



**CONFIDENTAL**

*Great Jedi War Eleven: Battle Plan*  
Clan Taldryan Team – Captain Howlader

Operation Righteous Cowboy Lightning  
AKA: Operation Korriban is not going to go at all well

## OUT OF CHARACTER NOTES AND ASSUMPTIONS

Given the in-universe context of this battleplan event, specifically the previous fictional updates indicating significant losses to Clan Taldryan's naval vessels, as well as the prompt itself (delineating significant damage to surviving vessels, as well as reduced starfighter complement) - it is fair to assume that the combat which is imagined in the battleplan was not well thought out. Said differently, the overall in-universe context of this event differs from traditional battleplans, insofar as many more of the actual decisions (and contingencies) will be made on the fly – without access to the full breadth and depth of usual resources available to Clan Taldryan's military.

This note is meant to differentiate the tenor and content of this battleplan compared to previous Taldryan that were submitted for past vendettas. In short, the intent of this battleplan is to emphasize the ad hoc and often times rushed nature of reporting and analysis in a combat situation, rather than more nuanced and arguably better products that come from in-universe situations where our characters have days if not weeks to prepare for the engagement. In the context of this battleplan, our friendly forces and our characters truly only have minutes (at best, maybe an hour) to prepare reports and devise strategies.

It is important to keep these in-universe factors in mind when reading this entry, and why polished intelligence reports and well-diagramed operational plans will not be heavily featured below.

### CREDITS

Dark Jedi Master Howlader Taldrya – 8 – [howlader@gmail.com](mailto:howlader@gmail.com)

DJM Howlader Taldrya (Sith) / RM-SM:MAA / Battle Team The Home of House Ektrosis of Clan Taldryan

Krath Epis Raistline Majere – 299 – [gillead83@gmail.com](mailto:gillead83@gmail.com)

KE Raistline Majere (Krath) / BTL / Battle Team Wardens of House Ektrosis of Clan Taldryan

Krath Epis Vodo Biask Taldrya– 3729 – [vodobiask@outlook.com](mailto:vodobiask@outlook.com)

KE Vodo Biask Taldrya (Krath) / House Ektrosis of Clan Taldryan

Sith Warrior Kenath Zoron – 13820 – [fightthegoodfight91@gmail.com](mailto:fightthegoodfight91@gmail.com)

SW Kenath Zoron (Sith) / M:DGM-AED / House Ektrosis of Clan Taldryan

Guardian Kyber – 14070 – [mccandlissian@gmail.com](mailto:mccandlissian@gmail.com)

GRD Kyber (Krath) / House Ektrosis of Clan Taldryan

## OVERVIEW

Lord Cotelin has directed us to determine a course of action given the unanticipated presence of the Iron Throne Navy in orbit above Korriban. In order to secure the Tomb of Marka Ragnos and the clues it may hold in regards to the Rite of Immortality, it is imperative that the allied forces of Odan-Urr, Taldryan, and Scholae Palatinae be landed upon the planet's surface with all due haste. We are opposed by the considerable naval presence presented by Darth Ashen's forces, primarily in the form of the SSD *Suffering*.

Our orders from Lord Cotelin do not specify the mechanism(s) on how we achieve our global objective – namely, the destruction of the *Suffering* – namely, we are not required to preserve any vessels of the Taldryan Expansionary Force, nor vessels belonging to our allies – the only thing that matters for our purposes is the destruction of the enemy vessel. Given the events in the Antei System, the requirement to succeed in our mission against the *Suffering* is near absolute – our own lives are relatively immaterial in comparison to the fate of our fellow Jedi throughout Taldryan space, and indeed all the lives within Brotherhood space. In short, failure is not an option – and therefore we cannot and must not rule out anything that may produce results, no matter how unpleasant that option may be.

The following document, prepared with all necessary haste and due rigor, will outline several courses of action and recommend the one this body believes to maximize our results while minimizing cost and casualties. It will detail our mission capabilities, the enemy's projected strength, and technical issues that need to be surmounted to attain victory.

## ASSUMPTIONS

We assume that all military assets under the direct control of Taldryan Jedi or Expansionary Force officers will obey all orders that they are given, including but not limited to the suicide and/or loss of their vessels. We can assume this because all senior military leaders have been briefed on the situation on the surface of Korriban, what previously occurred in the Antei system – and what is at stake if we fail in our objectives. These men and women are willing to give their lives in order to achieve victory, and they can be (and indeed must be) counted on.

Unfortunately, we cannot assume the same with our allies from Odan-Urr and Scholae Palatinae. They have pledged themselves in service to Lord Cotelin – at least for the time being, but they do not have the same training or the courage of spirit as those pledged to serve Taldryan. Given the discussions Lord Cotelin has had with their leaders in the time since the events in the Antei System, he has concluded that they will engage Ashen's forces, and are likely to be willing to go down fighting in order to accomplish our collective objective, and it is highly unlikely that they will switch sides mid-battle. The vessels from Odan-Urr and Scholae Palatinae experienced the Antei System, and are aware of Taldryan's precarious military position – and could have easily betrayed us, but have recognized the importance of our objective.

Lord Cotelin has also concluded that our allies would not be willing to engage in suicide missions - that is a line that they will not cross – even if it to the benefit of the Brotherhood at large.

# OPERATIONAL INTELLIGENCE REPORT G12-T12

10 15 38 ABY – 1922 HOURS

## Allied Resources

Loyalty	Ship Type	Ship Class	Ship Name	Operational Capacity
Taldryan	Star Destroyer	<a href="#">Cotelin</a>	<i>Justice</i>	60%
Scholae Palatinae	Star Destroyer	<a href="#">Nebula</a>	<i>Excidium II</i>	100%
Odan-Urr	Star Destroyer	<a href="#">Victory II</a>	<i>Endor's Triumph</i>	100%
Taldryan	Assault Cruiser	<a href="#">Bothan</a>	<i>Dark Prophet II</i>	80%
Taldryan	Heavy Cruiser	<a href="#">Vindicator</a>	<i>Valor</i>	80%
Odan-Urr	Corvette	<a href="#">Assassin</a>	<i>Pride of Owyhyee</i>	100%
Taldryan	Fighter	<a href="#">TIE Avenger</a>	<i>Scar Squadron</i>	50%
Odan-Urr	Fighter	<a href="#">T-65 X-Wing</a>	<i>Paladin Squadron</i>	100%

The three Taldryan capital ships (CSD *Justice*, BAC *Dark Prophet II*, and VIN *Valor*) have been hit rather hard, while our allies' ships are untouched. We still have a decent fleet in terms of firepower, but with the enemy *Executor* class in play, we cannot make use of that fact.

