

# Great Jedi War XI: Civil War

## House Odan-Urr Battleplan

Team: Awesome

Sanguinius Tsucyra Entar, #10407

Seraphol Ceartas, #146

Sa Dol, #10051

Lambow, #3155

Korvyn, #8930

V'yr Vorsa, #6463

## Characters:



< Sentinel Watchman **Lambow**

Sentinel Scout **Korvyn** >



< Sentinel Ranger **Seraphol Ceartas**

Guardian Warden **V'yr Vorsa** >



< Jedi Knight **Sa Ool**

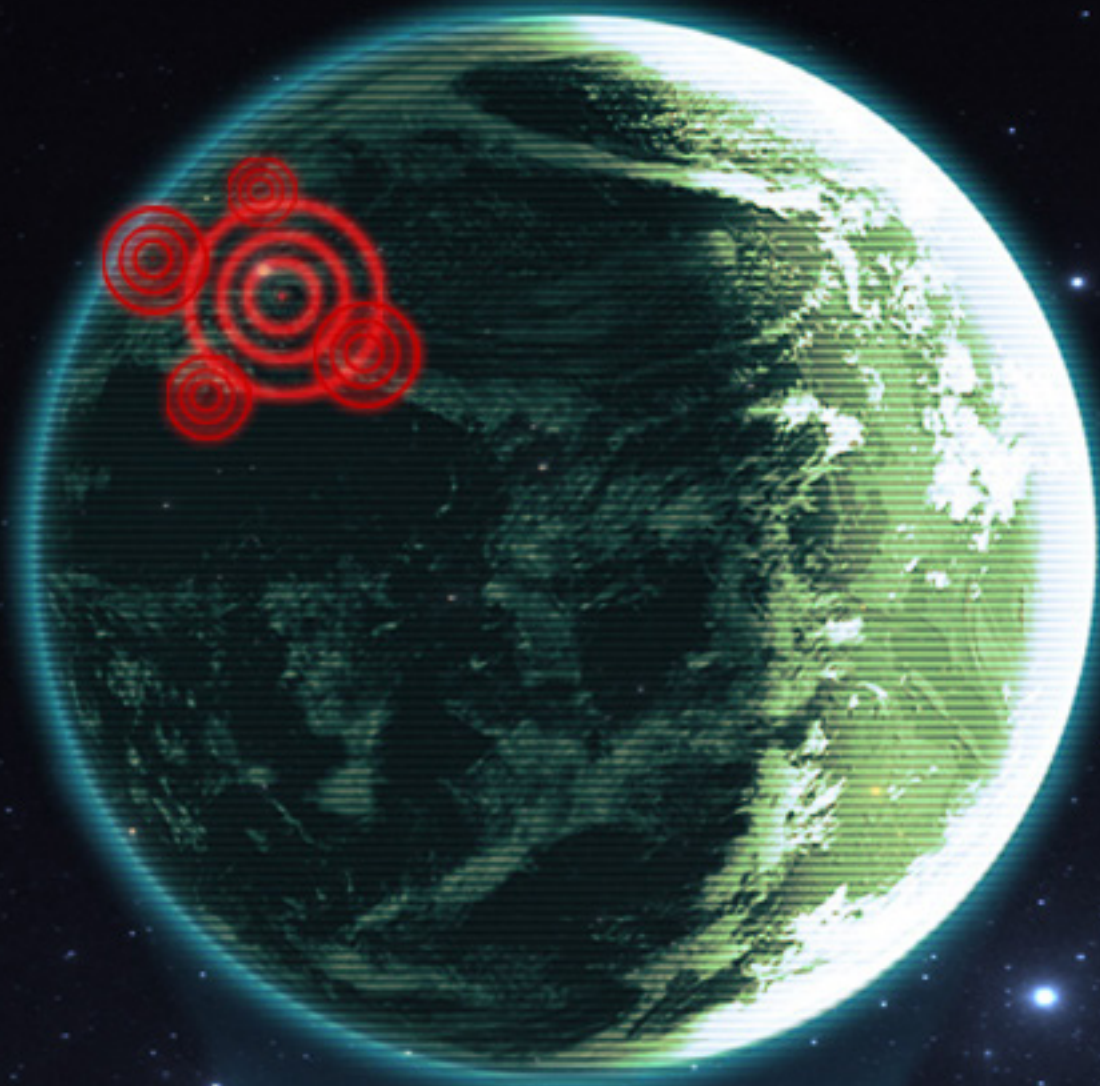
Guardian Peacekeeper  
**Sanguinius Tsucyra Entar** >



