



Operation: HAVOC FALL Rebels Battleplan

PIN: 2407

ID: OPM Kell Palpatine Dante (**Obelisk**) / BTL-PROF-APL / House Scholae Palatinae

PIN: 3783

ID: SWL Xen'Mordin Vismorsus (**Sith**) / QUA-ACC:J / House Scholae Palatinae

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ID: SBL Archangel (**Sith**) / PROF / House Scholae Palatinae

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ID: SBM Evant Taelyan (**Sith**) / P:MAA-AED-DOC / House Scholae Palatinae

PIN: 14057

ID: JH Anahorn Dempsey (**Sith**) / House Scholae Palatinae

PIN: 13833

ID: GRD Arthadonis Kalderis (**Obelisk**) / House Scholae Palatinae

1) OVERVIEW

1.1) Situation

Grandmaster Ashen is attempting to complete the Rite of Immortality. This ritual has only been successfully completed once, in 4999 BBY, by Lord Vitiate, who would go on to be the Sith Emperor for over a thousand years. The Star Chamber expressly forbids further investigation of this ritual. A testing of this ritual by Lord Ashen, destroyed the home of the Brotherhood on Antei. Casualties there are unknown. Following the destruction of Antei, forces loyal to the Grand Master now occupy the orbit of Korriban. These are comprised of forces from Arcona, Naga Sadow, and Tarentum. Rebel forces, comprised of Taldryan, Odan-Urr and Scholae Palatinae, must reach the surface of Korriban to prevent Grandmaster Ashen from obtaining the last information he needs to complete the ritual. Lord Esoteric, and his One Sith forces already have a foothold on the planet's surface. They are being supported by forces from Clan Plagueis. Any interactions between these three factions will be extremely hostile.

1.2) Mission

Our mission is to destroy the Super Star Destroyer (SSD) *Suffering* so that our allied forces can reach the surface of Korriban. The SSD *Suffering* is joined by the CSD *Cotelin* and the Assault Cruiser *Undaunted* in orbit around Korriban. This will be accomplished by disabling the *Suffering's* steering engines then using the gravity of Korriban to crash it. With it destroyed, Loyalist forces will be unable to fully blockade the planet, and our forces will be able to reach the surface.

2) ORDER OF BATTLE

2.1) Our Forces

2.1.1) Flotilla Aleph

Nebula-class Star Destroyer *Excidium II* (Scholae Palatinae)

- 12 MGLT
- 5,800 SBD (Shielding)
- 2,600 RU (Hull)
- Armament
 - 40 Heavy Turbolasers
 - 40 Turbolasers
 - 20 Ion Cannons
 - 8 Assault Concussion Missile Tubes
 - 8 Tractor Beam Projectors

Cotelin-class Star Destroyer *Justice* (Taldryan) [60% operational]

- 12 MGLT
- 4,000 SBD (Shielding)
 - 2,000 SBD Functioning (Damaged - Assumed)
- 1,200 RU (Hull)
 - 675 RU Functioning (Damaged - Assumed)
- Armament
 - 48 Heavy Turbolasers
 - 30 Functioning (Damaged - Assumed)
 - 48 Turbolasers

- 40 Functioning (Damaged - Assumed)
 - 25 Ion Cannons
 - 18 Functioning (Damaged - Assumed)
 - 10 Assault Concussion Missile Launchers (40 Missiles Each)
 - 7 Functioning (Damaged - Assumed)
 - 8 Tractor Beam Projectors
 - 6 Functioning (Damaged - Assumed)

Vindicator-class Heavy Cruiser *Valor* (Taldryan) [80% operational]

- 10 MGLT
- 2,900 SBD (Shielding)
 - 2,000 SBD Functioning (Damaged - Assumed)
- 1,000 RU (Hull)
 - 900 RU Functioning (Damaged - Assumed)
- Armament
 - 25 Light Turbolasers
 - 22 Functioning (Damaged - Assumed)
 - 20 Light Quad Turbolasers
 - 19 Functioning (Damaged - Assumed)
 - 10 Point-Defense Laser Cannons
 - 20 Light Point-Defense Ion Cannons
 - 3 Tractor Beam Projectors

Assassin-class Corvette *Pride of Owyhyee* (Odan-Urr)

- 22 MGLT
- 450 SBD (Shielding)
- 228 RU (Hull)
- Armament
 - 6 Dual Turbolaser Turrets
 - 1 Warhead Launcher