See also Appendix A

## Opposing Force Resources

Ship Type	Ship Class	Ship Name	Operational Capacity
Super Star Destroyer	<a href="#">Executor</a>	<i>Suffering</i>	100%
Star Destroyer	<a href="#">Cotelin</a>	<i>Cotelin</i>	90%
Assault Cruiser	<a href="#">Bothan</a>	<i>Undaunted</i>	100%
Fighter	<a href="#">TIE Fighter</a>	N/A	100%
Fighter	<a href="#">TIE Fighter</a>	N/A	100%

The SSD *Suffering* is the flagship of the Dark Jedi Brotherhood, measuring 19 kilometers in length. A minimum crew of 50,000 personnel is required to run the vessel. Armaments include: 2,000 heavy turbolasers, 2,000 regular turbolasers, 250 assault concussion missile tubes, 250 heavy ion cannons, 40 Phylon Transport Q7 tractor beam projectors, 500 point defense laser cannons and 8 tractor beams. Fighter compliments include a minimum of 144 starfighters consisting of two wings and a set of supporting ships. Most power is diverted to the shield generators which are found along the hull rather than a central point. Energy needed to power the *Suffering's* shields is  $3.8 \times$

10<sup>26</sup> W, equal to the energy of a small sun. There are multiple blind spots to the ships turbolasers on the ventral and aft sides. The *Suffering* performs the roles of command ship, carrier and battleship.

The CSD *Cotelin* is an assault vessel measuring 1,300 meters in length and can run with a minimum crew of 2,200 personnel. Armaments include: 48 heavy turbolasers, 48 regular turbolasers, 25 ion cannons, 10 assault concussion missile tubes and 8 tractor beam projectors. A compliment of 72 starfighters and 10 shuttles, and 2,000 troops and their support vehicles give her additional aid. A lighter though weaker armor plating than other Imperial class Star Destroyers gives the ship an increased sublight speed, though easily weakened in long combat. The *Cotelin* can perform both roles of “Destroyer” and “Carrier.”

The BAC *Undaunted* is a Bothan designed capital ship measuring 850 meters in length requiring personnel of 1,250 crewmembers. Armaments include: 20 turbolasers, 24 heavy double turbo cannons, 10 ion cannons, 20 torpedo tubes and 4 tractor beams. The ship carries a compliment of 48 starfighters, 10 shuttles and 250 troops. The *Undaunted* has the sublight speed of a Victory class Star Destroyer and 150 times that in firepower and shields. Most power is diverted to weapons during battle greatly lowering the shield capabilities.

## **Analysis**

It is easily apparent that our small fleet, even at full strength, would be greatly outgunned by the *Suffering*. The Executor-class is exceptionally powerful in all regards. It is heavily shielded, heavily armored, and heavily armed. In a stand-up fight without its escorting Cruiser, Destroyer, and Fighters it would still come out well ahead in battle with our forces (even assuming our full combat strength). Our assets show clear signs of damage and operational readiness. The CSD *Justice* by itself is estimated to be at 50% capacity and integrity while our starfighter compliment is all but depleted.

With these facts established it becomes clear that our course cannot be one of open combat, or at least not with greatly altering the tilt of the scales. It is proposed then that a strategy be developed with takes into account our strengths, the enemy’s weaknesses, and levels the playing field. If the *Suffering* can be eliminated without suffering a combined loss greater than the VIN *Valor* and A/CRV *Pride of Owyhyee* then it is projected that our forces could still win the battle in orbit and begin landing troops upon Korriban.

In keeping with the Global Tactical Doctrine we must play to our strengths and against the enemy’s weaknesses. We possess numerical superiority though the opposition still possesses superiority of firepower. Our greatest strength therefore lies in the tonnage of our vessels. If a ship of considerable size could be rammed into the *Suffering* we could maintain our numerical advantage while simultaneously eliminating the enemy’s primary weapons platform. To achieve greatest effect, and reduce the chance our enemy could avoid this outcome, the ship would need to strike with the greatest possible speed and violence.

Having consulted engineers and hyperdrive technicians aboard the CSD *Justice* it has been determined that while difficult it would not be impossible to disable the navigation failsafes, hardware safeguards, and limiters in order to perform a jump to lightspeed into another vessel. This strategy, suggested by Master Howlander and hereafter referred to as the Howlander Maneuver, was performed once before in combat circumstances when then Deputy Grand Master Keibatsu, now Darth Ashen, ordered the KSD *Arcanum* to ram into Jedi Master Omancor Crask’s flagship in the Battle of Antei circa ABY 30.

Guardian Kyber’s personal research suggests that the safeguards and fail-safes can be overcome in a relatively short period with some considerable effort and Technicians should be turned to this task immediately. It has also been pointed out that within the gravity well of the Korriban System this maneuver is all but impossible and the enemy forces should be drawn away from the planet as far as possible in order to maximize the chance

of a successful maneuver. The strategy will also require a minimal crew of the sacrificial ship to remain aboard to input the navigation coordinates, to correct the data on the fly, and ensure the hyperdrive's good working condition.

This committee recommends the Howlader Maneuver as this fleet's best option to combat the overwhelming superiority and as the only option available to us to destroy the Executor-class ship *Suffering*. It further recommends that the Taldryan Vindicator Heavy Cruiser *Valor* be the ship used in the Howlader Maneuver because of its existing battle damage, considerable mass, and lack value in the current fleet's Order of Battle. This task can only be tasked to an Officer of Clan Taldryan to ensure it is carried out as our allies from Scholae Palatinae and Odan-Urr cannot be counted on to go through with what amounts to an order of suicide.

# OPERATIONAL INTELLIGENCE REPORT Q14-R52

10 15 38 ABY – 1930 HOURS

**Admiral Chaf'arha'nuruodo:** (core name: **Farhan**) Commanding officer aboard the CSD *Justice* and Battle Group Commander of Taldryan's Battle Group 1. Farhan is a highly disciplined, ambitious Chiss officer with a deserved amount of arrogance. Of Taldryan's Navy he is possibly the most capable and charismatic officer.

**Admiral Ail'en Sommetra:** Commanding officer aboard the NSD *Excidium II*. Sommetra is highly trained in naval tactics and she has a desire to learn everything about her enemy.

**Captain Choi Manawek:** Commanding officer aboard the VSDII *Endor's Triumph*.

**Rear Admiral Shalla Arundel:** Commanding officer aboard the BAC *Dark Prophet II*, Executive Officer of Taldryan's Battle Group 1.

