

BATTLE PLAN

# Ω

## OPERATION OMEGA



**TOP SECRET**



**EDGAR DRACHEN  
ELYON DE NEVERSE  
JAFITS SKRUMM  
LU'AISHA GRESEE**

**HOMEFRONT  
GREAT JEDI WAR**

# HOMEFRONT GREAT JEDI WAR XIV

## PHASE I



# SITUATION, MISSION AND MAP

## Situation

Odan-Urr's Joint Task Force Sunrider and Odanite Expeditionary Force Navy conducted an immediate hyperspace jump into Arx system following the Collective assault on Nesolat Platform in space above planet Arx. After exiting hyperspace, Odan-Urr fleet positioned themselves between planet Arx and the Nesolat platform then moved forward in battle formation to defend the platform against the Collective forces

## Mission

- Defend the Nesolat platform at all cost
- Drive away enemy forces attacking the Nesolat platform
- Secure the perimeter of the platform area once enemy forces has been repelled



# ORDERS OF BATTLE

## Battle Group Elysium (Collective Forces)\*



Zeballos (Lancer-class Collective s20 Frigate)  
Tashota (Lancer-class Collective s20 Frigate)  
Edam (Lancer-class Collective s20 Frigate)  
Aylmer (Lancer-class Collective s20 Frigate)

Cloridorme (Ton-Falk-class Escort Carrier)  
• Z-95 Headhunter Squadron x2  
• T-70 X-wing Starfighter Squadron x4

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)  
Lansford (Dreadnaught-class Collective a70 Heavy Cruiser)  
Vassic (Dreadnaught-class Collective a70 Heavy Cruiser)

Yorcot (Strike-class Collective m50 Medium Cruiser)  
• Z-95 Headhunter Squadron x1  
• T-70 X-wing Starfighter Squadron x1

Korpil (Strike-class Collective m50 Medium Cruiser)  
• A/SF-01 B-Wing Starfighter Squadron x1  
• Z-95 Headhunter Squadron x1

Obarel (Strike-class Collective m50 Medium Cruiser)  
• Z-95 Headhunter Squadron x1  
• Collective Quadrijet Bomber Squadron

Straden (Strike-class Collective m50 Medium Cruiser)  
• T-70 X-wing Starfighter Squadron x1  
• A/SF-01 B-Wing Starfighter Squadron x1

### Summary

Number of battleships:

- Dreadnaught x6
- Strike-class Medium Cruiser x4
- Lancer-class Frigate x4
- Escort Carrier x1

Number of Starfighter Squadrons:

- Z-95 Headhunter x5 (Fighter)
- T-70 X-Wing x6 (Fighter)
- A/SF-01 B-Wing x2 (Bomber)
- Quadrijet x1 (Bomber)



Dreadnaught-class a70 Heavy Cruiser



Strike-class Medium Cruiser Yorcot



Lancer-class s20 Frigate



Escort Carrier

\* Based on Odan-Urr scout and intelligence report



# ORDERS OF BATTLE

## Odan-Urr Forces

### *Joint Task Force Sunrider*

- Vengeance of Florrum (CR90 Corellian Corvette)
- Pride of Owyhyee (CR90 Corellian Corvette)
- Pride of Harakoa (Pelta-class Republic Frigate)
  - RZ-2 A-Wing Tython Squadron
- The Valiant (Vindicator-class Heavy Cruiser)
  - A/SF B-Wing Rapier Squadron
  - T-70 X-Wing Archon Sentries Squadron
- Tano (Vindicator-class Heavy Cruiser)
  - BTL-A4 Y-Wing The Ash Angels Squadron
  - T-70 X-Wing Storm Squadron
- VSD Sunrider (Venator-class Star Destroyer)
  - A/SF B-Wing Kraken Flight Squadron
  - RZ-2 A-Wing Green Squadron
  - RZ-2 A-Wing Blue Squadron
  - RZ-2 A-Wing Hawk-bat Squadron
  - RZ-2 A-Wing The Nightingales Squadron
  - T-70 X-Wing Guardian Squadron
  - T-70 X-Wing Sigma Squadron

### Summary

Number of battleship:

Venator-class Star Destroyer x1

Mon Calamari MC80

Vindicator-class Heavy Cruiser

Carrack-class Light Cruiser x2

MC40a Light Cruiser x2

Number of anti-fighters ship:

Corvette x2

Gunship x2

Pelta-class Frigate x1

Number of Starfighter Squadrons:

A-Wing x7 (Interceptor)

X-Wing x7 (Fighter)

B-Wing x5 (Bomber)

Y-Wing x1 (Bomber)

Venator-class Star Destroyer



Mon Calamari MC80

Vindicator-class Heavy  
Cruiser



Mon Calamari MC40  
Light Cruiser



Carrack-class Light  
Cruiser



### *Odanite Expeditionary Force*

- Bastion (DP20 Corellian Gunship)
- Guardian (DP20 Corellian Gunship)
- Dawnblade (Carrack-class Light Cruiser)
- Dac's Lament (Carrack-class Light Cruiser)
- Remembrance of Seher (MC40a Light Cruiser)
  - T-70 X-Wing Flare Squadron
- Rohlan's Vision (MC40a Light Cruiser)
  - RZ-2 A-Wing Banshee Squadron
- Solari (MC80 Star Cruiser)
  - A/SF B-Wing Celestia Squadron
  - Mod RZ-1 A-Wing Avenger Squadron
  - T-70 X-Wing Valkyrie Squadron
  - T-70 X-Wing Raava Squadron
- A/SF B-Wing Voidwalker Squadron (loose)
- A/SF B-Wing Chosen Squadron (loose)

CR90 Corvette



DP20 Corellian  
Gunship



Pelta-class Frigate





# ORDERS OF BATTLE ANALYSIS:

## Battleships



### Odan-Urr Forces

#### Strengths:

- Capital ships; Venator –class Star Destroyer (x1) and Mon Calamari MC80 (x1). Massive attack power and great shields

#### Weaknesses:

- Carrack-class Light Cruiser x2
- Outnumbered

#### Opportunities:

- Vindicator-class Heavy Cruiser x2
- MC40a Light Cruisers x2

#### Threats:

- Collective Dreadnaughts x6

### Collective Forces

#### Strengths:

- Dreadnaughts x6
- A numerical superiority

#### Weaknesses:

- Lancer-class Frigate\* x4 (anti-fighters not pure battleship)

#### Opportunities:

- Strike-class Medium Cruiser x4

#### Threats:

- Enemy capital ships

### Analysis:

- The battle group Elysium possesses a numerical superiority in battleships capability compared to Odan-Urr fleet (JTF + OEF)
- However, in comparison of attack power, Odan-Urr ships are more or less equal with Collective ships. OU have two capital ships with great attack power while Collective frigates and escort carrier are anti-fighters. Their frigates and escort carrier are only equipped with laser cannon, not turbolaser which is an imperative weaponry in battleships. But Collective have more Dreadnaughts.
- Based on above data, Odan-Urr High Commands will order battleships to hold on their positions to protect the platform.
- The enemy biggest threats are the Dreadnaughts. Therefore before Odan-Urr fleet battle ship-to-ship against Collective Dreadnaughts, we need to disable their armaments first.
- We need to analysis further on the starfighters possessions between the two fleets before we can develop our battle plan.