TIE/Advanced x6 *Scar*

- 8 Concussion Missiles in each TIE/Advanced

2.1.2) Flotilla Besh

Bothan Assault Cruiser *Dark Prophet II* (Taldryan) [80% operational]

- 9 MGLT
- 4,800 SBD (Shielding)
 - 4,600 SBD Functioning (Damaged - Assumed)
- 2,280 RU (Hull)
- Armament
 - 20 Turbolaser Cannons
 - 17 Functioning (Damaged - Assumed)
 - 24 Double Turbolaser Cannons
 - 10 Ion Cannons

- 20 Proton Torpedo Launchers
 - 16 Functioning (Damaged - Assumed)
- 3 Tractor Beam Projectors

Victory II-class Star Destroyer *Endor's Triumph* (Odan-Urr)

- 11 MGLT
- 2,880 SBD (Shielding)
- 1,660 RU (Hull)
- Armament
 - 20 Turbolaser Batteries
 - 20 Double Turbolaser Batteries
 - 10 Ion Cannons
 - 10 Tractor Beam Projectors

T-65 X-Wing x 12 *Paladin*

- 6 Torpedos in each X-Wing

2.2) Enemy Forces

Executor-class Star Destroyer *Suffering*

- 8 MGLT
- 96,000 SBD (Shielding)
- 45,712 RU (Hull)
- Armament
 - 2,000 Turbolaser Cannons
 - 2,000 Heavy Turbolaser Cannons
 - 250 Assault Concussion Missile Tubes
 - 250 Heavy Ion Cannons
 - 40 Phylon Transport Q7 Tractor Beam Projectors
 - 500 Point-Defense Laser Cannons

Cotelin-class Star Destroyer *Cotelin* [90% operational]

- 12 MGLT
- 3,000 SBD (Shielding)
 - 2,750 SBD Functioning (Damaged - Assumed)
- 1,200 RU (Hull)
- Armament
 - 48 Heavy Turbolasers
 - 46 Functioning (Damaged - Assumed)
 - 48 Turbolasers
 - 25 Ion Cannons
 - 22 Functioning (Damaged - Assumed)
 - 10 Assault Concussion Missile Launchers (40 Missiles Each)
 - 8 Tractor Beam Projectors
 - 7 Functioning (Damaged - Assumed)

Bothan Assault Cruiser *Undaunted*

- 9 MGLT
- 4,800 SBD (Shielding)
- 2,280 RU (Hull)
- Armament
 - 20 Turbolaser Cannons
 - 24 Double Turbolaser Cannons
 - 10 Ion Cannons
 - 20 Proton Torpedo Launchers
 - 3 Tractor Beam Projectors

TIE Fighters x 24

3) EXECUTION

3.1) Phase 1 - SHAPING OPERATIONS

3.1.1)Phase Intent: To engage the enemy Fleet above Korriban, and position their ships in a way that increases success in further phases. Occupying escorting ships as well as enemy TIE Fighters and positioning the SSD Suffering.

3.1.2) Concept of the Operation:

Phase One begins with the exit of the task force from hyperspace above the planet of Korriban. Based on intelligence from forward units, the first group of the taskforce, Flotilla Aleph makes for the SSD Suffering directly from hyperspace. As the SSD is orbiting the planet, Group Aleph assaults from a perpendicular position, in line with the bridge, targeting the escorting ships.

The flotilla will form a battle line, and maintain a barrage on the CSD Cotelin, with secondary targeting to fall on the BAC Undaunted. Targets of opportunity for the capital ships would be the SSD itself.

With Flotilla Aleph comes the TIE Advanced unit assigned to the taskforce. Their goal is space superiority, to destroy or disable the enemy TIE fighters, while escorting Flotilla Aleph in its assault.

As the battle line progresses, moving towards the rear of the SSD, it is expected that the SSD and its escorts will turn to maintain a broadside on the line, thereby turning the SSD's rear towards the planet.

3.1.3) Coordinating Instructions:

Flotilla Aleph:

- NSD Exicidum II (flotilla flagship)
- CSD Justice
- VIC Valor
- A/CRV Pride of Owyhyee
- 6x TIE Advanced "Scar"

3.2) Phase 2 - EXPOSED REAR

3.2.1) Phase Intent:

To destroy the rear shield generator on the SSD Suffering, exposing the three (3) left steering engines on the SSD Suffering making them vulnerable to direct damage. Move the VSD Endor's Triumph towards the surface of Korriban into a position to maximize future pull in Phase 4.

