

Strike Team Ysal

Sit-Rep Aurek:Enemy Disposition

Force Composition: Guavian [Death Gang]

Guards

The enemy in this operation are guards from the Guavian Death Gang, also known as Guavian security soldiers, or Guavian Enforcers. They are organized into squads of eleven (11), assumed to be led by a squad leader, which is subdivided into two teams of five (5) for maneuver and command-and-control purposes.

Enforcers are humans that have undergone cybernetic enhancement that includes a "second heart" (in the form of an arterial chemical shunt worn on the leg) which facilitates delivery of combat-performance enhancing drugs. Their cybernetic armor makes them immune to a blaster's stun setting, as well as providing up to ten (10) minutes of environmentally-sealed breathing (vacuum or submarine).

Armament is fairly uniform among the Guavians, with the majority armed with Tostovin Munitions *percussive cannons*. While functionally blasters, the bolts offer a high yield detonation on impact compared to the average blaster. They are also armed with Tostovin *micro grenade launchers* (MGLs) to serve as a mass-casualty-producing and area-suppression weapon. Due to the nature of the MGLs, they are expected to have one per five-man team; two (2) per squad .

Analysis:

- *Highly durable*
- *Excellent firepower sustainability and killzone control*
- *Vulnerable to suppressive engagement, subterfuge, and mental manipulation*

Enemy Situation:

A detachment of the Guavian Death Gang is currently guarding a shipment of two hundred (200) T-7 Ion Disruptor Rifles loaded on a CR70 Corvette, docked inside a hangar attached to the Garganta Galleria Casino Hotel on Dandoran. The Guavians are divided into six (6) squads of eleven (11): two (2) in the hangar with the corvette, and four (4) more located in other nearby hangars. Within the objective hangar, the Guavians are likely to be split between the main floor and the control room (and its attached gantries). They are expected to resist and guard the shipment until they have sustained approximately 90% casualties. Time until reinforcement by the adjacent squads is estimated between two to six minutes (2-6 mins) depending on proximity.

- [ADDENDUM A] There are no apparent forces of either the Principate or Revenants protecting the ship or otherwise involved in its present state. It is unknown if Py'zah the Hutt's security personnel will get involved in the event of a confrontation. There is unlikely any forces aboard the CR70, assuming the Guavians are the organic crew. This makes getting aboard the corvette the top priority.



Most Likely Course of Action (MLCA):

The Guavians will defend the hangar in loose formations using scattered available cover. Once they have sustained 50% casualties OR recognize a serious effort for the ship, they will call for assistance from the adjacent squads. The squads will then attempt to flank and envelop the attacking force in order to neutralize them, preventing capture of the corvette and the shipment.

Most Dangerous Course of Action (MDCA):

The Guavians will defend the hangar behind pre-prepared battle positions using local materials. Upon any hostile contact, they will call for reinforcement to encircle and overwhelm the attacking force. Once the attackers are suppressed, they will complete the neutralization from range with their high-yield weaponry or until the surrender of their opponent(s).

Sit-Rep Besh: Strike Team Ysal Disposition

Oyreia Arronen:

- Primary pilot and explosives technician. Veteran team leader and tactical coordinator.
- Highly skilled ranged combat specialist, unparalleled sharpshooter
- Smuggling expertise, slicing support from Astromech droid, "Remee"

Ruka Tenbriss Ya-Ir:

- Highly skilled and practiced Force User, terrifying in the field
- Close and midrange telekinetic and elemental combat specialist, devastated enemy line remotely before pressing in close
- Juggernaut endurance provides nearly unlimited survivability, to a point

Sera Kaern:

- Experienced Force User and close combat specialist
- Tribal survivalist skills combine with specialization in Force Sense to aid in stealth and tracking of enemy
- Battle meditation synergizes with Marauder specialization to aid in battlefield control and coordination

Leaadra Halcyon:

- Equite Force User with expansive combat experience, mid-range specialist
- Combat focus on telekinetic and mental manipulation through mind trick and terror to break hardened enemies
- Highly skilled practitioner of the shien lightsaber form, nearly impenetrable anti-blaster defense

