



...We Begin Jan 1, 2019...

### **ORDER OF BATTLE: BASIC OUTLINE**

**THE DEVIL'S LAIR** is the invasion of [Copero](#), launched by the Confederacy, against the Jenari Empire. Our goals are simple. When dealing with a nation that theoretically depends on the ability to grow to thrive the CIS aims to remove their capacity to expand.

*Immediate Overarching Goals: Infiltrate Copero, seize their means of Starship Production, and hopefully cripple the Empire. Breaking down morale by destroying valuable tech would also be of a benefit.*

- Stage One [Arrival]: The Confederacy as a whole will arrive to the Copero system, Chiss Space, via a variety of methods. Our first posts should simply involve arrival. **No engagement.** [The Veil](#) will be leading the charge initially by arriving **CLOAKED** to the system. A few PC Operated [Scimitar-Class Star Couriers](#) **[ALSO CLOAKED]** may follow the Veil. It is not a requirement, however, if members would like to enter the Invasion this way they can. The Veil SSD under the control of Adron Malvern will uncloak along with a small stealth battle cruiser escort/any Scimitars and begin to attack the first obvious defense. It will be a distraction to allow [The Fortressa](#) time to organize the troops and prepare the true invading forces.
- Stage Two [Make It to the Planet]: As our main goals involve making landfall the Fortressa will move to support the Veil and will begin to deploy the CIS Fleet to assault the planet. The Veil will most likely have taken quite a bit of damage and will need to "fall back" to the Fortressa will allow the two SSD's to regroup and form a unified presence in space. PC's can use a variety of methods to get to the planet. [Drop Pods from the Fortressa,



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- [The Fortressa](#) will be positioned obviously at the edge of the system. It will have [transport ships \[C-9979's\]](#) attached to it via external clamps. They are carrying the droid armies and hold no organic personnel. [The Veil](#) will be leading the true charge from the flank utilizing it's stygium stealth shielding. The majority of the Confederate ground personnel that are flying in separately will be utilizing the [Scimitar-Class Star Couriers](#) with the intention of breaching and or sneaking past planetary defenses.
- [Stage Two](#) consists of breaking the Imperial presence on the world, head on, via assaulting the Outpost. This Stage is undertaken by [Task Force Hurricane](#).
- [Stage Three](#) consists of peeling away Imperial influence through the installation of Mimi the Hutt as Viceroy, thereby returning illicit assets and allies to Tatooine. This Stage is undertaken by [Task Force Windstorm](#).

**OPERATION KING'S FALL** is divided into three parts:

#### **Storm Fleet: Space Superiority**

- Members of this role will be fighting the Imperial Navy head on. All offense, naval forces, and allies writing under this banner are considered part of this group.

#### **Task Force Hurricane: Outpost Assault**

- Members of this role will seek to dominate the Empire on the ground by eradicating their Outpost. All offense, ground forces, and allies writing under this banner are a part of this group.

#### **Task Force Windstorm: Hutt Guard**



- Members of this role will seek to wrest control over Tatooine away from the Empire through the installation of Soryk's the Hutt's next of kin - Mimi the Hutt - as Viceroy. Arriving by Sandcrawler motorcade, this group aims to successfully see Mimi "coronated" within Jabba's Palace and to broadcast the proceedings to Hutt Space for rallying of support. All characters writing under this banner are a part of this group.

### Post Banners:

1. **Storm Fleet:** **Plain:** <https://image.ibb.co/mmKZ4R/newplainstorm.png>  
**Troop Transport:** <https://image.ibb.co/gveZ4R/stormsleetnewtroop1.png>  
**Main Spearhead:**  
<https://image.ibb.co/gmA JW6/stormfleetnew2main.png>
2. **Task Force Hurricane: Outpost Assault:**  
[https://image.ibb.co/gaHXr6/Hurricane\\_Outpost.png](https://image.ibb.co/gaHXr6/Hurricane_Outpost.png)  
**Diplomacy in Bestine:**  
[https://image.ibb.co/crkJW6/Hurricane\\_New\\_Bestine.png](https://image.ibb.co/crkJW6/Hurricane_New_Bestine.png)
3. **Task Force Windstorm** - <https://image.ibb.co/hFOVB6/windy.png>

### Map of Tatooine:

[Map - Look at Me <3](#)



## General Synopsis/Goals

Bear in mind, that no matter how we word this, what we are doing is an act of war. Our main goal is to remove the Imperial presence from Tatooine and to set up a new governmental body to appease the people. It may seem strange to use a Hutt, considering they are generally untrustworthy criminals, but we are working with a planet OF criminals. We cannot ask them to change all of their ways in a day. It isn't going to happen, it would spark civil unrest, and cause more [IC] problems in the long run.