3.2.2) Concept of the Operation:

Phase 2 begins when decided by the commanding officer, at their discretion that shaping operations are complete, and the best opportunity. Flotilla Besh exits from hyperspace towards the rear of the SSD Suffering. VSD Endor's Triumph will move towards Korriban and the SSD, while BAC Dark Prophet II and the X-Wing squadron "Paladin" will head directly towards the SSD's engines.

VSD Endor's Triumph will situate itself near the planet, and fire on the SSD's main engines, hoping to attract attention away from the primary assault. Paladin X-Wings will attack the shield generators around the engines with proton torpedo volleys, with a sustained barrage from BAC Dark Prophet II. Sith Battlemaster Evant Taelyan will support Paladin pilots with Battle Meditation from the VSD Endor's Triumph.

Flotilla Aleph will maintain space superiority operations, keeping what is left of the SSD's escort (if any) away from Flotilla Besh.

3.2.3) Coordinating Instructions:

Flotilla Besh:

- 12x X-Wing "Paladin"
- BAC Dark Prophet II
- VSD Endor's Triumph (flotilla flagship)

3.2.4) Phase 2 Contingencies:

Contingency 1: If initial assault by Flotilla Besh is unsuccessful, X-Wing Squadron "Paladin" will make consecutive passes until destroyed or ammunition is expended.

Contingency 2: If Flotilla Aleph has met strong resistance from escort, or enemy reinforcements arrive, ground units will be dropped by VSD Endor's Triumph, before all vessels exit towards hyperspace buoys.

Contingency 3: If Flotilla Besh is unable to bring down the shields, in spite of the possible assistance from Flotilla Aleph, the mission should be aborted, after dropping ground troops.

3.3) Phase 3 - HANG LEFT

3.3.1) Phase Intent:

To destroy the three (3) left steering engines on the SSD Suffering, causing the SSD Suffering to lose ability to properly steer in orbit above Korriban, making the ship vulnerable to gravitational pull with inability to correct and maintain orbit. Get VSD Endor's Triumph into ideal position given orbital position of SSD Suffering for execution of Phase 4.

3.3.2) Concept of the Operation:

The SSD Suffering's maintenance of orbit around Korriban is primarily based on the strength of its maneuvering engines. The SSD sports thirteen (13) engines, but the main maneuvering thrust comes from the two sets of three (3) on the outside. The destruction of one of these sets of five will make the maintenance of orbit around a planet like Korriban untenable.

Due to the destruction of the shield generator protecting the left bank, an attack on this vulnerable area is possible. All elements of Flotilla Besh will maintain the assault on the superstructure of the SSD Suffering's left thruster engine bank, while Flotilla Aleph maintains space superiority. Sith Battlemaster Evant Taelyan will support Paladin pilots with Battle Meditation from the VSD Endor's Triumph.

It is at this point at the VSD Endor's Triumph will descend into the upper atmosphere of Korriban, and its tractor beams will be focused towards the SSD without being powered to full.

3.3.3) Coordinating Instructions:

Maintaining attack on one bank and one bank alone is the key to this phase. Keeping the barrage going is crucial, and speed is of the essence.

3.3.4) Phase 3 Contingencies:

Contingency 1: If VSD Endor's Triumph is destroyed, BAC Dark Prophet II will take its place at a Low Orbit position.

Contingency 2: If firepower is insufficient, Flotilla Aleph will join in the assault, while CSD Justice keeps the SSD's guns away from the attackers.

3.4) Phase 4 - PLANETSIDE

3.4.1) Phase Intent:

To pull the SSD Suffering out safe orbit around Korriban, and use the gravitational forces of the planet to pull the SSD Suffering into the surface of Korriban, by use of tractor beams on the VSD Endor's Triumph from an atmospheric position above the planet.

3.4.2) Concept of the Operation:

With the destruction of its left thruster engine bank, the SSD Suffering will suffer a loss of engine power as well as maneuverability. Due to the gravity of Korriban, it will start to slip out of orbit, and start aiming towards the planet.

VSD Endor's Triumph in the atmosphere will power on its tractor beams to full, lock onto the SSD Suffering, and begin to pull the SSD towards the planet quicker than just gravity would have managed. Flotilla Besh will move away from the SSD, and assist with Space Superiority with Flotilla Aleph. Salvos would be maintained on the SSD as long as possible, making sure to destroy any fleeing vessels with impunity.

3.4.3) Coordinating Instructions:

Suffer not an enemy to escape.

3.4.4) Phase 4 Contingencies:

Contingency 1: If one bank is not enough to alter the movement of the SSD, further assaults should be made on the main engines, to diminish the engine power even further.

