



SUBMITTED IN ENTRY TO MONSTROSITY COMPETITION:
NEVER START A LAND WAR IN ASIA

The Five Pronged Attack

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Clan Scholae Palatinae

NOTE: Commanders of Operations are consistent with the entries of the relevant members to the competition 'The Awoken'

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1 Outline

1.1 Situation

1.2 Objectives and Goals

1. **Operation Monstrosity** Secure the city of Ohmen from the Monstrosity outbreak
2. **Operation Eye of the Abyss:** Prevent the Judecca Abyssal from reaching the city of Teyr with minimal collateral damage
3. **Operation Shadow of the Colossus:** Destroy the Caina Colossus by any means necessary
4. **Operation Sand Strike:** Destroy the Antenora Sandworm ASAP
5. **Operation Forest Fire:** Destroy the Ptolomea Forest Beasts before they reach Almagast

1.3 Analysis of Enemy Forces

1. **Monstrosities of Ohmen:** Numbers unknown. Military are struggling to contain the assault. Can be killed by a Dark Jedi in single combat. Force users required urgently in numbers to take back control of our capital before more damage is caused. TOP PRIORITY.
2. **Judecca Abyssal:** Currently advancing on Teyr. Will cause catastrophic destruction on arrival. Forces with a high resolve necessary, but heavy weapons likely necessary to cause major damage. Mix of units necessary as this enemy must be stopped at all costs. TOP PRIORITY.
3. **Caina Colossus:** Roaming the ice plains of Caina. Likely the most impervious to attacks, it is unlikely the Force or lightsaber attacks will be effective. Extremely slow, and not in a populated area. Heavy, long range weapons needed. LOW PRIORITY.
4. **Antenora Sandworm:** An unknown quantity that never appears long enough to analyse its weak points. Extremely fast and remains hidden for long periods of time. Must be defeated quickly before it retreats under the sand. Not currently located within a populated area. LOW PRIORITY.
5. **Ptolomea Forest Beast:** Located in a difficult location in the jungles of Ptolomea. Light and mobile forces are necessary just to traverse the area. Extremely intelligent, but likely not well armoured, Force Users required. Survival skills are paramount. LOW PRIORITY.

1.4 Friendly Forces

1. **Force Users of Scholae Palatinae:** Among the greatest fighters in the galaxy, and masters of melee combat, these individuals come with a range of skills from subterfuge to survival. Weapon of choice, the lightsaber, may be less effective against larger creatures.
2. **Imperial Scholae Guard:** One division is stationed on every planet in the system. Typical division includes three Legions, an Air Lift Squadron and an Artillery Battery.
3. **Expeditionary Force:** Available to use, but will require advance notice. Best left as a contingency strategy. Carries heavier armour than the Imperial Scholae Guard

4. **Special Forces:** Advanced infantry, sniper teams and medics useful for rapid assault. Carries little heavy weaponry, but are highly trained. Special Agents and Cipher Agents are masters of stealth and assassination

2 Unit Allocation

2.1 Operation Monstrosity

Commanders: Master Natth a'Niel Palpatine, Adept Kell Palpatine Dante

Force Users:

- Master Arania Lawakiro Palpatine
- Battlelord Rasilvenaira Kaishera Nal'Kethar
- Battlelord Dakari Palpatine
- Battlelord Ric "Blade" Hunter
- Battlemaster Lucyeth

Military Contingent:

- Imperial Judeccan Guard
- 90th Air Mobile Brigade

2.2 Operation Eye of the Abyss

Commander: Battlelord Archangel Palpatine

Force Users:

- Battlemaster Rosh Nyine
- Battlemaster Xan Phraz-Etar
- Warrior Shadow Nighthunter
- Warrior Reiden Karr
- Knight Jorm (The Jester) Na'trej

Military Contingent:

- 1st Expeditionary Division
- Praetorian Guard

2.3 Operation Shadow of the Colossus

Commander: Dr. Elinia Rei

Force Users: None

Military Contingent:

- Imperial Cainian Guard
- 124th Heavy Artillery Battery
- Flame-Warhead Elinia-Class (FWEC bomb)

