

Scouting Report

Performed by AGV Nighthawk and Crew



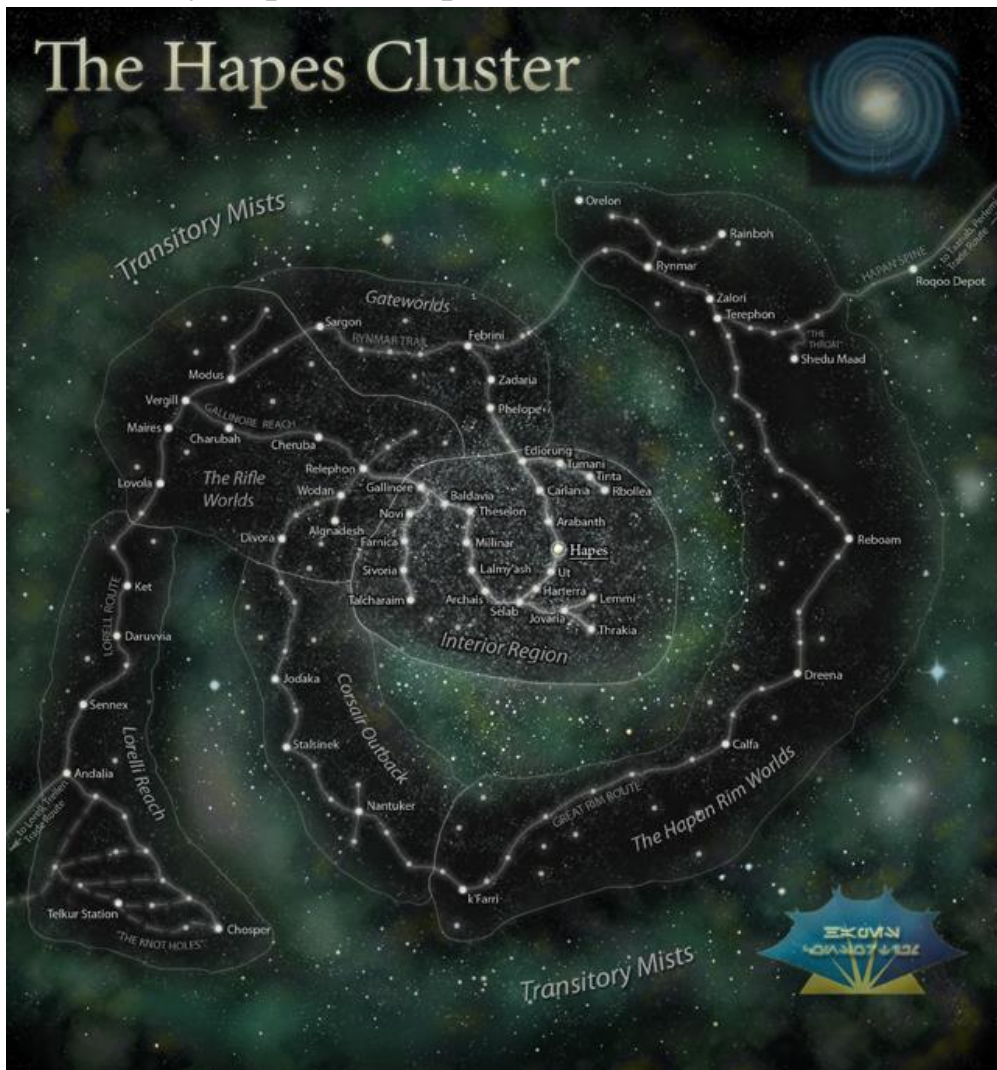
For the attention of The Lord Consul; Director of the Dajorra Intelligence Agency

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Preliminary Report of Hapes Cluster



The Hapes Cluster is a grouping of several hundred stars, almost completely encapsulated within the Transitory Mists; an area of nebulous gases within the Inner Rim.

The Transitory Mists are a naturally occurring hyperdrive impediment which isolated the Cluster from the rest of the galaxy for thousands of years.

Currently there are sixty three explored star systems, though it is hypothesised that there are as many as one hundred and nineteen habitable planets within the Cluster.