**Captain Nara Odbris:** Commanding officer of the VIN *Valor*. Extreme pacifist Bith who seeks out ways to keep casualties low, giving him a good role in battle support.

**Captain Bin Corsby:** Commanding officer aboard the A/CRV *Pride of Owyhyee*. New to command, full of ambition, he is on a road to making a name for himself.

As the highest ranking officer of the Taldryan Navy, Admiral Chaf'arha'nuruodo has been given operational command of this fleet by Lord Cotelin. His rank, competence and history of commanding both the *Justice* and the forces of Taldryan's Battle Group 1 give him the experience to coordinate ships and squadrons from three different Brotherhood Clans and Houses. Admiral Ail'en Sommetra was selected as the Fleet Executive Officer and second in command because of her rank and as a concession to our allies in House Scholae Palatinae.

# OPERATIONS ORDER H13-T22

## 10 15 38 ABY – 1945 HOURS

### References

1. Taldryan and Opposing Force Order of Battle:  
<https://drive.google.com/folderview?id=0B0rPsJ1Xn54cNUVzd3RCbl9oSik&usp=sharing>
2. Operational Intelligence Report G12-T12
3. Operational Intelligence Report Q14-R52

### Global Mission Objectives

- Destruction of enemy flagship – *SSD Suffering* – in orbit of Korriban.
- Given the above, the successful landing of friendly forces on the surface of Korriban.

### Phase I – Draw Enemy Fleet Out of the Gravity Well

**Primary Objective:** Dislodge Iron Throne fleet in planetary orbit and gravity well

**Secondary Objective:** Convince enemy command of our retreat from system

**Tertiary Objective:** Convince enemy command that *VIN Valor*'s hyperdrive has failed

### Phase I - Active Forces:

- *CSD Justice: This ship is 60% operational*
  - *TIE Advanced Squadron Scar: 6 Craft (50% squadron strength)*
- *BAC Dark Prophet II: This ship is 80% operational*
- *Vindicator Class Heavy Cruiser Valor: This ship is 80% operational*
- *Victory Class Star Destroyer Endor's Triumph: 100% operational*
  - *T-65 X-Wing Squadron Paladin: 12 Craft (100% squadron strength)*
- *A/CRV Pride of Owyhyee: This ship is 100% operational*
- *NSD Excidium II: This ship is 100% operational*

### Attached Dark Jedi Personnel:

- Dark Jedi Master Howlander Taldrya of Taldryan
- Krath Epis Raistline Majere of Taldryan
- Krath Epis Vodo Biask Taldrya of Taldryan
- Sith Warrior Kenath Zoron of Taldryan
- Guardian Kyber of Taldryan