2.4 Operation Sand Strike

Commander: Battlemaster Lucyeth

Force Users:

- Battlemaster Wraith
- Mystic Landon Cruise

Military Contingent:

- Imperial Antenorán Guard
- 1st Assault Group - Angels of Death Squadron

2.5 Operation Forest Fire

Commander: Battlemaster Lexiconus Qor

Force Users:

- Battlelord Ric “Blade” Hunter
- Battlemaster Koryn Thraagus

- Knight Delak Krennel
- Knight Calindra Hejaran

Military Contingent:

- 101st Special Forces Division
- Cipher Four
- 5 Special Agents

2.6 Contingency Forces

Force Users:

- The remainder of Clan Scholae Palatinae

Military Contingent:

- 2nd Expeditionary Division
- 3rd Expeditionary Division (minus 124th Heavy Artillery Battery)
- 4th Expeditionary Division

3 Execution

3.1 Operation Monstrosity

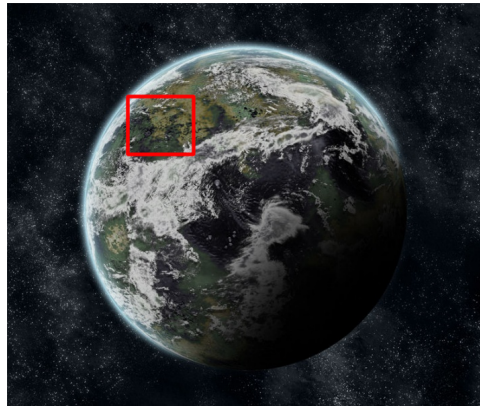


Figure 1: The Planet Judecca

Figure 1 shows the Planet Judecca, location of Operations Monstrosity and Eye of the Abyss and capital of the Empire. Operation Eye of the Abyss is outlined by the red perimeter.

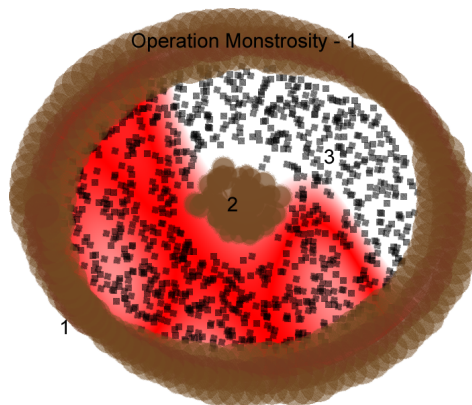


Figure 2: Map of the City of Ohmen with Monstrosity Activity in Red

Operation Monstrosity will take place within Ohmen. Figure 2 shows a map of the city. A central mountain range houses the upper echelons, while the city at the base is surrounded by a circular mountain range impossible to traverse on foot. The streets are designed to slow a military advance.

Monstrosity activity is shaded in red. The objective is to contain the threat posed to the civilian population. The mission will be led by experienced commander Kell Palpatine Dante and Scholae Palatinae Legend Natth a'Niel Palpatine.

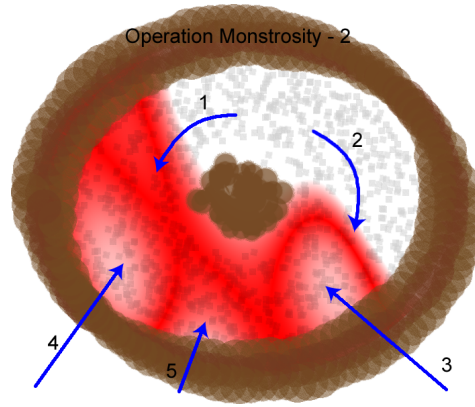


Figure 3: 1st Legion (1), 2nd Legion (2), 3rd Legion + 80th Air Lift Squadron (3), 90th Air Mobile Brigade (4) Dark Jedi Contingent (5)

Figure 3 shows the initial angles of attack. The 1st and 2nd Legions will march from the safe zone around the central mountain range. Armed with blaster rifles, they will be operating a shoot on sight policy towards any unknown species. Their primary objective in this phase is to establish a perimeter around the outbreak. The medics shall attend to civilians as well as the military.

