

# Battleplan GJW XIV

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Phase 1: Koji

Operation Area:

This part of the operation will take place above the planet or Arx, above the region of Uskil where the Shadow Academy resides. The battle will take place around the Nesolat platform which is of major significance to the Brotherhood and the Shadow Academy. The enemy forces consist of the Battlefleet Elysium whilst ours consist of a portion of the CNS fleet given we cannot leave our home undefended. The enemy are known fanatics and care nothing for their own safety and lives. This adjusts the plan significantly as an outright firefight is out of the question. This will be discussed below.

Enemy Forces:

- Zeballos (Lancer-class Collective s20 Frigate)
- Cloridorme (Ton-Falk-class Escort Carrier)
  - Z-95 Headhunter Squadron
  - Z-95 Headhunter Squadron
  - T-70 X-wing Starfighter Squadron
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- 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)
  - Z-95 Headhunter Squadron
  - T-70 X-wing Starfighter Squadron
- Korpil (Strike-class Collective m50 Medium Cruiser)
  - Z-95 Headhunter Squadron
  - A/SF-01 B-Wing Starfighter Squadron
- Obarel (Strike-class Collective m50 Medium Cruiser)

- Collective Quadrijet Bomber Squadron
  - Z-95 Headhunter Squadron
- Straden (Strike-class Collective m50 Medium Cruiser)
  - T-70 X-wing Starfighter Squadron
  - A/SF-01 B-Wing Starfighter Squadron
- Lansford (Dreadnaught-class Collective a70 Heavy Cruiser)
- Vassic (Dreadnaught-class Collective a70 Heavy Cruiser)

Collective Ground Forces Will be present due to Elysium containing them, but given their role will not be actively engaged. But their transports will be a priority target for our squadrons.

Sadowan Forces:

Ragnos Fleet -

- Remorseless (Raider I-class Corvette)
- Leviathan (Raider I-class Corvette)
- Resolution (Quasar Fire-class Cruiser Carrier)
  - Howrunner Squadron (TIE/FO Starfighter Squadron)
  - Manticore (TIE/FO Starfighter Squadron)
  - The Vagabonds (TIE/FO Starfighter Squadron)
  - Vornskyr Squadron (TIE/D Defender Squadron)
- Sanctuary (Acclamator-class Assault Ship)
- Phoenix (Vindicator-class Heavy Cruiser)
  - Sheath Squadron (BTL-A4 Y-Wing Starfighter Squadron)
  - Sword Squadron (TIE/D Defender Squadron)
- BTL-A4 Y-Wing Starfighter Squadron
- T-70 X-wing Starfighter Squadron
- TIE/D Defender Squadron

Dakhan Forces -

- Hydra (Raider I-class Corvette)
- Wurm (Raider I-class Corvette)
- Light of Orian (Vindicator-class Heavy Cruiser)
  - BTL-A4 Y-Wing Starfighter Squadron
  - T-70 X-wing Starfighter Squadron
- Basilisk (Raider I-class Corvette)
- Manticore (Raider I-class Corvette)
- Reaver (Ton-Falk-class Escort Carrier)
  - BTL-A4 Y-Wing Starfighter Squadron
  - T-70 X-wing Starfighter Squadron
  - T-70 X-wing Starfighter Squadron

- T-70 X-wing Starfighter Squadron
- A/SF-01 B-Wing Starfighter Squadron
- A/SF-01 B-Wing Starfighter Squadron

#### General Sadowan Forces -

- Hyperion (CR90 Corellian Corvette)
- Wrath (DP20 Corellian Gunship)
- Magnificent (Quasar Fire-class Cruiser Carrier)
  - Scyk Squadron (BTL-A4 Y-Wing Starfighter Squadron)
  - Reek Squadron (BTL-A4 Y-Wing Starfighter Squadron)
  - The Loth-Cats (T-70 X-wing Starfighter Squadron)
  - Kinrath Squadron (T-70 X-wing Starfighter Squadron)
- Implacable (DP20 Corellian Gunship)
- Khar Shian (Raider II-class Corvette)
- Spectre (DP20 Corellian Gunship)
- Stalker (Raider II-class Corvette)
- EF76 Nebulon-B Frigate
- Dauntless (Carrack-class Light Cruiser)
- Strike-class Medium Cruiser
- Harbinger (Acclamator-class Assault Ship)
- Immortal (Vindicator-class Heavy Cruiser)
  - Terentatek Squadron (T-70 X-wing Starfighter Squadron)
  - A/SF-01 B-Wing Starfighter Squadron
- Perdition (Imperial II-class Star Destroyer)
  - Massassi Squadron (T-70 X-wing Starfighter Squadron)
  - The Cannocks (T-70 X-wing Starfighter Squadron)
  - Roughneck Squadron (T-70 X-wing Starfighter Squadron)
  - Howler Squadron (T-70 X-wing Starfighter Squadron)
  - Hunter Squadron (A/SF-01 B-Wing Starfighter Squadron)
  - Firehawk Squadron (A/SF-01 B-Wing Starfighter Squadron)

It can be assumed any transport vessels or low altitude vessels designed to transport troops or be utilised on the planet will not be engaged in this battle and move directly to the planet surface upon entering the system. Ships not mentioned will be left to safeguard Sadow Space.

