

CLAN PLAGUEIS

OPERATION SCREAMING PORG





OPERATION BACKGROUND



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- ❖ Collective forces are attempting false flag attacks on Severian Principate targets in order to destroy any chances of an alliance between the Severian Principate and the Brotherhood.
- ❖ As a show of force during political functions aboard the shipyard orbiting the Eorillian moon, the Dread Lord has ordered a task force to jump into the system and take up a position of intimidation, while the remainder of the fleet stays hidden behind gas giant Thillion in case they are needed.



REASONS FOR OPERATION



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- ❖ After jumping into the system, it is discovered that Collective forces have already set up a large portion of Battle Group Elysium between Thillion and the shipyards.
- ❖ Despite their surprise, the Collective reacts quickly to the arrival of Plagueian forces, moving into position to destroy the task force.
- ❖ The Plagueian force must punch a hole in Battle Group Elysium large enough for the task force to push through and make the jump to hyperspace, destroying as many Collective ships as possible.



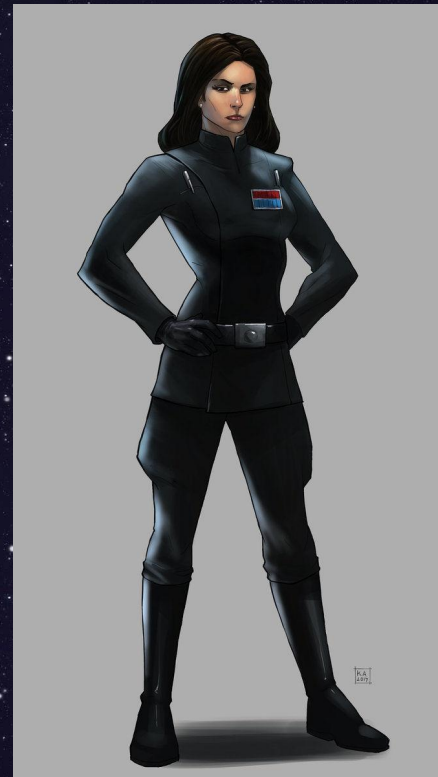
FRIENDLY FORCE STATUS - GENERAL OVERVIEW



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- ❖ The Ascendant Fleet is comprised of 25 Capital ships and 34 Starfighter squadrons.
- ❖ The Ascendant Fleet is under the overall command of Dread Lord Ronovi Tavisaen and the operational command of Admiral Cyvaria Ranin.



Admiral Ranin



FRIENDLY FORCE STATUS - OPERATION FLEET



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The deployed force for this operation consists of Ascendant Fleet Command Group Aurek.

- ❖ Forward Task Group will consist of the following ships:
 - *Ascendancy* (Imperial-1 Star Destroyer)
 - Starfighter Compliment: 3 T70 X-Wing Squadrons, 2 B-Wing Squadrons, 1 RZ-2 A-Wing Squadron
 - *Solace* and *Scylla* (DP20 Gunships)
 - *Monitor* and *Anvil* (Nebulon-B Frigates)
 - Starfighter Compliment (Each) : 1 T70 X-Wing Squadron
- ❖ Reserve Task Group will consist of
 - *Termagant* (Strike Cruiser)
 - Starfighter Compliment: 1 T-70 X-Wing Squadron and 1 B-Wing
 - *Eris* and *Borath* (Carrack Light Cruisers)
 - *Instigator* and *Baron* (Raider II Corvettes)
 - *Ballista* (CR90 Corvette)
 - *Wrath* (Acclamator Assault Ship)



ENEMY CAPABILITIES - OVERVIEW



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- ❖ The Collective forces are led by the charismatic and ruthless leader Rath Oligard, who has amassed an army of devout followers under the banner of hatred for Force users. Due to his former position as a member of the Iron Fleet, Rath and his forces have currently set their sights on destroying the Brotherhood by any means necessary.
- ❖ Collective forces are comprised of eight Battle Groups, consisting of 121 capital ships, 103 starfighter squadrons, and eight Quadrijet Bomber squadrons designed for suicide bombings.



Rath Oligard



ENEMY CAPABILITIES - FLEET FORCE



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The enemy has the majority of Battle Group Elysium set up in position within the system.