The 3rd Legion will be dropped straight into the edge of the hot zone by the 80th Air Lift Squadron. Upon arrival, infantry squadrons will immediately engage with the enemies. All other squadrons will assist civilians through medical treatment and evacuation to the safe zone. After dropping off the 3rd Legion, the 80th Air Lift will assist with evacuating civilians.

The 90th Air Mobile Brigade will engage the enemy directly with sniper rifles and heavy blaster rifles. Their primary objective is to eliminate as many monstrosities as possible, and will be operating a search and destroy mission.

The Dark Jedi Contingent will be dropped by the 90th Air Mobile into the very heart of the hot zone. This operation contains the largest and strongest Dark Jedi Contingent, as the Dark Jedi will be expected to engage the monstrosities in melee combat across Ohmen, and Battleteam Acclivis Draco is well placed to respond to the threat. Speed is of utmost importance to ensure minimal civilian casualties. Three Elders, three Battlemasters, and a Battlemaster will quickly clear a third safe area.

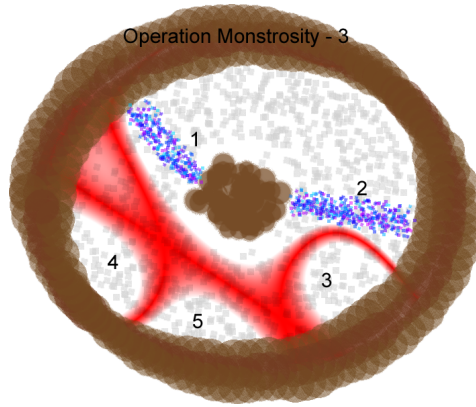


Figure 4: The 1st and 2nd Legions (1,2) form a barrier to contain the threat

The 1st and 2nd Legions will continue to maintain a barrier between the hot zone and the safe zone. The 3rd Legion will start to focus more of their attention to escorting the civilians to the safety of 1 and 2. The Dark Jedi and the 90th Air Mobile will continue to kill on sight until there are no Monstrosities remaining in the area. The remnants of any enemy forces will be trapped by the formation adopted by the 1st and 2nd Legions.

Due to the close proximity to the Scholae Palatinae headquarters, reinforcements can easily be called in the form of Dark Jedi not listed in the allocation. While it is extremely unlikely that three elders will fail in this task, Dark Jedi reinforcements would be well placed to assist the 90th Air Mobile.

3.2 Operation Eye of the Abyss

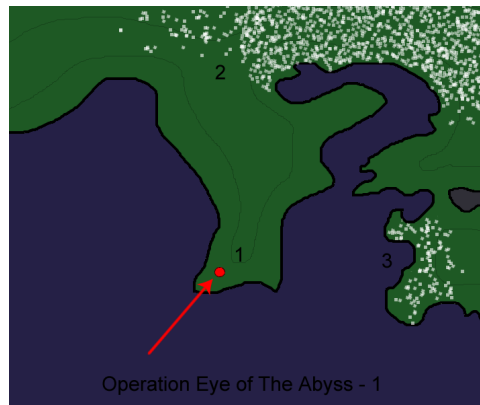


Figure 5: Map of the battlefield with the Abyssal (1), the city of Teyr (2), nearby coastal village Hayling (3)

Figure 5 shows a more detailed map of the battlefield outlined in Figure 1. The Abyssal is shown emerging from the South-West towards the city of Teyr. To the north is Teyr, one of Judecca's major cities. To the west is Hayling, a seaside holiday village. The terrain is mostly flat grassland. As a result of artificial terraforming for easier aquatic transport, the harbour depth reaches a maximum of 15 metres.

The primary objective is to prevent the Judecca Abyssal from reaching Teyr. The secondary objective is to prevent damage to Hayling. The mission will be led by experienced commander Battlelord Archangel Palpatine.