#### General Strategy:

The primary concern during this conflict is the Collectives Fanatic Zeal. Whilst we outnumber their vessels they will be happy to utilise everything against us with no qualms of their own safety. The dreadnoughts are a primary target as they themselves can likely destroy half of our ships alone.

We would perform a wall, putting ourselves between the Collective Forces and the Planet/Station. Our heavy Capitals would utilise long range fire support to engage, whilst providing cover to our fighter squadrons.

We will split our fighters into two groups. Bombers with support and Ground hunters.

The aim of the Bombers is to engage their capitals and take them out. Their support fighters will provide support and keep the enemy fighters off their backs. The Gunships will also move to support in this role.

The ground hunters will go after their landers and transports to keep what they can land to a minimum. Once the enemy transports are destroyed or have entered the atmosphere our fighters will return to the fleet engagement.

Once close enough the fleet will break in two and move to surround the enemy capital ships. Acting as a net to encircle and then pick the enemy fleet apart piece by piece.

The enemy is likely to use suicide tactics so once able fighters and bombers will provide support to remove any ship likely to attempt this.

The Sadowan forces could win this fight but given the power of the six dreadnaughts it would be at cost. So should a ship be in peril it will retreat to Sadow space. Orian is our primary home and thus needs our fleet the most should something happen again.

Given the nature of the enemy this isn't a fight of attrition but one of total dominance and if that is unachievable then retreat is the only option.

## Phase 2: Sang

Overview: The Administration and Observation sections of the Shadow Academy station Nesolat have detached and returned to the surface of Arx and docked near the Shadow Academy facilities there. The Grand Master has executed orders to establish defensive positions, you must put a plan together to establish air superiority over the entire area south of the Iron Legion Headquarters to defend it and friendly forces operating.

Enemy Fleet Forces:

- 16 x Z-95 Headhunter Squadron
- 8 x A/SF-01 B-Wing Starfighter Squadron

- 4 x Collective Quadrijet Bomber Squadron
- 8 x T-70 X-wing Starfighter Squadron
- 8 x Lancer-class Collective s20 Frigate

Mission: Objective is to establish air superiority over the Iron Legion Headquarters so no enemy forces are able to operate above it.

#### Sadowan Air Support Forces

All of the aforementioned Sadowan forces in Phase 1 that are not included below, will be used to maintain air superiority in orbit over Arx.

#### Ragnos Fleet

- 2 x Raider I-class Corvettes
- 3 x TIE/FO Starfighter Squadrons
- 3 x TIE/D Defender Squadrons
- 2 x BTL-A4 Y-Wing Starfighter Squadrons
- 1 x T-70 X-Wing Starfighter Squadron

#### Dakhan Fleet

- 4 x Raider I-class Corvettes
- 2 x BTL-A4 Y-Wing Starfighter Squadrons
- 4 x T-70 X-Wing Starfighter Squadrons
- 2 x A/SF-01 B-Wing Starfighter Squadrons

#### Clan Naga Sadow Fleet

- 1 x CR90 Corellian Corvette
- 3 x DP20 Corellian Gunships
- 2 x Raider II-class Corvettes
- 2 x BTL-A4 Y-Wing Starfighter Squadrons
- 7 x T-70 X-Wing Starfighter Squadrons
- 3 x A/SF-01 B-Wing Starfighter Squadron

#### Sadowan Ground Support Forces

#### Ragnos Ground Forces

These forces would be ferried to the Iron Legion Headquarters by the Acclamator and Vindicator Ships owned by House Marka Ragnos, and the accompanying shuttles. These shuttles would be protected by 2 of the TIE/FO Starfighter Squadrons assigned to the Ragnos fleet.

- 4 x Line Companies
- 1 x Attack Armour Company
  - 1 x AT-ST Platoon
  - 1 x 2-M Hover Tank Platoon

- 1 x AT-TE Platoon
- 1 x Drop Company
- 1 x Special Missions Company
- 1 x 614 AvZ Speeder Bike Squadron

#### Dakhan Ground Forces

These forces would be ferried to the Iron Legion Headquarters by the Acclamator and Vindicator Ships owned by House Shar Dakhan, and the accompanying shuttles. These shuttles would be protected by 2 of the T-70 X-Wing Starfighter Squadrons assigned to the Dakhan fleet.

