**Battle Plan: Glyph Rebellion**

**Scholae Palatinae**

Author:

DJK Lucyeth #13700

**1-Situation**

**1.1) Antenoran Military Forces**

1.1.1)

Three support squads from Delta Company of 30th infantry legion (30 troopers)

-Two squads of Engineers (20 Troopers)

-One squad of Medics (10 Troopers)

1.1.2) 4 heavy squads from Charlie Company of 30th infantry legion (50 troopers)

-Two squads of infantry with repeaters (20 troopers)

-One squad with mortar launchers (10 troopers)

-One squad with missile launchers (10 troopers)

1.1.3) 30th airlift squadron (12 ships)

1.1.4) two platoons from Alpha Company of 30th infantry legion (80 troopers)

1.1.5) Acclivis Draco members (15)

-10 dark Jedi

-5 Journeymen

Total: 160 troops (+ 15 Brotherhood members)

**1.2) Landscape and Conditions**

1.2.1) Map

One of the many Ognerate Towers will be targeted for a quick sweep and followed up by a defensive strategy to keep any resistance out. The towers are large spires in the sky with two smaller towers and a very large tower. There is a small courtyard at the ground level that was once for ornamental value and natural beauty. There is only one way into the towers and that is through the large front doors. There is also an option of going through the towers or one of the various windows, but windows are ineffective in this type of operation. The tower that is targeted is a tower believed to hold high level prisoners that could be useful to the rebel faction. The tower is very stable construction so the only way to control it is by overrunning the complex. With a defensive strategy set in place, the rebels will never get through. The tower sits in the desert valley so the ground around and near the tower will be stable.

1.1.2) Conditions

The tower is located in the valley of the vast desert so conditions relating to climate should be a minimum factor. Factors such as hot temperatures and cold nights may be an issue but once we are inside the tower, these factors will no longer have an effect within the structure. With the desert surrounding, sight distance should be fairly dismal due to possible dusting of sands as well as the dip of the valley.

**1.3) Disposition of Forces**

Forces will be placed strategically to defend the given critical points which will achieve a strong defense of the entire complex. There will be two smaller towers and the large tower to defend, in addition to the ground floors and front courtyard.

1.3.1) Western small tower

-One squad of heavy infantry with repeaters

-One squad of infantry

-Two medics

-Four engineers

1.3.2) Eastern small tower

-One squad of heavy infantry with repeaters

-One squad of infantry

--Two medics

-Four engineers

1.3.2) Main tower

-One squad of heavy infantry with missile launchers

-One squad of infantry

-Two medics

-Four engineers

1.3.3) Tower archway

-One squad of heavy infantry with mortar launchers

-Two squads of infantry

-Two medics

-Four engineers

1.3.4) Ground level of tower/courtyard

-15 brotherhood members

-Three squads of infantry

-Two medics

-Four engineers

1.3.5) airlift squadron when called upon or needed

**1.4) Enemy Forces**

The rebel faction on Antenora will stop at nothing to free the high level prisoners within the tower. They will without a doubt, outnumber our troops by a large sum but we will overcome the battle with weapon superiority and advanced combat tactics.

1.4.1) Glyph Priest rebels

The rebels that have called for open war against the royal house will be the main force of this battle. Their goal is to take control of the tower so they can free the prisoners that will go to the cause in addition to, some cultural value of the area as well as the complex.

1.4.2) One Sith

The one sith forces are an enemy of the Brotherhood and will always seize an opportunity to attack our forces. This battle will divert some military units to the cause which will give the one sith an opportunity to weaken our ranks. They will be a small fraction of the whole enemy force but should not be ruled out completely.

1.4.3) Attack pattern of the enemy

The enemy will most likely have very few aircraft if any at all. This leaves them with the option of a ground based assault which there would only be one way in the tower. The enemy would have to overrun our forces in from the courtyard as well as take control of the ground floor of the complex. With only one way in, the enemy would be forced into one entry which would create a chokepoint advantage to our forces. This will be minimized with our defensive strategy that is put in place.

**2- Mission**

**2.1) Mission Objectives**

The primary objective of this mission is to defend the tower from the rebels and keep it within our control. There are guards that are stationed within the tower but they will be taken care of as they will be of no use as well as a possible threat to the mission. The enemy must not take control of the tower. The courtyard can be overrun and troops can fall back into the structure but control must be kept in our hands. Intelligence provided that there force will not contain any advanced weaponry and the structure of the tower will be maintained throughout the battle. The tower is durable and can withstand blaster fire and even heavy infantry attacks which will provide our troops with a defensive advantage of a reinforced structure.

