *Straden* are too damaged to jump to lightspeed, and instead begin suicide runs against the *Bastion*.

Part 4

Taldryan actions:

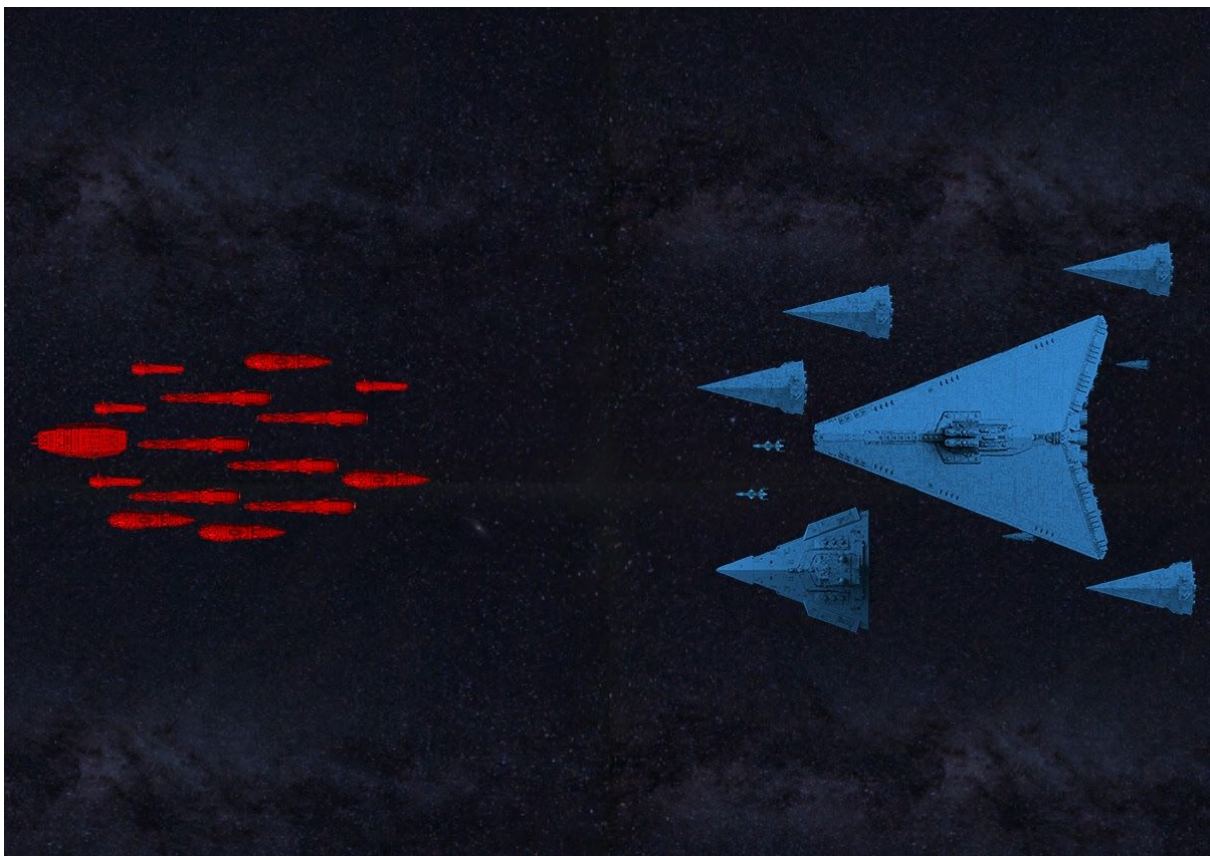
Wing I will deploy remaining rockets against *Obarel*, but abort bombing runs against *Straden* due to its proximity to the *Bastion* and fears that the explosion will destroy both ships. Meanwhile, Wing II and Wing III will mop up the last of the Collective fighters.

After this, *Bastion* attempts to maneuver out of *Obarel's* path. Vindicators *Karufur's Dawn* and *Revenant* engage and disable *Obarel* with ion cannons, trying to allow the *Bastion* to maneuver out of its path.

DP2os, *Renegade* and *Stormwind-Is* to maneuver to screen *Karufur's Dawn* and *Revenant* from Strike Cruiser *Korpil* and *Yorcot* while providing covering fire.

Expected Collective counter-actions:

Korpil and *Yorcot* escape to hyperspace whilst *Straden's* momentum allows her to ram the *Bastion*, breaking off a large chunk of the bow and rendering her inoperable.



