

Operation: Counter-Strike Galactic Offensive

“There is no such thing as a successful defense.” George S. Patton

Overwhelming numbers. Efficient Speed. Quick Victory.

Situation:

Collective forces have unleashed an all-out assault on the Brotherhood's Space Station *Nesolat*. Battlegroup *Elysium* has completely surrounded the *Nesolat* and is quickly eliminating any ships attempting to evacuate both military and civilian assets. The *Nesolat* contains treasures from various archaeological expeditions. These items are priceless and are of great importance to the Brotherhood. They mustn't get into Collective hands.

Mission:

Odan-Urr is to engage enemy forces and establish control of the Administration and Observation flank of *Nesolat*. This will allow Brotherhood support troops to gain entrance to secure assets as well as allow for a full detachment of Administration and Observation sections. They will then need escort to the Arx's surface. Air superiority **MUST** be maintained to ensure the survival of the *Nesolat* and its contents.

Collective Assets

Air (Large):

- (6) [Dreadnaught-class Collective a70 Heavy Cruiser](#)
- (4) [Strike-class Collective m50 Medium Cruiser](#)
- (4) [Lancer-class Collective s20 Frigate](#)
- (1) [Ton-Falk-class Escort Carrier](#)

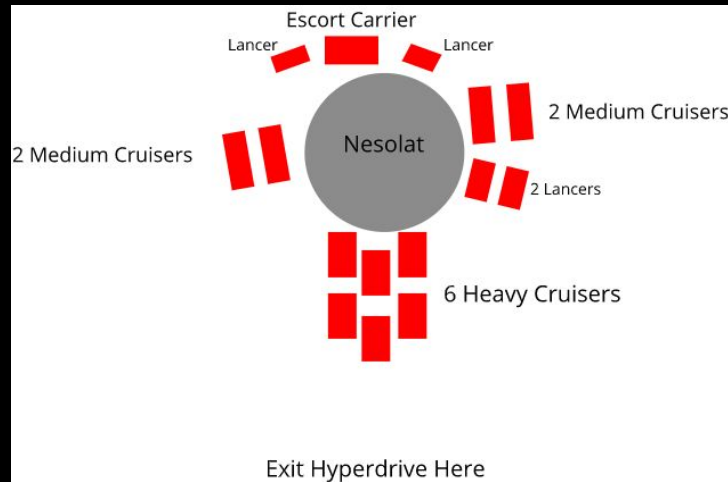
Air (Small):

- (5) [Z-95 Headhunter Squadron](#)
- (6) [T-70 X-wing Starfighter Squadron](#)
- (2) [A/SF-01 B-Wing Starfighter Squadron](#)
- (1) [Quadrijet Bomber Squadron](#)

Ground:

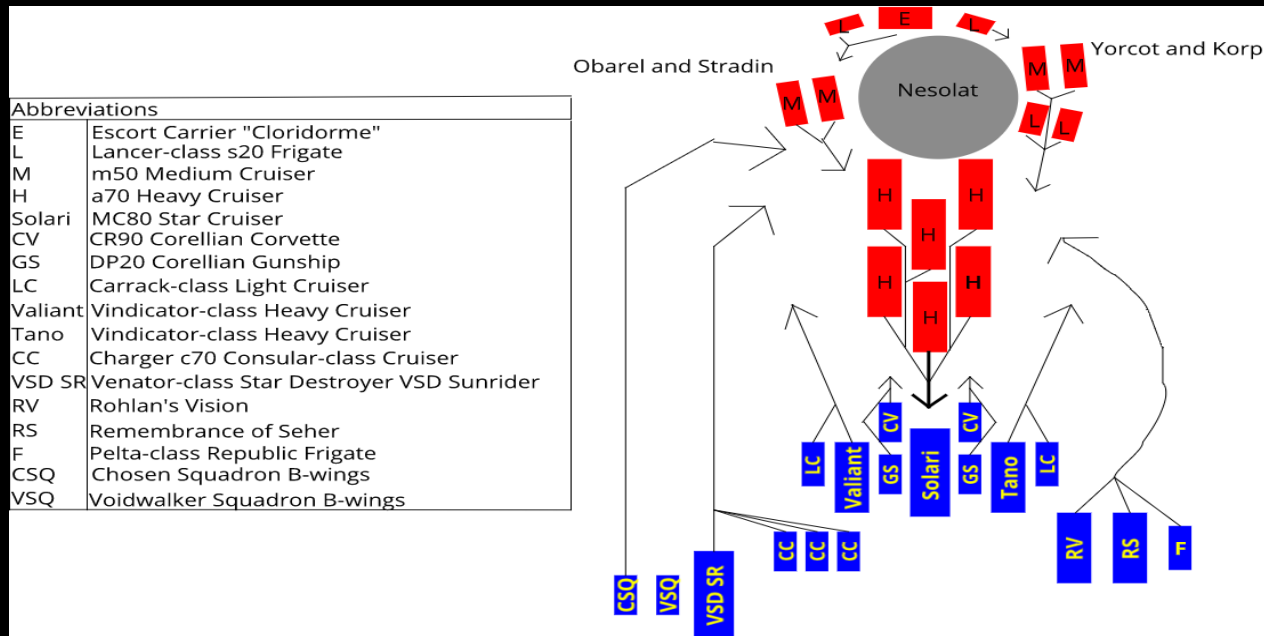
- (8) [Artillery Cannon Line](#)
- (8) [Heavy Turboblaster Line](#)
- (2) [Airspeeder Squadron](#)
- (16) [Assault Mech Platoon](#)
- (32) [Scout Mech Platoon](#)
- (4) [Cyborg Jedi Hunter Company](#)
- (19) [Mercenary Drop Company](#)
- (16) [Mercenary Assault Company](#)
- (30) [Fanatic Line Company](#)
- (13) [Cyborg Drop Company](#)
- (12) [Cyborg Assault Company](#)