\*Note: Lancer-class frigate is included in battleship comparison due to its size, however it is only equipped with lots of laser cannons which is common in anti-fighter ship



# Orders of Battle Analysis: Starfighters Comparison



## Odan-Urr Forces

### Strengths:

- A-wing (interceptors), the fastest ship with missiles that can take down enemy fighter from afar
- B-Wing (bomber) with proton torpedoes
- A numerical advantage with better composition of starfighters

### Weaknesses:

- Y-Wing (bomber)

### Opportunities:

- Anti-fighters ships (corvettes, gunships and frigate), more agile and faster than Collective anti-fighters (frigates)

### Threats:

- Collective frigates (anti-fighter)
- Collective X-wing
- Collective bomber

## Collective Forces

### Strengths:

- T-70 X-Wing (fighter)

### Weaknesses:

- Z-95 Headhunter (fighter)
- Outnumbered

### Opportunities:

- B-Wing and Quadrijet (bomber)

### Threats:

- Enemy interceptors
- Enemy fighters
- Enemy anti-fighter ships

**Analysis:** Based on above data, Odan-Urr forces will dominate in starfighters battle against Collective forces. Therefore we need to use this advantage in achieving our mission to repel the Collective forces



*Based on battleships and starfighters analysis, Odan-Urr High Commands will develop a battle plan which will utilize fighters/bombers to neutralize the strongest enemy battleships first while our battleships will hold in position to defend the platform*

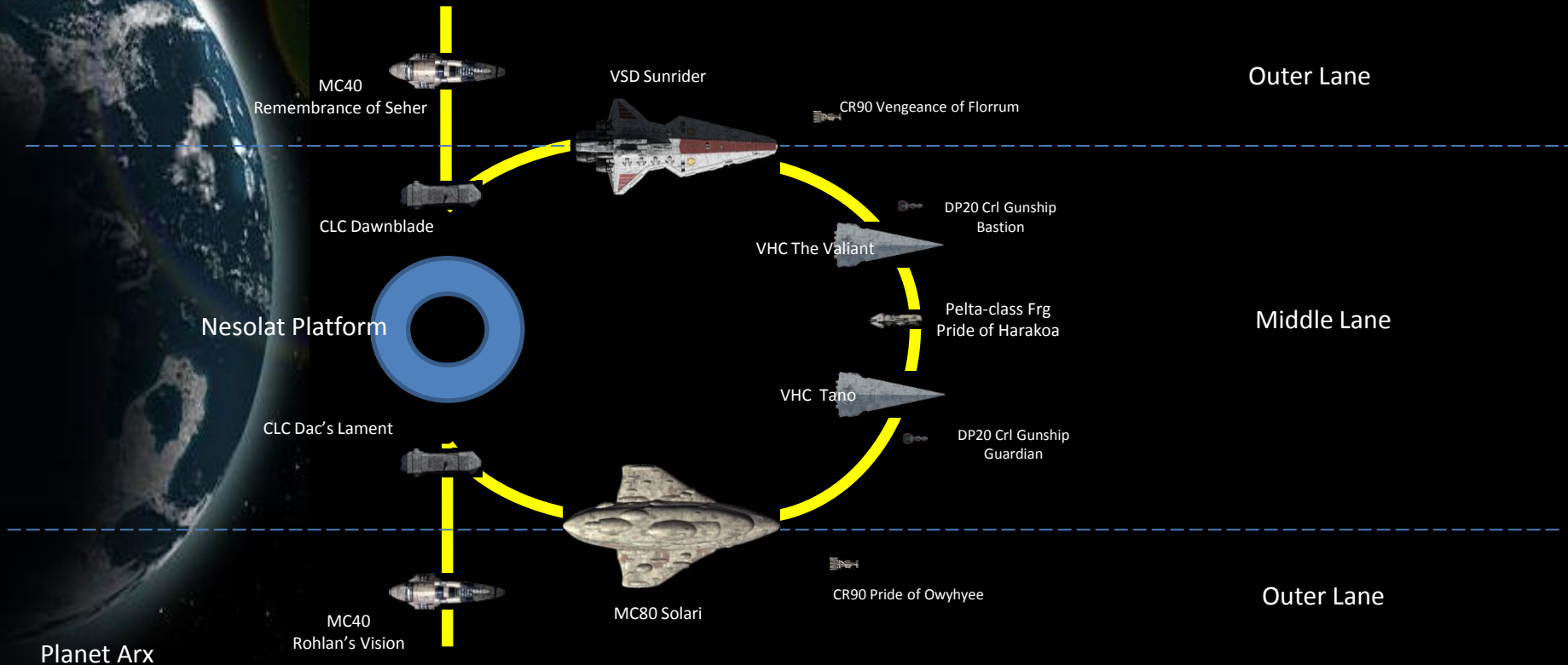
# BATTLE PLAN

This page explains the basic of the battle plan (code name: Operation Omega).

Since we are on defensive position, Odan-Urr navy forces will be using battle formation resembles the shape of omega letter, hence the operation name.

We will hold our position in this formation to protect the platform. If there is movement to new position, the path will be shown as thick arrow

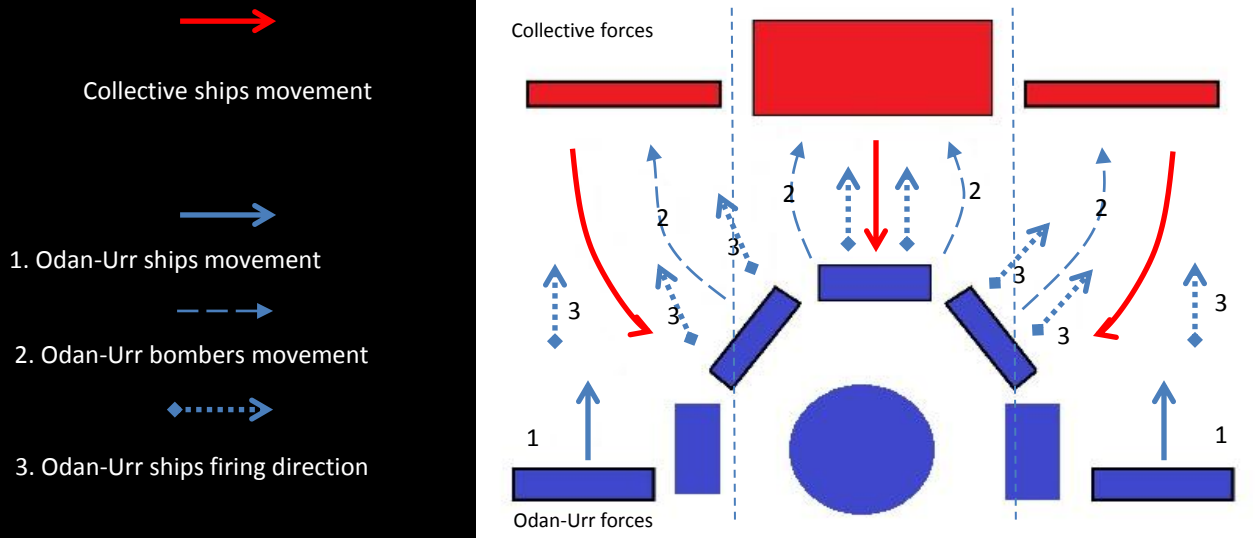
Below is the detail position of Odan-Urr fleet in defending the Nesolat platform.





