

SUBMITTED IN ENTRY TO GJW XIII COMPETITION:
MULTIMEDIA - BATTLE PLAN

Operation Thunder Storm

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Clan Scholae Palatinae

August 25, 2019

Contents

1	Outline	2
1.1	Situation	2
1.2	Objectives and Goals	2
1.3	Battlefield Analysis	2
2	Analysis of Friendly Forces	3
2.1	Offensive Capabilities	3
2.2	Defensive Capabilities	3
2.3	Weaknesses	4
2.4	Expeditionary Force Units	5
3	Analysis of Enemy Forces	7
3.1	Offensive Capabilities	7
3.2	Defensive Capabilities	7
3.3	Weaknesses	7
3.4	Battlegroup Elysium Units	8
4	Strategy	10
4.1	Initial Positioning	10
4.2	First Exchange	11
4.3	Merging	12
4.4	Melee	13
4.5	Contingency Planning	14
5	Home Defence Force	15
5.1	Main Fleet	15
5.2	House Excidium Space Force	16
5.3	House Imperium Space Force	16

1 Outline

1.1 Situation

Scholae Palatinae has dispatched a small but potent task force of ships as a show of force and to attend political functions on the shipyard orbiting the Eorillian moon. Per instructions from the Clan Summit, the bulk of the task force went to take shelter behind the gas giant Thillon in the event they are needed. Upon exiting hyperspace however they found a significant amount of the Battlegroup Elysium on one side of the CSP task force, with the gas giant on the other. The Collective Forces have quickly began to set up their forces to destroy CSPs fleet. Our task forces goal is to destroy as many enemy forces as possible while securing a launch path to hyperspace.

1.2 Objectives and Goals

1. **Primary:** TBA
2. **Primary:** TBA
3. **Secondary:** TBA
4. **Contingency:** TBA

1.3 Battlefield Analysis

The gas giant Thillon and the close proximity to it are the defining features of this battle. So close to it, there are no moons or asteroids polluting space either. Control over proximity and facing relative to Thillon may become decisive factors in the battle.

2 Analysis of Friendly Forces

Scholae Palatinae has sent a significant portion of their fleet to the Lyra system. The newly captured and crewed *ISN Retribution* is watched over by the battle-tested cruisers *ISN Thrawn* and *ISN Tarkin*, as are the recently acquired *ISN Imperial Justice* and two yet unnamed Raider-II corvettes. Between them, they carry six squadrons of TIE Defenders, four squadrons of TIE Special Forces, and four squadrons of B-Wings. All of those squadrons are rated as elite and equipped with the best gear money can buy, staying true to Scholae's "quality over quantity, but a lot of that too" approach.

2.1 Offensive Capabilities

Between all the capital ships, almost two-hundred and fifty turbolasers of mostly smaller caliber backed by sixty heavy turbolaser batteries and five dozen ion cannons are arranged on the triangular hull typical for vessels of Imperial descent, allowing for intense focus fire straight ahead without suffering on the broadsides in exchange for a weak rear arc. Ten squadrons of elite starfighters can dive under enemy capital ships shields and deliver pinpoint strikes against weapon emplacements and shield projectors, a tactic as viable today as it was thirty years ago. For more massive strikes, four squadrons of elite bombers with comparatively good performance stand ready. The forty missile launchers mounted on Raider-II Corvettes and Decimators do not initially factor into this assessment, as they are reserved for anti-starfighter defense, but can potentially switch into the attack role later.

2.2 Defensive Capabilities

The first line of defense for the fleet are the VT-49 Decimator flights. Between their toughness, quad laser cannons, well-fed warhead launchers and sheer numbers they can effectively challenge whole squadrons and even small capital ships.

The second and best line of defense against potential attack are the exceptional starfighters fielded by the Clan.

The fleet itself is also not defenseless should their screen be broken. The Vindicator-class cruisers possess batteries of point defense lasers, and such of light turbolasers which may lack the destructive power of their heavier brethren, but are quicker to traverse and recharge, thus posing a threat to starfighters.

The quick Raider-II corvettes can keep up with most starfighters and are able to quickly shift position and threaten attackers ranging from the smallest fighters up to some frigates with their mix of turbolasers, quad lasers and missile launchers.