Severian Principate Auxillary Team

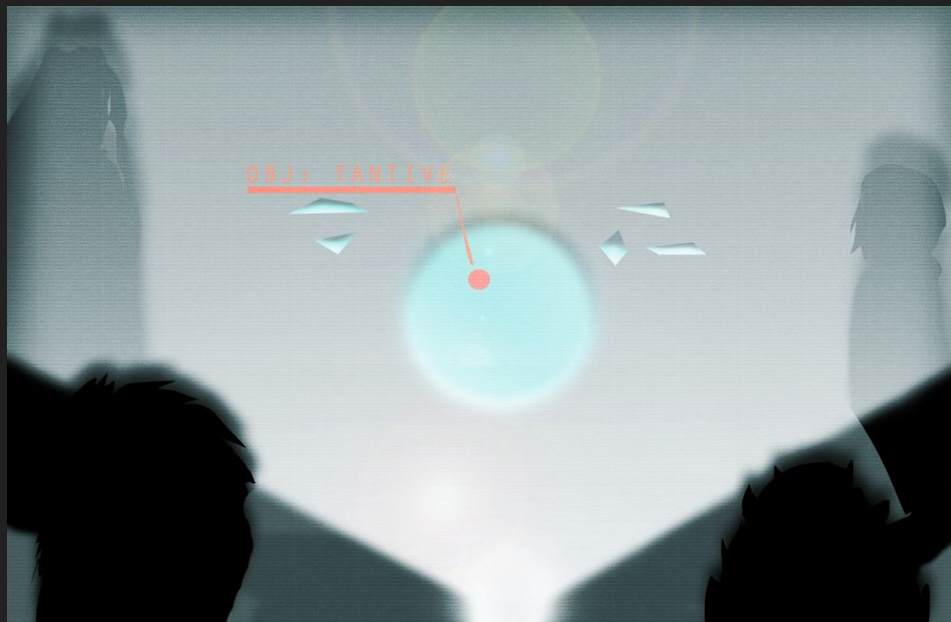
(x6):

- Imperial-style of infantry organization, provision of tactical flexibility and focused firepower through numbers
- Standard plasteel armor and F-11D armament. Reliable, but inflexible.
- Large complement of hand grenades and similar tactical explosives to stun and subdue enemies, with requisite training
- Lack of experience or training to coordinate with or fight alongside Force Users, or adjust to their shock-style tactics

Friendly Situation:

Most likely drop point located three (3) kilometers away from the objective hangar. Previous reconnaissance gave aforementioned (**SEE SITREP AUREK**) information on enemy deployment, so additional recon will only slow down the timetable. Our forces will have to navigate urban terrain up to the hangar, requiring discretion when in full view of the public. We will be operating under nighttime conditions to facilitate infiltration, but be aware that the enemy can use the same shadows if engaged outside of buildings. Available droids will accompany our forces to facilitate any slicing of hangar systems.

NOTE: We are being augmented with Severian forces sympathetic to the Harmonist faction.



Sit-Rep Cresh:Phase One Operational Concept

Mission Objective:

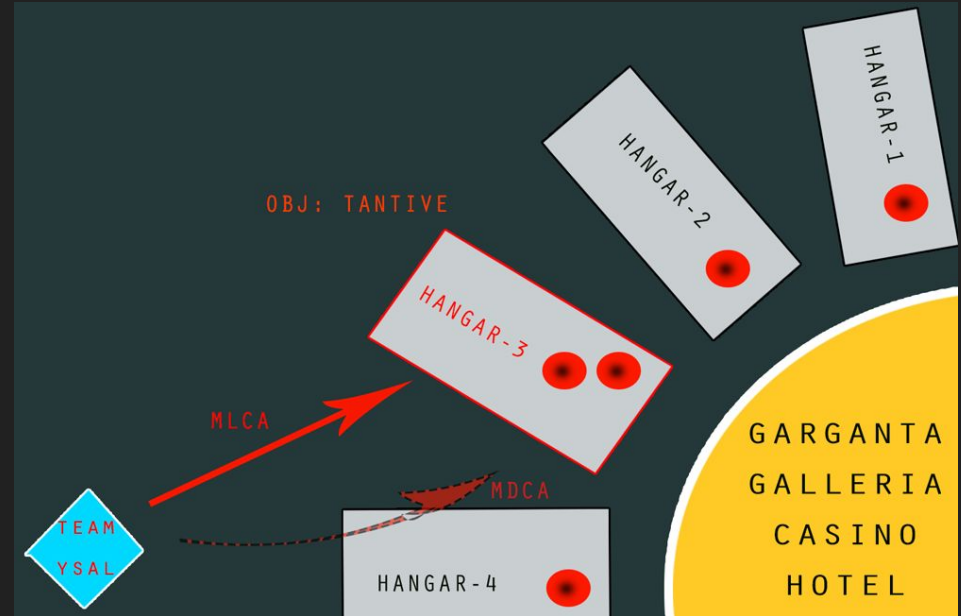
Strike Team (ST) Ysal will deploy to attack the Guavian Death Gang forces, in vicinity of the Garganta Galleria Casino Hotel, in order to commandeer the CR70 corvette (HENCEFORTH: **OBJ TANTIVE**) and prevent the transfer of its cargo into hostile control. The mission to commandeer the corvette begins with ST Ysal located roughly three (3) kilometers away from the Garganta Galleria Casino Hotel and objective hangar. Intended mission start time for 2000 hours, past nightfall, offering some modicum of concealment for movement. Guavian forces are on guard duty at their respective stations, but not actively searching for intruders.