- ❖ Battle Group Elysium forces in system consist of the following ships:
 - 1 Collective Dreadnaught (*Lansford*)
 - 2 Collective Strike Cruisers (*Yorcot* and *Obarel*)
 - Combined Fighter Complement: 2 Z-95 Headhunter Squadrons, 1 T-70 X-Wing Squadron, 1 Quadrijet Bomber Squadron
 - 3 Collective Lancer Frigates (*Aylmer*, *Edam*, and *Tashota*)
 - 1 Ton Falk Escort Carrier (*Cloridorme*)
 - Starfighter Compliment: 4 T-70 X-Wing Squadrons, 2 Z-95 Headhunter Squadrons
- ❖ While it is possible the Collective will have reinforcements in the region, none have been detected on station in the immediate vicinity



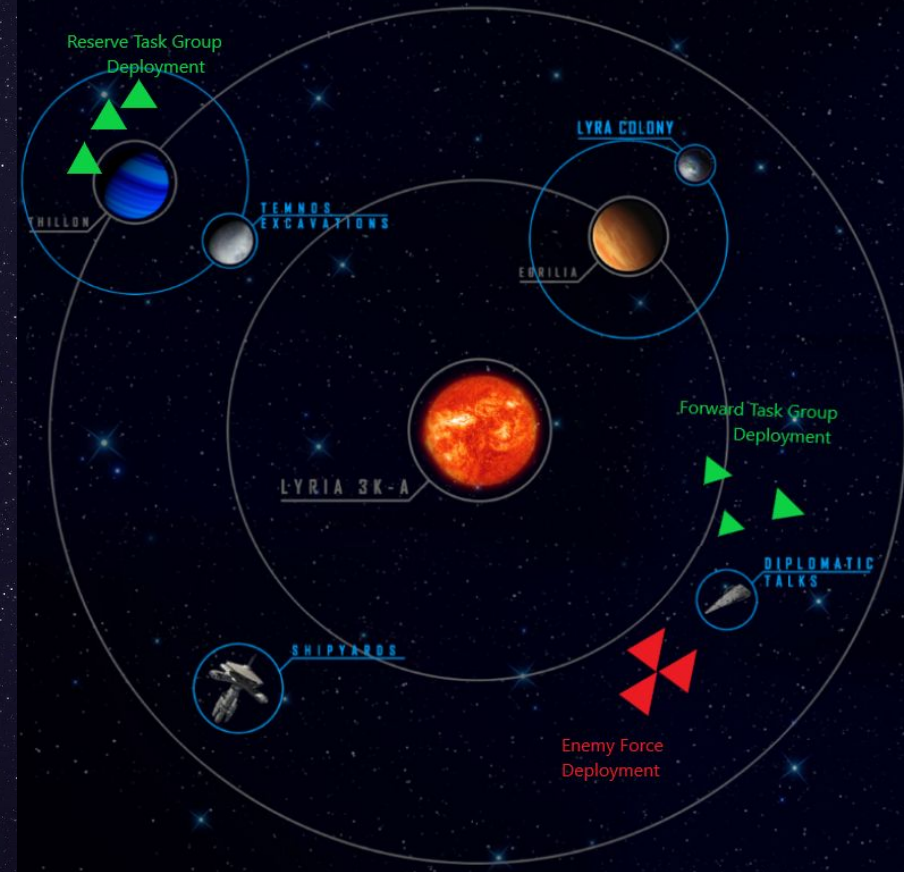
INITIAL FORCE DEPLOYMENT - STRATEGIC



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- ❖ The Forward Task Group has been deployed to support diplomatic negotiations.
- ❖ Enemy Forces are also deployed in the same region, likely in an attempt to disrupt talks.
- ❖ Additional friendly forces, the Reserve Task Group, are deployed at the opposite end of the Lyra 3K-A system.
 - Forces are close enough to deploy to support forward group as needed.
 - Positioned far enough away to ensure Collective force does not detect them.





INITIAL FORCE DEPLOYMENT - TACTICAL



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- ❖ Initial tactical deployment is likely to be as displayed to the right
- ❖ Enemy forces will likely deploy with their vulnerable Escort Carrier behind the main battle line of the three cruisers
- ❖ Lancer Frigates should deploy to screen against starfighter attack with fighter squadrons in an attack position in front of them
- ❖ Friendly forces will deploy with the *Ascendancy* deployed centrally with the two Nebulon-B Frigates in flanking positions
- ❖ DP-20 Gunships will deploy in a screening formation in front of the larger vessels with a fighter screen in front of them
- ❖ In terms of fighters, enemy force deployed has numerical superiority, but Ascendant forces have a slight qualitative advantage
- ❖ Capital ship firepower slightly favors the Ascendant fleet at initial deployment, but the Collective force could still deal damage and possesses a superior anti-starfighter screen.





BATTLE PHASE 1 - DEFENSE



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- ❖ Past Collective actions have suggested they will press an equal force in order to do as much damage as possible.
- ❖ While Collective numerical superiority in starfighters at the outset is a concern, what they lack are conventional bomber forces.
 - However, the Collective forces do include a squadron of Quadrijet converted tugs which the Collective have used for suicide attacks in the past.
- ❖ For these reasons, the Forward Task Group will assume a defensive posture while waiting for reinforcements
 - The T-70 Squadrons will engage their enemy counterparts.
 - Should the enemy Z-95s engage as well (considered likely), B-Wing squadrons will support as best they can.
 - The A-Wing Squadrons should focus on intercepting any Quadrijet attacks with assistance from the DP-20 screen as needed.
 - Capital ships will focus on defense as well, but should enemy capital ships move to engage, they should fire on any available targets, focusing fire where feasible.