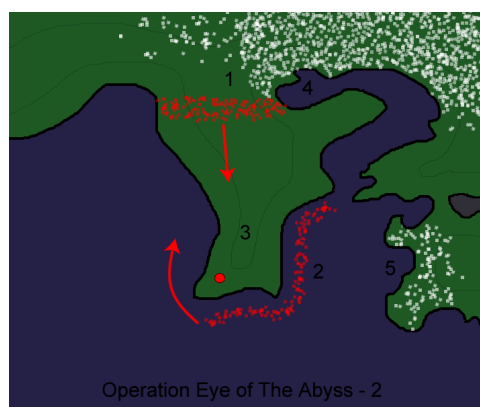


Figure 6: Initial formations - Armoured forces of 1st Expeditionary (1), Aerial forces of 1st Expeditionary and Praetorian Guard (2), Dark Jedi forces (3), and 1st Expeditionary and Praetorian Guard infantry units (4,5)

Figure 6 shows the initial formation of the Scholae Forces. The 42nd and 43rd Armour (1) will advance from the north, forming a land barrier. The terrain is mostly flat,

allowing a barrage of long range fire. They shall stay far back to avoid disorientation from the Abyssal's pulsing noise.

All dropships in all deployed legions (2) shall form up around the east coast. They shall deter the Abyssal from entering the harbour, and will be equipped with noise cancelling equipment where possible. Their task is made easier by the flattening of the harbour preventing the Abyssal from fully submerging itself underwater.

The Dark Jedi (3) are hand picked for this task based on the strength of their willpower. The Dark Jedi shall engage at close range ASAP, drawing the attacks of the Abyssal to keep it stationary. Warrior Shadow Nighthunter is the greatest Beast Controller in the clan, and will attempt to persuade the Abyssal to stay where it is. All forces without access to flight or heavy weaponry shall stay stationed in Teyr (4) and Hayling (5). In the event that the Abyssal breaks through any line, the Teyr and Hayling will be evacuated immediately.

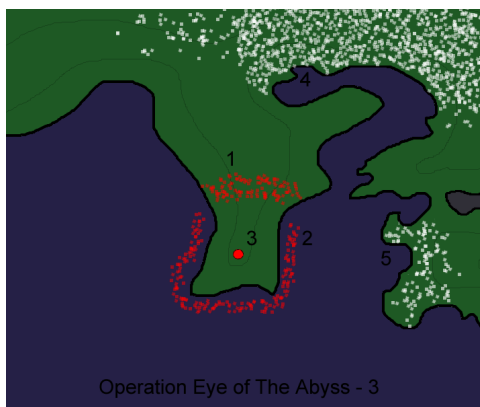


Figure 7: As the armoured forces (1) move forward, the aerial units (2) shall surround the peninsula

The amoured forces (1) shall march south towards the Abyssal to optimise power and accuracy and confine the Abyssal to a smaller space. Simultaneously, the aerial forces (2), shall encircle the Abyssal along the coastline. The Dark Jedi (3) will continue to attempt to distract the beast. If the above formation is successfully adopted, the Abyssal will face attacks from every possible direction. This shall be repeated until the Abyssal is destroyed. All units will then assist Operation Monstrosity ASAP.

In the event of failure, all dropships will participate in the evacuation of the citizens of Teyr, while the armoured legions hold their ground to slow the Abyssal down. If this mission fails, we will have no choice but to destroy the Abyssal by orbital bombardment.

3.3 Operation Shadow of the Colossus

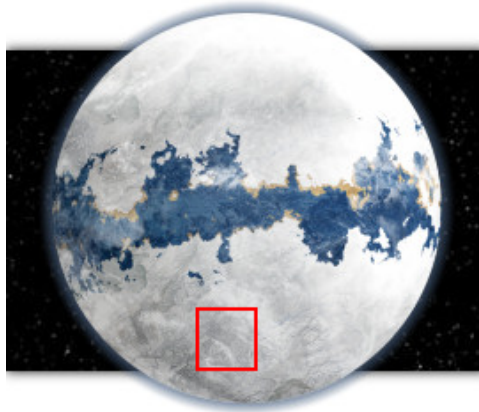


Figure 8: Planetary geography of Caina

Figure 8 shows the planet of Caina. With the exception of a small band of water around the equator, and very small patches of land on the coastline, the planet is entirely ice. Operation Shadow of the Colossus will take place within the outlined region.

