

[Desperate Measures] Battle Plan: Fire and Ice
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Participants

Arcia Cortel (3463) — Feedback and Suggestions
Celevon Edraven Erinos (12004) — Proofreading & Editing
Edgar Drachen (13831) — Proofreading & Editing
Ka Tarvitz (14751) — General Content





Situational Analysis

Every officer here knows one simple fact: We are outnumbered and outgunned. Pravus' forces have maintained a tactical and numerical edge since the start of this conflict, and while the capabilities of the *Solari*, *Dark Prophet II* and *Compulsor* cannot be overstated, the simple truth is we need more ships to continue the fight against the Iron Throne. This is why we are here now. Joint strike teams have managed to infiltrate Edrien, and we now have the unique opportunity to claim two of their new vessels for ourselves.

While we stand to gain much from this operation, we are also putting a great deal at risk by coming here. Edrien is heavily defended and can be rapidly reinforced on short notice. Between the planetary defenses and incoming enemy ships, we could easily find ourselves trapped between a hammer and an anvil. As such, our modus operandi will be thus: We hit them hard, we hit them fast, and we escape at the earliest opportunity. We have only a few short weeks until this operation begins, and to tilt the odds in our favour. I recommend we make the most of them.

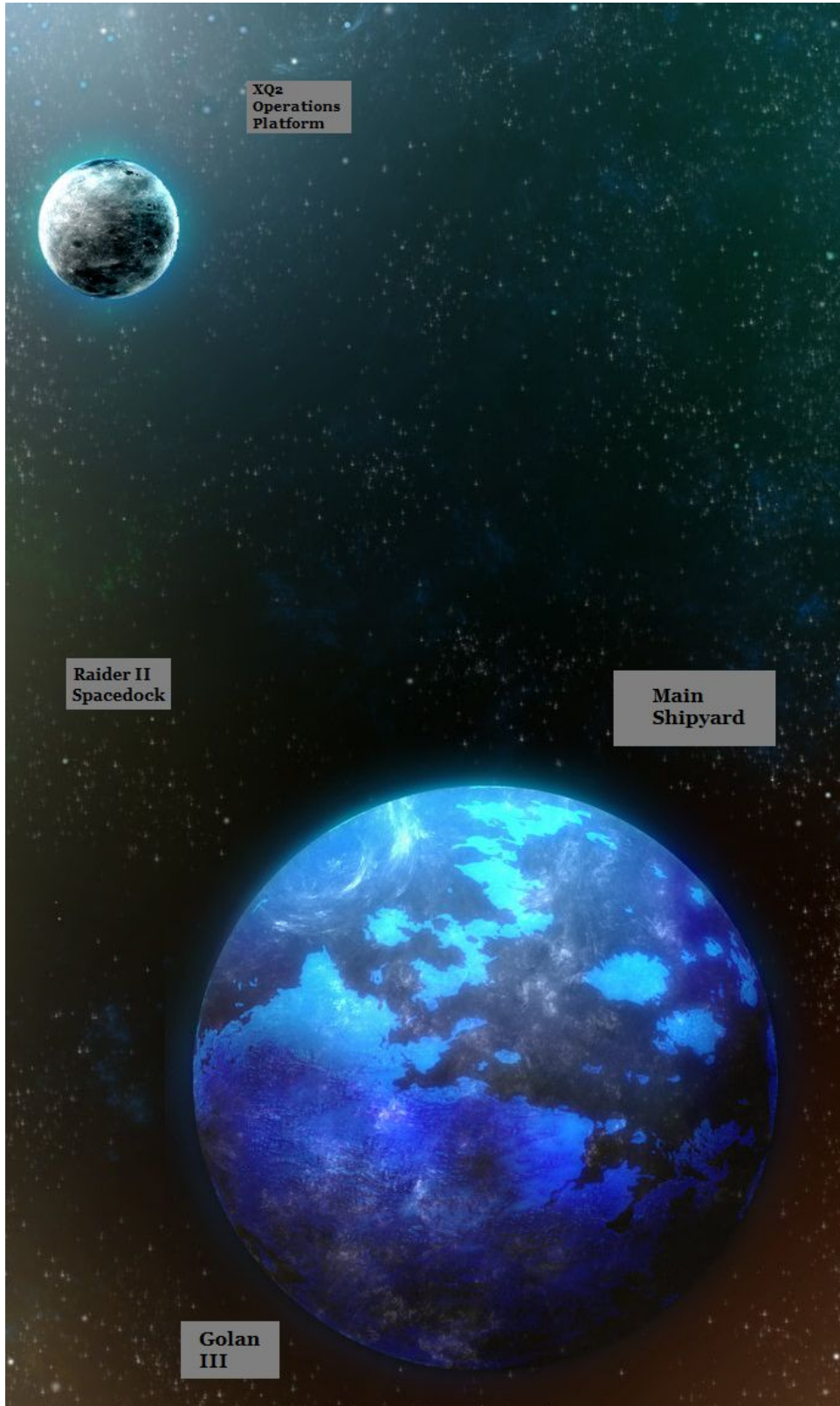
Primary Objectives:

- Disable orbiting XQ2 Operations Platform, limiting enemy communications.
- Disable or contain Iron Navy assets within the system.
- Achieve and maintain orbital supremacy over Edrien.
- Counter and contain any arriving reinforcements.
- Escape with seized enemy vessels and escape to hyperspace.

Secondary Objectives:

- Disable geosynchronous Golan III Defense Platform.
- Deploy starfighter squadrons to Edrien to assist with the retrieval of enemy vessels.
- Disable enemy shipyard, preventing their further use in the war.
- Disable spacedock assets, preventing their further use in the war.

System Map



Enemy Defensive Force Strength (Approximate):



Given previous reports and statements, the following naval elements are predicted to be within the system. The local garrison may well, and likely has been, reinforced due to the importance of the new ships being manufactured there. As such, expect the following only as a minimal force, likely to be reinforced by further fleet elements prior to our assault:

- 1 Victory class Star Destroyer (Marking unknown)
 - 2 TIE F/O Squadrons (Seconded to the above vessel)
- 1 Golan III Defense Platform
 - 2 TIE Interceptor Squadrons, 2 TIE F/O Squadron (Seconded to the above platform)
- XQ2 Operations Platform
 - 1 TIE F/O Squadrons (Seconded to the above platform)
- 2 Raider II corvettes (Currently located in spacedock, but will likely be deployed for rapid launch after the assault begins)

Additional elements sighted among nearby systems:

- 2 Imperial II-class Star Destroyers
- 1 Vindicator-class Heavy Cruiser

This is a substantial force to help defend any planet. Even discounting possible surface-to-orbit weaponry or planetary defenses, they would be able to match us move for move. Worse still, should the sighted forces emerge as one, they would be able to completely overwhelm us. Given these factors, it seems only logical that the Iron Navy would seek to delay our approach to the world, preventing us from assaulting them head on. This could be achieved in any number of ways, from the Golan III's substantial firepower and tractor beams, to the Victory-class Star Destroyer working in concert with the Raider IIs to launch a flanking maneuver.

The sheer number of TIE squadrons present on each system asset would limit the advantage Odan-Urr snubfighters typically have over these designs. Even without accounting for the skill of the pilots involved, they would be able to overwhelm any bombing attempt on a major target if they simply worked in coordination with one another to counter potential attack vectors.

Furthermore, even should our fleet be able to directly engage the enemy orbital elements and keep them occupied, they would still be able to delay our escape. The tractor beams on both the Golan III and Victory-class Star Destroyer can slow the flight of other capital ships, and would be able to prevent the two stolen vessels from breaking orbit. Even if the XQ2 Station is our first target, they will likely still have the time to send out a distress signal to any nearby ships, leaving us with an extremely narrow window of opportunity.

