

Mission

Phase 1

The Collective has arrived at Arx with the majority of their fleet. Clan Naga Sadows mission for phase one is to defend Arx. Battlegroup Elysium is currently attacking the Shadow Academy, above the continent of Uskil. The enemy battlegroup is expected to be incredibly aggressive. Other elements of the Collective Fleet will not be able to reinforce Battlegroup Elysium due to their various other priorities. The overall mission of Phase 1 will be to create a strong defensive perimeter around the Shadow Academy located in the station Nesolat. A secondary mission will be to destroy as many enemy vessels as possible. A tertiary goal for the first phase will be to achieve victory with losing as few friendly vessels as humanly possible in order to facilitate a successful operation during Phase Two..

Phase 2

Once the Collective forces engaging the station Nesolat have been defeated, Clan Naga Sadow's fleet will advance into the outer atmosphere of the planet. Specifically to set up a defensive perimeter, protecting the air superiority of the planet below against Collective Forces over the headquarters of the Iron Legion. An unnamed element of the Collective Forces will then assault the position in an effort to gain air superiority, that element will not be reinforced by surrounding Collective Forces.

Enemy

Enemy Units in Phase I

Battle Group Elysium (Phase 1)

Cloridorme (**Ton-Falk-class Escort Carrier**)

Poor maneuverability and speed, with light armor and shielding

10 dual laser turrets (20 total lasers)

1 missile launcher

Z-95 Headhunter Squadron x2

T-70 X-wing Starfighter Squadron x4

Aylmer (**Lancer-class Collective s20 Frigate**)

Average maneuverability, average speed, average armor and average shielding

28 quad laser turrets (112 total lasers)

Edam (**Lancer-class Collective s20 Frigate**)

Average maneuverability, average speed, average armor and average shielding

28 quad laser turrets (112 total lasers)

Tashota (**Lancer-class Collective s20 Frigate**)

Average maneuverability, average speed, average armor and average shielding

28 quad laser turrets (112 total lasers)

Zeballos ([Lancer-class Collective s20 Frigate](#))

Average maneuverability, average speed, average armor and average shielding
28 quad laser turrets (112 total lasers)

Pencron ([Dreadnaught-class Collective a70 Heavy Cruiser](#))

Great maneuverability, speed, armor and shielding
20 heavy dual turbolaser turrets (40 total heavy turbolasers)
20 heavy dual turbolaser cannons (40 total heavy turbolaser cannons)
4 warhead launchers

Calgen ([Dreadnaught-class Collective a70 Heavy Cruiser](#))

Great maneuverability, speed, armor and shielding
20 heavy dual turbolaser turrets (40 total heavy turbolasers)
20 heavy dual turbolaser cannons (40 total heavy turbolaser cannons)
4 warhead launchers

Almiston ([Dreadnaught-class Collective a70 Heavy Cruiser](#))

Great maneuverability, speed, armor and shielding
20 heavy dual turbolaser turrets (40 total heavy turbolasers)
20 heavy dual turbolaser cannons (40 total heavy turbolaser cannons)
4 warhead launchers

Bastra ([Dreadnaught-class Collective a70 Heavy Cruiser](#))

Great maneuverability, speed, armor and shielding
20 heavy dual turbolaser turrets (40 total heavy turbolasers)
20 heavy dual turbolaser cannons (40 total heavy turbolaser cannons)
4 warhead launchers

Lansford ([Dreadnaught-class Collective a70 Heavy Cruiser](#))

Great maneuverability, speed, armor and shielding
20 heavy dual turbolaser turrets (40 total heavy turbolasers)
20 heavy dual turbolaser cannons (40 total heavy turbolaser cannons)
4 warhead launchers

Vassic ([Dreadnaught-class Collective a70 Heavy Cruiser](#))

Great maneuverability, speed, armor and shielding
20 heavy dual turbolaser turrets (40 total heavy turbolasers)
20 heavy dual turbolaser cannons (40 total heavy turbolaser cannons)
4 warhead launchers

Yorcot ([Strike-class Collective m50 Medium Cruiser](#))

Great maneuverability and speed, along with heavy armoring and shields

30 dual turbolaser turrets (60 total turbolasers)
10 ion turrets
10 tractor beams
Z-95 Headhunter Squadron
T-70 X-wing Starfighter Squadron

Korpil (Strike-class Collective m50 Medium Cruiser)

