



MISSION FOLIO

TOP SECRET // Scholae Palatinae

Battle Plan: [Midnight]



INTRODUCTION:

We, of Scholae Palatinae, have found ourselves in dire straights, in the battle against the New Dawn. They've failed to kill us in the mines, failed to keep us from our return to our home system of Cocytus, and continue to fail in their extermination of our number. However, it is time to press them further.

Thanks to the efforts of our clansmen, we've successfully made contact with a contingent of soldiers number no more but no less than 500 of our best that have abandoned the enemy to rejoin us in our fight to take back our Empire. Their numbers swelling our own have made assault possible. A head on assault, however, is not advised. The enemy is firmly entrenched at the palace. We've taken up a fortified position by darkness, in the grand market square of Ohmen. The following confidential document lays out our place to hold the square and draw the New Dawn into the open.





OBJECTIVES AND GOALS:

The ultimate goal of this operation is to entrench ourselves into the Grand Market Square of Ohmen and from this position, draw out the enemy from the Palace. This operation will require a small scale stealth positioning, a small team lure mission, and finally a contingent of soldiers to engage the enemy from an ambush position.

Objective 1—Positioning of our operatives by darkness' veil, beginning immediately at 20:00 hours. This will be completed in two phases; Phase 1 and Phase 2.

Phase 1— Positioning of Marksmen, and initial explosives.

Phase 2—Positioning explosives at vehicles accesses.

Objective 2— Garnering the attention of the enemy ensconced within the Palace grounds. Phase 3, Phase 4, and Phase 5 are part of this key objective to take place at 01:00 hours.

Phase 3— Infiltration team strategically draws attention of the enemy.

Phase 4— Line 1 explosives engaged to disable vehicular routes from Palace.

Phase 5— Infiltration team retreats on pre-planned route, keeping enemy engaged.

Objective 3— Maneuvering of the enemy into the ambush, trap to be sprung approximately 03:00. Phase 6a and 6b, and Phase 7.

Phase 6a— Ambush tripped, enemy caught unawares.

Phase 6b— Ambush tripped, enemy aware, trip failsafe in key positions.

Phase 7— Neutralize enemy.





ASSETS:

Palatinaean Soldiers: 500

> Judeccan Guard Battalion

> Line Company x1 (152)

> BlasTech E-11 Blaster Rifles

> Imperial Legion

> *103rd Imperial Battalion*

> Scout Company x1 (126)

> 86x BlasTech E-11 Blaster Rifles

> 40x BlasTech E-11 Sniper Rifles

> 40x Smoke Grenades

> *101st Imperial Battalion*

> Assault Company (152)

> 80x BlasTech T-21 Light Repeaters

> 72x BlasTech E-Web Heavy Repeaters

> *202nd Imperial Battalion*

> Air Support Company (12)

> 12x Imperial Combat Speeders

> Miscellaneous Defectors (58)

