[37 ABY]
[VIZSLA]
[OPORD]

Emerald rancor

Space operations order

Clan vizsla

ANNEX 1, SPACE OPERATIONS, to
OPORD [EMERALD RANCOR - CLAN VIZSLA]

ILLUSTRATIONS ATTACHED

Task Organization

Friendly: **Clan Vizsla 1st Strike Group**

- Immobilizer 418-class Heavy Cruiser
  - TIE/SF Starfighter Squadron
  - TIe/SA Bomber Squadron
- Raider II-class Corvette
- Raider II-class Corvette
- Raider II-class Corvette
- Kom'rk-class Fighter Flight
- Kom'rk-class Fighter Flight

Enemy: **Battle Group Elysium**

- Ton-Falk-class Escort Carrier '*Cloridorme*'
  - Z-95 Headhunter Squadron
  - Z-95 Headhunter Squadron
  - T-70 X-wing Starfighter Squadron

    - T-70 X-wing Starfighter Squadron
    - T-70 X-wing Starfighter Squadron
    - T-70 X-wing Starfighter Squadron
- Dreadnaught-class Heavy Cruiser '*Lansford*'
- Strike-class Medium Cruiser '*Obarel*'
    - Quadrijet Bomber Squadron
    - Z-95 Headhunter Squadron
- Strike-class Medium Cruiser '*Yorcot*'
    - Z-95 Headhunter Squadron
    - T-70 X-wing Starfighter Squadron
- Lancer-class Frigate '*Tashota*'
- Lancer-class Frigate '*Edam*'
- Lancer-class Frigate '*Aylmer*'

1. Situation

a. General

The Clan Vizsla 1st Strike Group conducted an emergency lightspeed jump into the Lyra-3K-a system following the failed diplomatic talks on board the *Ninox*. The Strike Group exited hyperspace between the gas giant Thillon and elements of the Collective's Battle Group Elysium. Both Strike Group and Battle Group have the element of surprise.

b. Enemy

1. The Battle Group Elysium is a cruiser heavy force capable of engaging Capital-class starships as well conducting anti-starfighter engagements. At present, the Battle Group is split across the Lyra-3K-a system and only a portion is available to confront Clan Vizsla.
2. The enemy possesses vast superiority in cruiser, frigate, and fighter support. If given time, the enemy fleet will have the capability and capacity to envelop Clan Vizsla forces.
3. The enemy force will likely attempt to use its numerical superiority and individually target Clan Vizsla's corvettes, before engaging the slow-moving Immobilizer.

c. Friendly

1. The Clan Vizsla 1st Strike Group is a highly mobile assault force designed to conduct precision raids on space-based and planetary objectives. The Strike Group is centered on an Immobilizer 418-class Heavy Cruiser capable of pulling adversarial forces from hyperspace or preventing them from entering it.
2. Clan Vizsla's ability to project a gravity well is unique to the combatants within the area.

d. Assumptions

1. It is assumed that the Elysium Battle Group and 1st Strike Group will be the only combatants in this engagement.

2. Mission

Clan Vizsla will conduct a delaying maneuver to trade time for space. This delaying effort will consist of a rapid bomber/fighter strike against the *Lansford* in order to place Battle Group Elysium on the defensive and to prevent its superior numbers from decisively engaging the 1st Strike Group. This delaying operation will enable Clan Vizsla to conduct a tactical withdrawal from the Lyra-3K-a system.

- The Immobilizer 418-class Heavy Cruiser will conduct deception operations by engaging its gravity well projectors in order to confuse the enemy Battle Group. The gravity well projectors will only cycle through their start up procedures and will not become fully operational.

3. Execution

a. Concept of Operations

1. General

The Immobilizer 418-class Heavy Cruiser will initiate hostilities by deploying its full complement of TIE/SF Starfighters and TIE/SA Bombers while simultaneously cycling power to its gravity well projectors. This deception is designed to hide Clan Vizsla's intent of escape and give the appearance of a pitched battle. The Clan Vizsla Fighter/Bomber assault force will ignore all Elysium screening craft and singularly target the Dreadnaught-class Heavy Cruiser *Lansford*. Throughout these delaying actions, the remainder of the Vizsla fleet will remain in defensive positions while calculating an exit jump.

1. Employment

The 1st Strike Group will remain in a defensive posture with the three Raider II-class Corvettes providing anti-starfighter coverage. The Kom'rk-class fighters will remain in a defensive position conducting anti-bomber screening. The Immoblizer 418-class Heavy Cruiser will charge gravity well projectors but maintain maximum shielding at all times. TIE/SF and TIE/SA will launch immediately and conduct their assault against the *Lansford*. All lightspeed capable craft will orient in the directly of the closest available hyperspace lane.

4. Service and Support

The 1st Strike Group will maintain a clear launch angle towards the nearest hyperspace lane in order to jump to lightspeed immediately upon navi-computer calculations. All classes of

supply remain at the discretion of each individual vessel's command team.

5. Mission Command

Clan Vizsla has delegated mission command to each vessel's command team. Each individual commander is expected to use disciplined initiative while meeting the operations overall intent of escaping to hyperspace. Upon successful competition of hyperspace calculations, each individual hyperspace capable craft is authorized to make a jump to lightspeed. This will occur with or without the assault forces return to the Immobilizer.

Original Signed//Published to Strike Group
Roark
Grand Master/Consul of Vizsla

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{SA: MVL - MVLD - MVPH - MVW - DPE - DPV - SVWP}

Annex A

Sources

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16. Roark Image: Sarin's commission.

17. Oligard's Image: Sarin's commission

18. Vizsla Logo: DJB Wiki

19. Collective Logo: DJB Wiki