

JORM NA'TREJ

EXCIDIUM



**THE PRANKSTER'S PLAYBOOK**  
**CAPERION SYSTEM WARPLAN**

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### **1) Introduction**

Since the destruction of the Cocytus system, the survivors of Clan Scholae Palatinae and the pitiful remnants of their armed forces and civilians have bid their time on a handful of starships and space stations.

Intensive scouting has brought the Caperion system to the Emperor's attention. Convinced that the Clan's new home had been found, Xen'mordin has ordered the appropriation of the system within the next five years.

This document aims to present options and strategies to achieve this goal.

### **2) Analysis of Friendly Forces**

Scholae Palatinae has brought better than fifty Force Users and more than an Imperial Legion with it. For brevity, only Force Users of Equite rank or above will be regarded, as well as larger structures of the armed forces. Leaders are listed first, grouped by unit and in descending order of power; all other members are listed by descending rank.

#### **Clan Members of Scholae Palatinae**

**Xen'mordin Palpatine:** Emperor, Adept, and powerful manipulator. He will lead the Clan as a whole and directly supervise any political engagements, focusing himself on Elaya and Nayama.

**Elincia Rei:** Grand Vizier, deceiver and manipulator extraordinaire. She will coordinate her political missions with the Emperor and oversee missions calling for infiltration. Her focus areas should be Elaya and the TRF.

**Mune Cinteroph:** Grand Admiral, keen observer, and adept combatant. He will focus on supervising the military aspect of the conquest. Hence, he will deal with Meraxis most of the time.

**Qor Palpatine:** Master of House Imperium and the best physician in the Clan's inner circle. His ministrations will ensure health and endurance among Scholae's forces while he coordinates his House.

**Dek Ironius II:** At the point of this writing, he is the leader of Imperium's Battleteam, a perfect politician and administrator. Valuable colleague to the Emperor and Grand Vizier in facilitating peaceful negotiations and absorptions.

**Braecen Kaeth:** Leader of House Excidium and thus spymaster, also an accomplished warrior. Leader and advisor for the infiltrators and assassins of the Clan. While nothing should escape his focus, dealing with the UCE and TRF may be suitable focus points for his work.

**Alara Deathbane:** Aedile of Excidium and Braecen's executing hand. She will help coordinate the House and add her own brawn wherever needed.

**Shadow Nighthunter:** The grand dame of the Clan's assassins will coordinate and support her subordinates in their chosen field.

**Nath a'Niel Palpatine:** A sage, leader and manipulator. His advice and insight will be valuable on many topics.

**Kell Palpatine Dante:** Extraordinary combatant. He will serve as the Emperor's bodyguard.

**Bale Andros:** While not an official member of the Clan, his experience and expertises make him a trump card for any sabotage or combat tasks.

**Xantros:** An expert observer and illusionist capable of stealthy operations. He will be invaluable for infiltration and misdirection missions.

**Lucyeth (Palpatine):** Combining excellent martial skills with psychological warfare, he may be best dropped into the enemy's backwaters to raise hell.

**Dakari Palpatine:** A trump card to be played by the emperor's whim.

**Rasilvenaira Isatri'Zara StormRaven:** Highly adept at concealing her nature, this woman will be most useful when dealing with The Republic of the Force.

**Raijin:** A versatile mercenary who will be useful in dealing with both UCE mercs and the underworld of Ulress.

**Jacob:** A relatively new member and as of yet a wildcard.

**Malodin'Tater:** Competent combatant and one of the Clan's best small craft pilots. Any open conflict Scholae engages in will see him at the forefront or behind enemy lines.

**Jorm Na'trej (Palpatine):** Expert combatant, competent pilot, somewhat useful investigator, unrepentant rampant criminal. Drop on Ulress or any combat-heavy area and only retrieve periodically to hose down.

