

Offensive Operations

Intent

The intent of this operation is to assault the Imperial Palace, with intent to establish an area defense in the main central lobby, creating a base of operations to carry out follow on plans to reach and secure the Emperor in the lower levels of the Imperial Palace.

Concept of the Operation

The operation will utilize three different attacking forces to encircle the enemy forces on the main levels of the Imperial Palace, and execute a hammer and anvil technique to destroy them before establishing the area defense.

Team Aurek will begin shaping operations by beginning a frontal attack at the main gate to the Imperial Palace. The initial Area of Operation will be limited outside the front gates. A Line of Contact will be established from the spire below the city on the main approach using natural cover and established barricades. Main objective is to shape the defensive position of the enemy inside the Imperial Palace on the front gates exposing additional fronts and further attacks elsewhere.

Team Besh will hold behind the Aurek Area of Operation during this initial strike force and remain in reserve to restore momentum as needed.

Team Esk will use local transport ten minutes after the initial assault by Aurek to enter the Imperial Palace by the roof on the left wing. The team will be split into further small mobile and self-contained forces that will move into the Imperial Palace to gain contact with the enemy. After contact is made the command of each independent unit can choose a course of action to attack, defend, bypass or flank as necessary depending on the nature of the forces they encounter. As a rear guard is established, the main forces will move in. This team will advance the main forces forward and move up the rear boundaries as possible pushing forward through the Area of Operation until the entire area is secure and the forward boundary is at the main atrium to the Imperial Palace.

Team Peth will use local transport simultaneously with Esk to enter the Imperial Palace by the roof on the right wing with mirrored objectives to those on the left.

When **Esk** and **Peth** are in position or at discretion of the commanding officer of the entire operation when enemy forces present the opportunity at the front gate assault, the next phase of the operations will begin. A decisive strike will occur, as the operational picture will change the goal for **Besh** will be to move up into a new Area of Operation that includes the floor space just inside the Imperial Palace main gates. This attack will be relentless and aggressive with no letting down by fresh reserve forces.

With **Esk**, **Peth**, and **Besh** in place having secured their Areas of Operation and establishing their forward lines, **Aurek** will now push forward as the hammer to destroy the enemy that still survives inside the Imperial Palace. A restricted fire line will be established by the commander as necessary to allow the small mobile and self-contained forces of **Esk** and **Peth** to put the squeeze on the enemy from multiple fronts depending on strength of force to allow simultaneous blows to the enemy putting stress and confusion on their own reserves. Concentration by all units during this hammer and anvil execution will be on enemy command nodes and heavy weapons placements to limit their capabilities.

Contingencies

Team Beta to relieve **Team Alpha** as needed if losses are sustained during shaping operations at the front gate, or to react to any counter-offensive by the enemy to start their own attack.

Team Esk or **Team Peth** to establish their forward boundary inside their own Area of Operation if enemy forces they contact are stronger than expected in their area of the Imperial Palace. This will shift the anvil portions of the future execution of the decisive strike to different fronts to be tightened up later as opportunities to exploit the enemies own defense presents itself.

Team Esk or **Team Peth**, should they be completely eliminated due to inability to withdraw from Area of Operation by the enemy. Quicker execution by the other elements will occur to take advantage of a pre-occupied enemy engaged in their own attacks.