Total Losses

- Taldryan:
 - *Bastion* (heavily damaged, inoperable)
 - *Merach's Vein* (destroyed)
 - *Valor* (heavily damaged, inoperable)
 - Approx. 30% of total strength of TIE Defender squadrons
 - Approx. 50% of total strength of TIE/sf squadrons

- Collective:

- *Almiston, Bastra, Calgen, Lansford, Pencron, Vassic* (destroyed)
- *Obarel and Straden* (destroyed)
- *Aylmer, Edam, Tashota, Zeballos* (destroyed)
- *Cloridorme* (destroyed)
- Approx. 75% of overall fighter strength

Scenario: Phase 2

With the administration and observation sections of the Nesolat Platform detached and returned to the surface of Arx, the Grand Master has executed orders for the seven Clans to take defensive positions.

Below you will see a detailed plan and analysis regarding what we have deduced is the best course of action to take.

Reserve Forces (staying in Caelus)

For the purpose of not leaving the Caelus System undefended, the following will not accompany the Taldryan navy to the Arx System.

- VSD *Relentless* w/ TIE Defender squadron
- INT *Orthanc* w/ two TIE/sf squadrons
- DP20 Frigate *Retribution*
- Raider II-class Corvette *Penumbra*

Taldryan Forces



Secutor-class Star Destroyer *Resurgent* which carries the following;



- TIE/D Defender Squadron -X12



Victory-class Star Destroyer *Bastion* which carries the following;



- Hyperion Flight (T/D, squadron strength) -X1



- Tempest Squadron (T/D) - X1



Vindicator-class Heavy Cruiser *Karufr's Dawn* which carries the following;



- Typhoon Squadron (TIE/sf) - X1



following;



- Inferno Squadron (TIE/sf) - X1



following;



- Thunder Squadron (TIE/sf) - X1



Vindicator-class Heavy Cruiser *Valor* which carries the following



- Cyclone Squadron (TIE/SF) - X1



DP20 Frigate *Audacity*



DP20 Frigate *Reprisal*



Raider I-class Corvette *Renegade*



Raider I-class Corvette *Stormwind*



Raider I-class Corvette *Renegade*



VT-49 Decimator flights- X5



Gamma-class ATR-6 Assault Transport flights - X2

Phase II Objective

Taldryan Forces will establish air superiority over “the entire area south of Iron Legion Headquarters”.

Collective Starting Positions

- Thanks to intel and support from Taldryan spy networks, we know that Collective Lancers and fighter forces will take up position 100km south of the Iron Legion HQ, to prevent Brotherhood forces from engaging them over the horizon while staying close enough for fighters to provide support quickly (as it would take no more than ten minutes for a fighter squadron to travel from the Lancers to the front lines).
- Unless otherwise stated, the Collective fighter squadrons begin on land (due to the need for crew rest) and are scrambled as needed.
- A number of Collective squadrons would already be airborne and engaged with Brotherhood forces at the Iron Legion HQ.