**Rosh Nyine:** Expert illusionist. Utilize in the UCE to manipulate contracts.

**Reiden Karr:** Expert fighter following his master Kell Dante's example. Utilize as bodyguard.

**Eetherbail Zarih'Taen:** Former Proconsul, and another expert manipulator and illusionist. His talents will be of most use in the UCE or Elaya.

**Rhaub D'ar Aghasett-Palpatine:** An ancient and little known servant of the clan, to be used as the Emperor decrees.

**Xan Phraz-Etar:** Drop on any enemy worthy of the Emperor's wrath, retrieve to feed and rinse, repeat as needed.

**Rayne:** Shrouded in mystery, and serving only the Emperor.

**Ulfark:** A physician only narrowly surpassed by Qor Palpatine, and a decent pilot. He will be most useful supporting troops in the field.

**Koryn Palpatine Thraagus:** Manipulator and fighter. Might be best employed supporting the line troops.

**Derek Cinn:** This kid is a smart fighter, ideal for frontline duty.

**Calindra Hejaran:** Infiltrator, illusionist, assassin and oracle of stature among the older members of the Clan. She will be utilized in whatever way the Emperor himself sees most fit.

**Zehsaa Hysh:** Sniper, hunter, assassin - a life on the prowl and her master Jorm Na'trej's refinements have made her perfect for both assassinations and frontline support.

**Kor Vaal:** A sage and oracle who will advise the Emperor.

**Kyo Akumu:** Craftsman and fighter in equal parts. He will be reserved for special occasions when unusual tools have to be created and employed.

**Anahorn Dempsey:** A manipulator and healer who might be best employed as support for infiltrating teams.

**Levi Zetta:** A newcomer to the Clan who has yet to prove himself. Preliminary observation suggests that he may be of most use in hunting spies and infiltrators.

**Antonai Lanfear:** An unknown to most of the clan who followed Braecen Kaeth into the Emperor's service. He will act on Braecen's behalf.

**Wagglehorn:** A mercenary who has worked amiably with Jorm Na'trej in the past and should be considered for pairing with the Dark Paladin.

**Chrome:** A pilot and slicer who will be employed wherever his leaders deem most fit.

Any member in the Journeyman or Novitiate ranks will be allocated to Equites and Elders as support.

## **Armed Forces of Scholae Palatinae**

### **Imperial Scholae Navy, First Flotilla:**

Composition:

- Victory-class Star Destroyer - *ISN Sidious* (Flagship)
  - 1 TIE/D Defender Squadron
  - 1 TIE/SF Starfighter Squadron
- Vindicator-class Heavy Cruiser - *ISN Tarkin*
  - 1 TIE/SF Starfighter Squadron
  - 1 TIE/SA Bomber Squadron
- Quasar Fire-class Cruiser Carrier - *ISN Legacy*
  - 4 TIE/FO Starfighter Squadrons
- Quasar Fire-class Cruiser Carrier - *ISN Tyrannite*
  - 4 TIE/FO Starfighter Squadrons
- Braha'tok-class Gunship - *ISN Krennic*
- DP20 Corellian Gunship - *ISN Veers*
- 4x VT-49 Decimator Flight
- Delta-class JV-7 Escort Shuttle Flight
- Kom'rk-class Fighter Flight

Mostly tasked with defense, this flotilla will stay close to CSP's new capital and later planet. Six capital ships including a Star Destroyer, 148 fighters and bombers, and 20 assault ships and shuttles can project an incredible amount of force within a large perimeter.

### **Imperial Scholae Navy, Second Flotilla:**

Composition:

- Venator-class Star Destroyer - *ISN Vader* (Flagship)
  - 3 TIE/SF Starfighter Squadrons
  - 1 TIE/D Defender Squadron

- 4 TIE/FO Starfighter Squadrons
- Acclamator-class Assault Ship - *ISN Amedda*
- Vindicator-class Heavy Cruiser - *ISN Thrawn*
  - 1 TIE/SF Starfighter Squadron
  - 1 TIE/SA Bomber Squadron
- Quasar Fire-class Cruiser Carrier - *ISN Hawkbat Eyrie*
  - 4 TIE/FO Starfighter Squadrons
- 4x VT-49 Decimator Flight

The sword of the ISN contains four capital ships including a Star Destroyer and a planetary assault vessel, 192 fighters and bombers, and 16 assault ships. It is geared to take and hold objectives of value.