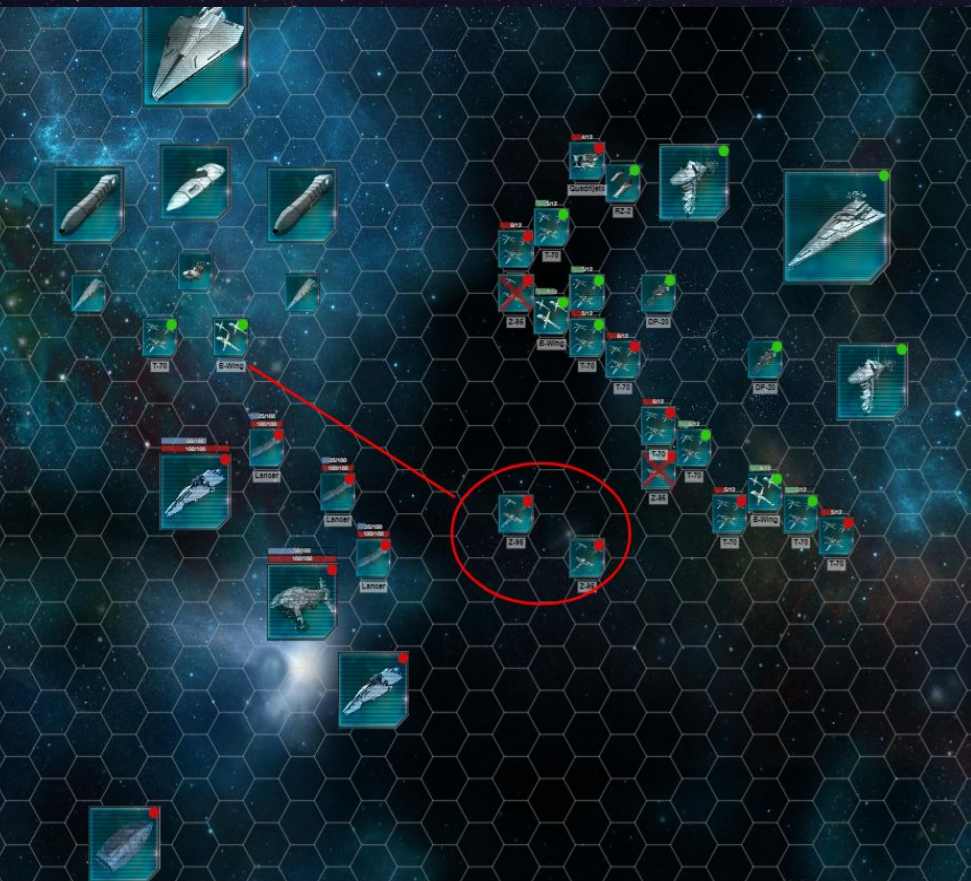


BATTLE PHASE 2 - REINFORCEMENT



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- ❖ While it might take some time for the Reserve Task Group to execute a cross system jump, barring major technical interference or other concerns, reinforcements should arrive before the Forward task group comes under too much stress.
- ❖ Reserve Task Group contains sufficient starfighter power to level the engagement on that front, but incoming fighters will likely be engaged by Collective reserve fighters while currently deployed squadrons will likely have taken damage.
- ❖ *Eris* and *Borath* should assist in neutralizing enemy Lancer Frigates to allow easier fighter maneuvering.
- ❖ *Termagant* should assist *Ascendancy* in engaging enemy cruisers
- ❖ Where possible, incoming B-Wing units should engage in attack runs on enemy cruisers or, if the opportunity presents, the Collective escort carrier.
- ❖ While they may absorb some fire from enemy cruisers, Forward group capital fleet assets will likely have not suffered major damage.
 - The exception would be if enemy suicide units manage to get past friendly interceptors, in which case major damage could be caused, particularly to friendly frigates.
 - Between interceptors and the DP-20 screen, it is unlikely for this to occur.



PHASE 3 - MOP UP



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- ❖ Once Ascendant reinforcements arrive, friendly forces will significantly outgun the Collective task group.
- ❖ This opportunity should be used to inflict maximum damage to enemy forces.
- ❖ The possibility exists for Collective reinforcements to arrive to cover withdrawal.
 - Should this occur, Ascendant forces should not take unnecessary risks to pursue Collective ships.
 - Withdrawal is preferred in case of overwhelming enemy force being present.





CONCLUDING THOUGHTS



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❖ Outcome

- We would expect enough forces of Battle Group Elysium to evacuate the Lyra-3k-a System in order to achieve hyperspace speed.
- Once safely away from the initial conflict site, the Ascendant Fleet will report casualties and damages to the *Ascendancy*.
- Once secure, the Lyra 3K-A System will be turned over the Severian Principate.
- Overall, we foresee the mission as a success for the Ascendant Fleet with the use of these tactics.



CREDITS



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