

Mission 1- The Loyalists

House of Tarentum-

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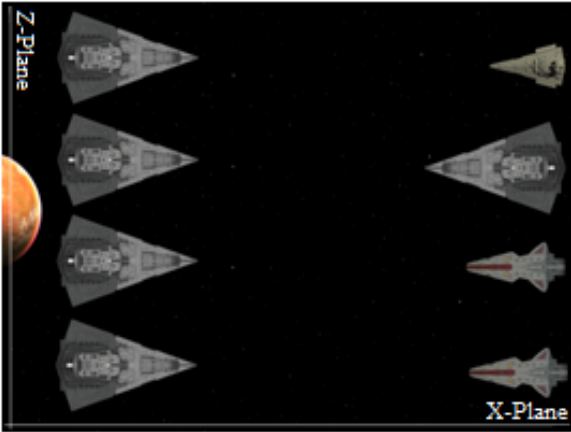
Battle commander-Darth Aeternus, Master in his own right. His intense skills in battle meditation and leadership lends him best to command this battle.

Assistant Battle commanders- Maxamillian von Oberst-Tarentae, Marick Arconae, Vivackus Kavon di Plagia

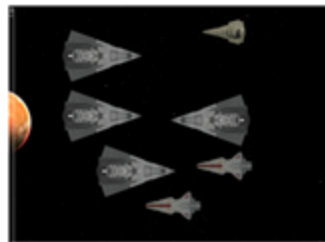
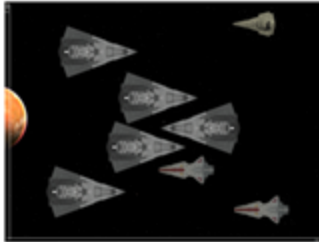
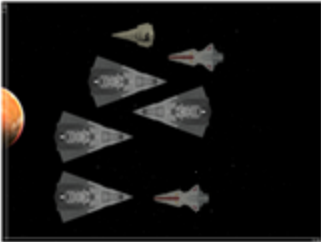
- I. **Primary Mission-** Destruction of Esoteric's forces in the Korriban sector. Safe passage for Muz Ashen's forces must be made in haste, and none of Esoterics forces should survive this engagement. **This is a high priority event.** All available resources will be used to insure victory.
- II. **Contingency Objective-** Should the Task Force be unable to stop Esoterics forces, their goal will **default to delaying Esoterics forces as long as possible** and **reducing Esoterics forces effectiveness as much as possible.** The enemy cannot have space superiority. At the very least there should be heavy use of Gravity well generators to lock down the system.
- III. **Spatial and temporal dimensions-** This battle will be performed in orbit around the planet of Korriban. This will happen in the next 24 standard hours. The **Korriban system** itself will be used the the fleets advantage. Meaning that natural objects in the system will be used to insure victory.
- IV. **Order of fire-** The Priority targets will be the capital ships that take the most damage first. This plan is very adaptive and relies on intense communication to focus the fire of the fleet to batter the enemy. Secondary targets will be starfighters and bombers. Lastly escape pods will be targeted to demoralize the enemy.
- V. **Operational Concepts-** This is a **"by all means mission"**. Any and all advantage will be used and adapted to destroy the enemy(this includes and not limited to battle meditation or any force assisted qualities). It is imperative that this battle to be won to make way for incoming forces at all cost. All plans will be flexible and made to adapt to current battle conditions. **No quarter is to be given to the enemy.** They are to be destroyed.

1. Phase 1 Entrance

- a. **Action:** Enter the Korriban system and **maneuver the fleet to push the enemy into the planet's gravity well.** The gravity well created by the planet's natural gravitational pull will be able to keep them from entering hyperspace and escaping. This will be assisted by the use of gravitational generators. **Darth Aeternus** will commit himself to lend all advantage to the action with **battle meditation.**



- b. **Contingency:** If Esoteric fleet tries to maneuver around us, instead of engage, we will **flank the vessels** and force the defending fleet into a position with the planet and its gravity well, at the back of the enemy's fleet. All available gravity wells will be activated to restrict escape.

