

CLAN PLAGUEIS

WAR PLAN RED

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INTRODUCTION



With the growing threat of the Collective, as well as additional potential unknowns, Clan Plagueis Military Command under the direction of Dread Lord Selika Roh and Wrath Alaris Jinn developed a strategy for the defense of the Aliso System and the specifically the headquarters for Clan Plagueis and Houses Tyrannus and Ventress. The Plagueis defense plan is built upon layered defenses and rapid deployment of forces across the system. Planetary defenses are based around area shield systems and multi-level defense weaponry (anti-orbital, anti-air, anti-vehicle, and anti-infantry) to repel hostile actors.

In case of invasion of the Aliso Planetary System by a hostile entity, the defense of Plagueis holdings will be centered around five key zones, each with their own defensive measures. They are as follows:

1. The Planetary System Defense encompasses all heavenly bodies around the binary Aliso stars.
2. Extra-Atmospheric Planet Defense encompasses the outer orbits of each individual planet deemed to be a high priority asset for the Clan and its Houses as well as key extra-planetary structures deemed to be a high priority asset.
3. Atmospheric Planet Defense encompasses continental defensive zones, either identified by individual continents or key atmospheric defensive zones above high priority assets but within the atmosphere of individual planets or satellites.
4. Terrestrial Defense encompasses ground based military operations around high priority assets. Each asset will have its own defensive measures based on requirements, availability, and assignment.
5. Skirmish Zone Defense encompasses small scale individual zones of combat within Terrestrial Defense.

command and control

The Supreme Command of the Defense of Aliso will fall under the command structure established by Clan Plagueis Military Command. No alterations are necessary. All personnel who fit in the rank structure of the Dark Jedi Brotherhood will answer only to the Dread Lord or their Wrath.

HIGH value ASSETS

The list of assets considered to be high value for the purposes of defense are as follows:

1. Aliso
 - a. Aliso City
 - b. The Pinnacle
 - c. Fort Dooku
2. Trecurus
 - a. Hellas Fleet Repair Yards
3. Congrion
 - a. Azorian Citadel
4. Tonus
 - a. Tonus Anchorage

Planetary system Defense

In the case of invasion, overall command will be held by the Dread Lord who will give orders to their Wrath. The Wrath will disseminate orders to the specific military commanders and Quaestors.

Due to the nature of system-wide defense there will be no units of the military specifically placed under this zone, save the Dread Lord, their Wrath, and their respective staff.

ALISO Defense Plan



AVAILABLE ASSETS

Fleet Assets - First Mobile Fleet

- Imperial II-class Star Destroyer *Ascendancy*
 - 2x TIE/SF Squadrons
 - 2x TIE/BA Interceptor Squadrons
 - 1x TIE/D Squadron
 - 1x GAT-12 Skipray Blastboat Squadron
- Strike-class Medium Cruiser *Eris*
 - 2x TIE/WI Starfighter Squadrons
- Strike-class Medium Cruiser *Borath*
 - 2x TIE/WI Starfighter Squadrons
- CC-7700 Frigate *Maelstrom*
- Arquitens-class Light Cruiser *Black Prince*
- Quasar Fire-class Cruiser Carrier *Implacable*
 - 2x TIE/WI Starfighter Squadrons
 - 1x Alpha-class Xg-1 Star Wing Squadron
 - 1x TIE/D Squadron
- Quasar Fire-class Cruiser Carrier *Indefatigable*
 - 2x TIE/WI Starfighter Squadrons
 - 1x Alpha-class Xg-1 Star Wing Squadron
 - 1x TIE/D Squadron

- Raider II-class Corvettes *Baron, Malice*
- DP20 Corellian Gunships *Solace, Scylla*
- CR90 Corellian Corvette *Ballista*

Legion Assets

- Acclamator-class Assault Ship *Wrath*
- Aliso Security Force (Regiment)
- Armored Regimental Combat Team Alpha
- Mobile Infantry Regimental Combat Team Beta
- Armored Regimental Combat Team Delta

EXTRA-ATMOSPHERIC PLANET DEFENSE

Aliso's primary orbital defense will be the First Mobile Fleet. With most of Aliso being oceanic and the land sparsely populated, a full planetary shield has not been deemed necessary due to the high financial and energy cost of such a defense. Instead, individual hubs are responsible for their own defense.

