



OPERATION VOHAI

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Operation Vohai is an assessed peace-keeping mission under the jurisdiction of Governor-General Laa'ken Ruun, who will act as the effective commander-in-chief of the operation and [REDACTED]. Presently, the Operation has been funded with a total of [REDACTED] and over 200,000 personnel, making the information on this data-sheet of utmost sensitivity.

Any breach of contract or illegal transfer of the information on this data-sheet will be liable as an act of treason, and any knowledge of others breaking this agreement will be treated as complicity and intent to commit treason against the Republic, which carries a sentence of life imprisonment.

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I. OPERATION VOHAI

Operation Vohai will consist of four planned phases.

- I. Assess Diplomacy and Gain Strategic Victories
 - II. Deploy Peacekeeping Forces and Engage Resistance
 - III. Centralise Efforts and Minimalize Spread
 - IV. Pursue Peaceful Resolution upon Crippling Enemy Infrastructure for War
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Each of these phases has the designed effect of minimalizing civilian casualties and ending the war by the most effective means possible. The current diplomatic stance of the Revolutionary Council and violence committed towards Republic citizens has given ██████████ ██████████ as well as ██████████, an impression of unwillingness towards finding a diplomatic solution.

Furthermore, it has been judged that finding a diplomatic solution towards such a violent terrorist organisation would suggest a weak foreign policy pursued by the Republic, and unfavourable to public opinion as it would represent a lack of care for the citizens of the Republic ██████████ ██████████.

In this regard, control of the on-planet media is crucial, and press observers will be severely limited in what they are accessible to printing. Any information privately provided to journalists will be considered an act of treason. The press and media will be co-ordinated by ██████████, for any questions refer to them.

I. Assess Diplomacy and Gain Strategic Victories

Diplomatic discourse and the seeking of alliances, minor or major, will greatly help to achieve the goal of a peaceful resolution in the region of Vohai. Most prominently, diplomatic channels will be opened and maintained not only to the possibility of defection within the Revolutionary Council, but also to the non-aligned groups on the planet of Vohai such as the Rodian settlements and trading cities.

II. Deploy Peacekeeping Forces and Engage Resistance

Due to extensive planetary scans and a lack of information on the Vohai forces, ground troops and significant reinforcements will not be deployed until this information has been collected. As such, when the necessary information has been accumulated and a sufficient uncontested landing ground has been found, peacekeeping forces will be deployed on mass at key strategic locations.

Namely, this will be at locations such as Sesnyo Station, Jesterbon Fortress and other scattered island garrisons. Most critically, Sesnyo Station provides one of the greatest strategic links and is of great importance to the longevity of the Revolutionary cause, as they will not be able to supply half of the continent with their troops or armaments. For this reason, any mustered troops on the eastern continents will be badly supplied, as the armaments from the far more industrialised Westcoast Continent will not reach them.



If any resistance is met, it will be dealt with in a quick and decisive manner. But due to the nature of the operation, civilian casualties must be kept to an acceptable minimum as to not sway the hearts and minds of an otherwise unwilling population. Aid workers, medical workers and civilian investors working alongside [REDACTED] will help the populations back under Republic control as to dissuade any potential domestic terrorism and further hamper logistical triumphs. Terrain, safety and infrastructure will be the largest concerns of this portion of the campaign alongside the acts of engagement and advancement into enemy territory; the O.S.M.L reports indicating that the likelihood of mines, traps and roadside explosive devices are more than likely.

III. Centralise Efforts and Minimalize Spread

The campaign itself will be unpredictable and subject to strategic change depending on the decisions and judgements of interim strategic officers and commanders; but fundamentally, due to the relative lack of forces of the Republic, centralising our forces and focusing on 'limited battle' is absolutely necessary.

The enemy forces must be crushed against the skill, training and firepower superiority of the Republic – as there is a great chance of our forces being overwhelmed by numbers if met in unfavourable ground.

Minimalizing the spread of our fighting divisions is paramount in this regard. Our operations must be succinct and co-ordinated as much as they can be.

IV. Pursue Peaceful Resolution upon Crippling Enemy Infrastructure

If aerial and naval superiority is maintained, a long-term bombing and orbital bombardment campaign will target key military buildings along the western continent of Vohai, crippling the necessary infrastructure to conduct war. This will be coupled with open diplomatic channels in the hopes of defections of surrendering units, officers or political leaders.