Great maneuverability and speed, along with heavy armoring and shields
30 dual turbolaser turrets (60 total turbolasers)
10 ion turrets
10 tractor beams
A/SF-01 B-Wing Starfighter Squadron
Z-95 Headhunter Squadron

Obarel (Strike-class Collective m50 Medium Cruiser)

Great maneuverability and speed, along with heavy armoring and shields
30 dual turbolaser turrets (60 total turbolasers)
10 ion turrets
10 tractor beams
Collective Quadrijet Bomber Squadron
Z-95 Headhunter Squadron

Straden (Strike-class Collective m50 Medium Cruiser)

Great maneuverability and speed, along with heavy armoring and shields
30 dual turbolaser turrets (60 total turbolasers)
10 ion turrets
10 tractor beams
A/SF-01 B-Wing Starfighter Squadron
T-70 X-wing Starfighter Squadron

Enemy units in Phase II

Z-95 Headhunter Squadron x16
A/SF-01 B-Wing Starfighter Squadron x8
Collective Quadrijet Bomber Squadron x4
T-70 X-wing Starfighter Squadron x8

No Names Given (Lancer-class Collective s20 Frigate) x8

Average maneuverability, average speed, average armor and average shielding
28 quad laser turrets (112 total lasers)

Troops

Joint Task Force Hammer

Blood Moon ([DP20 Corellian Gunship](#)) [CNSF]

Great maneuverability and exceptional speed, with average armor and shielding

8 dual turbolaser turrets (16 turbolasers)

6 quad laser turrets (24 turbolasers)

4 missile launchers

Dauntless ([Carrack-class Light Cruiser](#)) [CNSF]

Great maneuverability and exceptional speed, with light armor and shielding

10 heavy turbolaser turrets

20 ion turrets

5 tractor beams

Defiant ([Carrack-class Light Cruiser](#)) [CNSF]

Great maneuverability and exceptional speed, with light armor and shielding

10 heavy turbolaser turrets

20 ion turrets

5 tractor beams

Hammer ([Quasar Fire-class Cruiser Carrier](#)) [CNSF]

Poor maneuverability and speed, with light armor and shielding

2 heavy dual turbolaser turrets (4 turbolasers)

2 tractor beams

[T-70 X-wing Starfighter Squadron x2](#)

[BTL-A4 Y-Wing Starfighter Squadron x2](#)

Harbinger ([Acclamator-class Assault Ship](#)) [CNSF]

Average maneuverability and great speed, with light armor and shielding

12 quad turbolaser turrets (48 turbolasers)

24 laser turrets

4 missile launchers

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

Hyperion ([CR90 Corellian Corvette](#)) [CNSF]

Average maneuverability and speed, with light armor and shielding

2 dual turbolaser turrets (4 turbolasers)

4 turbolaser turrets

Immortal ([Vindicator-class Heavy Cruiser](#)) [CNSF]

Average maneuverability, speed, armor, and shielding.

25 light turbolaser turrets

20 light quad turbolaser turrets (80 turbolasers)

20 point-defense laser turrets

20 point-defense ion turrets

6 tractor beams

[A/SF-01 B-Wing Starfighter Squadron](#)

[T-70 X-wing Starfighter Squadron](#)

Implacable ([DP20 Corellian Gunship](#)) [CNSF]

Great maneuverability and exceptional speed, with average armor and shielding

8 dual turbolaser turrets (16 turbolasers)

6 quad laser turrets (24 lasers)

4 missile launchers

Khar Shian ([Raider II-class Corvette](#)) [CNSF]

Great maneuverability and speed, with average armor and shielding

12 turbolaser turrets

6 quad laser turrets (24 lasers)

4 missile launchers

Magnificent ([Quasar Fire-class Cruiser Carrier](#)) [CNSF]

Poor maneuverability and speed, with light armor and shielding.

2 heavy dual turbolaser turrets (4 turbolasers)

2 tractor beams

[T-70 X-wing Starfighter Squadron x2](#)

[BTL-A4 Y-Wing Starfighter Squadron x2](#)

MCC Rogon ([Marauder-class Corvette](#)) [CNSF]

Great maneuverability and speed, with light armor and average shielding.