Allied Assault Fleet Strength:



Ignoring independent ships among the Clans, our own fleet consists of the following two strike groups:

Strike Group One:

- 1 MC80 Cruiser - *The Solari*
 - 3 B-Wing Squadrons (Seconded to the above vessel)
 - 1 A-Wing Squadron (Seconded to the above vessel)
- 1 Bothan Assault Cruiser - *The Dark Prophet II*
 - 1 TIE Avenger Squadron (50% Strength, seconded to the above vessel)
 - 1 TIE F/O Squadron (Seconded to the above vessel)
- 1 Corellian Gunship - *The Flamewind*

Strike Group Two:

- Majestic-Class Heavy Cruiser - *The Compulsor*
- 2 Corellian Gunships
- 1 X-wing Squadron
- 1 T-70 X-Wing Squadron - *Raava*
- 1 T-70 X-Wing Squadron

Despite the odds stacked against us, we have one immediate advantage over the enemy fleet: Maneuverability and versatility. The greater number of escort vessels present will allow us to more readily respond to counter attacks and alter fleet formations at will. It will also allow us to keep pace with our fighters and more actively respond to flanking attacks, as well as break through possible massed formations of TIE

fighters. This will blunt most of their responses to our greatest advantage - our squadrons.

The greater number of snubfighters carrying ordinance will allow us to press the attack as needed and more rapidly advance through their forces. They're better armed, shielded, and for the most part hyperspace capable. While the A-Wings, TIE fighters and Avengers help screen our capital ships, the X-Wing and B-Wing squadrons can launch flanking attacks as needed. The fact they are hyperspace capable means that, should we need to rapidly retreat, we need only wait for the TIEs to land before jumping away.

Finally, and most prominently, we have a number of vessels on our side which have a distinct advantage against the types of ships fielded by the Iron Navy. The Bothan Assault Cruiser and Majestic-Class Heavy Cruiser have been largely forgotten by the galaxy — to the point some academy blowhards will even deny the wars they fought in ever took place — but they have a distinct advantage over their Imperial counterparts. The Majestic is smaller than a Star Destroyer, but retains considerable firepower and a vastly greater effective range. The Bothan Assault Cruiser, even in its damaged state, benefits from 2.5 times the armour and firepower of any Victory-class Star Destroyer.

Pre-Combat Preparations and Maneuvers



Battles are won long before anyone fires their first shot, and if we simply leap in blind we are consigning both Clans to heavy losses. Perhaps even annihilation at the hands of Pravus' forces. As such, every effort is to be made to ensure that the Iron Navy will be unprepared for our attack, or at least the location. Only Clan Proconsuls, myself, and Admiral Cortel will be given access to the true location and plan. The officers of every other ship in this fleet will be given other locations and varying plans of attack, until the final six hours before the assault. While each plan has been designed to mimic the basic stages and strategies of this operation, the intent is to prevent spies from leaking knowledge of it to Pravus or his forces. If they are present within the fleet, with luck this should draw their forces away from our intended target.

Even without the false locations and plans, we will need to concentrate upon drawing as many ships away from Edrien as possible. As such, we have planned to launch a series of successive raids and appearances across several primary and secondary outposts. Pravus wishes to build a greater empire in his name, and any attack on it will hurt him more than a blade in his side. We hope that this will assist in distracting him, or at the very least keeping him off balance, and it will be one of two methods crucial to keeping him focused away from our true targets.

What remains of the Sentinel network and other operatives have cited a number of space stations, freighter convoys and refuelling posts vulnerable to attack. Better yet, each one is located towards the fringes of Brotherhood space. Several times per week, squadrons and escort vessels will be selected to launch these rapid strikes, damaging but never destroying each target before escaping into hyperspace. This will force the Iron Navy to spread their forces thin in anti-piracy operations, and to guard any repair work being made on their supporting infrastructure. This will limit their ability to respond to major assaults, and ensure that they can only afford a smaller garrison be left to guard each world. Only three major convoys have been targeted for true raids, to secure munitions and fuel required for this attack. Each will take place in the early days of this operation, in order to prevent pilots from being caught in the widening net of enemy patrols.

These raids will serve as training exercises as much as distractions. Each one will be used to better our pilots in terms of the methods we will be using, the style of warfare expected of them in such major engagements, and most importantly to train them to coordinate jumps with forces arriving from separate locations, each down to their exact minute. This is a factor which will be vital to future missions, especially this one.

The Commanders within the Iron Navy will be aware of some ploy, and may even predict that these raids are intended to thin their numbers before a major strike. As such, while other vessels will be tasked with

performing feints on other worlds, they will jump in, remain long enough to seemingly scan the area, and then depart once more, as if performing a scouting mission prior to a planetary assault. The pattern of these faux scouting runs is intended to imply that we plan to launch a strike against Antei, along with two other prominent worlds; the sort of desperate gambit they might expect if we were looking to truly hurt him or quickly end this war.

To further confuse enemy forces during our assault, however, we have arranged for a number of beacons to be set up across Brotherhood space. Build from effectively anything we had on hand - spare droid parts, captured probes and even repurposed escape pods - each consists of little more than a broadcasting array and a very basic communications system with several recorded signals. Each has been hidden away and set to a timer, ready to go off at the exact moment our fleet is set to jump into the Edrien system, and ready to send the Iron Navy every kind of possible lure they can think of. Some consist of little more than automated distress beacons for troop transports, while others contain broken up and static filled messages announcing we are attacking a convoy in that system. A few even broadcast faux encoded messages, suggesting to anyone listening that we might have some important base hidden there. Amid that sort of chaos, the Iron Navy will not know who to respond to first, which signals might be genuine, and how many ships to dispatch to each signal.

Deceptions aside, a chief objective will be to find multiple vectors to move in and out of the Edrien system. Even with all of our precautions, if we are left with a single escape route or location to arrive within the system, we can be easily cut off and trapped. As we speak, our navigators are singling out almost a dozen separate coordinates where we can rapidly jump between and use to hide from pursuing forces. These will be kept secret until the last few hours before the assault, then distributed to the rest of the fleet along with the true target and plan of attack.

What little of our resources are left will be spent enhancing the combat readiness of our damaged vessels. While we cannot wholly fix the *Dark Prophet II* or the *Compulsor* without access to a spacedock, every effort will be made to ensure that their shields and main batteries will be operating at 90% efficiency. Emergency repair crews will also be transferred from the *Solari* to each ship, to limit the risk posed by their combat damaged state and lock down any critical internal fires, explosions or malfunctioning systems mid-battle. This will leave the *Solari* far more reliant upon far fewer engineering crews, but so we will be far more reliant upon its superior shielding. It will still be required to bear the brunt of the initial assault, and as such we have devised an extensive training regime to prepare them for this conflict.

Our remaining TIE Avengers will also undergo a series of modifications. Typical Taldyran iconography will be removed from each fighter, and we will be doubling their IFFs with a set intended to mimic those of Iron Navy patrol squadrons. These will be deactivated once the battle is joined, but our intent is to permit these forces to act as a forwards scout before our true attack, confirming information within the system and potential threats we have not accounted for. If there is an Interdictor waiting for us there, the fleet needs to enter that battle with the proper contingencies in place. One final effort worthy of note is the use of our infiltrators, specifically groups to help secure the enemy ships. They will arrive some time before the planned attack itself, and no one here is willing to risk their discovery by relaying military information back to us. Instead, as they plan how they will infiltrate and board the awaiting Star Destroyers — the methods and means to which we will leave in their capable hands — they will relay orbital information back to us. How long each day lasts, the numbers and locations of major orbiting satellites, and confirmation of the position of the shipyards. The only true specifics we will need is the general distance of their orbit, and when each one is hidden on the daylight side of Edrien.

