



INTRODUCTION:

The Red Fury forces have been successfully pushed back. Their base has come into Brotherhood possession, along with the horde of artifacts that now requires protection until they can be safely transported home. Still deeper within the enemy base, emerges the remaining Red Fury forces, looking for revenge.

Intelligence reports that the enemy clan moving on the base entrance boasts numbers comparable to our own; that is approximately 300 soldiers in number. Coming from the rear of our position, intelligence confirms Red Fury pirates coming from deeper within the base.

This mission will require the securing the artifacts, the repelling of the Red Fury (stage two [1],), while simultaneously defending the artifacts from the oncoming enemy clan forces (stage two [2]), and finally the evacuation of the artifacts (stage three [3] and four [4].)





OBJECTIVES AND GOALS:

As noted above, this defensive strategy consists of four (4) stages, with stages two (2) and three (3) to take place likely simultaneously, and finally concluding in stage four (4). Our goal:

The Securing and Safe Evacuation of the Sith Artifacts.

The mission will begin with our having taken the enemy base By taking the Red Fury base, we will acquire the precious artifacts and so secure them from their hands.

Stage one(1) and two(2) involves the defense of the artifacts. And the following goals:

Repel the Red Fury Remnants

Repel Enemy Clan Rear Assault

Stage three(3) and stage four(4) is the safe evacuation of the artifacts. This stage includes the following to end in success:

Securing of Escape Route

Transport of Artifacts to Point of Evacuation





ASSETS:

Palatinaen Troops: 300

Infantry: 250

Medics: 10

Snipers: 20

Demolitions: 20

Dark Jedi: 3

E-Web Blaster: 2

Standard Blaster Rifles

Thermal Detonator





ASSUMPTIONS:

Naga Sadow Troops: 250 of an Unknown type

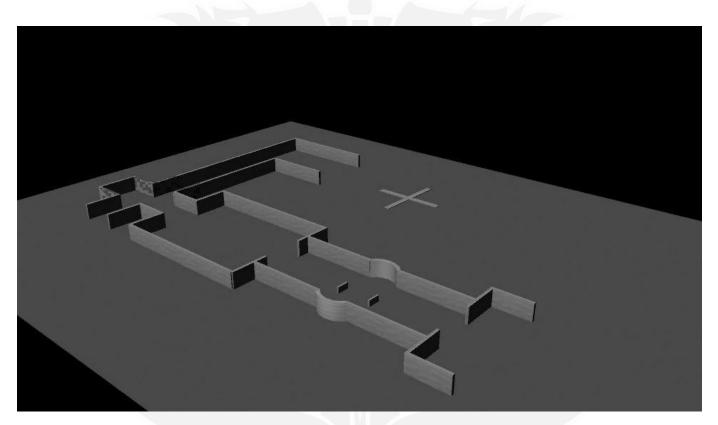
Red Fury Pirates: 50 Pirates

Intelligence has no further data on the enemy forces, reinforcements or armament. It is unknown if they have any heavier artillery, or any vehicles at their disposal beyond the defense point. Proceed with the utmost caution.





OPERATIONS:



Overview of Red Fury base.

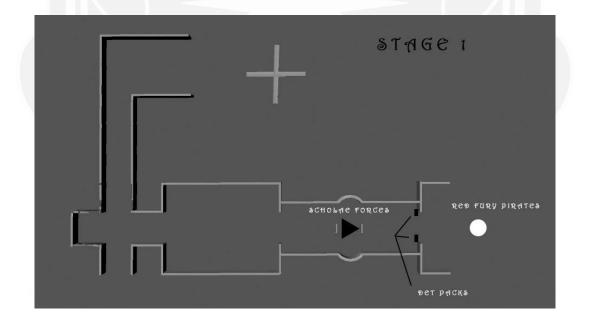




Stage 1: Repel Red Fury Remnant

The team, led by three Dark Jedi, in this instance Delak, Mune and Shadow.; will secure the Sith artifacts and begin the extrication. Resistance from remnant Red Fury forces is expected from the rear.

Intelligence places Naga Sadow troops at the base entrance, quick neutralization of remnant forces required in order to control point of defense without further risk of rear assault. Shadow will take charge of the Demolitions team and destroy the rear bulkhead in an attempt to block the tunnels at the team's back and so cease the flow of Red Fury pirates.