Contingency 2: If the SSD makes for hyperspace, destroy remaining engines as quickly as possible, and batter it to rubble.

4) SERVICE AND SUPPORT

Major service and support for each deployed unit will come internally from engineering.

4.1) Service

- Torpedos and concussion missiles will be given to Paladin squadron, Scar, and the BAC as top priority following requests filled as received.
- Escape pods to be used as needed for any critical life support but ships should remain engaged as long as possible with a rally point on the surface of Korriban for deployed pods.
- Use of code based communication is active, goto Command and Signal section for more information.
- Planetary orbit is relatively clean lacking asteroids or wreckage.

4.2) Support

- Due to limited scope of this mission, and time, resupply of projectile weaponry and repairs are not possible to make during the mission.
- Engineering resources will prioritize shields on Group 1, torpedos on Group 2 followed by tractor beams, any other prioritization of limited repair service resources.
- Medical resources are to be primarily focused on command and tactical personnel.
- Droids and engineering teams on each ship will attempt combat repairs as much as possible.
- Any weapon fire directed at Cotelin and Undaunted should be focused on weapon emplacements.
- Sustained battle is not advised, hit hard and fast. Collateral damage is acceptable.
- No retreat strategy.

5) COMMAND AND SIGNAL

5.1) Command

5.1.1) Command Officers Locations:

- SWL Xen'Mordin Vismorsus (Quaestor): NSD *Excidium II*
- SBM Evant Taelan (Aedile): VSD *Endor's Triumph*
- OPM Kell Palpatine Dante: VHC *Valor*
- SBL Archangel: CSD *Justice*
- JH Anahorn Dempsey BAC *Dark Prophet II*
- GRD Arthadonis Kalderis A/CRV *Pride of Owyhyee*

5.1.2) Chain of Succession:

- SWL Vismorsus - SBM Taelyan - OPM Dante - SBL Archangel - JH Anahorn Dempsey - GRD Arthadonis Kalderis

5.2) Signal**5.2.1) Communication Channels:**

- Primary: 234 Alpha - encryption cipher BOOK
- Primary backup: 675 Sigma - encryption cipher RIVER
- Secondary backup: 131 Tau - encryption cipher INARA
 - See HSP codex for frequencies and ciphers
 - Battle orders received in battle are only valid when accompanied by the appropriate codewords

5.2.3) Hostiles Identification:

- Primary target (SSD Suffering) = Reaver 1
- Secondary targets (CSD Cotelin, BAC Undaunted) = Reaver 2 and Reaver 3
- Enemy starfighters: Eyeball 1 through Eyeball 24

5.2.4) Friendly Identification:

- Tam 1 through Tam 6 (NSD Excidium II, CSD Justice, BAC Dark prophet II, VHC Valor, VSDII Endor's Triumph, CRV Owyhyee)
- TIE Advanced flight Scar: Jewel 1 through Jewel 6
- X-wing squadron Paladin: Glass 1 through Glass 12

5.2.5) Codephrases:

- Reaver 1 shields down = Pure Sabacc
- Reaver 1 Destroyed = Idiot's Array
- Friendly Ship Destroyed = Tam (x) cleared
- Ship requires cover = Sabacc pot for Tam (x)



Operation: Havoc Fall

House Scholae Palatinae

OPM Kell Palpatine Dante (Obelisk) / BTL-PROF-APL / House Scholae Palatinae [SA: XI] [GMRG: X] [ACC: Q] #2407

SWL Xen'Mordin Vismorsus (Sith) / QUA-ACC:] / House Scholae Palatinae [GMRG: III] [SA: V] [ACC: Q] #3783

SBL Archangel (Sith) / PROF / House Scholae Palatinae [GMRG: IX] [SA: V] [ACC: Q] #7589

SBM Evant Taelan (Sith) / P:MAA-AED-DOC / House Scholae Palatinae [GMRG: II] [SA: IV] [ACC: Q] #9118

JH Anahorn Dempsey (Sith) / House Scholae Palatinae [GMRG: II] [SA: IV] #14057

GRD Arthadonis Kalderis (Obelisk) / House Scholae Palatinae [SA: I] #13833

Operation: Havoc Fall - Overview

Situation: Grandmaster Ashen is attempting to complete the Rite of Immortality. This ritual has only been successfully completed once, in 4999 BBY. The Star Chamber explicitly forbid further investigation of this ritual. A testing of this ritual by Lord Ashen, destroyed the home of the Brotherhood on Antei. Following the destruction of Antei, forces loyal to the Grand Master now occupy the orbit of Korriban. These are comprised of forces from Arcona, Naga Sadow, and Tarentum. Rebel forces, comprised of Taldryan, Odan-Urr and Scholae Palatinae, must reach the surface of Korriban to prevent Grandmaster Ashen from obtaining the last information he needs to complete the ritual. Lord Esoteric, and his One Sith forces already have a foothold on the planet's surface. They are being supported by forces from Clan Plagueis. Any interactions between these three factions will be extremely hostile.

