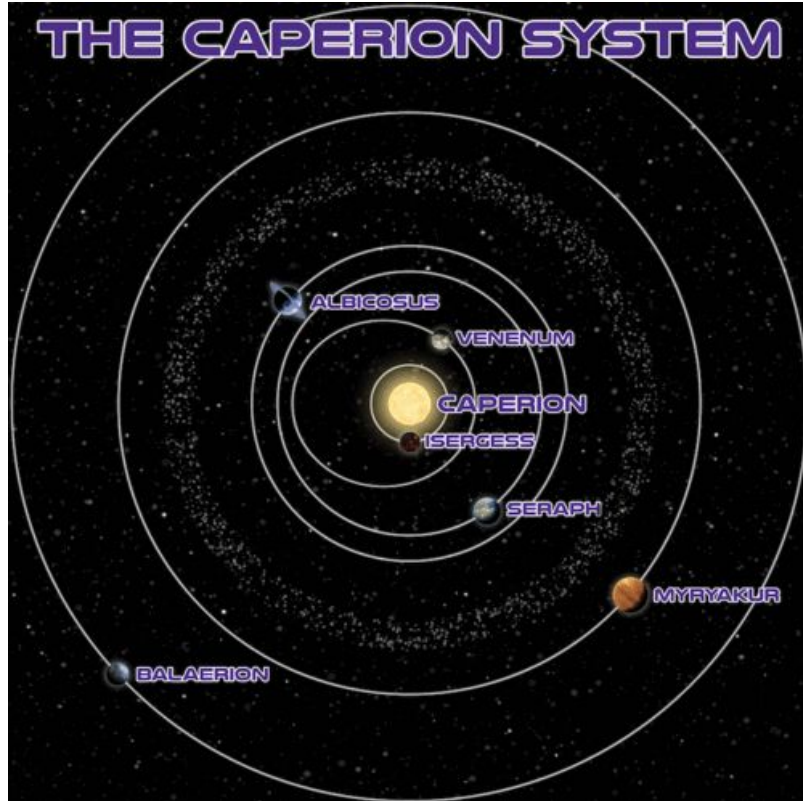


Defense of Caperion System

Emperor Kamjin “Maverick” Lap’lamiz

System Assets



Critical Infrastructure

1. Balaerion - Long Range Orbital Scanner
2. Myryakur - Telgorn Corporation Repair Yard
 - a. Berthing station for all three fleets
3. Seraph - Construction of new headquarters and planetary shield
 - a. Ragnath is badly damaged following the recently concluded civil war
4. Venenum - Baas-class Space Station and X-7 Factory Station
5. Isergess - ICM-092792 Imperial Station

Objectives

Primary: Engage enemy forces outside the asteroid belt that protects Seraph

Secondary: Prevent enemy forces from progressing past Seraph defense line and disrupting newly established mining, refinery, and construction infrastructure

Risks:

- Due to the civil war urban fighting will be conducted in ravaged areas with abundant coverage
- Loss of newly constructed assets would be detrimental to long-term recovery of the clan

Mitigation:

- Increase focus of engagements between Myryakur and Seraph which will decrease turn-around time for repairs
- Bait incoming forces to Albicosus which does not house any infrastructure

Balaerion

Purpose: Serves as an early warning system via the Long Range Orbital Scanner.

Weakness: No defensive systems

Risk: Unable to detect crystalline asteroid which impacted Ragnath



Commitment of Forces: none

1. Loss of long range scanner will need to be absorbed into later stages of the battle plan

Mitigation: rely upon external communications and Dark Brotherhood wide updates on enemy forces

Myryakur

Purpose: Primary repair hub for the system

Weakness: Twin moons Korgollo Minor and Major provide cover for approaching enemy forces

Defenses: Heavily defended by laser, gun, and missile defenses

Risk: If lost Scholae Palatinae will be unable to repair its ships.



Commitment of Forces: Significant

1. While fighting is drawn away from the repair yards this is a must hold facility

Mitigation: Assignment of Fleet 2 to protect assets

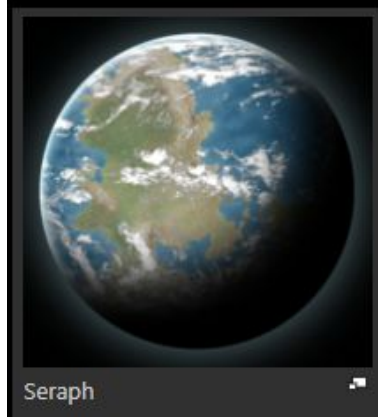
Seraph and Ragnath

Purpose: Headquarters of Scholae Palatinae

Weakness: Seraph and Ragnath bore the brunt of the civil war fighting and its infrastructure is newly constructed, or not finalized.