Finally, every capital ship of the fleet of frigate size and upwards carries a number of tractor beams, which can be used to immobilize enemy craft and shoot them down easier.

2.3 Weaknesses

Speed is sometimes of the essence, yet Scholaes force is significantly slowed down by the carrier ISN Imperial Justice, which cant keep up if the need for speed arises and will have to be left behind in a race.

Firing Arcs are devastating towards the front and formidable towards the broadsides, but protection of the rear arcs relies on the positioning of guard ships and maneuvering.

2.4 Expeditionary Force Units

- ***ISN Retribution***

Class: Imperial I Star Destroyer

Crew Rating: GREEN

Loyalty Rating: RELIABLE

Description: A 1600m Destroyer designed to be a front-line warship as well as a starfighter and military troop transport with enough firepower to engage in planetary bombardments. Average maneuverability and speed, with heavy armor and shielding. Contains six squadrons of exceptional starfighters.

Complement: - 4 × TIE/D Defender Squadrons (Alpha, Beta, Gamma, Delta)
- 2 × TIE/SF Squadrons (Epsilon, Zeta)

- ***ISN Thrawn***

Class: Vindicator Heavy Cruiser

Crew Rating: VETERAN

Loyalty Rating: FANATICAL

Description: 600m multi-role Cruiser designed to operate independently. Average maneuverability, speed, armor, and shielding. Contains two squadrons of exceptional starfighters.

Complement: - 1 × TIE/D Defender Squadron (Eta)
- 1 × TIE/SF Squadron (Theta)

- ***ISN Tarkin***

Class: Vindicator Heavy Cruiser

Crew Rating: VETERAN

Loyalty Rating: FANATICAL

Description: 600m multi-role Cruiser designed to operate independently. Average maneuverability, speed, armor, and shielding. Contains two squadrons of exceptional starfighters.

Complement: - 1 × TIE/D Defender Squadron (Iota)
- 1 × TIE/SF Squadron (Kappa)

- ***ISN Imperial Justice***

Class: Quasar Fire Cruiser Carrier

Crew Rating: GREEN

Loyalty Rating: RELIABLE

Description: 340m Frigate-sized starfighter transport. Poor maneuverability and speed, with light armor and shielding. Contains four squadrons of exceptional

bombers.

Complement: - 4 × A/SF-01 B-Wing Squadrons (Hammer, Mace, Club, Ram)

- ***Sinister*** (temporary designation)

Class: Raider II-class Corvette

Crew Rating: GREEN

Loyalty Rating: RELIABLE

Description: 150m anti-starfighter Corvette. Great maneuverability and speed, with average armor and shielding.

- ***Dexter*** (temporary designation)

Class: Raider II-class Corvette

Crew Rating: GREEN

Loyalty Rating: RELIABLE

Description: 150m anti-starfighter Corvette. Great maneuverability and speed, with average armor and shielding.

- **4 × *VT-49 Decimator Flights*** (temporary designations Sentry, Trapper, Tripwire, Seeker)

Class: VT-49 Decimators

Crew Rating: VETERAN

Loyalty Rating: RELIABLE

Description: 38m long Assault Ships. Great maneuverability and speed, with average armor and heavy shielding.

3 Analysis of Enemy Forces

At first glance, the located Collective ships are of lighter build than Scholaes force, but that estimate is to be taken with caution. In past encounters, Collective capital ships have shown extensive upgrades which enable them to punch significantly above their weight class, with enhanced performance across the board in combat craft. Vessels not intended for direct offensive operations such as carriers appear to have profited less from the upgrades. This quality has in the past not propagated into their starfighter forces though. Their mainstay appears to be the outdated T-70 X-Wing, with vastly obsolete Z-95 Headhunter Squadrons as support. Special attention has to be given to the suicide bomb variant of the Quadrijet Tug.

3.1 Offensive Capabilities

A total of two-hundred turbolasers of heavier average caliber than Scholaes own are supported by twenty ion cannons and four warhead launchers. Five squadrons of X-Wings of outdated, but not irrelevant design are supported by four squadrons of long obsolete Headhunters. A squadron of Quadrijet suicide bombers has also been spotted.