8 dual turbolaser turrets (16 turbolasers)

3 tractor beams

[T-70 X-wing Starfighter Squadron](#)

No name provided ([EF76 Nebulon-B Frigate](#)) [CNSF]

Average maneuverability and speed, with average armor and light shielding

12 turbolaser turrets

12 laser turrets

2 tractor beams

No name provided ([Strike-class Medium Cruiser](#)) [CNSF]

Great maneuverability and speed, along with heavy armoring and shields

- 20 turbolaser turrets
- 10 dual turbolaser turrets (20 turbolasers)
- 10 ion turrets
- 10 tractor beams

[A/SF-01 B-Wing Starfighter Squadron](#)

[T-70 X-wing Starfighter Squadron](#)

Perdition ([Imperial II-class Star Destroyer](#)) [CNSF]

Average maneuverability and great speed, with heavy armor and powerful shielding

- 50 heavy turbolaser batteries
- 50 turbolaser batteries
- 20 heavy ion cannons
- 10 tractor beams

[T-70 X-wing Starfighter Squadron x4](#)

[A/SF-01 B-Wing Starfighter Squadron x2](#)

Spectre ([DP20 Corellian Gunship](#)) [CNSF]

Great maneuverability and exceptional speed, with average armor and shielding

- 8 dual turbolaser turrets (16 turbolasers)
- 6 quad laser turrets (24 turbolasers)
- 4 missile launchers

Stalker ([Raider II-class Corvette](#)) [CNSF]

Great maneuverability and speed, with average armor and shielding

- 12 turbolaser turrets
- 6 quad laser turrets (24 lasers)
- 4 missile launchers

Wrath ([DP20 Corellian Gunship](#)) [CNSF]

Great maneuverability and exceptional speed, with average armor and shielding

- 8 dual turbolaser turrets (16 turbolasers)
- 6 quad laser turrets (24 turbolasers)
- 4 missile launchers

WFA-C-620 ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding

- 4 dual laser turrets (8 lasers)

Aggressor ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding

- 4 dual laser turrets (8 lasers)

Dominator ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

Strife ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

Skyforge ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

Courier ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

Caravan ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

Odyssey ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

Nomad ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

WFA C-623 ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

WFA C-622 ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

WFA C-621 ([GR-75 Medium Transport](#)) [CNSF]

Average maneuverability and speed with only light armor and shielding
4 dual laser turrets (8 lasers)

4x (CR25 Troop Carrier Flight)[CNSF]

Poor maneuverability and great speed, with heavy armor and average shielding.
Twin turbolaser cannons (2 turbolasers)

6x (LAAT/i Platoon) (Onboard Acclamator Assault Ship)

Heavily armored

Two pinpoint laser turrets on wings

Two forward one rear facing anti-personnel laser turrets

Two Composite beam laser turrets

(7 lasers)

Joint Task Force Anvil

Crucible (Strike-class Medium Cruiser) [HMRF]

Great maneuverability and speed, along with heavy armoring and shields

20 turbolaser turrets

10 dual turbolaser turrets (20 turbolasers)

10 ion turrets

10 tractor beams

TIE/D Defender Squadron

T-70 X-wing Starfighter Squadron

Leviathan (Raider I-class Corvette) [HMRF]

Great maneuverability and exceptional speed, with average armor and shielding

6 heavy dual laser turrets (12 laser turrets)

4 turbolaser turrets

4 ion cannon turrets

2 tractor beams

Phoenix (Vindicator-class Heavy Cruiser) [HMRF]

Average maneuverability, speed, armor, and shielding.

25 light turbolaser turrets

20 light quad turbolaser turrets (80 turbolasers)

20 point-defense laser turrets

20 point-defense ion turrets

6 tractor beams

BTL-A4 Y-Wing Starfighter Squadron

TIE/D Defender Squadron

Reaver (Ton-Falk-class Escort Carrier) [HSDF]

Poor maneuverability and speed, with light armor and shielding

10 dual laser turrets (20 lasers)

1 missile launcher

T-70 X-wing Starfighter Squadron x3

BTL-A4 Y-Wing Starfighter Squadron

A/SF-01 B-Wing Starfighter Squadron x2

Promise (**GR-75 Medium Transport**) [HMRF]

Average maneuverability and speed with only light armor and shielding

4 dual laser turrets (8 lasers)

Remorseless (**Raider I-class Corvette**) [HMRF]

Great maneuverability and exceptional speed, with average armor and shielding

6 heavy dual laser turrets (12 laser turrets)

4 turbolaser turrets

4 ion cannon turrets

2 tractor beams

Sanctuary (**Acclamator-class Assault Ship**) [HMRF]

Average maneuverability and great speed, with light armor and shielding

12 quad turbolaser turrets (48 turbolasers)