Within the Hapes Cluster there are several distinct regions, the two most notable being the:

Interior Region – Originally the base of the Lorell Raiders until their extinction at the hands of the Jedi, it then became the home of the first Queen Mother who established the Hapes Consortium.

The Rift Worlds – Named after several worlds in that area that tried to break away from the Consortium. It eventually became the base of the commerce for them, though the local residents did not approve of this.

Points of Interest

Telkur Station:

Telkur station is a space station hidden within the transitory mists of the Hapes Consortium, this location could prove to be a valuable asset should a meeting between the Arconan forces and the Consortium need to take place. Far enough out to give our naval forces room to maneuver, and too far for the Hapes Military to send sufficient military assets to execute an ambush.

Rendezvous Point - Rifle Worlds 01794:

The uninhabited portion of the Rifle Worlds sector has been chosen by Teroch for both the NSD Invicta and BAC Darkest Night to rendezvous with the AGV Nighthawk after the Picket's initial recon of the sector to determine possible methods of entry into the Hapes Cluster.

Millinar:

The planet known as Millinar has for many decades been considered nothing but a myth by the rest of the galaxy. We have confirmed that it is located in a large gas cloud inside the core worlds of the Hapes Cluster, thereby keeping it visibly hidden by passing travellers.

The terrain of Millinar is rather comfortable by galactic standards, with natural springs and underground streams helping vegetation to grow quickly and to great sizes, allowing natural cover for whoever we may encounter on the ground.

Upon the surface of the planet there stands a large, triangular spire. It is believed that this structure was constructed by an ancient Jedi Knight but the reasoning behind this has become lost in time.

The surface of the monument is reportedly covered in elaborate paintings that seemingly move upon being touched by sunlight. We have also come across legends that speak of an ancient weapon with considerable power that had been hidden on Millinar's surface. Such 'stories' may have something to do with the evident Jedi presence that still lingers over the planet, in the shadow of the monument.

Unfortunately, the planet is heavily guarded with only one viable path of entry making it effectively impossible to approach without being compromised. Alternate methods of travel would need to be taken into consideration, or being granted access by the Hapes Military/Civilian government may be another way to get in. However, if they deny our claim for safe passage then it is certain that military protection around the planet will increase.

High Value Targets

Shadra Maru:

A member of the Hapan Royal Guard, Maru has served the Royal Family for the better part of twenty years. Among the Royal Guard she is considered one of the Favored, a member of the first Queen's Royal Guard Reborn.

She is currently responsible for the entirety of the standing fleet, and military personnel inhabiting the Rifle Worlds. As the highest ranking military official outside of the Interior region, the only challenge to her authority lies not with the military, but within the civil government.



Statistics:

Maru should be considered an extreme threat. Her years of service have made her a capable pilot, hand to hand combatant, and in personal combat she is the equal of a lower ranking Equite. In addition, she has the entirety of the sector's military at her command.

Practical Uses:

Currently Shadra stands as one of the few individuals who could provide us with a way into the Core Worlds, or could turn the entirety of the ships at her command against us. Her profile suggests she is intensely loyal to Tenel Ka and the Hapan sovereignty. This could be exploited if she felt the danger or reward would outweigh standing between us and our goal.

Recommendations:

Provide a sufficient danger to the Consortium and Shadra will likely give in to our demands and work with us so long as the danger is in place. However; dealing with the ramification of our approach could prove deadly. She is entirely capable of causing significant impediments to our operation if the situation was to escalate out of hand.

Sola Typhe:

Typhe is the cousin of Tenel Ka, she is far from the thrones line of heirs; yet has made significant use of her royal status to rise quickly through the Civil Government, positioning herself to effectively govern the entirety of the Rifle Worlds region. She is as intelligent as she is deceptive and many times throughout her career when approached concerning trade, alliances, or the like she has managed to outwit and turn the encounter to the benefit of the Consortium.

**Statistics:**

Sola Typhe is a deceptive threat. What she cannot outright persuade an individual to do, she has been known to provide shady leverage to get what she wants. Of course these scandals have been suppressed by the ruling regime but that makes her all the more troublesome as it is possible she will be the one called upon for negotiations.

Practical Uses:

Sola has no well-known interests apart from the expansion of personal power and favour with the ruling body. This could be used against her, however it is also a potential double edged blade as too much pressure on her assets could cause a reaction from her allies and could backfire against the Clan.