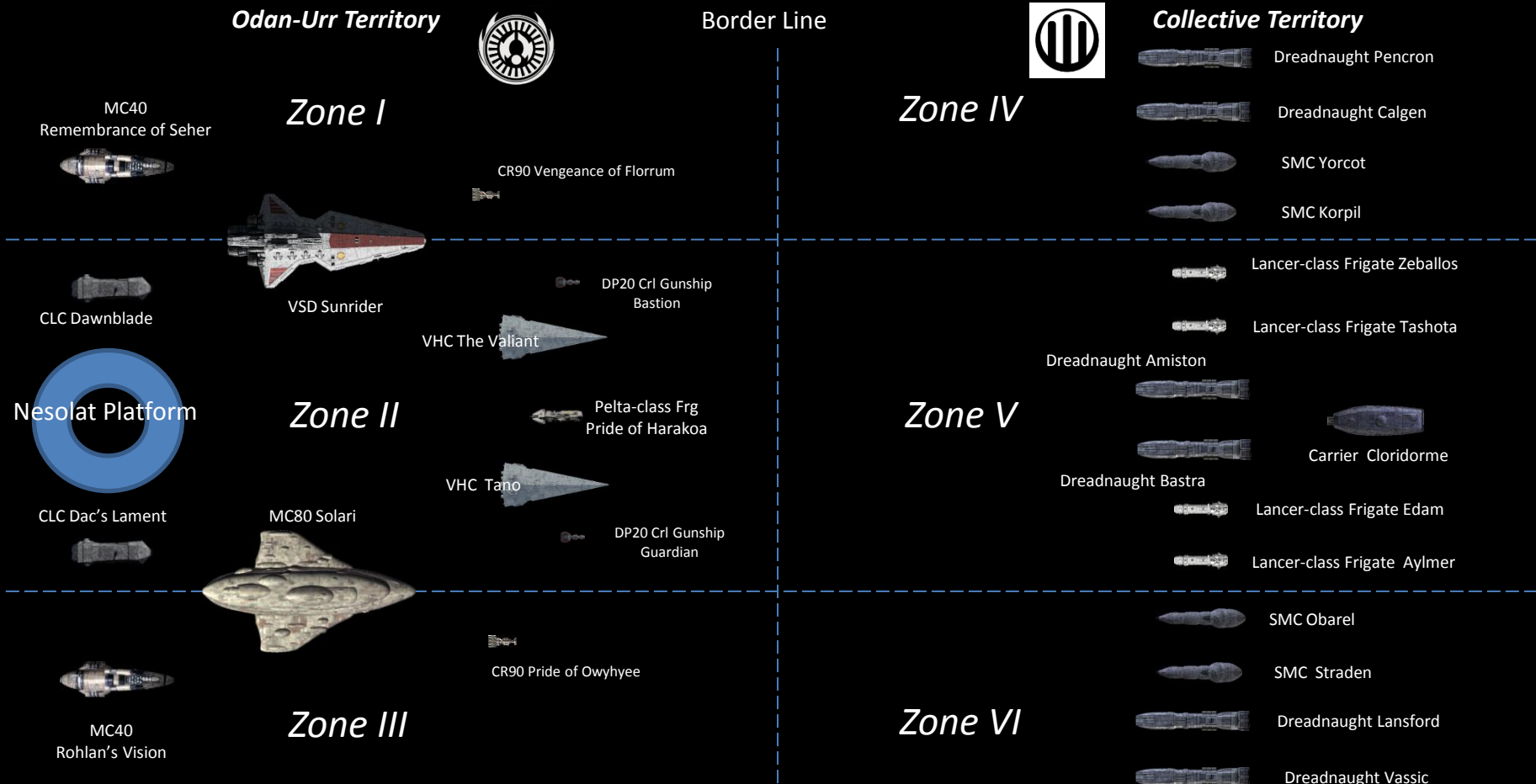
# CONCEPT OF OPERATIONS

- Based on our scout report, Collective forces is using **LINE FORMATION** with big emphasis in middle lane to attack Nesolat platform
- Below is the simplification of the line formation used by Collective forces to attack Nesolat platform and the Omega formation used by Odan-Urr forces and their movement to counter-attack, followed by bombers movement to neutralize the armaments of Collective ships
- Expect the middle lane to be the most intense battle zone
- In brief, we will do repositioning on our ships formation to counter enemy movement (1), then we will deploy our bombers to cripple the armaments of their battleships (2), finally our battleships will fire their cannons against the enemy ships to destroy or repel them (3) once in firing range.
- The details of each stage of the battle plan will be explained in next pages



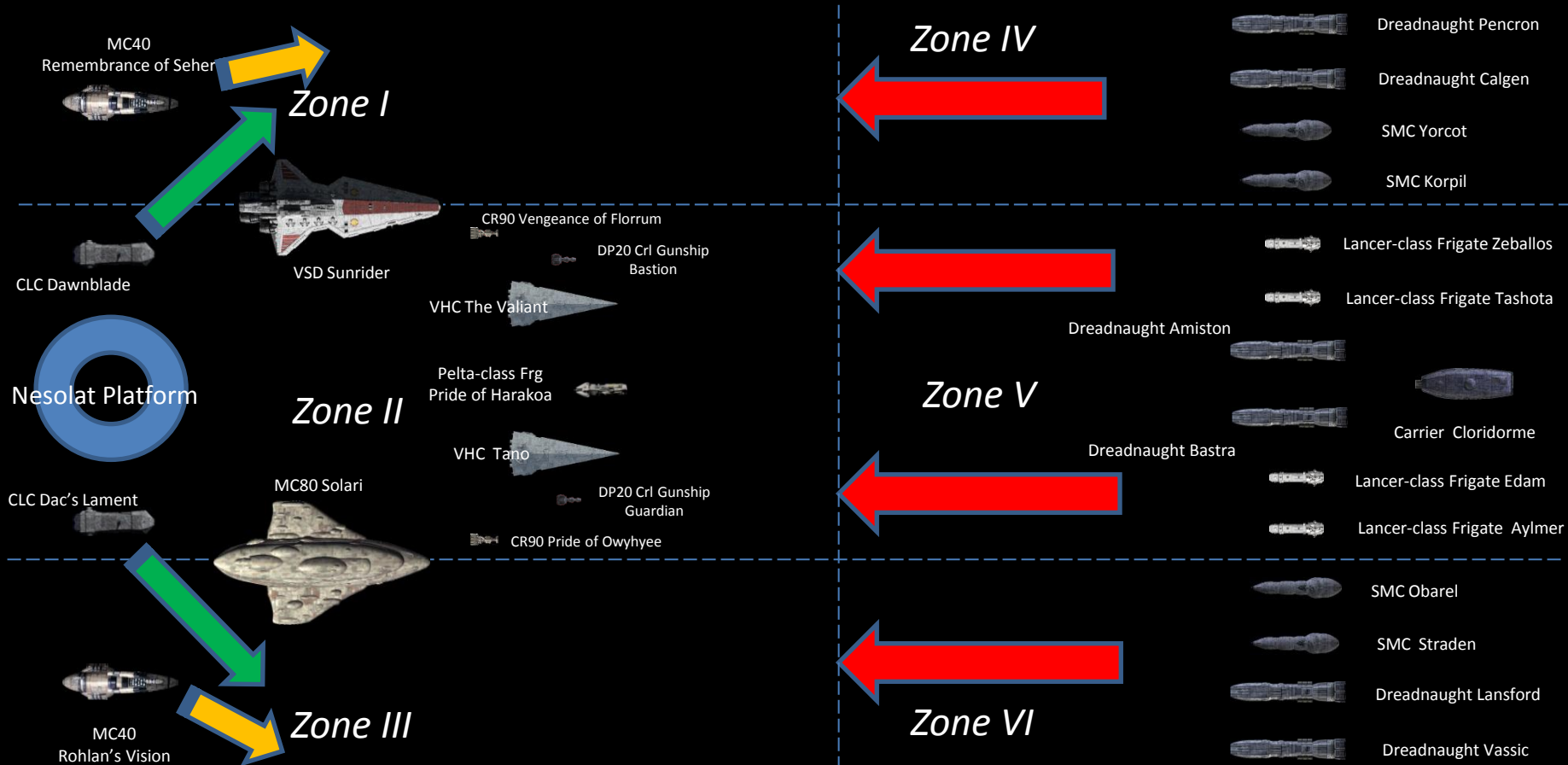
# BATTLE ZONE

- To simplify our fleet and starfighters position and movement, Odan-Urr High Commands divide the battle zone into six operation zones: Zone I, II and III are Odan-Urr's territory while zone IV, V and VI are the territory of Collective forces, as can be seen in below Figure
- The border line is an imaginary line separating the territory of Odan-Urr forces and Collective forces. Its distance is around 4 clicks from Nesolat platform
- An imaginary line from the middle of VSD Sunrider separates Zone I and Zone II, while imaginary line from the middle of MC80 Solari separates Zone II and Zone III. The distance of both lines is around 1 clicks from the center of Nesolat platform



# STAGE I. INITIAL FORMATION AND MOVEMENT

- The initial formation of Collective fleet can be seen in below figure with their attack movement path shown by red arrow
- To anticipate enemy movement to besiege Odan-Urr forces, both MC40s; *Seher* and *Rohlan* will move according to yellow arrow while CLCs; *Dawnblade* and *Dac*, will follow the green arrow path to their new positions in Zone I and Zone III respectively
- The remaining Odan-Urr ships hold their positions



## BOMBERS-ESCORTS DEPLOYMENT





- Once both MCs and CLCs are on their way to their new positions, Voidwalker and Chosen squadrons (B-Wings) will be dispatched. They will be escorted by Flare squadron (T-70 X-Wing) from *Seher* and Banshee squadron (A-Wing) from *Rohlan* respectively.
- Their primary targets are the Collective Dreadnaughts as they are the strongest ships in Collective fleet.
- The bombers will use their proton torpedoes and aim for the Dreadnaught's weaponry: turbolasers, heavy laser cannons, ion cannons, quad-laser cannons and concussion missile launchers.
- *Voidwalker* and *Flare* squadrons target are Dreadnaught *Pencron*, while *Chosen* and *Banshee* Squadrons target are Dreadnaught *Vassic*
- They will be followed by four more bomber-escort pairs from Odan-Urr vessels. There will be a total of six pairs of bomber-escort deployed to attack the enemy Dreadnaughts
- The complete list of bombers with their escort fighters and their targets respectively are shown in Table I below while their movement can be seen in figure on the next page