Prior to discovery of an invading force, the First Mobile Fleet will be in a defensive pattern that covers all incoming hyperspace lanes. Upon discovery of an invading force, the First Mobile Fleet will mobilize in a blockade of the planet from the hyperspace lane from which the invasion force is approaching. The nature of space battle is that of vast areas of nothingness. The primary responsibility of the First Mobile Fleet will be to engage any capital ships and use picket ships to clear out any fighters. Interceptor squadrons will target and eliminate any bombers whose targets are the Capital Ships.



The planet below has many static defense systems designed to assist the First Mobile Fleet in the defense of Aliso. While intended for defense of specific high value assets, they are encamped for orbital defense. Four LNR Series I Systemary Laser Batteries and a v-150 Planetary Defender are stationed around the Pinnacle and supplemented by an additional LNR Series I Systemary Laser Batteries at Fort Dooku to ensure that the space above the shield batteries is as clear as possible.

The lone satellite of Aliso, Ladera, is not considered to be a high value asset. The prison on the moon has its own shield to defend against bombardment and its own static defenses for a ground assault, but in the case of a large invasion Ladera is considered expendable if necessary.

ATMOSPHERIC Planet Defense

Upon atmospheric entry of enemy attackers Gamma, Omega, and Beta squadrons will already be mobilized and flying intercept patterns. Their primary responsibility will be to protect against enemy bombers and to prevent enemy transports from landing near any vital assets. TIE/SK squadrons Gamma and Beta will split duties of Aliso City and The Pinnacle, while Beta Squadron will be specifically tasked with the defense of Fort Dooku.

Aliso has several static defenses to help assist with disruption and air superiority. The Pinnacle will assist Gamma and Beta by utilizing its 5 Bp.5 Anti-Aircraft Turrets and 8 XX-10 Turbolaser Towers. It is protected by a DefenStar 5000 Planetary Shield.

Fort Dooku, though more isolated, is still considered a high value asset. Its static defenses will support Beta Squadron with 3 Bp.5 Anti-Aircraft Turrets and 6 XX-10 Turbolaser Towers. Its shield will be provided by a DSS-02 Shield Generator.

Terrestrial Defense

Aliso's Terrestrial Defense will be focused on two high value assets. The Pinnacle is the primary asset and will receive its own specific defense which will be covered in the Skirmish Zone Defense of The Pinnacle. The two HVAs are Aliso City as a whole and Fort Dooku. While Fort Dooku has been labeled an HVA, it obviously has less importance than Aliso City.

Aliso City's Terrestrial Defense will require the majority of Clan Plagueis's ground forces. The Acclimator *Wrath* will sit above the city, providing additional air support for the squadrons, but primarily serving as an aerial command center, providing real time updates to the troops on the ground. All Artillery Batteries will be set up within the city for bombardment of attacking forces.

Mobile ACT Beta Regiment will provide outer defense to Aliso City, creating a perimeter of 500m and 1000m. Armored ACT Alpha Regiment will act in reserve to defend the city proper. This distinction will allow the armored units of A1a to position themselves according to any invading force that will have been forced to land outside the city.





Upon imminent collapse of outer perimeters, Beta Regiment will move into the city and set up multiple SZDs. Alpha Regiment will attempt to box in any attacking force to separate them from supply lines. The AT-STs will move through city streets to help clean up enemy infantry. The city itself will serve as a garrison, making it difficult for enemy forces to traverse the streets.