Task 1: Infiltration

ST Ysal will move on foot from their insertion point to the objective hangar, using shadows and breaks in the crowds to avoid direct observation. We will refrain from entering buildings en route in order to avoid being bogged down by choke points, or garnering increased scrutiny from Py'zah's security forces. In the event we are stopped by passersby, guards, or otherwise given any degree of scrutiny, Leeadra will use her advanced skills in Mind Trick to redirect the scrutinizing person(s). This combination will allow us to move undetected and without interference from Hutt security forces in the area.

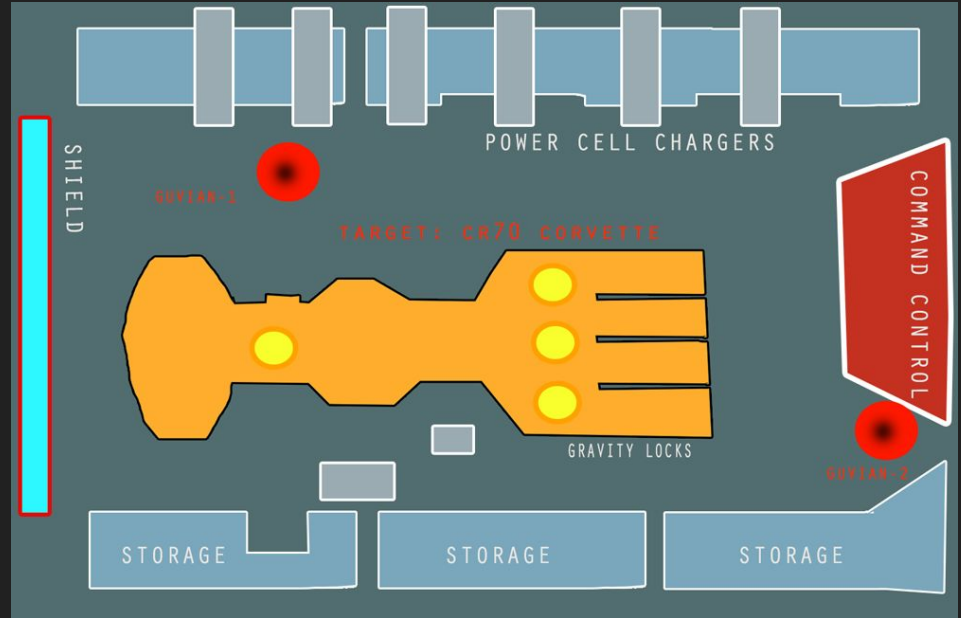
No combat or casualties are expected during this phase. Endstate, we have reached the vicinity of the hangar without alerting the Guavian guards.



Task 2: Breach

This phase begins once ST Ysal has reached the exterior of the hangar. Breaching into the building will be done in one of two areas, and one of four methods, depending on the situation upon reaching the hangar. The preferred breaching area will be at an access point to an external hall, allowing ST Ysal to attack from within and maintain an element of surprise, as the Guavians do not likely anticipate a fully-armed contingent from within the hotel/casino. The alternate breaching point will be directly into the hangar.

Primary method of breaching will be to simply open any available access doors; alternate method, assuming the doors are locked, will be to use available droids to slice the doors to unlock and open them. Contingency to this is use of lightsabers to cut a hole into a door or wall, as the situation dictates. In these first three options, Sera will use her advanced Sense abilities (in conjunction with Ruka) to minimize observation of the breaching point. As an emergency plan, Qyreia will use her Denton charge to explosively breach the hangar. With this contingency, Sera/Ruka should use their Sense ability to maximize damage from the detonation to the Guavians inside. Should this occur, MDCA **SEE SITREP AUREK**) is assumed.