< House Odan-Urr  
**Human Replica Droid**



Captain, we will be entering the Horuset system shortly. Sensors are picking up multiple contacts in high orbit around planet Korriban. I have displayed them on the holotable. **Alert: THREAT LEVEL ALPHA.** Detecting Super Star Destroyer "Suffering". Caution is advised. Sensors indicate our fleet is under-equipped and will likely be overpowered. Estimated casualty rate: 90%. Advise pre-emptive strike on target.  
Masters Entar, Vorsar, Dol, Korvyn, Lambow and Ceartas to the war room!



Gentlemen, it seems we have a considerable problem on our hands. That SSD is a major roadblock for our fleets, and we need to get our troops down there as soon as possible. This will require joint efforts from all our allies.



Huurh raaaaaahgh uughuughhhghghghhhgh wrrhwrwwhw huu-guughghg uughuughhhghghghhhgh uughghhhgh raaaaaahhg.

[We should send scouts to report enemy strength and position. I would suggest Paladin squadron for this mission. They have proven themselves during our attack on Thuron not too long ago.]



Yes, but first - Human Replica Droid, display enemy fleet composition and relevant data. Numbers, statistics, estimates on enemy strength, calculations of enemy strength. Everything you can find. Also give us a layout of that Super Star Destroyer. We could be boarding it soon.



We also need to know what assets we can use before we can plan our attack. Human Replica Droid, display nearby allied battlegroups and available ships. Maybe we can strike a deal with Taldryan and the Palatinateans on this one, like Korvyn suggested.



We had better do so. With that ship out there, we have no margin for error. We need as many resources as we can muster for this mission. Either we succeed here or we all die.

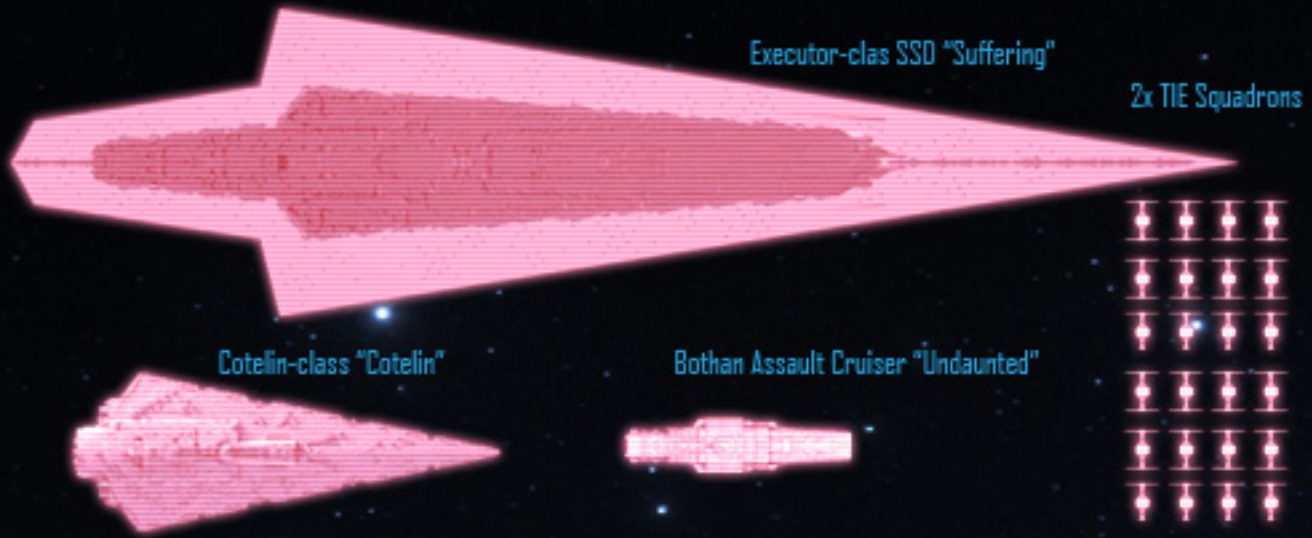


Displaying relevant data.