Mission: Our mission is to destroy the Super Star Destroyer (SSD) *Suffering* so that our allied forces can reach the surface of Korriban. The SSD *Suffering* is joined by the CSD *Cotelin* and the Assault Cruiser *Undaunted* in orbit around Korriban. This will be accomplished by disabling the *Suffering's* steering engines then using the gravity of Korriban to crash it.

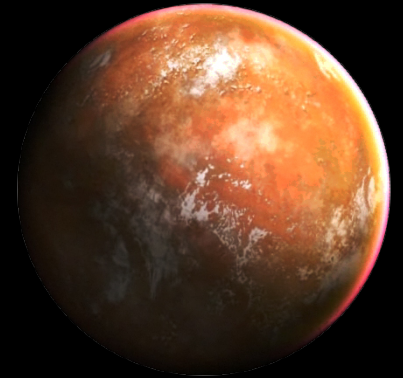


Image A: Korriban

Friendly Forces Order of Battle

Flotilla Aleph

Nebula-class Star Destroyer *Excidium II*



Flotilla Besh

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



Cotelin-class Star Destroyer *Justice* (60% operational)



Vindicator-class Heavy Cruiser *Valor* (80% operational)



Bothan Assault Cruiser *Dark Prophet II* (80% operational)



Assassin-class Corvette *Pride of Owyhyee*



TIE/Advance x 6 *Scar*



T-65 X-Wing x 12 *Paladin*



*Not to Scale
**Single Fighter for reference

Enemy Forces Order of Battle

Executor-class Star Destroyer *Suffering* (Primary Target)

- 96,000 SBD (Shielding)
- 45,712 RU (Hull)

Armament

- 2,000 Turbolaser Cannons
- 2,000 Heavy Turbolaser Cannons
- 250 Assault Concussion Missile Tubes
- 250 Heavy Ion Cannons
- 40 Phylon Transport Q7 Tractor Beam Projectors
- 500 Point-Defense Laser Cannons
- Bonus SSD Details



Bothan Assault Cruiser *Undaunted*

- 4,800 SBD (Shielding)
- 2,280 RU (Hull)

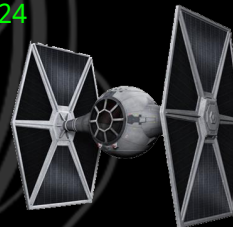


Cotelin-class Star Destroyer *Cotelin* (90% Operational)

- 3,000 SBD (Shielding)
- 2,750 SBD Functioning (Damaged - Assumed)
- 1,200 RU (Hull)



TIE Fighter x 24



*Not to Scale

**Single TIE Fighter for reference

Havoc Fall - Phase 1 - Shaping Operations



Phase Intent: To engage the enemy Fleet above Korriban, and position their ships in a way that increases success in further phases. Occupying *Cotelin* and *Undaunted* as well as enemy TIE Fighters, as well as positioning the *Suffering* for execution of Phase 2.

Concept of the Operation: Phase One begins with the exit of the task force from hyperspace above the planet of Korriban. Based on intelligence from forward units, the first group of the taskforce, Flotilla Aleph makes for the SSD *Suffering* directly from hyperspace. As the SSD is orbiting the planet, Group Aleph assaults from a perpendicular position, in line with the bridge, targeting the escorting ships.

