



TEAM CHARLIE

TOP SECRET

**AURORA "AURA" TA'VAR
JAFITS SKRUMM
LOCKE SONJIE
SANGUINIUS TSUCYRA ENTAR**





PHASE I: THE CARGO



OPERATION TRILL ↓

SITUATION, MISSION AND LAYOUT

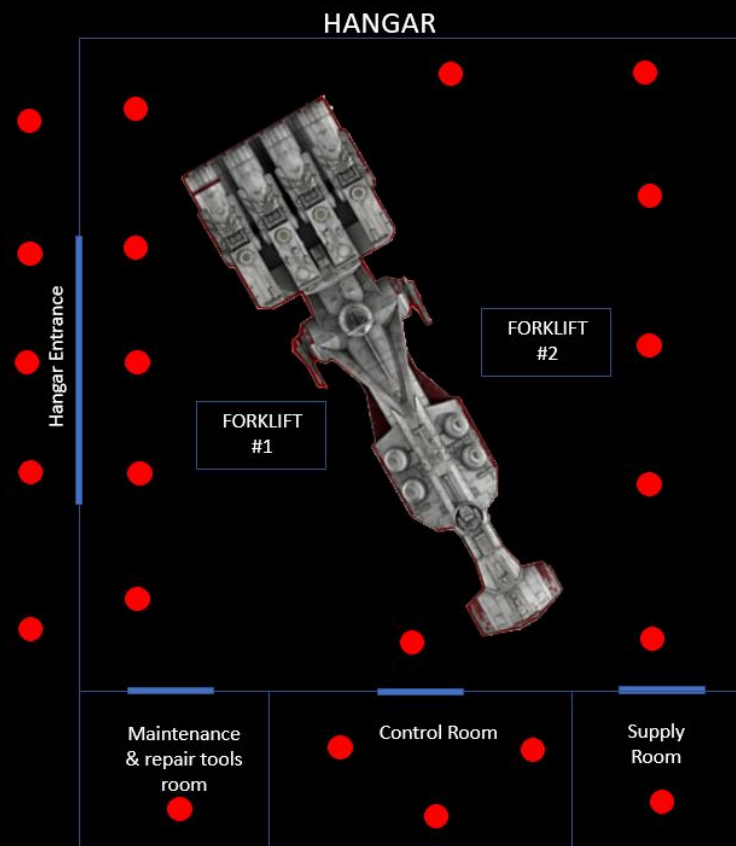
Mission

- Capture the CR70 and escape with its cargo (200 T-7 Ion Disruptor Rifles) to the designated rendezvous coordinates

Situation

- Objective is heavily-guarded by neutral third party
- Nearby hangars can provide enemy backups quickly and efficiently
- Control room controls coordination between hangars and has full control of the CR70's additional security measures
- Hangar is fully equipped and crewed

Layout



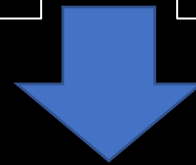
TEAM ANALYSIS

OUR TEAM

- * Jafits Skrumm (Pilot, Operations Lead)
- * Aura Ta'var (Telekinesis specialist)
- * Sang Entar (Human wall)
- * Anya Aldine (Explosives Expert)
- * Lieutenant Colonel Reyna Tarmin (Slicer, Mechanic)
- * Lieutenant Colonel Jacinta Ni'Eriia (Commander)
 - * Major Severian Ground Trooper
 - * Major Severian Ground Trooper
- * Reaver Kalee Reechi (Subterfuge)
- * Eminent Amara Cirrus (The Muscle)

ENEMY TEAM

- * 2 squads (~22 men) of Guavian Security Soldiers guarding the CR70
- * Support personnel, droids, and standard hangar security
- * Up to 4 additional squads of Guavian Security Soldiers in nearby hangars



Summary:

- * Additional backups in nearby hangars must not allowed to be called
- * Must use hangar to our advantage to even the odds
- * Trickery and a highly skilled ops team == quick, successful heist

The Layout

Based on our intelligence report the CR70 has the following additional security measures:

- * Gravity lock
- * Deflector Shield

Notable mentions:

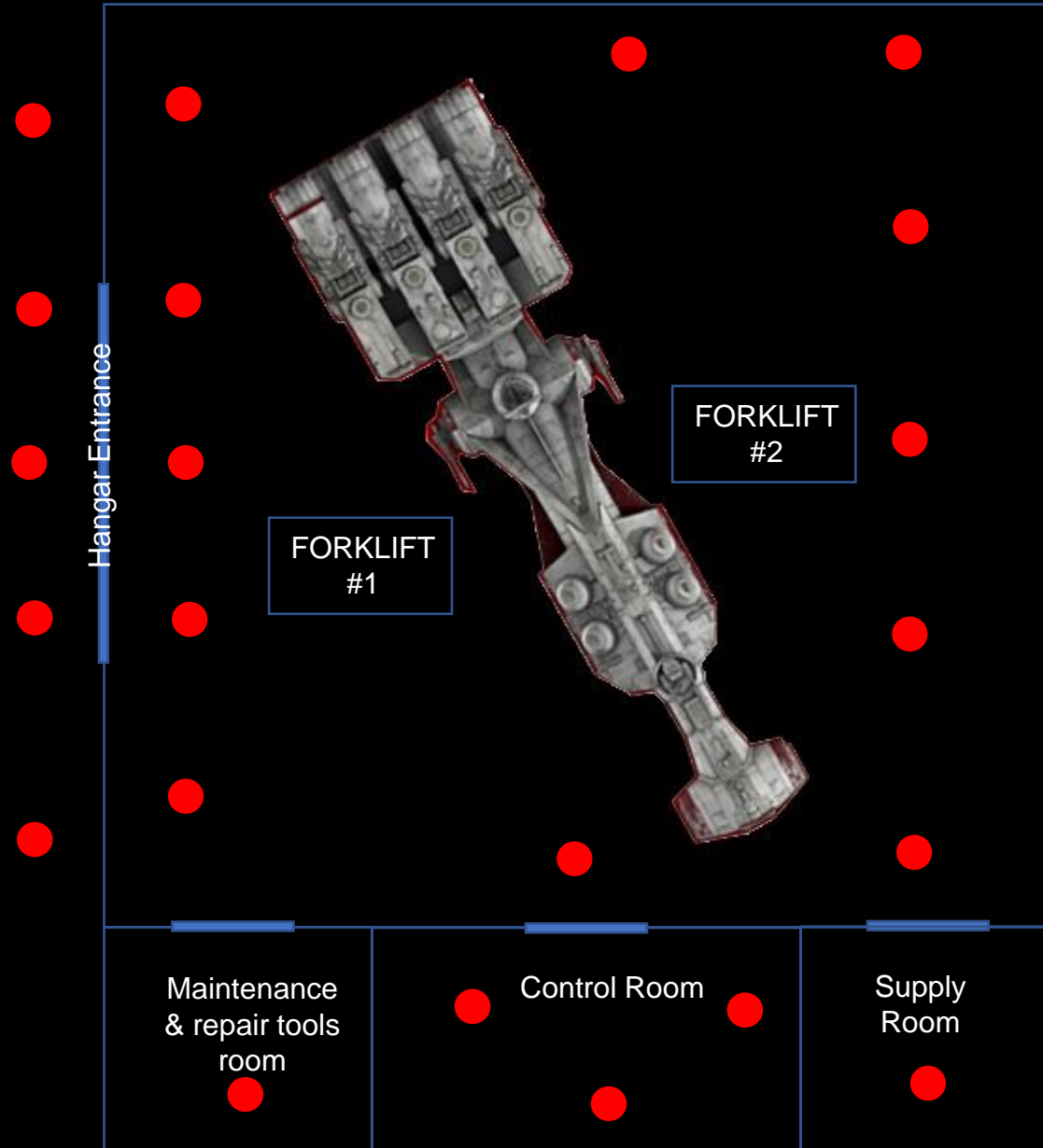
- Fork lifts
- Power cell chargers line walls and deck
- Control room monitors all activity

Operation Details



- The operation code name is Trill (aurabesh letter that resembles the shape of triton), since it will harness three disguises to infiltrate the hangar.
- The team will be divided into two teams:
 1. Alpha team, who will do the infiltration and diversion
 2. Bravo team or strike team that will assist Alpha team in completing the objective
- The details of Operation Trill will be explained in the next pages

HANGAR



Stage I: Get in the Position!