Recommendation:

Persuasion and manipulation are the only tools that can be used against Sola, use of her own methods against her with the threat of potential violence is also a possibility, though the outcome of such actions is unknown and more risky.

Tactical Analysis

Historically, the Hapes Consortium was a powerful xenophobic force that not even the Empire wanted to tangle with at the height of its power. They jealously protected their borders from any outsiders and weren't above stealing technology from others, such as the Mon Calamari and Kuat Drive Yards to continually improve their ships on the line. They patrol and defend their territory primarily using *Nova*-class Battle cruisers and Hapan Battle Dragons. They also favour sending in fast, light fighters comparable to an A-Wing Starfighter called Miy'til Fighters.

Nova-class Battle Cruiser



At 400 meters in length, the Nova is the mainstay of the Hapan Fleet. They're heavily armed, well shielded, and have a respectable fighter escort. Individually, the Nova wouldn't be a threat to either the NSD *Invicta* or the BAC *Darkest Night*, but these ships typically work in wings of at least three. If our flotilla were to attempt to combat a few of these wings, it would quickly become overwhelmed.

Strategically, the Nova follows the Hapan military doctrine of 'hit hard and hope they can't hit back.' Their weapons take significantly longer to recharge than Galactic Alliance/Imperial ships, thus they are vulnerable to counter-attack. That said, these ships should be approached with extreme caution, given their fearsome weapons payload and strong armour/shielding.

Hapan Battle Dragon



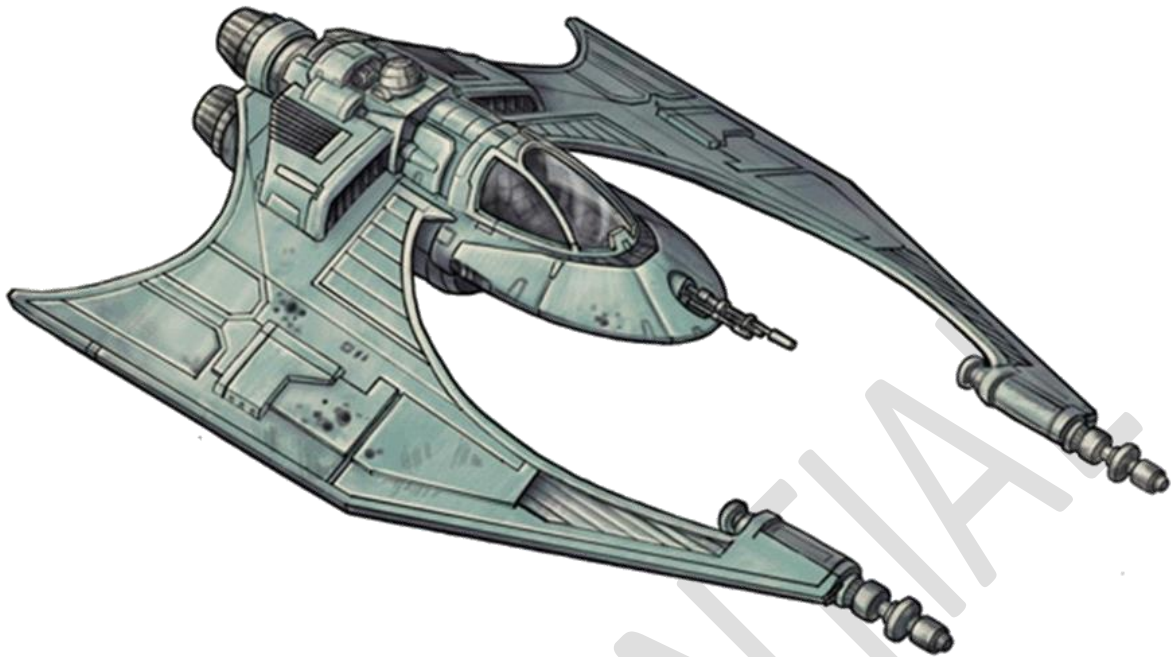
Slightly larger than the Nova Battle cruiser, the Battle Dragon follows an unusual dual-disc hull, with each disc being rimmed with turbolasers. Due to the poor recharge time of Hapan weapons, the discs rotate to bring charged guns continually to bear.