All of this, as well as the continued offensive operations of the ground forces under the command of Jedi and Republic Officers, will amount to a tremendous level of pressure for the Revolutionary Council. In good time, the seams will break, and we will be able to declare victory either in part or in full.

As soon as the Vohai Revolutionary Council can no longer present an active, intolerable military threat we have won, and Operation Vohai can translate itself naturally into a peacekeeping organisation as planetary rebuilding can commence.



ii. Planetary Information

The planet of Vohai has been a Republic territory for hundreds of years since the Galactic Civil War. Located in the Outer Rimm the planet of Vohai has had a strong manufacturing base located between megacities separated by strictly monitored grassland and fields, with most trade and societal activity restricted to the megacities. Vohai City, housing near 800 million citizens, has been the de-facto capital city of Vohai, housing the Republic Governance Committee and, now, the Revolutionary Council.

Vohai has a population of 218 Billion inhabitants (according to census data from 360 ABY and adjusted for average Galactic Growth) and a P.I.D.O (Planetary Industrial Domestic Output) of 516 Trillion Credits, putting the planet in the top 50 most productive planets by industrial output.

Rich and fertile, the planet has had a long history of success under Galactic Governments. However, recent economic strain due to the Galactic Recession and a huge loss of faith in Republic officials after the Vohai Massacre and subsequent corruption allegations have led to a continuing spiral of factory closures and economic depression. This economic depression and loss of faith in the traditional Government has allowed for a hotbed of anti-Republic sentiment to grow, and while this opinion is not widespread, it has allowed vagrants and extremists to fester and arm themselves with some supplementary support, thus creating the People's Will in the process.

VOHAI MONORAIL

The Vohai Monorail is a mixture of above ground and sub-ground tracks that operate carriage carts and locomotive transports. In the past, the Vohai Monorail was a great piece of engineering that has allowed a level of connectivity that was previously impossible on the planet due to the accessibility of the Monorail. However, in the context of Operation Vohai the Monorail is under constant surveillance by the Republic Fleet, and is planned to be destroyed at specific locations to stop transport.

FORCE NEXUS AND IMPRESSION OF THE FORCE

From the opinion of Governor General Laa'ken Ruun, the planet of Vohai has a strange presence in the Force, masking one's sensory abilities. For the Jedi deployed to the planet, this may hamper any precognition, clairvoyance or other sensory abilities – and, hopefully, should not impact the performance of the Jedi in any destructive manner.

The source of this is unclear, but the Governor-General has detached his own team to decipher the source of the issue.





EASTCOAST CONTINENT

The agricultural hub of the planet, the Eastcoast Continent provides over 60% of all of the planet's food, canned goods and livestock due to its flat and well maintained grasslands on its coastal and inland regions in the cities between Summerfield and Matlock. Inhabited mostly by humans in a sparse, separated group of megacities varying in size, the continent has a tremendous regional divide from the lowlands and highlands, known as the 'Badlands'.

These Badlands are rarely spoken of by the locals, who seem to have a culture of fear surrounding the region – and because of this, the Republic has been able to gather very little information. Scans and scouts indicate that the region is layered in a dense, thick black fog and cloud, and is subject to vicious and constant thunderstorms.

Vohai City, effectively the capital city of Vohai, is one of the five largest megacities of Vohai, and is located on an island with fiercely strong natural defences like a high stone wall

WESTCOAST CONTINENT

The Westcoast continent is by far the most populated region. Most routes of food come through Sesnyo Station from the Eastcoast Continent, feeding the megacities and industrial plazas along the Westcoast. Stretching from the sands of Jesterbon to the icy mountain tops surrounding Blackburn, the Westcoast continent has a wide variety of cities, customs and regional politics of its own without the complications of running a planet.

However, the continent was once ruled over by the ancient Kingdom of Lanila, and many of the natives there consider themselves 'Lanilese', as well as Vohaians. Legend tells that Lanila was the first Queen to descent upon the planet of Vohai when it was just a floating rock in the Galaxy and 'birthed it with life and seed'.

The Westcoast continent, while predominantly human, also has a large share of alien immigrants, most prominently Twi'leks and other human-looking aliens as they are considered more 'acceptable' to the natives.

The people of the Westcoast continent are, largely, the main backers of the Revolution. The Westcoast regional leaders largely make up the Revolutionary Council along with the party fanatics that were originally a part of the People's Will, and are the main ideological supporters of change on Vohai.