Owing to their extensive upgrades, Elysiums forces have to be roughly weighted equivalent to a faster Victory-class Star Destroyer and two equally faster heavy cruisers, supported by reasonably fast anti-starfighter ships. The advantage in capital ship speed and maneuverability is clearly on the Collectives side. Owed to the design of their ships, the Collective can bring roughly equal firepower to bear onto each facing.

3.2 Defensive Capabilities

Upgraded shields and armor on all capital ships gives the Collective very decent staying power for their size, and their enhanced movement enables the possibility of outmaneuvering CSPs most concentrated firepower. Every frigate in their force features anti-starfighter defenses, for the most part overwhelmingly so.

3.3 Weaknesses

Despite their extensive upgrades, the Collective forces are fewer in number than CSPs, and half of their capital ships has no meaningful way to threaten a capital

ship. Almost all of the Collectives anti-starfighter defenses is concentrated on their least tough ships, and their starfighters are fewer and of inferior quality to CSPs. The high degree of automation on the lead ship Lansford also makes it susceptible to ion cannons, which CSP can field in high numbers between the ISN Retribution and TIE/D squadrons. Further, their dedicated carrier seems to suffer from the same drawbacks as CSP's, either slowing the fleet down or getting left behind.

3.4 Battlegroup Elysium Units

- ***Lansford***

Class: Dreadnaught Heavy Cruiser, Upgrade

Crew Rating: VETERAN

Loyalty Rating: FANATICAL

Description: 600m Cruiser designed for ship to ship combat. Great maneuverability, speed, armor and shielding. Heavy automation, usually deployed in groups of similar ships for space engagements to engage and destroy larger targets. Features 20 heavy dual turbolaser turrets, 20 heavy dual turbolaser cannons and 4 warhead launchers.

- ***Obarel***

Class: Strike Medium Cruiser, Upgrade

Crew Rating: VETERAN

Loyalty Rating: FANATICAL

Description: 450m Frigate with great maneuverability and speed, along with heavy armoring and shields. Modular design with vulnerable sections in the hull where the modules connected allowing well-placed shots to cripple the vessels.

Complement: - 1 × Z-95 Headhunter Squadron

- 1 × Collective Quadrijet Bomber Squadron

- ***Yorcot***

Class: Strike Medium Cruiser, Upgrade

Crew Rating: VETERAN

Loyalty Rating: FANATICAL

Description: 450m Frigate with great maneuverability and speed, along with heavy armoring and shields. Modular design with vulnerable sections in the hull where the modules connected allowing well-placed shots to cripple the vessels.

Complement: - 1 × Z-95 Headhunter Squadron

- 1 × T-70 X-wing Starfighter Squadron

- ***Cloridorme***

Class: Ton-Falk-class Escort Carrier

Crew Rating: VETERAN

Loyalty Rating: FANATICAL

Description: 500m starfighter carrier Frigate. Poor maneuverability and speed, with light armor and shielding. Will stay at the rear of engagements due to its limited defenses.

Complement: - 4 × T-70 X-wing Starfighter Squadron
- 2 × Z-95 Headhunter Squadron

- ***Tashota***

Class: Lancer Frigate, Upgrade

Crew Rating: VETERAN

Loyalty Rating: FANATICAL

Description: 250m Frigate with average maneuverability, speed, armor and shielding.

- ***Edam***

Class: Lancer Frigate, Upgrade

Crew Rating: VETERAN

Loyalty Rating: FANATICAL

Description: 250m Frigate with average maneuverability, speed, armor and shielding.