24 laser turrets

4 missile launchers

Spectator (**GR-75 Medium Transport**) [HMRF]

Average maneuverability and speed with only light armor and shielding

4 dual laser turrets (8 lasers)

T-70 X-wing Starfighter Squadron [HMRF]

BTL-A4 Y-Wing Starfighter Squadron [HMRF]

TIE/D Defender Squadron [HMRF]

Titan Flight (**CR25 Troop Carrier Flight**) [HMRF]

Poor maneuverability and great speed, with heavy armor and average shielding

Twin Turbolasers (2 turbolasers)

Strategic Reserve

Resolution (**Quasar Fire-class Cruiser Carrier**) [HMRF]

Poor maneuverability and speed, with light armor and shielding

2 heavy dual turbolaser turrets (4 turbolasers)

2 tractor beams

TIE/D Defender Squadron x1

TIE/FO Starfighter Squadron x3

[CNSF] = Clan Naga Sadow Fleet

[HMRF] = House Marka Ragnos Fleet

[HSDF] = House Shar Darkhan Fleet

Execution

Phase One

Collective forces have surrounded the Neoslat platform housing the SA. Clan Naga Sadow forces are to secure at least partial space near one flank of the platform.

Plan: The CNS clan-held fleet and House Marka Ragnos' fleet will travel to engage Collective forces. HSD Fleet will defend CNS home system from attacks. (One change, HMR will be leaving their Quasar-Fire Carrier behind and utilizing HSD's Ton-Faulk carrier during this operation along with all assigned starfighter squadrons)

CNS Fleet and HMR Fleet will become two elements: CNS Fleet is referred to as Task Force Hammer. HMR Fleet is referred to as Task Force Anvil.

TF Hammer and TF Anvil will depart on separate vectors with TF Anvil transiting to a plotted Hyperspace point that lay on a 120 degree offset to port of TF Hammer's intended battle orientation and direction of attack. At that Hyperspace point TF Anvil will await a signal for TF Hammer to jump in and join the battle.

Once ready, TF Hammer will jump into the near space of the Nesolat Platform at approximately 15 kilometers distance. At this point TF Hammer will purposefully slowly advance towards the platform while also, again purposefully, organize themselves into their order of battle in a sloppy manner. This is to provide a lower expectation of competency to Collective Commanders on scene. It will also allow the enemy forces to organize themselves into their own order of battle and to move against the CNS fleet away from the platform's defenses or assistance.



The plan for TF Hammer is to pull the Collective Fleet away from the Nesolat platform. At the point and time where the Collective forces are sufficiently far enough away from the platform, TF Hammer will communicate with TF Anvil and give it the go ahead to make their precise hyperspace jump.



TF Anvil should arrive at the rear of the Collective fleet between them and the Nesolat platform. The purpose is to catch Collective forces in a classic pincer maneuver.



Operational priorities for all CNS forces are as follows:

- All ships with anti-starfighter capabilities are to screen other ships who do not have those capabilities.
- Starfighters of TF Hammer are to hold close TF starships until the arrival of TF Anvil.
- Starfighters are to give priority targeting of- 1. Quadjet bombers, 2. Collective bombers, 3. Collective fighters. Further breakdown would be T-70 X-wings to target Quadjet Bombers, TIE Defenders to target collective bombers and fighters.
- Bomber squadrons are to hold either on their respective mother ships or at the rear of the TF Hammer formation until ordered to engage.
- TF Hammer starships are to engage all Lancer-class Frigates of the Collective fleet upon start of the battle. It is priority that most or all Lancer-class Frigates be destroyed or disabled as soon as possible after the start of the battle to allow CNS Bomber forces to attack the enemy freely.
- TF Anvil, upon entering the battle, will attack the ships in the rear of the Collective fleet, focusing on enemy engines or any target of opportunity. If Lancer-class Frigates are still a threat, then those ships receive top priority.
- Upon 80% reduction or elimination of enemy Lancer-class starships, CNS bomber forces will attack remaining enemy capital ships with focus on enemy Dreadnaughts then smaller vessels.
- TF Hammer and TF Anvil will contain the enemy's forces between them.

