



The Defence of the Caelus System

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Vornskr Battalion

Chapter 1

Outline

1.1 Situation

The forces of the Children of Mortis have declared direct war on Clan Taldryan. The Kasiya Shield Gate has fallen, eliminating Taldryan's primary defensive asset.

Taldryan Intelligence has warned us that due to our prior actions against the Children of Mortis, we face the greatest threat from the Shadowseers. We expect The First Shadowseer Fleet and First Shadowseer Regiment will shortly be upon us in their entirety. The Lightbringers have been designated a medium tier threat, and we expect to face a small offshoot of their military assets. The Truthwardens, according to our intelligence, are a low tier threat and we expect them to be focusing more on the other clans of the brotherhood.

The entire remainder of Taldryan's military assets are available to defend against this existential threat.

I, General Zentru'la of the Vornskr Battalion Private Military Company, have been commissioned with planning the defence.

1.2 Objective

Protect Clan Taldryan by any means necessary.

Chapter 2

The Caelus System

The Caelus System, the home of Clan Taldryan, contains three planetary bodies, Grannus, Huracan, and Perune. Grannus and Huracan are uninhabited and of little importance to this plan. Perune is a gas giant, with orbiting moons Chyron, Kasiya, Elysia, Ostara, Iosan and Orth that house the vast majority of life in the system.

2.1 Chyron

The most populous body in the system, Chyron is an ecumenopolis home to 35 Billion people. Despite this, it is not completely controlled by Taldryan, which controls only a small portion of the city. It is also home to the Vornskr Battalion headquarters. An invasion on Chyron would disrupt Clan Taldryan's enemies as much as itself, and the Vornskr Battalion is well placed to swing any battle in Taldryan's favour, and win favour with the



Figure 2.1: The orbital bodies of the Caelus System

divided local populace. As a result, it is considered **Moderate Priority**.

2.2 Kasiya

Kasiya houses Port Kasiya, the capital of Taldryan and a technological masterpiece of a city. Port Kasiya holds Taldryan Tower - the main administrative centre of the clan and houses the Consul's office. The City Centre is critical to the clan's economy. Port Kasiya's residential district is home to the majority of the clan's subjects. The Consul also lives in the city. If Port Kasiya falls, it would mean the end of Clan Taldryan. Port Kasiya is considered **Top Priority**.

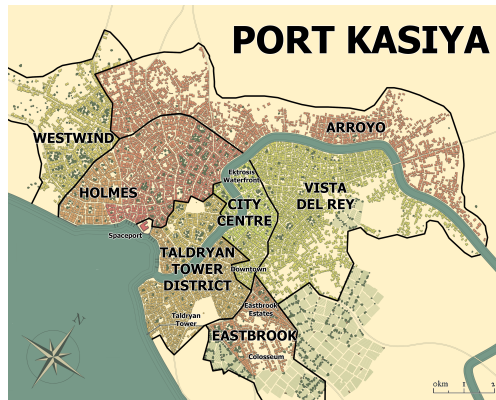


Figure 2.2: Map of Port Kasiya, the Taldryan Capital

2.3 Ostara

The jungle world of Ostara was once the homeworld of Taldryan prior to its conquest of Port Kasiya. The moon is habitable and contains abandoned Taldryan military outposts. Although Taldryan no longer maintains a military presence on the moon, its potential tactical importance for the Children of Mortis make it **Moderate Priority**.

2.4 Elysia

Elysia is for the most part, an irrelevant ball of ice, and considered **Low Priority**

2.5 Iosan

Iosan is another uninhabitable ice moon. **Low Priority**

2.6 Orth

A moon with a nitrogen unbreathable by most galactic species, *Orth* is **Low Priority**.



Figure 2.3: Perune and its Six Moons

Chapter 3

Available Military Forces

3.1 Taldrya's Brotherhood Fleet

Taldryan's primary naval unit is divided into three fleets, curiously named the 3rd, 5th and 7th fleet. The flagship is the *Axios*, an Imperial II-class Star Destroyer with an upgraded Kyber crystal turbolaser. The *Axios* is the clan's most powerful ship in terms of firepower, and carrying capacity, carrying 6 TIE/D Defender Squadrons.

3.1.1 Taldrya's Brotherhood 3rd Fleet

The 3rd fleet is the weakest of the Taldryan fleets. With a Corvette as the flagship and no starfighter support, this fleet is not well balanced for large engagements.