Primary Plan

Phase I

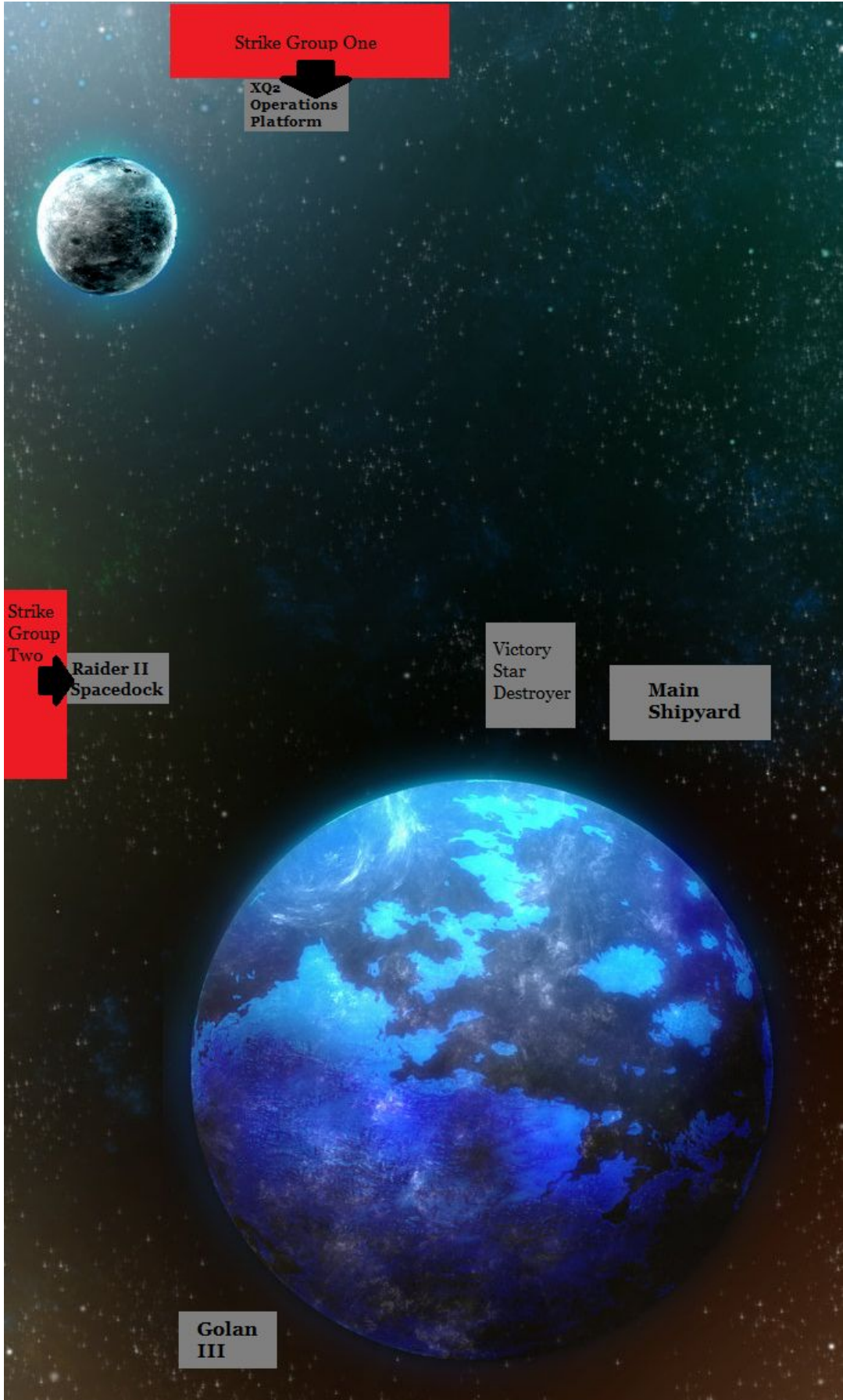
Before the fleet moves into the system, our TIE Avengers will be sent in to perform a cursory scan of the area. They will confirm the strength and disposition of the Iron Navy forces defending the system, and most importantly that the Golan III is orbiting the opposite side of the planet. As it is locked into a geosynchronous orbit, this should force it out of range of our assault for the next several hours, while we engage and destroy the bulk of their vessels. The squadron will follow a standard patrol flight and, after ten minutes, jump out of the system again to regroup with one of our fleets. If all is well, the fleet will begin its attack.

We will be simultaneously engaging several elements of their fleet at once. As ships can emerge from hyperspace lanes at any location and facing any direction within a system,[1] we will be able to jump in directly atop of several major enemy positions before they can react. Strike Group One will enter the system, using the system data gathered by the Avengers to jump into close proximity of the XQ2 and open fire upon the station with everything they have. The combined firepower will be enough to rapidly bring down the station's shields and use ion weaponry to short out their major communications systems. From there on, the *Solari* and *Dark Prophet II* will destroy the station entirely, with the TIE fighters mopping up any surviving squadrons that managed to launch before its destruction.

As this is taking place, our remaining forces led by the *Compulsor* will jump into the system a short distance from the planet's gravity well. They will immediately head for the spacedocks where the Raider II corvettes are undergoing repairs, using the X-Wings and the *Compulsor's* long range firepower to disable both the facility and the vessels within. They will be directed to strike fuel pumps, generators and the engines of each Raider II while the remaining fighters provide cover. We do not need to completely destroy either ship at this time, simply hurt them enough to ensure they cannot get in our way.

Once each target has been neutralised, the majority of our forces will begin heading towards the planet. The *Solari* itself will hang back along with both of the Odan-Urr Corellian Gunships, one B-Wing and X-Wing squadrons. At the same time our A-Wings will remain in readiness to fall back to their position if needed, using their superior speed to reinforce our fleet elements there. It will then hold position near the major jump point to counter any reinforcements which might arrive, or patrols passing through the system. As it's the most battle ready vessel and capable of taking far more damage than our other capital ships, it will be able to last far longer than the *Dark Prophet II* or the *Compulsor* in protracted slugging matches. However, the B-Wings will not be joining up with the cruiser directly. Instead, they will be required to fly as close as possible to the wreckage of the XQ2 station and power down, leaving only basic life support and sensors active. Should we need an ace in the hole, the background energy and radiation from the station will hide them from enemy sensors, allowing them to perform a flanking attack to assist the *Solari* should a major force arrive with an Interdictor.

To further weigh the odds in our favour, I am also requesting that several trained and proven practitioners of Battle Meditation join the *Solari* to help with this rearguard effort. Should they find themselves facing a superior force, the ability to disrupt enemy orders while regrouping and enhancing our own forces will be critical to ensuring our survival.



