

The New Infiltrator Wing

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Subject: Proposed Infiltrator Wing Restructure

With the Emperor's Hammer Strike Fleet diverting a large proportion of its available combat-capable resources to the Fleet Commander's new mission into the Unknown Regions as part of the First Reconnaissance Division, we must look to how the resources that remain to guard Emperor's Hammer territory are employed and how their organisational structures and mission profiles will change in this new era.

Given this divergence of paths, it is necessary to look at one of the Emperor's Hammer's finest infiltration and intrusion specialists, the Infiltrator Wing.

Traditionally, the Infiltrator Wing have operated out of dedicated starships and bases, utilising their specialist skills and craft to engage in missions striking deep into New Republic territory for reconnaissance and long range strike purposes; traditionally, this has worked very effectively, but with resources now being stretched due to the separation of command element and main force, this mission profile requires revisiting.

In this report, I intend to demonstrate how to best employ Infiltrator Wing assets in this new era by discussing the craft that are or could be currently employed by such units, and new strategies and tactics that can be used against the enemies of the Emperor's Hammer Strike Fleet.

Craft

Currently the Infiltrator Wing has access to most of the common craft in the arsenal of the New Republic in the forms of the X-Wing, Y-Wing, A-Wing, B-Wing, and Z-95 Headhunter. These venerable craft have been supplemented by newer acquisitions such as the E-Wing, and home-grown designs such as the Shadow Squadron Y-Wing.

These craft have served the Emperor's Hammer well, allowing our agents and pilots to move freely within the New Republic. However, many of these craft are finding themselves withdrawn from front line duty in favour of the T-70 and T-85 X-Wings and the RZ-2 A-Wing, which means that before long we will also need to update our stock of craft if we are to continue Infiltrator operations.

Furthermore, aside from the Headhunter and Y-Wing, these craft are still primarily military in nature and do not allow us to as freely move through territory controlled by the various dregs of the galaxy – pirates, spice runners, and the like. Should Infiltrator Wing engage in missions in these areas, procuring craft such as the Preybird and Razor Fighters as space superiority craft, or Toscan Fighters for strike missions may be appropriate.

Additionally, these craft are traditionally cheaper to acquire and maintain than many Imperial designs, with spare parts being interchangeable and readily available from supplies and surplus

depots; an E-Wing acquired new from FreiTek would cost one hundred and sixty thousand New Republic credits, while a replacement TIE Defender or Missile Boat would cost double that, not including the cost of manufacturing specialist components. Though the Empire may once have had unlimited resources, the Emperor's Hammer Strike Fleet does not; even factoring in the need for conversion training, it may be more financially viable to train pilots in New Republic craft if they are to engage directly in combat with New Republic forces.

Mission Parameters and Tactics

Infiltrator Squadrons traditionally have operated under the same parameters as TIE Corps Squadrons, but with the added requirement of operating behind enemy lines to disrupt the day to day operations of the New Republic. In this role they have excelled, but this is only the tip of the iceberg when it comes to roles the Infiltrator Wing can fulfil in the service of the Emperor's Hammer.

First, Infiltrator Wing squadrons should continue to conduct missions behind enemy lines; reconnaissance, hit and run, and assassination missions against high value targets. However, restricting them to strikes against New Republic targets represents a very narrow tactical and strategic view, as well as less efficient use of resources. TIE Corps pilots, under the guise of a New Republic squadron, could be used to carry out "false flag" operations against allies of the New Republic, other ex-Imperial warlords, or against independent worlds or organisations – this would provoke hostilities, diverting resources away from areas that the Emperor's Hammer has interest in.

Second, having Republic Starfighters on the same line vessels as more traditional Imperial craft represent a benefit to the training regime of the entire TIE Corps; by acting as "aggressor squadrons", Infiltrator Wing pilots can ensure that all TIE Corps pilots receive continued instruction in New Republic craft and tactics in more realistic scenarios, possibly even involving live fire exercises, rather than restricting such instruction to simulator programs which are generally not taken seriously by veteran pilots, leading to similar attitudes among the junior pilots who would benefit most from the experience.

Conclusion

Retaining the Infiltrator Wing as part of the TIE Corps is necessary for future covert operations against the New Republic, but it can also offer so much more. From financial concerns to tactical and strategic advantages over our enemies, the continued operation of our stock of New Republic craft is essential for the continued success of TIE Corps operations in achieving the larger goals of the Emperor's Hammer Strike Fleet as a whole. Furthermore, by keeping TIE Corps pilots "current" when it comes to the development and practice of anti-Republic tactics, having pilots who specialise in those craft as aggressor and training squadrons will be invaluable.