Collective Positions



The Collective forces have surrounded the *Nesolat* Platform. The 6 Heavy Cruisers are grouped together and have made short work of the capital ships defending the *Nesolat* platform. The 4 medium cruisers are more spread out around the station in groups of two, all engaging at various points. *Obarel* and *Stradin* are grouped together on the left of the *Nesolat*, with *Yorcot* and *Korpil* on the right. The 1 escort carrier has deployed its squadrons and engaged the various squadrons around the *Nesolat*. Of the lancers, there are 2 around the escort carrier picking off squadrons, while there are 2 others supporting *Yorcot* and *Korpil*.

Phase 1: Attack Collective



We will be utilizing all of the Joint Task Force Sunrider as well as the Odanite Expeditionary Force Navy with a few exceptions. For this battleplan we will not be using the O.E.F Navy- Ground Support Wing of the Baleen-class Heavy Freighter named *Idiot's Array*.

The mission is to quickly and aggressively assault and overpower the enemy. This tactic will be employing numbers, force, and speed to quickly and efficiently dispatch our opponents. With a quick shutdown there will be a limited window for potential friendly casualties, therefore resulting in a quick victory with minimal losses.

Our starting formation loosely resembles a "V". The Solari will lead the charge with a CR90 Corellian Corvette on either side of it, slightly ahead. Behind, at the Solari's flanks will be one DP20 Corellian Gunship on either side, specifically . To the left of the Solari is *The Valiant*, and to its right is *Tano*, both Vindicator-class Heavy Cruisers. On the left and right of *The Valiant* and *Tano* respectively is a Carrack-class Light Cruiser supporting each. Down the V to the right are the *Rohlan's Vision*, *Remembrance of Seher*, and *Pride of Harakoa*, which are two MC40a Light Cruisers and a Pelta-class Republic Frigate. Down to the left are three Charger c70 Consular-class Cruisers, and then farther down is the *VSD Sunrider*, a Venator-class Star Destroyer. Past that are the two independent A/SF-01 B-Wing squadrons, Chosen Squadron and Voidwalker Squadron.

The *Solari* will stay in its position while the gunships and corvettes press forward to meet the Collective Heavy Cruisers. Meanwhile, *The Valiant* and *Tano* will take a light cruiser each and move toward the heavy cruisers' flanks. Simultaneously, *Remembrance of Seher* and *Rohlan's Vision* along with the frigate will move to intercept the incoming lancers and medium cruisers. The lower left wing will all move to intercept the Collective reinforcements coming from the right, with the faster Chosen and Voidwalker squadrons overshooting the other ships to execute a bombing run in the sides of the modular medium cruisers.

The goals of this plan are numerous. The central attacking force will be in flanking position firing on the heavy cruisers. The *Solari* will aim to draw the fire of many of the heavy cruisers by being a large, direct threat for them to face head-on. The gunships and corvettes will aim to hinder and damage the heavy cruisers as much as possible, effectively acting as protectors of the *Solari*. *The Valiant* and *Tano* along with their light cruisers will be flanking and laying heavy fire upon the heavy cruisers. The heavy cruisers prefer to focus on a singular target, which in this case will be the *Solari*. The gunships and corvettes will be helping to block the *Solari*, which will be relying on its heavy shields and quick dispatch of the heavy cruisers. The *Solari*, *The Valiant*, and *Tano* will all release their squadrons with Rapier, Celestia, and The Ash Angels all bombing the cruisers, with escorts from the other squadrons.