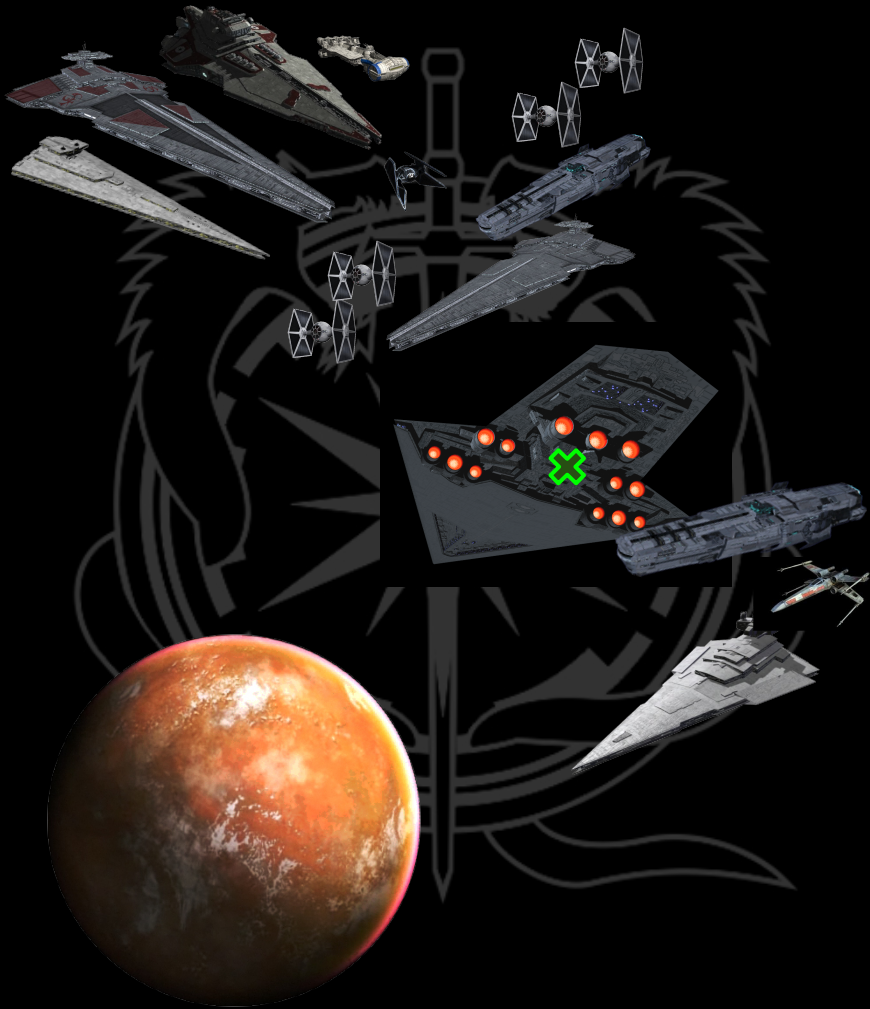
The flotilla will form a battle line, and maintain a barrage on the CSD *Cotelin*, with secondary targeting to fall on the BAC *Undaunted*. Targets of opportunity for the capital ships would be the SSD itself.

With Flotilla Aleph comes the TIE Advanced unit assigned to the task force. Their goal is space superiority, to destroy or disable the enemy TIE fighters, while escorting Flotilla Aleph in its assault.

As the battle line progresses, moving towards the rear of the SSD, it is expected that the SSD and its escorts will turn to maintain a broadside on the line, thereby turning the SSD's rear towards the planet.

Coordinating Instructions: Flotilla Aleph will be first to arrive to position enemy ships.

Havoc Fall - Phase 2 - Exposed Rear



Phase Intent: To destroy the rear shield generator on the SSD *Suffering*, exposing the three (3) left steering engines on the SSD *Suffering* making them vulnerable to direct damage. Move the VSDII *Endor's Triumph* towards the surface of Korriban into a position to maximize future pull in Phase 4.

Concept of the Operation: Phase 2 begins when decided by the commanding officer, at their discretion that shaping operations are complete, and the best opportunity. Flotilla Besh exits from hyperspace towards the rear of the SSD *Suffering*. VSDII *Endor's Triumph* will move towards Korriban and the SSD, while BAC *Dark Prophet II* and the X-Wing squadron *Paladin* will head directly towards the SSD's engines. Sith Battlemaster Evant Taelyan will support *Paladin* pilots with Battle Meditation from the VSDII *Endor's Triumph*.

VSDII *Endor's Triumph* will situate itself near the planet, and fire on the SSD's main engines, hoping to attract attention away from the primary assault. *Paladin* X-Wings will attack the shield generators around the engines with proton torpedo volleys, with a sustained barrage from BAC *Dark Prophet II*.

Flotilla Aleph will maintain space superiority operations, keeping what is left of the SSD's escort (if any) away from Flotilla Besh.

Coordinating Instructions: Flotilla Besh will arrive to focus in on the SSD.

Phase 2 Contingencies:

Contingency 1: If initial assault by Flotilla Besh is unsuccessful, X-Wing Squadron *Paladin* will make consecutive passes until destroyed or ammunition is expended.