They carry three squadrons of Miy'til fighters, have a complement of 500 troops, and their tactics are usually to oppose smaller groups (or preferably single targets) with superior firepower. They are outstanding in this tactic, as their weapon systems can deploy a veritable 'wall of light' in a specific direction, however, against more numerous targets they fare poorly, given that a Hapan Battle Dragon is typically only equipped with four targeting computers.

Unfortunately, this leaves us at a disadvantage, as we will almost certainly be outnumbered in any engagement we partake in, playing to the Battle Dragon's strengths. Our only hope to successfully combat more than a few of these fearsome craft is multiple fighter/bomber runs to dispatch them. Given the number of Miy'til fighters each can field, this tactic is almost suicidally untenable.

It is also worthy of note that Hapan Battle Dragons often use Ion Cannons to bring down a target's shields, then dispatch it with a barrage of Proton Torpedoes fired from ten tubes per Battle Dragon. A countermeasure to this is being worked on by the crew of the AGV *Nighthawk* in the form of refitting the laser cannons to act as Point Defence Lasers, however, until tested in combat, it is unwise to rely on this potential asset.

Miy'til Fighters

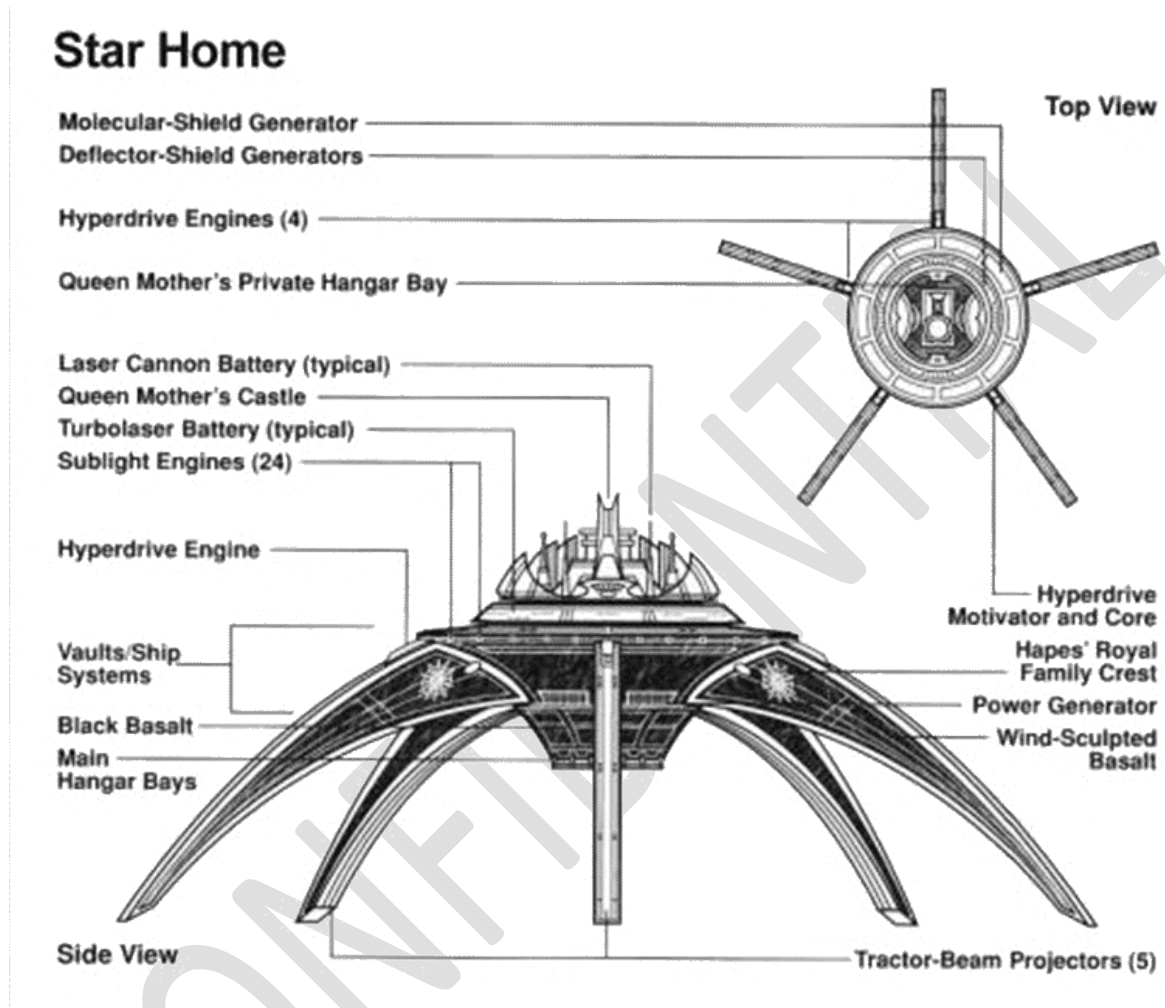


The signature Hapan Superiority Fighter is the Miy'til. It is small, lightly armed and armoured, however, it is not to be under-estimated, even given its relative age. Able to reach speeds of 160 MGLT/s, the Miy'til can outstrip any fighter in the Arconan fleet. Its small size and profile make it a difficult target for automatic targeting or manually and it even features an astromech slot for navigation and in-flight repairs. Our own fighters would have an exceedingly tough time handling larger numbers of these craft, especially when the Miy'tils seem designed almost exclusively as an anti-fighter starfighters.

They are extremely formidable interceptors, and it is this Analyst's opinion that Arcona would be lucky to have such nimble and formidable craft at its disposal. Their only drawback seems to be the hyperdrive, which is currently estimated to only be able to reach speeds of 1.5. Our own fighters and capital ships can all reach 1.0, making them swifter at FTL velocities.

Star Home

The Star Home space station is the flagship and royal palace for the Queen Mother and was constructed shortly after the Mandalorian Wars. The central hull measures at 2,500 meters, and can be described as fragile needing powerful molecular-shield generators to maintain hull integrity.



Though not designed with warfare in mind it carries:

- 20 slow charging turbolasers
- 20 anti-starfighter laser cannons
- 6 tractor beam projectors
- 60 Miy'til starfighters