- Flagship: *The Astral Hammer* (Raider II-class Corvette)
- 2x Raider I-class Corvette
- DP20 Corellian Gunship
- 6x VT-49 Decimator Flights

3.1.2 Taldrya's Brotherhood 5th Fleet

The 5th fleet is much heavier armed, with a Star Destroyer as the flagship and 10 squadrons of elite starfighters.

- Flagship: *Karuf's Dervish* (Victory-class Star Destroyer)
- 3x Vindicator-class Heavy Cruisers
- *Orthanc* (Immobilizer 418-class Heavy Cruiser equipped with EMP pulse)
- 2x VT-49 Decimator Flights and 3x U-wing flights

3.1.3 Taldrya's Brotherhood 7th Fleet

Taldrya's Brotherhood 7th Fleet contains the only bombers the clan is able to field. Although the starfighter contingent is weaker than the 5th, the 7th is better balanced and the clan's best all-round naval unit.

- Flagship: *Antioch* (Victory-class Star Destroyer)
- 2x First-Order Light Cruisers containing 2x TIE Bomber Squadrons each
- *The Argent* (Carrack-class Light Cruiser)
- *Transcendance* (Lancer-class Frigate)
- *Karuf's Dawn* (Vindicator-class Heavy Cruiser)
- *Karuf's Revenge* (DP20 Corellian Gunship)
- *Chimeros* Chimeros (Raider II-class Corvette)
- 2x VT-49 Decimator Flights

3.2 Taldryan Army

3.2.1 1st Grand Legion of the Taldryan Army

The Grand Legion of the Taldryan Army makes up the bulk of the Clan's ground forces. The Legion contains four identical regiments, each containing:

- 3x Infantry Battalions containing:
 - 3x Line Companies
 - 1x Scout Company
- 3x Line Companies and 1 Scout Company
- 1x Tank Battalion containing:
 - 2x Attack Armour Companies with 3x 2-M Hover Tank Platoons
 - 1x Heavy Armour Companies with 4x 2-M Hover Tank Platoons
 - 1x Line Company

The Grand Legion of the Taldryan Army is extremely lightly armed. It contains zero artillery units, any walkers, or any assault troops. This is a significant weakness of the force which will need to be carefully managed in battle, as it could easily become overwhelmed by superior firepower.

3.3 Gendarmerie Regiment

This independent infantry regiment contains 4x identical battalions containing 3x Line Companies and 1 Scout Company. This unit will need to be very carefully deployed as it lacks any degree of firepower.

3.4 The Vornskr Battalion

As a private military company contracted to Clan Taldryan based on Chyron, my own troops in The Vornskr Battalion stand ready to protect our priority client. We bring

- A balanced military regiment containing mercenary troops and ground vehicles
- *The Spear*, a Marauder Class Frigate
- *The Harbinger*, a modified Upsilon-class shuttle containing an elite team
- The Krayt Attack Armour Company carries the clan's only deployable walkers (an AT-ST and ATTE platoon)

3.4.1 Cohors Praetoria Taldryae

Although this unit is housed within the Taldryan Army, they are commanded by the incumbent *Warbringer*, currently myself, so I have included them among my own forces. The Cohors contain 3 battalions:

- 1x Battalion consisting only of line companies
- 1x Battalion consisting only of 3x drop companies and 1x special missions company
- 1x Battalion containing artillery units (J-1 Proton Cannon and AV-7 Anti-vehicles) and light tanks (AATs and WLO-5s).

These are the clan's only artillery units.

3.5 Defensive Emplacements

3.5.1 Port Kasiya

Port Kasiya is a well-defended city. The Clan Taldryan headquarters contains a large amount of small and powerful turrets, positioned in the city centre. A modular garrison, military base and military outpost also stand ready to protect the city.

Port Kasiya Spaceport is critical to life in the city and must be defended at all costs.

3.5.2 Chyron

The base of the Vornskr Battalion are the only Taldryan-aligned military emplacements on the city. They are still being developed and are not strong enough to hold up to any significant engagement.

3.6 Clan Taldryan Members

The Clan Taldryan Members are their greatest asset. The most powerful force users available to the clan are:

- **Halcyon Rokir Taldrya's** has recently returned to help the clan in its moment of need. His battle prowess is legendary. Halcyon is an expert in the Force and wields two lightsabers in combat
- **Benevolent Taldrya Whiner** is an expert assassin with an excellent reputation for mind control powers
- **Seraine "Erinyes" Taldrya Ténama** is a lightsaber expert and revered as one of the finest warriors in the Brotherhood

3.7 Analysis

There are significant weaknesses in the military assets that Clan Taldryan is able to deploy. Most notably, they are extremely light on heavy ground forces, firstly choosing to forgo heavy imperial walkers such as the AT-AT and focusing more on lighter tanks such as the 2M Hover Tanks and secondly deploying artillery units only in the Cohors Praetoria Taldryae.