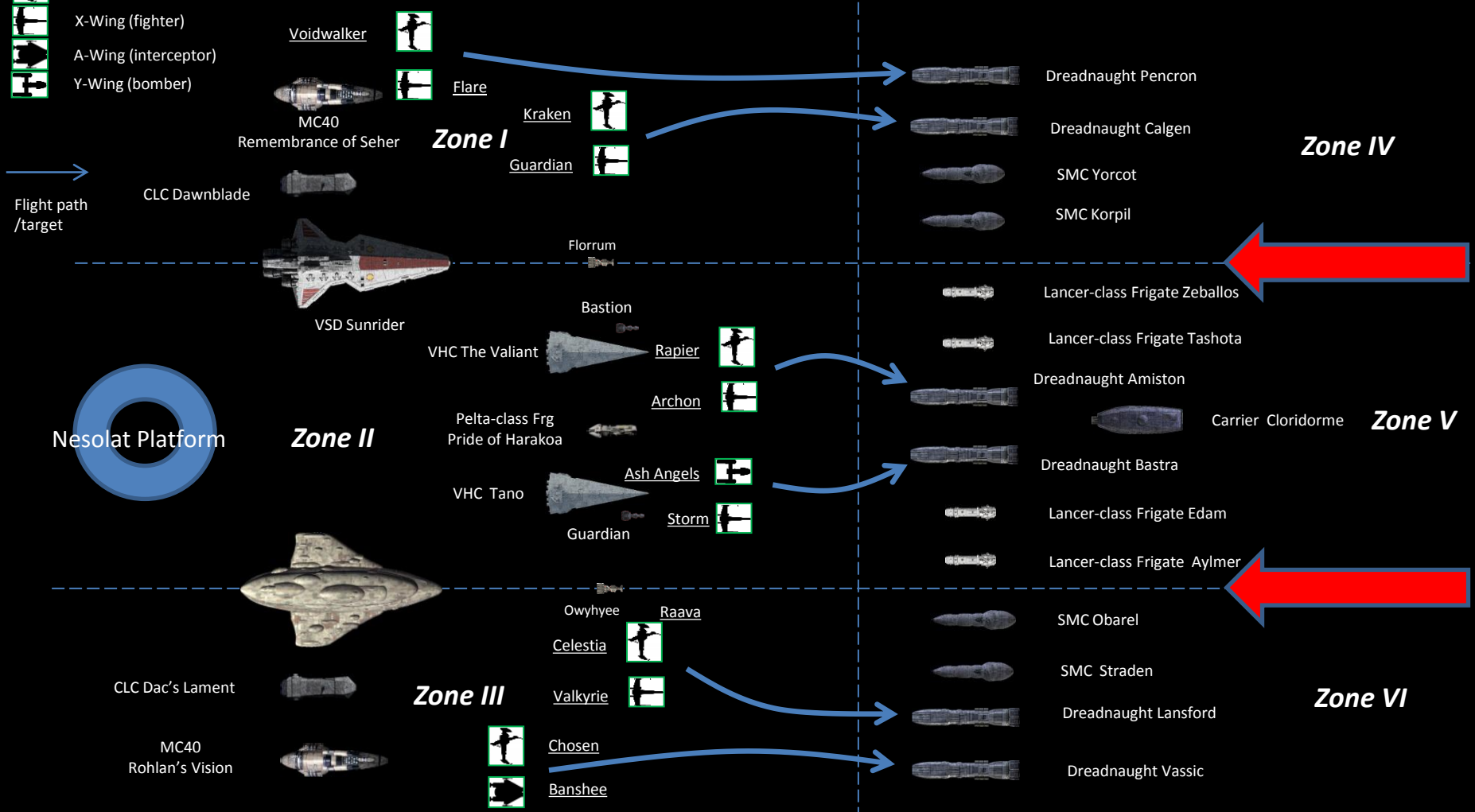
**Table I**

	Bomber	Mothership	Escort Fighter	Mothership	Primary Target
1	Voidwalker (B-Wing)	*Loose squadron	Flare (T-70 X-Wing)	MC40 Seher	Dreadnaught Pencron
2	Chosen (B-Wing)	*Loose squadron	Banshee (RZ-1 A-Wing)	MC40 Rohlan	Dreadnaught Vassic
3	Kraken (B-Wing)	VSD Sunrider	Guardian (T-70 X-Wing)	VSD Sunrider	Dreadnaught Calgen
4	Rapier (B-Wing)	VHC The Valiant	Archon (T-70 X-Wing)	VHC The Valiant	Dreadnaught Amiston
5	Ash Angels (Y-Wing)	VHC Tano	Storm (T-70 X-Wing)	VHC Tano	Dreadnaught Bastra
6	Celestia (B-Wing)	MC80 Solari	Valkyrie (T-70 X-Wing)	MC80 Solari	Dreadnaught Lansford

# STAGE II. BOMBERS & ESCORTS DEPLOYMENT

Odan-Urr squadrons

-  B-Wing (bomber)
-  X-Wing (fighter)
-  A-Wing (interceptor)
-  Y-Wing (bomber)



# INTERCEPTORS AND FIGHTERS DEPLOYMENT

- This page explains how Odan-Urr starfighters will react against Collective fighters once enemy forces deploy their starfighters
- We will deploy A-Wing and X-Wing squadrons from their motherships immediately
- A-Wings squadrons will intercept enemy fighters that will try to attack our bombers and their escorts by using their concussion missiles
- They will also use missiles to intercept any enemy bombers and quadrijets that will try to attack our vessels
- X-Wings squadrons will support both the A-Wings and the bomber – escort pairs
- Under no circumstances that all these squadrons are to be near enemy frigates and escort carrier as they are anti-fighter ships. Frigates and carrier will be dealt by our bombers and battleships later.
- Table II below lists the squadrons name with their roles and operation zones

**Table II**

	Squadron	Role	Mothership	Operation Zone
1	Sigma (T-70 X-Wing)	Superiority Fighter	VSD Sunrider	Zone I
2	Tython (RZ-2 A-Wing)	Interceptor	PCF Harakoa	Zone I & II
3	Green (RZ-2 A-Wing)	Interceptor	VSD Sunrider	Zone I
4	Blue (RZ-2 A-Wing)	Interceptor	VSD Sunrider	Zone II
5	Hawk-bat (RZ-2 A-Wing)	Interceptor	VSD Sunrider	Zone II
6	Nightingales (RZ-2 A-Wing)	Interceptor	VSD Sunrider	Zone II & III
7	Avenger (RZ-2 A-Wing)	Interceptor	MC80 Solari	Zone III
8	Raava (T-70 X-Wing)	Superiority Fighter	MC80 Solari	Zone III







## CORVETTES, GUNSHIPS AND FRIGATE (ANTI-FIGHTERS)

- To double our battleship protection against enemy starfighters, we will be using corvettes, gunships and frigate. We have to ensure that no single enemy fighter or bomber can approach our battleships within their firing range
- Both CR90s; Florum and Owyhyee are to protect VSD Sunrider and MC80 Solari respectively from enemy fighters/bombers. They will also support our interceptors and fighters in their respective zones
- The two Gunships; Guardian and Bastion, are to protect VHC The Valiant and Tano respectively from enemy fighters/bombers. They will also support our interceptors and fighters in middle lane or Zone II
- Pelta-class Frigate Harakoa will support the two gunships in Zone II
- The details of ships, roles and their operation zones can be seen in Table III below

**Table III**





	Ship	Role	Operation Zone
1	CR90 Corvette Florum	Anti-fighters / Escort vessel	Zone I
2	DP20 Corellian Gunship Bastion	Anti-fighters / Escort vessel	Zone II
3	DP20 Corellian Gunship Guardian	Anti-fighters / Escort vessel	Zone II
4	Pelta-class Frigate Harakoa	Anti-fighters / Escort vessel	Zone II
5	CR90 Corvette Owyhyee	Anti-fighters / Escort vessel	Zone III