Making it a formidable target and not one to be taken on lightly.

It currently uses six *Kerts-Bhrq* power generators, which in turn linked four *Froond*-class hyperdrive engines and twenty-four sublight engines meaning that it will not have to be taken in for an overhaul for one hundred years at a time.

Siege is also an option, even if the space station was disarmed the large vessel has the capacity to hold five years' worth of consumables making this a lengthy and costly endeavour but ultimately it would be at the behest of the Arconan Summit to make such a decision.

Overview:

Tactically, assaulting the Hapes Consortium would be eerily similar to mass suicide. They are the third largest naval force in the Galaxy, and to make matters worse, the entire Cluster is encompassed in an area of space known as the Transitory Mists. FTL travel through the mists is impossible save for a few trade routes, which are bound to be heavily guarded. Also, to reach the interior of the Consortium, one has to pass through several rim systems, each bound to have its own heavy military presence. Remaining undetected will be nigh-on impossible given the size of the ships embarking on the flotilla, therefore it is the opinion of the team drafting this report that the only viable courses of action would be either Coercion or Diplomacy (see above).

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Notable Organizations

The **Hapan Royal Guard** known locally as *Chume'doro* are primarily a female military unit (95% female) tasked with the protection of the Queen Mother, though they are not officially military orientated but rather an omnipresent police force that act as the Queen's protection. If she is present then there is at least one with her at all times with others located on the same vessel.

It appears that the majority of the Hapan civilian population will submit to any demand a Royal Guard makes. They have totalitarian authority and will investigate all threats to their Queen. Such actions include:

- Commandeering local security forces.
- Detainment as well as interrogation of any citizens.
- Seizing property.
- Confiscating items.
- Tapping into private communications

If the flotilla is seen as a threat it is more than probable the Royal Guard will intervene, as they do have the authority to supersede orders given by high ranking fleet Admirals.

This force is divided into two branches; namely Royal and Investigative divisions.

Investigation is sub-divided into five distinct categories:

- **Surveillance**
- **Interrogation**
- **Forensics**
- **Stealth**
- **Purity (Internal affairs)**

With this in mind, it is more than probable it is this division that we will encounter first as they will investigate any potential threats before any form of negotiations or hostile actions take place.