They also lack mobile firepower in space. The Star Destroyers lost by the Empire in the Galactic Civil War demonstrated the importance of bombing runs against enemy capital ships - however only the 7th fleet contains any bombers, and these are Galactic Civil War era technology. Our firepower in space is incredibly reliant on the Axios' enhanced turbolaser cannon.

Chapter 4

Enemy Forces

We expect to face the entirety of the 1st Shadowseer Fleet and the 1st Shadowseer Regiment in the fight for the Caelus System. The 1st Shadowseer Fleet is one giant naval unit that dwarfs all of the three Taldryan fleets combined.

4.1 1st Shadowseer Fleet

- Flagship: *Risen* (Ascension-class Star Destroyer)
 - 3x elite fighter squadron
 - 2x elite bomber squadron
 - 1x Skipray Blastboat squadron
 - 3x shuttle flights
- 2x Imperial I-class Star Destroyer
 - 2x Elite fighter squadron
 - 2x Elite bomber squadron
- 2x Victory-class Star Destroyer
 - 2x Elite bomber squadron

- 2x Skipray Blastboat squadron
- 1x Gladiator-class Star Destroyer
 - 1x Elite fighter squadron
 - 1x Elite bomber squadron
- 2x Dreadnaught-class Heavy Cruiser
 - 1x Elite bomber squadron
- 2x Lancer-class Frigate
- 3x Carrack-class Light Cruiser
- 1x First Order Light Cruiser
 - 1x Elite fighter squadron
 - 1x Elite bomber squadron
- 2x Raider II-class Corvette
- 2x Marauder-class Corvette
- 1x Quasar Fire-class Cruiser Carrier
 - 3x elite fighter squadron
 - 1x elite bomber squadron

4.2 1st Shadowseer Regiment

The 1st Shadowseer Regiment contains 4 identical battalions, each containing 3 Restoration Companies and 1 Ascendant Company.

While the company is short on numbers, the Ascendant Companies are capable of wielding The Force, and the Restoration Companies are by far superior to the Taldryan Line Companies.

4.3 Force Users

- **Rose Telsniw** is a dangerous combatant, and one I have fought personally on two occasions. We have a score to settle, and I expect her to be involved in the assault on Port Kasiya.
- **Purified Ascendant Troopers** Are known to be a match for even the most experienced Force users of Taldryan

4.4 Lightbringer Support

As the Shadowseers lack any ground vehicles, we expect the Lightbringers to send a Battalion in support, containing:

- 2x Line Companies
- 1x Attack Armour Company containing 1 T2-B and 2 ATTE Platoons
- 1x Drop Company

4.5 Analysis

We are outgunned and outclassed in the space battle. The *Risen* is far more powerful than the *Axios*, even with the advanced kyber turbolaser. In addition to having the strongest ship, the Shadowseers deploy more Star Destroyers than us, deploying two Imperial-I Class Star Destroyers comparable to the *Axios*. They are also more powerful on the smaller level, fielding a similar number of starfighters to us of a similar quality, but possessing 9 squadrons of modern bombers to our 4 squadrons of outdated models.

Although we are outmatched in space, we maintain a significant advantage on the ground. While our heavy armour units are weak by most standards, the

Shadowseers' is even worse, with their ground force made up entirely of Restoration and Ascendant Troopers. While the Lightbringer may provide support in this area, we still expect to have them outnumbered and outgunned on the ground, in addition to having the home-field advantage.