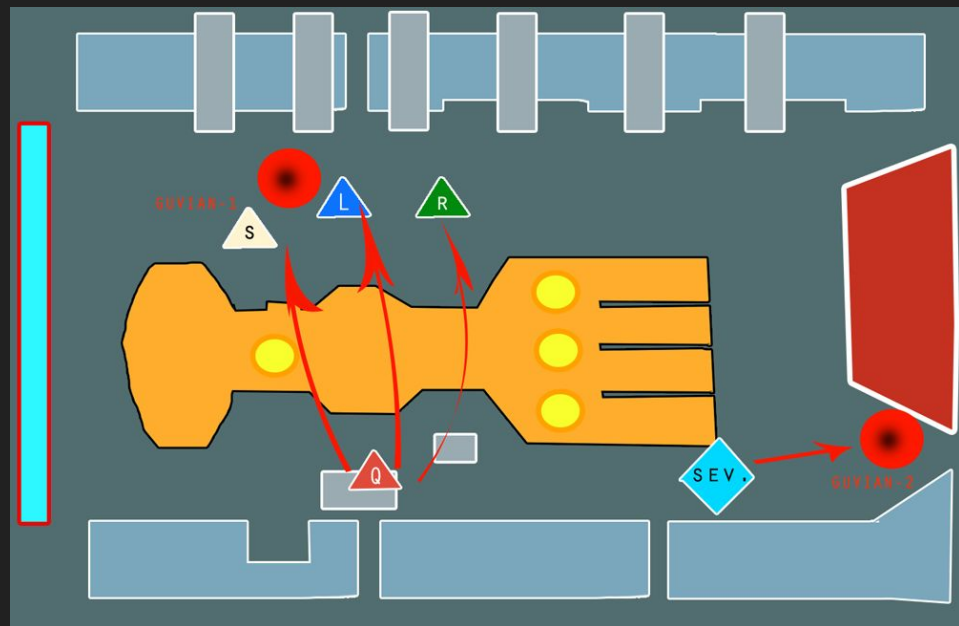


Task 3A (MLCA): Clear and Commandeer

This phase begins upon gaining entry to the hangar. Assuming that Guavian positions have not changed, ST Ysal will divide its forces according to threat locations. As the Force users are primarily melee specialists, their task will be to clear the ground-level squad, supported at range by Qyreia, who can be expected to minimize friendly fire due to experience with this "combined arms" style of combat. The Severian troops will be directed to engage and suppress the Guavian squad on the gantries, where there is anticipated to be little cover, and will not endanger/interfere with the Force users' close combat. Caveat to this, Ruka's advanced Telekinesis capabilities will serve well to eliminate hostiles where blaster fire cannot immediately reach (ex. Guavians visible in the control room). At 50% attrition, the Guavians will call for reinforcement. Two squads can be expected to arrive in two to four (2-4) minutes from nearby hangars, and another two squads four to six (4-6) minutes from more distant hangars.

Once a path is cleared to the control room, R3-M3 "Remeer" will move there and slice the hangar security systems, allowing the deactivation of the shielding barring the hangar door, which will also be opened by the droid, as well as locking down the mechanical access points/doors. Telekinesis may be required if the control room is on an elevated platform via the gantries. The Severian troops will take up defensive positions around OBJ TANTIVE to engage Guavians that attempt to enter the hangar, using the choke points to minimize the enemy's numerical advantage. The Force users will use their lightsabers to sever the securing arm of the gravity locks on each landing strut. This will allow the ship freedom of movement for extraction.

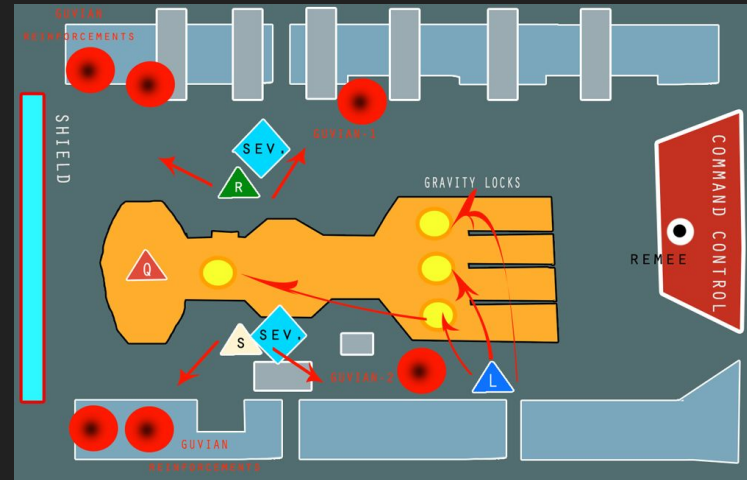
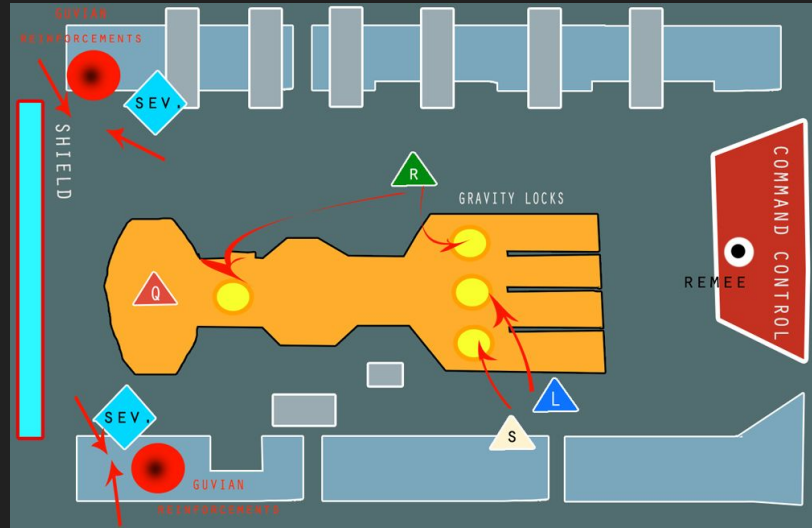
Qyreia will board OBJ TANTIVE and begin startup procedures, effectively ending the phase. Pending startup procedures and friendly clearance, the ventral turbolasers may be used for close-range defensive fires. At least one Guavian squad can be expected by this time, with two squads destroyed in the hangar. Light casualties can be expected among the Severian troops, while the Force users will mitigate incoming fire with lightsabers and barriers.



