

Jurdan Krennel & Magik New Ties Battle Plan

Introduction

The temple on Qirool VI holds a secret Sith artifact which has caused the long dead spirits of the temple to come back to life. They are possessing everyone they can get their hands on from Tarentum and Naga Sadow. The Sith artifact must be found so that you can reclaim your forces and free them from their spiritual bondage.

Objectives and Goals

Our objective is to destroy the temple and claim the Sith artifact to save our troops. The Sith artifact is somewhere within the temple, possibly being used by a possessed being. The goal is to get the artifact and use it to stop the nightmare or destroy it for the same effect. The artifact is linked to the temple, burying it may cause the same effect as using it or destroying it.

Assumptions

- The enemy forces equal our own.
- The enemy temple holds the artifact we seek.
- The enemy forces will attempt to hold us out of the temple.
- The enemy forces will possess as many men and women as they can.
- Our forces have access to more weapons for the attack due to the possession
- Our forces can control the force while the enemies can not.
- Our forces are more agile than the slow moving possessed ones.

Naga Sadow and Tarentum Forces

Tarentum Forces

1st Armored Regiment

1st Battalion

1st Assault Regiment

1st Battalion

1st Infantry Regiment

1st Battalion

Naga Sadow Forces

Legion

1st Line Regiment

- Assault Battalion
- Infantry Battalion

2nd Line Regiment

- Infantry Battalion
- Light Infantry Battalion

Enemy Forces

1st Armored Regiment

3rd Battalion

1st Assault Regiment

3rd Battalion

1st Infantry Regiment

3rd Battalion

1st Line Regiment

- Assault Battalion
- Light Infantry Battalion

2nd Line Regiment

- Infantry Battalion
- Light Infantry Battalion

Attack Plan

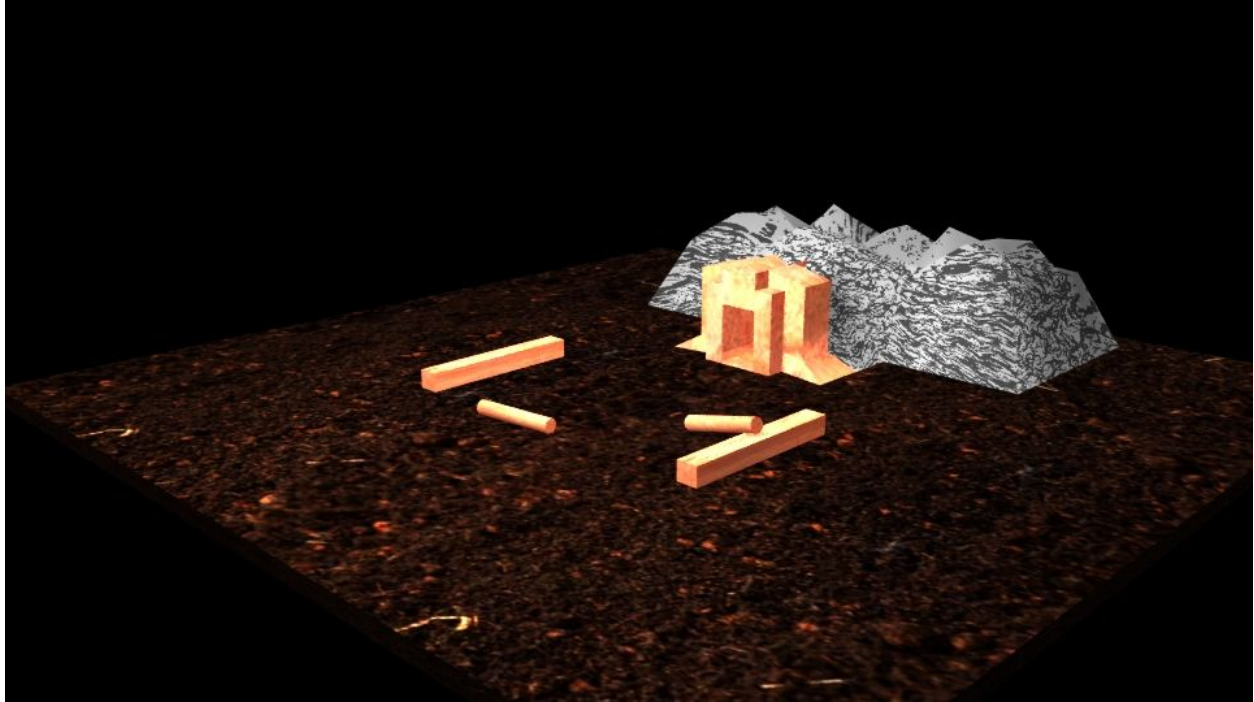
Half of our forces were on the ground and have become possessed by the Ancient Sith Artifact found in the ruins. We will take what forces we have left unpossessed on the ground and attack the temple through the only opening it has. Half of our remaining forces will move forward down

the center. The other half will break apart and attack down the left and right flank. Everyone will move towards the center of the field and will try to make a choke point.

Any enemy forces that attack are to be shot on site. Wounded if possible to give them time to have the curse broken. Killed if they continue coming in an attack manor. Once the line is broken we will enter the temple and search for whomever has the artifact. We will destroy it upon finding it so that the curse can be broken and any remaining possessed forces can be freed from their torment.

Battlefield 3d Map





Conclusion

We expect some losses to friendly forces but expect to find and destroy the Sith Artifact. If possible we will capture the artifact and break the curse so that we can study the magics behind it's power. This could help us understand the supernatural in the future. In any case Tarentum and Naga Sadow will win at any cost.

Participants:
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