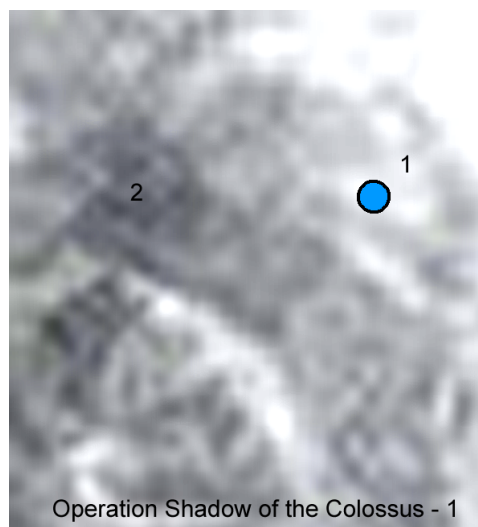


Figure 9: Heightmap of the area showing the Caina Colossus (1), and a valley (2)

Figure 9 shows a heightmap of the battlefield. The area is mostly flat ice with very little scenery or obstacles. The Caina colossus was last spotted at the highest part on the map (1). The lowest part is a small valley (2) with a height range of roughly 10 metres. The sole objective is to destroy the Caina colossus, located many hundred miles from any

settlement.

While the target is impregnable to small arms fire, the ground is extremely slippery, so walkers will need to move at half speed. An experimental warhead designed by Dr. Elinicia Rei has been sanctioned for testing during this operation. Following detonation, the Flame-Warhead Elinicia-Class bomb (FWEC bomb) will release a thick and adhesive burning liquid designed to reach the highest temperatures possible. Simulations suggest a region of 100 metres in diameter will be covered in the liquid which should burn at 3,000 degrees.

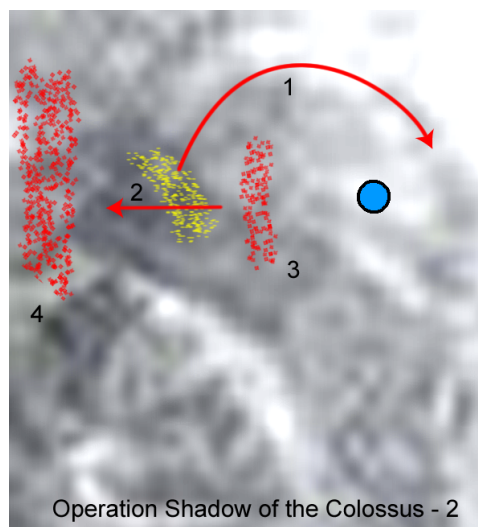


Figure 10: The initial formation showing the 83rd Air Lift (1), one ton of military-grade thermite (2), and the remaining legions (3), and the 123rd Light Artillery and 124th Heavy Artillery Batteries (4)

Figure 10 shows the initial formation. Dr. Elinicia Rei will remain aboard The 83rd Air Lift (1) for the duration of the mission. Six of the 12 LAAT ships will be carrying a total of three tons of thermite powder, which will be dropped in large quantities into the valley, where it will settle at the bottom (2). Thermite is a powder that, when exposed to sources of ignition, will burn at temperatures of 4,000 degrees. The 83rd Air Lift will then circle the Colossus at long range. Elinicia's LAAT will carry the FWEC bomb.

The legions of the Cainan guard will be positioned between the thermite and the Colossus (3). They will remain at long range, with the objective of drawing the attention of the Colossus before retreating into the valley.