Strike Group One

XQ2
Operations
Platform

Strike
Group
Two

Raider II
Spacedock

Victory
Star
Destroyer

Main
Shipyard

Golan
III

Phase II

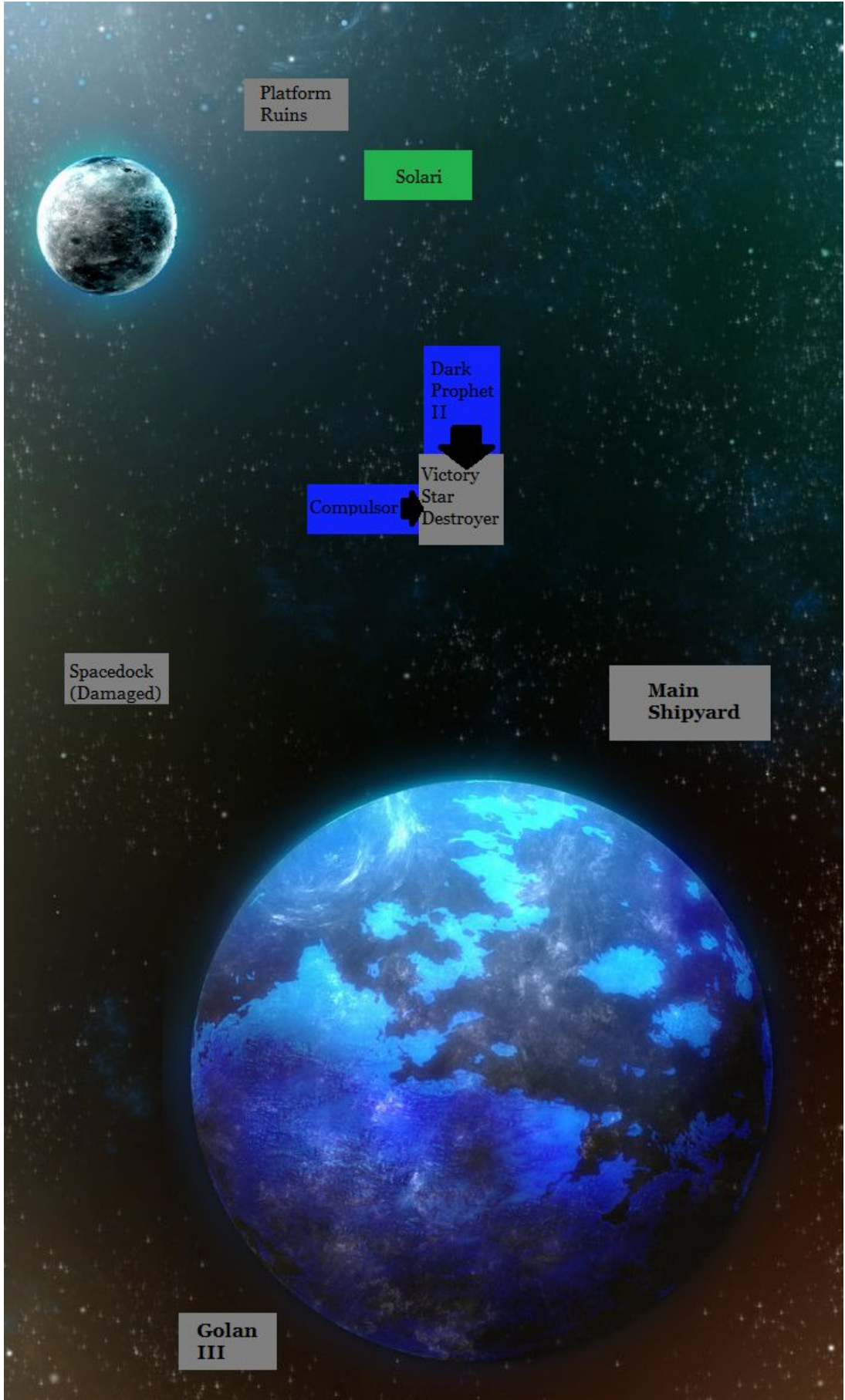
Once the prior two strongholds have been dealt with, and with the Golan III unable to bring its weapons to bear, this will leave the Victory-class Star Destroyer as the main threat. It will likely move to intercept the smaller of the two forces, to try and use our division against us just as we did against them. As such the *Dark Prophet II* must move with all haste to engage it, and ensure the Victory-class ship focuses its attention upon the cruiser. This will free up the *Compulsor* to make a series of flanking attacks against its shields at long range, weakening them until they provide an opening for our B-Wings and ion cannons. As the Battle of Scarif proved[2], it takes only a single effective attack run with ion torpedoes to completely disable a Victory-class Star Destroyer, leaving it open to further successive attacks and even ramming operations. Even if they strike the major armoured elements or reinforced plating, the vessel is effectively crippled. I am quite frankly amazed this is a crippling weakness we have not exploited in past battles, but it will prove quite effective here.

Once the Victory-class ship is dead in the water, the *Compulsor* will move to the ship's aft and destroy its main engine assembly, and guidance thrusters as well if at all possible. Once this is accomplished, the two capital ships will use their tractor beams to push and drag the ship at an accelerated speed into a collision course with the Golan III. For those questioning whether this is possible, the answer can again be found in the Battle of Scarif where a ship with a fraction of the *Dark Prophet II's* strength was able to perform a smaller scale equivalent to this maneuver[3]. Furthermore, even haphazardly built ships such as the early Starhawk Mk. 1 cruisers were capable of using their beams to overpower vessels many times their size, notably a Super Star Destroyer.[4] Impossible as it seems, we have run multiple simulations which suggest this is a possible vector of attack on the Golan III.

This attack will require time, effort, precision and use of the *Compulsor's* advanced targeting systems to bring it into the correct speed and position to enter a brief orbit counter to that of the defensive station. As such, every other vessel must remain on the lookout for possible arriving reinforcements, or scan for additional vessels attempting to make the jump to hyperspace. Our fighters will be tasked with intercepting them if possible, and any TIE fighters remaining within the system. Due to their rapid speed, our A-Wings will serve as a fast response unit, breaking away from the *Solari* when required and performing strikes against weakened squadrons which could threaten us. Or, when needed, to bring down fleeing vessels which could call in reinforcements.

Once the Victory-class has been set on its collision course with the Golan III, we will have a short time to regroup and prepare ourselves for what might follow. The *Compulsor* and the ships assigned to its group will move back towards the spacedocks, to inflict further damage and encourage any remaining crews to head for the escape pods. The *Dark Prophet II* will follow the Victory-class at a distance to ensure it remains disabled and to make any course corrections required to maintain its course. Several fighter squadrons, notably our B-Wings, will also withdraw back to the *Solari* at this point to strengthen the fleet's rearguard.

With the attack underway, the shipyard will no doubt be rushed into a defensive action. The infiltrators mentioned before will be tasked with driving as many enemy crewmen away from the vessels as possible. Perhaps by venting the atmosphere of each ship save for engineering, perhaps by faking an impending reactor overload, the decision is up to them. Either way, they will be required to prepare for our arrival.



Platform
Ruins

Solari

Dark
Prophet
II



Victory
Star
Destroyer

Compulsor

Spacedock
(Damaged)

