

OPERATION 'HONEY BADGER'

Introduction

Clan Scholae Palatinae is currently engaged in standoff with the Red Fury pirates and Clan Naga Sadow over a horde of artifacts. Both assault groups have established a mountain base in their attempts to secure and/or capture them as marked on the strategic map. This mountain pass is important in order for Clan Scholae Palatinae in order to secure the artifacts and not be destroyed..

This battle plan will document the objectives, goals, assumptions, unit allocations, and the three phases of the operation.

Objectives and Goals

Each phase of the operation has its own objective. This sections covers the Operation overall. From this point forward, Red Fury Pirates/Clan Naga Sadow will be known as the enemy. The home base will refer to Clan Scholae Palatinae's base.

Overall Objectives:

1. Repel enemy offensives against our mountain base
2. Capture enemy mountain base

Overall Goal:

1. Wipe out the enemy and cast them off the mountain
2. Prevent the destruction of the home base
3. Secure Artifacts in Storage Depots

The primary goal is to wipe out the enemy presence from the mountain, but not lose our own foothold. We are currently at a disadvantage, so utilizing each asset to its fullest is key.

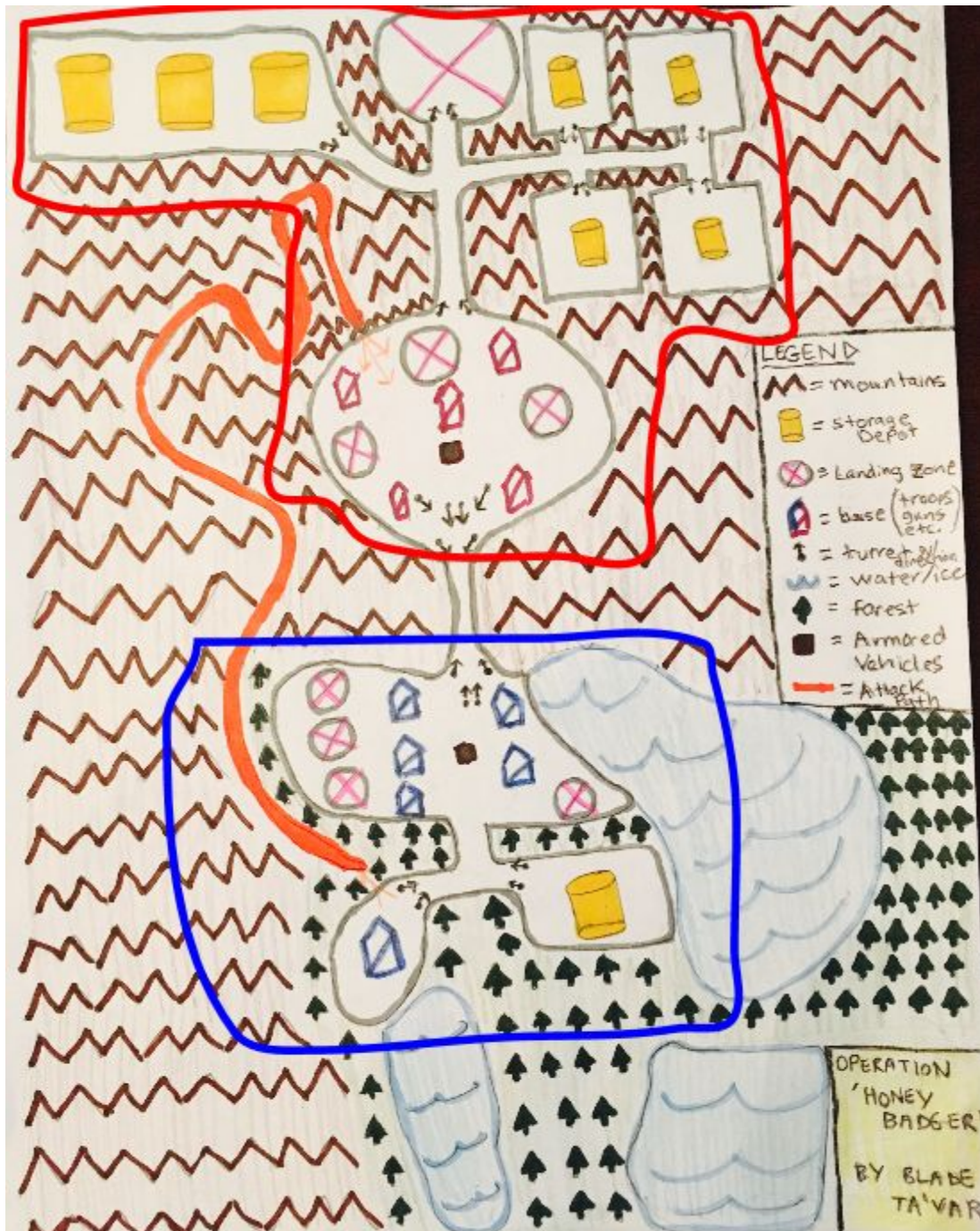
Assumptions

1. Enemy does not know of natural path (Labelled orange on strategic map) connecting the bases.
2. Enemy does not have a view of the natural path connecting the bases from their own base.
3. Enemy only knows of the mountain pass or the main landing zone as possible avenues of attack.
4. Enemy is not suicidal enough to throw every asset down the mountain pass to attack our base.
5. Strike team can blow a hole through mountainous wall between it and enemy base.

6. Enemy landing zone and storage depot have limited defenses due to the defensive buildup of the main portion of the base and the location of our base.

Strategic Map

The following is the latest intel on the area of operations. Red is hereby known as enemy territory. Blue is hereby known as Clan Scholae Palatinae territory.



