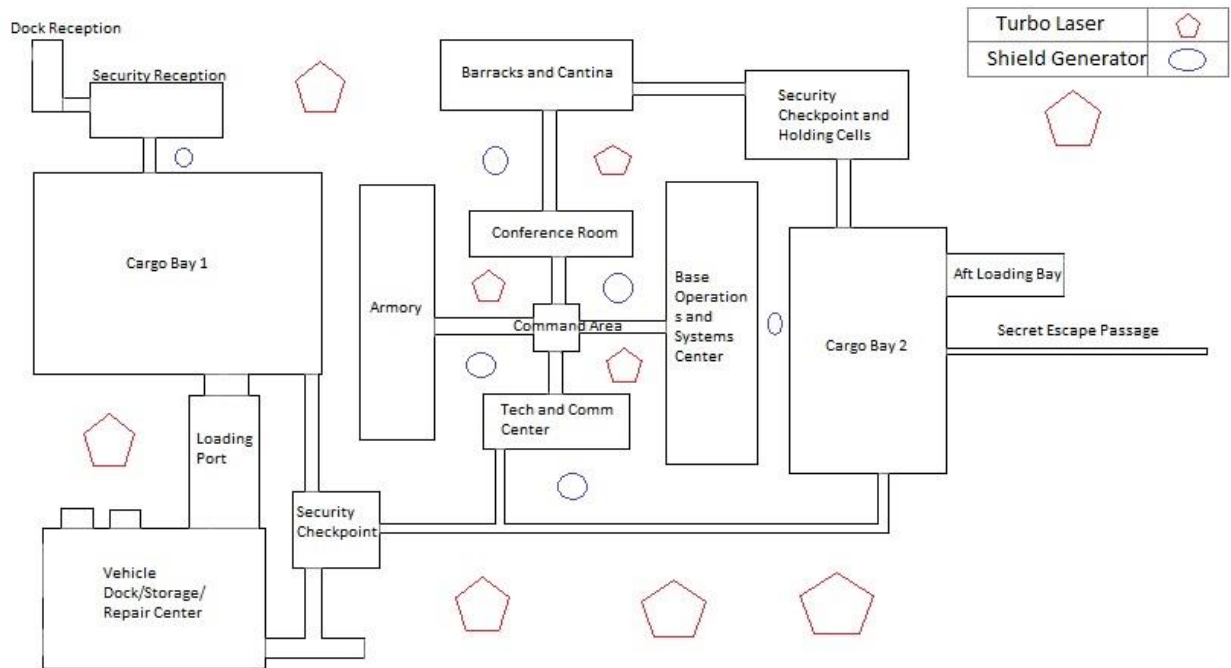


Battleplan
 Mystic Dek Rott (6352)
 Clan Scholae Palatinae of House Imperium

Base:



Area Descriptions:

The Pirate Base was converted from an old, rundown spaceport into a base for the Red Fury group. Many rooms that were meant for something else were turned into things for the pirates to use appropriately. For example, Cargo Bay 1 used to be a mass reception and waiting area and the Vehicle Center was where people could be picked up and dropped off from the local regions. The Red Fury Base now exists as a partially snowed in base with tunnels and compounds that exist above ground and in a blizzard-like landscape.

There are five ways to the inside of the base; Dock Reception, Vehicle Center, Vehicle Center Corridor, Aft Loading Bay, and the Escape Passage.

The Dock Reception is next to the ship landing pad, where pilots and crew come to be received. In the case of Red Fury, it still operates as that, but only for pirate activity and for checking in loot and whatever other illegal materials were gained during operations. It has very little in terms of actual security other than one of the many cameras throughout the base.

The Vehicle Dock/Storage/Repair Center is just that; a place for speeders and the like to be stored and

repaired for runs around the area. Outside of the Center, a small road and platform connects to the ship port area (which is also on the outside of the Dock Reception). Turrets exist in this area for protection, and automatic chemical fire extinguishers do as well.

