

Credits:

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PHASE 1: Defend Nesolat Station

SITUATION: Arx is under attack! The Shadow Academy's headquarters aboard the *Nesolat* Space Station is being assailed by the Collective's Battle Group Elysium, engaging in a reckless and relentless assault to capture or destroy the station. This course must be prevented, at all costs...

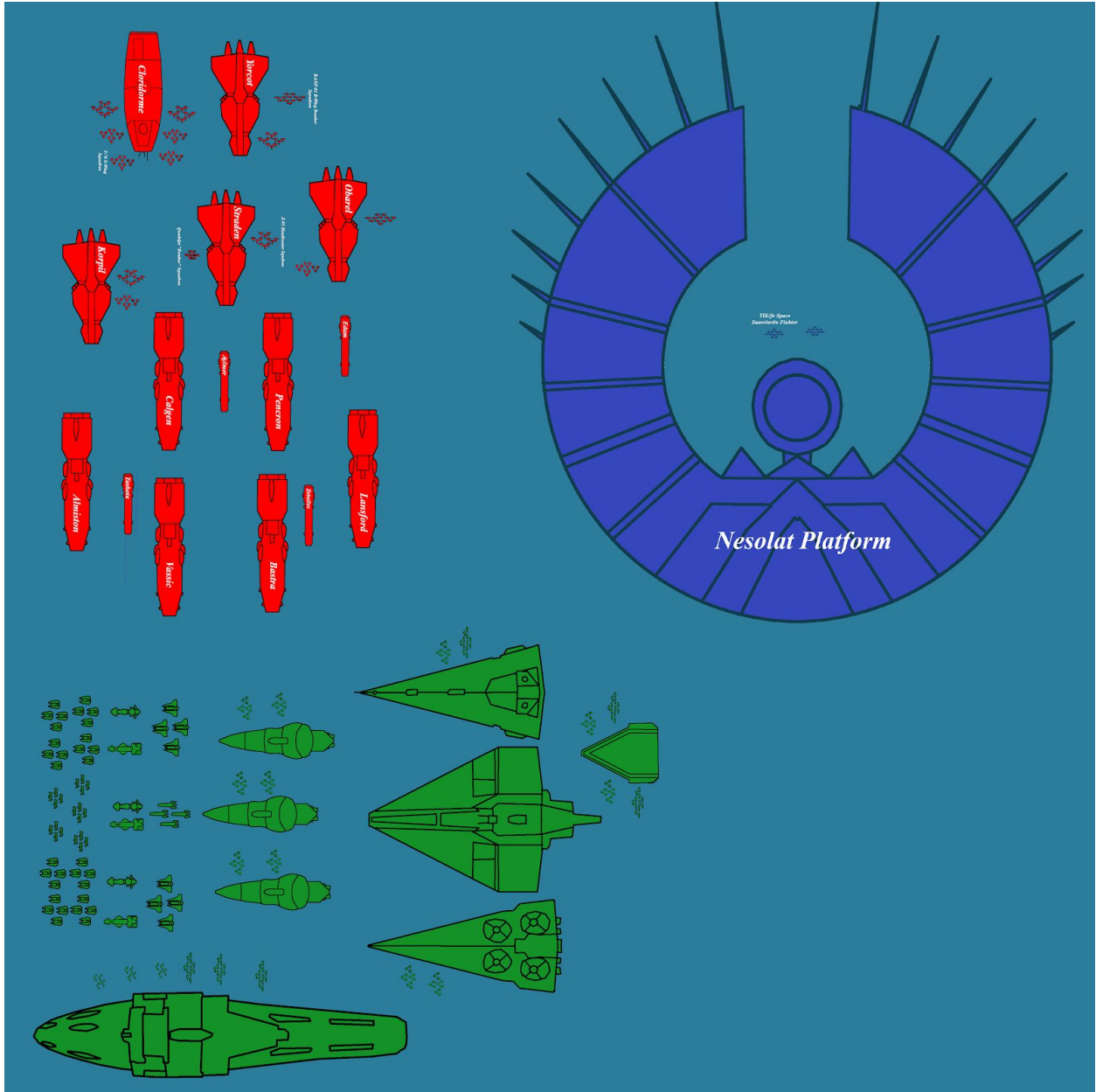
Arconan Forces:

- Arconan Expeditionary Forces (AEF):
 - DP20 Corellian Gunships:
 - *Disquiet Balance*
 - *Corona*
 - *Black Hole Son*
 - Braha'Tok Class Gunships:
 - *Unsung Valor*
 - *Serpent's Strike*
 - *Jate'Kara*
 - Strike-Class Medium Cruisers:
 - *Eldar's Anthem*
 - 2 T-70 X-Wing Starfighter Squadrons
 - *Selen's Song*
 - 2 T-70 X-Wing Starfighter Squadrons
 - *Shadow's Promise*
 - 2 T-70 X-Wing Starfighter Squadrons
 - Quasar Fire-Class Cruiser Carrier:
 - *Hail of Shadow*
 - 2 T-70 X-Wing Starfighter Squadrons
 - 2 A/SF-0-1 B-Wing Squadrons
 - Vindicator-Class Heavy Cruiser:
 - *Invicta II*
 - T-70 X-Wing Starfighter Squadron
 - A/SF-0-1 B-Wing Squadrons
 - Immobilizer 418-Class Heavy Cruiser:
 - *Event Horizon*

- 2 T-70 X-Wing Starfighter Squadrons
- Acclamator-Class Assault Ship
 - *Will of Our Lady*
- 15 Low Altitude Assault Transport/Infantry Platoons
- 4 Sentinel Class Landing Craft Flights
- 3 VT-49 Decimator Flights
- Dajorran Defense Forces:
 - MC75 Cruiser
 - *Wrath of Dawn*
 - 2 RZ-2 A-Wing Squadrons
 - 2 A/SF-0-1 B-Wing Squadrons
 - 5 Firespray-31-Class Interceptor Flights
 - 5 VT-49 Decimator Flights
 - 4 T-70 X-Wing Starfighter Squadrons
 - 2 Kom'rk Class Fighter Flights
 - 5 Low Altitude Assault Transport/Infantry Platoons
- Qel Droman Vessels:
 - CR25 Troop Carrier Flight
 - *Ill-Gotten Gains 1-4*

Arconan Ground Forces:

- *Legion of Our Lady*
 - 40 Line Companies
 - 9 Assault companies
 - 8 Artillery Batteries
 - 4 Special Missions Companies
 - 2 Scout Companies
- Arconae Primus 2nd Regiment:
 - 8 Artillery Batteries
 - 4 Assault Companies
 - 2 Special Missions Companies
 - 1 Scout Company
 - 1 Heavy Armor Company
- Galerian Ground Forces:
 - 2 Attack Armor Companies
 - 1 Artillery Battery
 - 1 Scout Company
 - 1 Special Missions Company (Eldar Rangers)
- Qel-Droman Artillery:
 - 1 Artillery Company



STAGE 1:

Arconan Forces arrive as the Collective bombards the Nesolat platform. Assuming the collective assumes a classic "wing and wolf-pack" pattern to expose the Nesolat to the optimum number of turbolaser batteries while retaining a rear guard in case of attack, their battle group will be arranged in three "layers". Dreadnought-class a70 Heavy Cruisers will likely be arranged in a rough semi-circular ring, exposing broadsides. Interspersed in the center layer will most likely be the lighter Lancer-class s20 Frigates, in order to prevent fighters from harassing the remainder

of the fleet. The rear-guard third layer will be made up of the four m50 medium cruisers, covering the Ton-Falk Class Escort Carrier.

The Arconan Central Fleet (hereinafter referred to as "Shadow Hearth" or simply, "Group Hearth") will jump into a defensive formation; gunships and the swarm of fighter flights at the fore, forming a protective screen between the Collective battle group and the Hearth Group. While the Collective fleet re-orders to face the Arconan fleet, Hearth Group command will tightbeam a message directly to Nesolat command over a coded channel. The Ensolat will be **ordered** to immediately prepare for evacuation aboard their Administration section, preparing the remainder of the station to self-destruct once it is abandoned. The station should hold its fighters back to protect the administration section once it has been jettisoned. If the station's command or the Headmistress objects to this course of action, then the Hearth Group's admiralty has been given permission by the Shadow Lady to deliver a direct ultimatum; follow our orders, or deal with the Collective alone. It was assumed that such a measure would greatly simplify the chain of command.