**Enemy fleet composition:** Executor-class Super Star Destroyer "Suffering", Cotelin-class Star Destroyer "Cotelin" and Bothan Assault Cruiser "Undaunted", two squadrons of TIE fighters.

**Contacting allied battle groups.** Response incoming. "The Justice" with it's fighter complement, "The Valor", "Endor's Triumph", "Pride of Owyhyee", "Excidium II", "Dark Prophet II" and "Paladin Squadron" are en route.

### Enemy Ships:



### Allied Ships:

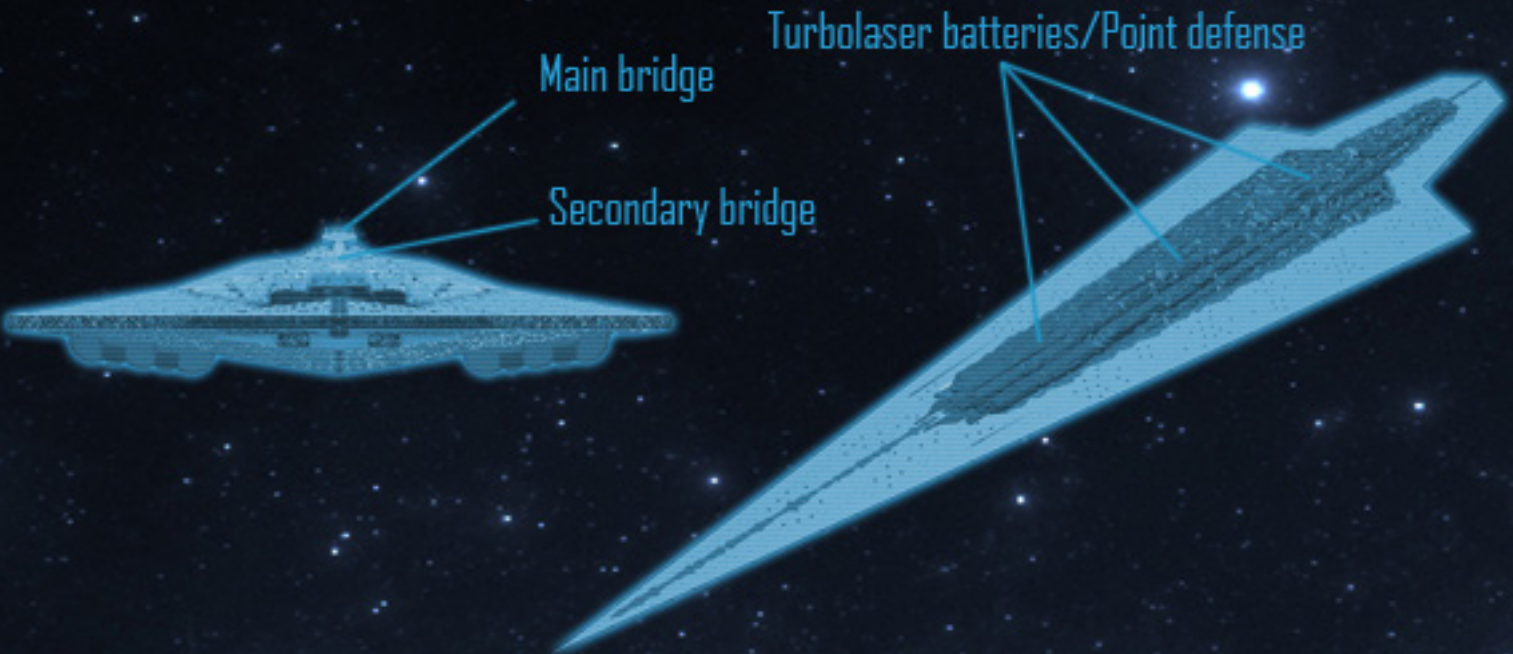
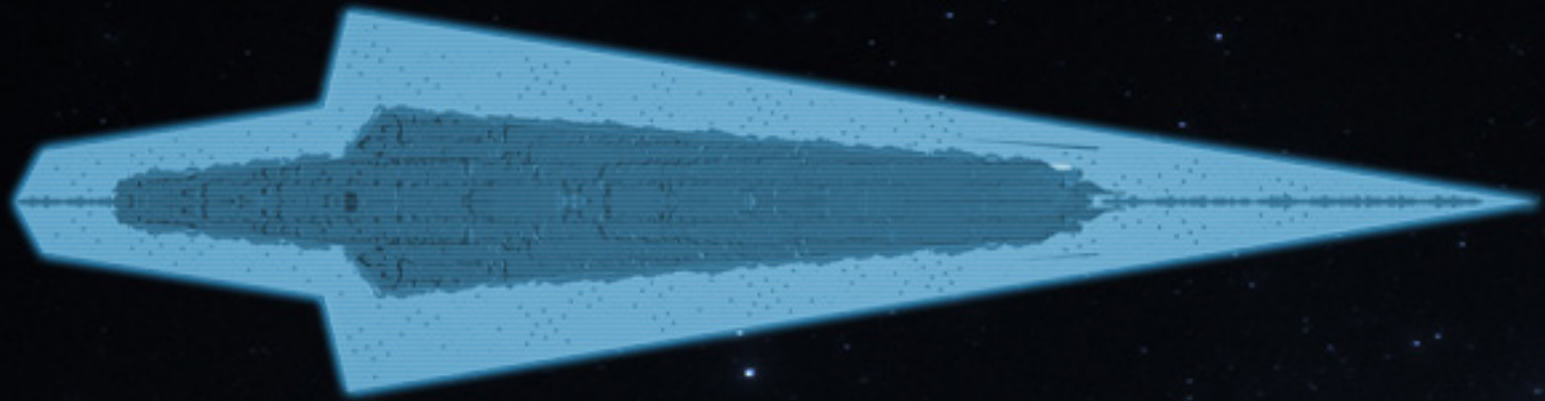