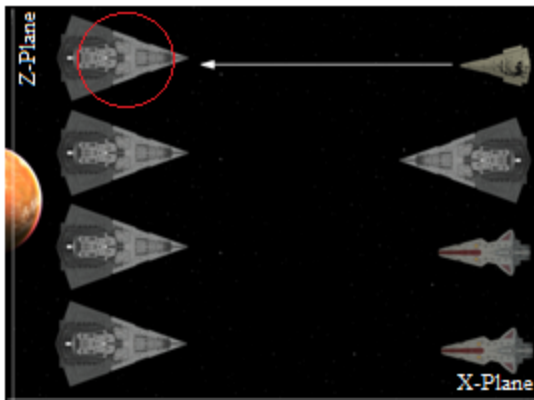


2. Phase 2 Maneuver

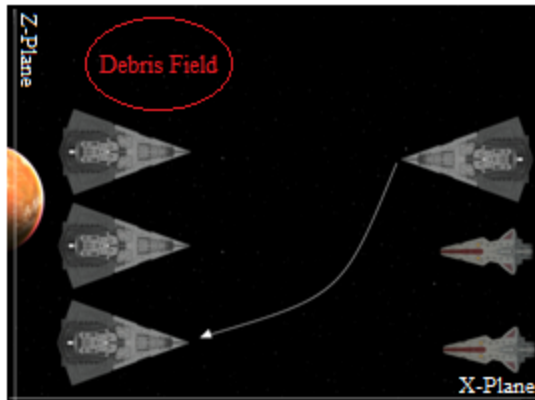
All actions of this phase: **Alpha, Beta, and Gamma** are planned to occur at roughly the same time.

- a. **Action Alpha:** The Victory Class Star Destroyer on the side of the loyalist forces is the weakest capital ship out of the eight on the field, making it an actual liability. So the VSD will be slaved to the loyalist Imperial Star Destroyer and will run on as many droids and as few human personnel as possible. It will set a **collision course for the enemy Imperial Star Destroyer** on the far right flank and will time a self-destruct sequence with the collision.

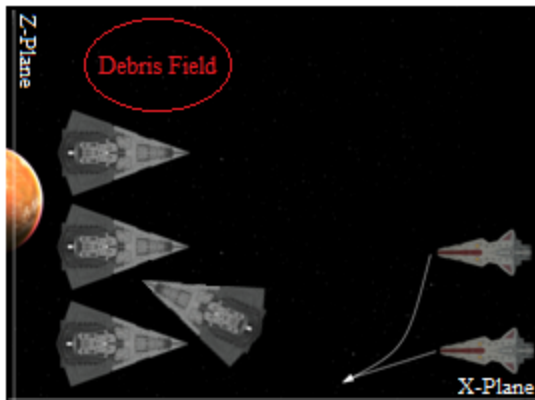
The enemy ISD would be taken by **surprise and unprepared for the ramming**. The explosion resulting from the self-destruct command will create a debris field. The debris from the destruction of the two ships would lock down the right flank, giving Esoterics forces only the option of moving straight into the loyalist forces or to into the waiting fleet.



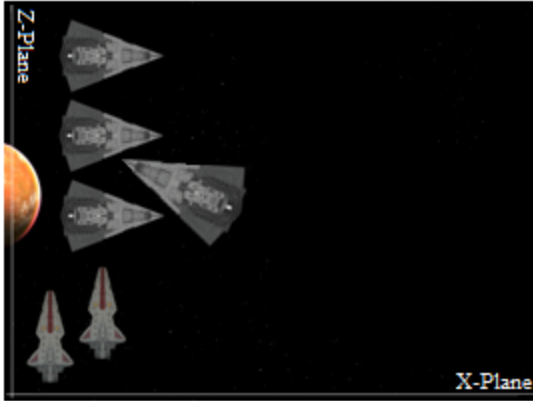
- b. **Action Beta:** The **Imperial Star Destroyer** would move to the **right flank**, wedging himself between the first and second ISD's from Esoteric's fleet. This ship would take a majority of the fire, from the three remaining Imperial Star Destroyers, allowing the Nebula Star Destroyers to flank without taking a whole lot of fire



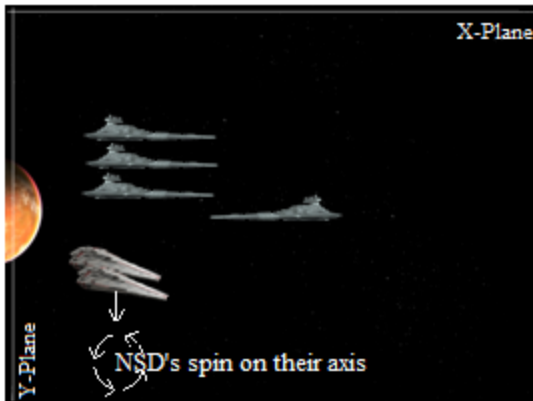
- c. **Action Gamma:** The **Nebula Star Destroyers circle left** and run the enemy's right flank. This pins the enemy between the debris fields on their left flank, the planet to their backs, and the ISD upfront. The objective is to limit the enemies fleet's maneuverability.