Task 3B (MDCA): Clear, Commandeer, and Defend

No change to the clearance procedures of the hangar, with understanding that expedience is key. In the MDCA, Guavian reinforcements will be called immediately upon contact. As such, once the hangar is clear – or a sufficient beachhead is secured – ST Ysal will immediately assume a defensive posture. Sera will hold the defense with the Severian troops until the hangar is completely cleared, at which point Ruka will join the defense. They will use their Sense power to guide the defensive forces and engage the enemy at choke points in order to minimize the Guavians' numerical overmatch. Leeadra will be solely responsible for severing the gravity lock mechanisms, barring damages incurred during the initial fight, or wounds sustained that necessitate an alternate lightsaber-user.

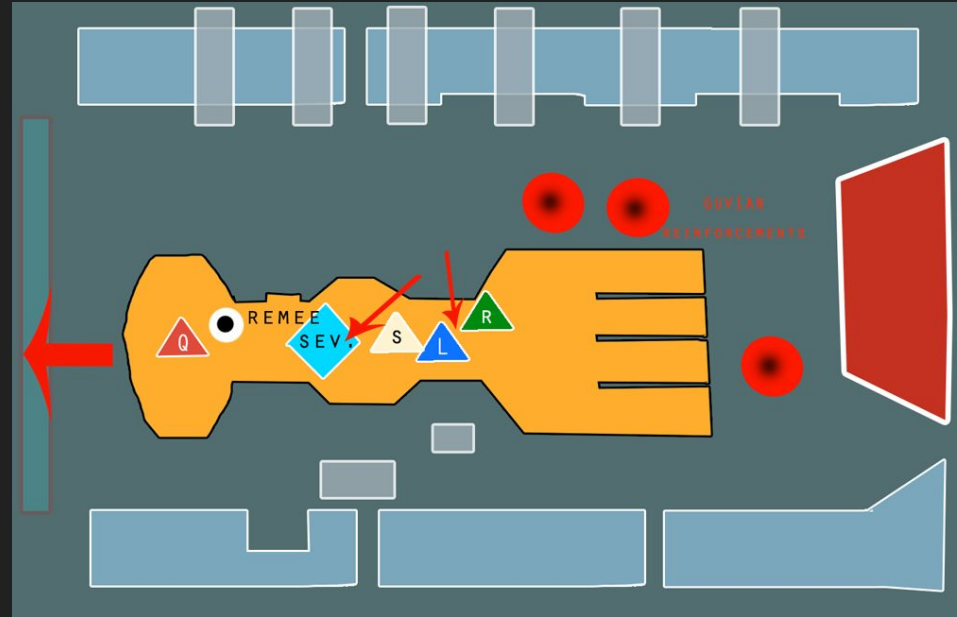
Casualties on both sides can be expected to be marginally higher than the MLCA situation, as the nearest two (2) reinforcing squads can be expected to arrive before OBJ TANTIVE is commandeered or the hangar shield is deactivated. Pending startup procedures and friendly clearance, the ventral turbolasers may be used for close-range defensive fires. No change to Phase 4, save that withdrawal of combat elements to the ship will be simultaneous rather than staged.



Task 4: Extraction

Task 4 procedure remains identical between MLCA and MDCA courses. This phase begins once the hangar has been unlocked and/or OBJ TANTIVE has been commandeered by Qyreia. All forces of ST Ysal will immediately board the corvette, starting with the droid, then the Severians, then the Force users. We can expect light to moderate incoming fire from the Guavians, and some additional casualties among the Severians, as well as moderate to heavy casualties among the Guavians. All friendly wounded will be taken to the medbay onboard the ship and given treatment; Sera will assist via Force Healing as applicable.

The CR70 will then button-up its access points and take off. If Remeé was unable to deactivate the shield, the mounted turbolasers will be used to breach the hangar roof/wall, as able, to create an egress point. Qyreia will then fly the ship out of the hangar and toward the designated coordinates at the edge of the Doran system. These will be available on Qyreia and/or stored in Remeé's databanks. All other personnel not wounded or treating wounds will operate the guns and other systems on the bridge.



Phase One

End State:

Guavian forces unable to influence operations. ST Ysal onboard OBJ TANTIVE en route to the rendezvous location. Overall damage to Py'zah the Hutt's holdings on Dandoran minimized.