**3-Execution**

**3.1) Intent**

The intent of this mission is establishing a quick and clean sweep to take secure control of the tower. The defensive strategy will be set up to hold of the enemy advance until reinforcements arrive or the enemy is routing. The established time for reinforcements is one full day. The fleet is already mobilized and would just have to get to the Antenora system. The expeditionary forces from the fleet will reinforce the already dug in Acclivis Draco force, which will be exhausted.

**3.2) Operation**

The airlift squadron will bring in the forces in the night so that minimum attention is attracted. The forces will be dropped in from each tower and the courtyard for a quick and efficient sweep of the building, which will be done by the combined squads of infantry and Jedi. Once the tower is secure, all of the forces will move to their respective assignments for the defensive operation. The mortar squads will be placed on the archway so that they can take care of the advancing enemy feet as long as they can. The missile squad will be placed on the main tower to provide anti air and armor support if necessary. The repeater squads are placed to be used as cover fire for the defensive units. The brotherhood members will be placed in the courtyard to fend off the advance once it goes behind the mortar teams and into the main floor. Each plot will have the allotted medics and engineers for support in addition to, squads of infantry for support fire. More infantry is on the main floor with the brotherhood to provide more support fire where there will be the heavy combat. This squads can be moved around if need be to aid additional units. Engineers can also be used to plant mines to slow the enemy advance or prevent armor from causing havoc.

**3.3) Contingencies**

3.3.1) Enemy overrun

This will be avoided but a plan has to be in place to protect the men and recover the battle. If forces on the ground floor get overwhelmed, they will fall back into the structure where there is more cover. If it comes down to it, the forces can move up the levels to use the tower forces as support, if this all fails, then the forces will fall back to the towers where the airlift squadron will be called in for a quick extraction.

3.3.2) Air Drop

If the enemy comes in from the sky, the squad of missile launchers was put in place to fend off the attempt. If they happen to land, additional infantry and the repeater squads were set up to make quick work of a landing party.

3.3.3) Enemy armor

If the enemy does have armor or vehicles that are in the strike force, units were set in place to take care of it. The mortars will knock out speederbikes and if the armor is heavy, the missile launchers were set up to take care of that as well. Engineers will have mines that will be planted to take care of armor and slow the advance.

**4-Service Support**

**4.1) General**

4.1.1)

Rations are a basic commodity that a soldier carries which should be sufficient. If more supplies are needed, there are supplies within the tower being that prisoners are held there which would have some food and other simple necessities. Additional rations can be brought in by the airlift squadron if needed and can be called upon by the Field Marshall.

4.1.2)

Medics will be in the battle to tend to people that need it. They know how to prioritize and assess wounds to make a decision. Additional supplies can be brought in by the airlift squadron if needed.

4.1.3)

We want to minimize casualties and if someone is in dire need then the situation will be assessed. Medics can bring soldiers into the tower to operate or tend to more life threatening wounds until they are able to go back into battle. If needed, the airlift squadron can be called upon to do a medical extraction. No one gets left behind and if a soldier can be saved then that is what will be done.

**4.2) Materials and Services**

4.2.1) Supplies

Each trooper has food rations and sustenance tablets on their belt and the operation should not outlast that need until reinforcements arrive. The tower is a prison so additional rations could be obtained as well as potable water on site. The airlift squadron is available, but should not be necessary and higher priority will be given to medical or quick extraction needs. Clothing if their own personal need and will not be given out.

4.2.2)

Engineers are around to repair weapons, plant mines, and other technical requirements.

**4.3) Medical Evacuation**

Medical evacuation will be assessed by a medic and approved by the field marshal. The field marshal would have to assess whether the victim can be saved and if so, call in the airlift squadron for the extraction.

**4.4) Personnel**

The enemy is attacking us and we are defending the tower. Prisoners of war will be unnecessary as we will be tasked with a shoot to kill moral throughout the battle.

**5-Command and Signal**

**5.1) Command**

5.1.1)

Command will be tasked by Field Marshall Dante as the senior rank until reinforcements arrive.

5.1.2) command will be based on seniority which is the Field Marshall. If something happens, the next senior rank will step up to take command of field marshal.

5.1.3) Succession of command

Field Marshall will assume command until a senior ranking officer arrives on the field.

**5.2) Signal**

5.2.1)

Signals will be based on universal call signs within the Scholae Palatinae military unless the Field Marshall has a better option. Ultimately, signs will come down to the authority of the ranking officer.

5.2.2)

A password to send classified Intel as well as to prevent internal sabotage will be utilized. The password will be the motto of the battle group which only people in the brotherhood would know.