- d. **Action Alpha:** The ISD positioned to shield the NSD's and will begin attacking targets of opportunity. **Its focus** will be the **shield generators** then the **weapon systems** of all three remaining enemy ISD's.

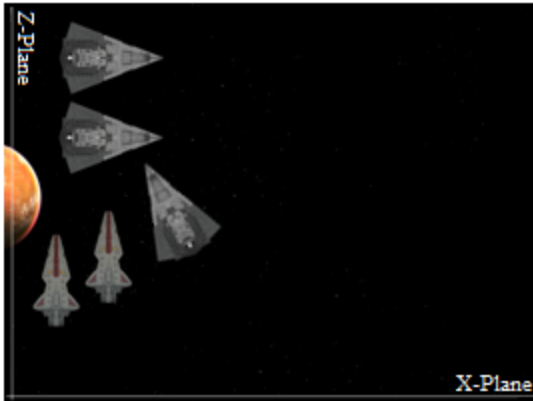


- e. **Action Beta:** All **fighter contingents** stationed aboard the ISD **will deploy**. Their primary responsibility will be to screen the loyalist fleet from enemy starfighters. Bombers and elite squadrons will run bombing runs on enemy craft at the discretion of their commanding officers.
- f. **Action Gamma:** The two **Nebula Star Destroyers** move themselves within weapons range of all three enemy Imperial Star Destroyers and then introduce a **spin on its axis**. This transverse rotation would make the Nebula's hard to target and increase the NSD's rate of fire exponentially.



3. Phase 4 Attack Through

- a. **Action:** Given that the NSD was designed to be able to destroy an ISD on a one on one first the enemy Imperial Star Destroyer wouldn't take long for the ISD's and the two NSD's to reduce to rubble. The loyalist ISD would then **reposition** itself and the NSD's would again be facing a three on one situation with one of the enemy ISD's almost completely unable to lend his ally support.



4. Phase 5 Mop Up

- a. **Action Alpha:** After all four enemy capital ships are destroyed; it will be up to the **Starfighters to finish off enemy starfighters.**
- b. **Action Beta:** Once all enemy capital ships and all enemy starfighters are taken out, Loyalist Forces will make sure to **destroy all enemy escape pods.**

VII. Definition of Victory- Victory is Defined by the **destruction of Esoterics forces** in the Korriban sector. No quarter is to be given. Defeating Esoterics forces at Korriban is absolutely vital for the overall mission of the loyalist forces. Failure means allowing those forces to escape the Korriban system and to affect other areas of the campaign.

Appendices 1: Enemy Force

Enemy- Esoteric's capital contingency. The force consists of four fully operational capital ships. (**Tactical intel unavailable until contact is made**) All ships are operational and in good standing with full battle squadrons. All are reported to be fully staffed, however there is no more information beyond that. Intelligence will have to determine the threat as it is witnessed on the field of battle.

1. **ISD II Grey Wolf**- reported 100% operational (**COMMANDER**)
 - a. (**Fighter/bomber makeups**)
 - i. Vortex Squadron
 - ii. Crusader Squadron
 - iii. Tartarus Squadron
 - iv. Phoenix Squadron
 - v. Valkyrie Squadron
 - b. (**Weapons**)
 - c. (**Troops and security forces**)
2. **ISD II Vanguard**- reported 100% operational (**COMMANDER**)
 - a. (**Fighter/bomber makeups**)
 - b. (**Weapons**)
 - c. (**Troops and security forces**)
3. **ISD II Intrepid**- reported 100% operational (**COMMANDER**)
 - a. (**Fighter/bomber makeups**)
 - b. (**Weapons**)
 - c. (**Troops and security forces**)
4. **VSD II Aggressor**- reported 100% operational (**COMMANDER**)
 - a. (**Fighter/bomber makeups**)
 - b. (**Weapons**)
 - c. (**Troops and security forces**)

Appendices 2: Troops and Support(all information listed below is from the djb wiki)