All artillery units shall strike the Colossus with heavy, long range weapons (4) as soon as the legions have engaged. They will remain the other side of the thermite at the

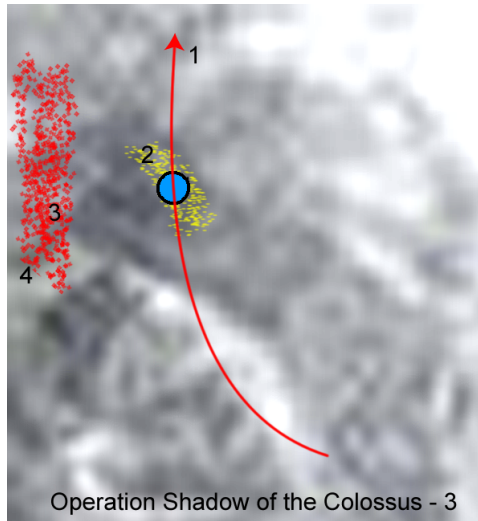


Figure 11: Elinicia's dropship (1) will drop the FWEC bomb onto the Colossus as it walks across the thermite (2) attempting to attack the retreating legions (3)

maximum effective range of their heaviest weapon, attempting to cause as much initial damage as possible to its armour. As the colossus is higher than the legions, the shot will be clear.

Figure 11 shows the next formation. Once the Caina Colossus begins to attack the legions (3), they shall immediately retreat to the other side of the thermite powder (2), with direction from the overheat LAAT ships. The artillery (4) will continue to fire.

When the Colossus is half-way through the thermite, all ground units shall retreat west ASAP. Elinicia's LAAT will swoop overhead and drop the FWEC bomb, which will detonate approximately 30 metres above the head of the Colossus, which will become covered in the 3000 degrees adhesive. As soon as any of the fuel reaches the ground, the thermite will be ignited, burning the Colossus from below at 4000 degrees.

The optimal scenario is that the Colossus will melt. In the event that the Colossus has a means to regulate its own body temperature, this will require expenditure of energy. It is extremely unlikely that the Colossus will survive this energy expenditure. If it does, the ice beneath it will be melted for several hundred metres, and the colossus will fall into boiling water.

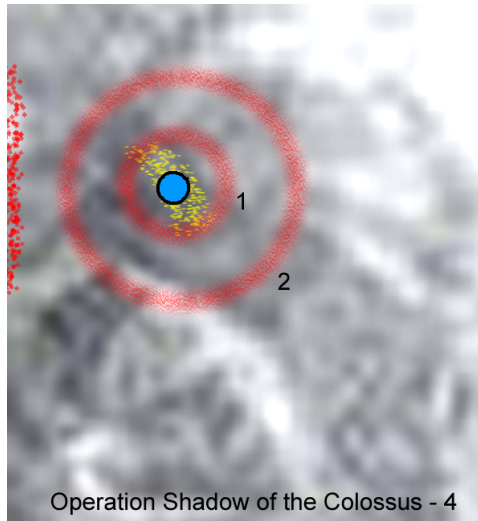


Figure 12: Radii showing temperatures of 2000 degrees (1) and 100 degrees (2)

Figure 12 shows simulations of the effect of the FWEC bomb. Everything within the inner ring will be heated to 2000 degrees, a temperature capable of melting armour. This temperature will cause immediate death to all known sentient life, and water will vaporise. Everything in the outer circle will be heated past 100 degrees, the boiling point of water. The outer circle will become a boiling hot lake.

3.4 Operation Sand Strike

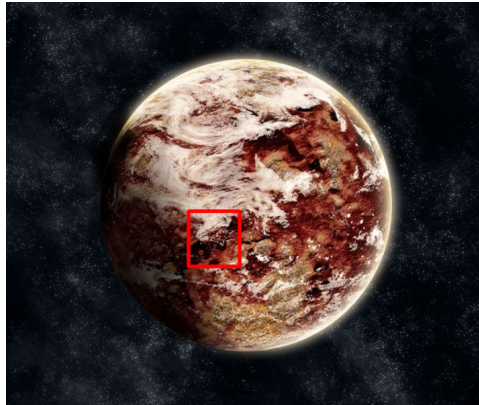


Figure 13: The Planet Antenor, with area of operation outlined

Figure 13 shows the planetary geography of Antenor, a planet almost entirely covered in desert and rock. The operation will take place in the Dragon's Teeth mountain range, outlined.