- 1.) *Goal One* **[Priority]**: Remove the GE from Tatooine. They are too close to our capital and from the looks of it, attempting to move in further on our territory, by snaking Ord Pardron. Thankfully, we preemptively stopped that foothold. Now, it is time to push them back.
- 2.) *Goal Two*: Stabilize the economy and political structure as best we can. It won't be flawless, but, it will be better than living beneath the reign of an Imperial yoke. We will add Tatooine to our member worlds and they will remain untaxed until the people can afford it without starving their families. The Confederacy can more than afford this.
- 3.) *Goal Three*: Abolish slavery. **ATC Holdings have been scouted and marked ahead of time, we do not touch these! Unless Danger or ATC allies shoot at us first!** To appease any businesses that may be harmed by this action the Confederacy will supply capable droids to mitigate the damage. We are not on Tatooine to burn down civilian homes, or to pillage, or plunder. We are present to take a shot at the GE and to increase the quality of life for the people of a previously aligned Confederate world.



## Team 1: Storm Fleet Plan

*[TLDR: Suppress the GE fleets and get our troops to the ground!]*

***Admins In Charge:*** Davakin *[General Grevious]*

***Creative Team:*** Arlox and Aedan Miles

**Objective:** Your job is simple. You will be our main fighting force against the GE. **Davakin and Aedan Miles OOC** will be coordinating this effort to fight the GE in the air and get troops to the ground. You will need to discuss much of what you do OOC with them to determine your roles.

**Initial Thoughts:** The Galactic Empire is likely going to bring **everything they have** to this space battle. As such, the plan would be to prepare for the worst. You will keep the GE suppressed in space, protect our troop transports as they deploy to the surface and protect our troops with fighter support.

### Main Spearhead [Fleeter Fighting Force Goals]

1. Bring in assault craft and destroyers. You should have a good idea of what starships you'll be bringing. *If you need help, ask Davakin.*
2. Meet the GE cruisers and destroyers. *This will be your ongoing goal throughout the invasion.*
3. Support the troop carriers. **Do NOT leave them exposed. They will go down.**

### Troop Provision Force [Getting CIS to the Ground]





[Lucrehulks II-class Battleships](#) and [Providence II-class Carrier/Destroyers](#) will be provided to CIS fleeters looking to provide troop support and provision. **You don't require extensive fleeing ability to play this role. We just need willing bodies to get our people to the ground.** If you need help choosing a ship please message Davakin on Discord.

1. You may bring in no more than a mix of "10" Lucrehulks or Providences. You may still bring other mass produced support craft. *(Note: The Providence has better defense, such as thermal shielding, and more weapons whereas the Lucrehulks have more than 10x the capacity. We don't advise bringing only Providences because thermal shielding is pretty rare. )* **[PLAN ON HAVING THE GE DESTROY SOME OF THESE SHIPS. WE MUST TAKE OUR HITS. Lucrehulks will go down easier than a Providence.]**
2. Deploy fighters and stay on the defensive while trying to make it to the surface.
3. Deploy [C-9979s](#) escorted by the aforementioned fighters so they can also make it to the surface.

### **Storm Fleet Roster**

**Suggested Team Docket:** Arlox, Qymaen Sil Jurai, Aedan Miles, Solan, Jorco, Galven Hansol, Kainan Wolfe

**[If this listing needs edited/changed please let an admin know!]**

**Starter Fleet/Ship Listing - Not a Full List, but Some**



## Team 2: Task Force Hurricane Plan

*[TLDR: Zero sneakiness, guns blazing, all out bloodshed geared toward wiping out GE.]*

***Admins In Charge:** Darth Metus and OOC Srina Talon [Killer Queen]*

*(Location: CIS Intelligence has been UPDATED and we have been informed that the GE Outpost/Imperial Garrison is simply located a few miles away from Mos Eisley.[Per Grand Moff Malvern/Graf] It's guarded by a set of HV Guns and is surrounded by rock formations. The HV guns are firing on anything flying too close to the base. Their Imperial Garrison is a viable fortress. It is well defended, with regular patrols, and has been the known HUB of power for the Imperials due to its proximity to Mos Eisley.)*

*Objective:* We will begin a full scale ground assault on the GE. This means that there will be PC Ground Fighters AND our Droid Armies sent to decimate this base.