Main
Shipyard

Golan
III

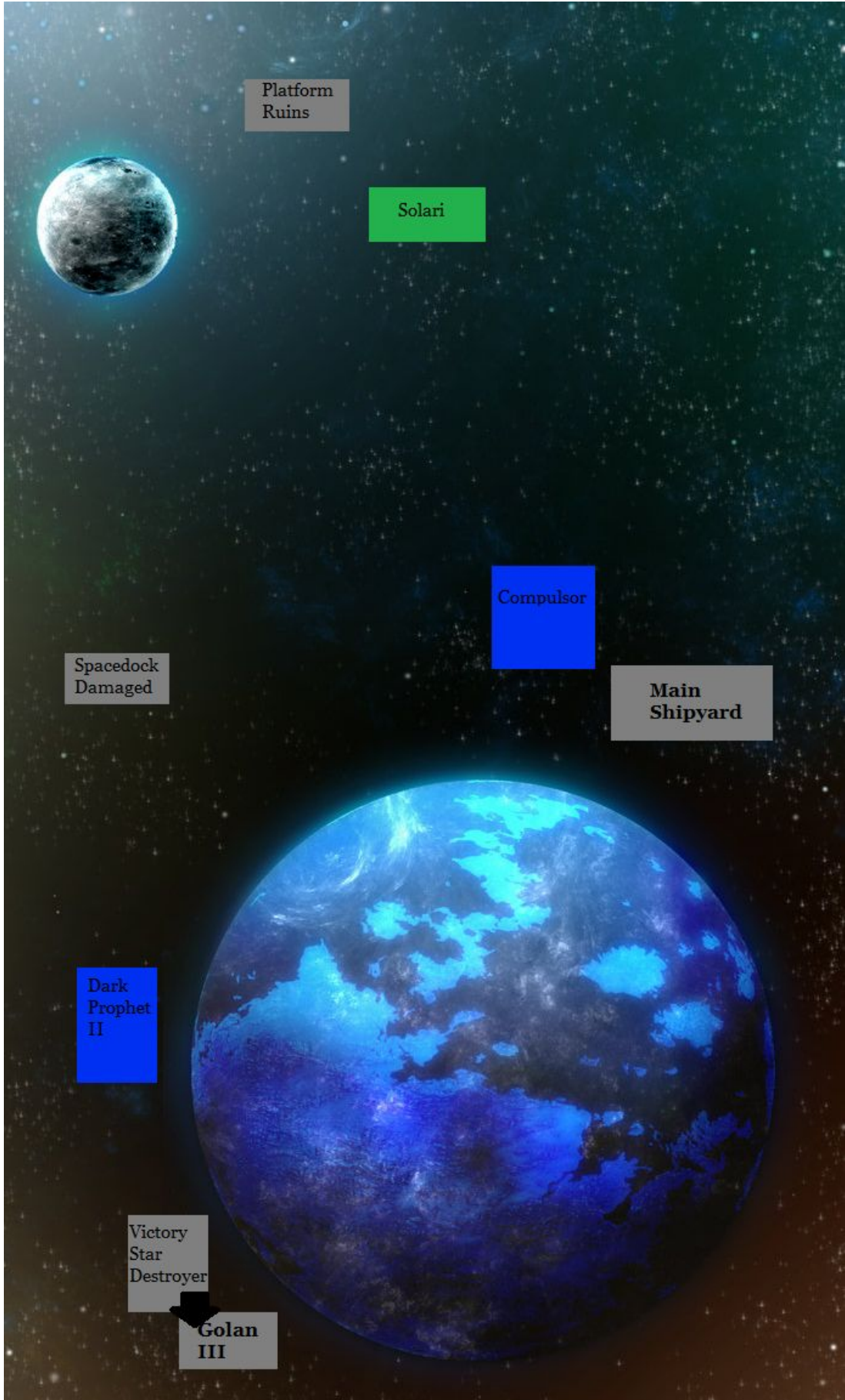
Phase III

Within approximately two hours the Victory-class ship should be closing in upon the Golan III. The station's crew will be left with several options: To abandon their posts and flee, to fire upon the inbound derelict and risk the debris entering a constant orbit parallel to the station, or to use their tractor beams to try and throw it off course. The *Dark Prophet II* will be following behind the derelict to counter any efforts by tractor beams, and to use it as cover against the Golan III station. The *Compulsor's* group will be following some distance behind the two ships, ready to engage the Golan III or counter any efforts by ships to disrupt the attack.

Once the Victory-class derelict strikes the Golan III, we predict that it will be critically damaged if not outright destroyed. Even if its shielding were to somehow protect it against the impact, it would be forced into the lower atmosphere in a rapidly decaying orbit, and away from our ships. The crew would be left with no option besides abandoning their posts, and even remaining to try and launch a revenge strike against our fleets would be futile at best. Given the planet's gravitic pull, the strength of such an impact and the speed involved, its descent would push it out of effective firing ranges within minutes of its fall. Furthermore, the debris field of the Victory-class surrounding the station would be too dense for any but the most experienced TIE pilots to navigate, preventing further squadrons from being launched and any remaining ones actively fighting our ships from refuelling.

As this run takes place, the *Compulsor* will launch a series of assault boats towards the orbiting shipyard. These will consist of a number of Odan-Urr specialists and Jedi, along with elements of the Taldyran 4/11th Spaceborne Infantry, and will be escorted by every available fighter unassigned to the *Dark Prophet II* or *Solari*. Their task will be to both to silence any anti-air defences and ensure that they are not intercepted before they can reach the Star Destroyers' hangers. With the Golan III under threat, the remaining Iron Navy forces will likely be far too distracted to fully respond to this liberation of their new fleet elements. Once inside, our troops will link up with any infiltrators who made it on board the ships, and to finish securing them for our escape.

Both our capital ships and fighters will then target elements of the shipyard which might put the boarding parties at risk. Boarding tubes will be severed by attack runs, control stations will be targeted by our capital ships, and mooring lines will be struck with torpedo runs. Even if the fleet cannot accomplish destroying all of these elements, destroying enough of them will allow the Star Destroyers to pull away under their own power. Once they are clear, the two vessels will be escorted by the Taldyran ships away from the shipyard, and back towards the system's primary jump point. I ask that each warship maintain several engineering crews on standby should further support be required on the Star Destroyers. These may well not be necessary, but we need to make every effort to ensure we are not delayed by malfunctions or possible sabotage by Iron Legion elements.