**SSD armament data available:** 2000 Turbolaser Cannons, 2000 heavy turbolaser cannons, 250 concussion missile tubes, 250 ion cannons and 500 point defense cannons.

**Estimation:** More than 70% of its armaments are located on the dorsal cityscape. The stern and ventral sides are relatively unprotected by laser batteries due to the launch bays located there. Secondary Command center located below the central spire to help ensure the ship will operate in the event the primary is disabled.

Length: 19.000 kilometers



Huuguughghg huuguughghg awwgghghhh aarragghuuhw aaahnruh  
huurh uurh aarragghuuhw uughguughhhghghghgh.

[Like I said. Paladin squadron should scout the enemy fleet and report  
back. They should remain relatively undetected.]



Agreed. Sensors don't pick up everything and we need eyes-on to make  
this work. It wil require precision.

So, we do a surprise attack, board the SSD and disable it from the  
inside?



**Caution:** The SSD is manned with over 250.000 crew, including 40.000  
troops.

Mission success rate is estimated to be 0,1%, Master Erinos.

I guess not. We'll definitely have to attack it's aft, though. The engine  
nacelles play havoc on their targeting systems back there. Best to  
avoid the turbolasters entirely. If she turns to face us, we just follow in  
her trail.



But won't they do the same to us? Ion emissions affect us as much as them. And attacking it's aft, that means coordinating the whole fleet to move with the SSD and stay in its blind spot. That will be very hard to accomplish.



Not with Battle Meditation. We can help our ships coordinate much faster. And as far as targeting, well, it's a big target. Let's hope our gunners are good. Still, it's better than a quick death and most of our fleet turned to drifting wreckage. But I agree that we should disable the engines. A boarding party looks to be the best way to do it.

Not entirely. What we really need to do is bring down its aft shield and fire everything we have at the engine nacelles. That should disable it. Though it will require a level of coordination only Battle Meditation provides.



Explain.

