

PLAN THE DEFENSIVE

OPERATION: *HOME FIELD*



Sitrep

*The songs of war have been sung. The **Children of Mortis** have launched a surprise attack on Clan Arcona's home dominion in the **Dajorra System**. While the **Shadesworn** work to defend **Selen** from an alien threat and full scale invasion, the **Arcona Armed Forces**, under command of **General Qyreia Arronen**, have been mobilized to repel the invaders.*

...remind the Children of Mortis that we're not trapped on this island with them. They're trapped on it with us."



– Qyreia Arronen

ARCØNA ARMED FØRCES

Fleet

- Capital ships **6**
- Corvette/Cruiser: **18**
- Frigate: **4**
- Fighters/Bombers:**57**
(Squadrons)

Ground

- GROUND TROOPS: **14,180**
- TANKS: **128**
- SPEEDERS: **20**
- ARTILLERY: **704**

CHILDREN OF MORTIS

Fleet

- Capital ships: **4**
- Corvette/Cruisers: **9**
- Frigate: **1**
- Fighter/Bomber: **18**

Ground

- GROUND TROOPS: **3,658**
- TANKS: **56**
- SPEEDERS TRUCKS: **4**
- AIR TRANSPORT: **4**

Phase I: Fleet



- Arcona *Battle Group I* closes to *engagement* distance.

Phase I: Fleet



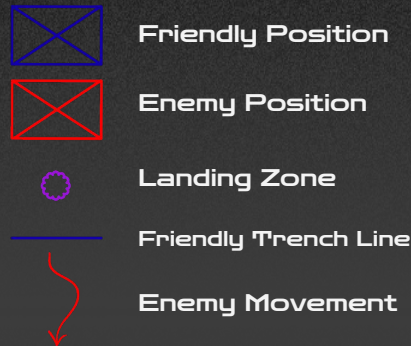
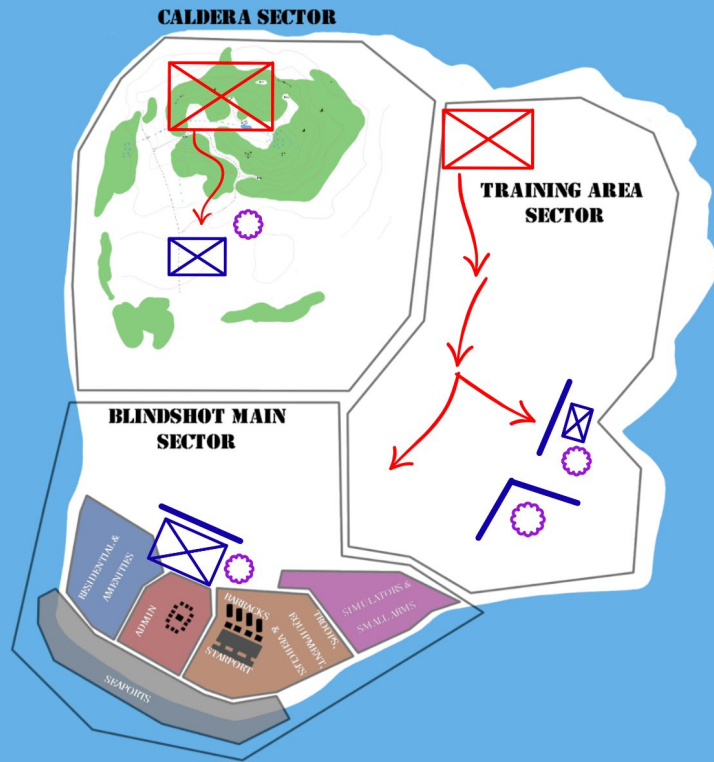
- Enemy fleet moves to attack oncoming Arconan fleet
- *Battle Group I* falls back to Dusk Station while drawing them towards *Golan II*.
- *Battle Group II* slips into hyperspace.