Platform
Ruins

Solari

Compulsor

Spacedock
Damaged

Main
Shipyard

Dark
Prophet
II

Victory
Star
Destroyer

Golan
III

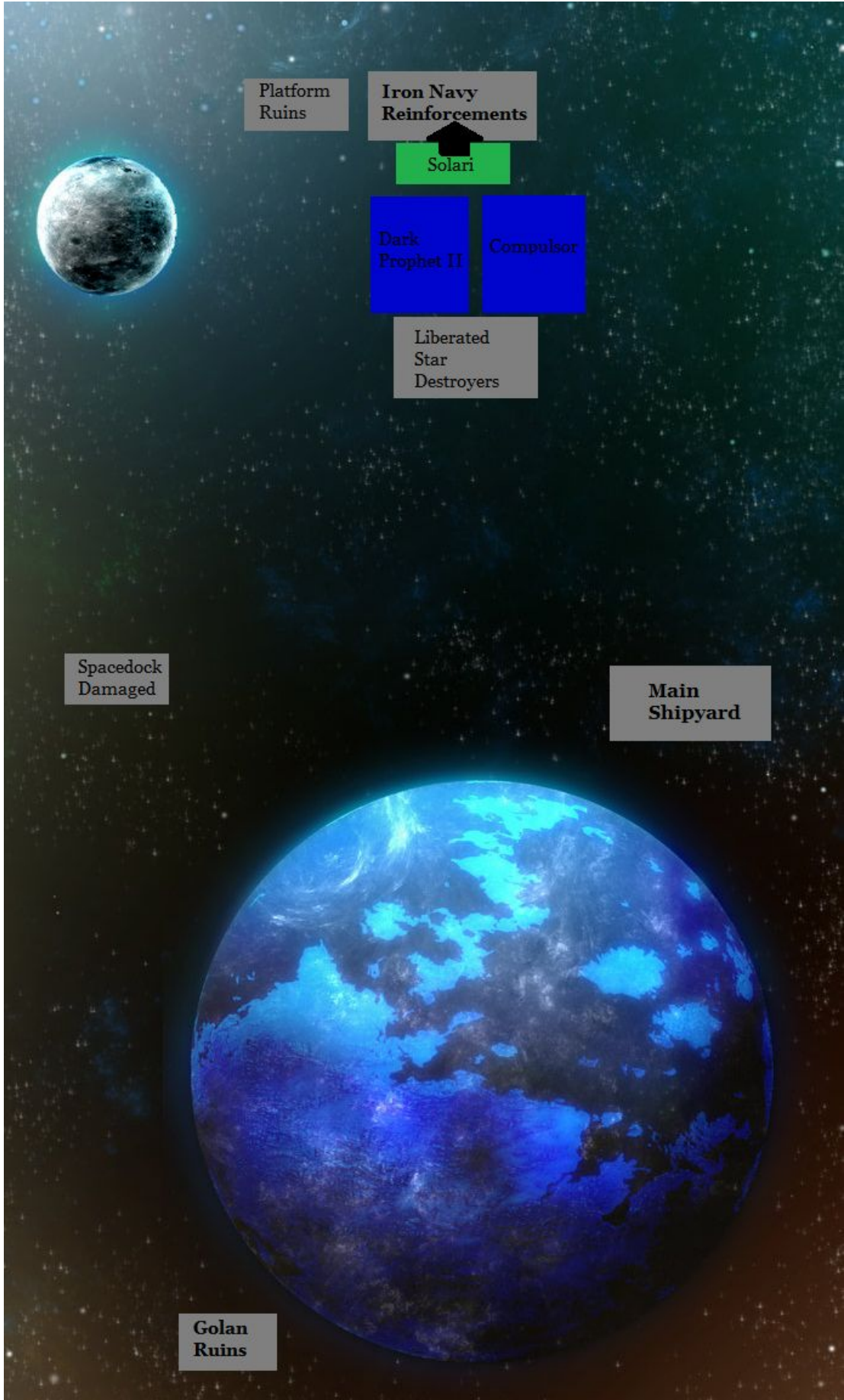
Phase IV

By this point, even with all efforts made to silence the system, reinforcements will likely be inbound. Even if they have yet to fully arrive, the *Solari* will likely have engaged one of the two ships sighted in the area and will be actively holding off Iron Navy forces. Its position will afford it the ability to limit the advance of those ships towards the rest of the allied fleet, but it will be suffering under any assault by this point. It is thereby crucial that the Taldyran elements of the force hurry back to reinforce its position with all haste, firing as they come. The *Solari* will be fighting an uphill battle, but it is tasked with pulling back at this point, and permitting the enemy vessels to move forwards.

Our hope is that the sight of four enemy capital ships heading on an attack vector towards the engaging fleet will force them to break, or at least divide their focus between the three major vessels, leaving them unable to concentrate their efforts upon a single target. Even if they do not, the bombardment from either side by the *Compulsor's* long range guns will open up weaknesses in their shielding and force them to divert power away from their main guns. Combined with the inaccuracy inherent in the targeting systems of Imperial-built vessels — even those faced with multiple targets of equal size closing in a direct flight path[6] — this should permit our more advanced New Republic vessels to initiate several broadsides before they can mount an effective counter-offensive.

Should there be a smaller ship among the arriving fleet, either an Interdictor or the Vindicator-class Heavy Cruiser we suspect is in the area, then our main capital ships will focus their efforts upon bringing down its shields. This will force the larger vessels to defend it, exposing themselves, and the bombardment will leave it vulnerable to attacks by the hidden group of B-Wings hiding in the energy bloom of the XQ2's remains. As the gravity wells of Interdictors can be disabled if not outright destroyed by infantry weapons[5], a single pass should be enough to cripple such a ship. If it proves to be any other class of vessel, they will instead target their main engines and shield generators, leaving them open to a killing blow.

Such a distraction should be enough to permit our forces to escape, jumping away to each of the fall-back points established prior to our assault. Each ship will then make several random jumps from system to system, over the course of several days, before eventually regrouping on the outermost world of Brotherhood space. With any luck, by the time this mission is over, the Iron Navy will have lost a major base of operations, and we will have gained two new ships.



Platform
Ruins

Iron Navy
Reinforcements

Solari

Dark
Prophet II

Compulsor

Liberated
Star
Destroyers

Spacedock
Damaged

Main
Shipyard

Golan
Ruins

Contingencies

Phase I Contingencies

- If the infiltration teams detect suspicious Iron Navy activity surrounding the world prior to our assault, they are requested to return with more detailed information on enemy numbers, strength and classifications of such vessels. A rendezvous point has been established on the outlying Antares system, for such an occasion, and several Lotus vessels will check in on the worlds in the weeks leading up to the attack. If the presence of a significant enemy force is confirmed, we will rethink our strategies to account for their involvement, and if need be cancel the operation in favour of several strikes against several prominent enemy outposts.
- Should the TIE Avengers be detected or given hostile intent upon entering the system, they are given full permission to act as their Squadron Leader deems fit. However, they are encouraged to return to the capital ships with all haste to report on their findings so we might act accordingly depending upon sensor telemetry. If any member of the squadron detects an Interdictor in the nearby area, they are ordered to depart immediately. Upon their return, their data will be used to allow the Solari and its B-Wing squadrons to jump into close proximity of the enemy ship in a surprise assault. Given their fragility, and with surprise on our side, we have two immediate options. Destroy the enemy ship with several well placed volleys, leaving an opening for pursuing vessels, or boarding it and taking it for ourselves. Given the effectiveness of boarding actions even onto the ship's surface[5], and we might even be able to claim such a ship and use its gravity wells for own own benefit — Limiting enemy movement in and out of the system after the remainder of our fleet begins its attacks.
- In the event that all contact with TIE Avengers be lost during their initial scouting run, we will assume that this is likely a trap. As such, our tactics will change entirely, and we will instead split our forces to annihilate two secondary targets. Strike Group One will head for a communications hub serving as the Grand Master's primary method of guiding and directing his forces in this sector, destroying or disabling it. Strike Group Two will make multiple jumps to confront several ship repair stations devoted to maintaining the Iron Navy's vessels so far from their hub of power, and destroy them one after another. Even if we are denied our intended target, the opportunity granted by our deceptions should not go to waste.
- If the XQ2 Operations Platform is able to survive our initial attack long enough to broadcast a distress signal, or proves to be more heavily reinforced than first realised, then several initial stages of Phase I will be abandoned in favour of speed. Both the *Dark Prophet II* and the Solari will hang back to act as a rearguard against oncoming ships, while the *Compulsor* and the bulk of our munitions carrying snubfighters brings down the Victory-class Star Destroyer. After disabling it with ion weaponry, and then its engines to prevent pursuit, they will press ahead directly to the main shipyard, ignoring the Golan III entirely. Boarding parties will then capture and crew one of the two Star Destroyers and drag it free of its moorings, while the other's main drives will be sent into meltdown. The threat, and the ensuing explosion should be enough to prevent local forces from following us, or using Edrien as a stronghold again for the next several years.
- If the Raider II ships are already active and in operation, then they will likely take on an anti-fighter role within the upcoming battle. Either they will move to harry and slow down offensives by one of our groups, likely Strike Group Two thanks to the smaller number of capital

ships, or to supplement the firepower of the Victory-class Star Destroyer present in the system. To respond to this threat in full, each of our capital ships will be tasked with focusing their firepower upon these vessels when they are in range. Deterring them from directly assaulting our forces, or knocking out their shields for our B-Wings should be enough to finish our mission. If they persist in their attacks, then coordinated fire from our own Gunships will be used to disable and then destroy them.

- Should further vessels found to be guarding the world in a typical blockade pattern, then our Strike Forces will push to divide their formation. After destroying the enemy Platform, Group One will target the centermost ships and its escorts as they close in, with the *Solari* taking the brunt of the assault, forcing them to redirect power to their forwards shields in order to withstand the assault. Group Two, after dealing with the Raider IIs, will target its weaker rear shields, using the *Compulsor's* long range turbolasers to punch through and destroy the vessel's main generators. The resulting explosion should be enough to damage any surrounding vessels and force them, albeit briefly, into retreat. As such, the *Compulsor* will mop up the remaining forces while the *Dark Prophet II* engages the enemy Victory-class destroyer for Phase II of the plan, and will be joined by the entirety of the fleet's B-Wing squadrons to ensure a swift end to that fight.
- If one more Strike Group fails to arrive on schedule, the remaining ships are ordered to perform a delaying action while fulfilling the roles of the other craft to the best of their ability. If Strike Group One Fails to arrive, the *Compulsor* will be required to leave the assault on the Raider II vessels to its snubfighters, while it silences the communications station, and to perform a delaying tactic to buy the rest of our forces time. If Strike Group Two fails to emerge from hyperspace, the *Solari* will abandon the planned position of rearguard to join in with the assault on the Victory-class Star Destroyer, and to assist with the capture of the main target. In each case, if within one hour there is no sign of the other ships, they are to retreat from the battlefield before more enemy ships can arrive.
- In the event that this entire mission proves a trap, in the event that both Star Destroyers are useless hulks we cannot claim for ourselves and an enemy fleet emerges the moment we arrive in the system, then the following contingency will come into action. At our estimation, any enemy force which engages our fleet will consist of two to five Star Destroyers of varying classes, likely backed by at least one *Interdictor*. Too many for a direct conflict. Upon detecting emerging hyperspace signatures, the *Solari* will turn hard to port while the *Dark Prophet II* moves ahead at full power, attempting to provoke at least one of the enemy warships into pursuing it. The opportunity to flank and attack a single vessel, and Odan-Urr's prized warship no less, will likely force the enemy fleet's hand, and they will move to encircle or bombard the *Solari* from multiple positions.