Sit-Rep Dorn: Phase Two Operational Concept

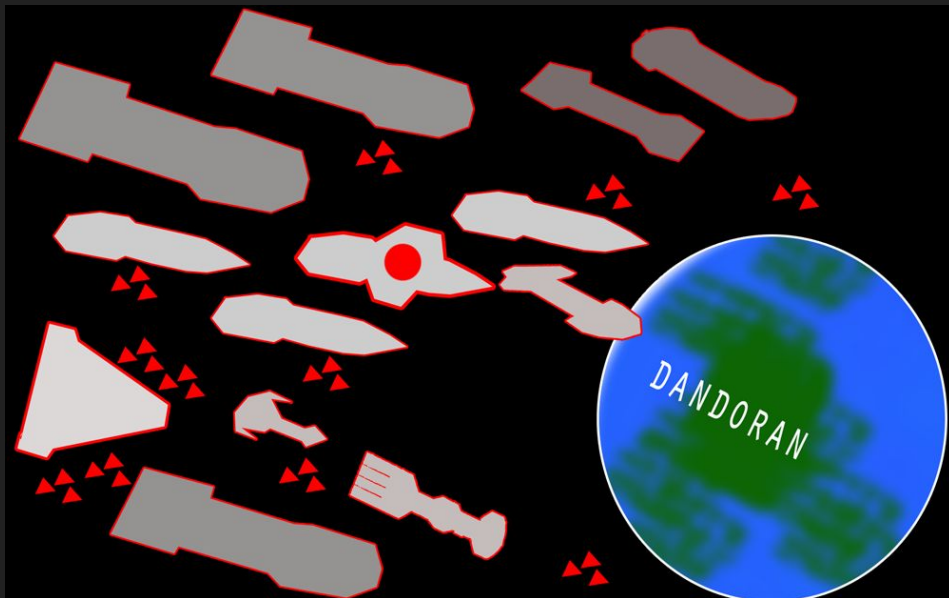
Mission Objective:

ST Ysal, aboard the CR70 *Ysalimir*, will penetrate or bypass the Ravager blockade of Dandoran, and deliver the cargo of T-7 Ion Disruptor Rifles to Harmonist Forces. For this part of the operation, ST Ysal is faced with a situational decision point. As the Ravagers flotilla has an interdicator present, the *Ysalimir* will need to run the blockade in some form or another in order to reach the link-up point with Harmonist forces. This decision will hinge largely on immediate contact with the enemy, and the information provided by scanner sweeps.

Follow-On Enemy Situation:

The Ravagers of the Tenixir Revenants are currently blockading the planet. Their mission is unclear, but it should be assumed that they see any ship not signalling a Tenixir IFF will be engaged on sight. In blockading the planet, they are spread out most densely in equatorial orbit, concentrated most where the Revenants continue to skirmish with the Severian 1st Fleet. The Revenants currently control the skies above the land mass occupied by the Garganta Galleria Casino Hotel. The enemy forces for this part of the operation are as follows:

- 1x **Dreadnought-class Tenixir r50 Heavy Cruiser**
 - 1x Modified RZ-1 A-Wing Squadron
- 2x **Dreadnaught-class Tenixir r40 Heavy Cruiser**
- 3x **Strike-class Tenixir r20 Medium Cruiser**
 - 1x TIE/LN Starfighter Squadron (each; 3 total)
 - 1x Z-95 Headhunter Squadron (each; 3 total)
- 1x **Strike-class Tenixir i30 Medium Cruiser (Interdictor)**
- 3x **Lancer-class Tenixir r10 Frigate**
- 1x **Quasar Fire-class Cruiser Carrier**
 - 2x Modified RZ-1 A-Wing Squadrons
 - 2x Z-95 Headhunter Squadrons
- 1x **Carrack-class Light Cruiser**
- 1x **Marauder-class Corvette**
 - RZ-2 A-Wing Squadron
- 1x **DP20 Coreellian Gunship**
- 2x **Braha'tok-class Gunship**
- 2x **SS-54 Assault Ship Flight**
- 1x **E-9 Explorer Flight**



Ravager Fleet; not to scale

Follow-On Friendly Situation:

After leaving the hangar, OBJ TANTIVE is now in the hands of ST Ysal; thus the ship will in the interim be called the Ysalimir for the remainder of the operation. The ship is currently in the atmosphere of Dandoran and must reach the rendezvous point. While not specifically identified as friendly forces, elements of the Severian 1st Fleet are present in orbit of the planet and are contesting space superiority through limited engagements with the Tenixir Revenants. As such, their assistance should not be expected.