CNS forces order of battle organization:

- ISD is the centerpiece with the Acclimator is nearby on the starboard side to be used for point defense lasers to cover the ISD's flank.
- Clan's starfighter carriers to be behind the ISD.
- Forward of ISD is Neb-B Frigate with two Carrack Cruisers on either side. Neb-B providing anti-starfighter defense to both Cruisers.
- Port side of ISD and slightly forward is the Vindicator heavy cruiser with additional anti-starfighter point defense systems.
- Spread out through this formation are the Raider-II Corvettes and DP20 Corellian Gunships to provide turbolaser firepower and anti-starfighter defenses.
- Clan's GR-75 Medium Transports will be empty of stores and will also be spread throughout the Order of Battle to provide additional point defense laser cannons to anti-starfighter defense although they will be spread out aft of the clan's forward starships.
- TF Anvil's fighters will immediately engage any enemy starfighters or quadjets threatening TF Anvil ships upon entry into combat.
- TF Anvil's Ton-Faulk carrier, upon reaching standby hyperspace point, will launch all fighter squadrons. Deployed starfighter squadrons will hyperspace to the same final point upon friendly signal from TF Hammer alongside TF Anvil starships.

- All TIE Defender squadrons will be armed with Advanced Concussion Missiles.
- All Y-Wing Bombers will be armed with Heavy Rockets.
- All B-Wing Bombers will be armed with Advanced Proton Torpedoes.
- All T-70 X-Wing Fighters are to be armed with Advanced Concussion Missiles.

Expected Outcome: Upon TF Hammer's entry into the battle area, Collective forces are expected to move into battle formation and advance against the new enemy threat with the intent to wipe CNS forces off the battlefield. Expect enemy attack to be intense, relying on Quadjet bombers to sow chaos and confusion and their Lancers to wipe away any starfighter/bomber threats. Once the Collective forces move far enough away from Neoslat platform, TF Anvil will hyperspace in behind the Collective fleet and begin engaging them from behind, thus dividing the enemy's attention in two separate directions. This will leave their forces unable to focus their weapons and will hamper their efforts to combine firepower or cover other collective ships in need. Upon elimination of Quadjet bombers and the destruction of most if not all Lancer frigates, CNS will enjoy a large advantage in terms of starfighter/bomber squadron numbers over the enemy Collective fleet. CNS will use that advantage to quickly attack and destroy enemy Dreadnaught and Strike Cruiser ships. Once enemy forces are eliminated, CNS will move to secure that flank of the Neoslat platform.

It is expected that the Collective fleet will move into a fleet formation even if it spread out around the Neoslat platform for the following reason:

- If the Collective fleet maintains a formation completely around the platform then it would be very easy for CNS forces to overwhelm and destroy a few ships of their fleet at a time and dispatch them piecemeal. The best chance they have to keep their presence over the platform and as well as to defend against and defeat CNS forces is to form their order of battle and face TF Hammer as a combined fleet.

1st Alternative Outcome:

If the enemy ships will not move out to engage CNS Forces away from the Neoslat platform but do form their fleet together then TF Hammer will organize themselves in a tight vertical formation. This will allow all TF Hammer capital ships to fire with their broadsides into the enemy formation with the ability for all of TF Hammer to target individual ships (or class of ships) and combine its firepower. All starships with anti-starfighter capabilities will be slightly Collective-side of TF Hammer, providing heavy laser coverage to the rest of TF Hammer.

TF Hammer, upon entering the tight vertical formation, will move to the enemy's left flank (TF Hammer's starboard side) and push past the enemy and position itself between the Neoslat platform and the Collective Fleet. This will force the Collective fleet to turn its fleet to keep most of its turbolasers towards TF Hammer. It's at this point that TF Hammer signals TF Anvil and gives them the alternate Hyperspace point for entry into battle.

TF Anvil will arrive at the rear of the Collective fleet and begin to attack as stated in the primary Battle Plan.

2nd Alternative Outcome:

If the Collective forces are spread around the Nesolat platform and do NOT form an offensive order of battle fleet to defend against TF Hammer the following will happen:

- TF Hammer's starfighters will move forward to guard against any Quadjet or Starfighter threat that might be launched against the Taskforce.
- Upon confirmation that the Collective forces are maintaining their positions around the Neoslat platform TF Hammer will signal TF Anvil to arrive on the left (port) flank of TF Hammer and give them exact hyperspace coordinates. TF Anvil will then arrive and assist TF Hammer.
- Both Task Forces will engage the closest Collective ships with overwhelming firepower and begin to destroy each ship in turn as the combined CNS fleet approaches them.
- Priority will still be given to destroying Lancer-class Frigates first.
- Upon full rotation around the Nesolat platform, the CNS fleet will provide a secure section around 50% of the platform, keeping it's forces concentrated on one side, to provide effective escape for platform personnel or to assist with providing backup to forces on retaking the platform.