- ***Aylmer***

Class: Lancer Frigate, Upgrade

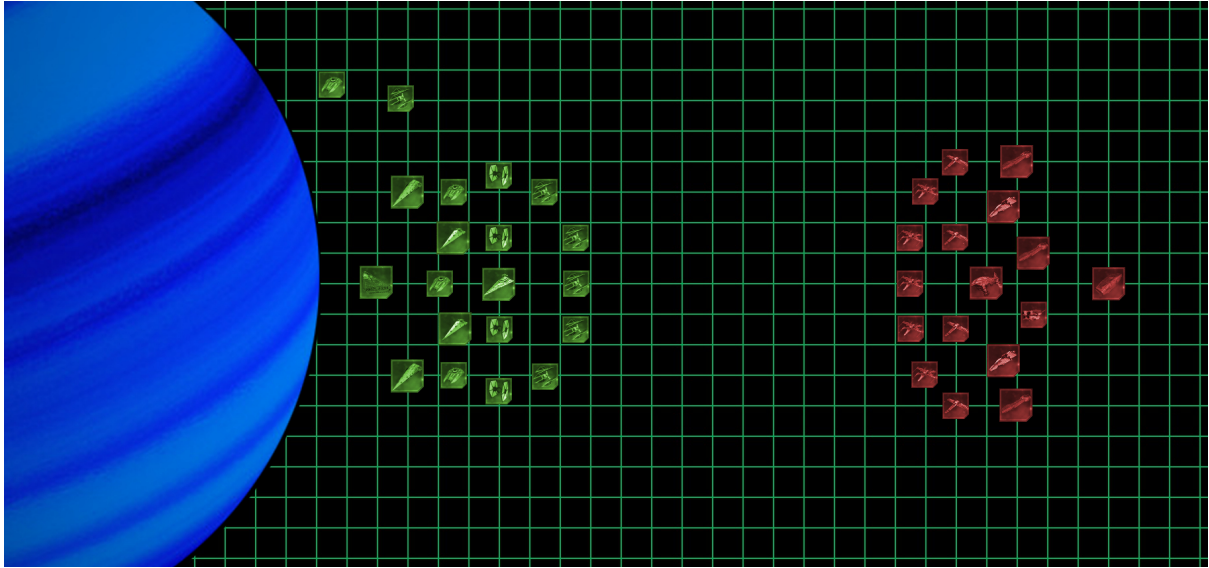
Crew Rating: VETERAN

Loyalty Rating: FANATICAL

Description: 250m Frigate with average maneuverability, speed, armor and shielding.