STAGE 2:

At this point, battle lines will have been formed, roughly, before the Nesolat. Here, a secondary formation will split from Hearth Group, consisting of The Strike-Class Medium Cruiser, *The Song of Selen*, the DP20 Corellian Gunships, and the Braha'Tok-Class Gunships. Supported by 4 T-70 X-wing Starfighter Squadrons, 3 VT-49 Decimator Flights, 2 Kom'kr-Class Fighter Flights, and a flight of Firespray-31-Class Interceptors, this attack-group (hereinafter referred to as "Group Firebrand") will engage the Collective fleet head-on. These vessels were not pressed into this duty, but solemnly volunteered by their captains and crews, willingly taking on the enormous risk and sacrifice presented by their duty. Group Firebrand has two distinct purposes; the first is to draw the majority of the Collective's fire away from our main fleet, absorbing fire and allowing our larger group to draw closer from the flank. Unwilling to abandon their prize in the Nesolat, they will abstain from moving to directly engage our main fleet, instead waiting defensively, pushed on by Firebrand. Secondarily, Firebrand is to focus the bulk of their heavy firepower upon the Collective's four Lancer-class frigates, removing their anti-fighter capabilities from the field. With Group

Firebrand's crews stripped to bare efficient minimum, in order to minimize casualties, ramming maneuvers have been approved for the larger vessels in order to accomplish this goal.

While Group Firebrand pierces the enemy's lines, Group Hearth will flank around, with the MC75 Cruiser *Wrath of Dawn* serving as a shield for the majority of the force, directing its own fire upon the Lancer-Class frigates within the enemy fleet. This force is to flank around to the *Nesolat*, arriving just in time for the station's administration section to detach, while the remainder of the station is scuttled, preventing the enemy from using the separate sectors to bypass Arx's planetary shield.

STAGE 3:

Group Hearth is to take up defensive positions around the *Nesolat*, in order to begin a fighting retreat to the planetary shield emitter, where an attack can be more readily defended against. With the Lancer-frigates destroyed by Group Firebrand, Arcona will possess overwhelming fighter superiority. From here, all fighter, interceptor, bomber, and assault-ship squadrons are to initiate an attack on the enemy fleet, coming in swarms to cover our main fleet's retreat. It is expected that heavy casualties will be sustained during this process, but a reinforced defensive position will ensure that neither Arx, nor the *Nesolat* will fall before more forces arrive.

PHASE 2: Protect the Surface of Arx

SITUATION: The planetary shield has fallen, and Collective Forces are beginning to assault the surface of Arx. A line of surface defenses must be set up to prevent Collective troops from establishing a firm foothold on the planet. In order to accomplish this line, air superiority must be established.

STAGE 1:

Foreseeing the fall of Arx's planetary shield, the Hearth Group was given pre-set orders to defend Arx from a coming onslaught. Faced by the overwhelming numbers of the secondary Collective battlegroup, Hearth would fall back into Arx's atmosphere, covering the administration section as it retreats to the planet's surface. The starfighters and interceptors previously engaged with the Collective

fleet would take advantage of their temporary fighter superiority, escaping before the new Lancer-class frigates can come into play. Our vessels would immediately attempt to set up a rough atmospheric blockade, forming interlocking circles of fire to hold off the incoming swarms of fighters and protect our landing craft as they deploy our ground forces. Special emphasis will be given to rapidly deploying and loading mobile artillery batteries and armor, which will play an important role in the battle to come.