Fort Dooku's Terrestrial Defense will operate in a similar vein. Artillery Batteries will be set up within the Fort's Power Fence to bombard incoming enemy troops. The Line Companies of A-ACT Delta will operate as the first line of

defense while the Armored and Assault Companies establish strong counter attack positions.

Fort Dooku is also bolstered by static defenses. Delta regiment will be supplemented by 3 1.4 FD P-Towers, 3 DF.9 Anti-Infantry Batteries, and 6 XX-10 Turbolaser Batteries.

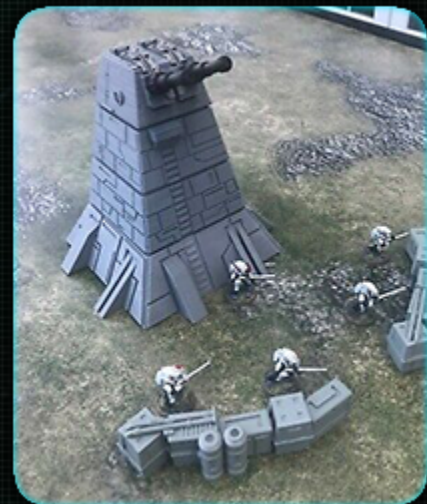
SKIRMISH ZONE DEFENSE

Each SZD will be commanded by local officers who will receive orders from the *Wrath* or from regional commanders. Operational directives shall be up to the individual officers of each SZD.

The exception to this will be The Pinnacle's SZD. The Pinnacle is the pride of Clan Plagueis and has its own static defenses. It is defended by 5 DF.12 Com Turrets and 8 XX-10 Turbolaser Towers. In addition, The Pinnacle will receive defense by the entirety of the Aliso Security Force.

The Scout Companies of 4th Battalion will patrol streets around the facility, while 1st and 2nd Battalions garrison the surrounding buildings. Ground defense within and around The Pinnacle will be handled by 3rd Battalion.

It is anticipated that by the time the Pinnacle SZD is enacted, vital personnel will have already begun a tactical retreat via shuttle to an unaffected area on the planet of Aliso for the purpose of leaving the planet.



Trecurus/Hellas Fleet Yard

Defense Plan



As Trecurus is a barren planet without any planet-side facilities, there are no provisions for planetary defense beyond the Extra-Atmospheric Planet Defense Zone. Hellas Fleet Yards is the primary repair and resupply facility for the Ascendant Military and therefore is protected by significant assigned assets.

AVAILABLE ASSETS

Fleet Assets - Expeditionary Fleet Xesh

- VSD *Vigilant*
 - 1x TIE/SF Squadron
 - 1x TIE/D Squadron
- NEB-C *Audacious*
 - 2x TIE/SF Squadrons
 - 2x TIE/BA Squadrons
 - 1x TIE/D Squadron
 - 1x TIE/SE Squadron
- ARQs *Defense* and *Fearless*
- RDR2s *Hell's Iris*, *Hunter* and *Heretic*

Static Assets

- Hellas Prime Station
 - 1x TIE/FO Squadron
- 3x Vulture Droid Deployment Station

- 4x Arakyd Gun Emplacement
- 4x Wandrau Arms Large Gun Emplacement Mk I
- 2x Md-12 Missile Defense Satellite Platform

EXTRA-ATMOSPHERIC PLANET DEFENSE

Fleet assets will be deployed initially within Hellas' static defense range to ensure maximum cover for both fleet assets and stations. Raider units will be deployed in a screening position near the static defense perimeter. Arquitens units will be deployed in supporting positions a few kilometers from the screening corvettes. *Audacious* will be deployed as near to Hellas Fleet Yard as possible so as to give its fighters maximum flexibility. *Vigilant* will be deployed in the center of the formation near Hellas Prime. Hellas Prime's fighters will be responsible for primary scouting patrols assisted by fleet TIE/SF units as needed. Should enemy assets be already in system or detected on imminent approach, all fighter units will be readied for immediate combat patrols.