Collective Forces



- T-70 X-Wings - X8



- Z-95 Headhunters - X16



- B-Wings - X8

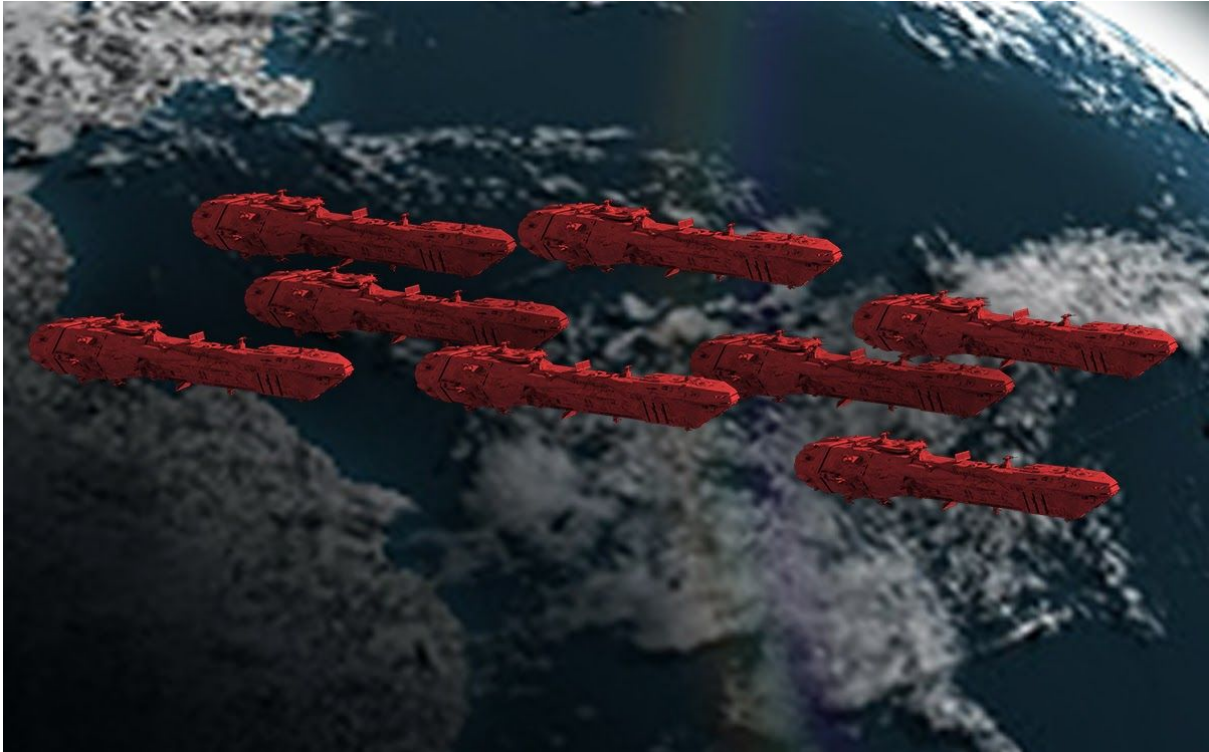


- Collective Quadrijet Bombers - X4



- Lancers - X8

Collective Forces at the start of engagement



We understand that Collective Lancers will be deployed in a single group in two lines of four, above a makeshift airfield 100km south of the Iron Legion HQ.

Initial fighter screen: Two squadrons of Z-95s around airfield/Lancers. Two squadrons of Z-95s on close air support tasking at Iron Legion HQ. (delaying their entrance into the battle by 5-10 minutes).

Taldryan Forces at the start of engagement



Task Force Arbiter will enter low Arx orbit (approx. 2000km above mean sea level, outside atmospheric drag) and begin launching fighter squadrons.

Part 1

Taldryan actions:

All fighter-carrying capital ships will launch their squadrons and support ships immediately into battle to combat Collective forces.

- Wing I: 6x TIE/D Defender squadrons carrying concussion missiles (based from *Resurgent*)
- Wing II: 6x TIE/D Defender squadrons carrying concussion missiles (based from *Resurgent*)
- Wing III: 2x TIE/D Defender squadrons carrying concussion missiles (based from *Bastion*, includes Hyperion Flight) plus 4x TIE/sf squadrons carrying concussion missiles (based from *Vindicators*.)
- Wing IV: 20x VT-49 Decimators carrying concussion missiles (based from *Resurgent*)

From this, All capital ships except *Resurgent* descend to 1000km above mean sea level, and begin orbital bombardment of grounded Collective squadrons, focusing on the Quadrijet bombers so they are not a factor later on in the battle.

Collective counter-actions:

We fully expect the Collective Lancers to ascend to engage the Taldryan fleet.

All X-wings and B-wings, and the remaining eight Z-95 Headhunter squadrons scramble to attack Taldryan's capital forces.

It'll take the X-wings and B-wings approximately an hour to cover that distance at full speed (1100km/h for the X-wings, 950 km/h for the B-wings). This means that the X-Wings will arrive at the battle slightly earlier than the B-Wings.

Although orbital bombardment is highly inaccurate against small targets, Taldryan Forces will inflict significant damage to the Collective's Quadrijet squadrons. With the size of each Quadrijet's blast radius, destroying even one set of them will set off a chain reaction that could wreck the intentions of the entire squadron.

Assuming the Collective kept the Quadrijets relatively near their other fighters for ease of logistics and transportation, the destruction of the Quadrijet squadrons resulted in the loss of four additional Z-95 Headhunter squadrons that are caught in the crossfire.

Part 2

Taldryan actions:

Wing I, II and III will continue to bombard Collective fighters before they have a chance to regroup. Aggression is key here, as any chance for the Collective to react will result in heavy losses for Taldryan squadrons.