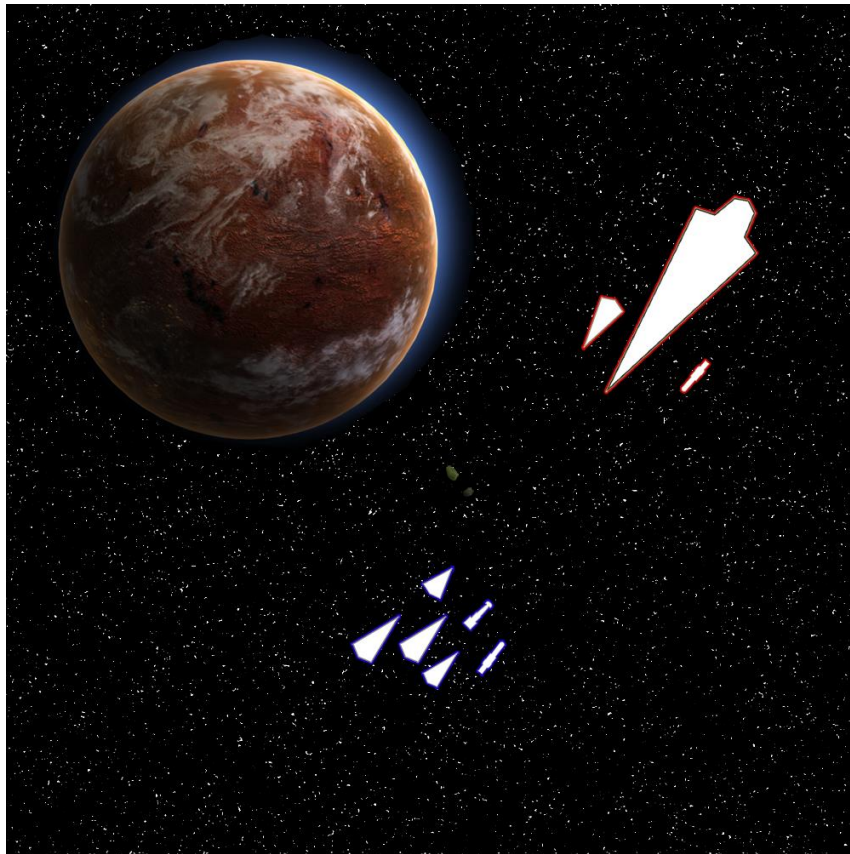


## Phase I Active Contingencies

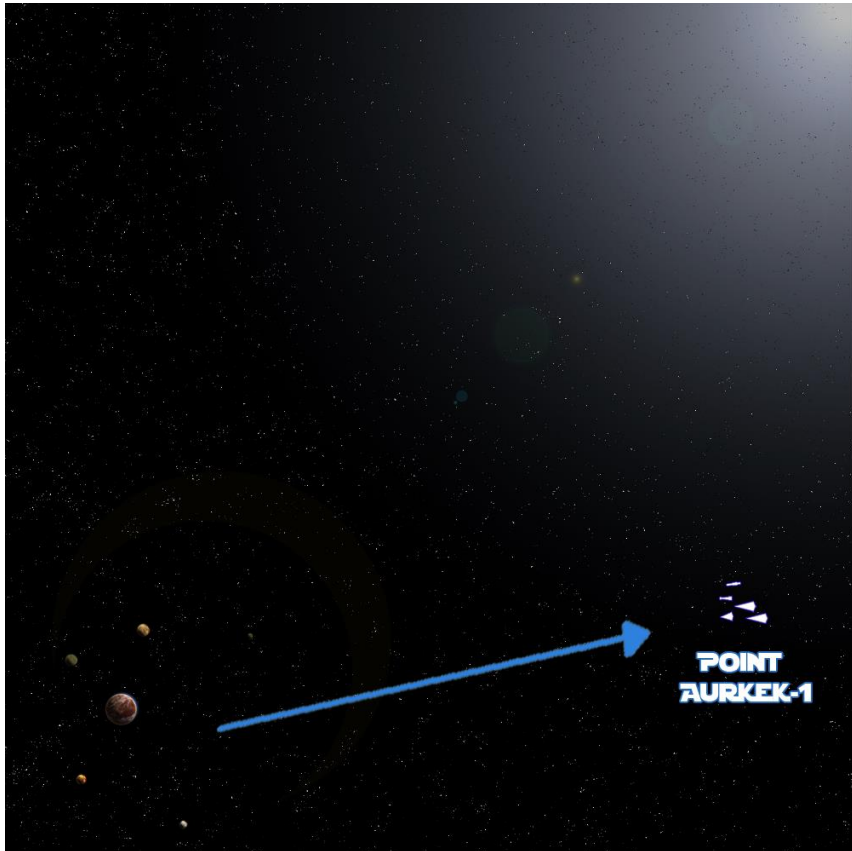
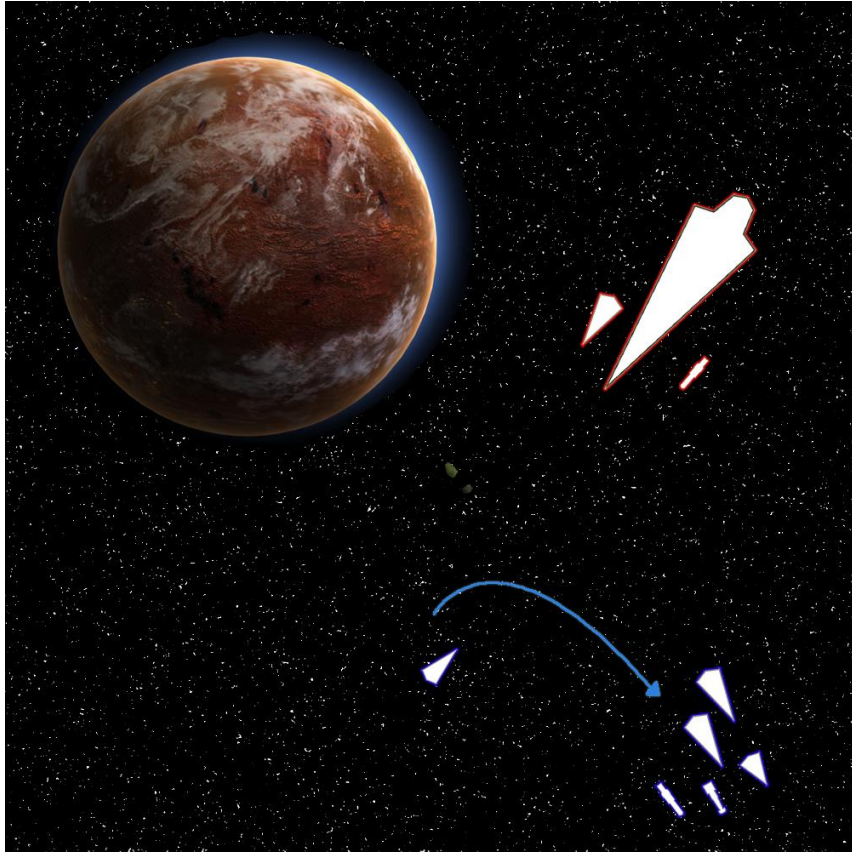
Green, Blue, Yellow, Red, Failbot

### Briefing

Having arrived in Korriban Orbit to find a fleet consisting of 1 x Executor-class, 1 x Cotelin-class, and 1 x Bothan Assault Cruiser we find that we must attack through the enemy formation to land our troops on Korriban's surface to secure the Tomb of Marka Ragnos, the Valley of the Sith Lords, and the Global Objective [Rite of Immortality]. Our fleet, though possessing numerical superiority, is massively out-gunned by the Super Star Destroyer.



All Taldryan and allied Vessels are to prepare to make a microjump to the fringe of the Horuset System to Point Aurek-1. All starfighters are to be stowed aboard ships and the fleet, minus the *VIN Valor*, are to retire in good order. If all goes well the enemy fleet will believe our forces have withdrawn. The *VIN Valor* will feign reactor damage by venting thermal excess and particle detritus to convince the Iron Throne fleet that it has failed to make the jump to lightspeed.



## Damage Estimates

Damage received while withdrawing from combat is expected to be minimal. Particle shielding shouldn't fail in the time it takes to retreat. The *VIN Valor* is expected to sustain heavy damage as the enemy fleet closes on it though this fact is minimized by the ship's ultimate goal, which in the event of a successful Howlader Maneuver will result in its complete annihilation. Crew should be relocated from the *VIN Valor* to minimize eventual casualties.