### **Excidium Sub-Flotilla:**

#### Composition

- Raider II-class Corvette - *Venture* (Flagship)
  - 1 T-70 X-wing Starfighter Squadron
- Marauder-class Corvette - *Lucky Lady*
- 3x GR-75 Medium Transport
- VT-49 Decimator Flight
- Lambda-class T-4a Shuttle Flight

Two well-armed small-scale capital ships and three transports equipped with twelve fighters, four assault ships and 4 shuttles of mixed origins enable this flotilla to act on independent missions and under false flags.

### **Imperial Scholae Army Regiments:**

The 1st and 2nd Regiments are near-identical generalist units deployed from the flagships of the First and Second Flotilla, respectively. The 3rd Regiment is focused on mobility by Drop Companies and aerial support, while the 4th Regiment contains more footsoldiers than the other three. All of the Regiments employ AT-ATs and AT-STs along with hovertank models and infantry of various specializations.

### **Imperial Scholae Guard Regiment:**

Originally a purely defensive unit tasked with holding the Clan's dominion, the now homeless Guard is made up of four Battalions specialised in certain environments. Without a dominion to protect, the Battalions will be attached company-wise to ISA Regiments as climate warfare specialists until CSP again owns ground.

### **3) Analysis of opposite Realms**

#### **3.1) The Meraxis Empire (ME)**

A Dictatorship turned into an Absolute Monarchy by heritage over three generations. The second-largest population of the present realms supplies a steady influx of conscripts for the Meraxis Emperor Adoniram's war machine, spread over the second-largest territory and controlled from the capital Nardash. The limited sources available suggest that the ME is human-centric like the original Galactic Empire under Palpatine, at least in the upper echelons. The heavily repressed population is also prone to revolutions.

Meraxis is one of the powers capable of matching forces with CSP.

Only the UCE maintains any non-hostile relations with the ME, taking the form of trade deals mostly covering war supplies.

#### **3.2) The Democratic Republic of Elaya (Elaya)**

The largest of the present realms and rich in every way - territory, population, wealth and military. Until CSP's arrival, the only power in the system which could meet and counter Meraxis' military expansionism.

Valuing ideals of freedom and equality, the Elayans are quick to protect their neighbors, yet apparently hesitate to force these ideals on people who did not invite them. This is indicated by the peaceful secession of the UCE, an event that likely could have been prevented by force but was allowed for the good of all parties involved, and the suffrage of Meraxis and its smaller predecessors.

Elaya is the other power capable of matching CSP's forces.

They maintain peaceful and even beneficial relations with all parties except Meraxis, with which they are at war since five years.

#### **3.3) The Nayama Dynasty**

A millennia old Aristocracy spread over several islands, ruled by Queen Meihui. Despite having only a fourth of Meraxis' population and no connected landmass, making reinforcement missions much harder, Nayama has repelled the aggressive Monarchy's invasions in the past. However, Meihui's father was killed in one such incursion just a few years prior.

Unless Blaster and Slugthrower technology inexplicably has been absent during the thousands of years since Seraph's settlement, the ability to turn Meraxis away implies widespread possession of weapons among the population, since fists don't win firefights. Another possibility are extensive defensive structures and traps concealed by the arts, as is Nayama's way with all technology.

Nayama is on peaceful terms with all parties except the Meraxis Empire.

### **3.4) The Republic of the Force (TRF)**

A Theocracy of little wealth and only marginally bigger population than Nayama. They worship the Force and nature, and appear to have little interests outside of these two things.