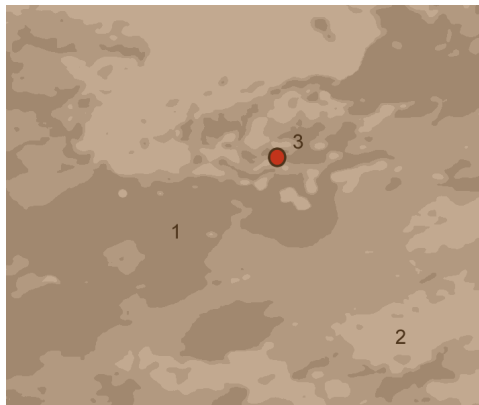


Figure 14: The Dragon's Teeth Mountain Range showing the highest point (1), the lowest point (2) and the last known location of the Antenor Sandworm (3)

Figure 14 shows a more detailed map of the terrain. The region is highly mountainous, with elevation ranges of over 1000 metres in the area shown. The Sandworm was last seen travelling south through the mountain range. Line of sight will frequently be obstructed by the terrain.

The Antenor Sandworm will have a significant advantage in navigating the terrain, and as such, ground troops will be ineffective. The only ground units deployed will be the Dark Jedi (1), which have been chosen for their athleticism and ability to move around the battlefield.

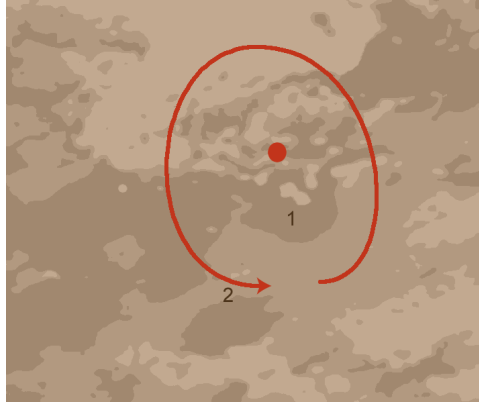


Figure 15: Initial formations showing the Dark Jedi (1) and the 81st Air Lift Squadron (2)

Figure 15 shows the initial formation. The Dark Jedi shall be located at the peaks of the mountain range and will act primarily as scouts. It is unlikely that their lightsaber weapons will be practical or effective against the sandworm.

The only unit from the Imperial Antenor Guard deployed will be the 81st Air Lift Squadron (2), consisting of 12 LAAT gunships. They shall fly at a safe altitude, tracking the movements of the sandworm and relaying its movements to the rest of the team. They will fire barrages of missiles and heavy lasers at the Sandworm when appropriate, but their primary purpose will be to track its movements.

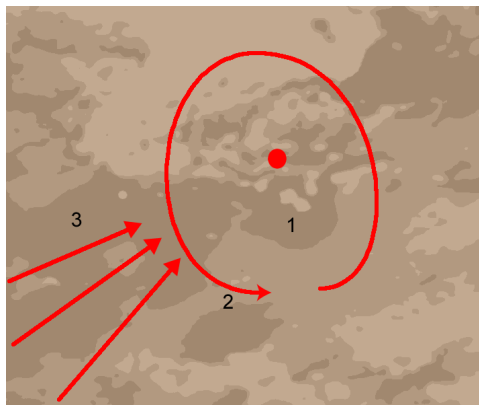


Figure 16: 1st Assault Group - Angels of Death Squadron (3) will attack at the best opportunity

When the Antenor Sandworm is located over sufficiently flat terrain, the 1st Assault Group - Angels of Death Squadron (Scimitar assault bombers) will attack from the southwest. The Scimitar assault bombers shall continue their bombardment until the beast is dead.

3.5 Operation Forest Fire



Figure 17: The Planet Ptolomea, with the battlefield outlined

Figure 17 shows the planetary geography of Ptolomea. The planet is almost entirely a jungle biome. Operation Forest Fire is confined to the outlined region.



Figure 18: Map of the battlefield

Figure 18 shows a more detailed map of the area. The red shaded area shows the last estimated location of the Forest Beasts, located on a peninsula. To the north of the peninsula is another land mass, separated from the peninsula by a channel that varies between 0.5 to 1.5 km wide in the area of interest.

