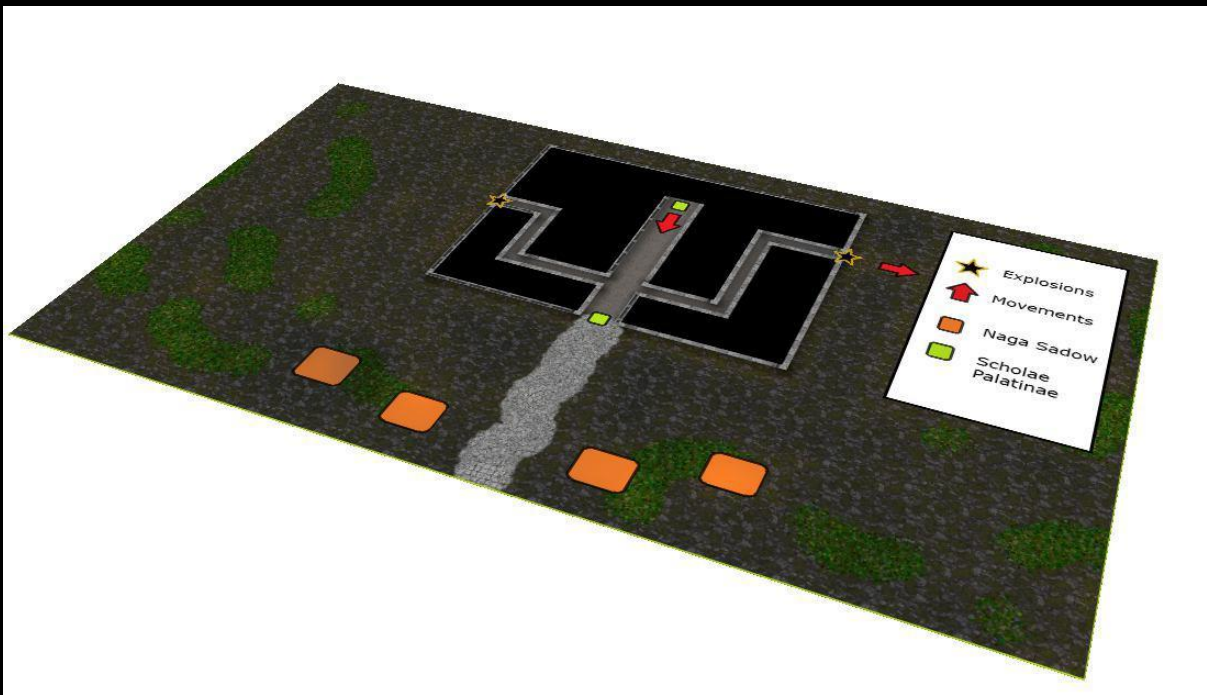


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OPERATION: BREAKTHROUGH

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INTRODUCTION

You have successfully pushed back the Red Fury forces on the planet. Their base is yours, and the horde of artifacts needs to be protected until you can transport them home. You, a team of no more than 5 additional members from your Clan, and 300 soldiers are all you have to secure the base and your prize.

Coming from deeper in the base are the remaining Red Fury forces, looking for revenge, or just a clean way out of the fray. At the entrance, a team from the enemy clan is looking to take what you have already claimed. Their forces are in comparable number to your own.

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MAIN OPERATION

Phase I: CONTENTION -

1. Bravo platoons 1 through 3 are to cover the back and retreat from the pirates, letting them advance and follow them towards the exit.
2. Alfa platoons 1 through 5 cover the entrance and hold the line, waiting for the encounter with Bravo Platoons and start of Phase II
3. Delta platoon set up smoke charges in the entrance of the base and prepares to launch smoke grenades towards the outside.
4. Gamma platoon, meanwhile, searches for two corridors, one of each side of the base, that can be opened via small detonations on the walls.
5. Once Bravo Platoons retreating are about to reach Alpha Platoons, detonate the smoke charges and storm in from the side corridor that leads to the proposed exit. Pirates should pursue until the smoke detonation points.

Phase II: DISTRACTION -

6. Delta Platoon launch smoke grenades outside and front forces follow the back forces.
7. First detonation in the fake exit side by Gamma Platoon.
8. Pirates follow up front and encounter Naga Sadow forces, distracting them.
9. Second detonation in the real exit side by Gamma Platoon.
10. Main forces (Alfa and Bravo Platoons) move out and climb, moving to the flank of Naga Sadow forces.
11. Main force assault Naga Sadow's forces with the pirates attacking from the entrance, the pirates bearing no mark of their allegiance.

Phase III: EXTRACTION -

12. Bravo team moves the cargo of artefacts to the landing zone.
13. Once the cargo is safe, the main forces retreat. Any explosives remaining will be used to cause as much destruction as possible during this action.

