

TALDRYAN OPERATIONS BATTLE ASSESSMENT

FLEET ACTION TALSOC-KTFW-0208

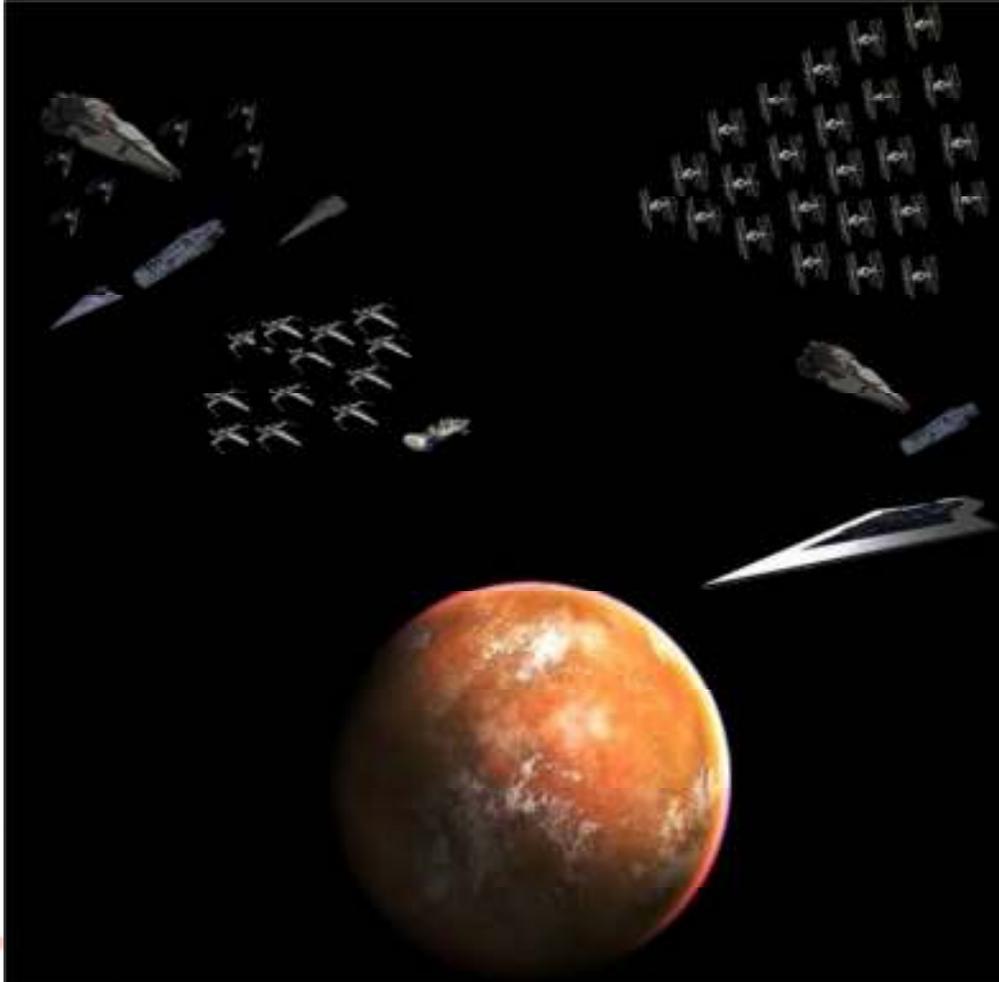
OPERATION PURPLE VRELT



BATTLE PLAN & ASSESSMENT

GLOBAL MISSION OBJECTIVES: PRIORITY ORDERED

- Destroy the SSD *Suffering*
- Destroy or capture the CSD *Cotelin* & BAC *Undaunted*



PHASE ONE: OPERATION SPLIT POT

Primary Objective: Establish a two front formation around the SSD *Suffering* on the Y-Axis to force a spread of shield distribution.

PHASE ONE BRIEFING

As can be seen in TALSEC-DCC-N97, the SSD *Suffering* is a formidable machine of war. Referred to as a fleet on its own right, the *Executor*-class Star Destroyer carries weaponry and defenses enough to overwhelm the forces available to Taldryan.

Owing to the information gathered in TALSIGINT-SPL-K06, it has been established that we cannot fully trust the forces of Scholae Palatinae to put all the needs of the resistance above their own, so for the sake of the mission, *Excidium II*, along with *Pride of Owyhyee* (henceforth designated Task Force Anvil) will be dispatched to the bottom of the hull, in order to maintain a steady stream of fire at maximum distance from the target craft, ensuring that the *Suffering* maintains an honest shield balance. *Pride of Owyhyee* will assist the *Excidium II* in point and missile defense. The remaining TIE Advanced craft in Scar Squadron will act as escorts for Task Force Anvil.

The remaining friendly ships designated Task Force Hammer will proceed at an opposite point to Task Force Anvil.

Once a cross fire has been established, the fleets will maintain alignment and proceed onto Phase Two.

Casualty estimates for Phase One are expected to be minimal. While the TIE Fighters from the Brotherhood fleet may engage, between point defense cannons, and our own escorts their interference should be minimal. While ranges of the Task Force elements remain at maximum range, attrition of capital ships will remain minimal.

PHASE TWO: OPERATION STRETCHED SHADOW

Primary Objective: Destroy the SSD *Suffering*.

PHASE TWO BRIEFING

Having established a cross-fire, it is now down to us to destroy the Super Star Destroyer. Given that this is no easy task, and our limited resources, it has been determined that given the absolute need for the *Suffering* to be destroyed, catastrophic losses are acceptable to carry out our mission. Due to this, two contingencies are being enacted.