> 200x Thermal Detonators

Force Users: 2

> Grand Admiral Mune Cinteroph

> Imperator Lexiconus Qor





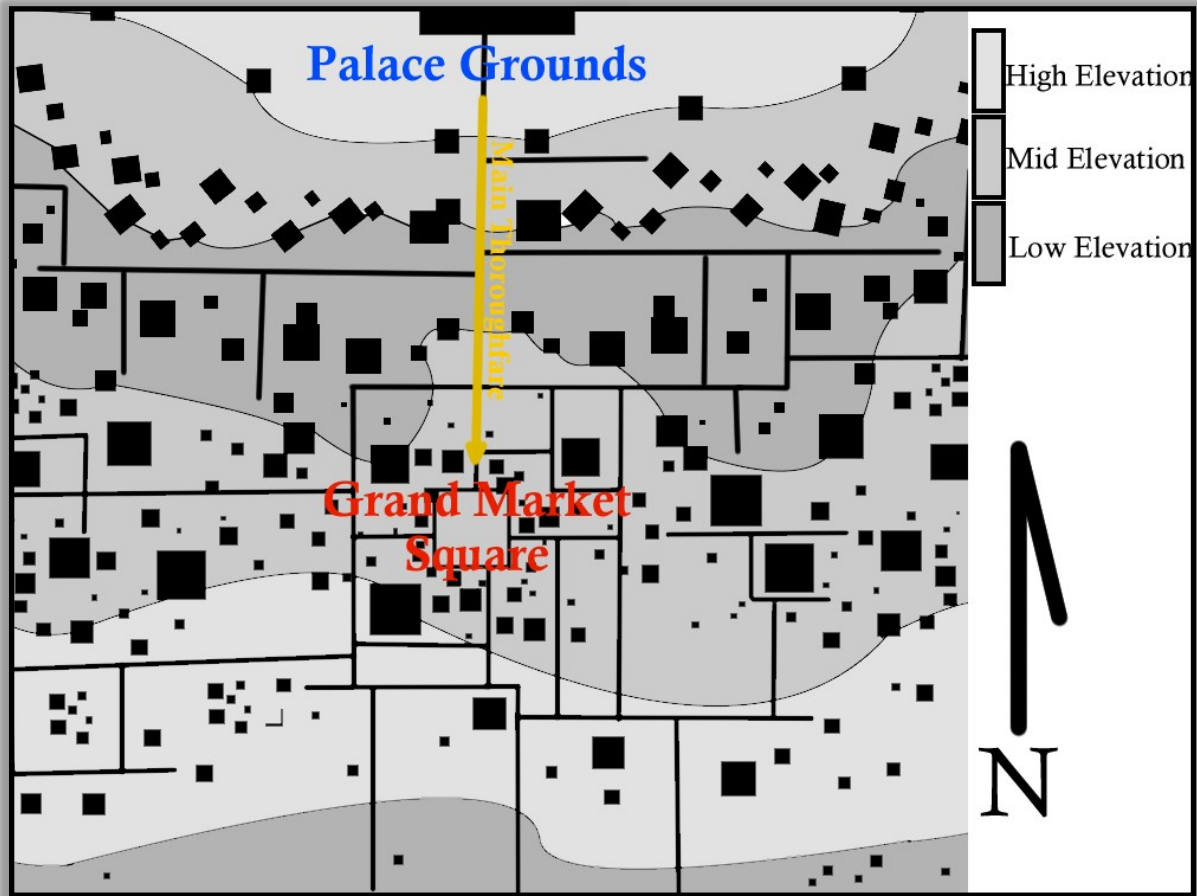
ASSUMPTIONS:

The enemy may have aircraft that can attack precisely at the market, plus fighter squadrons based at the palace itself. The Imperial Legion are under the New Dawn's command, which consists of 832 members, ranging from elite soldiers, command officers, intelligence and recon troopers as well as fortified bases.





OPERATIONS:



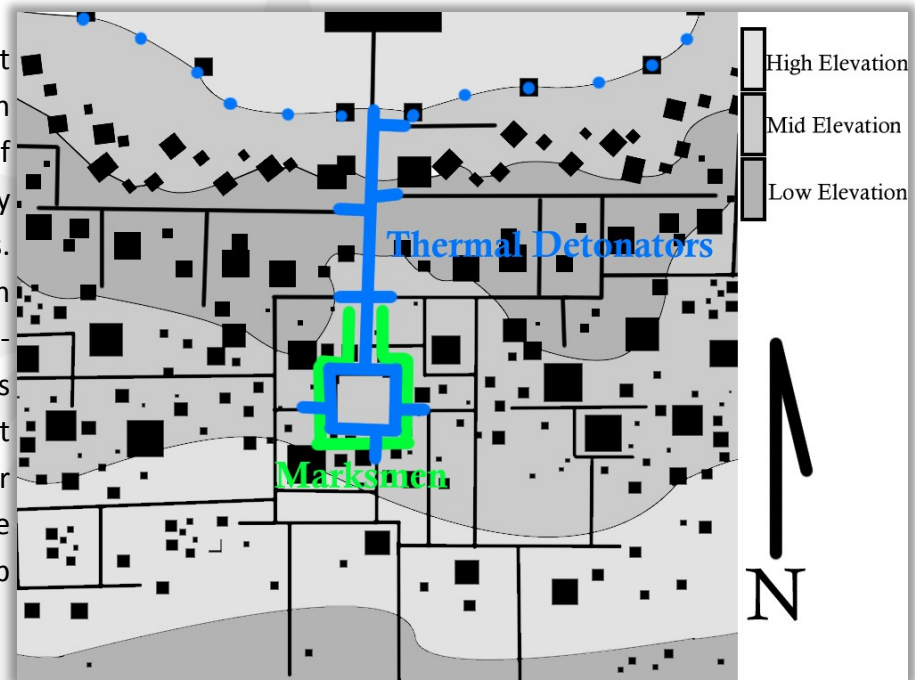
Ohmen is a city built into rock faces, plateaus and valleys with the palace at its highest point. Because of this, the city is of varying elevations, making head on assault nigh on impossible. This being the case, it creates difficulties likewise for aerial combat of any sort.





Phase 1—

Operation begins at exactly 20:00 with the movement of our Scout Company into their positions. The 40 Marksmen will take up key positions on roof ops and hidden against rock faces to garner the best advantage on enemy troop movement.



The remaining 86 soldiers of this company will, under the darkness of night, set their thermal explosives in positions along numerous key streets leading to and from the Grand Market Square. Thermal charges will be set all along the main thoroughfare, and in key positions around the perimeter of the rock faces anchoring the Palace Ground's walls.

Assault Company to take up positions in building surrounding the square, as well as under in the tunnels beneath the main thoroughfare. Air Support Company to remain beyond city boundaries.