Contingency 2: If Flotilla Aleph has met strong resistance from escort, or enemy reinforcements arrive, ground units will be dropped by VSDII *Endor's Triumph*, before all vessels exit towards hyperspace buoys.

Contingency 3: If Flotilla Besh is unable to bring down the shields, in spite of the possible assistance from Flotilla Aleph, the mission should be aborted, after dropping ground troops.

Havoc Fall - Phase 3 - Hang Left



Phase Intent: With the rear deflector shields down, attacks will be made on the steering engines of the SSD, preventing it from being able to move properly.

Concept of the Operation: The SSD *Suffering's* maintenance of orbit around Korriban is primarily based on the strength of its maneuvering engines. The SSD sports thirteen (13) engines, but the main maneuvering thrust comes from the two sets of three (3) on the outside. The destruction of one of these sets of three will make the maintenance of orbit around a planet like Korriban untenable.

Due to the destruction of the shield generator protecting the left bank, an attack on this vulnerable area is possible. All elements of Flotilla Besh will maintain the assault on the superstructure of the SSD *Suffering's* left thruster engine bank, while Flotilla Aleph maintains space superiority. Sith Battlemaster Evant Taelyan will support *Paladin* pilots with Battle Meditation from the VSDII *Endor's Triumph*.

It is at this point at the VSDII *Endor's Triumph* will descend into the upper atmosphere of Korriban, and its tractor beams will be focused towards the SSD without being powered to full.

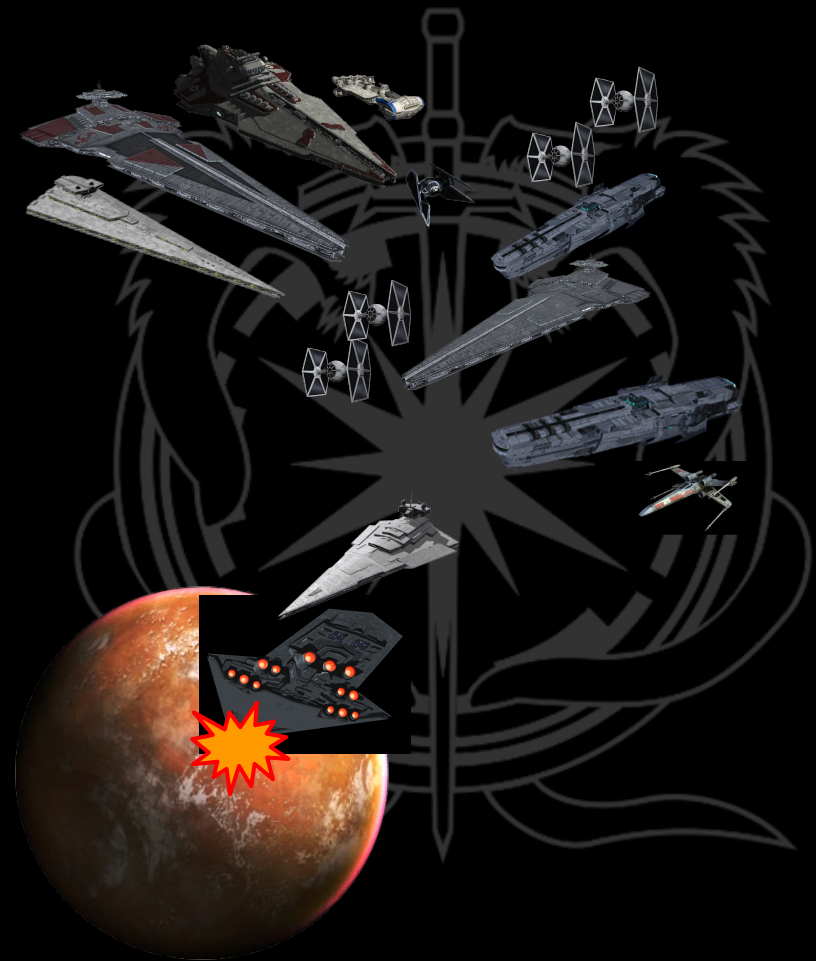
Coordinating Instructions: Maintaining attack on one bank and one bank alone is the key to this phase. Keeping the barrage going is crucial, and speed is of the essence.

Phase 3 Contingencies:

Contingency 1: If VSDII *Endor's Triumph* is destroyed, BAC *Dark Prophet II* will take its place at a Low Orbit position.