Well I'm not an expert in space combat. My knowledge has to do with what happens after we land, but aren't large ships like this vulnerable to re-entry?





Hrah hrah hrah! Aarrragghuuhw huurh aaaaahnrr uughguughhhghghgh-  
hhgh awwgggghhh.

[Hah hah hah! I like where this is going.]



Yes, well that could be ideal but the engines are so huge you'd need a hell of a lot of firepower...

Wait a minute. That's it! We don't need cannons. We need to detonate a ship's reactor near the engines. That will either wreck the SSD or force her into the planet's gravity well. Either way - Mission Accomplished.



Except we don't have a ship to spare.



But they do. That Assault cruiser looks to be ideal.



Wrrhwrwwhw huuguughghg uughghhhgh uughguughhhghghghhhgh  
raaaaaahhgh aaahnruh huuguughghg hnnnhrhhh uughguughhhghgh-  
ghhhgh aarrragghuuhw uughghhhgh uggguh wrrhw.

[We could potentially use the Pride of Dwyhyee to get close to it, maybe even board it directly. I think we can manage a boarding action with a ship that size. Human Replica Droid, display BAC statistics.]



**Displaying relevant data:** Bothan Assault Cruiser "Undaunted"

**Length:** 850 Meters

**Armaments:** 20 Turbolaser, 24 Heavy double turbolaser cannons, 10 Ion Cannons, 20 Proton Torpedo Tubes, 4 Tractor beam projectors.

**Crew Complement:** 1,240. 250 soldiers and pilots



The "Pride of Dwyhyee" can carry 60 soldiers comfortably. It can carry even more uncomfortably. And they should all be volunteers.

This plan just may be our bet bet. With me and Sa at the fore, we can board and take that ship, as long as you support us through Meditation. But that will require taking your focus off of the fleet.

Let us worry about the fleet. We'll send engineers with you so they can overload the reactor. Your best bet for escape is the "Pride" or in the event she's damaged or destroyed, escape pods. This may be a one-way mission.



Hopefully we do escape, but I am willing to sacrifice my own life for the greater good, and I know Vorsa is as well. We will be fine.

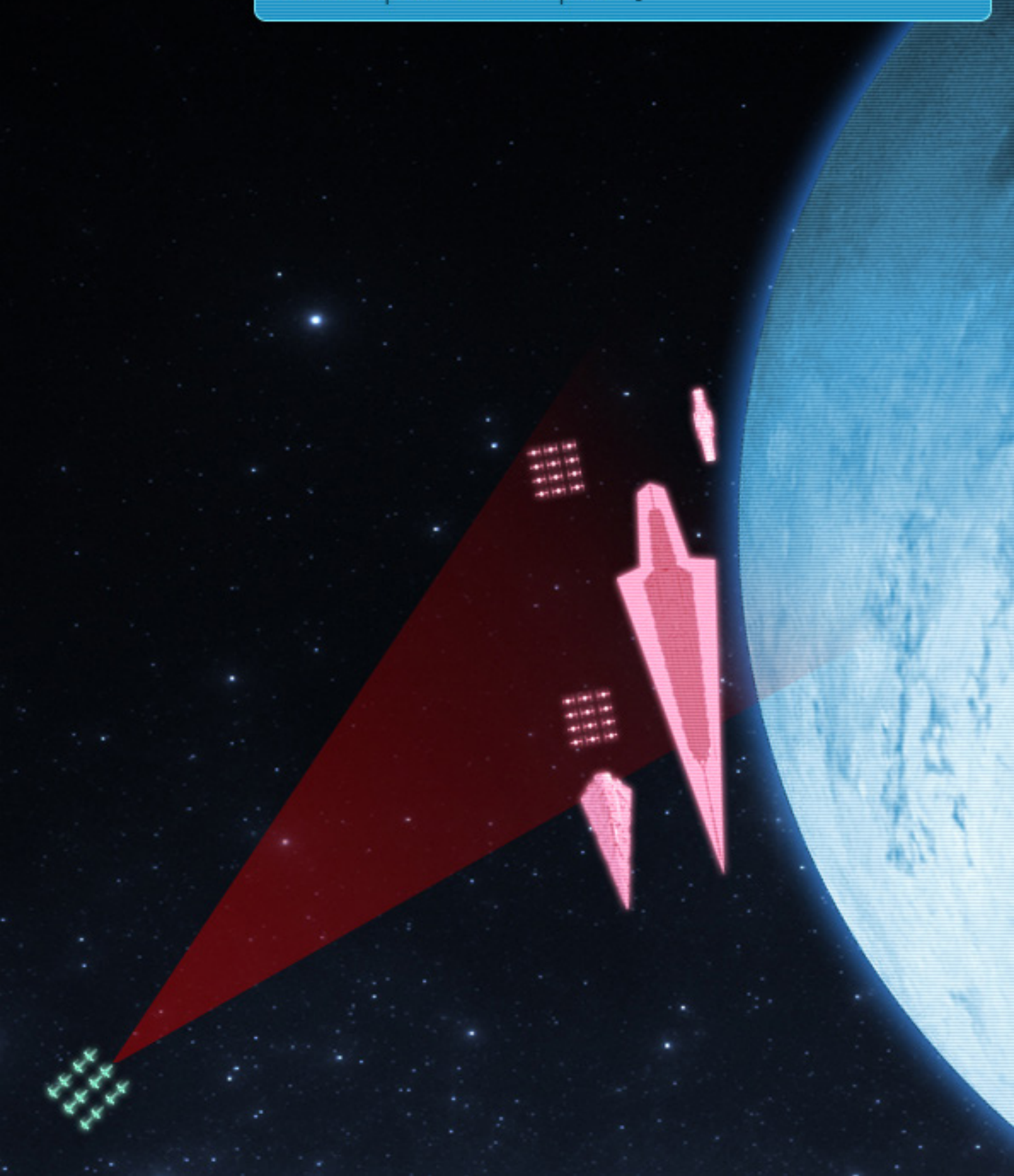
There is no death, there is only the Force.