Chapter 5

Deployment

5.1 Kasiya

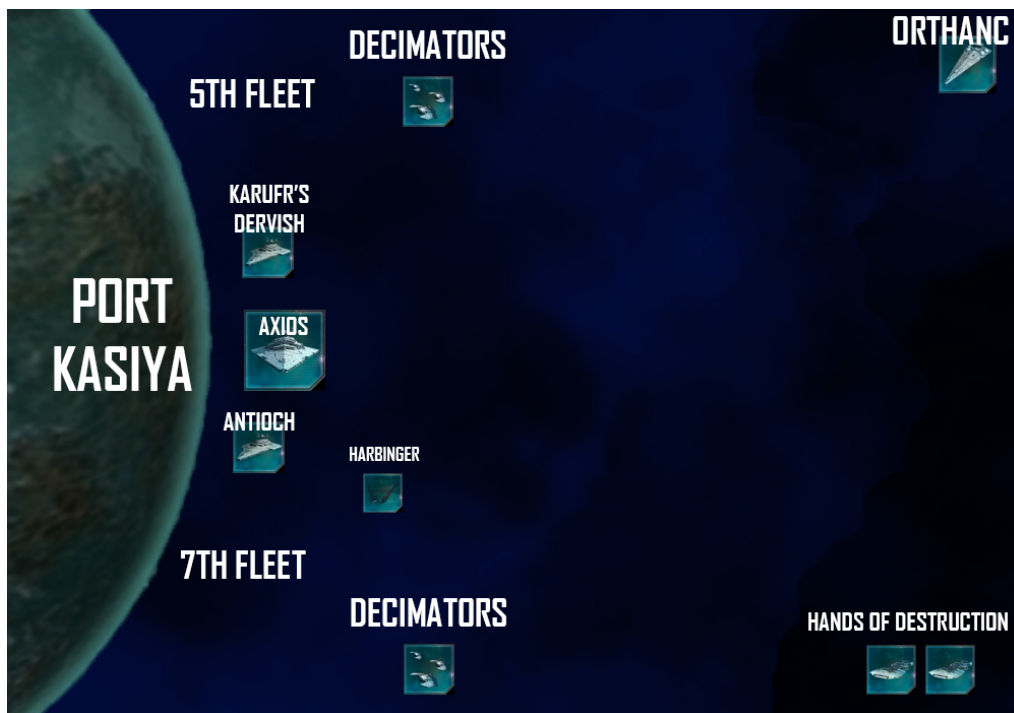


Figure 5.1: Formation of the defensive fleet over over Kasiya

Defending Kasiya is the ultimate priority of this defensive plan. The *Axios* is the centrepiece of the clan fleet and will be positioned in orbit above Kasiya. We do not need to defend the entire moon, the only point of importance is the city *Port Kasiya*. We can place all of our ships on one side of the moon, concentrating our firepower, as it does not matter if Mortis attack from the other side.

The 5th and 7th fleets will be deployed in support of the *Axios*, with the exception The Left and Right Fists of Destruction - First Order Light Cruisers carrying the TIE Bombers, and the Orthanc, the Immobilizer 418-class Heavy Cruiser with an EMP pulse. The Vornskr Battalion's *Harbinger* will also support the defence over Kasiya

The Taldryan Grand Legion will be deployed in their entirety to protect the clan's capital. The Cohors will be deployed alongside them to bring artillery and heavy vehicular support.

5.2 Chyron

The 3rd Fleet will be assigned to protect Chyron, alongside the remaining space assets of the Vornskr Battalion.

We do not anticipate a great deal of fighting to occur on the surface of Chyron. The Vornskr Battalion's land units are stationed there full time and will be sufficient to defend the city.

5.3 Ostara

There will be no units stationed on Ostara. We do not anticipate Ostara being a high priority target for the Children of Mortis. However, the 3rd Fleet will remain on high alert and be prepared to split into two if military presence is required over Ostara. If Ostara is attacked, the *Terigon* Correllian Gunship and 3 flights of VT-49 Decimators will relocate to Ostara.

