



2022

Vanguard

VSS Arcadia
Et in Arcadia ego.



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Rank: Group Captain

Commissioned Sponsor: Ira_Houdini
Security Wing HQ - Combined Arms



Mission Statement:

The VSS Arcadia is Security Wings Flag ship, The 'Arcadia' is a Light Assault Carrier, capable of acting as a part of a large Flotilla or as a Forward Deployment Platform that our Marine contingent can operate from.

The VSS Arcadia is the Carrier for the Security Wing HQ Division, responsible for the transport, logistics and Combat assistance of the Wings Quick Reaction Force [QRF] the 'Legionnaires'.

Organisation:

The 'Arcadia' will be met and fielded with members from the various wings in a changing format. As this is a joint wing effort, multiple teams may be included in some variation.

A large portion of the Crew complement will be held by the Wings QRF, the 'Legionnaires', with training and Ops being run from the 'Arcadia'. The 'Arcadia' is also a key member of the 'Scrap Iron Flotilla', Security Wings Offensive Combined arms unit, which includes all major ships and squadrons, such as the VSS Defiant.

The 'Arcadias' Lore:

XenoThreat is a violent Human outlaw group from the Pyro system, mostly composed of former members of the UEE Navy. The group drives a violent anti-alien and anti-corporate ideology and until 2949 had its activities limited to the Pyro system. XenoThreat has since started branching out to the connecting systems, first with small raids and then eventually started an organised invasion at the Stanton system known as Assault on Stanton.

In 2951 XenoThreat attacked a civilian transport convoy in the Stanton system that was destined for the Terra system, all ships were destroyed and the crews executed. The UEE Navy mobilised the Civilian Defence Force to recover cargo from the wrecks and to defend the system against XenoThreat. The firefights lasted 11 days and XenoThreat eventually withdrew back into the Pyro system after being routed during the attack on Jericho.

Vanguard security services reacted to the attack on Jericho by authorising the creation of its very first standing Naval units. This necessitated the procurement of ageing warships from the UEE to form the core of its new combat force, commanded by Capt Ira_Houdini. In the following year, 2952, the first flotilla was created from the Vanguard Security Services.





Continued:

This flotilla, when operating independent, of the 1st fleet has since been coined as the “Scrap Iron Flotilla” as a call back to the war like tribe of his (Ira’s) ancestors and how they terrorized their adversaires on the waters on terra, in the Sol system. Despite their adversaries having far superior technology and numbers, these true blue underdogs who with just five outdated destroyers, managed to both demoralise and devastate their enemy, all the while protecting their allies in the war effort without sustaining any major losses of life. These brave sailors turned what was meant as a derogatory nickname by the axis and their propaganda into something that struck fear and admiration into the hearts of many on both sides of the conflict.

With Capt. Ira deploying his personal light attack carrier to be the command ship, the “Arcadia”, serves as a utopia and safe haven for Vanguards members in the black. He hopes those who add their might to the “Scrap iron Flotilla” once again strike fear into the hearts and minds of their adversaries.

The Flotilla operates as the offensive unit from the Security HQ while providing escort capabilities to the ‘Vanguard 1st Fleet’, adding its power and professionalism to the fleet's and subsequently the fleet commands defence. Much like its namesake and continuing in spirit of its predecessors “Arcadia” and the rest of the “Scrap Iron” pick fights with newer, superior and frequently larger numbers of adversaries, often at the risk of destruction to complete its objective.

The first deployments of the ‘VSS Arcadia’ in the Stanton system and the Pyro System occurred in late 2952 helping to squash the rising pirate problem plaguing both sides of the Jump Point between Stanton and the Lawless system of Pyro in which Xeno Threat and other pirate groups reside.

The “Arcadia” along with other units such as the Task Force “Witcher” and the “Defiant” from the Fleet Group were among the first of many Units to at one point be attached to the flotilla during its tenure, all faced with the same goal of crippling Xeno and any threat they may face.

To this day the ‘VSS Arcadia’ can be found supporting the Security forces in Space, Atmosphere and on land. The ‘Arcadia’ has become both a recognisable feature and a haven to many Vanguard members throughout its service, battered and bruised as she may be....





Roles will be based on priority. Those with certifications will have priority over those without.
Training events will be held. Lance Leads and Claw Leads WILL help with training their Claw members.

Command Structure:

Ships Captain: Individual in command of all units involved or tasked to the Arcadia. Directly responsible for the welfare of all members under their command

Ships Executive Officer: Executive officer in charge of administration, and will assist the 'Arcadia's' Commander in all things. Will have overall command of the 'Arcadia' when the commander is unavailable.

ACE Squadron CO: Individuals in command of each individual unit or squadron attached to the 'Arcadia'. Squadron COs are part of the Carriers command and solely in charge of their respective units reporting directly to the ship's Captain, XO or Chief of Security.

Team Leads: Senior Roles such as Security Chief, Chief Medical Officer, Deck Chief and Chief Engineer. These roles are fielded from their respective wings. All Team Leads have Requisite Certifications.

Lance Lead: Lance Leads are filled with Junior NCOs responsible for up to 3 claws worth of members filling various roles aboard the ship.

Claw Leads: Claw Leads work with their respective Lance Leads to fulfil their responsibility and command the claw.

VSS Arcadia Line Member: Non command members of the 'Arcadia'. Members may at any time volunteer for additional responsibilities; such as co-lead or secondary leads of claws or any other tasks.

*Some Crew may hold multiple roles and duties





Meeting Times:

Sunday TBD AEST.

Duty Roster:

✚ Arcadia Duty Roster

Requirements:

Every Scrap Iron Flotilla Line Member must have completed the following certifications:

- 1) Breach and Clear Training
- 2) Basic Gunnery Training
- 3) Basic Medical Training
- 4) Basic Navigation

Further Training for more Senior or Bridge roles must be obtained before placement or advancement in position.

Helmsman and Co-pilot:

- Combat Helm Certification *TBD
- Trilateration
- Escort Training

Chief Security Officer:

- Escort Training
- Breach and Clear Training II
- Field Combat Training
- Chief Gunnery Training
- Legionnaire member





A.C.E. Squadron CO:

- Escort Training
- Wingman Training

Chief Medical Officer:

- Advanced Medical Training

LSO:

- Carrier Operations - Combat Certified
- LSO 1

Chief Engineer: *TBD

Quartermaster:

- Understanding and training on how to place and maintain orders and equipment levels.

Chief Deck Officer:

- Vehicle Transport

Security Officers:

- Ship Security.
- Gunnery Chief

Claw and Lance Masters are responsible for their units for both ship security and turret gunnery and as such will have relevant qualifications for their roles; Gunnery Chief as well as Boarding and EVA combat training. Security Officers will also be part of the HQ division, the 'Legionnaires'.

*Mentorship with current members in these roles during operation is an option to gain training. This is done as an extra for that role.