Aarrragghuuhw wrrhw uughguughhhghghghhhgh huuguughghg uughguughhhghghghhhgh huuguughghg huurh uughghhhgh uuh raaaaaahhgh uughguughhhghghghhhgh aaahnruh raaaaaahhgh uugggh uughghhhgh uughghhhgh huuguughghg hnnnhrrhhh aaaaahr.

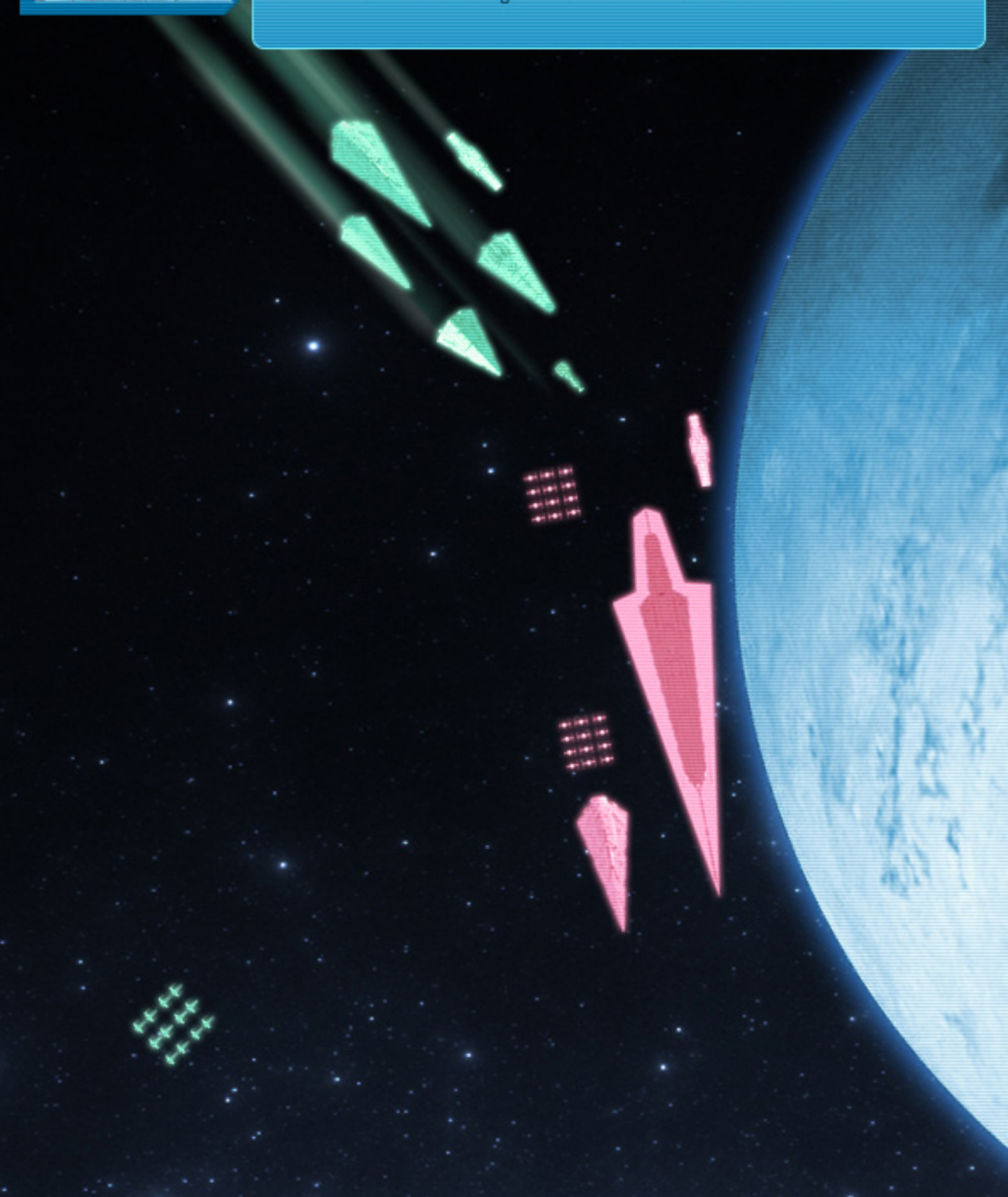
[We should lay out our plans. My suggestion: **Phase I**. Paladin squadron scouts the enemy fleet from afar while the rest of our ships remain in micro-jump range. Once the enemy battlegroup is where we want them to be, and the SSD in favorable position, Paladin reports in.]





**Phase 2.** We jump in behind the SSD and maneuver into position. This is where the battle either succeeds or fails. We'll have to steer clear of the planet's gravity as well so I expect we'll jump in around 200 kilometers of its stern. That's why Phase I is important. Without precision, this won't work.

We need that Destroyer to be in exactly the right spot. Catching it off guard is our best tactic. After we get behind it, we'll breathe a little easier.





**Phase 3.** Initial assault on all enemy vessels will begin, while maneuvering behind the SSD. It may have big engines but it'll turn slowly to get its guns to bear. Once the battle begins, Excidium II will have to engage Suffering and distract it. Justice and Dark Path will engage the Cotelin. Valor, Pride and Triumph will engage the Undaunted.

Paladin squadron and Justice's TIE's will engage any enemy fighters and afterward redirect their efforts at Suffering. Any guns or shields they can take down will help.






**Phase 4.** The Pride will take cover behind the Endor's Triumph and engage the Undaunted. Vorsa and Ool will lead the boarding party while the rest of us focus on our allies through Battle Meditation. The boarding party will commandeer the Assault cruiser, set its reactor to overload and point it right at the SSD's stern, retreat to the Pride and fly out of there, or eject with the escape pods.

Paladin and the TIEs will engage the SSD, in the event they have destroyed all enemy fighters. It's shields and the main bridge are prime targets.