They are notable for their higher percentage of Force sensitive people, a heritage of their Jedi cultist origins. Likewise, they have discovered and trained a number of these sensitives, giving them access to a cadre of Force users in a time when the Force itself has become a myth for the rest of the galaxy, enclaves like the Dark Brotherhood excluded.

Notably, they seem to have abandoned the strict teachings of the light side without succumbing to the dark side either. Instead, their worship has made them into something akin to Grey Jedi.

Save for its tourism opportunities, the TRF does not interact a lot with the rest of the world. Elaya's protection against Meraxis is appreciated and accepted, but apart from this, they seem to maintain no relations of political nature towards any of the factions.

### **3.5) The United Corporations of Elaya (UCE)**

A single island metropolis which holds the majority of the system's wealth, brainpower, and economic output.

Trade deals and financial services make this gem untouchable, since every nation relies on the UCE's cooperation to varying degrees.

Meraxis and Elaya could possibly collapse if the UCE decide to withdraw its services, as both buy weapons and services from them. At this point, there is no telling how strongly Nayama and the TRF would be influenced.

## **4) General Strategy**

Considering the colossal losses CSP has suffered in the most recent past, direct conquest and oppression is absolutely unviable against five partially allied realms with more than double CSP's military strength in total. Further, a campaign to the aforementioned end would leave



Seraph and the other habitable worlds in ruins, effectively turning them into scorched backwaters not unlike Cocytus.

Hence, the realms must be dealt with separately and with as little losses as possible. If CSP is to survive and thrive in Caperion, politics and business savvy will have to be just as important as men in arms and armor, if not more so.

The goal: total domination of Seraph and its moon Ragnath within five years, with any threat from Ulress or other bodies in the system suitably checked. In accordance with the true Emperor's wishes, the conquest will begin on the moon Ragnath.

## **5) In-Depth Strategies and contingencies for each Realm**

This plan will provide three strategies for each realm, to be used in conjunction with the appropriate strategies for the other realms.

- The Boogeyman Strategy aims to establish CSP as the dominant power by assimilating the other realms, and relies on a mix of military presence and clever politics. Since it promises the greatest returns, it is the **primary** strategy.

- The Firestorm Strategy entails the escalation of the existing conflict between Meraxis and Elaya into a total war, then conquering the weakened survivors. Assassinations, sabotage, and seek-and-destroy military operations will be the dominant tools. The massive destruction necessitated by this approach relegates this strategy to **secondary** status.

- The Puppeteer Strategy will focus on raising and manipulating champions to take over and rule the existing realms and keep CSP's dominance a secret. Since it is incongruent with the Empire's style and desires, yet makes the acquisition of the system possible even with drastically reduced resources, it is the **contingency** strategy.

### **5.1) The Meraxis Empire**

#### **5.1.1) Boogeyman Strategy**

Having set itself up as Caperion's resident evil Empire, Meraxis will remain as such with CSP's help. The former Cocytus troops will drop out of hyperspace close to the moon and attack the Maqor continent on Ragnath with full force, focusing on Caelestis City when it faces away from Seraph. While city fighting is usually a nightmare, it will be very one-sided with CSP's fifty-plus Force users acting as scouts and force multipliers as well as short supply lines from the ships to the troops. The very light native gravity will enable even the biggest ships to get close and maneuver in atmosphere with minimal difficulty, so parking them above the bay in the heart of the city is possible with less effort than usual for such an operation. Simultaneously, shuttles bearing CSP representatives will visit the capitals of

Elaya, Namaya, TRF and UCE and introduce CSP as new empire at war with Meraxis for own reasons.

Taking Meraxis' possessions on Ragnath as our own is projected as an easy conquest, considering that Meraxis' forces are spread over both Seraph and Ragnath and CSP can focus its full power for this strike.