IMMIN-YUUB CONTINENT

The Immin-Yuub are a rigid, spiritual and mysterious people of the desert that often acted as traders and peddlers of goods, financially backing many of the industrial operations on Vohai and supporting foreign endeavours elsewhere. While their cities are not as sprawling as those on the other continents, the Immin-Yuub are vastly more wealthy and the continent is home to some of the tallest and most magnificent buildings on not only the planet, but that entire sector of the Galaxy.



The governance of the region mostly falls upon the remnants of various Shahmukhin, or Lords in Galactic Basic, who act as territorial governors appointed by their own Meclis-i, or Council of the Chosen, who meet and set trade prices or tariffs by democratic majority.

Their support of the Revolutionary Council, to our infiltrators and spies, appears to be a mostly opportunistic one.

AUDIFALL ISLANDS

While not a continent in and of itself, the Audifall islands and surrounding island clusters like the Triad Cluster make up a sizable portion of territory on the planet. However, very little is known at the Audifall Islands, aside from the population's undying support of the Revolutionary cause. It has been rumoured that Mother Mu'la, the leader of the Revolution, is actually from this region despite its relative isolation from the rest of the planet's political affairs.

The island itself is home to several natural barriers and defences, such as active volcanoes and a mountainous, arid climate of jungle and beaches.

THE RONE COLONY CONTINENT AND SETTLEMENTS

The Rodian population of Vohai, a total of 7% of the population of Vohai, is mostly segregated onto the Rone Colony continent. Rodian folklore has told informants that thousands of years ago a large clan of Rodian exiles was forced to Vohai after being banished from Rodia itself for [REDACTED] [REDACTED] 'natural order of life' as it was interpreted by the Rodians.

The continent itself is split between isolated 'tribal' Rodians who occupy the mountainous terrain on the eastern side of the continent. They are aggressive infighters with a very limited industrial base, supplied weapons and financial backing by the 'city' Rodians, who occupy the western side of the continent. These city Rodians are far less superstitious, and live in cities very similar to the megacities that occupy the rest of the human-dominant continent.

The Rodian population as a whole has had a very difficult history on Vohai, one of oppression and violence by the human natives, as they are seen to many as 'alien invaders' – to which the Rodians have responded with violence to the humans, hence the now-small human population on the Rone Colony Continent. It is assumed that the allegiance of the city Rodians to the Revolutionary Council is because of further threats of violence; and as such, it is paramount they are treated with less hostility by our ground troops as to not turn them further to the Revolutionary cause.

Very little is known about the tribal Rodians, however due to their isolation it is assumed that they are unsupportive of the Revolutionary movement, and as such diplomatic envoys are being sent not only to approach them for terms of an alliance, but also to discover more about the region as a whole.



Expectation of Enemy (The People's Will, Belligerents and Targets)

Due to the nature of the Revolutionary movement, it is assumed that much of the fighting will take place in militia-like scenarios or vast, untrained conscript armies.

The Revolutionary Soldiers have taken the planetary symbol of Vohai and painted it red, symbolically the colour of the Revolution for it marks the 'blood of the worker' in their eyes.

Ambushes, traps and mines are extremely likely. As well as that, much of the civilian population must be brought under scrutiny and inspection, as each citizen could harbour secret Revolutionary loyalties or could indirectly be affiliated to the Vohai Revolutionary Guard.



VOHAI REVOLUTIONARY GUARD

The Vohai Revolutionary Guard is the military arm of the Revolutionary movement. They are often equipped with old, out of date war equipment left behind on Vohai or equipment that has been stolen from Republic garrisons. While not the most trained or well equipped, they will most certainly make up for it in their tenacity in battle.

The Revolutionary Guard is the 'elite' of the Revolution. They are violent fanatics, that will likely fight to the bitter end without cause for surrender.

Vohai Revolutionary Guard and Officer, pictured above.

MOTHER MU'LA

Mother Mu'la, a Twi'lek of 24 years old, has been identified as the spiritual 'leader' of the Revolutionary movement, and is the current leader of the terrorist organisation of the People's Will, and the de-facto leader of the Revolutionary Council. For all intents and purposes, Mother Mu'la is the leader of the violent Revolutionaries. The older Mother Mu'la, her grandmother, was the old leader but following her death the title was passed down to the younger Mu'la.