PHASE 2:

The second phase of the Battle on Arx will depend upon speed, laser-precision in troop deployment, and unwavering bravery in the face of overwhelming odds. The most immediate objective will be to secure air superiority, in order to defend our legions while they prepare defenses around the Iron Legion Headquarters and other key locations, and to prevent substantial deployments of Collective forces. Ground and Artillery forces are to deploy via Arcona's LAAT platoons, arranged in a ring around the landing site of the fallen Iron Legion Headquarters, supported and guarded by infantry squadrons aboard the craft, and ferried within the *Will of Our Lady* and the *Ill Gotten Gains 1-4*. These artillery pieces will have a very simple target to begin; the eight Lancer-class frigates in the air. In total, 64 Self-Propelled Heavy Artillery Turbolasers, 64 AV-7 Anti-Vehicular Cannons, and 64 J-1 Semi-Autonomous Proton cannons will be deployed in the field, if all are able. Priority in landing order will be given to the SPHA and the J-1 lines; the SPHA pieces are the most effective at piercing the shields and hulls of starships, demonstrated by their usage in the First Battle of Geonosis, while the J-1 can both support fire on the Lancers and wreak havoc within the formations of Collective fighters with airburst rounds, as they did during the Battle of Ryloth in 22 BBY.

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Briefing begins, now.

1

We have received a distress call from the Arx system, more specifically, the Shadow Academy's platform in orbit. We have determined a plan of action and are en route to assist in the defense of this station.

What we know of the enemy forces are displayed here, as well as our own assets we are involving in this engagement. Our calculated arrival point will bring us in, we believe, with the Collective forces between the platform and ourselves.

2.

Our engagement plan is to use the gravity well of Arx to assist in a quick strike against the enemy fleet with our faster moving vessels. Gunships, strike cruisers, patrol craft and several X-Wing squadrons will move to charge the enemy battle line while their primary focus is still the station. This is attack group Firebrand, and their sole mission is to knock out the Collective Lancers and move to recover on the farside of the station. Crews have been reduced but casualties are expected.

2.5

The remainder of our fleet shall be Group Shadow Hearth, moving to flank the Collective forces with the MC75 Wrath of Dawn serving as a shield against the enemy's heavy turbolasers. It shall also be targeting Lancers whenever fire vectors are clear.

3.

Group Shadow Hearth will take up a defensive position near the platform, in an effort to provide cover and support as the platform's administrative section detaches from the station and begins moving towards the planet.

Should Fire Brand succeed in neutralizing the enemy Lancers, our forces will have starfighter superiority numbers, along with patrol craft, and begin harrying their fleet to minimize our own losses. It is believed that Rebellion era tactics of putting our fighter craft in the 'mix' is the best course of action. Our mission is to protect the administration section of the platform, not the destruction of the enemy.

4.

When the administrative section is away, the majority of our fleet will begin moving towards exit vectors, while several vessels, along with the majority of our fighters and patrol craft, will be moving to secure airspace inside of the atmosphere of Arx.

5.

Our secondary objective, with the assumption that the planetary defenses will fail under the Collective onslaught, is to secure the airspace around the Iron Legion Headquarters.

This will be achieved through overwhelming use of firepower, strategic cruiser placement, and disciplined use of our fighter and patrol craft.

The Vindicator class Invicta shall hold station directly above the HQ, as it has the most point defense capability in our fleet. The Acclamator class Will of Our Lady will be in the area as well, supporting, as it will be required to transport ground forces swiftly to the surface.

6.

Our deployment will be relying on tried and true Clone Wars era tactics, where we will employ our large number of artillery as ad-hoc anti-capital ship weaponry. It is believed that for the Collective to hold airspace over the Legion HA and nearby city, they will have to employ fighter craft and remaining Lancers.

As these vessels are generally escorted by heavier ships and are meant to defend against starfighters, we believe our artillery will be able to drive them off, if not neutralize them entirely.

7.

The artillery will be arrayed in concentric rings around the Legion HQ, interspersed with our numerous Line and Assault companies to defend them against any possible ground troops that may press the area. Our tanks and walker units will be ready to deploy to any locations where the line appears to be faltering. The Assault companies e-web blasters may be used for light anti-air, but with a range of under a kilometer they are not encouraged to.

We will continue to employ our patrol craft and fighters to assist in the defense, should the enemy employ their own craft, or bombers. They will be tasked to stay within the Invicta's sphere of influence and are not to pursue enemy craft unless the Collective's own anti-starfighter capabilities have been neutralized.

Should our forces hold their positions, and the line, the air space around the Legion Headquarters should stay secure.