Emerald Rancor

A Clan Vizsla Space Engagement

Situation

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.

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.

Friendly order of battle

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.

Table of Equipment

- 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

*Note: TIE/SF and TIE SA Bomber Squadrons not shown on graphic for scale.

Enemy order of battle

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.

Table of Equipment

- 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*

*Note: Fighter and Bomber Squadrons not shown on graphic for scale.

Fighter/Bomber Comparison

The Battle Group Elysium possesses a numerical superiority in fighter capability in comparison to the Vizsla 1st Strike Group.

Quadrijet Bomber Squadron

5 Squadrons
T-70 X-wing Starfighter

4 Squadrons
Z-95 Headhunter

2 Flights
Kom'rk-class Fighter

TIE/SA Bomber Squadron

TIE/SF Starfighter Squadron

Concept of operations – the battle plan

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.

* Note: Clan Vizsla anticipates a near or total losses of the assault force. These losses, while significant, will provide a delaying action for the fleet to escape.

- Grand Master Declan Roark: 1120
- Warlord Rulvak Qurroc: 14025
- Colonel Arcia Cortel: 3463
- Clan Vizsla

Emerald Rancor. Shoot First.