In response, the *Solari* and the gunships will begin firing their turbolasers and anti-fighter batteries in a wide dispersal pattern, directing this towards the main hangers of the two foremost vessels to prevent attack craft from being launched. This will buy our own fighters some time to react to the enemy forces and press home an attack of their own. Several squadrons will move to engage arriving TIE forces, while the Avengers and one B-Wing Squadron makes an attack run on the Interdictor. Not to destroy it, but to divert the attention of the Imperials away from our main warships for a short time. While this is happening, the *Dark Prophet II* will turn and engage any ship pursuing it, or will begin a ranged bombardment of the nearest vessel, launching its own TIE fighters in response. This will leave the enemy fleet open for Strike Group Two to begin a counter

attack from the opposite direction, using their superior speed to outmaneuver the enemy vessels and longer range guns to harry them. Faced with an assault by three separate directions, this will force them to adjust and adapt their positions, leaving the Interdictors open to bombardments from our fighters and ships. Once they are gone, the remaining TIE squadrons dock and each vessel jumps away to a different established location, preventing an effective pursuit. The fleet will then regroup after four days of jumps to shake off any enemy forces which might be following them.

Phase II Contingencies

- Should the Victory-class Star Destroyer overwhelm, or even destroy our attacking ships, then the *Solari* will open fire on the ship with its main weapons. It will draw the ship away from the other two, long enough for the B-Wings to mount a second offensive. If the B-Wings themselves have been destroyed along with these ships, then the *Solari*'s ion cannons will be forced to finish the job. The ship will then abandon its rearguard position to fulfil our objective of boarding and capturing the vessels held in the shipyard.
- If the Victory-class Star Destroyer implodes, or is too heavily damaged to perform the attack on the Golan III station, then that stage of the plan will be abandoned entirely. Instead, it will skip straight to simply approaching the shipyard and initiating the boarding actions required to capture the vessels found there. The boarding soldiers will be tasked with focusing primarily upon finding and disabling tracking devices due to our much more narrow window of opportunity, while the engineering teams focus their efforts upon bringing life support and the primary propulsion systems online. This will make them extremely vulnerable to incoming fire, and as such allied ships will be required to screen them from possible attack vectors by enemy warships.
- If the Golan III manages to somehow reverse its orbit, or even manages to remain within range of the battle despite all of our efforts, all vessels will be required to pull back and remain on the outskirts of its combat effective ranges, drawing ships away from its protection. Given standard tactics involving such stations, the Iron Navy will use it to limit our ability to approach the planet or its orbital facilities, and denying typical approach vectors. To counter this there are three possible weaknesses we may be able to exploit. The first is using the same tactic as with the Victory-class ship to ram the station, but using the Raider II dock instead. This is smaller, more vulnerable to enemy firepower, and its effectiveness will likely be significantly diminished. However, it will force the Golan III to focus its firepower away from most of our fleet, and will leave us an opening to perform our strike then depart. Another point would be to engage the Victory-class Star Destroyer while it is directly between our primary vessels and the Golan III, preventing the station from using the bulk of its firepower from being brought to bare against us. At least without it also risking destroying the only assisting capital ship in the sector. Finally, if no other opportunities present themselves, each of our capital ships is to make a joint attack upon the Golan III, forcing it to split its fire between multiple targets. This will not allow us to destroy or truly disable the ship, but will prevent it from effectively countering our attempt to steal their Star Destroyers via assault shuttles.
- Should the Victory-class Star Destroyer not be present at all within the system, the fleet will be required to act as fast as possible while maintaining high alert. This is a likely sign of a possible trap, or an indication that the vessel itself is on patrol throughout the nearby systems. As such, it could likely return at any moment to ambush our fleet. Therefore, fighters are to maintain watch

for possible scouts from the ship itself, or any sensor readings which might indicate its return. The fleet will remain at full combat readiness as the remaining TIE fighters from the orbital installations are mopped up, while our gun crews await in readiness for any sign of the ship. Should it not appear, the fleet will withdraw as planned.

- Should there be multiple Victory-class Star Destroyers rather than a single defending vessel, our fleet will make an effort to split the two ships and draw them away from the planet. The *Solari* will draw the fire of at least one ship, and then begin to gradually lower its shielding strength, giving the enemy the impression that lasting battle damage is hindering its combat effectiveness. This will force them to focus their fire upon the *Solari* for a time, long enough for our other ships to reposition themselves for a flanking attack and out of range of the enemy's primary weapons. As the *Solari* re-powers its shields, each force will unleash a full bombardment on the front and aft shields of the weaker enemy vessel, disabling and then destroying it. Our plan will then go ahead with the remaining ship.
- If our infiltrators were unable to board the Star Destroyers, or gather intelligence on the ships themselves, a more substantial force will be required to board the ships. Further detachments of marines stationed to secure the Taldyran vessels will be sent over to each Star Destroyer, to sweep them for any signs of tracking devices or possible sabotage. The sensors of any nearby friendly capital ships will assist in this search as best they can, to pinpoint or target independent power sources aboard what should be a largely powerless vessel. Once this is done, the operation will continue as planned.
- Should enemy forces emerge from hyperspace during this event, we will be at severe risk of being overwhelmed. Our attention will be divided between two major enemy battle groups and, if this does prove to be a trap, we risk being surrounded and destroyed one ship at a time. As such, each ship will fight a delaying action to regroup, into a single force, concentrating on the *Solari's* position. Coordinating their firing solutions, they will then focus their efforts upon a single major leading vessel, seeking to overwhelm its shields and force the others to come to its defense. Once they do, should an Interdictor be present, the B-Wing squadron hidden surrounding the wrecked station and our own forces will concentrate fire upon the vessel, disabling its hold upon our fleet. This will disrupt their overall efforts, providing us time to push away from the battle and into hyperspace.

Phase III Contingencies

- The Victory-class Star Destroyer is durably built, and capable of enduring considerable damage even with its shields down. However, should the Golan III manage to destroy it fully before it can collide with the enemy station, several contingencies will come into play. Should the hull fragment, or the derelict begin to split apart, the *Dark Prophet II* will be tasked with slowing its advance and using its tractor beams to shut each piece towards the station. While this will lack the benefit of the *Dark Prophet II* guiding it towards its primary destination to impact upon the most vital areas, and it will lack the sheer strength of a single blow, the damage will still be enough to bring down the station's shields and damage its weapons, if not pushing it into a decaying orbit. Assuming, at least, several can overcome their own tractor beams. Should the Victory-class Star Destroyer be completely annihilated, breaking up and leaving nothing larger than an X-Wing among its fragments, the *Dark Prophet II* will pull back and abandon its assault entirely. The cloud of debris will still pose a danger to the station's compliment of fighters,

preventing them from being used against us. If we are fortunate, and this is timed correctly, this will prevent them from being launched at all until the danger has passed. If not, it will block any retaliatory fighter raids to directly follow the *Dark Prophet II* as it withdraws. Should the Victory-class' derelict detonate in this event, with enough force to damage the *Dark Prophet II* even at a distance, the *Compulsor* will draw its fire. The ranged engagement should be enough to ensure it cannot wholly focus upon the Bothan Assault Cruiser, permitting both groups of vessels to withdraw without further damage.