Wing IV will circle the area of conflict, ready to snipe any potential stragglers, pick off those separated from the rest of the group, and if needed, engage with enemy reinforcements.

Collective counter-actions:

Collective B-Wings arrive to reinforce the Quadrijets and engage Taldryan Forces. They pair with the X-Wings and mount a potential counteroffensive, which can result in the loss of at least two TIE Defender squadrons and one TIE/sf squadron.

The Quadrijets will try to make a hasty retreat, using the ensuing conflict as a chance to begin their bombing run across Arx.

Part 3

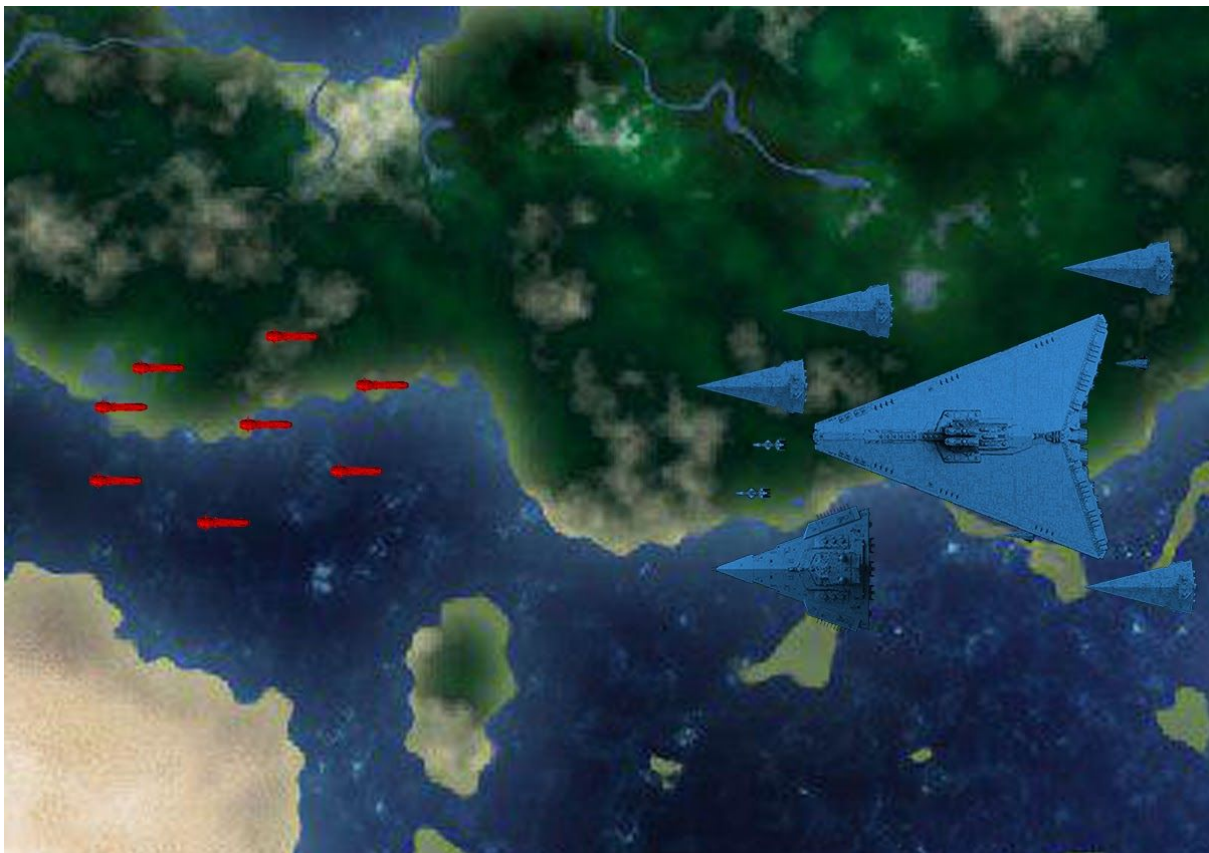
Taldryan actions:

Wing IV will engage Collective B-Wings and make quick work of dispatching them. Due to sheer overwhelming forces, all Collective B-Wings and X-Wings will be annihilated with only minimal losses expected to Taldryan Forces.

Whilst Wing IV engages the reinforcements, Wings II and III will continue their assault upon the Quadrijet bombers, resulting in their complete destruction before they have a chance to unleash their deadly weaponry. All wings will then focus all fire on the Lancers, destroying two before they have a chance to escape.