4 Strategy

4.1 Initial Positioning

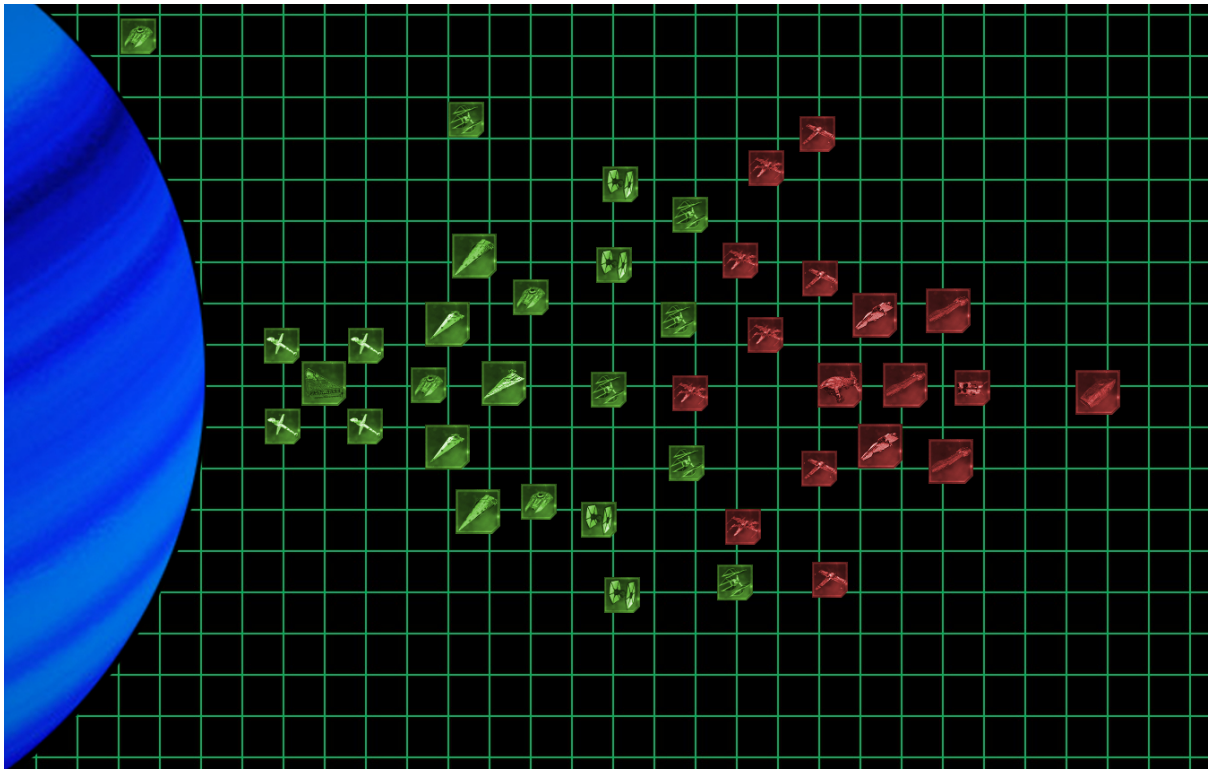


Caught between Thillon and the approaching Collective elements, CSP's ships will turn to face the Collective and hold positions. Maintaining close proximity to Thillon in their rear arcs will restrict or outright deny the Collective ships the room necessary to maneuver into CSP's weak spots.

ISN Retribution is to take point in a diamond formation, *Thrawn* and *Tarkin* at her sides and *Imperial Justice* behind, with the Raider II corvettes trailing the Vindicators.

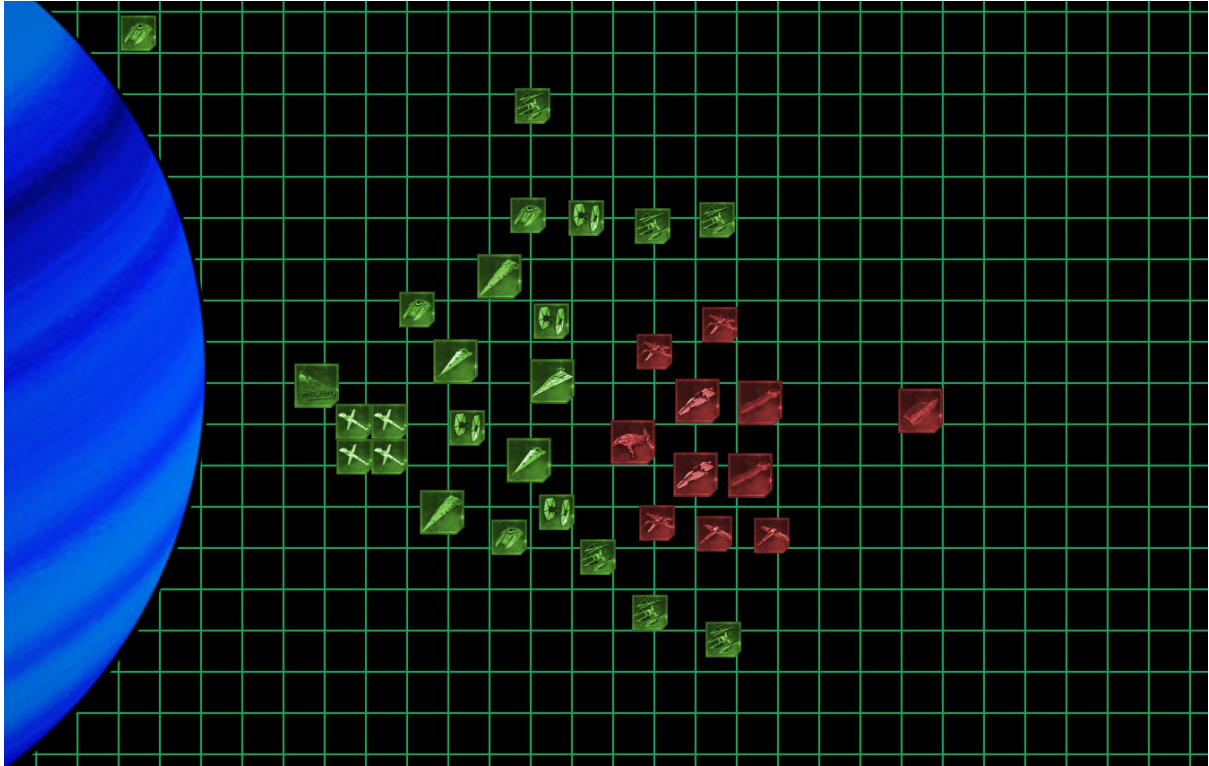
All starfighter squadrons are scrambled. TIE/D Squadrons will fan out in a screen before the fleet, TIE/SF squadrons will patrol between the capital ships. *Seeker Flight* is sent to skirt around Thillon and report the presence of Collective forces to anybody who will listen, while the rest of the Decimators will patrol with the TIE/SFs. *Seeker Flight's* departure is expected to force the Collective's hand to either engage or retreat, as waiting only endangers their mission. *Retribution's Delta Squadron* will stand by to assist *Seeker Flight* if necessary.