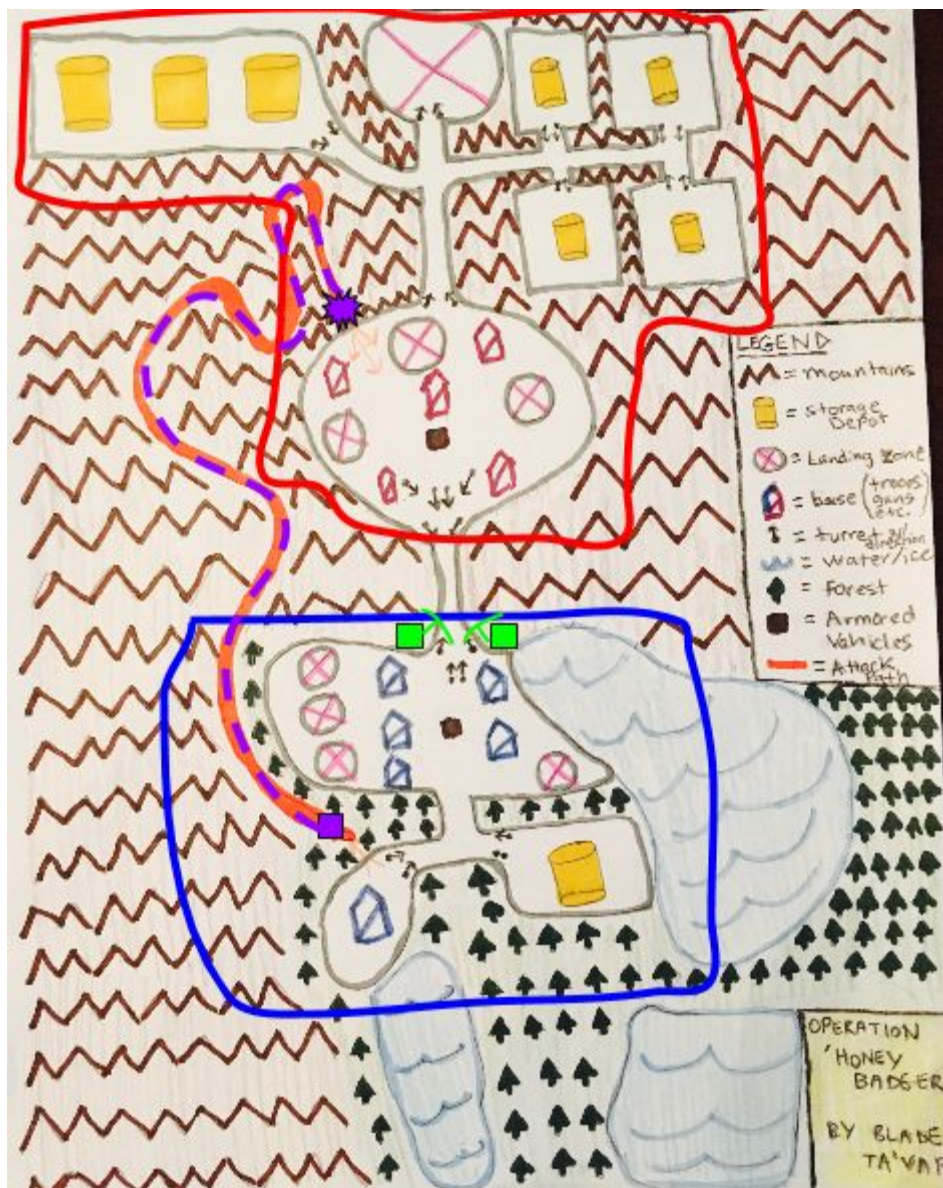
Unit Allocations

Clan Scholae Palatinae	Red Fury Pirates and Clan Naga Sadow
<p>Strike Team: -97 soldiers Armament: -Explosives -Blaster rifle -Grenades -1 Blade Ta'var (Sith Warrior) Armament: -Lightsaber -Throwing Knives -1 Kor Vaal (Knight) Armament: -Lightsaber -1 Shadow Nighthunter Armament: -Lightsaber</p>	<p>No Strike Team.</p>
<p>Heavy Defenses: -8 standard defensive turrets -1 T2-B Repulsor</p>	<p>Heavy Defenses: -20 standard defensive turrets -1 T2-B Repulsor</p>
<p>Main Forces: -200 soldiers Armament: -Blaster rifle -Grenades</p>	<p>Main Forces: -300 soldiers Armament: -Blaster rifle -Grenades</p>