## Phase II – Howlader Maneuver

**Primary Objective:** Destruction of SSD Suffering by means of *VIN Valor* performing the Howlader Maneuver

**Secondary Objective:** Lure enemy ships in tight formation with one-another or close proximity to *VIN Valor*

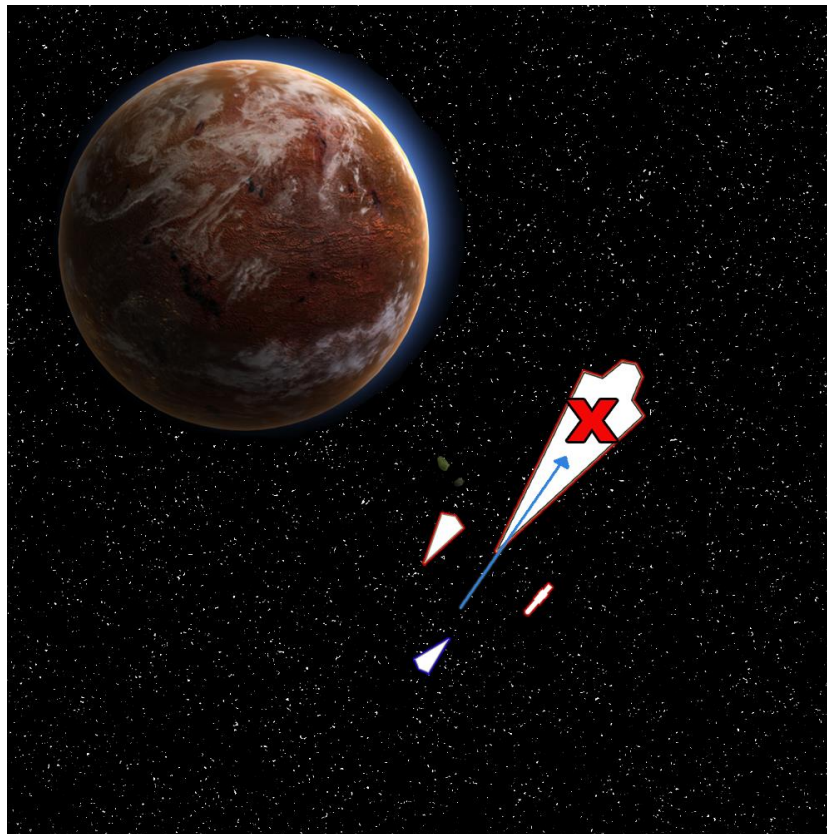
## Phase II Active Forces

- *Vindicator Class Heavy Cruiser Valor*

## Phase II Active Contingencies

Green, Blue, Yellow, Orange, Red, Black, Failbot

## Briefing



With the main body of our fleet having withdrawn to Point Aurek-1 VIN Valor is to fake hyperdrive failure. Engineers and Technicians will vent excess heat and coolant from blow-off valves with the intention of drawing the enemy fleet into close proximity to the supposedly wounded vessel. At the Captain's discretion the Howlander Maneuver will be executed at a point in time when the jump to lightspeed can be assured to strike the SSD Suffering or at such a time when it becomes apparent that the enemy fleet is intent on destroying the Valor rather than capture it.

VIN Valor is directed to make a jump to lightspeed into the SSD Suffering at the point it is considered by the ship's CO to be most advantageous. A successful use of the Howlander Maneuver will result in a massive explosion that will be easily detectable on all particle and thermal sensors within the system. Upon detecting thermal, visual, or particle evidence of the explosion our Fleet is directed to microjump back into Orbit around Korriban and engage remaining enemy forces.

### **Casualty Estimates**

*Valor* is not expected to survive this phase. All remaining hands aboard ship are to be informed of the mission objective and expected outcome. Crew levels are to be reduced in preparation of the mission to minimum to successfully complete this phase's objective.

### **Phase III – Mop up of enemy forces**

**Objective:** Force enemy fleet into withdrawal from Korriban System

**Secondary Objective:** Destruction of enemy fleet

### **Phase III Active Forces**

All surviving forces.

### **Projected Resources:**

- CSD Justice
  - TIE Advanced Squadron Scar
- BAC Dark Prophet II
- Victory Class Star Destroyer Endor's Triumph
  - T-65 X-Wing Squadron Paladin
- A/CRV Pride of Owyhyye:
- NSD Excidium II

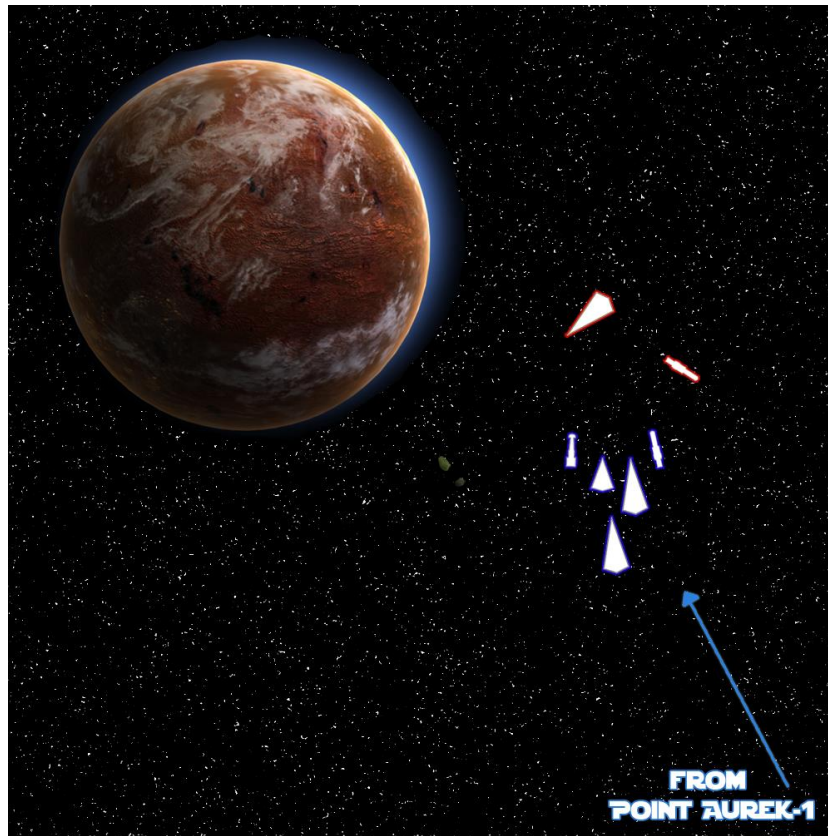
### **Phase III Active Contingencies**

Green, Yellow, Red, Failbot

### **Briefing**

The VIN *Valor* has completed its Howlander Maneuver and has destroyed the SSD *Suffering* in a spectacular explosion. Though the energy released by the lightspeed ramming maneuver is projected to be on the order of magnitude to be planet busting it is not projected that the BAC *Undaunted* or the CSD *Cotelin* will be damaged or

destroyed. With numerical superiority on our side our fleet is to microjump back into the Korriban system and take advantage of the enemy's disarray.



Our fleet is directed to force the enemy ships into a route and ensure their retreat from the system. If the enemy fleet will not flee they must be destroyed.

To protect the CSD *Justice* from further damage it will provide ranged support to the NSD *Excidium II*, VSDII *Endor's Triumph*, A/CRV *Pride of Owyhyee*, and BAC *Dark Prophet II* as well as their fighter screen. The *Justice* is directed to coordinate fleet point-defense and anti-ship salvos using its Tactical Array Network. *Pride of Owyhyee* will focus primarily on fleet point-defense from starfighters. *Dark Prophet II*, *Excidium II*, and *Endor's Triumph* are to engage the enemy ships at Fleet Command's discretion. Scar Squadron and Paladin Squadron will combat the enemy starfighter screen until given further orders.

### **Casualty Estimates**

Starfighter losses are projected to exceed 22% (four starfighters)

No Capital Ships are projected to be destroyed unless the enemy employs a strategy similar to the Howlander Maneuver. BAC *Dark Prophet II* and NSD *Excidium II* should expect to be the primary target of enemy Cruisers and can expect to sustain the most damage (not to exceed 15% of the *Dark Prophet II* and 25% of the *Excidium II*).