Defenses: Heavily defended by laser, gun, missile defenses, and mine fields between Seraph and Ragnath

Risk: Lost would be symbolic to the control Scholae Palatinae has over the system and would have lasting social impact



Commitment of Forces: Moderate

1. With the placement of the Nyalsan II Planetary Shield Seraph can withstand significant bombardment
2. With Ragnath already damaged fighting can be localized here around the crystalline asteroid

Mitigation: Focus counter attack on Ragnath to protect future Scholae Palatinae assets being developed on Seraph

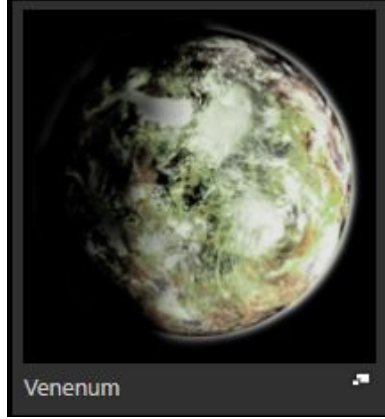
Venenum

Purpose: Primary refinery and construction hub

Weakness: Primarily guarded by first generation TIE Fighters

Defenses: Heavily defended by laser, gun, and missile defenses

Risk: Would create a backlog of refined, but unusable materials, and no construction facility. This facility also houses most of the displaced civilian population that sought stable employment following the civil war



Commitment of Forces: Light

1. Contains only one squadron of TIE/LN
2. Relies upon static defenses for protection

Mitigation: Assignment of Fleet 3 to protect assets

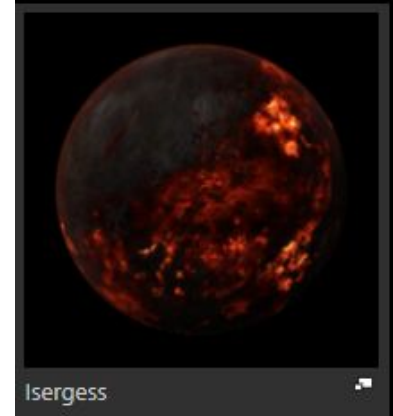
Isergess

Purpose: Raw material mining facility

Weakness: Furthest away from primary fleet and repair facilities

Defenses: Moderately defended by lasers and mines

Risk: Would grind the newly created economy to a halt.



Commitment of Forces: Light

1. Contains two squadron of TIE/LN
2. Relies upon static defenses for protection

Mitigation: Fleet 3 will fall back to Isergess if Venenum is overrun

Fleet 1 (aka The Clan's Fleet)

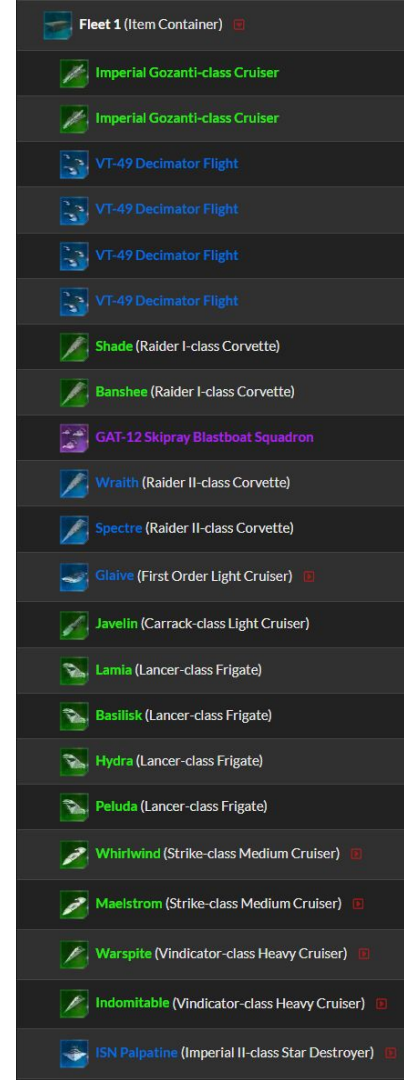
Objective: Will be the primary, mobile, fleet operating within the system to combat approaching enemies.

Advantages: Is comprised of the latest equipment and centers around the ISD *Palpatine* allows for large scale engagements with capital ships.

The Lancer, Carrack, and Raider classes ships are able to provide significant anti-fighter coverage to cover our own starfighter attacks

Disadvantages: Will need to divert forces (Gozanti, Decimators, Skiprays, and First Order Light Cruise) to Albicosus to draw in enemy forces for a trap.