10:55 – 11:00

Alpha Team (5 members) disguise as:

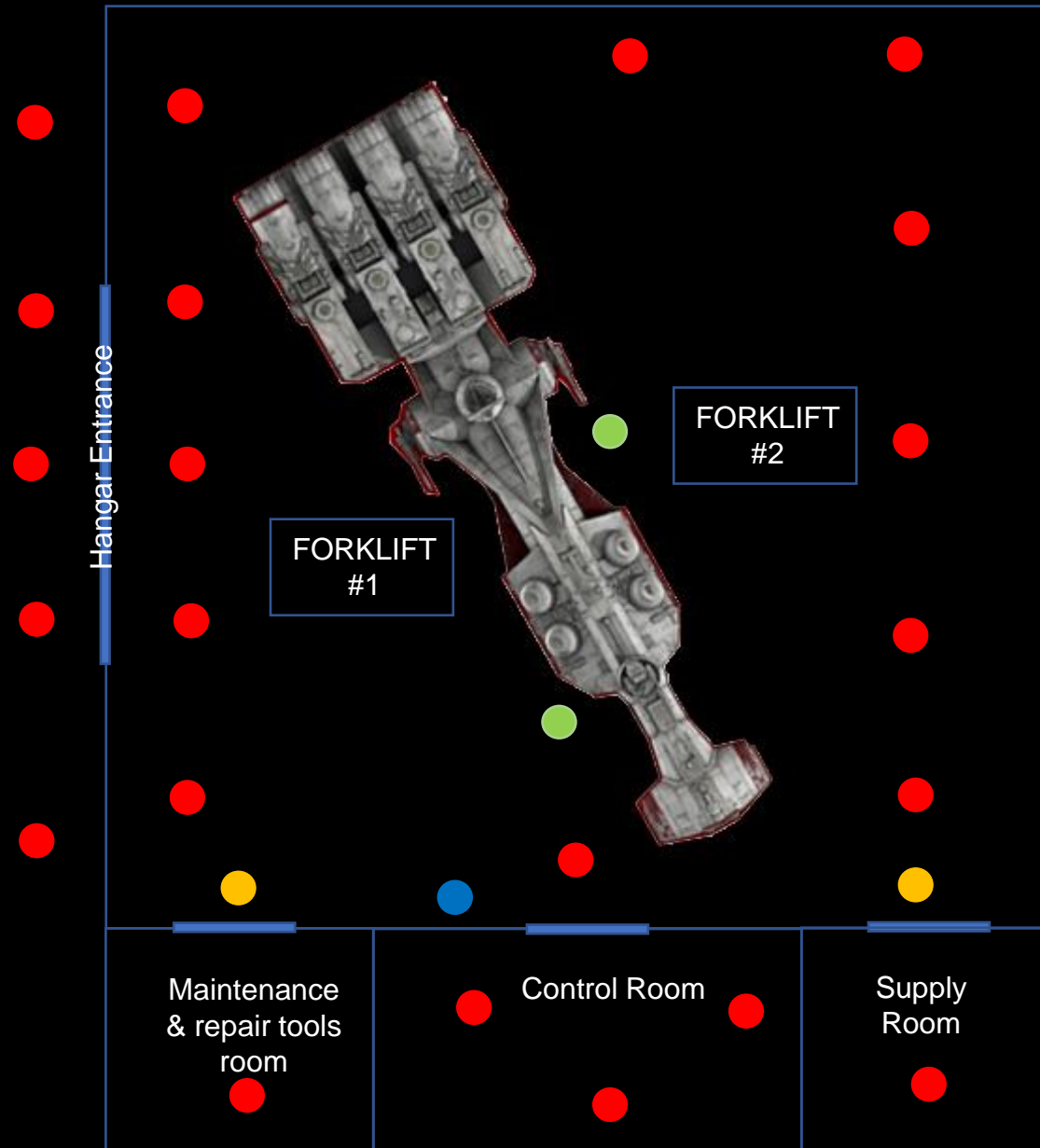
● = Janitor

● = Corvette mechanics

● = Supplies delivery men

- Alpha team (minus delivery men) are to go to their positions as seen in this layout
- The janitor will do the cleaning in front of the Control Room
- The mechanics are to conduct maintenance check on the CR70
- Later, the delivery men will arrive at 1100, bringing supplies to maintenance and supply room

HANGAR



Stage II: Packages are delivered!

11:00 – 11:03

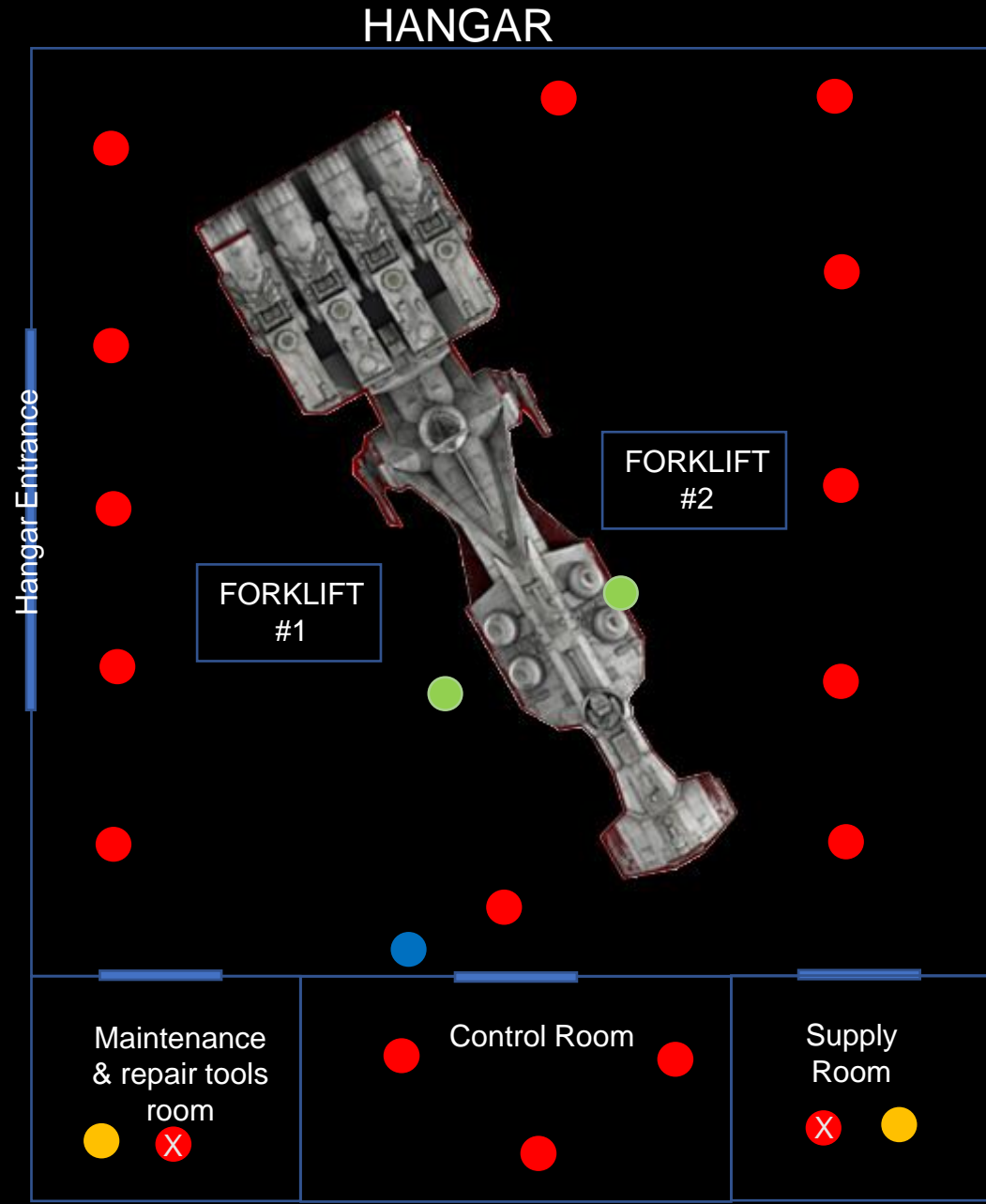
Alpha Team:

● = Janitor

● = Corvette mechanics

● = Supplies delivery men

- The delivery men will paralyze the guard in each room unnoticed
- Then they will set up fire as diversion



● =



Stage III: Come on Baby Light My Fire

HANGAR

11:04 – 11:05

Alpha Team:

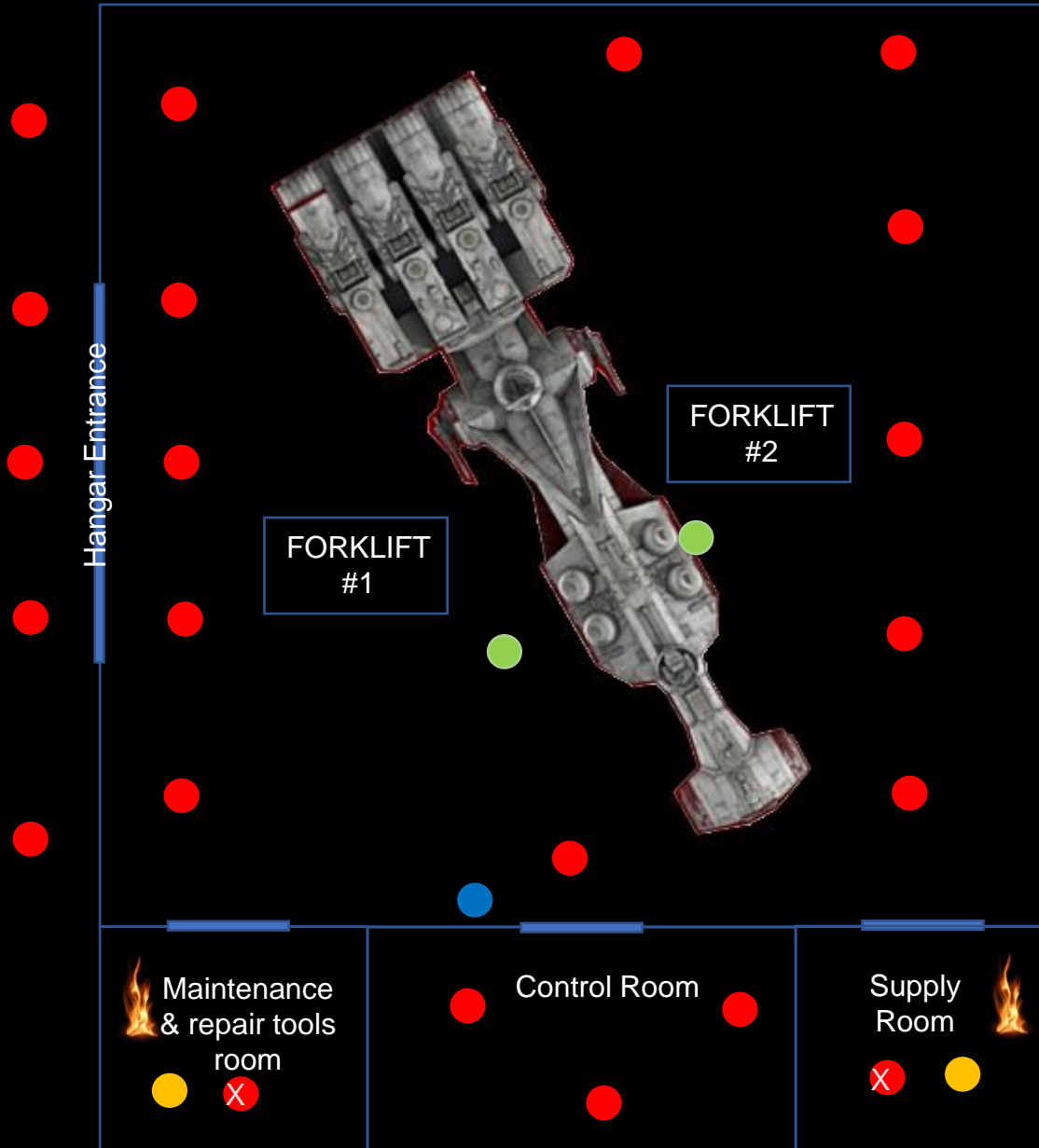
● = Janitor

● = Corvette mechanics

● = Supplies delivery men

🔥 = Fire as diversion

- The diversion fire will be lit at 1104 and will trigger fire alarm in 10-20 seconds
- The mechanics and janitor are ready on their positions to do their part



● =



Stage IV: Smoke & Fire!

11:05

Alpha Team:

● = Janitor

● = Corvette mechanics

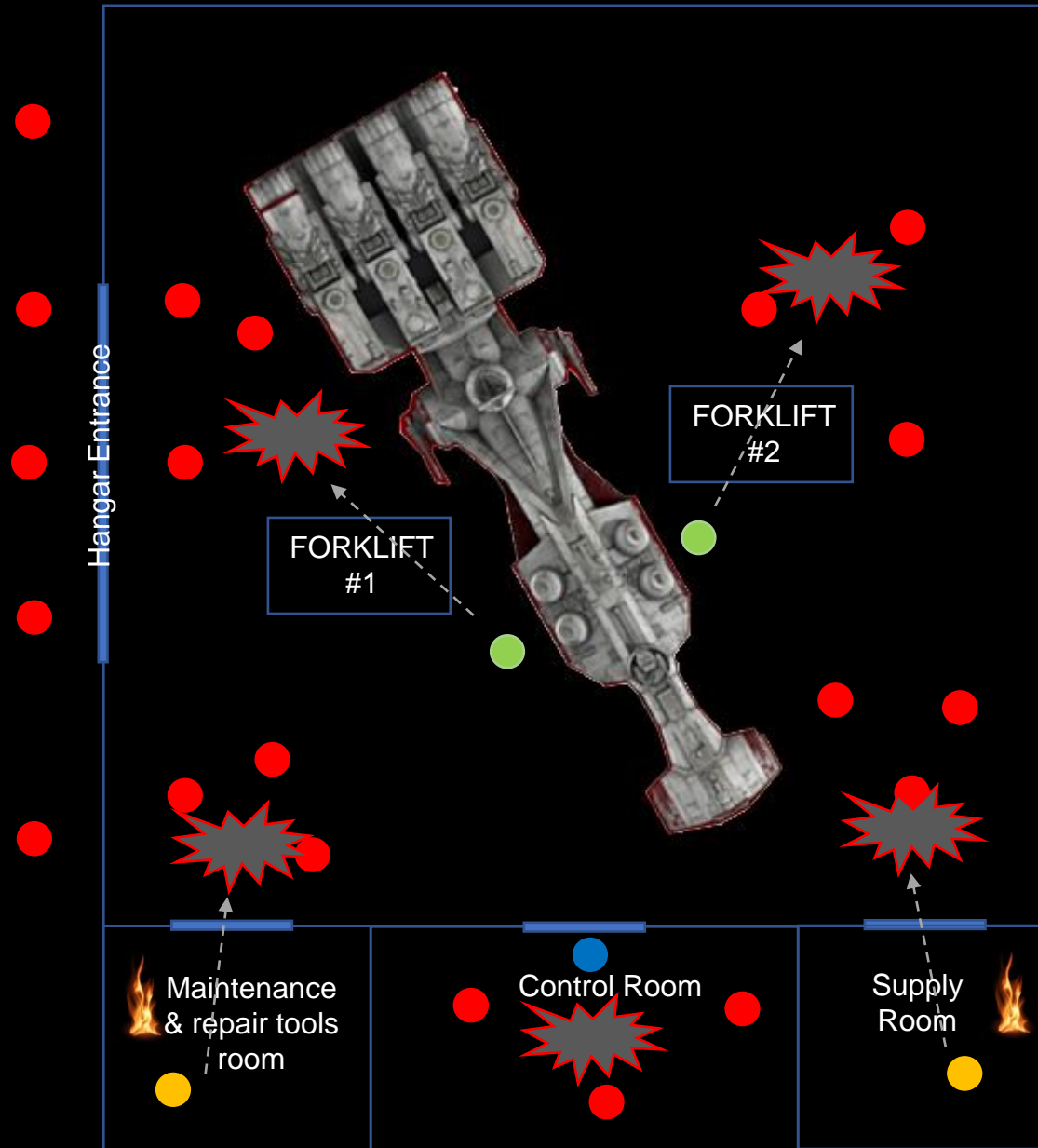
● = Supplies delivery men

☄ = Smoke/flash grenade

🔥 = Fire as diversion

- Alpha team members are to throw smoke/flash grenade (or both) to the security guards to hinder their movement
- Alpha team are to hold their position until the strike team/Bravo team arrives

HANGAR



Stage V: Here Comes the Cavalry!

11:05

Alpha Team:

● = Janitor

● = Corvette mechanics

● = Supplies delivery men

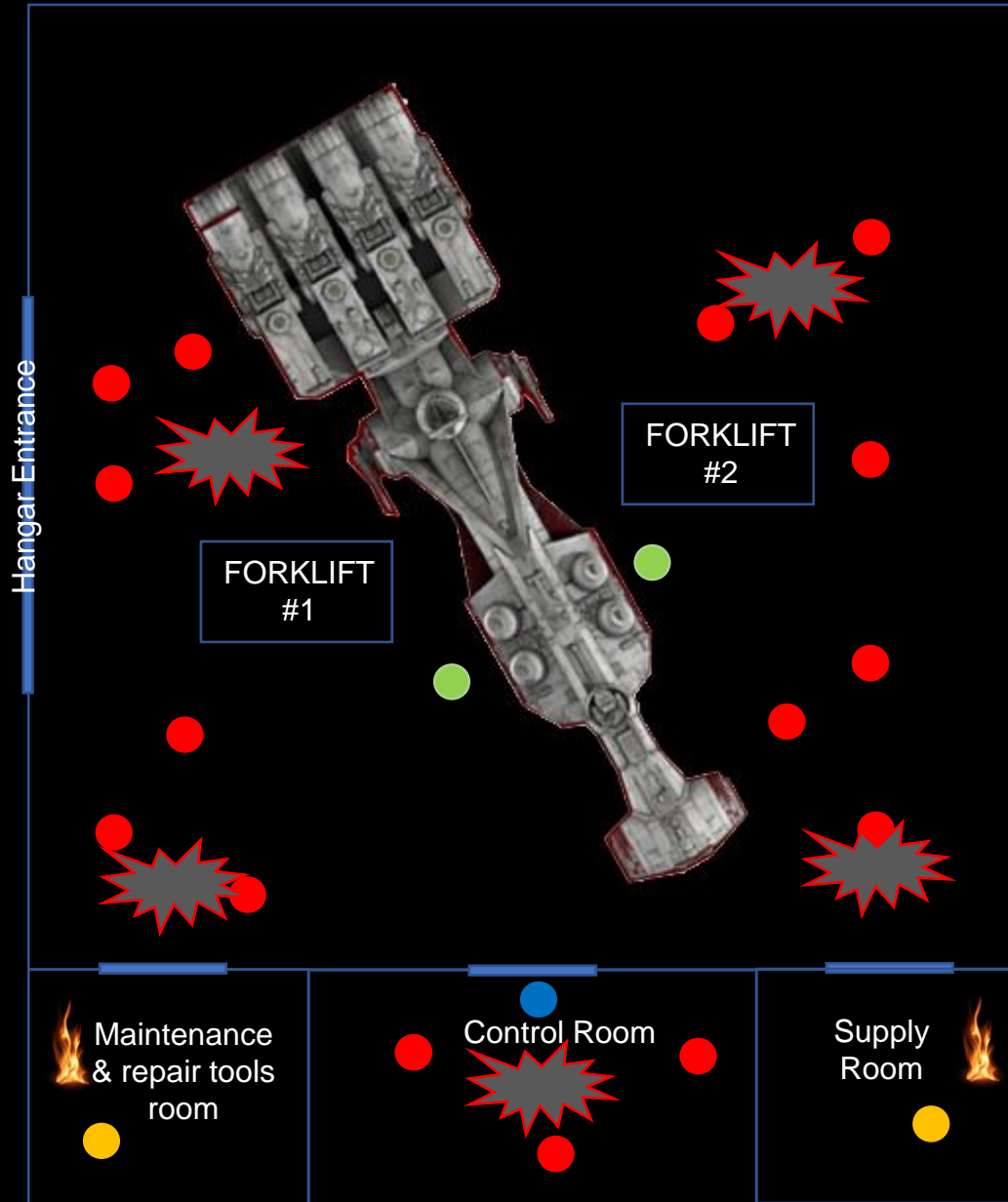
☄ = Smoke/flash grenade

🔥 = Fire as diversion

● = Strike Team / Bravo Team

- At the same time, Bravo Team are to engage the security guards at the hangar entrance
- Once the entrance guards are compromised, Bravo Team will enter the hangar and assist Alpha Team in securing the hangar with control room as their top priority

HANGAR



Stage VI: Area is Secured!

11:08

Alpha Team:

● = Janitor

● = Corvette mechanics

● = Supplies delivery men

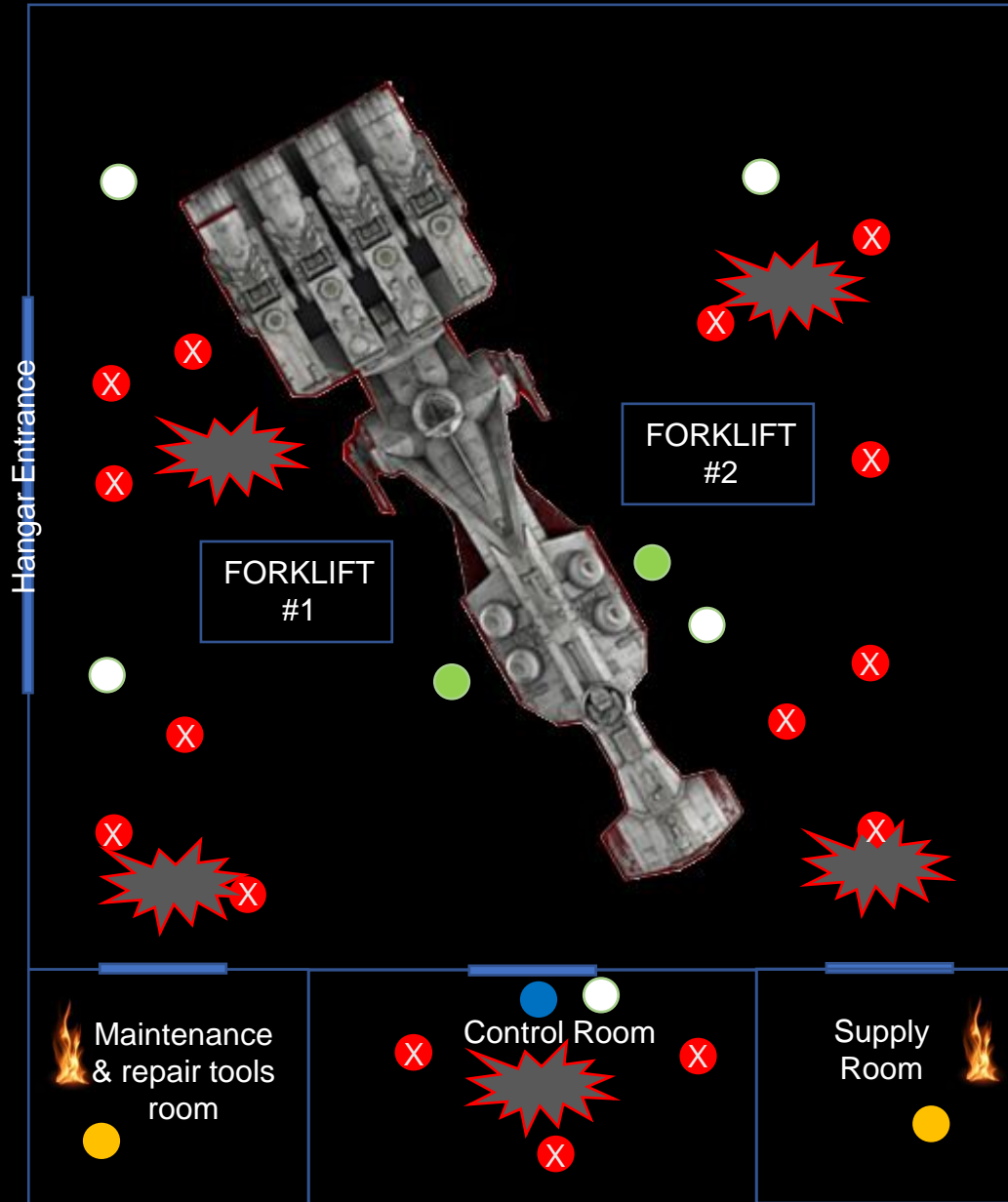
☄ = Smoke/flash grenade

🔥 = Fire as diversion

● = Strike Team / Bravo Team

- Once the area is secured, member in Control Room is to unlock the gravity lock and uplift the deflector shield while pilot prepares to fly the CR70
- The operation must finish under 9 minutes

HANGAR



● =



PHASE I: CLOSING

Final Result

- Hangar secured for takeoff
- CR70 secured and freed to take off
- Team boards CR70 and flies to rendezvous point

Contingency Plans:

- If the undercover team members' covers are blown too early and not everyone is in position, prioritize the control room first and leverage the fork lifts more as cover until cavalry arrives
- If a diversion can not be set off on schedule, a team member near the ship will cause an additional diversion so the plan can proceed
- If the guards are not being cleared out fast enough, the TK specialist, with support from the Human wall, will utilize the power cell chargers and forklifts to remove threats more quickly

Chain of Commands and Communications

- Jafits Skrumm is the Operations Lead
- All other team members, with the exception of Ground troopers, report directly to Operations Lead
- Ground troopers report to Lieutenant Colonel Jacinta Ni'Erilia
- Secure, encrypted commlinks will be used to coordinate all facets of the mission

Operational Success Criteria

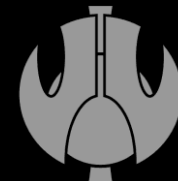
- Diversion is successful
- Control room secured before backup requested
- Security measures successfully removed from CR70
- CR70 is still flyable at end of mission

Operational Failure Criteria

- Control room successfully calls for backup from other hangars
- Control room systems are damaged to the point that the CR70 can not be freed
- Slicer/Mechanic dies before freeing the CR70
- CR70 can no longer fly



PHASE II: THE BLOCKADE



OPERATION XESH 

SITUATION, MISSION AND MAP

Situation

After a successful operation, CR70 leaves the planet Dandoran with the cargo. However, the Ravagers are blockading the planet

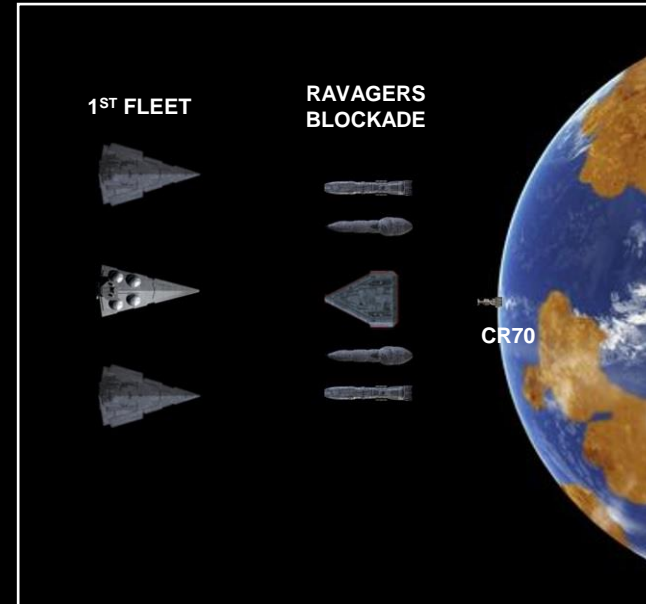
Mission

Your objective is to escape and ensure your faction gets the rifles. Run the blockade, defeat the enemy, bribe them, or any other creative solution will do. The method by which you are able to escape does not matter - only that you escape.