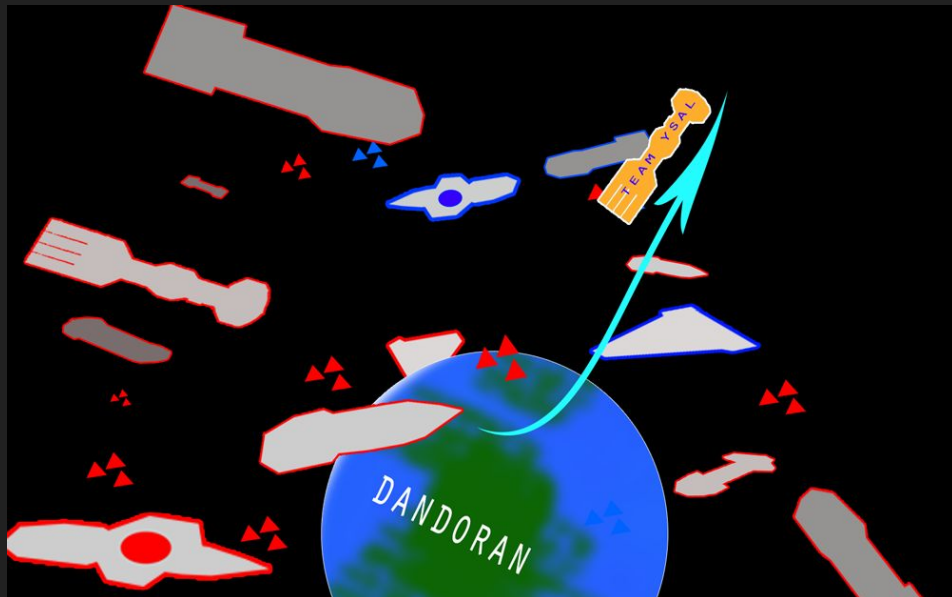
As they are the next best gunners to the ship's pilot, Severian ground troops are currently tasked with operating the weapons systems of the Ysalimir. Ruka, Sera, and Leeadra are thus tasked with monitoring and, if able, operating the support systems of the ship at Qyreia's direction/instruction.

Course of Action 1 (Primary): *Polar Express*

The Ravagers have only sixteen (16) ships to blockade the entire planet of Dandoran, along with twelve (12) starfighter squadrons and three (3) combat support ship flights. In a purely equatorial orbit, and depending on altitudes, that can put hundreds or thousands of kilometers between combat vessels. When trying to screen an entire planetary orb, the issues are compounded exponentially. We will use this to our advantage by extending their lines even further.

Travelling in-atmosphere close to the ground, the Ysalimir will minimize travel distance while maximizing latitude change until it has reached one of either planetary poles. Additionally, for at least a portion of the flight, its energy signature may be masked by ground-based energy signatures from local infrastructure. From there, the ship will change attitude on a vector to leave the atmosphere. Because of the distance requirements relative to altitude, the Ysalimir should come out ahead of any Revenant ships that might be in pursuit. Further, any ships that might be present at the atmo-exit point will be limited in their ability to combat the corvette, much less stop it.

Escape once out of the atmosphere will consist of three parts. First, the ship will get as far away from Dandoran's gravity well and the influence of the Tenixir's Strike-class i30 interdicator. Next, the Ysalimir will make a straight-line jump out of the system in order to dissuade pursuit and deceive observing elements as to the intended destination. Once out of scanner range and generally outside the system, the CR70 will drop out of hyperspace and reorient its trajectory to the rendezvous. This second hyperspace jump will take the corvette to the hand-off point with Harmonist forces, ideally without pursuit or further issue, where we will transfer the cargo.

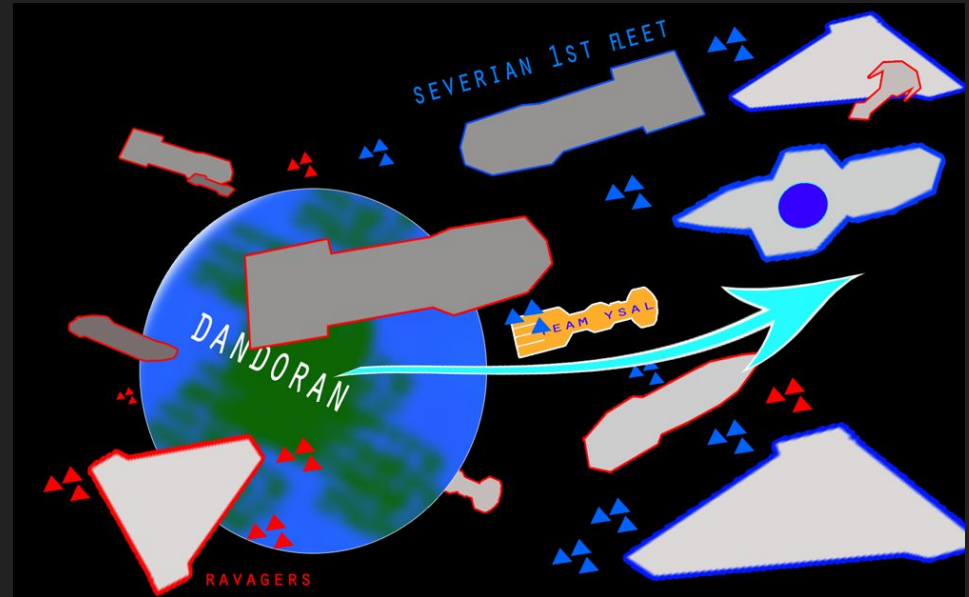


Course of Action 2 (Alternate): *Friends in High Places*

While not fully invested in the planet, the Severian 1st Fleet has been present in Dandoran's orbit nearly since the outset of the incident that called the Brotherhood into the system. As such, they are engaged in a series of probing and indecisive fights with the Revenant forces also in orbit. This offers a window of escape for the Ysalimir in the event that other escape routes have proven either too well covered, or her movements too well shadowed by the Ravagers' ships.