For the wings, the plan is different. Their primary objective is to intercept and block off the reinforcements from reaching the heavy cruisers, engaging as necessary. The left wing will have *VSD Sunrider* turn perpendicular to incoming medium cruisers, blocking off their paths. The consular-class cruisers will defend the *VSD Sunrider* while it opens up and launches its squadrons into action. While the medium cruisers are engaged, Chosen and Voidwalker squadrons, along with Kraken Flight from *VSD Sunrider* will keep up a sustained bombing upon the modular medium cruisers, attempting to hit their weak spots and blow the ships apart.

After the heavy cruisers are dealt with, our gunships, light cruisers, and corvettes will move toward our wing forces to support them. The *Solari*, *The Valiant*, and *Tano* will dock aboard the *Nesolat* platform. From there, our ground troops will board and secure the Administration and Observation flanks of the station for later detachment and escort to Iron Legion Headquarters.

If the remaining enemy ships are not dealt with already, the *VSD Sunrider* and *Solari* will move into position to cover our retreat to the surface of Arx. This is highly unlikely, and only a contingency plan if the plan begins to fail. The heavy shielding of the *VSD Sunrider* and *Solari* will ensure all vessels survive.

Phase 2: Escort Administration and Observation Flanks

Once air superiority is achieved above Arx, the entirety of Odan-Urr Forces will escort the Administration and Observation flanks to Iron Legion Headquarters. There will be significant enemy opposition on the surface consisting of:

Air (Large):

- (8) [Lancer-class Collective s20 Frigates](#)

Air (Small):

- (16) [Z-95 Headhunter Squadrons](#)
- (8) [A/SF-01 B-Wing Starfighter Squadrons](#)
- (4) [Collective Quadrijet Bomber Squadrons](#)
- (8) [T-70 X-wing Starfighter Squadrons](#)

As we engage in aerial combat over Arx, our ground forces will be able to support us. Additional forces include:

Air (Small):

- (10) [LAAT/i Platoons](#)
- (5) [T-47 Airspeeder Squadron](#)
- (1) [LAAT/c Platoon](#)
- (1) [Aka'jor-class Shuttle Flight](#)

Artillery:

- (7) [J-1 Proton Cannon Artillery Line](#)
- (2) [Self-Propelled Medium Artillery \(SPMA\) Line](#)
- (7) [AV-7 Anti-vehicle Artillery Cannon Line](#)
- (1) [Aka'jor-class Shuttle Flight](#)

As the fleet moves toward the surface of Arx, the gunships and corvettes will escort the wings of the *Nesolat*, while the remaining ships all converge on the location of the enemy squadrons. Our numbers are far superior, as well as our collective firepower far outweighs the Collective's firepower. For a quick refresher, the enemy has a total of 432 fighters and 8 larger ships. We have 216 starfighters and 152 air support units, for a total of 368 smaller ships. In addition, we have 128 ground-based artillery units and 14 larger ships in the fight, with an MC80 Star Cruiser, a Venator-class Star Destroyer, 2 Vindicator-class Heavy Cruisers, and 2 MC40a Light Cruisers. For total numbers, the Collective has 440 units while Odan-Urr has 510 units, with them being higher quality.

With this clear advantage, we will be sending all of those ships directly into the fight in a tight formation. The ships will be together around the *VSD Sunrider* and *Solari*, but spaced enough to avoid giving the quadrijet bombers easy kills off of ricocheting destroyed ships. Our strategy will be to target the lancers with all ground units and larger ships, due to the lancers' ability to pick off our starfighters. Meanwhile, we will be sending all of our starfighters to engage enemy starfighters. After our 128 artillery units and 14 large ships finish off the enemy's 8 lancers, they will join in the attack on the enemy squadron.

Expected Casualties

Collective:

We expect enemy casualties to be great. Odan-Urr Forces greatly outnumber and out match Collective Forces. Larger ships during Phase 1 of the mission will be devastated as the goal is to eliminate much of the Collective armada. Interior forces will fare slightly better as the goal is to remove them from the Administration and Observation flanks only and not from the entire station.

Phase 2 enemy casualties will be great as well. Air superiority means that ALL enemy vessels are removed to ensure successful docking of Administration and Observation flanks to Iron Legion Headquarters.

Odan-Urr:

We estimate approximately 10% losses of our fleet, mostly of smaller fighters while engaging Collective fighters. Larger ship losses are estimated to remain at 0%. Interior forces, consisting primarily of Jedi and advanced soldiers will see little if any casualties. Though wounded will be evacuated immediately.

Phase 2 allied casualties will remain the same, with only smaller fighters falling to Collective fighters.

Tassk Adroc, 16108: The naming of the project, as well as the opening quote and phrase. Additionally, provided both graphics and the description of the Collective positions, as well as the majority of the descriptions of our plans for both phases. Also, I came up with the original concepts for the plans.

Revak Kur, 12656: Final formatting and edits. Wrote the descriptions for the situation and mission. Additionally, handled the entire Collective Assets section, as well as refining many of the ideas for the plans.