V. Loyalist fleet make up.

1. NSD Gauntlet-100 % operational Commanding officer Captain Kalan a'van

a. Fighter/bomber makeups

- i. Strike Fighter Squadron 72 (VFA-72)
- ii. Strike Fighter Squadron 77 (VFA-77)
- iii. Strike Fighter Squadron 91 (VFA-91)
- iv. Strike Fighter Squadron 93 (VFA-93)
- v. Logistic Support Squadron 89 (VLS-89)
- vi. 4th Assault Battalion, 11th Aerospace

b. Weapons

- i. Heavy turbolasers (40)
 1. Fire arc: 10 fore, 10 aft, 10 port, 10 starboard
- ii. Turbolasers (40)
 1. Fire arc: 10 fore, 10 aft, 10 port, 10 starboard Ion cannons (20)
 2. Fire arc: 5 fore, 5 aft, 5 port, 5 starboard
- iii. Assault concussion missile tubes (8) turreted, 30 missile magazine each
- iv. Tractor beam projectors (8)
 1. Arc: 3 fore, 2 port, 2 starboard, 1 aft

c. Troops and security forces

- i. 3rd Special Troops Battalion
- ii. 1st Battalion
- iii. 41st Infantry
- iv. 6th Squadron
- v. 9th Reconnaissance
- vi. 4th Assault Battalion
- vii. 11th Aerospace

2. NSD Invicta- 70% operational -Commanded by Proconsul Legorii

Commodore EXO Ban Quell

a. Fighter Bomber Makeups

- i. Black Wind Squadron (XJ-Wings) - Recon/Superiority Commanded by Odala Marnel
- ii. Lightbane Squadron (XJ-Wings) - Escort/Superiority Commanded by Jonathan Leslie
- iii. Scourge Squadron (B-Wings) - Heavy Assault Commanded by Baxter Vandorack
- iv. Void Squadron (XJ X-Wings and StealthX's) - Recon/Assault Commanded by Reagan James & Invictus
- v. Doto Squadron (E-Wings) Commanded by Demetrius Hogan Commanded by Demetrius Hogan

b. Weapons

- i. Heavy turbolasers (40: 10 fore, 10 aft, 10 port, 10 starboard)
- ii. Turbolasers (40: 10 fore, 10 aft, 10 port, 10 starboard)
- iii. Ion cannons (20: 5 fore, 5 aft, 5 port, 5 starboard)
- iv. Assault concussion missile tubes (8, turreted) 30 missiles each
- v. Tractor beam projectors (8: 3 fore, 2 port, 2 starboard, 1 aft)
- vi. Gravity well generators (4)

c. Troops and security forces

- i. 22 Infantry Squads - 220 Troops
- ii. 22 Heavy Trooper Squads - 220 Troops
- iii. 3 Scout Squads - 30 Troops
- iv. 3 Medic Squads - 30 Troops
- v. 5 Engineer Squads - 50 Troops
- vi. 3 Droideka Squads - 6 Units
- vii. 4 Special Forces Squads - 16 Troops
- viii. 3 Wilderness Fighters Squads - 30 Troops
- ix. Erinos Clan

3. ISD II Magnus Kaerner- 100% operational Commander (?)

a. Fighter/bomber makeups

- i. Omega Squadron
- ii. Shadow Squadron
- iii. Hammerhead Squadron
- iv. Stingray Squadron
- v. Wraith Squadron
- vi. Infiltrator Squadron

b. Weapons

- i. 8 Octuple barbette starwars:Turbolaser:turbolaser cannons
- ii. 36+ Additional turbolaser cannons and batteries
- iii. 20 Ion cannons
- iv. 10 Phylon Q7 tractor beam projectors

c. Troops and security forces

- i. 24 TIE Avenger
- ii. 24 TIE Defender
- iii. 12 Scimitar Assault Bomber
- iv. 12 BTL-S8 K-wing
- v. 2 *Delta*-class JV-7 Escort Shuttles
- vi. 2 *Lambda*-class T-4a Shuttles
- vii. 3 *Delta*-class DX-9 Stormtrooper Transports
- viii. 4 *Gamma*-class ATR-6 Assault Transports

4. VSD II Covenant-

a. Fighter/bomber makeups

- i. HLAF-500 Grek squadron (12 each)
- ii. HLAF-500 Herf squadron (12 each)
- iii. *Delta*-class DX-9 transport

b. Weapons

- i. 10 Light Turbo Quadlasers
- ii. 20 Heavy Double Turbolaser Cannons
- iii. 20 Assault Concussion Missile Tubes 4 missiles each
- iv. 10 Tractor Beam Projectors
- v. 4 Gravity Well Generators