4.2 First Exchange



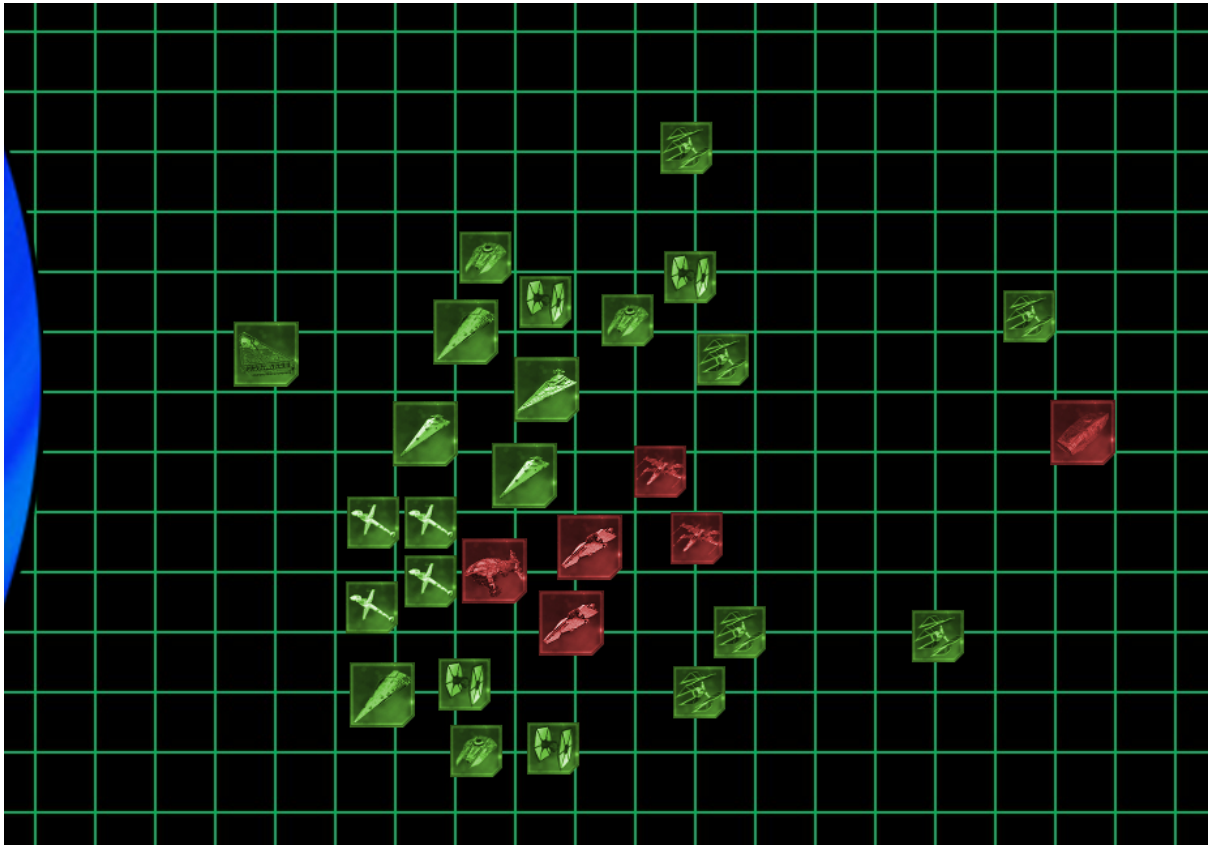
Fire is to be opened at the longest possible range. *Retribution*, *Thrawn* and *Tarkin* are to focus fire on the Collective's Lancer frigates to either destroy them outright or force them into cover behind their allied cruisers, which will then take the fire. Thus the Lancer's use is restricted. The fighter screen is cleared to engage closing starfighters. Missile use is permitted, absolute priority is to be given to Quadrijets. Should a cruiser or lesser capital ship of CSP find itself under focused fire, it is to use *Retribution* as cover and restrict the number of attackers while returning fire. *Imperial Justice* is to launch her B-Wings in the cover of *Retribution*.