Once engaged by enemy assets, fleet assets will make appropriate adjustments to maintain maximum defensive cohesion based on OPFOR deployment. Raider units will be primarily responsible for screening against enemy fighters and will focus on incoming bomber units, assisted by interceptor squadrons from *Audacious*, the Wandrau and Md-12 installations, and activated Vulture

units. Arquitens units will maneuver to engage OPFOR screening ships assisted by Arakyd emplacements. TIE/SF and TIE/D squadrons will focus on establishing space superiority by engaging like-role OPFOR fighters with the secondary mission of destroying enemy bomber craft. *Audacious* will be responsible for point defense of the main repair yard, engaging any ships that penetrate the perimeter. *Vigilance* will seek to engage any enemy capital units that breach the outer perimeter. All ships should maintain defensive postures until enemy strength has been conclusively determined and should not chase beyond the range of static defenses without specific orders.

CONGRION/CILIX DEFENSE PLAN



AVAILABLE ASSETS

Fleet Assets - Expeditionary Fleet Aurek

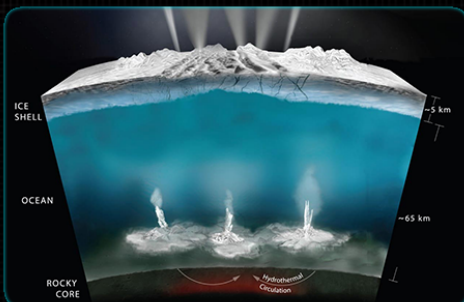
- Victory-class Star Destroyer Dominant
 - 1x TIE/SF Squadron
 - 1x TIE/D Squadron
- Nebulon-C Escort Frigate Formidable
 - 2x TIE/SF Squadrons
 - 2x TIE/BA Squadrons
 - 1x TIE/D Squadron
 - 1x TIE/SE Squadron
- Arquiten-class Light Cruisers Vindictive and Inflexible
- Raider II-class Corvettes Brigand, Perdition, and Silent Scream

Legion Assets

- Mobile Infantry Regimental Combat Team Gamma

Static Assets

- Ice Station Zerek
- 1x LNR Series I Systemary Laser Battery
- 2x XX-10 Turbolaser Tower
- 2x FPC 6.7 Anti-Aircraft Battery



The Ventress headquarters is on Cilix, a moon of Congrion. Cilix is entirely covered in ice, with the icy crust covering a water ocean that spans the entire surface. No other bodies in near-Congrion space have any assets to defend. The main Ventress base is Azorian Citadel which sits on the sea floor of Cilix and is connected by an umbilical and lift system to Ice

Station Zerek on the surface. This serves as one of the major defense mechanisms of Azorian Citadel, in that it can have all the forces on the surface withdraw into the sea floor location and then retract the connection to the surface. Any enemy would have to be prepared with submersibles to even reach the base. The sea floor location is also where the primary shield generator is located to project the area shield at the surface. Power for the shield and the rest of the base is taken from geothermal activity generated by tidal forces from Congrion, so power is virtually unlimited.

EXTRA-ATMOSPHERIC Planet Defense

Azorian Citadel, head office of House Ventress, is a covert facility. The entire location does its best to appear as a minor mining operation converted from a Confederacy of Independent Systems location so as not to attract major attention. Any attack would need to know the place beforehand. Above the base, on the surface, is Ice Station Zerek, protected by Azorian Citadel's shield projector.



By clearing the area above it, the LNR Battery protects the shield from bombardment. Expeditionary Fleet Aurek (the Ventress Fleet) would initially be deployed in orbit between Congrion and Phoronis. The magnetic field of Congrion crosses Phoronis which causes an intense electrical flow, the Phoronis Flux Tube, between the two bodies. The resultant interference serves to mask the ships of the fleet when they are rigged for low sensor-emission operations. If Azorian Citadel were to be attacked, it assumes a blockade position in order to defend the base. In the likely event that Azorian is not invaded and Aurek remains unengaged, its main function is to serve as a reserve and rapid response force to assist defenses elsewhere.