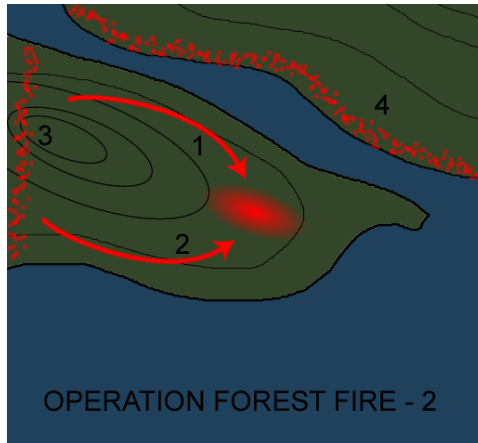


Figure 19: Initial Formation: Dark Jedi Contingent (1) CIPHER and Special Agents (2) Special Forces Infantry and Medics (3) Sniper Teams (4)

Figure 19 shows the initial formation. The Dark Jedi forces, led by Battlemaster Lexiconus Qor, will scout the northern half of the peninsula. This is expected to be the more dangerous path. The Dark Jedi have been selected for their knowledge in either survival, subterfuge, or skill with a lightsaber. Meanwhile, CIPHER Four will lead a team of 5 special agents along the south. Any sign of the Forest Beasts must be instantly reported to all forces.

The infantry will span out in a formation across the peninsula, armed with blaster rifles and equipped with flamethrowers for the purposes of this operation. They will ensure the Forest Beasts do not escape the peninsula undetected.

The snipers will occupy the bank along the northern coast. Scouts among the snipers will be dedicated to protection from natural predators while the bulk of the team use their rifle scopes to help locate the Forest Beasts. They will hold their fire until the Dark Jedi have engaged. If the Forest Beasts attempt to flee north via the channel, they shall fire at will.

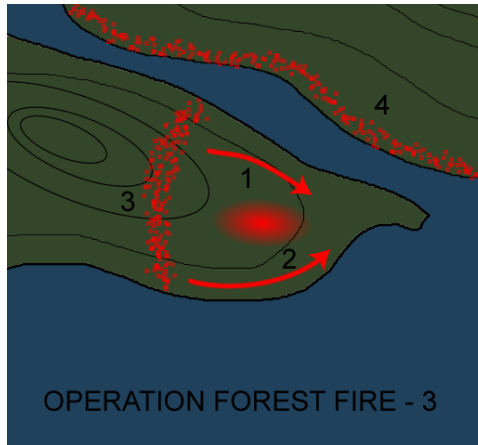


Figure 20: As the scout teams (1,2) cover more ground, the infantry (3) move forward

The scout teams will continue to update the infantry on their movements, allowing them to march forward and decrease the size of the battlefield. If detection of the Beasts while undetected is achieved, the scouts shall position themselves on the far end of the peninsula before engaging, trapping the beasts between them and the infantry.

Upon engagement, snipers shall open fire if and only if they have a clear and safe shot. The infantry units shall stay close together in a curved line formation, allowing blaster fire to converge on a target from multiple angles if attacked. If a Beast ever reaches the line, it will be attacked on all sides. Press the attack until the beast is defeated.

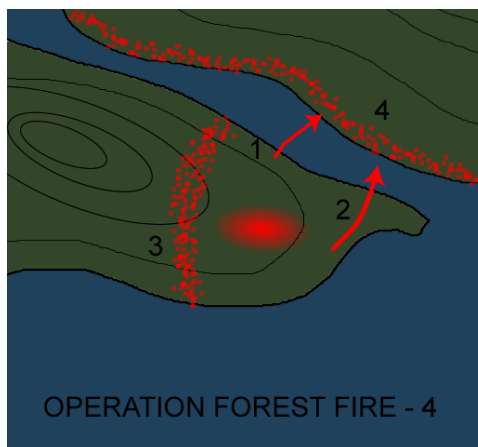


Figure 21: Escape Plan

Should the battle appear to be lost, a contingency plan is in place. The infantry units will use their flamethrowers to start a forest fire that will incinerate everything on the tip of the peninsula. Any surviving Dark Jedi and Agents shall swim to safety. The snipers shall cover them if the Beasts can swim. The infantry will then control the fire spreading west.