This plan is accordingly a modified version of COA 1. The Ysalimir will locate the Severian fleet and make a low-altitude burn toward their sector of orbital space. We can assume that this will be contested by Revenant ships, but their ability to fight a three-dimensional battle will be limited by the corvette's positioning close to the ground. Once in the 1st Fleet's area of operation, the Ysalimir will angle into the Severian flotilla's position. Given ST Ysal's Harmonist affiliation, the corvette will send a Severian IFF in order to prevent fire from the pseudo-Imperial ships.

As altitude is gained, we can expect increasingly stiff resistance from the Tenixir forces as we eventually break atmosphere. This will be mitigated largely by the preexisting battle with the Severians, which will theoretically occupy most of their attention. Pending breakthrough, we will follow the same plan as in COA 1, making a deception hyperdrive jump, followed by the rendezvous jump. At that point, we will link in with our Harmonist contacts and conduct the hand-off.

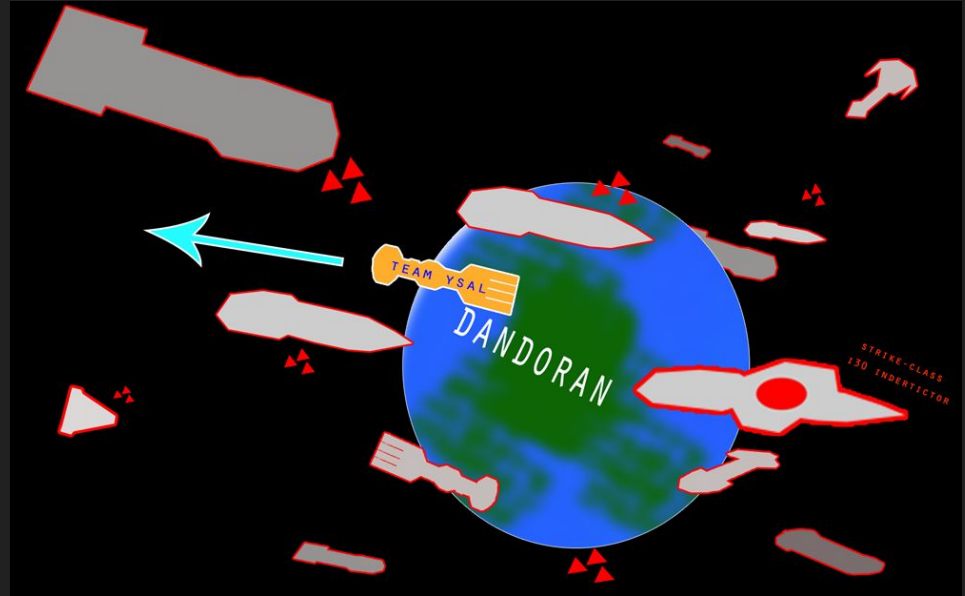


Course of Action 3 (Contingency): Blockade Runner

The least desired, but potentially necessary method, is to simply run the blockade in a straight line. This method places a reliance on three things: 1) limited enemy presence along the escape path, 2) the greater degree of speed and maneuverability of the CR70 relative to larger Revenant ships, and 3) the ability of the Severian troops to effectively engage targets.

Qyreia will pilot the ship in a manner that puts large vessels at extreme range, thus allowing her to potentially dodge the more powerful turbolaser batteries. The Severian gunners will be tasked with engaging starfighters in the immediate vicinity, as the CR70's relatively light shielding and armor will be susceptible to any concerted effort by even weak and outdated starfighters.

Once through the main screen of ships, the Ysalimir will conduct a fighting retreat until all Revenant pursuers have been destroyed or given up on the chase. Critical to this is the lack of gravity well and interdictor influence: while the corvette can risk low-gravity influence on a hyperspace jump, but not the immediate influence of an interdictor could potentially destroy the ship entirely. Once a jump is achieved, however, the plan follows the same course as the above two COAs.



Phase Two

End State:

Ravager forces' blockade bypassed or penetrated. Damage to the Ysalimir and ST Ysal is minimized. Rendezvous with Harmonist forces and hand-off of cargo completed.

Scheme of Command

Succession of command for all Parts and Phases of the operation will be:

Primary: Qyreia Arronen

Alternate: Sera Kaern

Contingency: Ruka Tenbriss Ya-ir

Emergency: Leeadra Halcyon

- *[ADDENDUM A] Severian troops will be under direct control of Arronen as the non-Force user with most experience of working with Force users, and thus will be able to mitigate any risk in the two operating together*