# OPERATIONS ORDER OU-69-53 – CONTINGENCY PLANS

## 10 15 38 ABY – 2000 HOURS

### **Section I**

These are Global Operation Conditions, are always active, and can be called into effect at any time.

**Condition Green** - Everything is going according to plan. Maintain current deployment and objectives. If while in withdrawal enemy forces engage our fleet, mission condition is automatically set to Blue.

**Condition Yellow** – Fleet is unable to complete current mission objective without sustaining heavy damage. Maintain mission objectives. With declaration of Condition Yellow, failure of Howlader Maneuver automatically sets mission condition to Orange.

**Condition Red** – Fleet is unable to complete current mission objective without critical damage. Fleet is to engage enemy with all available resources in any possible way. With declaration of Condition Red at mission outset, failure of Howlader Maneuver automatically sets mission condition to Black.

**Condition Black** – Howlader Maneuver has failed, the SSD *Suffering* is fully operational and undamaged, and the VIN *Valor* is out of action/destroyed; the Fleet is to Microjump back into Korriban orbit and engage enemy forces at close quarters. Captains of all ships are encouraged to sink the SSD *Suffering* by any means, including sublight ramming and self-detonation. Dark Jedi Master Howlader will attempt to summon a Force Storm while in Battle Meditation with Krath Epis Vodo Biask Taldrya and Arch Priest Raistline Majere. Massive casualties expected.

**Condition Failbot** – Fleet is unable to complete current mission objective. Fleet is to engage enemy with all available resources in any possible way.

### **Section II**

These are Phase-Specific Operational Conditions.

**Condition Blue** - Fleet has encountered unexpected resistance but mission is not in jeopardy. Maintain current deployment and objectives.

**Condition Orange** - Howlader Maneuver has failed, the SSD *Suffering* is still operational yet damaged, and the VIN *Valor* is out of action/destroyed; the Fleet is to microjump back into Korriban orbit and engage enemy forces with all available means.

**Condition Black** - Howlader Maneuver has failed, the SSD *Suffering* is fully operational and undamaged, and the VIN *Valor* is out of action/destroyed; the Fleet is to Microjump back into Korriban orbit and engage enemy forces at close quarters. Captains of all ships are encouraged to sink the SSD *Suffering* by any means, including sublight ramming and self-detonation. Dark Jedi Master Howlader will attempt to summon a Force Storm while in Battle Meditation with Krath Epis Vodo Biask Taldrya and Arch Priest Raistline Majere. Massive casualties expected.

## APPENDIX A – ALLIED ORDER OF BATTLE

1. Cotelin-class Star Destroyer *Justice*
  - a. Operational Capacity: 60%
  - b. Size: 1,300m
  - c. Role: Strike
  - d. Remaining Weapons:
    - i. 30 heavy turbolasers
    - ii. 30 turbolasers
    - iii. 15 ion cannons
    - iv. 6 assault concussion missile tubes
    - v. 5 tractor beams
  - e. Crew:
    - i. Minimum: 2,200
    - ii. Estimated Remaining: ~4,000
  - f. Modifications:
    - i. STRADEF – automated targeting of foreign craft entering within a defined radar range of the *Justice*
    - ii. Verpine EM1 shield package – defense against electromagnetic attacks
  - g. Clan Loyalty: Taldryan
  - h. Analysis: The *Justice* is not in a good way, having taken a massive beating in the opening salvos. However, the role of a CSD is to take on enemy Star Destroyers and win. The layout of its weapons allow for massive firepower to be brought to bear during head-on fights (roughly 2/3s of all the turbolasers). Additionally, while numerically fewer weapons are present, the heavy turbolasers have higher energy output than those on the *Nebula-class* Star Destroyers, letting the CSDs more than equal a NSD in terms of firepower. The CSD is not designed for prolonged close-in fights though, as the hull armour is not as heavy as an NSD.
2. Nebula-class Star Destroyer *Excidium II*
  - a. Operational Capacity: 100%
  - b. Size: 1,040m
  - c. Role: Multi-purpose
  - d. Weapons:
    - i. 40 heavy turbolasers
    - ii. 40 turbolasers
    - iii. 20 ion cannons
    - iv. 8 assault concussion missile tubes
    - v. 8 tractor beams
  - e. Crew:
    - i. Minimum: 2,265
    - ii. Current Levels: 2,795
  - f. Modifications: None known
  - g. Clan Loyalty: House Scholae Paltinae

- h. Analysis: The *Excidium II* is a formidable combat ship, as it is one of the newer designs and is built to be able to take down other Star Destroyers with relative ease. It is noted to be able to stand up to some of the smaller Super Star Destroyers as well, with a seriously strong hull and a significant layout of weapons.

3. Victory II-class Star Destroyer *Endor's Triumph*

- a. Operational Capacity: 100%
- b. Size: 900m
- c. Role: Planetary defense
- d. Weapons:
  - i. 20 heavy double turbolasers
  - ii. 10 light turbo quadlasers
  - iii. 10 heavy ion cannons
  - iv. 10 tractor beams
- e. Crew:
  - i. Minimum: 1,785
  - ii. Current Levels: 5,200
- f. Modifications:
  - i. Hull: The entire ship is heavily modified as it has been built from scraps of old *Victory I-* and *Victory II-class* Star Destroyers.
  - ii. Weapons: All weapons have been upgraded from the versions that were standard on *Victory IIs* to modern versions.
  - iii. Computers: Modernized MicroThrust Processors computer system.
- g. Clan Loyalty: House Odan-Urr
- h. Analysis: While the *Endor's Triumph* is much more than a stock *Victory II*, it is still an antique that should not be depended upon for heavy fighting. Its crew has been in a planetary defense role for the recent past and the actual ship is cobbled together from bits and pieces of many other ships. Additionally, while the weapons and computer systems have been modernized, her thrusters and main engines are still the "stock" versions and she is thus extremely slow and not well suited for maneuver warfare under any circumstances.