The whole goal here is to eliminate the entirety of the GE presence at this location. No survivors and no prisoners. That being said, we are not there to harm any citizens along the way, to burn down their homes, or to decimate any local businesses. We want them to do well and flourish. We want to leave the GE Outpost **INTACT** if possible so that we can convert it and use it for our own purposes.



*(Note: All of Team Hurricane will be brought to [\[Updated\] Carnthout](#) on the troop transports and from there they will move on to attack the Imperial Garrison outside of Mos Eisley. Carnthout will be our staging area.)*

***Certain diplomatic CIS members, non-combat personnel, and a few combat oriented members to protect them have traveled to Bestine prior to the invasion, as it is the Provincial Capital, to assure and protect the people from any fall out. For the most part, they should be out of harm's way. Those figures may write as if they have already been on Tatooine for quite some time as it will be easier to reassure the locals.)***

**Hurricane Attack Team:** It's of no use detailing a full plan until we see what the GE has to offer. For now, the idea is to hit hard, and give them no quarter. *Pay attention to IC posts for more direction.*

**List of NPC Forces for Task Force Hurricane:**

*You can expect to see the following from CIS forces, however, this is not a full list. You can also bring your own!*

[Multi-Troop Transport \[This is what the droids will arrive in...\]](#)

[B1- Battle Droids Mk.II](#)

[B2 - Super Battle Droids Mk.II](#)

[AAT's \[Armored Assault Tank's\]](#)

[IG-227 Hailfire-class Droid Tank](#)





[Homing Spider Droids \[May or may not sink in the sand...\]](#)

[Dwarf Spider Droids \[May or may not sink into the sand...\]](#)

### **Hurricane Team Roster**

**Suggested Team Docket:** Darth Metus, Srina Talon, Aryn Teth, Kilia, Aya Clarke, Darth Phren, Darth Atrox, Edric, Aoker Veru, Kurenai Yumi, Er'in Tenel, The Matador, Mythos, Nyx, Pyro/Zombie, Jake-Bae

**Suggested Diplo Team Docket:** Lyla Quinn [?], Tytos Ardik,

[If this listing needs edited/changed please let an admin know!]

## **Team 3: Task Force Windstorm Plan [Hutt Guard]**

*[TLDR: Slight infiltration, possible ground combat, heading toward securing Jabba's Palace.]*

***Admins In Charge:*** Katrine Van-Derveld [Liz] and Katria Vekarr [Davakin]



Objective: This objective will be a little more laid back than the other two. They will begin their journey [NORTH of Mos Eisley, make their way toward the Pit of Carkoon \[Sarlacc pits\], across the B'omarr flats and will finally arrive at Jabba's Palace.](#) For the most part, the characters will be hoping that the GE won't notice them, as they transport Maami "Mimi" the Hutt to Jabba's Palace. They will be traveling in a [sandcrawler](#) motorcade defended by [AAT's \[Armored Assault Tank's\]](#). Aside from CIS personnel the crawlers will be packed with [B1- Battle Droids Mk.II](#) and [B2 - Super Battle Droids Mk.II](#) as well.

*Note:* Expect NPC resistance IF no GE come to fight them in the form of Tusken Raiders. Really, there should be Raiders no matter what to keep things interesting. They will notice that the sandcrawlers look too new, and realize that they don't belong to them, and will try to take the crawlers and the cargo by force. You can also have trouble in the Pit of Carkoon.

If unimpeded or if after the Raiders are fought this team will arrive at Jabba's Palace in which they will need to secure the location from Imperial occupation. Once secured, Mimi will be sworn in, and an official HoloNet Declaration will be made of her rise. From there, this team will merely need to defend Jabba's Palace.

### Windstorm Team Roster

Suggested Team Docket: Katrine Van-Derveld, Katria Vekarr, Rapax, Fawn, Dalton Kenway, Daxton Bane, Darth Saethus, Scherezade deWinter, Aithne, Chalim Vern, BX-25233, Amadi the Banished, Akabane [If this listing needs edited/changed please let an admin know!]



## Known GE Defenses

### -RESPECT THEM-

**Post #8 and Post #63 - Adron Malvern** - Imperial Garrison - "I want all defensive measures up and running immediately. Now, we have five **Hypervelocity guns** to defend from an air raid, correct? Activate those guns and order them to fire on anything that comes near the Garrison! We don't have enough firepower to retaliate against a fleet but we can at least make sure they don't land on our heads. Lieutenant. **Order all soldiers to take up defensive positions around the Garrison.** We need to remain well defended and dug in until reinforcements can arrive. Activate our emergency invasion transponder. The Empire needs to know we are in trouble. Everyone else. See to your sectors and dig in. As we must not lose this garrison before help arrives."