4.3 Merging



Due to CSP's heavier shields and forward-focused firepower, the Collective has to commit to a breakthrough into the weaker Imperial rear arcs or be worn down in short order. The only other options are retreat, or a suicide run. To guard against the latter, Imperial ships will coordinate the use of their tractor beam arrays to divert ramming attacks. Should the Collective ships attempt to flank CSP's force at one side, the furthest Vindicator is to decelerate and cross behind *Retribution*, further exposing Collective craft to its full frontal firepower. Upon passing *Retribution*, the lead Dreadnaught *Lansford* will come under attack by the B-Wings. Between their warheads, ion cannons, and numbers the effect on the heavily automated and point-defense-less Collective ship is expected to be nothing short of catastrophic. Capital ships are still to finish off the Collective Lancers, if available under assistance of their tractor beams.

4.4 Melee



At this point, Collective fighter squadrons and anti-starfighter ships can reasonably be assumed destroyed. Scholae's fighters, if not currently engaged or on watch for Quadrijets, are free to dive under Collective shields and pick the cruisers apart in coordination with the Imperial capital ships. Engines are priority targets, followed by shield generators and finally weapons. At this point caught in the position CSP started in - sandwiched between Thillon and a hostile force - they will either surrender unconditionally or die. The latter is expected.

4.5 Contingency Planning

Should the Collective ships elect to keep their distance, CSP will push their positions. The instructions stay the same otherwise.

Should the Collective avoid confrontation, CSP's ships will push clear of Thillon's gravity well and maintain a threatening position until the Collective elects to either give battle or retreat.

Should the Collective retreat, they shall be mercilessly laughed at.

Should the Collective muster reinforcements, CSP will still follow the plan until Thillon's gravity well is cleared, then retreat. *Seeker Flight* is to report the ambush to the best possible effect.

5 Home Defence Force

After a recent and significant victory over their domestic Collective-backed enemy and rigorous propaganda work, CSP has decided to protect its relatively small holdings with a flotilla consisting of two heavy cruisers, three carriers, assorted corvettes and other craft belonging both to the main navy and the Houses' forces. While the force is significantly smaller than the one surrounding Retribution, there is enough quality equipment to hold off any threat up and equal to a Star Destroyer.

5.1 Main Fleet

- Vindicator-class Heavy Cruiser
 - TIE/SF Starfighter Squadron
 - TIE/D Defender Squadron
- Vindicator-class Heavy Cruiser
 - TIE/SF Starfighter Squadron
 - TIE/D Defender Squadron
- ISN Hawkbats Eyrie (Quasar Fire-class Cruiser Carrier)
 - TIE/SF Starfighter Squadron
 - TIE/SF Starfighter Squadron
 - TIE/D Defender Squadron
 - TIE/D Defender Squadron
- ISN Tyrannite (Quasar Fire-class Cruiser Carrier)
 - TIE/SF Starfighter Squadron
 - TIE/SF Starfighter Squadron
 - TIE/D Defender Squadron
 - TIE/D Defender Squadron
- ISN Amedda (Acclamator-class Assault Ship)
- Raider II-class Corvette
- Raider II-class Corvette
- × 4 VT-49 Decimator Flight

5.2 House Excidium Space Force

- Daemon (GR-75 Medium Transport)
- Ohmen (GR-75 Medium Transport)
- Teyr (GR-75 Medium Transport)
- Action VI Transport 495,000
 - BTL-A4 Y-Wing Starfighter Squadron
- VI The Rock (Baleen-class Heavy Freighter)
- Vanguard Flight (VT-49 Decimator Flight)
- Minstrel-class Space Yacht
- VI Guts & Glory (Marauder-class Corvette)
 - VI Jailblazer Squadron (T-70 X-wing Starfighter Squadron)
- Excidium (Raider II-class Corvette)

5.3 House Imperium Space Force

- Raider I-class Corvette
- Quasar Fire-class Cruiser Carrier
 - TIE Interceptor Squadron
 - TIE/SA Bomber Squadron
 - TIE Advanced x1 Squadron
 - TIE/D Defender Squadron