The Royal division can be divided into three distinct sub-divisions:

- **Fountain Snipers** - They protect the palace with long-range rifles.
- **Fountain Gunners** - They operate heavy weapons and fixed emplacements.
- **Royal Fliers** - They pilot a variant of the Miy'til starfighter.

They operate in cells of two to four and are further divided into ranks from grade three to one in ascending order. Promotion through ranks is made by a sponsor and prospective candidates are expected to engage in duels with the victor gaining the promotion to the rank of officer.

Another sub-division of note are known as the **Favoured**; these are believed to be the spiritual descendants of the original Royal Guard who protected the first Queen Mother. They are the most elite in rank and have control over all other Royal Guard, along with the military and civilians.

Threats

- **Gravity Well Technology:** Not only do we face an entirely capable military to begin with, the Hapan have access to Gravity Mine technology. Each of their battle-dragons are capable of sending out dozens of miniature gravity wells to impede any escape or support should a ship be caught alone in battle.
- **Hapan Military:** Facing the third largest military presence in the known galaxy, the Hapan have extensive access to technology, ships and highly trained soldiers. A protracted battle would lead to assured failure and most likely death.
- **Royal Guard:** While not actually a portion of the Hapan military, the members of the Royal Guard hold absolute control in regards to the safety of the Consortium and the Queen. Proceed with absolute caution when facing them as they are formidable combatants in their own right.
- **Time:** With the limited amount of time available to find the cure, we will likely not have the time to select a fall-back strategy. Therefore once our course of action is set it is unlikely we will be able re-group and have another opportunity to complete the mission.
- **Transitory Mists:** The Hapes Cluster provides, effectively, a natural fortress for the Hapan to take advantage of as they know additional routes unknown to the galaxy at large, forcing us to use well-travelled hyperlanes to proceed into the cluster.

Courses of Action

Stealth Option:

Considered the most likely plan to succeed. Study of Hapan law has shown that all major trade or business transactions must be conducted on Hapes. Should Marick Arconae son of Angelica Del'Abbot prodigal son sent to the Brotherhood to become more influential approach the Consortium with the impressive resources of Arcona at his disposal to offer in trade they would be required by their own laws to see him brought to Hapes.

With the opportunity and invitation to the inner regions, the Nighthawk could cloak and follow the *Invicta* and *Darkest night* into the Inner regions. The larger ships would increase the likelihood of the Nighthawk not being discovered. When passing near Millinar the Nighthawk could then break away above the planet and safely deposit elements of the Nighthawks Crew and Soulfire Strike team to investigate and recover the cure for the Cythraul.

With the reports of Millinar's ancient origins surrounding force sensitive creatures and the rumours that this is the only planet that the Cythraul are currently unaffected by the disease, it is within reason to assume that the planet holds the possibility of the cure being present.

Safe action:

If a 'safe' method of entrance into the Rifle Worlds and Inner Region is preferred, the Nighthawk could infiltrate the Cluster and have Soulfire Strike Team place a series of high explosives throughout a target system that acts as one of the hubs for several hyperlanes. This would effectively force the Hapan Royal Navy to comply with demands of Arcona and grant talks on the Telkur Station to allow the *Invicta* and *Darkest Night* to have safe passage through the systems.

Militaristic action:

If a militaristic method of entrance into the Rifle Worlds and Inner Region is chosen, the Nighthawk could infiltrate the Cluster and drop Soulfire off in one of two 'hub systems' to sabotage the hyperlanes, where Nighthawk's crew would sabotage the second system, limiting nearly all access to the Inner Region. It is possible we could even go to the extent of creating a distraction/diversion to draw the Royal Navy out of the Inner Region then effectively halting their return. This would give the Expedition Force free reign to travel to Millinar and Hapes as needed.

Diplomatic action:

For a diplomatic approach, we could contact the Civilian government/Monarchy with the offer of trade. Inside the Dajorra system we have access to a number of resources including Eldar's ore-mines, the crystals of Riquis moon, or Agenor's frozen moon for additional water and research of the frozen life-forms. Having Marick available means effectively we can trade with as much or as little resource (should it please the Consul) to satisfy government in exchange for the resources we need.

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