4. Bothan Assault Cruiser *Dark Prophet II*

- a. Operational Capacity: 80%
- b. Size: 850m
- c. Role: Destroyer
- d. Remaining Weapons:
  - i. 20 heavy double turbolasers
  - ii. 16 turbolasers
  - iii. 8 ion cannons
  - iv. 16 proton torpedo tubes
  - v. 3 tractor beams
- e. Crew:
  - i. Estimated Remaining: ~1,000
- f. Modifications: None known



- g. Clan Loyalty: Taldryan
  - h. Analysis: The *Dark Prophet II*, even in its damaged state, is a more formidable ship than the *Endor's Triumph*. It is more significantly shielded and armoured than the *Victory IIs*, although its commander will need to pay close attention to her division of power to maintain good shield integrity. It does have engines equivalent to that of a *Victory I*, so it is not particularly graceful or maneuverable.
5. Vindicator-class heavy cruiser Valor
- a. Operational Capacity: 80%
  - b. Size: 600m
  - c. Role: Escort
  - d. Remaining Weapons:
    - i. 16 light quad turbolasers
    - ii. 20 light turbolasers
    - iii. 16 point defense lasers
    - iv. 16 light point defense ion cannons
    - v. 2 tractor beams
  - e. Crew:
    - i. Estimated Remaining: ~2,000
  - f. Modifications:
    - i. Tractor Beams: For unknown reasons, the *Valor* has half the number of hardpoints for tractor beams compared to a standard *Vindicator-class* heavy cruiser.
  - g. Clan Loyalty: Taldryan
  - h. Analysis: The *Valor* is not able to stand up in major ship-to-ship combat. It is more appropriately capable of handling Starfighters and smaller escort ships. It should be kept away from any enemy cruisers or Star Destroyers if at all possible.
6. CR92a Assassin-class corvette Pride of Owyhyee
- a. Operational Capacity: 100%
  - b. Size: 139.25m
  - c. Role: Rapid strike craft
  - d. Weapons:
    - i. 6 dual turbolasers
    - ii. 2 quad laser cannons
    - iii. 1 proton torpedo tube
    - iv. 2 tractor beams
  - e. Crew:
    - i. Current Levels: 60
  - f. Modifications:
    - i. Sensors: Secondary and tertiary sensor arrays have been added.
    - ii. Shields: Upgraded to approximately 125% of what is “stock” in this model.
    - iii. Hull: Upgraded to approximately 120% of what is “stock” in this model.
    - iv. Tractor Beams: 1 additional beam hardpoint has been added.
  - g. Clan Loyalty: House Odan-Urr

- h. Analysis: Frankly, this ship is outclassed and outgunned by everything the enemy has in terms of capital ships. Its only use is in screening our larger ships from enemy fighters, and even that use is questionable, at best.
7. TIE Avenger squadron Scar
- a. Operational Capacity: 50% (6 ships)
  - b. Size: 9.8m
  - c. Role: Superiority
  - d. Weapons:
    - i. 4 laser cannons
    - ii. 2 warhead launchers (4 concussion missiles standard load)
  - e. Crew:
    - i. Pilot: 1
  - f. Modifications: None known
  - g. Clan Loyalty: Taldryan
  - h. Analysis: The TIE Avengers are the backbone of the Taldryan Starfighter Corps, with their top pilots selected for assignment to the squadrons equipped with TIE Avengers. Scar squadron has been hit hard during the fighting, but still has half its operational fighters available. The TIE Avenger is vastly superior to the TIE Fighters being used by the enemy fleet, but they are still significantly outnumbered. They may well be served by being kept close to our battle group so that they can be supported by the escort ships.
8. T-65 X-Wing squadron Paladin
- a. Operational Capacity: 100%
  - b. Size: 12.5m
  - c. Role: Superiority
  - d. Weapons:
    - i. 4 laser cannons
    - ii. 2 proton torpedo launchers
  - e. Crew:
    - i. Pilot: 1
    - ii. Astromech: 1
  - f. Modifications: None known
  - g. Clan Loyalty: House Odan-Urr
  - h. Analysis: The T-65 X-Wing is the original base model version of the venerable X-Wing fighter. It is known for its very balanced abilities, with good speed, shields, durability, and firepower. It is an easy match for the TIE Fighters in the enemy fleet. As this squadron has not been diminished through combat, it can more easily function away from the main fleet without much concern for them becoming overrun by enemy fighters.

## APPENDIX B – ASHEN’S LOYALISTS ORDER OF BATTLE

1. Executor-class Star Dreadnought Suffering
  - a. Operational Capacity: 100%
  - b. Size: 19,000m
  - c. Role: Command Ship
  - d. Weapons:
    - i. 2,000 heavy turbolasers
    - ii. 2,000 turbolasers
    - iii. 250 heavy ion cannons
    - iv. 250 assault concussion missile tubes
    - v. 40 tractor beams
    - vi. 500 laser cannons
  - e. Crew:
    - i. Minimum: 50,000
    - ii. Current Levels: 217, 144
  - f. Modifications: None known
  - g. Clan Loyalty: Dark Council
  - h. Analysis: The *Suffering* likely could take on the entire undamaged Taldryan fleet and win. The numbers presented above are all estimates based on known data from its class, as the Dark Council has kept secret the operational record and the data regarding its construction. No matter which way we slice it, however, we can't take this thing on in a conventional fight.
  
2. Cotelin-class Star Destroyer Cotelin
  - a. Operational Capacity: 90%
  - b. Size: 1,300m
  - c. Role: Strike
  - d. Remaining Weapons:
    - i. 42 heavy turbolasers
    - ii. 42 turbolasers
    - iii. 22 ion cannons
    - iv. 9 assault concussion missile tubes
    - v. 7 tractor beams
  - e. Crew:
    - i. Minimum: 2,200
    - ii. Estimated Remaining: ~7,400
  - f. Modifications:
    - i. STRADEF – automated targeting of foreign craft entering within a defined radar range of the *Justice*
    - ii. Verpine EM1 shield package – defense against electromagnetic attacks
  - g. Clan Loyalty: Dark Council
  - h. Analysis: The *Cotelin* is the namesake ship of our own *Justice*. It has, as far as is known, the same modifications and makeup as the *Justice*, though, like the *Suffering*, the Dark Council has kept secret

as much of its history and abilities as possible. It is a formidable ship on its own, but can be easily handled if we can somehow eliminate the *Suffering* or separate the two groups.

3. Bothan Assault Cruiser *Undaunted*

- a. Operational Capacity: 100%
- b. Size: 850m
- c. Role: Destroyer
- d. Weapons:
  - i. 24 heavy double turbolasers
  - ii. 20 turbolasers
  - iii. 10 ion cannons
  - iv. 20 proton torpedo tubes
  - v. 4 tractor beams
- e. Crew:
  - i. Current Levels: 1,240
- f. Modifications: None known
- g. Clan Loyalty: Dark Council
- h. Analysis: The *Undaunted* is the least dangerous of the ships that are facing us. Should the *Suffering* be neutralized, our fleet should have no issues eliminating the *Undaunted* if necessary (likely, as the crew are all heavily indoctrinated to be loyal to the Grand Master and the Dark Council).