Action

Since it is impossible to run through the blockade, CR70 will signal the Severian Principate 1st Fleet to break through the Ravagers blockade

MAP





ORDERS OF BATTLE

1st Fleet (Severian Principate Forces)

Summary

Capital ship:

- Imperial I-class Star Destroyer x1 (ISD)
- Imperial II-class Star Destroyer x1 (ISD)

Heavy Cruiser:

- Victory-class Star Destroyer x2 (VSD)
- Interdictor-class Star Destroyer x1 (INT)

Medium Cruiser:

- Free Virgillia-class Bunkerbuster x2 (FRV)

Light Cruiser:

- Carrack-class Light Cruiser x2 (CAR)

Frigate:

- EF76 Nebulon-B Frigate x2 (FRG)

Gunship:

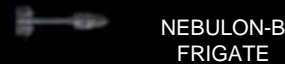
- Raider I-class Corvette x3 (RCV)

Total: 14 ships

Number of starfighters:

- TIE/LN Starfighter x132 (Fighter)
- TIE/I Interceptor x24 (Interceptor)
- TIE/B Bomber x36 (Bomber)
- TIE/D Defender x24 (Heavy Fighter)

Total: 216 starfighters (18 squadrons)



ORDERS OF BATTLE

The Ravagers (Tenixir Revenant Forces)



Summary

Heavy Cruiser:

- Dreadnaught-class r50 Heavy Cruiser x1 (DRE r50)
- Dreadnaught-class r40 Heavy Cruiser x2 (DRE r40)

Medium Cruiser:

- Strike-class i30 Medium Cruiser x1 (STR i30)
- Strike-class r20 Medium Cruiser x3 (STR r20)

Light Cruiser:

- Carrack-class Light Cruiser x1 (CAR)

Carrier:

- Quasar Fire-class Cruiser Carrier x1 (QUA FCC)

Gunship:

- Lancer-class r10 Frigate x3 (LAN)
- Marauder-class Corvette x1 (MAR)
- DP20 Corellian Gunship x1 (CRL GUNSHIP)
- Braha'tok-class Gunship x2 (BRH GUNSHIP)

Total: 16 ships

Number of starfighters:

- Z-95 Headhunter x60 (Fighter)
- TIE/LN Starfighter x36 (Fighter)
- Modif. RZ-1 A-wing x36 (Interceptor)
- RZ-2 A-wing x12 (Interceptor)

Total: 144 starfighters (12 squadrons)



DREADNAUGHT

DREADNAUGHT-
CLASS
HEAVY CRUISER



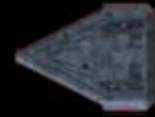
STRIKE-CLASS
MEDIUM CRUISER



LANCER-CLASS
FRIGATE



QUASAR FIRE-
CLASS
CRUISER CARRIER



CARRACK-CLASS
LIGHT CRUISER



MARAUDER-CLASS
CORVETTE



CORELLIAN
GUNSHIP



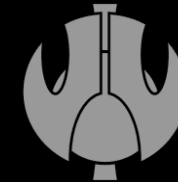
BRAHA'TOK-CLASS
GUNSHIP





ORDERS OF BATTLE ANALYSIS

Battleship Comparison



1st Fleet (Severian Principate Forces)

Strengths:

- Capital ship; Star Destroyer: I-class x1 & II-class x1
- Victory-class Star Destroyer x2
- Interdictor-class Star Destroyer (Immobilizer 418-class Heavy Cruiser) x1 with gravity well projectors
- Better composition and firepower of battleship

Weaknesses:

- Slightly outnumbered (14 ships vs 16 ships)

Opportunities:

- Free Virgillia-class Bunkerbuster x2
- Raider I-class Corvette x3

Threats:

- Dreadnaught-class r50 Heavy Cruiser x1
- Dreadnaught-class r40 Heavy Cruiser x2

The Ravagers (Tenixir Revenants Forces)

Strengths:

- Dreadnaught-class r50 Heavy Cruiser x1
- Dreadnaught-class r40 Heavy Cruiser x2
- Quasar Fire-class Cruiser Carrier x1
- A numerical advantage (16 ships)

Weaknesses:

- No capital ship, only Cruisers and Gunships
- Less firepower
- Lancer-class Frigate* x3 (anti-fighters not pure battleship)

Opportunities:

- Braha'tok-class Gunship x2
- Marauder-class Corvette x1

Threats:

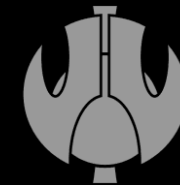
- Star Destroyers x2
- Victory-class Star Destroyer x2
- Interdictor-class Star Destroyer x1

Analysis: Based on above data, 1st Fleet forces will dominate in battleships combat against the Ravagers forces. We can use this advantage in achieving our mission to crush the Ravagers blockade.

*Note: Lancer-class frigate is included in battleship comparison due to its size, however it is only equipped with lots of laser cannons which is common in anti-



ORDERS OF BATTLE ANALYSIS Starfighter Comparison



1st Fleet (Severian Principate Forces)

Strengths:

- TIE/I Interceptor x24
- TIE/D Defender x24
- Better composition and specification of starfighters
- A numerical advantage (18 squadrons)

Weaknesses:

- TIE/LN Starfighter

Opportunities:

- TIE/B Bomber x36

Threats:

- RZ-2 A-wing Interceptor (The Ravagers)

The Ravagers (Tenixir Revenants Forces)

Strengths:

- RZ-2 A-wing Interceptor x12

Weaknesses:

- Z-95 Headhunter
- Lack of starfighter composition (no bomber)
- Outnumbered (12 squadrons)

Opportunities:

- Modified RZ-1 A-wing x36

Threats:

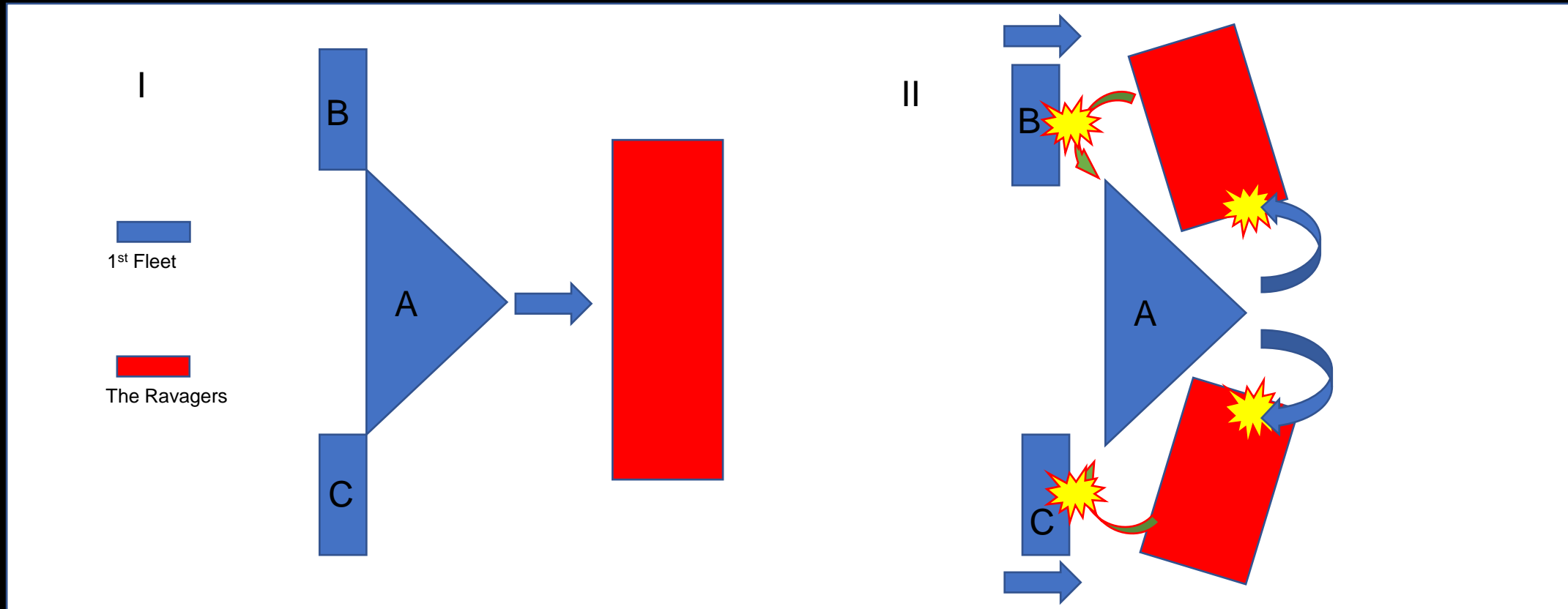
- TIE/I Interceptor (1st Fleet)
- TIE/B Bomber (1st Fleet)
- TIE/D Defender (1st Fleet)

Analysis: Based on above data, 1st Fleet forces will dominate in starfighters combat against the Ravagers forces.