#### **Adron Malvern's OOC:**

##### **Troop Compliment**

*Imperial Garrison*

- 9,000 Imperial Stormtroopers
- 10 Imperial Novatroopers
- 10 Imperial AT-ST
- 4 Imperial AT-AT
- 16 Imperial TIE Fighters
- 20 LAAT Gunships
- 5 Hypervelocity Guns

##### **Troop Movement #1**



- Adron Malvern takes command of defensive procedures. Alert sent out to friendly Imperial channels that Tatooine is under CIS invasion.
- Hypervelocity guns are prepared to shoot anything attempting to land near the Garrison.
- Imperial garrison put on full alert, Stormtroopers take up defensive positions surrounding the garrison.
- AT-ST's move to support the Stormtroopers
- All heavy machinery and Flight support are preparing to be deployed into combat

### **Troop Movement #2**

- Most Imperial Infantry moved into defensive positions.
- Adron orders the bounty hunter group to engage rogue units around the Hutt Palace .

*[Yes. Malvern did accidentally Metagame that we have troops moving toward Jabba's Palace when we haven't landed yet but we are letting it go. Still a good post, Davakin has plans to counter with Katria once they have boots on the ground.]*

**Post #23 and #31 - Koenrad Neistov** - Bounty Hunter - Was Floating over Mos Eisley in the Black Orchid, but then retreated, to the Imperial Garrison, and then went back to Mos Eisley for the Merc meeting at the Cantina XD - E-t.K. | Elektrothermisch Kanone I - "There are thirty six of these babies lined up around Mos Eisley, Anchorhead, and Bestine. Twelve per each location. Keep an eye open for em."

**Post #24 - Anse Tahvo** - Bounty Hunter - Located in Mos Eisley headed to Merc Meeting - No equipment listing thus far save for personal armaments - "The hunter's pride, his **two sleek LL-30 blaster pistols** rested comfortably in their dark leather holsters off each each hip, strapped firmly to each thigh, with both belts filled with replacement batteries. 'Devil' Anse



Tahvo was not going to die for lack of shooting, he had 'Bella' on his back and his new addition, a **exotic looking sonic blaster** that fit nicely in a shoulder holster under his left armpit."

**Note:** *Can Bounty Hunters be bought out/Paid to leave at a higher price? We won't ask them to defect...Just to go away lol.*

**Post #26 - Esmond Morcus** - Mos Eisley/Meeting point for the Mercs - No weaponry noted but that doesn't mean there isn't any. Right now, negotiation character to assign jobs to the Merc's? Post unclear.

**Post #29 - Fedrig** - Bounty Hunter - Standing in the middle of Mos Eisley, a little lost - *"His Havok armour was heavy but he was use to the extra bulk, made him extra protected against Lightsabers, something he was glad about. Always too many of those about. His weapon of choice was by his feet, a heavy Z-6 Rotary Blaster Cannon, strapped to his leg was a blaster pistol."*

**Post #30 - Amun** - Bounty Hunter. A hunter, with standards. - Mos Eisley - No weapons listed, just an intro, and a BARC Speeder.

**Post #32 - Vilhelm Balfour** - Politician - Bestine - *"Politician on the ground w/NPC Imperial Supercommandos and a sidearm."*

**Post #34 - Zesiro** - Rogue Padawan - Mos Eisley - *"Lightsaber. True threat level unknown. May be whisked out of the fight by Sol when he finds her."*

**Post #35 - Digam Merith** - Bounty Hunter - Mos Eisley Merc Cantina - *"Wearing some kind of armor and holding a scattergun. Never bounty hunted before?"*

**Post #38 - Kyrel Ren** - First Order/Master of Ren/Enforcer - Ben Kenobi's Hut - Equipment: Vader's Bane Lightsaber, Armor of the Enforcer, Zark's Second Lightsaber, Gloria





Blaster Pistol. At this point, he and his daughter, Varas Kyrel are nowhere near the fight but that is likely very temporary.

**Post #66 - Ephraim Tarkin** - GE Fleeter/Rear Admiral - [Just entering real space after making a hyperspace jump to Tatooine.](#) *Oh, dear god, the sheer amount of ships. His weapons are ships. Lots, of ships. Fleeters here is a link if needed. His ship listing is HUGE and its much easier to look at the spoiler tag. [Ephraim Ships](#).*