Odan-Urr squadrons

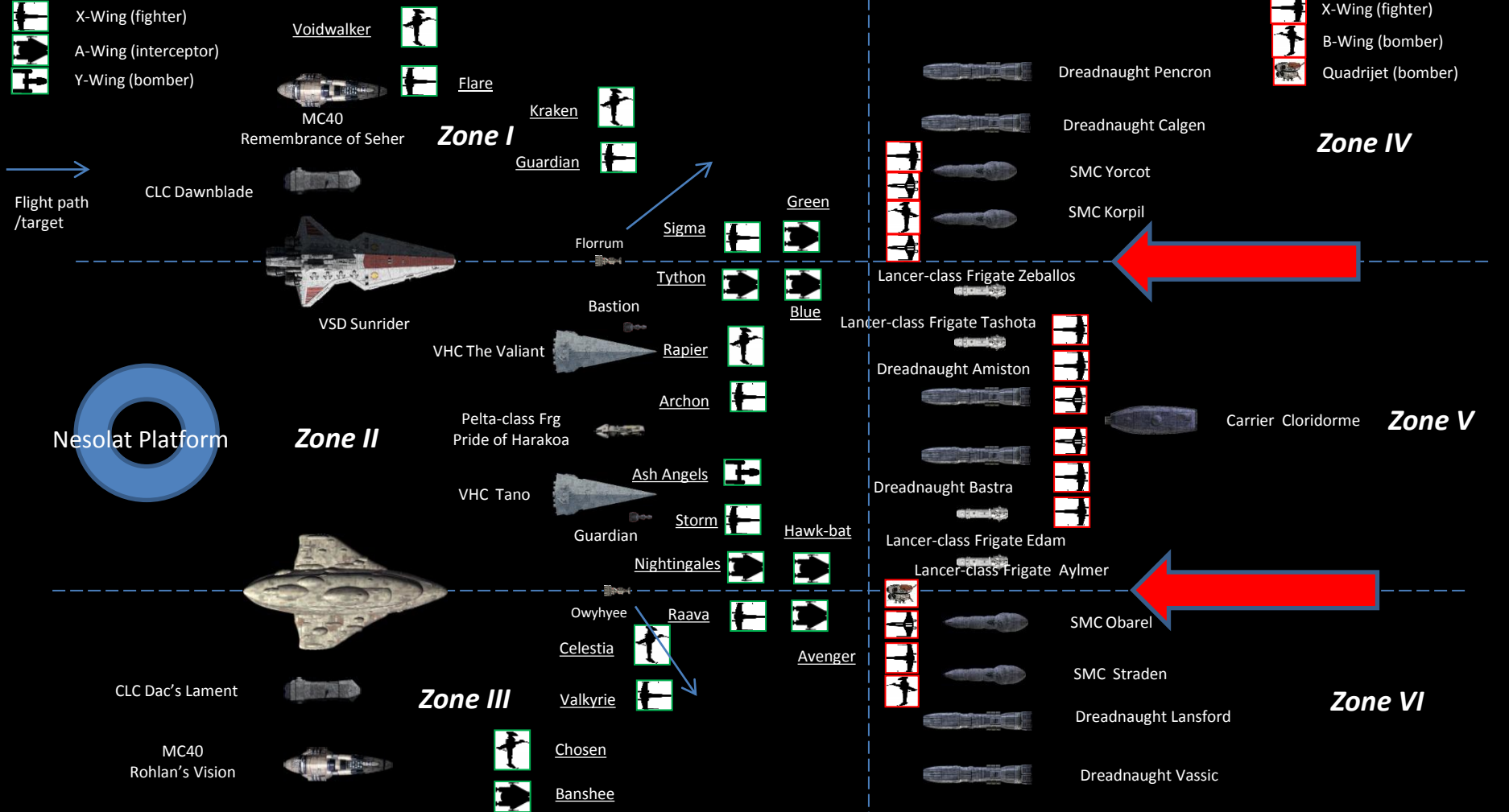
-  B-Wing (bomber)
-  X-Wing (fighter)
-  A-Wing (interceptor)
-  Y-Wing (bomber)

# STAGE III. INTERCEPTORS, FIGHTERS AND ANTI-FIGHTERS

Collective squadrons

-  Z-95 Headhunter (fighter)
-  X-Wing (fighter)
-  B-Wing (bomber)
-  Quadrijet (bomber)

Flight path /target



# BATTLESHIPS

- Once enemy fleet crosses the border line or once they are in our firing range, all Odan-Urr battleships will commence fire. Hopefully, the enemy Dreadnaughts armaments have been neutralized by our bombers, so the Dreads are not our big threats anymore
- Here, the fleet is using line formation to counter attack the Collective fleet
- Our fleet operation zones and firing targets are detailed in Table IV below
- Once our corvettes, gunships and frigate have done their tasks in eliminating bombers/fighters that attack our battleships and if the situation allows, they can assist our battleships in destroying the Collective fleet within their zones with their turbolasers and concussion missiles

**Table IV**

	Battleship	Operation Zone	Firing Target
1	MC40 Remembrance of Seher	Zone I	Dreadnaught Pencron & Calgen
2	CLC Dawnblade	Zone I	SMC Yorcot
3	VSD Sunrider	Zone I & II	SMC Yorcot & Korpil, LCF Zeballos & Tashota
4	VHC The Valiant	Zone II	LCF Tashota, Dreadnaught Amiston
5	VHC Tano	Zone II	LCF Edam, Dreadnaught Bastra
6	MC80 Solari	Zone II & III	SMC Obarel & Straden, LCF Edam & Aylmer
7	CLC Dac's Lament	Zone III	SMC Straden
8	MC40 Rohlan's Vision	Zone III	Dreadnaught Lansford & Vassic

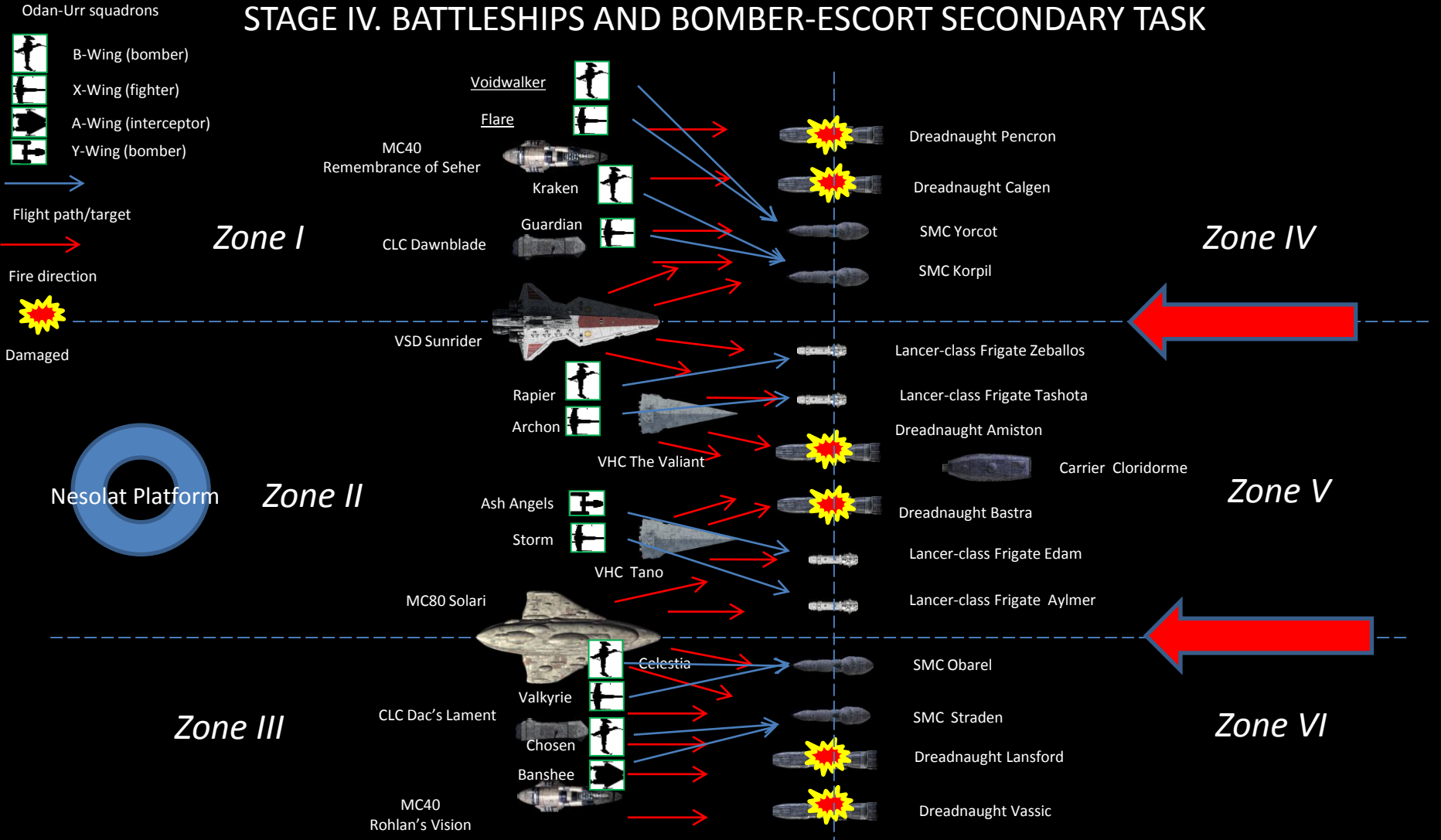
## BOMBER-ESCORT PAIRS SECONDARY TASK

- Previous bomber-escort pairs will assist the battleships by aiming the next enemy ships (Strike Middle-Cruiser and Lance-class Frigate) armament: turbolaser batteries, light turbolasers, ion cannons, laser cannons and concussion missiles launcher with their remaining torpedoes.
- If B-Wings already depleted all their torpedoes, their escort X-Wings will use their torpedoes to destroy their new targets
- See table V for details