If the trap fails Fleet 1 will be left operating a 50% capacity

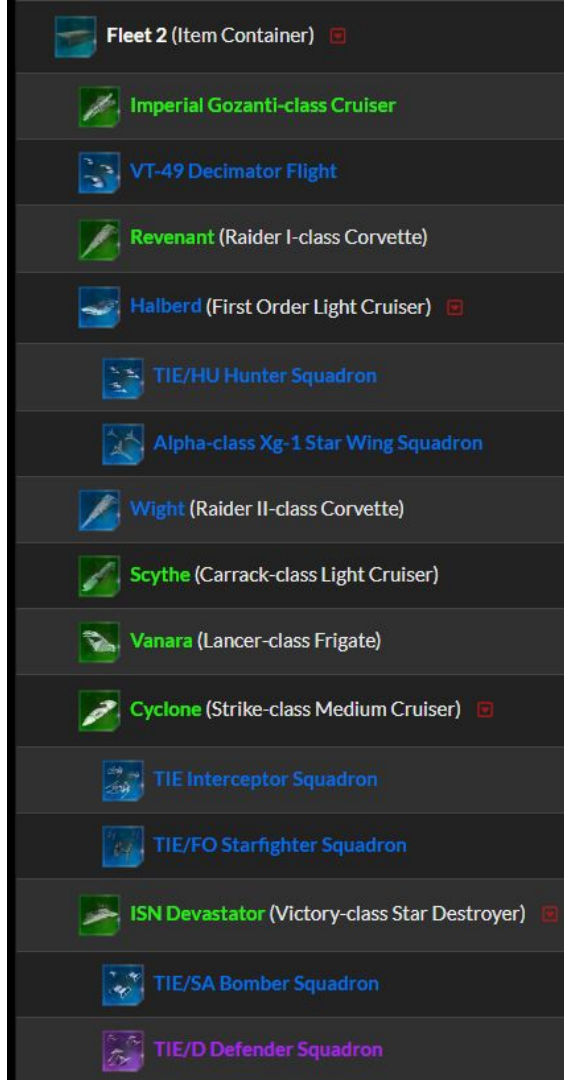


Fleet 2

Objective: Assigned to protect repair yards

Advantages: Will be able to leverage the static defense located around Myryakur to aid in their defense posture

Disadvantages: Is comprised mainly of fast attack ships (Gozanit, Raider I and II, Carrack, Lancer, and Strike). If enemy were to commit heavy attackers the Victory-class *Devastator* would need to hold the line for Fleet 1 to assist

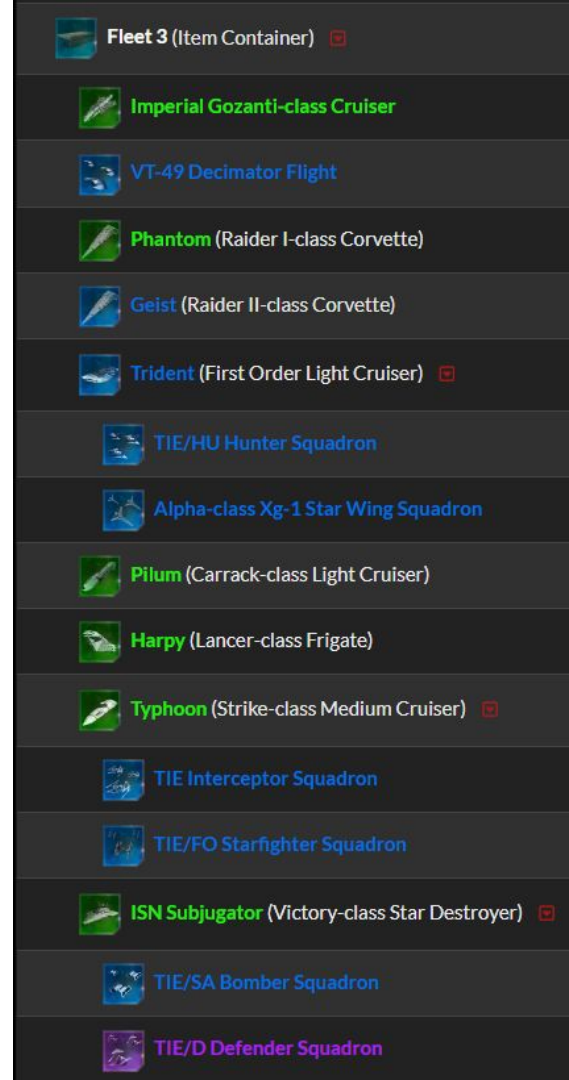


Fleet 3

Objective: Assigned to protect refinery and factory at Venenum

Advantages: Will be able to leverage the static defense located around Venenum and Isergress to aid in their defense posture

Disadvantages: Has to cover both Venenum and Isergress. If the enemy attacks both systems at once Fleet 3 will either need to divide its forces and risk both system or sacrifice one system to retain control of the other



Imperial Legion

Objective: Will primarily deploy on Ragnath with the 1st and 2nd Regiments.

Forces of the 3rd Regiment will be split between Seraph, Ragnath, and Ulress.

1. Heavy artillery will be deployed to Seraph and Ragnath
2. Line, Assault, AT-ST, and 2-M Hover tanks will be deployed to Ulress as the moon would not allow for the Heavy Armor to deploy

The 4th Regiment will remain in reserve for reinforcement.

Advantage: Each Regiment is comprised of a diversifies force that can address any situation

Disadvantage: Troops are fatigued following the civil war