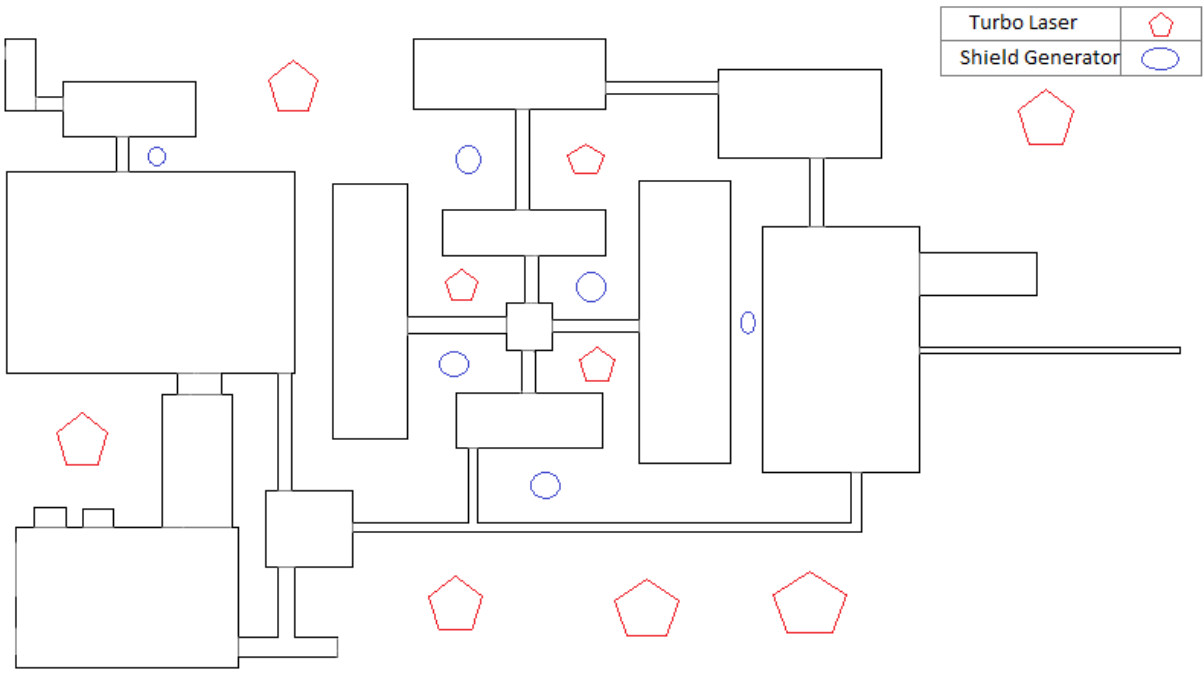
The Vehicle Center Corridor leads outside to the three Turbo Lasers along the side, and was/is mostly used by mechanics and builders to repair some of the outside equipment, including the many shield generators that barely functioned anyway.

The Aft Loading Bay leads to the second Cargo Bay and exists for temporary delivery, such as parts or food from suspicious locals and criminals. (NOTE: This is where the Sith Artifacts supposedly came through considering the wealthy size of the loot itself.)

The Secret Escape Entrance was built by the Red Fury Pirates and was not here when the base was still a spaceport. In our first attack, many of the pirates fled out of the base in this direction, escaping to the local city with many of the artifacts in hand. Others have been dispatched to stop them.

The inner sanctums of the base itself have differing and easily recognizable functions. Security Checkpoints existed as ways to prevent outsiders and/or new recruits from easily accessing the inside of the base. One of the checkpoints also housed a holding cell for uncooperative pirates, slaves, or enemies. The Barracks and Cantina housed the pirates as well as served as the small medical area they had. Armory is used for keeping arms and heavy weapons. Conference room is meant for mission descriptions and decisions. Command Center was where most of the major decisions were made by the pirates themselves. Old, dried blood has splattered the walls, showing the potential for inconsistent leadership. The Tech and Comm center was used for tech and communications with pirate ships and vehicles. And lastly, the Systems Center was used for the functions and technological security of the base itself. The cameras fed here as do all the turrets and automatic functions come from here.