- Should the Golan III attempt to intercept the ramming effort with its own contingent of fighters thanks to forewarning or a rapid reaction, then we will speed up our efforts. The *Dark Prophet II* will press ahead with all speed before launching the Victory-class towards the station earlier than planned. All assisting ships will begin a ranged bombardment around the derelict along expected enemy attack vectors towards the *Dark Prophet II*, disrupting fighter formations and limiting the ability for it to pursue the Taldyran flagship as it withdraws. Should they press forwards and attempt to do so, they will incur heavy casualties. If they do not, they will likely be caught amid the explosion and shrapnel triggered by the collision with the Golan III station. Even if they attempt to use tractor beams to move the ship, this will still delay their efforts and allow us to counter the launch of their squadrons. Either case will leave them weak, ready for our fighters to engage and destroy the remainder of their number.
- Should the Golan III be somehow following a much faster orbit than expected, then the *Dark Prophet II* will launch the derelict far earlier than planned on the collision course, after increasing speed to compensate for this unexpected situation. If needed, the *Compulsor* will assist with this effort, moving alongside the *Dark Prophet II* to use its own tractor beams.
- Should the damage to the Golan III, despite all expectations, fail to inflict any damage at all to the station, the *Dark Prophet II* will hold back and be joined by the ships escorting the *Compulsor*. They will then begin to draw out and engage the fighters from the station, while the *Compulsor* itself pulls back to launch its assault boats towards the shipyard.
- The should the shipyard be far more heavily defended than expected, with far more anti-fighter emplacements or heavier shielding, then any available capital ships will launch a brief assault. They will target primary defensive emplacements and shield emitters first and foremost, This will not be an effort made to completely cripple or destroy the station, simply to damage any defenses enough to open the way for our assault boats, or allow our attack squadrons to clear the way once the larger vessels have done the bulk of the work.
- If the Victory-class Star Destroyers prove to be extremely heavily defended, and that they are somehow filled with Imperial Legion troopers as if this were part of some trap, then the plan will be altered accordingly. As each of the assaulting battalions have been trained for combat in vacuum, and boarding ships which have been breached, the *Compulsor* will fire three shots into each offending vessel. The first will be towards the bridge, the second towards the central main artillery deck, and the last towards any area which lacks notable armour plating. This should disrupt the vessel enough for our troops to gain an edge with some forewarning, and make their way towards the engineering deck. From there, they will put each Star Destroyer's main reactors into a meltdown and withdraw with all speed. The *Compulsor* will maintain watch for any arriving enemy vessels while the *Dark Prophet II* joins up with the *Solari*. Once the assault boats have

been safely returned, the fleet will jump away with all available speed, splitting up and then regrouping later on.

- If we are unable to breach the shipyard in any way, or directly board the Star Destroyers we are attempting to capture, our infiltrators will be required to make an opening on the shipyard itself. Shutting down the defenses in a particular location, or creating a blind spot among their sensors, once this has been accomplished either boarding torpedoes or assault boats will be used to breach this weak point. From there, they will fight their way onto the ships and claim them as planned.
- Should the Star Destroyers prove to lack the power sufficient to pull away from the shipyard, the close proximity of our capital ships will permit them to drag them free. As they are pulled clear, our engineers will be tasked with fixing the facilities and coaxing enough power into the systems to bring them fully online. If nothing else succeeds, then they are tasked instead with bringing all hyperdrive capable systems online at the cost of sublight drives, to at least permit them to escape the system and continue repairs later on. If this also fails, then we will abandon the Star Destroyers entirely and escape the system.
- In the occurrence that enemy reinforcements arrive during any part of this phase, our capital ships will withdraw and regroup as soon as possible. While each will remain long enough to fulfil their intended role at the core of the plan, they will abandon supporting roles in favour of reinforcing the *Solari's* position. For example, the *Dark Prophet II* will remain in its role long enough to ensure that the Golan III is facing impending destruction and then immediately pull back, while the *Compulsor* will launch its assault boats before leaving our troops to finish the job the moment they are on board. From there, prior contingencies will come into play, where the ships break up arriving forces, disable the Interdictor (should there be one among them) and then jump away the moment the Star Destroyers are ready to do so.

Phase IV Contingencies

- While our plans have been built upon the idea that there will be a relatively minimal force sent to counter us, we cannot discount the possibility that the Iron Throne might send a greater force to this system. The fleet could easily find itself confronting a vastly more powerful attacking force, or even one of the Iron Navy's flag vessels. In this event, a lengthy engagement is completely out of the question. Instead, our ships will attempt to draw it deeper into the system, with the *Dark Prophet II* providing itself as bait given its damaged state. The *Solari* will pull back as well, as the *Compulsor* provides supporting fire against the enemy ships which might be escorting it. As with the previous plan, this should provide an opening long enough for the latter two vessels to target its aft shields with their full firepower. With its focus placed ahead of it, this should either be enough to break through its defenses and damage the flag vessel's engine systems, or draw it away from the *Dark Prophet II*, permitting it to jump away. The rest of our fleet will follow suit, breaking past the ships ahead and destroying any Interdictors with close range broadsides as they flee. The enemy ships will certainly pursue our own vessels, requiring them to push additional power into their own aft shields and risk further damage. This will draw the enemy fleet away from our captured Star Destroyers however, allowing them to jump away as well.
- If the *Solari* has been engaged in a pitched battle with enemy ships long enough for them to have overwhelmed its defenses, the Taldyran vessels will be required to immediately come to its aid. If

the sight of four approaching capital ships is not enough to break the enemy battlegroup or divert their firepower, then the combined might of the remainder of the allied fleet should accomplish this. The challenge will be to keep them from focusing upon a single ship long enough to allow the *Solari* to recover without incurring additional damages upon the Taldyran vessels. As such, once the majority of their fire has been drawn away from the *Solari* the two remaining vessels will draw as many of the enemy TIE formations towards them as possible. This will allow our B-Wing squadrons, either those present with the *Solari* or hidden within the ruins of the XQ2 platform to attack the capital ships and disable them with ion torpedoes.

- Should the enemy forces present attempt to push past the *Solari* and focus their fire upon the captured Star Destroyers, our vessels will need to block incoming fire. Either through fighter screens or physically intercepting enemy broadsides with their shields, each will guard them until they can break away from the battle and jump away. If the enemy force presses its attack and attempts to close the range between them, or even utilises an Interdictor to prevent such an escape, our B-Wing squadrons will use ion weaponry to fire through openings within their shields and disable each ship in turn. With luck, this will be enough to put the bulk of their forces out of the flight and permit us to escape the system.
- If the *Solari* has been destroyed before our ships can return to it, the enemy will be pressing ahead to confront our remaining vessels. In this situation, we cannot permit them to individually target and cripple each of our vessels in turn. As such, instead of directly engaging the enemy vessels, we will use the planet against them, turning away and using it to slingshot around its gravitic pull. With luck, this will force them to either pursue and fall further behind thanks to a rapid head start, or to split up, allowing our ships to single out and disable them one at a time until we can flee into hyperspace.

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Participants

Arcia Cortel (3463) — Feedback and Suggestions

Celevon Edraven Erinos (12004) — Proofreading & Editing

Edgar Drachen (13831) — Proofreading & Editing

Ka Tarvitz (14751) — General Content

Special thanks to Disney - Without their retcons we never could have pulled this off.

Additional Note - The Star Destroyer ramming the Golan III was also experimented and tested upon in *Kerbal Space Program*. The effects of the collision, while lacking a tractor beam, match those listed in the above battle plan.

Alternate Name - Operation : Tarvitz's Middle Finger to Canon!

Images In Listed Order:

Opening Page Image -

<http://borkweb.deviantart.com/art/House-Odan-Urr-Military-Logo-425049873>

Situational Analysis (Bothan Assault Cruiser vs Star Destroyer) -

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