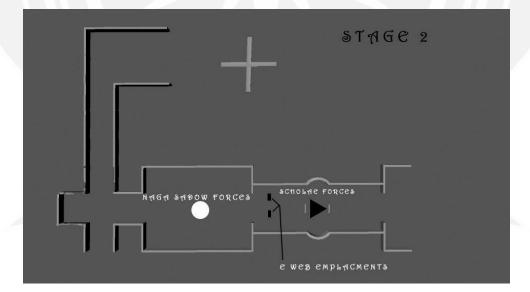


Stage 2: Repel Naga Sadow Forces

The team will take up defensible positions within the chamber. The rear tunnel blockaded by the fallen ceiling, there is only one exit to defend, this one from Naga Sadow troops.

E-web Blaster Turrets should be deployed. The Dark Jedi will act as defense from fire, but not engage enemy directly, rather they will have the function of ensuring Palatinaen troops are protected from some of the fire they come under. They are not to over stretch themselves, and rather, to fall back behind their own troops when needed.

Acceptable losses of troops estimated at 15%, with a goal of no less then 35% of enemy troops taken out to force an opening.



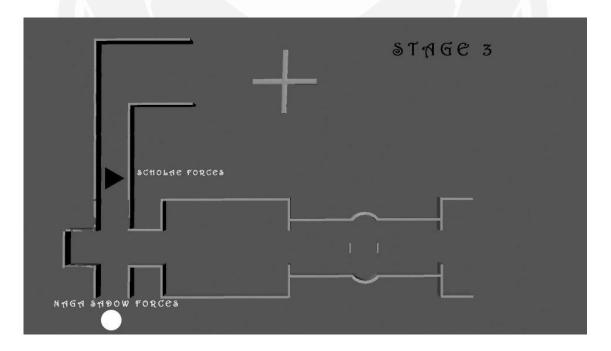




Stage 3: Securing Escape Route

Using the forces at their disposal, the team is to punch a hole through the remaining Naga Sadow assault. Suggested tactic, the use of a forward division of infantry units, backed by snipers in the vanguard. Artifacts should be under guard of minimum one Force user and fresh infantry.

Expect heavy resistance, it is assumed that the enemy will continue to harry the team's position. Incurring losses is acceptable, and estimated to be no less than an additional 5%.







Stage 4: Evacuation

It is expected that a shuttle will be brought in for the evacuation of the artifacts at this point. Troops will be continued to be used to defend the new point. The enemy clan will most likely continue to harry the team position in an attempt for the artifacts or interrupt the retreat to buy time for further back up to arrive.

Once the artifacts have been loaded safely, remaining Palatinaen troops should retreat to shuttles and escape the planet's surface.

ANDING DAD

Final estimated troop loss is no less than 35% losses.





CONCLUSION:

Scholae forces defeat Naga Sadow and Red Fury Remnants and escape Mygeeto aboard shuttles with all of the artifacts in one piece. Meeting with Xen and Cyris on Judecca in Ohmen city to show the wealth that is obtained in the operation.







OFFICIAL:

Pin 13944

Warrior Delak Krennel (Sith) / BTL / <u>Battle Team Shadow Guard</u> of <u>House Imperium</u> of <u>Clan Scholae Palatinae</u> [SA: III] [GMRG: X] [ACC: Q] [INQ: VIII]

SCx2 / AC / DCx4 / Cr:3D-13R-12A-13S-16E-3T / PoBx13 / CFx2503 / Clx41 / CEx2001 / Slx3 / SotM / LSx2 / SoLx2 / S:3Cr / LoR

{SA: DPE - DPV}

Pin 11405

Battlemaster Shadow Nighthunter (Sith) / BTL / <u>Battle Team Tacitus Athana-</u> sius of <u>House Excidium</u> of <u>Clan Scholae Palatinae</u> [GMRG: IV] [SA: VII] [ACC: Q] [INQ: IX]

SC / ACx2 / DCx7 / SNx2 / BN / Cr:2R-8A-11S-15E-7T-5Q / CFx250 / Clx46 / CEx10 / Slx3 / SotMx2 / LS / SoL / S:5Dec-3Rn-6Cr-6Rv

{SA: MVC - MVH - MVLD - MVLO - DMPH - MVW - DPE - DPV - SVHL - SVWP}

Pin 3607

Savant Mune Cinteroph (Dark Jedi) / <u>Battle Team Shadow Guard</u> of <u>House Imperi-um</u> of <u>Clan Scholae Palatinae</u> [SA: IV] [ACC: Q] [INQ: III]

GC / SCx4 / ACx2 / DCx9 / Cr:1D-2R-1A-3S-1E-1T-2Q / CFx51 / Clx18 / Slx9 / SoFx3 / SoL / S:3M-1R-9Al-3C-1D-1Dk

{SA: MVS - DPE}