Option #1, since The Ravagers have many Gunships, we order our starfighters only to protect our battleships, not to attack enemy battleships.

Option #2, if enemy starfighters attack the stolen CR70, we will dispatch 1st Fleet starfighters to defend the Corvette.

CONCEPT OF OPERATION



This section explains the basic concept of operation (code name: Operation Xesh) as 1st Fleet will be using battle formation resembles the shape of Xesh letter (triangle) in Aurebesh, hence the name.

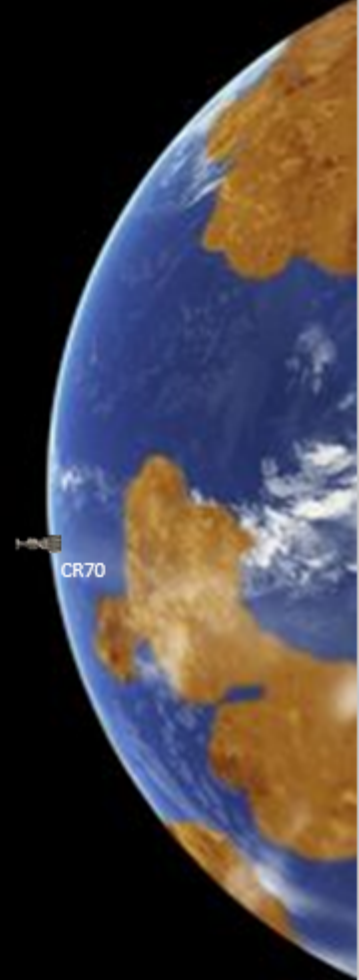
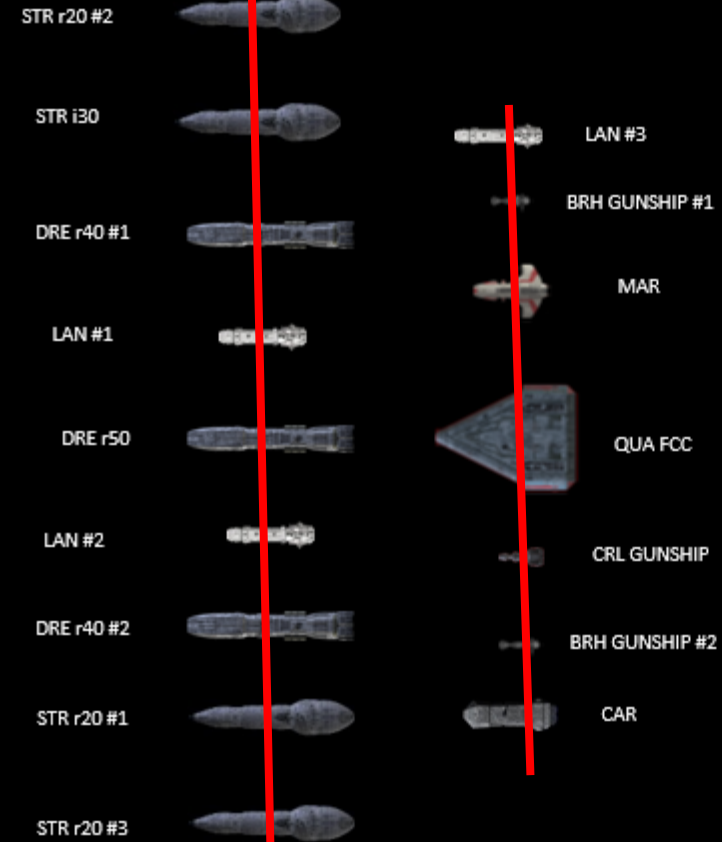
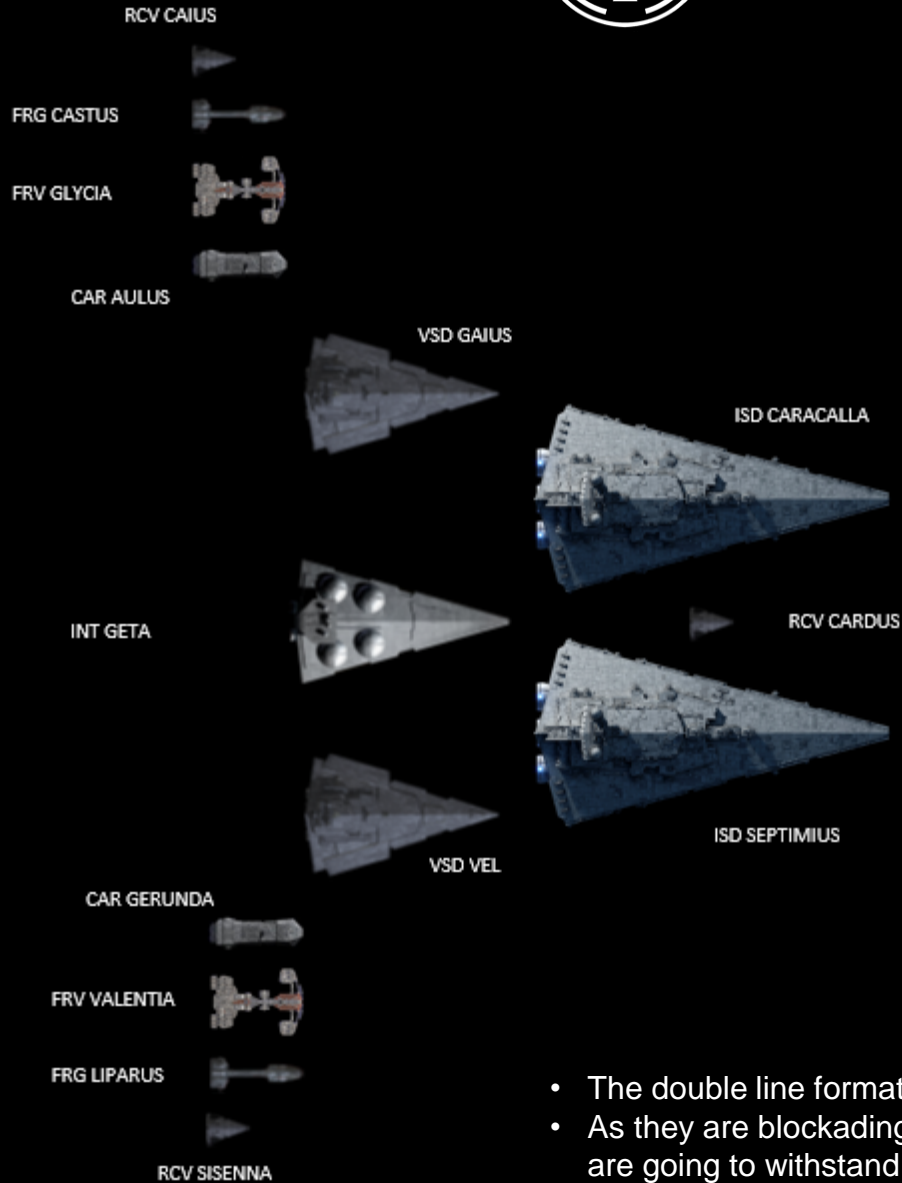
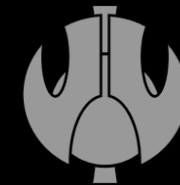
- Image I shows the Xesh formation used to attack on the Ravagers' blockade
- The focus is to smash through the enemy blockade on the middle lane by using capital ships in Xesh/triangle formation (A), therefore expect the middle lane to be the most intense battle zone
- B and C contain support ships (frigate, corvette, and light cruiser), flanking behind the capital ships (A)
- To anticipate enemy counterattack by flanking A from both sides as seen in image II, B and C will move forward to crush the enemy counterattack
- After successfully breaking through the blockade, 1st Fleet will turn the battle into their favor
- The details of each stage of the battle plan will be explained in next pages