ATMOSPHERIC Planet Defense

Ventress will use TIE/SK squadron Delta to maintain aerial dominance over Ice Station Zerek. The main duty is destroying atmospheric bombers and landing craft. Static anti-air defenses from the 2 FPC 6.7 Anti-Aircraft Batteries will be added to the defense.

Terrestrial Defense

The troops are mostly infantry without heavy armor to facilitate their ability to withdraw to Azorian Citadel if needed. Gamma.IV.a will be used by IS Zerek as its main ground defense. Gamma.IV.c and Gamma.IV.d will help G4a in their actions. Using all of the Regiment's Assault and Attack Companies, defensive perimeters



will be set up around IS Zerek at 100- and 200-meter intervals. The Line of Battalion Gamma III Companies will add to the defenses at the 100-meter mark. The Line of Battalion Gamma II Companies will bolster the defensive at the 200-meter mark, and Battalion Gamma I will be kept in reserve in case more reinforcements are required or our soldiers retreat and require cover fire. Two XX-10 Turbolaser Batteries from Static Defenses will be added to the defense. Only the senior officer or the Quaestor of Ventress will have the authority to order a retreat to Azorian Citadel.

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TONUS/TONUS Anchorage Defense Plan



AVAILABLE ASSETS

Fleet Assets - Talzin Squadron

- Pelta-class Republic Frigate *Matron*
 - 1x TIE/WI Starfighter Squadron

Legion Assets

- TIE/RP Reaper Attack Lander Platoon
- 1 Special Missions Company

EXTRA-ATMOSPHERIC PLANET Defense

The only asset of value in Tonus space is the clan's long range sensor system and Tonus Anchorage itself within the gas giant, and both locations strive to maintain secrecy and low sensor emissions as their primary defenses. However, in the event of a system-wide incursion the forces of Talzin Squadron will be assigned as the initial defenders of near-Tonus space. The *Matron* and attached Legion assets will maintain station docked with Tonus Anchorage and use the assigned TIE Whisper craft as picket and early warning craft.



ATMOSPHERIC Planet Defense

In the event of direct attack against Tonus Anchorage, the *Matron* will serve as defense with her assigned troopers serving to augment forces aboard the station in the event of enemy boarders. The *Matron* will also serve as a last ditch escape vessel for any of the high value personnel assets aboard Tonus.



ULTIMATE SANCTION



Clan Plagueis has faced overwhelming force brought to bear upon their home system previously. During the Horizons Crisis, the Jusadih System fell in such a way that whatever semblance of a fighting retreat was chaotic at best and it is still known that the destruction of Plagueian assets within the system was not total. As such, the Ultimate Sanction plan was developed in order to ensure that Plagueis would be able to preserve as much of their military and supporting assets as possible while depriving any enemy of the use of anything that remains.

The Plagueian Vault within the Pinnacle itself is a modular, mobile structure that can be released from its housing clamps and removed given the proper command codes (possessed by the Dread Lord, Wrath, and the senior military commanders of both the Ascendant Legion and Fleet). This, along with any possible non-fixed military assets, would be evacuated aboard the *Wrath* from the landing site at the Pinnacle Spaceport. Plagueian installations, including the Pinnacle, Ford Dooku, Supply Station Omega, etc have been rigged with controlled demolition systems to prevent them falling into enemy hands. Additionally, during execution of the Ultimate Sanction plan, the ISD *Ascendancy* would be assigned to deploy its Kyber-Powered Bombardment Cannon in an orbital bombardment against Aliso City and any other civilian locations in order to fully execute a Base Delta Zero order against the planet.

It should be noted that the Ultimate Sanction order will only be issued if recovery of the Aliso System at a future date is deemed impossible. If a military retreat is required with most of the Clan's military assets intact, the situation will be examined by the Dread Lord to judge the need for the order.



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