Base Outline:



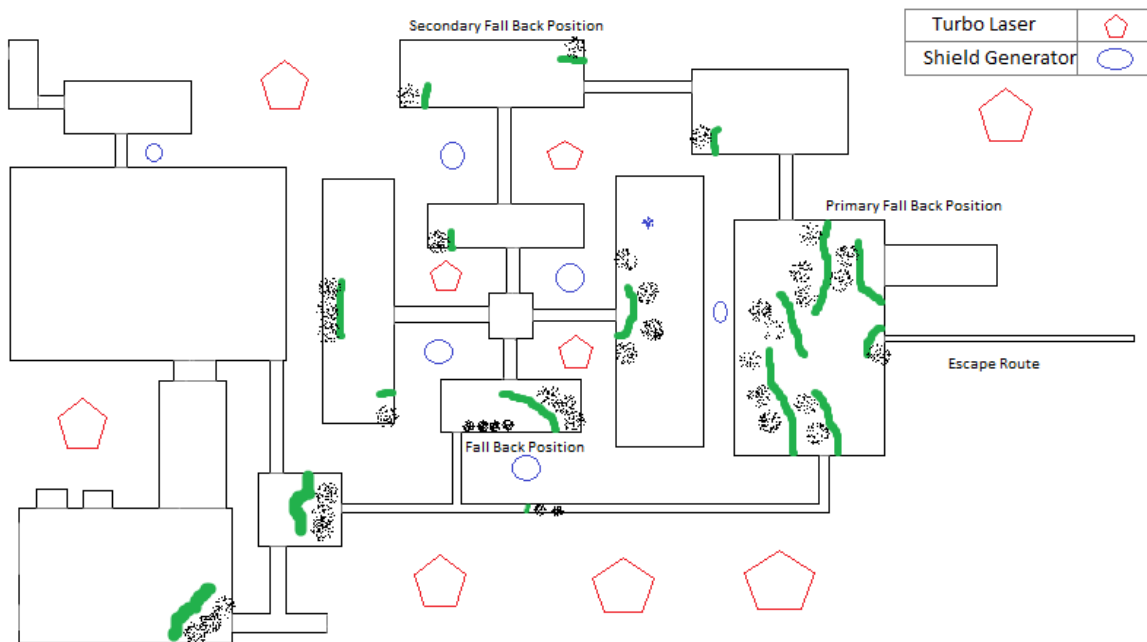
Compliment:

300 Stormtroopers

Dek Rott

Sith Artifacts (placed into cargo container we found in Cargo Bay 2)

Strategy:



The blue dot will be Dek Rott. The black spray paint will be stormtroopers. The green lines will be defensive walls and structures used for firing from behind. The artifacts are split between Operations Center and Cargo Bay 2.

The tactics that will be used will be flanking and overwhelming as well as code words when opening doors. If a door is opened by one of our troops, they will say, "Jabba the Hutt". This term that has no use on the battlefield will notify our troops of who is coming through the door. Otherwise, they will be fired upon from the corners of the room by set up defensive corners.

We have moved many of the containers in the cargo bays and defensive walls from the security checkpoints into differing positions as well.

The likelihood of the enemy getting into the Vehicle Center is small. It has turrets that already existed

from the time before that I (Dek Rott) was able to repair quite easily. Out of the 3 turrets, two are still operational. The fire extinguishers can also be used as distracters. The remaining speeders and vehicles inside the Center was also broken down, now only gutted selves of what they once were. Fuel tanks were used to make crude explosive devices (when the doors open, the resulting electricity passing through the door console will ignite the fuel tank). Fuel tanks have only been attached to the Vehicle Center doors, while the parts that were useless have been strewn across the floor. The purpose of all this is to make the Vehicle Center room difficult to traverse, forcing them through other more easily accessible entrances.

The Dock and Security Reception have been left relatively open. Other than the cameras, which serve as a warning sign, there will be no stormtroopers in those areas. The enemy must eventually reach the Security Checkpoint room. It is my hope that they will be stopped there. If they are more than prepared for this area though, the soldiers there will fall back to the Tech and Comm Center. The corridor before will be blocked by easily removable items (from the other side, where a small amount of troops lay for a surprise flank when called upon).

The Armory has been stripped, but a few reserve soldiers sit there in case they are called upon for differing rooms. The Conference Room and Barracks are sparsely populated, along with another Security Checkpoint. These are rooms meant to be fallen upon. It is our intention to occasionally give ground to our enemy to give them false hope of beating us. The resulting better prepared position and small flanking force will give us the ability to overwhelm our enemy with our tactics.

In case of defeat on most fronts, the bulk of our force exists in Cargo Bay 2. The southern door to Cargo Bay 2 has been damaged beyond repair, and soldered shut. The Escape Room is definitely an option only with the artifacts. I (Dek Rott) could also overload the turrets and shield generators, causing damage from the outside if most of the Sadowans take the majority of the base. It makes it a ripe target for attack from other groups as well from that point (a pirate base in a weakened state).