- 2 x Drop Companies
- 1 x Special Missions Company
- 1 x Attack Armour Squadron
  - 1 x AT-ST Platoon
  - 1 x 2-M Hover Tank Platoon
  - 1 x AT-TE Platoon
- 1 x Scout Company
  - 1 x 614 AvZ Speeder Bike Squadron
- 1 x Line Company
- 1 x Assault Company

#### Clan Naga Sadow Ground Forces

These forces would be ferried to the Iron Legion Headquarters by the Acclamator and Vindicator Ships owned by Clan Naga Sadow, and the accompanying shuttles. These shuttles would be protected by 2 of the T-70 X-Wing Starfighter Squadrons assigned to the Sadowan fleet.

- 1 x Line Regiment consisting of:
  - 14 x Line Companies
  - 1 x Assault Company
  - 1 x Scout Company
  
- 1 x Armoured Regiment consisting of:
  - 3 x Heavy Armour Companies
    - 4 x AAT-1 Hover Tank Platoons
    - 2 x T-2B Repulsor Tank Platoons
    - 3 x AT-ST Platoons
    - 3 x AT-TE Platoons
  - 3 x Attack Armour Companies
    - 5 x AT-TE Platoons
    - 1 x AT-AT Platoon
    - 1 x AT-ST Platoon
    - 2 x HAVw A6 Juggernaut Platoons
  - 3 x Assault Companies

- 2 x Drop Companies
- 1 x Scout Company
  - 2 x Flash Speeder Squadrons
- 2 x Special Missions Companies
  - 1 x 614 AvZ Speeder Bike Squadron
  - 1 x 74-Z Speeder Bike Squadron
- 2 x Artillery Companies
  - 6 x AV-7 Anti-vehicle Artillery Cannon Line
  - 1 x AT-TP Artillery Line
  - 1 x All Terrain MegaCaliber Six (AT-M6) Artillery Line

### General Strategy

We will utilise the Raider-I's, Raider-II's, DP20's and CR90 to act as mobile anti-air batteries, working with the remainder of the Sadowan Fleet in orbit to act as overwatch and inform the Sadowan forces present in the engagement zone of incoming Collective forces, along with any identifiable attack patterns utilised by the Collective.

Meanwhile, as mentioned, 4 of the T-70 X-Wing Squadrons and 2 of the TIE/FO Starfighter Squadrons will be used to support the landing craft of the Sadowan forces landing at the Iron Legion Headquarters. Once the forces have been landed there, they will work alongside Iron Legion personnel to dig in and prepare to repel Collective forces. 1 Line Regiment and the Armoured Regiment will be used in this, accompanied by the House forces. The remaining two Line Regiments have remained behind in the Orian System, guarding the system from Collective attacks.

The Vindicators and Acclamators will be used to ferry Sadowan troops into lower orbit, with the shuttles assigned to the Clan used to ferry troops and vehicles down to the surface.

The remaining Starfighter Squadrons will be used to target and take down enemy starfighter squadrons.

The 6 BTL-A4 Y-Wing squadrons will be held back in upper orbit alongside the larger vessels in the Sadowan fleet to act as close air support against Collective ground forces when they mass to attack the Iron Legion Headquarters. Meanwhile, our remaining Starfighters will work alongside the mobile anti-air batteries, baiting and attempting to herd enemy squadrons into kill zones that are bracketed by several of the corvettes at once.

The enemy Lancers will be avoided by our starfighter squadrons where possible, however if there is a chance to strike against them from upper orbit with Sadowan vessels providing fire support, they will be targeted and bracketed. The Imperial Star Destroyer, Vindicators, the Carrack and the Strike Cruiser will be of particular use in this, with the Carrack and the Strike

Cruiser making attack runs alongside TIE/D Defender Squadrons utilising their Ion Cannons to disable the Lancers and take them out with superior fire power.

The Iron Legion Headquarters should be equipped with anti-air emplacements, and Sadowan forces landing on Arx, will be digging in and utilising armour to fire up at the Lancers too, as they will be easier targets to hit than enemy starfighters.

If the enemy starfighters run ground attack missions, the Sadowan Corvettes will move to cover the ground forces, acting as the mobile anti-air batteries they were planned to be in this battleplan.

Once the ground troops have left the Acclamators, the Acclamators will return to upper orbit alongside the other Sadowan Forces.

Our special mission companies and Scout Companies will be running as Search and Rescue, picking up any crashed pilots that managed to get out of the cockpit and/or survive their crash landings when shot down. All rescued pilots will be brought back to the Iron Legion headquarters, and any craft that are able to be scavenged having key parts removed to make their recovery by Collective forces worthless while they are trying to achieve air superiority and attack the Iron Legion Headquarters.