**Table V**

	Bomber	Escort Fighter	New Target
1	Voidwalker (B-Wing)	Flare (T-70 X-Wing)	SMC Yorcot
2	Chosen (B-Wing)	Banshee (RZ-1 A-Wing)	SMC Straden
3	Kraken (B-Wing)	Guardian (T-70 X-Wing)	SMC Korpil
4	Rapier (B-Wing)	Archon (T-70 X-Wing)	LCF Zeballos & Tashota
5	Ash Angels (Y-Wing)	Storm (T-70 X-Wing)	LCF Edam & Aylmer
6	Celestia (B-Wing)	Valkyrie (T-70 X-Wing)	SMC Obarel

# STAGE IV. BATTLESHIPS AND BOMBER-ESCORT SECONDARY TASK



# PHASE I: CLOSING

## Final Result

- If all goes as planned, in the last stage or stage V, almost all Collective forces have been compromised, either destroyed, disabled or retreated to hyperspace.
- Both MC40s will turn inward to assist in attacking the remaining Collective ships.
- The position of our fleet is shown on the following figure.

## Contingency Plans:

Odan-Urr fleet will suffer damage even loss in this battle. Below are the contingency plans:

- Plan A:

Loss of the VHCs; since they are in the intense lane and also on the front line of the battle, they will most likely suffer severe damage or even worse, be destroyed. If this happens, both VSD Sunrider and MC80 Solari will move forward and turn inward. They will blockade the enemy ships movement in the middle lane and at the same time act as shields to the platform

- Plan B:

Loss of the MC40s and CLCs; since they are weaker than Dreadnaughts, they will suffer damage which can even lead to loss. In this scenario, both VSD Sunrider and MC80 Solari will turn outward then move forward. They will intercept the movement of enemy fleet from outer lanes

- Plan C:

Loss of fighters in middle lane; if Collective command their Lancer-class Frigates to move forward to harass our fighters which will destroy them, our VHCs are to move forward then turn outward facing the Frigates.

## Chain of Commands and Communications

- The captain of the Solari will serve as commander of the fleet for the length of engagement while the captain of the Sunrider shall serve as deputy commander.
- All ships and starfighters will have to stay in close communication at all times, therefore they are equipped with redundant communication systems.

## Operational Success Criteria

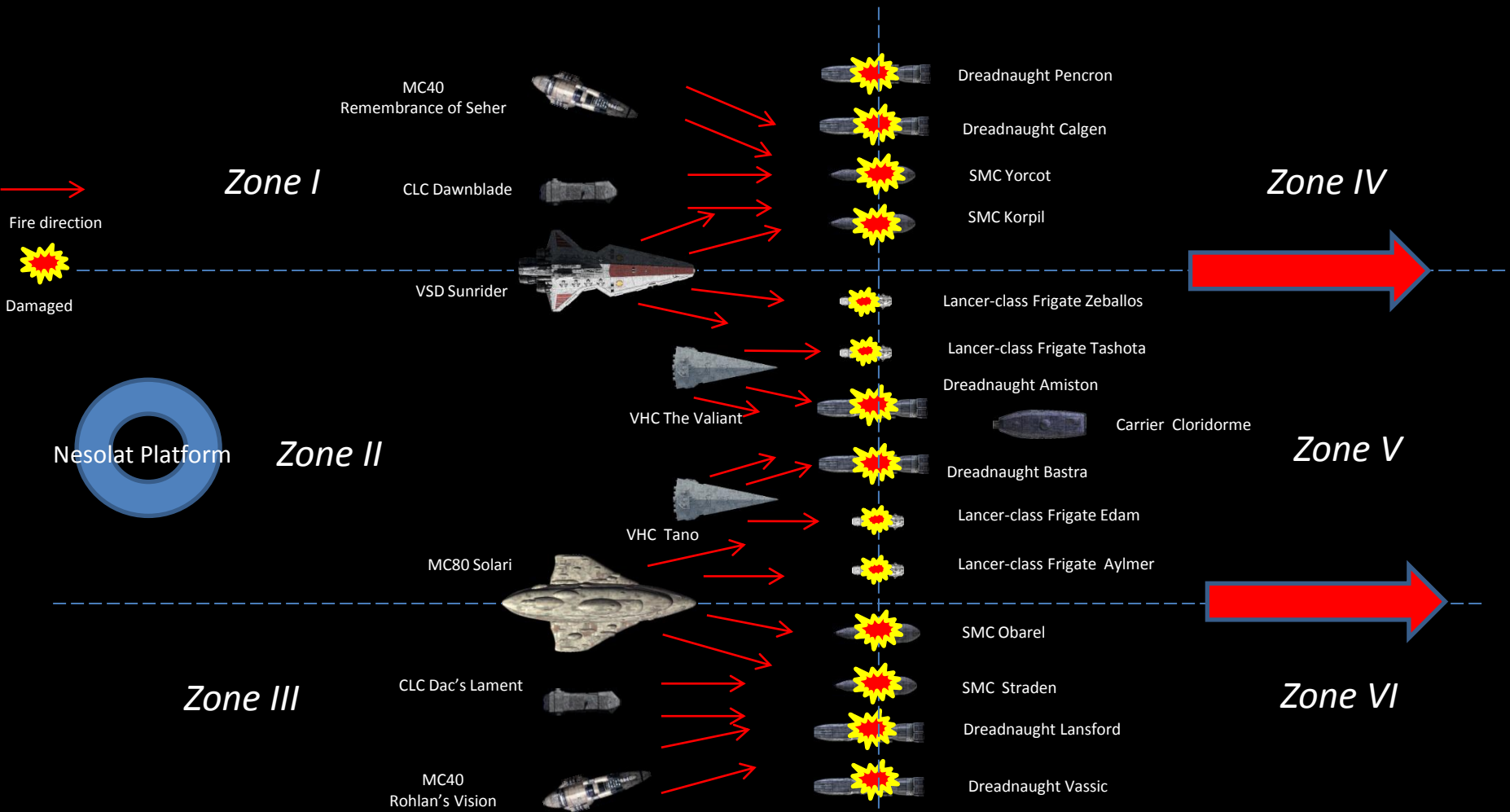
- The Collective fleet is destroyed or forced to retreat from the system without destroying the Nesolat platform

## Operational Failure Criteria

- We allowed the Nesolat platform to be destroyed



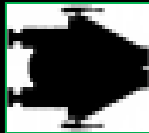
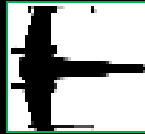
# STAGE V. FINAL POSITION



# HOMEFRONT GREAT JEDI WAR XIV



## PHASE II



# SITUATION, MISSION AND MAP

## Situation

A small fleet of Collective forces had managed to breach the Dark Brotherhood space defense and now they were heading to the Iron Legion Headquarters on the surface of planet Arx.

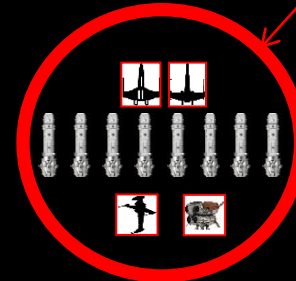
Odan-Urr High Commands were prompt to dispatch reserved Starfighters from Pharos platform (OEF Navy) and three C70 Consular-class Cruisers from JTF Sunrider.

Due to heavy damage endured during Phase I of Operation Omega, the combined fleet of JTF Sunrider and OEF Navy could only send two Carrack Light Cruisers and two MC40s to join the fray.