Contingency 2: If firepower is insufficient, Flotilla Aleph will join in the assault, while CSD *Justice* keeps the SSD's guns away from the attackers.

Havoc Fall - Phase 4 - Planetside



Phase Intent: To pull the SSD *Suffering* out safe orbit around Korriban, and use the gravitational forces of the planet to pull the SSD *Suffering* into the surface of Korriban, by use of tractor beams on the VSDII *Endor's Triumph* from an atmospheric position above the planet.

Concept of the Operation: With the destruction of its left thruster engine bank, the SSD *Suffering* will suffer a loss of engine power as well as maneuverability. Due to the gravity of Korriban, it will start to slip out of orbit, and start aiming towards the planet.

VSDII *Endor's Triumph* in the atmosphere will power on its tractor beams to full, lock onto the SSD *Suffering*, and begin to pull the SSD towards the planet quicker than just gravity would have managed. Flotilla Besh will move away from the SSD, and assist with Space Superiority with Flotilla Aleph. Salvos would be maintained on the SSD as long as possible, making sure to destroy any fleeing vessels with impunity.

Coordinating Instructions: Suffer not an enemy to escape.

Phase 4 Contingencies:

Contingency 1: If one bank is not enough to alter the movement of the SSD, further assaults should be made on the main engines, to diminish the engine power even further.

Contingency 2: If the SSD makes for hyperspace, destroy remaining engines as quickly as possible, and batter it to rubble.

Havoc Fall - Service & Support

Major service and support for each deployed unit will come internally from engineering.

Service

- Torpedos and concussion missiles will be given to *Paladin* squadron, *Scar*, and the BAC *Dark Prophet II* as top priority following requests filled as received.
- Escape pods to be used as needed for any critical life support but ships should remain engaged as long as possible with a rally point on the surface of Korriban for deployed pods.
- Use of code based communication is active, see Command and Signal section for more information.
- Planetary orbit is relatively clean lacking asteroids or wreckage.

Support

- Due to limited scope of this mission, and time, resupply of projectile weaponry and making repairs are not possible during the mission.
- Engineering resources will prioritize shields on Group 1, torpedos on Group 2 followed by tractor beams, any other prioritization of limited repair service resources.
- Medical resources are to be primarily focused on command and tactical personnel.
- Droids and engineering teams on each ship will attempt combat repairs as much as possible.
- Any weapon fire directed at CSD *Cotelin* and BAC *Undaunted* should be focused on weapon emplacements.
- Sustained battle is not advised, hit hard and fast. Collateral damage is acceptable.
- No retreat strategy.

Havoc Fall - Command & Signal

Command

- Command Officers Locations
 - SWL Xen'Mordin Vismorsus (Quaestor): NSD *Excidium II*
 - SBM Evant Taelyan (Aedile): VSDII *Endor's Triumph*
 - OPM Kell Palpatine Dante: VHC *Valor*
 - SBL Archangel: CSD *Justice*
 - JH Anahorn Dempsey: BAC *Dark Prophet II*
 - GRD Arthadonis Kalderis: A/CRV *Pride of Owyhyee*
- Chain of Succession
 - SWL Vismorsus - SBM Taelyan - OPM Dante - SBL Archangel - JH Dempsey - GRD Kalderis

Signal

- Communication Channels
 - Primary: 234 Alpha - encryption cipher BOOK
 - Primary backup: 675 Sigma - encryption cipher RIVER
 - Secondary backup: 131 Tau - encryption cipher INARA
 - See HSP codex for frequencies and ciphers
 - Battle orders received in battle are only valid when accompanied by the appropriate codewords
- Hostiles Identification
 - Primary target (SSD *Suffering*) = Reaver 1
 - Secondary targets (CSD *Cotelin*, BAC *Undaunted*) = Reaver 2 and Reaver 3
 - Enemy starfighters: Eyeball 1 through Eyeball 24
- Friendly Identification
 - Tam 1 through Tam 6 (NSD *Excidium II*, CSD *Justice*, BAC *Dark Prophet II*, VHC *Valor*, VSDII *Endor's Triumph*, CRV *Owyhyee*)
 - TIE Advanced flight *Scar*: Jewel 1 through Jewel 6
 - X-wing squadron *Paladin*: Glass 1 through Glass 12
- Codephrases
 - Reaver 1 shields down = Pure Sabacc
 - Reaver 1 Destroyed = Idiot's Array
 - Friendly Ship Destroyed = Tam (x) cleared
 - Ship requires cover = Sabacc pot for Tam (x)