Operations

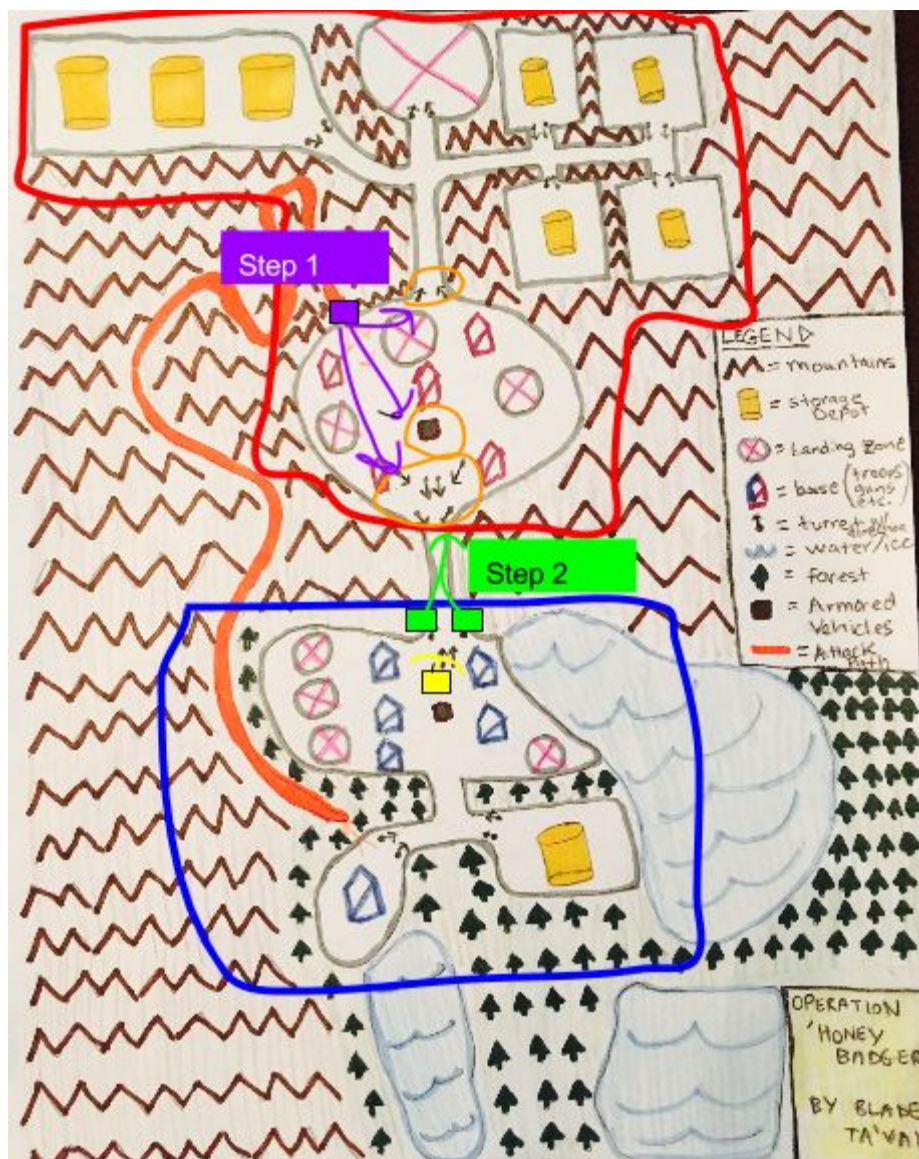
Phase 1: Defend Base Until Strike Team Reaches the Enemy

During this phase the main attack force (green) will defend the mountain pass that connects the enemy's base to our own. They will hold off the enemy, giving time for a strike team (purple) to take the orange colored path to the enemy base. The goal of this phase is to repel the enemy so that our strike team can get into position and prepare to surprise the enemy. Once in position, the strike team will place several heavy charges on the mountainous wall between themselves and the enemy base. They will blow open a hole large enough to let our strike team run through after one chained explosion.