Phase II: Fleet



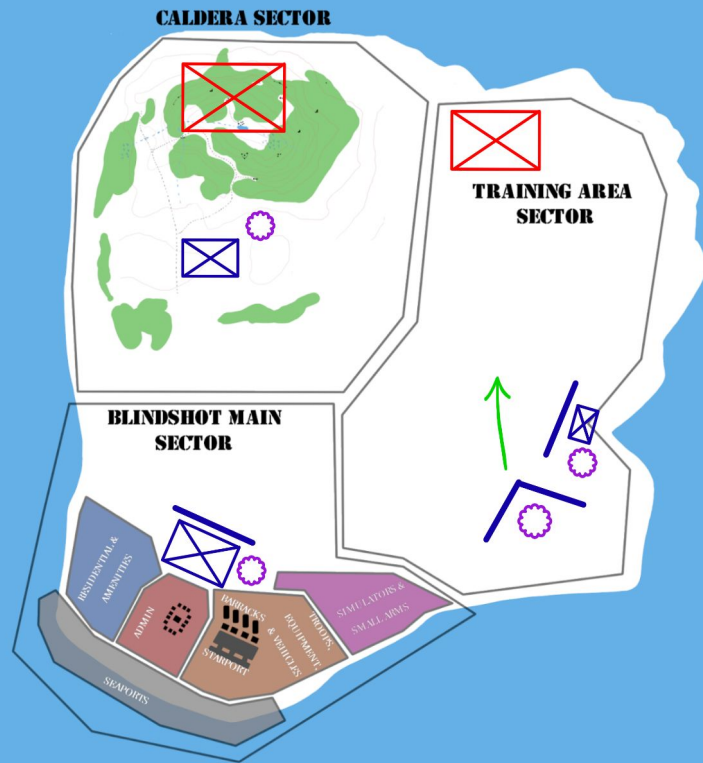
- *Battle Group II* will drop out of hyperspace and into the enemy fleets rear, trapping them between the two fleets
- *Battle Group III* drops out of hyperspace, splits into two sections.
- *Free Virgillian* moves planet-site to assist ground forces.

Phase II: Ground Defense



- I. Bombardment of beachhead by *Free Virgillian* and *Acclimator* + support vessels not currently engaged.
- II. Upon completion of saturation bombardment LAAV-I and LAAV-V deploy initial forces to the surface.
- III. Starting with the 4th Deepstrike Battalion, 11th Regiment who will be the first forces on the ground using their LAAT's to speed into position and drop their forces to reinforce critical positions in and around Fort Blindshot.

Phase III: Ground Defense



Friendly Position



Enemy Position



Landing Zone



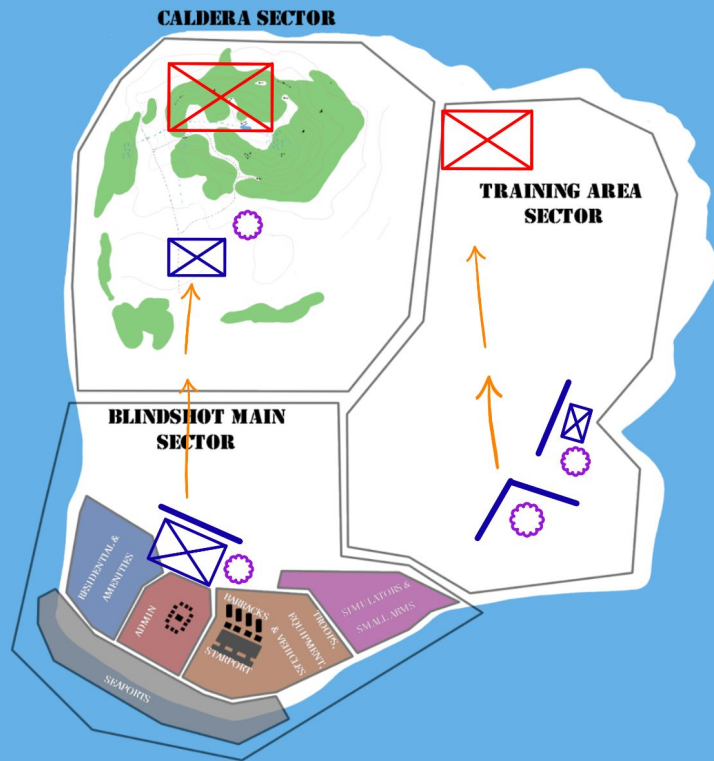
Friendly Trench Line



Path of recon

- I. Initial deployment of ground forces will be a mixture of armored units, infantry, and engineers. These units will deploy and create a beachhead position, securing landing zones for the secondary following waves of ground forces.
- II. Wave One will comprise the **2nd and 4th Selenian Regiments**. These units will dig in and create a functional beachhead and landing zone. Artillery units along with armored support will be entrenched in appropriate locations so as to cover approaches. The scout units will recon the surrounding area.

Phase I: Ground Defense



- I. Upon completion of the beachhead and landing sites, the **5th Regiment** will deploy its infantry and LAAT-I transports as a rapid reaction force and a secondary wave of landings.
- II. The final wave will comprise the **AAF 1st and 4th Legions**. These will provide the bulk of the offensive forces with additional units drawn from the 4th and 5th Regiments as required as well as push into the island proper.

Contributors

Tactics/Writing:

- Edema R'uh-Kalinor #2778
- Rrogon Skar Agrona #13468

Graphics:

- Socorra #12648

Presentation:

- Marick Tyris Arconae #1024