The indigenous people will be shocked at first, but allowing them to live as they're used to and then giving them more freedoms promises to win them over quickly. Reconquest is unlikely since Meraxis would have to commit the entirety of its forces to even get a balanced fight, opening itself up wide for Elayan offensives. Thus, Meraxis will be caged between two powers which can each fight it to the point of mutual destruction.

Over the five years covered by this plan, CSP will make sure that Meraxis stays a visible and believable threat to the rest of the system by means of media manipulation and false flag operations, enabling Meraxis to some successes over Elaya. Trustworthy Palatinaeans will be inserted into Meraxis to gain insights and a measure of control over military units, logistics, and civilian government. Likewise, some of these agents will prepare Meraxis' population for another revolution, and serve as conduit for messages from the liberated Maqor continent on Ragath propagating a less oppressive regime which honors its citizens. This will warm the general population to conquest and new leadership by CSP or even Elaya.

Once Meraxis is no longer needed, CSP will lead a well-prepared and orchestrated strike force to conquer whatever is left of it in the fifth year. With extensive knowledge of the false Empire's production centers, supply lines and deployment as well as cautious sabotage on military units, Meraxis will crumble like a house of cards in an earthquake.

#### 5.1.2) Firestorm Strategy

A less bold strategy with smaller returns. Infiltrators, manipulators and fearmongers will be inserted in both Meraxis Empire and Elaya, then manipulate reports and emotions to rekindle the war into a meatgrinder consuming the vast majority of the involved parties' resources. When both parties are suitably weakened, CSP dispatches the few surviving forces and establishes stability in the war-torn realms. This may happen sooner than the conclusion of the Boogeyman Strategy.

#### 5.1.3) Puppeteer Strategy

CSP will fuel and secretly support a revolution or civil war to shatter Meraxis into smaller realms under the true Emperor's control. To this end, the Clan will exterminate the upper echelons of Meraxis' leadership by assassination, and sponsor the rise of their eventual successors, indebting these individuals to the Clan. Two years to incite the revolution or civil war, one year to complete it, and two more to stabilize the outcome by elimination of holdouts are a feasible projection when counting in CSP's special forces and Force Users as support.

## **5.2) The Democratic Republic of Elaya**

### 5.2.1) Boogeyman Strategy

While the Meraxis Empire bears the brunt of CSP's military force upon arrival, the Clan will establish diplomatic connections with the Republic of Elaya. The message that needs to be conveyed is that CSP is here for Meraxis and Meraxis only, citing whatever reasons the true Emperor deems plausible. Further, Elaya has to be shown that CSP treats its subjects both old and new considerably better than Meraxis, and that the same goes for neighbors. Finally, Elaya has to be upset by Meraxian propaganda and victories enough to accept a pact of mutual defense and exchange. Over the years, CSP's manipulation experts will twist and deceive Elayan officials, and officers and population alike into believing that joining with Xen'mordin's Empire is a veritable course of action like the UCE's peaceful secession was, to be completed after the Meraxis Empire is no more.

### 5.2.2) Firestorm Strategy

A less bold strategy with smaller returns. Infiltrators, manipulators and fearmongers will be inserted in both Meraxis Empire and Elaya, then manipulate reports and emotions to rekindle the war into a meatgrinder consuming the vast majority of the involved parties' resources. When both parties are suitably weakened, CSP dispatches the few surviving forces and establishes stability in the war-torn realms. This may happen sooner than the conclusion of the Boogeyman Strategy.

### 5.2.3) Puppeteer Strategy

Like with Meraxis, the goal is to raise our own candidates into positions of power. Using twisted media and some Force Users' supernatural talents at persuasion and fear mongering, the Clan will get its favorites elected by manipulating the voter base. Within the first three years, plenty of newcomers should be in positions to replace longer serving politicians, opportunities the Clan's assassins will be happy to provide. Controlling the majority of votes in the parliament will make an official alliance with or nominal inclusion of the Clan feasible.