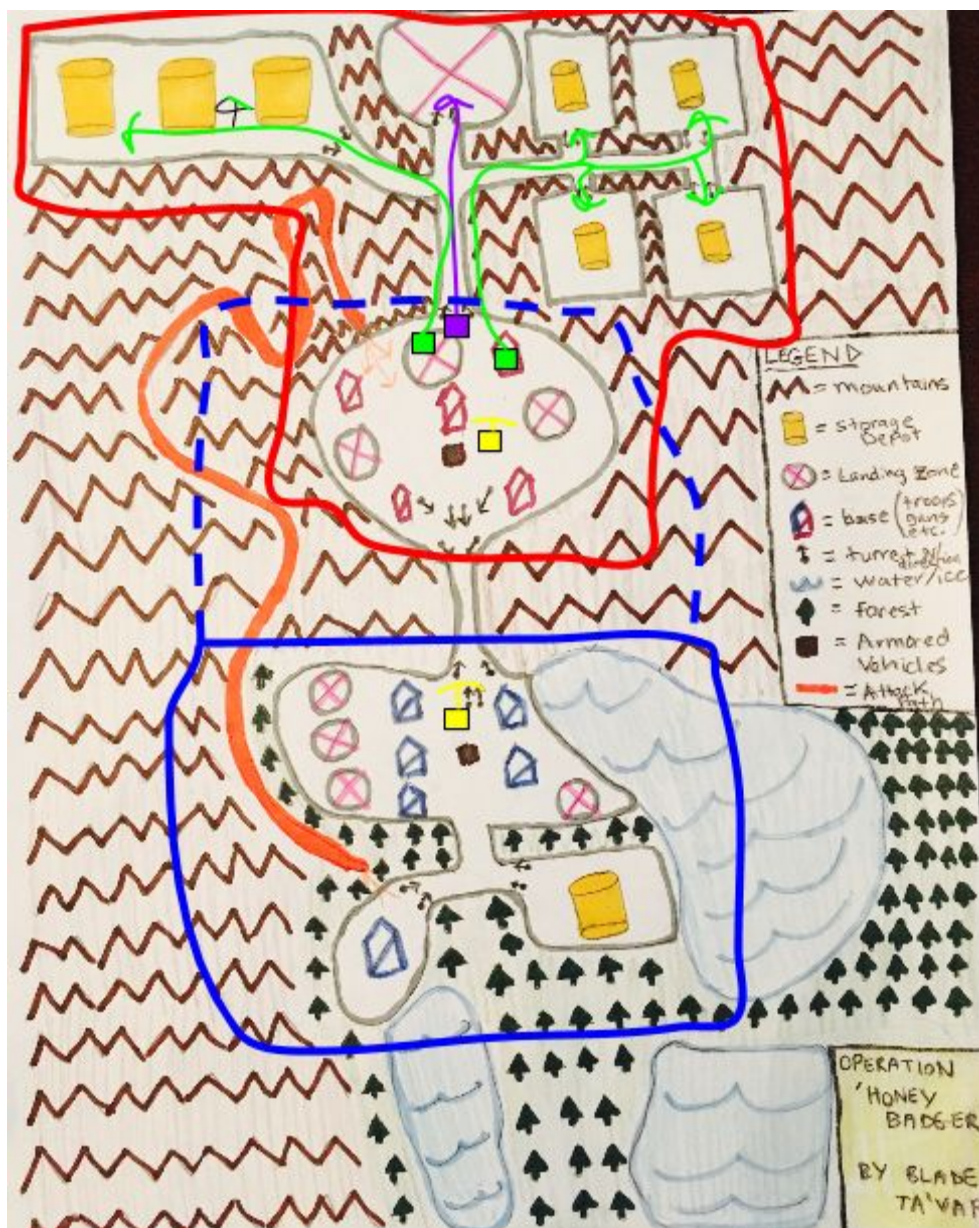
Phase 2: Strike Team takes out heavy defenses (turrets and armored vehicles). Main force attacks everything left.

During this phase, the assumption is that our strike team can blow a hole through the mountainous wall. If this is not successful, they will return to base. If that is successful, the strike team (purple) will take out the enemy turrets (orange) and the armored vehicles (orange). Optionally, the strike team can choose to commandeer one or more of them if the opportunity presents itself. Once the turrets and armored vehicles are destroyed, the strike team will signal main force at our base to rush the enemy's base. (green) Only 70% of the main force will attack enemy base. The rest will stand by and defend our base, helping out where needed most.