Phase Two

Primary Battle Plan:

(Our primary assumption is that we will be using the full, previously established Task Force Hammer and Task Force Anvil. We realize that this is a best case scenario that the fleet would take no losses during phase one, but the competition does not provide a method to assume or calculate losses from phase 1 so any assumptions about losses we make would be arbitrary.)

Upon receiving phase 2 orders, CNS Forces request Quasar-Fire carrier *Resolution* be sent from CNS' home defense forces to provide additional fighter forces for the upcoming battle.

- Task Force Hammer will descend into the planet's surface and organize itself in an horizontal arc over two full kilometers of the Southern flank of the Iron Legion HQ. The base of this arc nearest to Iron Legion HQ will be the Clan's ISD.

- The Clan's Vindicator Heavy Cruiser will begin the next layer of the arc just forward of the ISD and to its port side. Directly in front of the ISD will be the Acclamator Assault Ship with the Strike Cruiser laying slightly behind and to its starboard.
- The next layer of the arc will have both Carrack Cruisers on the extreme left and right flanks of the arc. The middle of the arc will be the Nebulon-B Frigate. On each side between the Carracks and the Nebulon-B will be one Raider II Class corvette.
- The final layer of the arc will consist of the Marauder-class Corvette and the CR-90 Corvette making up the left and right side of the "middle" of the arc. To the left and right of those two middle ships will be the clan's DP-20 Corellian Gunships.
- The clan's GR-75 transports will be evenly spread out between arcs to provide slight additional anti-starfighter laser support.

All starfighter squadrons will be actively engaged in providing Combat Air Patrol during this operation. All Bomber squadrons will be held under the layer of capital ships until requested to attack targets. All fighter squadrons will be deployed above the arc of TF Hammer as well as forward of the outermost arc to provide quick reaction to incoming enemy threats.

Task Force Anvil will provide an additional layer of arcs 1.5 kilometers above TF Hammer as well as slightly centered over the Iron Legion.

- The centerpoint of TF Anvil's arc, which lay 0.5 kilometers further towards Iron Legion HQ, will be HMR's Vindicator Heavy Cruiser.
- The next arc will consist of the Acclamator class cruiser which will be positioned forward and port(left) of the Vindicator. The Strike Cruiser will be slightly forward and starboard (right) of the Vindicator.
- The next arc of defense will be the two Raider 1 corvettes which will be both left and right 45 degrees of the Vindicator's centerline. The two HMR-owned GR-75 transports will be in the middle between the corvettes.
- TF Anvil's starfighters will be deployed slightly above its defensive arc but within 0.5 kilometers.
- *Resolution* will take up position directly between HMR's Vindicator and the clan's ISD vertically. This carrier will provide refuel and resupply services to both TF Hammer and TF Anvil fighters during the battle.
- All starships with point defense systems will provide anti-starfighter protection for Iron Legion forces.
- Starships will concentrate turbolaser fire on Lancer-class Frigates.
- Bomber squadrons will attack Lancer outside the effective range of Lancer's laser cannon defenses.
- Starfighter squadrons will focus on eliminating quadjet bomber squadrons as top priority with secondary priority given to enemy starfighter units.
- Upon elimination of enemy Lancer units, bomber squadrons will engage enemy bomber/starfighter squadrons

- Upon commencement of the battle, all LAAT/i Platoons will launch from both the Clan's and HMR's Acclamator Assault Ships. The LAAT/i Platoons will provide a force multiplier to assist with anti-starfighter and anti-bomber operations to prevent Collective forces from reaching Iron Legion Forces.

Alternative:

Task Forces will be arrayed as above.

If the Collective Lancers are not destroyed within the first two minutes of commencement of combat operations, up to 8 of the GR-75 transports will disengage from the defensive arc positions and set a ramming course for each enemy Lancer that is still active. These 8 ships in total will be slave-controlled from the clan's ISD during the battle with no personnel onboard during operations with areas controlled via datalink, including gunner positions.

All starships are to maintain formation during the battle. The lines must not break to prevent grievous loss of life on the ground by Dark Brotherhood forces.

Team Kick-Ass on One:

Grandmaster Muz #3714
(Provided all graphics)

Warlord Etah Obsidyn #8075
(Provided some tactics and all organizational work and proofreading)

Battlelord Hades #8596
(Provided all tactical maneuvers and details)