Chapter 6

Tactical Movement

6.1 Operation Sabotage

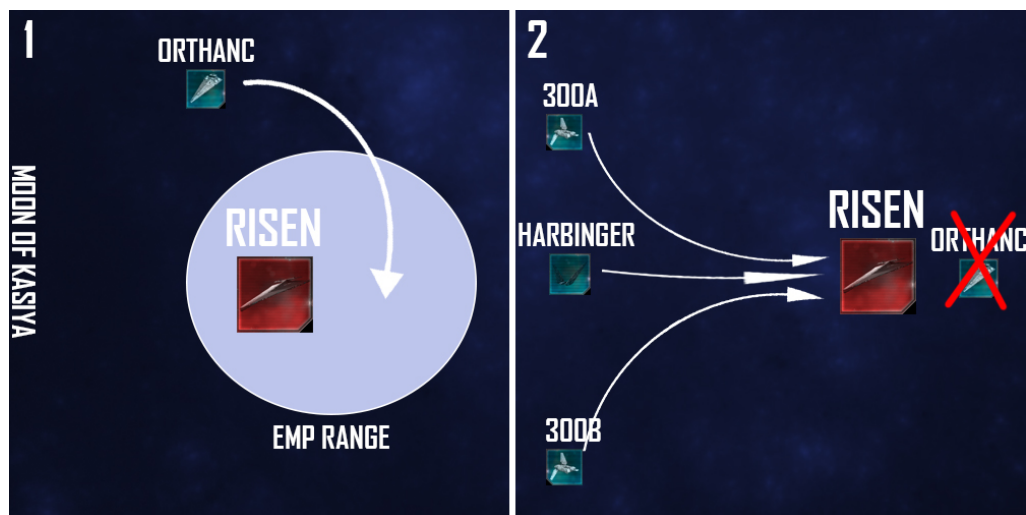


Figure 6.1: Operation Sabotage will be critical to the defence of Port Kasiya

The *Risen* has 300 ascendant crystal heavy turbolaser batteries and 200 ascendant crystal turbolaser batteries. For contrast, our flagship *Axios* has 50 heavy turbolaser batteries and 50 turbolaser batteries. The *Risen* has the firepower to rip

through our entire fleet. Further, orbital bombardment from the *The Risen* would render our ground superiority obsolete. They could win the war without putting a foot on the ground. With the lack of bombers available to us, we lack the firepower to destroy it externally.

We anticipate that the most powerful Force Users will be deployed in Port Kasiya to bolster their small numbers on the ground. They will not leave powerful military units aboard *The Risen* where they cannot be used offensively. We will strike where they are weak, and destroy it from the inside.

The *Orthanc* is equipped with an EMP Burst Charge that ionizes the systems of every other vessel in the immediate vicinity, rendering them inoperable for several minutes. The *Orthanc* will flank the *Risen* and deploy the EMP charge from the opposite side from the hangar bay. This will draw attention from the Mortis fighter craft and potentially disable most of the cannons on the *Risen* for a short time.

The *Harbinger* is the most advanced shuttle in the battlefield and with Rohla Trugaim at the helm, possesses the speed to enter *The Risen* hangar bay before the cannons come back online. The *Harbinger* will be used to ship our most advanced combatants onto *The Risen*: Halcyon Rokir Taldrya, Benevolent Taldrya Whiner, and Seraine "Erinyes" Taldrya Ténama, as well as explosives expert Aylin Sajark.

Sentinel Craft Landing Flights 300A and 300B will attempt the same manoeuvre, potentially bringing 600 troops on board to mask the movement of the elite team. Protected by the elite Dark Jedi, Sajark will attempt to destroy critical systems, focusing on the reactor core. With the power on the *Risen* disrupted, Mortis will have lost their primary weapon for planetary bombardment.

We expect to lose the *Orthanc* during this manoeuvre, but the sacrifice will be worth it to remove Mortis' best weapons from the battle.

6.2 Operation Ember Swarm

The Children of Mortis deploy a small number of powerful infantry units. This makes targeting their troop transports essential. The Shadowseers infantry mostly deploy from Gamma-class ATR-6 transports (40 troops each) and Atmospheric Assault Landers (20 troops each). Every wave of Restoration Troopers or Ascendant Troopers that hits Kasiya soil will carry with them a huge loss of civilian and military life.

The Taldryan Starfighter contingent mostly consists of TIE/D Defenders and TIE/SF Starfighters. These are the best TIE models available, and both are heavily armed. Both of these models are top-of-the-range starfighters and possess missile launchers. The 5th and 7th fleets combined with the *Axios* field 72 TIE/SFs and 168 TIE/Ds.

They will focus entirely on stopping as many troop transports as possible from hitting the surface, avoiding getting engaged on dogfights wherever possible. Our ultimate aim is to protect Port Kasiya. Transports carrying Restoration and Ascendant Troopers are top priority. All of our TIE models possess the speed and manoeuvrability to keep on the tail of the transports and eliminate them. We will likely lose a significant portion of our fighters by not engaging the enemy fighters.

6.3 Operation Hands of Destruction

The Right Hand of Destruction and *The Left Hand of Destruction* each carry two TIE/SA Bomber Squadrons, for 48 bombers in total. These are the only bombers the clan fields.

The cruisers will not be present for the initial battle, but will drop out of hyperspace shortly after the first shots are fired. They will each dive on one of the Imperial Star Destroyers, and attempt to take out as many turbolasers as possible by flying inside the shields. This will likely result in the loss of all 48 bombers.