## **5.3) The Nayama Dynasty**

### 5.3.1) Boogeyman Strategy

While Nayama is geographically the most removed from the continent Seguk - with Elaya and the TRF interposed in the west and Seraph's largest ocean in the east - it has suffered from Meraxis' invasions in the past, including one a decade before CSP's arrival that killed Queen Meihui's father. Based on this ongoing enmity, Nayama may be willing enough to accept CSP as ally. With the respect and adoration the Queen receives from her subjects and

the usual mechanisms of an Aristocracy, the best way to assimilate Nayama is through a political marriage between Xen'mordin and Meihui. Considering Nayama's otherwise independent ways, there may be no other way that does not endanger CSP's goals and methods within the strategy. Nayama should be assimilated before the Meraxis war ends.

#### 5.3.2) Firestorm Strategy

Nayama's geography makes it easy to isolate and target individual islands. Assassinations and firebombings will eliminate officials, academics, and the means to produce and store foodstuffs, while fighter patrols over the seas will seek and destroy fishing and cargo vessels. Thus, the islands will be starved out one by one, to the point of depopulation if the true Emperor decrees.

#### 5.3.3) Puppeteer Strategy

Like in Meraxis, the head of state and closest successors will be eliminated, to be replaced with nobles CSP has groomed for the task. Given Nayama's social structure, this may be hard to pull off, since family ties and hereditary claims may be too convoluted to properly assess.

### **5.4) The Republic of the Force**

#### 5.4.1) Boogeyman Strategy

Given that the TRF was the target of Meraxis' recent aggressions, the indigenous Force cult will be more than happy to find more allies. CSP will use its own Force Users to slowly corrupt and enthrall the TRF until it only trusts the Clan, serving as vassal state and recruitment ground. Finding the chinks in the TRF's mental and cultural armor will be the Clan's infiltrators and Grey Jedi's task.

#### 5.4.2) Firestorm Strategy

Special caution is mandatory when dealing with a nation containing Force Users. As such, the Clan's best Seekers and Sense adepts will move to find the TRF's talented, and call turbolaser fire from a capital ship down on them. Additional Palatinaeans will form a bodyguard.

#### 5.4.3) Puppeteer Strategy

Another strategy making heavy use of the Clan's infiltrators, who will find and corrupt champions to our cause and incite a civil war between the TRF's talented. Should our champions survive, they will reign the TRF in our name, held on a tight leash.

## **5.5) The United Corporations of Elaya**

### 5.5.1) Boogeyman and Puppeteer Strategies

Both strategies call for taking over the UCE. For this, infiltrators, spies, and illusionists will operate within the UCE to forge and force contracts and fusions which leave the corporations in CSP's legal possession, thus enabling the Clan to control supply and quality of equipment sold to warring parties and profit on the side.

### 5.5.2) Firestorm Strategy

This strategy calls for a hostile takeover of the UCE. Once both Meraxis and Elaya have decimated each other suitably, CSP's fleet will converge on Sailyo Island. Special forces and Force Users will perform smash-and-grab raids on research centers and production facilities to abduct scientists and other leading personnel, while the main army engages and destroys security services and transportation methods off the island. The Clan's interrogators will do their best to acquire confidential information on bank accounts and secure data deposits.

## **5.6) Albicosus**

### 5.6.1) Boogeyman Strategy

Since the mercenaries of Albicosus are mostly linked with Nayama, they will most likely fall in line with the nation's course. In reverse, getting into the mercenaries' good graces by demonstrating honorable conduct and the like might reflect positively on CSP in the Seraph-based nation's eyes.

### 5.6.2) Firestorm Strategy

Orbital bombardment of the major settlements once greater powers are suitably weakened to not interfere.

### 5.6.3) Puppeteer Strategy

Manipulate the local gangs to unify, crush the Nayaman mercenaries, and then splinter and erase each other.

## **5.7) Ulress**

As Ulress is basically UCE territory with even less morals and restraints, the strategies are the same as for the UCE proper.