CONTINGENCY EXODUS

All non-essential crew members are to assemble in the evacuation areas. Once every section but designated evacuation areas, engineering, navigation and primary and secondary bridges are free of personnel, we will lock the crew in these areas of the ship. Crew who has not volunteered to stay, or been deemed essential will wait for evacuation order THRANTA HAPSPIR before they jettison escape pods.

CONTINGENCY FIREWALL

In conjunction with *Exodus*, all evacuated areas are to be vented to space to prevent the spreading of fire. Life support power from these sections will be funneled to shields, engines and inertial compensators.

Task Force Hammer will be the primary attack force for this phase of the battle. Operation Stretched Shadow is in effect, a suicide mission. In order to guarantee the success of our mission, one, or all of the ships in Task Force Hammer will be required to ram the Super Star Destroyer.

In order to achieve the desired results, BAC *Dark Prophet II* will be the primary point of attack in this formation. VIN *Valor*, VSD *Endor's Triumph* and CSD *Justice* will execute a tri-point attack formation, with the *Dark Prophet II* inside the formation. The three ships are of a similar size, and will situate themselves around the *Dark Prophet II* in order to create a set of living shields. In an attempt to place fresh shields between the *Suffering* and *Dark Prophet II* for as long as possible, the tri-point formation will rotate around the *Dark Prophet II* as long as navigation allows.

If, as expected the remaining ships in the Iron Throne's fleet seek to engage Task Force Hammer, friendly capital ships of Task Force Hammer will split its fire between the *Suffering* and the other enemy fleet elements.

Any attempt at blocking the progress of Hammer's ramming maneuver will instead earn 100% of combined allied fire, including contingency ROGUE.

Once navigation has determined that collision with the target is unavoidable, the following orders will be issued.

ORDER THRANTA HAPSPIR

ORDER TAU CYCLONE

After the combined barrage of concussion missiles and proton torpedos rip into the *Suffering's* shield, our gunnery experts expect that there will be a brief moment where topside shields either collapse or are weakened enough for significant damage to be inflicted. After the fourth salvo of massed projectile fire, **ORDER SOVEREIGN AVENGER** will be issued, and the primary attack will commence.

If **SOVEREIGN AVENGER** fails to achieve primary objectives, *Valor, Justice* and *Endor's Triumph* will be issued order **MATSUKI GAMBIT**.

BAC Dark Prophet II Specific Orders

Dark Prophet II is going to be the initial thrust of the attack. In order to achieve its goals, the engineering departments will be busy dismantling, or destroying all primary and redundant safety triggers upon the hyperdrive.

Upon confirmation of order **SOVEREIGN AVENGER**, *Dark Prophet II* will engage its hyperdrive at close range, and collide into the *Suffering*.

It is the belief of the engineering crews aboard our ships, that a ship travelling through hyperspace, with the significant mass of the *Dark Prophet II* and colliding with the *Suffering* will cause the Super Star Destroyer calamitous damage, achieving our primary mission.

BAC *Dark Prophet II* will be manned by senior command staff, and volunteers only, as it is the only ship we guarantee 100% casualty rates aboard.

Paladin Squadron Specific Orders

X-Wing Squadron *Paladin* will act as the primary missile defense screen, as well as superiority escort of Task Force Hammer, but are under strict orders to preserve their cache of proton torpedos.

Each Flight Group of Paladin Squadron will slave their missile targeting systems to the ships in the fleet.

Flight Group 1: *Justice*

Flight Group 2: *Dark Prophet II*

Flight Group 3: *Excidium II*

Upon the order **TAU CYCLONE** being issued, Paladin Squadron is instructed to shoot the eye of the Tri-point formation, and execute a trench run style massed fire attack upon the *Suffering's* bridge, sharing targeting data with their designated ships of the fleet, who will add their own ordnance to the attack.

CONTINGENCY ROGUE

If any movement is made to block Task Force Hammer's trajectory in regards to ramming the *Suffering*, Rogue contingency will be called, and Paladin's mission switches from targeting the *Suffering* to whichever enemy stands in the way of the mission, but via the same massed fire means.

Task Force Hammer General Order: Matsuki Gambit

Order **MATSUKI GAMBIT** will be issued upon failure of the primary strategy. In this case, all members of Task Force Hammer will be instructed to set a direct and unflinching course to ram the Super Star Destroyer at pre-determined weak points: areas which are known to be near power generation junctions or munitions magazines.

Ships computers will be programmed to execute a full self-destruct, including all primary munitions magazines, fuel cells, fuel reserves and energy reserves upon collision with the *Suffering*. Even if the Super Star Destroyer would be able to withstand the damage caused by the collision of four capital vessels, self-destruct will ensure total destruction of the *Suffering*.

Task Force Anvil General Orders

If *Excidium II* and *Pride of Owyhyee* are all that remain from the mission, collect all adrift escape pods, and regroup with the resistance fleet at rendezvous point ECHO SEVEN.

In the event that the majority of Task Force Hammer remains viable, regroup as per orders and begin attempting to carry out secondary objectives.

Friendly casualty estimates for Phase Two range from high to catastrophic.

It is our estimation that by the end of the Fleet Action, Friendly Casualties will be within the following ranges:

Dark Prophet II: 100%

Justice, Valor, Endor's Triumph: 50% - 100%

Scar, Paladin: 50-75%

Excidium II, Pride of Owyhyee: 25% - 50%

Enemy casualties, regardless of friendly casualties will result in the complete destruction of the primary objective. Enemy starfighter casualties are also expected to be complete, but further enemy capital ship casualties are expected to range between 15% and 40%