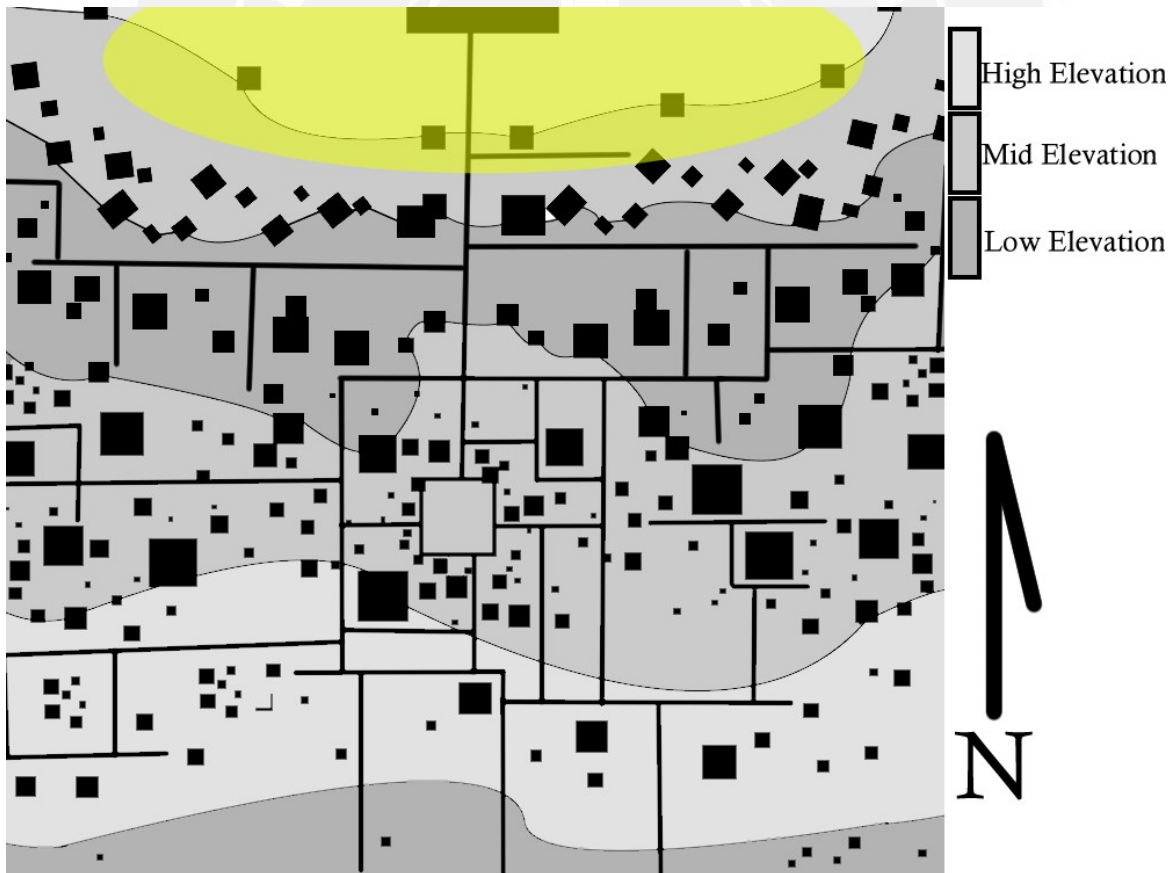




Phase 2—

Our 86 free moving scouts will need to stealthily position explosives at all vehicle access-
es outside of the Palace Grounds, before infiltrating in the company of the Grand Admiral
Mune Cinteroph. Once infiltration is successful, the team should strategically place ex-
plosives throughout the compound, targeting any vehicles they can without drawing the
attention of the enemy.

This phase must come to completion at 00:00 hours and positions taken up for Phase 3.





Phase 3—

At exactly 01:00, the infiltration team is to trigger the explosives within the Palace Grounds. This will undoubtedly draw the attention of the enemy to the infiltration team. They are to immediately retreat once pursuit has been engaged.

Phase 4—

Retreating infiltration team is to engage explosives at vehicle routes so as to remove the possibility of ground vehicle engagement.

Phase 5—

Infiltration team must continue to retreat along the main thoroughfare, keeping the enemy firmly engaged.



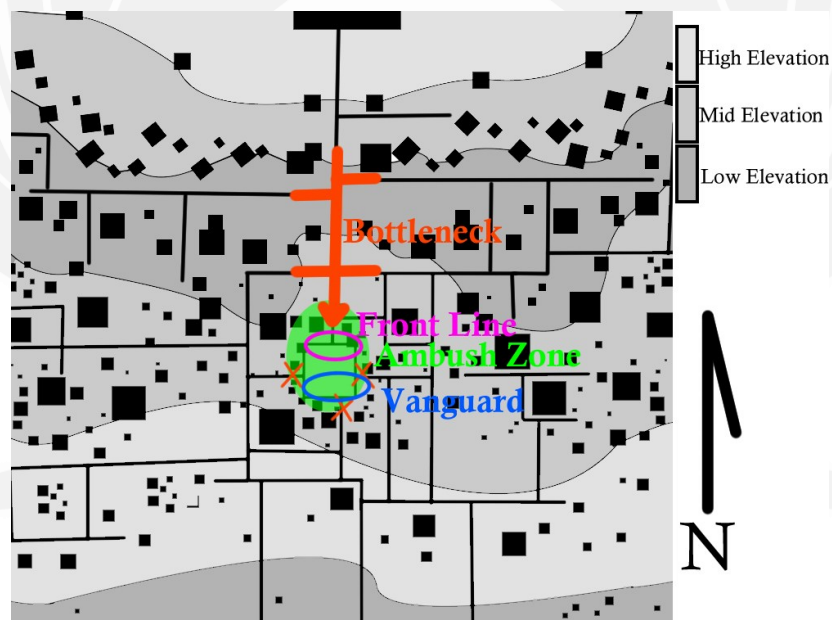


Phase 6a—

At 03:00, enemy should be within the ambush zone, entering the perimeter of the square. Sniper should engage immediately, targeting command figures specifically. If caught unawares, the battle should become joined, all other escape routes from the square blocked off so the enemy is unable to use them. This will create a bottle neck, using the main thoroughfare.