Collective counter-actions:

Due to overwhelming numbers and the distinct lack of offensive pressure, the Collective will have no choice but to retreat, resulting in heavy casualties of their forces. They will take down some five VT-49s before they make the jump.



Total Losses

- Taldryan:

- TIE Defender Squadrons x3 (destroyed)
- TIE/sf squadron x1 (destroyed)
- VT-49 Decimators x5 (destroyed)
- Collective:
 - X-Wings x8 (destroyed)
 - Z-95 Headhunters x16 (destroyed)
 - B-Wings x6 (destroyed)
 - Quadrijet Bombers x4 (destroyed)
 - Lancers x2 (destroyed)
 - Approximately 90% of Collective forces destroyed.

Member Contributions

Seraine Erinyes Ténama and Crysenia Orainn: - devised the entire plan throughout phase 1 and phase 2. Used multiple references from both notary experience and Star Wars media in order to devise the best course of action. They also proofed the document before submission.

Appius Wight: - designed the documentation, including layout and format as well as wrote the plan based on the ideas from Crysenia and Erinyes. Also used images of ships from the Dark Jedi Brotherhood website from possessions for use in this document.

Rian Taldrya: - edited images of both Collective and Taldryan Forces for use during phase 1 and Phase 2, including the *Arbiter*, *Ostara* and *Battleline* image for Phase 1, and the *Battleline* image for phase 2.

Image Credits

Images were used from the Dark Jedi Brotherhood's item and possession stores as well as Taldryan and Collective possessions for use in this Battleplan. Other Image Sources are detailed below:

Dreadnaught-class Collective a70 Heavy Cruiser:

<https://taskforce4222.files.wordpress.com/2015/05/assault-frig-mk-i-pic3.png>

Lancer-class Collective s20 Frigate:

<http://fractalsponge.net/wp/wp-content/uploads/2019/01/lancer38.jpg>

https://images3.sw-cdn.net/product/picture/710x528_9427594_6742821_1561488794.jpg

Strike-class Collective m50 Medium Cruiser:

<https://vignette.wikia.nocookie.net/starwars/images/3/32/Eidolon.jpg/revision/latest?cb=20150802035108>

Ton-Falk-class Escort Carrier:

https://images3.sw-cdn.net/product/picture/710x528_11623302_7466675_1525477068.jpg

Lancer-class Frigate, Strike-class Cruiser, Dreadnought-class Attack Cruiser, DP20-class Corellian Gunship and Ton-Falk Escort Carrier:

[https://cf.geekdo-images.com/imagepage/img/4_ntX1KJ0m8123ktVmgJWTxDtFY=/fit-in/900x600/filters:no_upscale\(\)/pic2524884.jpg](https://cf.geekdo-images.com/imagepage/img/4_ntX1KJ0m8123ktVmgJWTxDtFY=/fit-in/900x600/filters:no_upscale()/pic2524884.jpg)

Secutor-class:

<http://fractalsponge.net/gallery/Secutor/top.jpg>

http://fractalsponge.net/wp/wp-content/uploads/2015/10/secutor_78.jpg

Victory-class:

<http://fractalsponge.net/wp/wp-content/uploads/2016/11/vsd57.jpg>

<http://fractalsponge.net/wp/wp-content/uploads/2016/12/vsd71-1024x576.jpg>

Vindicator-class:

http://fractalsponge.net/wp/wp-content/uploads/2015/11/vind_top-1024x640.jpg

<http://fractalsponge.net/wp/wp-content/uploads/2020/06/vindicator45-1920x1080.jpg>

Raider I-class Corvette:

<https://www.deviantart.com/ravendeviant/art/Imperial-Raider-Schematics-661282200>

<https://cdna.artstation.com/p/assets/images/images/009/786/182/large/virgile-loth-swbfi-virgileloth-corvus-view01.jpg?1520891957>

DP20-class Corellian Gunship:

https://netrinoimages.s3.eu-west-2.amazonaws.com/2017/02/05/437328/297818/star_wars_corellian_gunship_dp20_3d_model_c4d_max_obj_fb_x_ma_lwo_3ds_3dm_stl_3114955_o.jpg

Arx Map:

<https://wiki.darkjedibrotherhood.com/images/5/57/Arxgeography.jpg>

<https://wiki.darkjedibrotherhood.com/view/File:Arxplanet2.jpg>