EXPECTED OPPOSITION MOVEMENTS AND COUNTERPLANS

1. Enemy keeps the pressure on: In this scenario Naga Sadow forces hold their position and expect the favorable terrain to win the battle in their favour without many casualties. No counterplan is needed.
2. Enemy rushes the entrance: In this scenario Naga Sadow forces try to take the base. In that case smoke detonations would be used earlier and Alfa and Bravo Platoons would retreat immediately to side corridors, hiding and waiting until most of the enemy forces are inside. Once they're in, all the platoons in the side would recover the entrance and would act as a "hammer" using the pirates as "anvil", crushing Naga Sadow forces.
3. Enemy tries to flank after first detonation: This is an excellent course of action in favour of Scholae Forces, which involves Naga Sadow sending part of their troops to the first detonation exit location. In this case the main plan sticks, but part of the Alfa Platoons would need to be sent to the explosion place to hold forces in that place as well. The extraction would be easier after the second detonation due the time that would be required to set up troops again in the uncovered flank of the base.
4. Enemy tries to flank after second detonation: This is the worst scenario possible, which should only occur in case that Naga Sadow would see through the distraction of the first explosion. In this case, Scholae Forces would need to divert the exit from the

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intended one to first opening, losing some precious time in completing the mission and risking more loses.

5. Enemy tries to cover all flanks: In this case, Naga Sadow Forces would be spread too thin to represent a problem for the bulk forces of Scholae in the planned exit. No counterplan is needed either, though loses in Naga Sadow would be high.

SCHOLAE PALATINAE FORCES

Elite members:

- Lexiconus - Main commander
- Blade - Commander of the back forces
- Rosh - Distraction team lead
- Jorm - Alternate exit team lead
- Talon - Main pilot lead

Platoon Leadership

- *Blade: Alfa01 to Alfa05 Platoons*
- *Lexiconus: Bravo01 to Bravo03 Platoons*
- *Rosh: Delta01 Platoon*
- *Jorm: Gamma01 Platoon*



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Main Forces



Platoon composition (Alfa and Bravo Platoons) - (150 soldiers in 5 Alfa Platoons and 90 in 3 Bravo Platoons):

- 1 Captain (Blaster pistol, 1 fragmentation grenade, 1 smoke grenade)
- 1 Lieutenant (E-11 assault rifle, comm equipment)
- 2 Infantry Squads
- 2 Heavy Infantry Squads

Squad composition:

Infantry

- 1 Major Sergeant (DLT-20A laser rifle, 2 fragmentation grenades)
- 1 Sergeant (DLT-19 heavy blaster rifle)
- 7 Corporal/Private (E-11 assault rifles, 1 fragmentation grenade)

Heavy Infantry

- 1 Major Sergeant (blaster pistol, mounted heavy blaster rifle)
- 1 Corporal (DLT-19 heavy blaster rifle)
- 3 Privates (E-11 assault rifles, 2 smoke grenades)

Platoon composition (Delta Platoon) - 30 soldiers:

- 1 Scout Squad
- 3 Sniper Squads

Squad composition:

Scout

- 1 Captain (Cammo armour, E-11 assault rifle, 2 fragmentation grenades)
- 1 Lieutenant (Cammo armour, E-11 assault rifle, comm equipment)
- 8 Corporals (Cammo armour, E-11 assault rifles, 2 smoke grenades)

Sniper

- 1 Captain (Cammo armour, binoculars, E-11 assault rifle)
- 1 Lieutenant (Cammo armour, comm equipment)
- 2 Corporals - Target spotters (Cammo armour, binoculars, E-11 assault rifle, 2 smoke grenades)
- 6 Corporals - Snipers (Cammo armour, E-11 long-range blaster)

Platoon composition (Gamma Platoon) - 30 soldiers:

- 3 Scout Squads
- 1 Demolition Squad

Squad composition:

Scout

- 1 Captain (Cammo armour, E-11 assault rifle, 2 fragmentation grenades)
- 1 Lieutenant (Cammo armour, E-11 assault rifle, comm equipment)
- 5 Corporals (Cammo armour, E-11 assault rifles, 2 smoke grenades)

Demolition

- 1 Captain (Cammo armour, DH-17 blaster pistol)

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- 1 Lieutenant (Cammo armour, comm equipment, E-11 assault rifle)
- 5 Sergeants (Cammo armour, permacrete explosives and detonators, E-11 assault rifles)

BATTLEPLAN COMMUNICATION PROTOCOLS

- Plan notifications will be given in a need to know basis.
- Captains will **always** stay in the command frequency.
- Lieutenants, or other squad leaders, receive orders from Captains or their Platoon Leaders.
- Lieutenants, or other squad leaders will transmit through the general frequency to relay orders to all the troops.
- All communications are to be encrypted with maximum security encoding **except** fake orders that are to be intercepted by the enemy if they try to slice them. Those ones will be encrypted using weak encoding.
- Should any member of the forces detected unexpected enemies or obstacles, they will switch to the command frequency to report to all Platoon Leaders and Captains. Unauthorized use of this frequency will be punishable under the Imperial Law.
- Under **no** circumstances anyone will use the transport frequency. Doing so would compromise the entire mission.

EXPECTED CASUALTIES

As members of infantry, expected casualties, as always, are high. Taking into consideration the nature of the enemies and their initial positions and that we have to get out of the complex with the artefacts, we can presume that these casualties will increase by a 10-15%. These are the numbers we recommend to add to the next recruitment period to cover the casualties:

- Alfa Platoons: 50% of casualties
- Beta Platoons: 30% of casualties
- Delta Platoon: 25% of casualties (75% if we need to use the alternate methods)
- Gamma Platoon: 70% of casualties (this is per standard in all conflicts)

We expect to lose around 50% of our troops and inflict minimal damage to the enemy, unless they take the route 2 in alternative plans, where they would lose a great amount of forces and would decrease our loses.

We expect that this Battle Plan will please the Emperor as much as it pleased us to redact it.
Glory to the Empire!

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