## Mission

- Destroy enemy forces attacking the Iron Legion Headquarters
- Secure the perimeter of the area once enemy forces has been defeated

Target of defense: The Iron Legion Headquarters



The last position of Collective small fleet detected by Brotherhood defense sensor



# ORDERS OF BATTLE: Analysis and Comparison



## Odan-Urr Forces

- Mod RZ-1 A-Wing Squadron x2 (Interceptor): Tempest & Reaper
- T-70 X-Wing Squadron x2 (Fighter): Paladin & Lawbringer
- C70 Consular-class Cruiser x3 (Anti-fighter/frigate)
- MC40a Light Cruiser x2 (60% functional)
- Carrack-class Light Cruiser x2 (75% functional)

## Summary

Starfighters: x4 Squadrons (48 units)

Anti-fighter: x3

Cruiser: x4

## Strengths:

- Light Cruisers, although not in 100% capability
- Mod RZ-1 A-Wing
- Numerical superiority in starfighters

## Weaknesses:

- Odan-Urr forces don't have bomber but we can utilize X-wing as bomber

## Opportunities:

- Variety in ship roles (cruiser and anti-fighter/frigate)
- T-70 X-Wing Squadron can act as bomber
- C70 Consular-class Cruiser. The name is misleading, C70 is a frigate-class but more agile. It is actually an anti-fighter due to its twin laser cannon turrets but it is also armed with twin turbolaser turrets

## Threats:

- Enemy bombers
- Enemy frigates

## Collective Forces\*

- Z-95 Headhunter x16 (Fighter)
- A/SF-01 B-Wing Starfighter x8 (Bomber)
- Collective Quadrijet x4 (Bomber)
- T-70 X-wing Starfighter x8 (Fighter)
- Lancer-class Collective s20 Frigate x8

## Summary

Starfighters: 36 units

Anti-fighter: 8 units

## Strengths:

- Lancer-class Frigate (Anti-fighter)

## Weaknesses:

- Z-95 Headhunter
- Lack of ship variety, no battleship
- Outnumbered in starfighter capability

## Opportunities:

- B-Wing and Quadrijet (bomber)
- X-wing can take the role of bomber

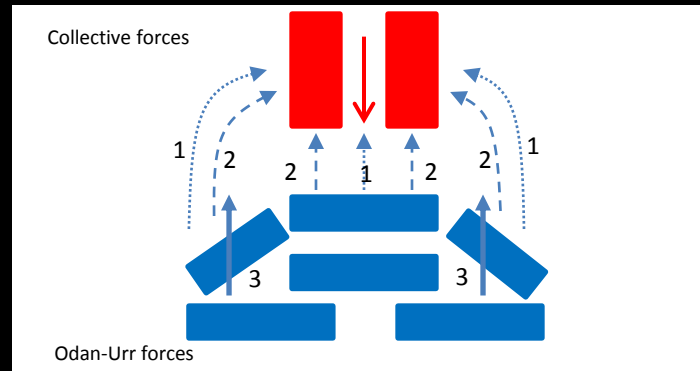
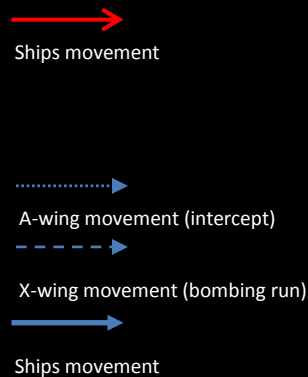
## Threats:

- Enemy interceptors
- Enemy fighters
- Enemy light cruisers

\* Based on Brotherhood scout and intelligence report

# BATTLE PLAN

- From analysis above, Odan-Urr forces are more superior in battleship and in starfighter comparison
- The last information needed is Scout and/or Intelligence report. The Brotherhood scout reported that Collective force is using column formation as their attack formation. After the High Commands have a brief meeting, it is decided that Odan-Urr forces will be using a half-circle formation.
- So the first step in our battle plan, Odan-Urr will dispatch A-wings to eliminate the Collective escort fighters (1)
- Then we will deploy our X-wings to play the role of bomber. They are to destroy the frigates laser cannon turrets using their proton torpedoes (2). We need to do this since our cruisers cannot suffer heavy damage anymore. Due to damage during phase I, they are only operating below their 100% capability.
- Once the enemy fighters have been cleansed and the frigates have been crippled, our battle ships will commence their firing to enemy frigates to wipe them out once and for all (3)
- Below is the simplification of the battle plan. The details of the battle plan will be explained in the next pages





# INITIAL FORMATION



- The initial formation of Odan-Urr and Collective forces can be seen in below figure
- All starfighters are to fly in pairs



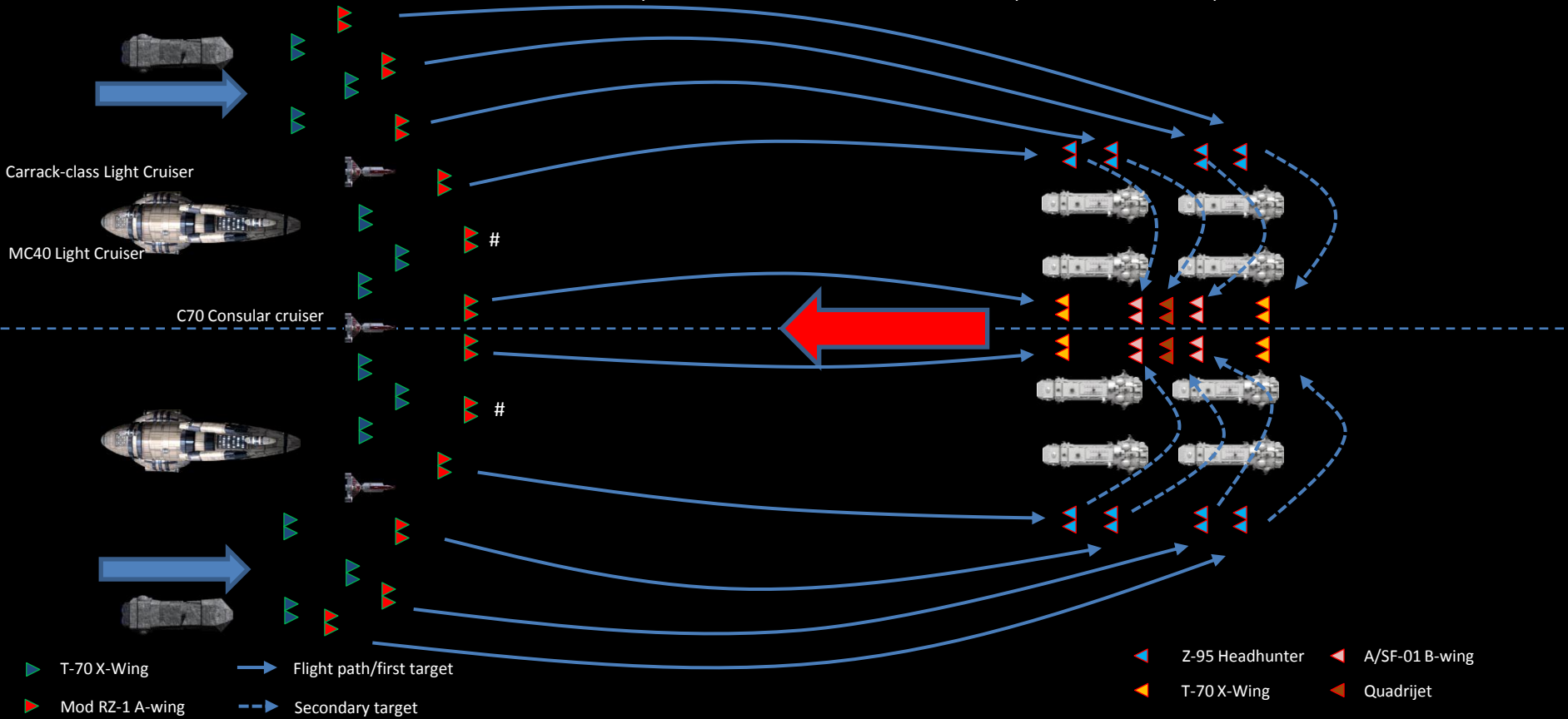




# STAGE I. INTERCEPTOR



- Below figure shows the movement of Odan-Urr's A-wing interceptor to eliminate the Collective escort fighters that flank their frigates
- A-wings will use their missiles to shoot down the Collective Z-95 Headhunter from afar then continue to Collective X-wings and bombers.
- Four A-wing units (#) are to hold their positions to protect our ships
- Note that CLCs are to move forward as denoted by the blue thick arrows, the rest of the ships are to hold in their position