THEATER OF WAR

1st Fleet vs The Ravagers

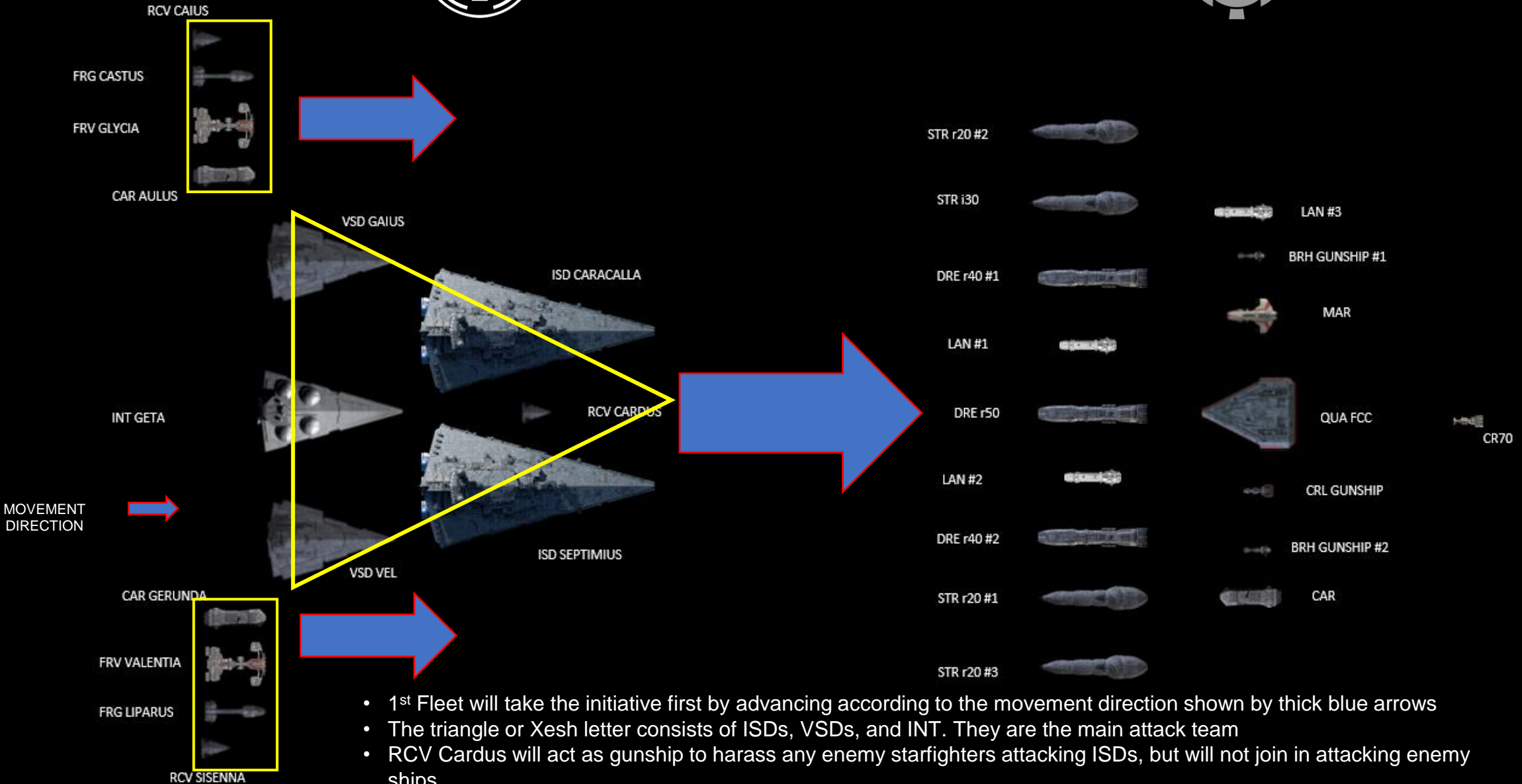


- The double line formation used by The Ravagers fleet can be seen in above figure
- As they are blockading the planet Dandoran, they are on the defensive and thus are going to withstand their position
- The 1st Fleet are on the offensive using the Xesh formation as explained previously



STAGE 1: STRIKE FIRST

1st Fleet vs The Ravagers

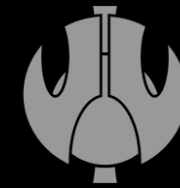


- 1st Fleet will take the initiative first by advancing according to the movement direction shown by thick blue arrows
- The triangle or Xesh letter consists of ISDs, VSDs, and INT. They are the main attack team
- RCV Cardus will act as gunship to harass any enemy starfighters attacking ISDs, but will not join in attacking enemy ships
- The yellow boxes contain supporting ships will follow behind the main team



STAGE 2A: STRIKE HARD

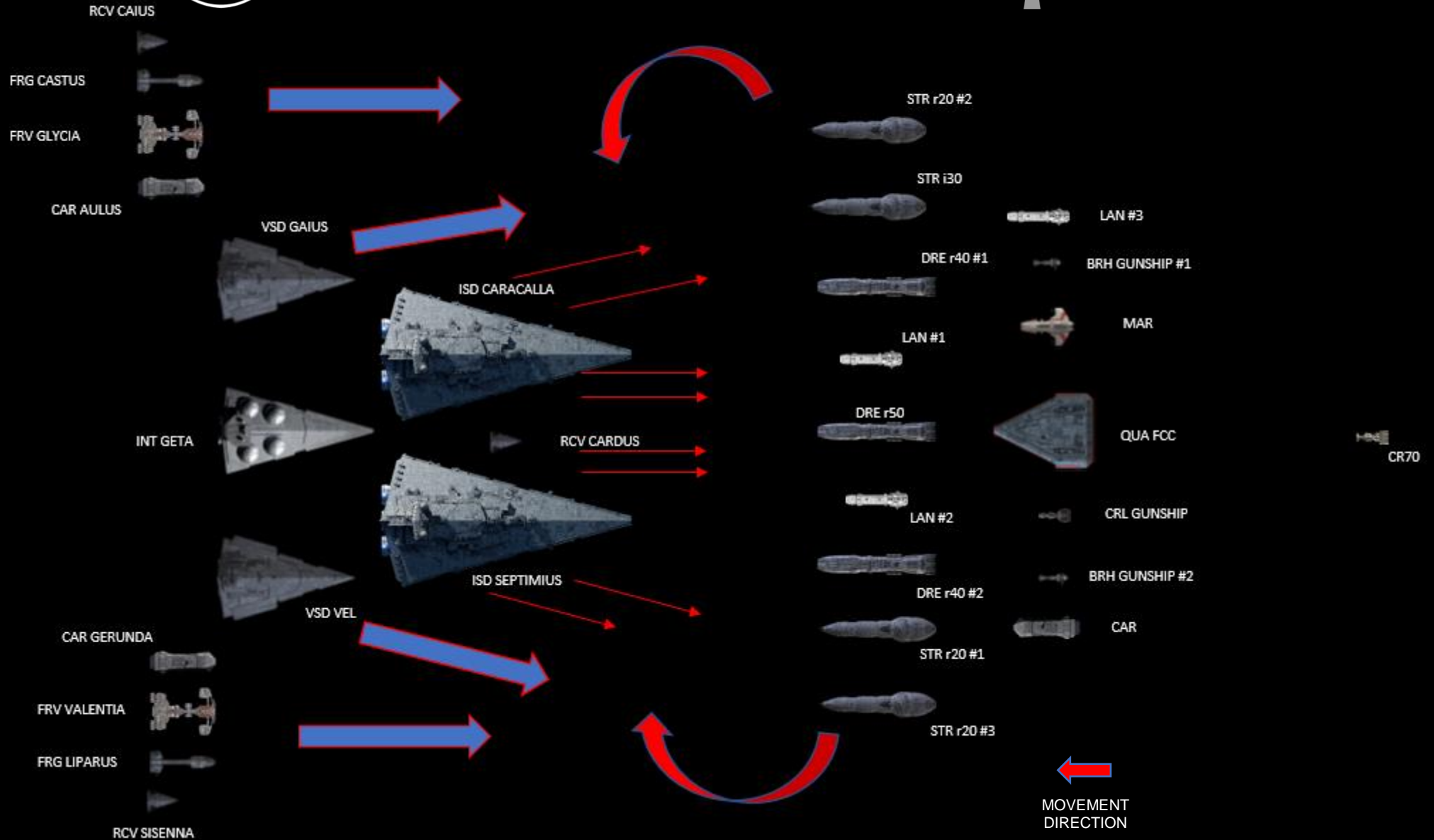
1st Fleet vs The Ravagers



- ISDs are to fire their weapons according to fire direction (thin red arrow) once they are in the firing range. Their priorities are the enemy Dreadnaughts
- If enemy STRs are to counterattack by flanking ISDs (thick red arrows), supporting ships are to intercept them and are supported by VSDs. Their movements are shown by blue thick arrows