Esstimated Casualties:

Enemy:   
  
  


Allied:   
  
  





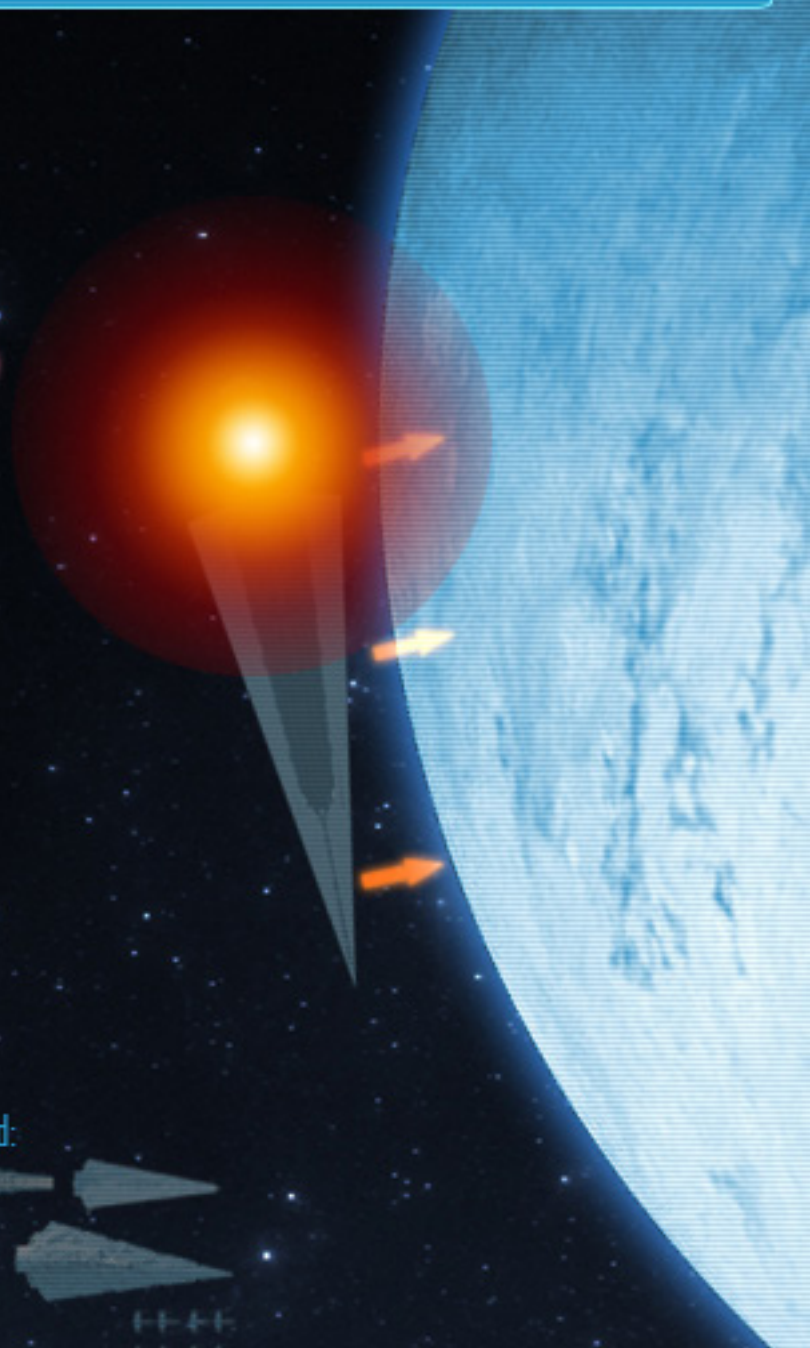

And finally **Phase 6**. Mop-up. If the Cotelin is still operational after this ordeal, it is likely it won't stand against our fleet. The Excidium, Triumph and any fighters left should engage it and dismantle it. Or what's left of our battlegroup will contact the rest of the loyalist fleet to hyperjump into the system and assist them. Human Replica Droid what is the likely outcome of this plan? Estimate our losses.



**Estimating overall losses:** No fewer than 60% of all battle group personnel lost. **Estimated ship losses:** Justice, Valor, Dark path II and Pride of Dwyhyee, Paladin and TIE Advanced squadrons. **Estimated Jedi losses:** Sa Ool and V'yr Vorsa. The probability of this plan succeeding is an estimated 50.897%



Fifty-Fifty, huh? We'll take it.



Esstimated Casualties:  
Enemy:



Allied:





## Credits:

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### Resources used:

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- Thanks for reading. We hope you enjoyed it :)