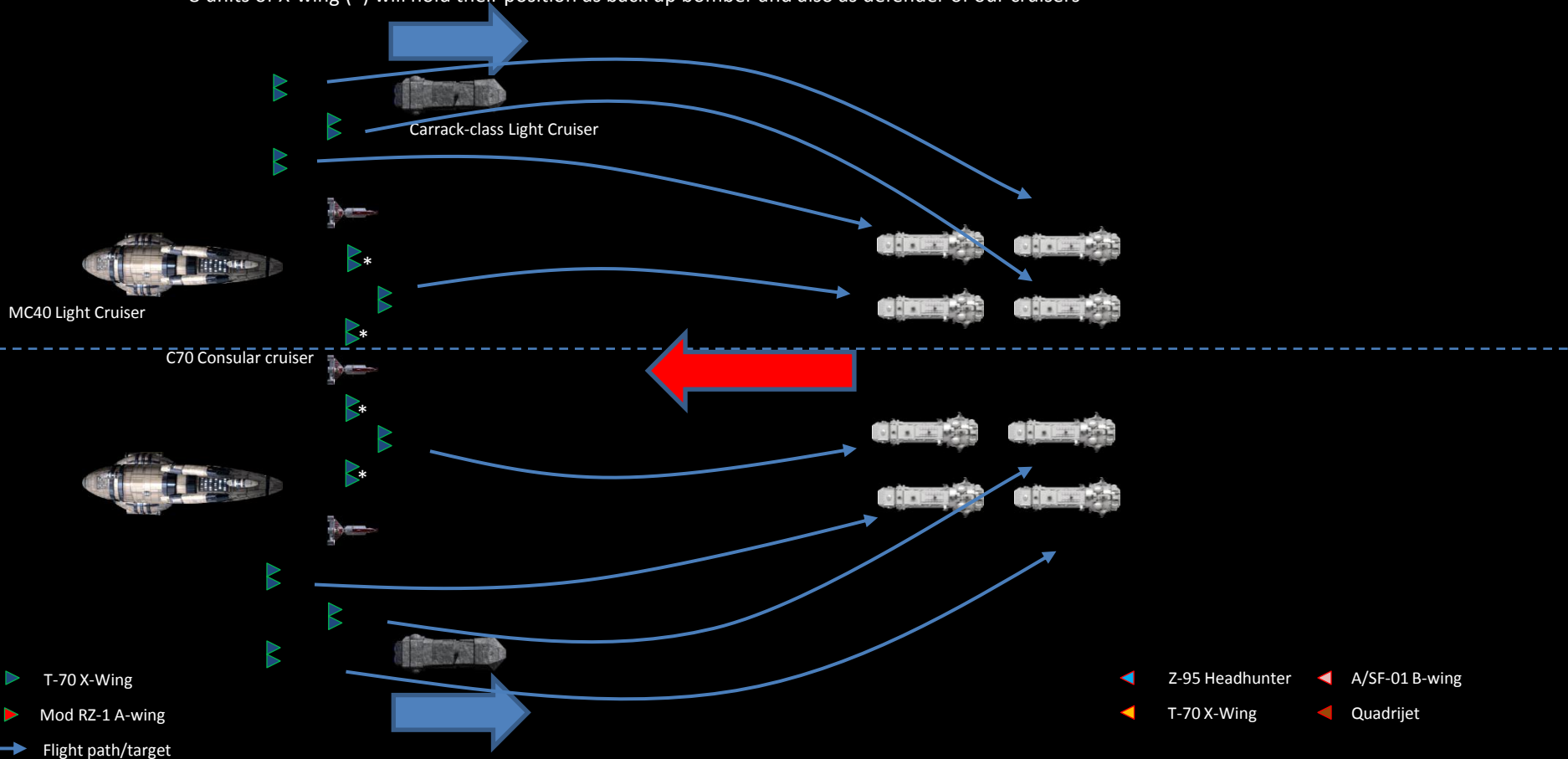




# STAGE II. X-WING'S BOMBING RUN



- Odan-Urr forces have no bomber, but we will dispatch X-wing as bomber to cripple the Collective frigates' laser turrets by using their proton torpedoes
- Below figure shows the movement of Odan-Urr's X-wing in executing their bombing run
- Since X-wing carries less torpedoes, we are expecting that they can destroy minimum 50% of Collective frigates' laser turrets
- 8 units of X-wing (\*) will hold their position as back up bomber and also as defender of our cruisers

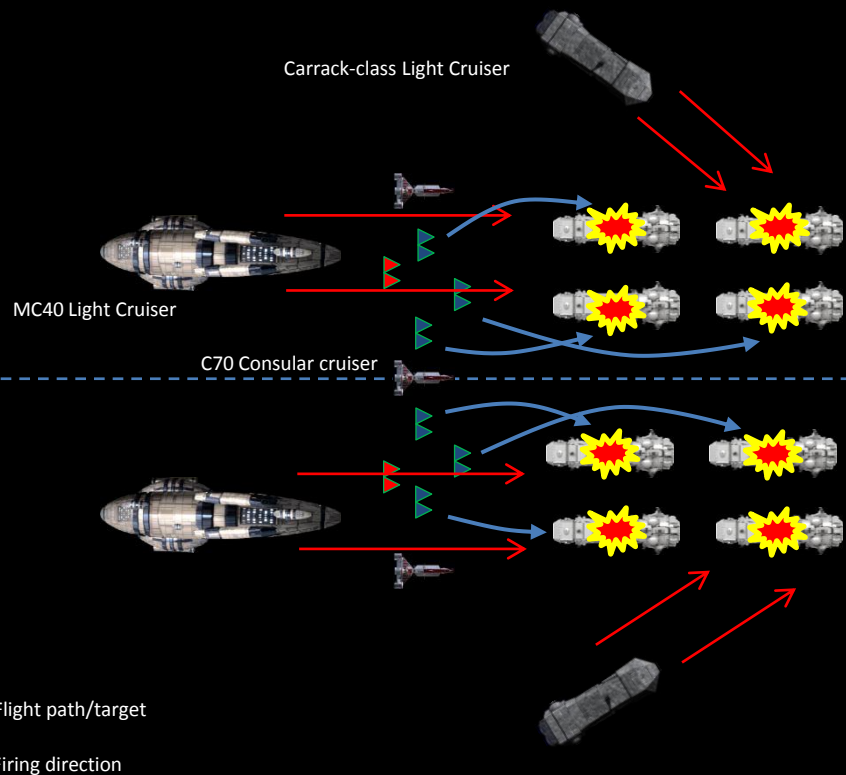




# STAGE III. BATTLESHIPS, FRIGATES & STARFIGHTERS



- Once in position, CLCs will turn inward and fire their cannons to enemy frigates
- MC40s will open fire to enemy frigates once they are in firing range
- The reserved X-wing will be ordered to continue the attack on Collective frigates using their torpedoes
- C70 cruisers will assist X-wing and battleships in destroying enemy frigates using their turbolaser turrets
- The reserved A-wings will provide air support



# PHASE II: CLOSING

## Final Result

- If all goes according to the battle plan, in stage III almost all Collective forces have been compromised, either destroyed or disabled.
- Odan-Urr forces to secure the perimeter defense of the Iron Legion Headquarters by deploying starfighters and small ships patrol

## Contingency Plans:

Odan-Urr fleet will suffer damage even loss in this battle. Below are the contingency plans:

- Plan A:

Loss of the A-wings; since they are to eliminate enemy fighters, there is probability that some of them will get crushed by enemy frigates. Our reaction is to deploy the reserved A-wings to assist in attacking Collective fighters. If needed C70s will be dispatched to eliminate Collective fighters with their laser cannon turrets.

- Plan B:

Loss of the X-wings; again there is possibility that some of them will be destroyed by enemy fighters or frigates. In this scenario, Odan-Urr will dispatch the back up X-wing to assist the bombing run on enemy frigates. If needed C70s will also be ordered to assist X-wing squadron in crippling the frigates' armament using their turbolasers turrets.

## Chain of Commands and Communications

- The captain of the Remembrance of Seher will serve as commander of the fleet for the length of engagement while the captain of the Rohlan's Vision shall serve as deputy commander.
- All ships and starfighters will have to stay in close communication at all times, therefore they are equipped with redundant communication systems.

## Operational Success Criteria

- The Collective small fleet is destroyed or forced to retreat from the atmosphere of Arx without destroying the Iron Legion Headquarters

## Operational Failure Criteria

- We allowed the Iron Legion Headquarters to be destroyed



*May the Force be with us...*

# Our Team

Augur Edgar Drachen  
#13831  
Councillor of Urr



Padawan Elyon de Neverse  
#16071  
Jedi Healer



Vanguard Jafits Skrumm  
#7764  
Pilot



Ranger Lu'Aisha Gresee  
#13090  
Medic

