**TO: Dread Lord Aabsdu Dupar**

**FR: Kz'set, Right Wing of Dread**

**CC: Callus Bo'amar, House Karness Muur DCIC**

**Koth Rai'Hakk, Wrath of the Dread Lord**

**RE: After Action Report, OPERATION MYNOCK**

**EXECUTIVE SUMMARY**

The primary goal of OPERATION MYNOCK (hereinafter, "the operation") was to secure the loyalty of Hyperdyne Industries, located on Cadinith, by whatever means necessary. Initial goals were to manipulate or eliminate key personnel, penetrate information systems, and infiltrate corporate facilities. While the operation proceeded, an unanticipated complication arose when a Galactic Alliance task group arrived in system. While operations to secure the company, a secondary objective emerged of determining the intention of GA forces and avoiding detection. This report is focused on the terminal phase of the operation as other reports have been composed for earlier events.

After the assassination of SVP Lorraine Dorn by Braecen Kaeth (against the orders of his superiors), securing Hyperdyne for the Clan became a real possibility. At this point, it was surmised that no further direct assaults on company personnel was necessary to accomplish primary objective. Key personnel and facilities would need to remain in place to ensure uninterrupted operations once under our control. Thus, the decision was made to preserve both physical and personnel infrastructure. Operations shifted towards misdirection and manipulation in the hopes of further creating chaos within the company. Despite increased security measures on key information systems, our technicians and I managed to continue to plant false information and alter files to indicate that troublesome personnel engaged in dealings with criminal groups. The ultimate goal was to make President Zexx had a problem that only "outsiders" could clean up.

This all changed when elements of the Galactic Alliance Fifth Fleet, former owners of the bulk of our naval forces, arrived in system. As detection by GA forces, and by extension the Jedi, would be catastrophic for us and the Brotherhood, extra care needed to be taken. GA goals were initially unclear, so we took care to monitor their investigation so that we could best respond. Capitalizing upon our access to Hyperdyne's information systems, we monitored comm traffic and even managed to eavesdrop on meetings between Hyperdyne and GA personnel. When it became clear that their purpose in the system was to pursue Task Force Apex, the ships taken by Plagueis, we realized that we had to act to throw the GA off our trail. Strict orders were given to not engage key GA officers unless elimination became necessary. Capture of a mid-level operative, for the purpose of interrogation and dissemination of misinformation was left as an option should an appropriate target present itself and the risks of detection were minimal.

As misdirection seemed the best strategy to lessen the probability of detection by GA forces, I decided to use our existing work to our benefit. We decided to take the evidence of criminal dealings we had already been planting in Hyperdyne's systems and add the suggestion that these pirate and criminal groups were behind the disappearance of Task Force Apex and that Hyperdyne had been contracted to refit the vessels. Personnel that had managed to embed within Hyperdyne's security and PR departments were tasked with furthering this ruse. At one point, one of the GA Intelligence personnel, a Bothan agent named Knor, presented us with the chance to take him alive. With the assistance of commando droids and Knight Octavia, Agent Knor was ambushed as he returned to his shuttle unaccompanied one evening. Evidence was placed to suggest that the same pirate groups that Hyperdyne was working with were responsible for his abduction. This ruse was further enhanced by Bracen Kaeth's modification of the memories of a handful of witnesses in the area. Knor was returned to the staging area, interrogated, given false information, and eventually was allowed to be "freed" by GA troops.

These efforts at misdirection eventually led to the GA forces departing the system to pursue the "pirates" while determining to keep a "close watch" on Hyperdyne. Feeling the pressure, Corvin Zexx finally relented to our "oversight" of future operations in exchange for dealing with the "pirates" plaguing his company.

**Strengths and Weaknesses**

Karness Muur's ability to infiltrate and subvert an opponent was on full display in Operation Mynock. Units were able to gain data access, eliminate targets, and manipulate information to complete their objective with minimal violence. Risk of detection was kept to a minimum by careful maneuvering and avoidance of rash action with one minor exception.

A worrying lack of trust in the chain of command was noted in the course of this Operation, specifically by Braecen Kaeth. His inability to follow orders and take Lorraine Korn alive and instead killing her without reason increased the risk of detection of Murrian forces and destroyed a valuable source of intelligence. Going outside and above the chain of command is something that cannot be tolerated in the future.

**Recommended Commendations**

"Brimstone" deserves commendation for original thinking and willingness to perform all necessary duties. Command position still not recommended.

Callus Bo'amar deserves commendation for his coordinating of efforts and steadfast leadership.