Enemy Force users are primary targets if any are among the assault team. If caught unaware, they should be quickly neutralized. If they are caught aware of the attack, see Phase 6b.

Imperator Lexiconus Qor to lead a contingent of medics to see to any injured, while keeping the vanguard protected from enemy Force Users, Grand Admiral Mune Cinteroph to maintain the front line.



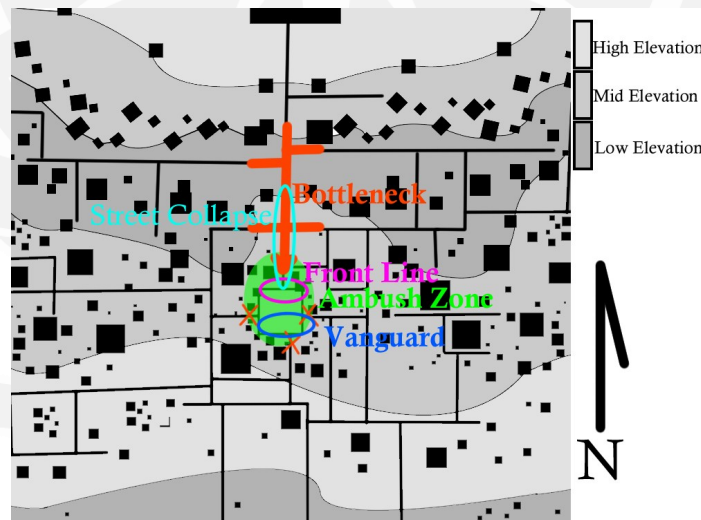


Phase 6b—

At 03:00, enemy should be within the ambush zone, entering the perimeter of the square. Sniper should engage immediately, targeting command figures specifically. If caught unawares, the battle should become joined, all other escape routes from the square blocked off so the enemy is unable to use them. This will create a bottle neck, using the main thoroughfare.

Force Users are aware of the ambush, upon nearing the threshold of the square, thermal detonators should be triggered along the tunnel beneath the thoroughfare. This will cause the wide thoroughfare to collapse in key positions and from here our hidden battalions should press to the surface behind the enemy from 100 meters. As before Force Users need become target priority for snipers.

Imperator Lexiconus Qor to lead a contingent of medics to see to any injured, while keeping the vanguard protected from enemy Force Users, Grand Admiral Mune Cinteroph to maintain the front line.





Phase 7—

Neutralize the enemy by whatever means necessary. Eliminate target Force-Users while disabling their battalions, though it should be noted we should allow them opportunity to surrender.





CONCLUSION:

Neutralizing of a number of the enemy's Force-Users, as well as weakening of their battalions. If possible, convincing prisoners to defect back into our ranks to swell our own numbers and garnering an advantage over the enemy.





OFFICIAL:

Pin 13880

Seer Lexiconus Qor (Gray Jedi) / QUA-PROF / [House Imperium](#) of [Clan Scholae Palatinae](#) [SA: XII] [GMRG: VIII] [ACC: Q] [INQ: XII]

SB / SCx3 / AC / DCx4 / Cr:7R-23A-34S-23E-4T-1Q / PoBx8 / CFx810 / Clx269 / CEx15 / CGx12 / SI / SoFx6 / SotMx2 / LSx5 / SoLx3 / S:5Cr-10Rv

{SA: MVC - MVF - MVH - MVL - MVLD - MVLO - DMPH - MVS - MVWD - MVWS - MVW - DPE - DPV - SGT - SVHL - SVLC - SVT - SVWV - SVWP}

Pin 3607

Savant Mune Cinteroph (Dark Jedi) / RM / [Clan Scholae Palatinae](#) [SA: V] [ACC: Q] [INQ: VIII]

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: MVLD - MVS - DPE}