4. TIE Fighter squadrons X and Y

- a. Operational Capacity: 100% (24 ships)
- b. Size: 6.4m
- c. Role: Superiority
- d. Weapons:
  - i. 2 laser cannons
- e. Crew:
  - i. Pilot: 1
- f. Modifications: None known
- g. Clan Loyalty: Dark Council
- h. Analysis: The TIE Fighters arrayed against us are utterly anachronistic and should hardly be given much thought. It is shocking to see such antiquated craft in use by the Dark Council, as every clan in the Brotherhood has vastly superior fighters that can easily handle the basic TIE Fighter. They should be easily handled by our Odan-Urr X-Wings. Any of them who are courageous enough or skilled enough to get through to our ships will be destroyed by Scar Squadron.

# APPENDIX C – HOWLADER MANOUEVER

## Analysis by Guardian Kyber

This maneuver is so simple it is almost amazing no one ever thought of it before. But they had. And the reason being is that the maneuver (to be pulled off successfully) is so utterly complex that it is virtually impossible. Still, I have been charged with finding a way to successfully perform this maneuver and so I shall.

Firstly we must understand a bit about hyperspace. Many consider it a sort of “alternate dimension” or “space outside of the universe”. While we are aware of how to manipulate hyperspace and enter it, many scientists are unsure as to where or what it is. It does however have certain laws of reality (just like our own) and it does seem to overlap with our normal space. For our purposes let us understand hyperspace as a sort of “shadow plane” to our own reality.

As all objects in our galaxy have mass they also have gravity and so can warp space and time slightly. Mostly this is undetectable but in hyperspace, the corresponding gravity generated by any object projects a well of virtually tangible energy. As shown by most early hyperspace travel, if an object from our reality comes in contact with an object that projects a significant gravity-well projection in hyperspace, a mass of energy is released corresponding to the energy of the hyperdrive. In the case of a ship the size of a star destroyer impacting a planet, the resulting impact is large and powerful enough to shatter continental shelves and raise dust clouds large enough to blot out the sun for several hundred years. On top of that, volcanos start erupting, earthquakes happen, as do tidal waves on a watery planet. All in all the world goes to hell and becomes completely uninhabitable with mass-extinction sure to follow.

To prevent this from happening, all navi-computers and hyperspace engines are provided with powerful safeguards which will eject the ship from hyperspace the moment it gets near a gravity well. To bypass the safeguards on the navi-computer is near impossible and literally no-one is foolish enough to try it. That being said, it is only NEAR impossible. There have been noted malfunctions in navi-computers and the like which have allowed ships to impact planets and other objects even when the gravity well should have prevented it. As such, it is possible to purposefully bypass these safeguards and allow a ship to hit purposefully ram into a planet. Anything smaller than that and wellllll...lets just say the odds are not very good.

For this maneuver to work, there are several conditions that must be met:

### **1. The *Suffering* must be OUTSIDE of Korriban’s Gravity well.**

This is easier said than done as it will most likely be orbiting Korriban. We need to drag it away from the planet. If we attempt the maneuver while it is still in range, the suicide ship will collide with the planet rather than its target, thus resulting in Korriban being virtually destroyed, and thousands of years of with lore and dark-side energy lost. It might even create a wound in the force if there are enough force users on the ground, but that is a worst case scenario. It would also be best if The Suffering were far away from any planets and other ships to prevent as much collateral damage from the explosion as possible.

## **2. The *Suffering* MUST be stationary or as close to stationary as possible**

I cannot stress how important this is. The entire concept of hyperspace travel is orienting a ship from one point, launching it in a given direction with some minor arc, and exiting hyperspace well before the ship hits a gravity-well. In order to actually “hit” something as small as a ship with a hyperspace jump is akin to trying to hit a marble, while blindfolded, with a smaller marble. And if that other marble is moving well, the chances go right to hell. Ideally, we would have another ship there holding it at bay or at least keeping tabs on it prior to the jump. Of course that ship would also most likely be destroyed in the inevitable blast.

## **3. The safety measures on the suicide ship MUST be bypassed**

Because of the inherent dangers of hyperspace travel and the fact that most capital ships have enough energy in them to equal a star, safety features are hard-wired into both the hyper-drive navicomputer and the hyperdrive itself. As such, we will need someone supremely skilled at both slicing and mechanics if we want to bypass these features. Furthermore, the ship we sacrifice will most likely have to have these features altered mid-battle rather than beforehand. If it is modified prior, then there is a strong chance that in transit to the battle it will collide with one of the many hazards of astrogation and thus be lost to us forever.

## **4. The hyperspace jump must be plotted manually, by an expert of astrogation**

Assuming we are able to bypass the safety features, we will need an expert at astrogation (most likely assisted by several astrogation-specialist droids) to plot a literally pin-point jump from wherever they are, to wherever *The Suffering* is going to be. They have only one shot to make it work and while they may do test simulations well-before, the window where *The Suffering* won't be moving and have lockable coordinates will be extremely small. We will most likely need another ship to stay behind at the point of impact so as to provide the clearest readout of the signal. Alternatively and/or in addition, a hyperspace broadcast communication could be sent directly from *The Suffering*. Given the mass of the ship and its use as a forward operating base, it is highly likely that its communication suite includes hyperspace communication capabilities. Aka the capacity to broadcast messages into/through hyperspace. If someone were able to sneak aboard the ship and insert a sub-routine into their communications bank so as to broadcast its hyperspace coordinates DIRECTLY to the Suicide ship, then the odds of hitting it would dramatically increase. The suicide ship itself would need to at least have a holo-net connection but that shouldn't be too difficult to manage.

## **5. We must be willing to sacrifice literally thousands of our own soldiers for this to work**

We may be Dark Jedi, but these beings are loyal to us, and must be ready to lay down their lives for the sake of this plan. Even a skeleton crew on the Suicide ship would require hundreds of people to operate it and ensure that it made it there safely. If we want the suicide ship to be in actual combat prior to the jump then even more people will need to be there. And if we plan on retreating with the ship, and then jumping back in to attack, even more soldiers will need to be there, and we won't have time to evacuate all of them before performing the maneuver. In short, we are making a huge gamble, and if we fail not only will we lose a star destroyer (or other similarly large ship) but thousands of allies. If we fail, by even the smallest margin, then not only will we have needlessly killed our allies, but we will most likely have destroyed Korriban.