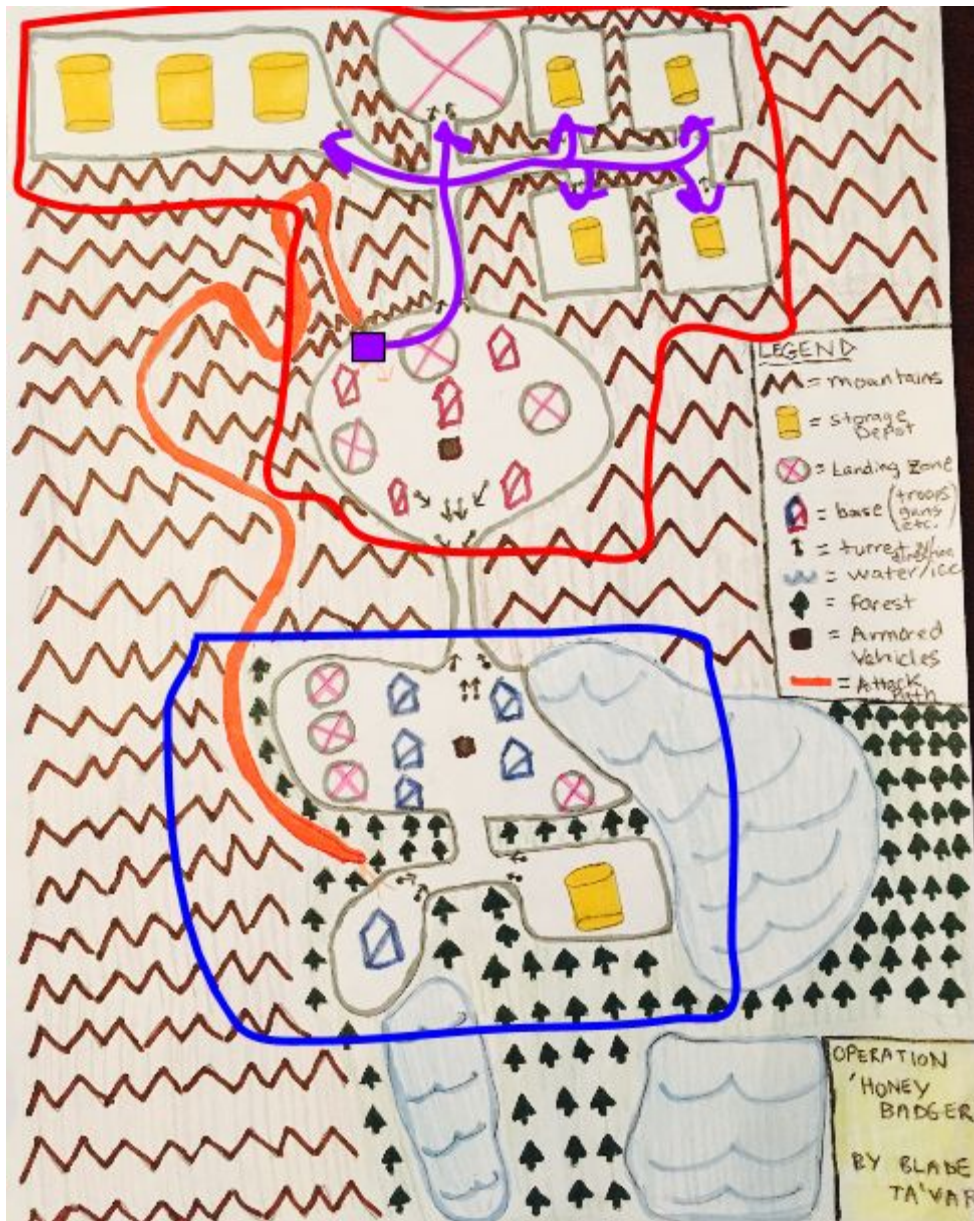
Phase 3: Take enemy storage depot's and main landing zone.

If phase 2 was not successful, move to the contingency plan. Assuming the second phase was successful, we should have 66% of our main force (green) occupying the center of the enemy base, along with our strike team (purple). The next target will be for the strike team to capture the main landing zone and for one half of the main force that are occupying the enemy base to capture the storage depots. The half not attacking the storage depots will defend the newly capture portion of the enemy base (dashed blue line). The strike team will attack their target first, followed closely behind the main force. This phase should be relatively easy compared to the main portion of the enemy base.



Contingency

This battle plan has one contingency if phase two of the plan is not achieved. If the strike team is not successful in neutralizing the enemy fortifications guarding the mountain pass, they will be instructed to take their explosives and take out the main landing pad, as well as the storage depots. (See purple lines on map below) These troops will probably not return alive, but the failed mission will have at least crippled the enemy.



Conclusion

I submit this battle plan for consideration in order to secure the enemy artifacts. It is risky, but it also provides a lot of rewards if properly executed. I believe that if this plan is executed, we will gain the decisive upper hand.

Credits

Battleplan Writing by Blade Ta'var