 MOVEMENT DIRECTION

 FIRE DIRECTION

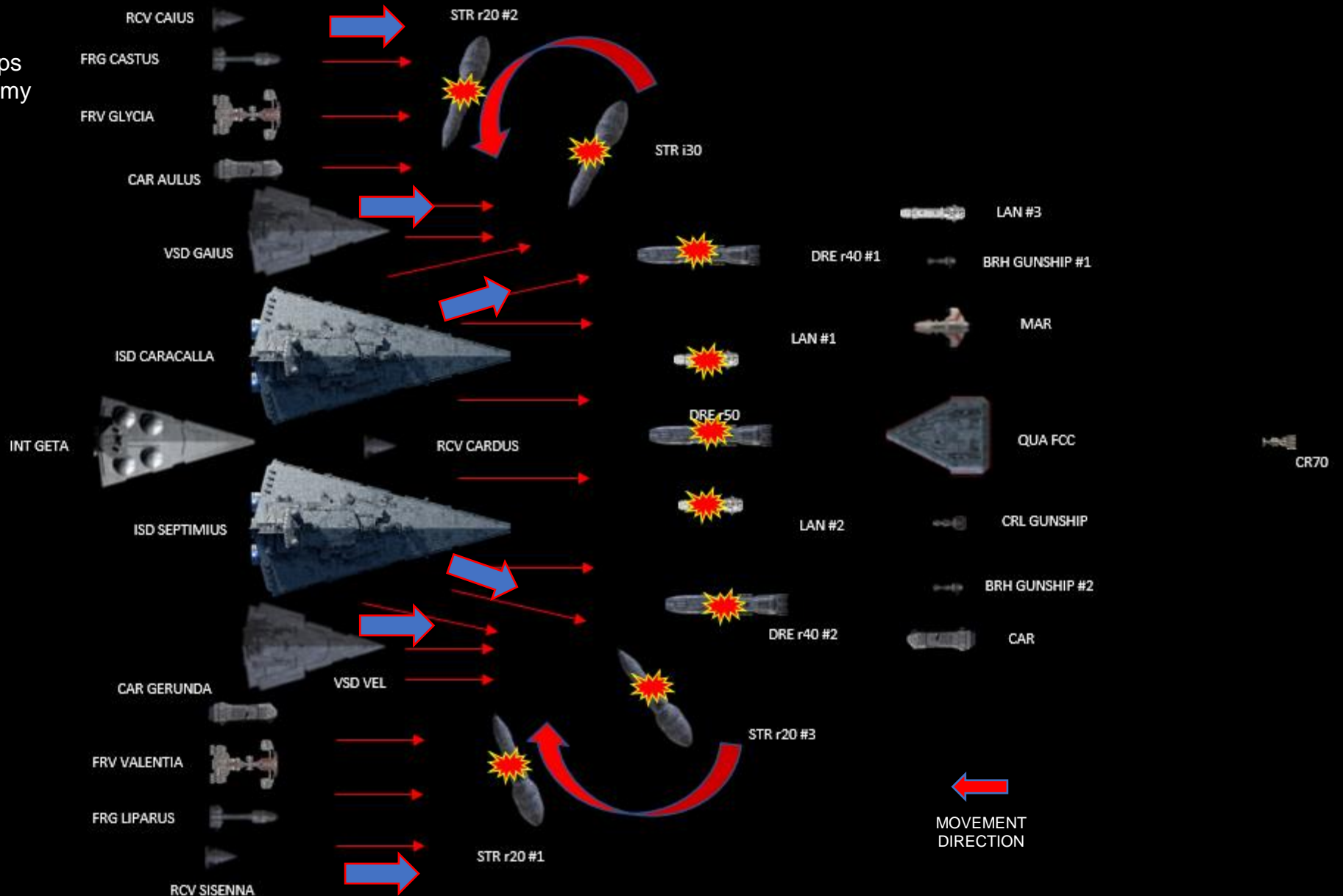




STAGE 2B: STRIKE HARD(ER) 1st Fleet vs The Ravagers

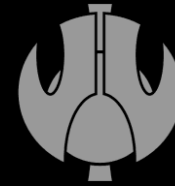


- Once the VSDs and the supporting ships are in firing range they can fire the enemy ships
- Mean while the ISDs will continue and concentrate their attack on enemy Dreadnaughts

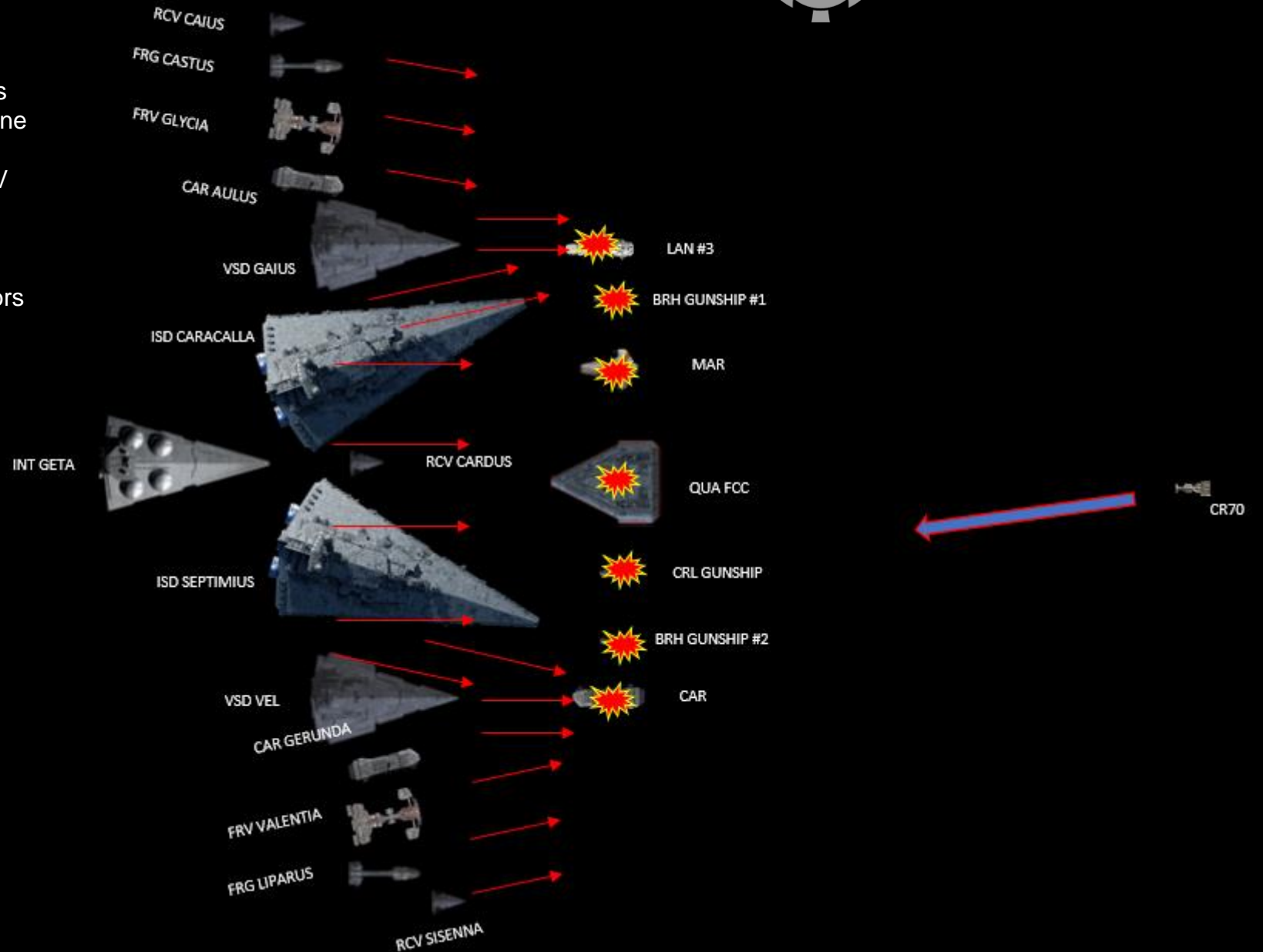




STAGE 3: NO MERCY 1st Fleet vs The Ravagers



- Once the enemy first line are compromised, the ISDs will turn outward and continue to attack the second line
- If enemy launch their starfighters, 1st Fleet will also deploy their starfighters. They are backed up by RCV Cardus
- Supporting ships will turn inward to besiege the remaining enemy ships
- If necessary, INT will activate its gravity well projectors to prevent enemy ships to flee
- Once the area is secured, ISD Septimius will signal CR70 to proceed to the rendezvous point



PHASE II: CLOSING

Final Result

- If all goes as planned, in the last stage, almost all Ravagers forces have been compromised, either crippled or destroyed. The Interdictor will activate its gravity well projectors to ensure no enemy ships can jump to hyperspace.
- Two starfighter squadrons will be dispatched to escort the stolen CR70 to dock with the Septimius to deliver the cargo safely.

Contingency Plans:

- If Ravagers decide to attack the CR70 with starfighters, 1st Fleet will deploy TIE/Interceptor (2 squadrons) and TIE/Defender (2 squadrons) to protect the CR70.
- If Ravagers decide to attack the CR70 with gunships, 1st Fleet will deploy TIE/Interceptor (2 squadrons), TIE/Defender (2 squadrons), TIE/Bomber (3 squadrons) and TIE/Fighter (2 squadrons) to protect the CR70. TIE/I and TIE/F will protect TIE/B and TIE/D from completing their task to cripple/disable/destroy the attacking gunships.

Chain of Commands and Communications

- The captain of the Septimius will serve as commander of the fleet for the length of engagement while the captain of the Caracalla shall serve as deputy commander.
- All ships and starfighters will have to always stay in close communication, therefore they are equipped with redundant communication systems.

Operational Success Criteria

- CR70 is safe and able to deliver the cargo successfully

Operational Failure Criteria

- CR70 is destroyed and thus not able to deliver the cargo as planned



STRIKE FIRST, STRIKE HARD, NO MERCY

BATTLE PLAN
TEAM CHARLIE
The Harmonists

Aurora "Aura" Ta'var
#10388
Jedi Guardian



Locke Sonjie
#10311
Gray Jedi



Jafits "JS" Skrumm
#7764
Jedi Pilot



Sanguinius Tsucyra Entar
#10407
Jedi Sentinel

LOREM IPSUM
DOLOR SIT AMET