

Competition Notes:

You and your team are to capture a CR70 Corvette on the planet of Dandoran. The corvette is defended by a sizable Guavian security force and is located in a hangar attached to the Garganta Gallaria Casino Hotel where it holds 200 T-7 Ion Disruptor Rifles as cargo. There are no Severian Principate or Tenixir Revenants defending the corvette.

Your forces are stationed within a few kilometres of the enemy position, and reconnaissance of their position has already been completed.

Situation, Enemy Ground Forces:

The enemy is made up of Guavian Security Soldiers. Intelligence was unable to determine exact unit counts, but estimates two squads of 11 soldiers in the hangar. With four additional in hangars nearby as possible support depending on the timeline of the mission.

The hangar itself is large, but close to a third of available space is taken up by the corvette. The walls and deck of the hangar are lined with power cell chargers to fuel ships, and large lift vehicles to transport cargo and maintenance equipment. With adjacent supply rooms and maintenance and repair tools. Overlooking the hangar is a control room that monitors approach and departure, as well all support personnel, droids and security. The hangar is expected to have a deflector shield up to seal the ship in, taken down from the control room with necessary slicing skills. While the corvette is held to the hangar floor by a gravity lock.

It is expected that the enemy forces will defend their position - and the corvette - until near the last person.

Situation, Friendly Forces Deployment:

Given the stealth requirements of the operation, a small team (maximum of 10 personnel) is required.

You have at your disposal the characters of your team (you may use an alternate or a member owned NPC instead of your main character) plus 6 to 8 additional characters from your faction's roster (including faction NPCs).

Mission:

Your objectives are:

Secure the hanger and secure the CR70 Corvette by any means necessary. Use of deadly force is authorized, and in all likelihood will be required.

Override or otherwise remove the gravity lock securing the corvette to the hangar deck.

Take down the deflector shield keeping the ship from leaving the hangar.

Leave the hangar and surface of Dandoran with all due speed and rendezvous at the designated coordinates at the edge of the star system.

The Team

For the purposes of this operation, the following members from the Expansionist roster.

CASE FILE OPENED, PROCEED WITH CAUTION!

- 1) Raider Korvis: A Mandalorian of very few morals. His aptitude as a hunter will be useful in spotting details the rest of the group don't notice.
- 2) Commander Von Ricmore: A Skakoan/Human hybrid of many talents. A capable leader and mechanic, as well as an expert smuggler and slicer.
- 3) Savant Appius "Zappius" Wight: This Mandalorian possesses the Force and is proficient in its applications, most particularly, Force Lightning.
- 4) Augur Ejoni Koya: This sorceress is adept in her application of the Force. With an intellect that rivals the smartest minds in the Brotherhood, this Miralian is good at thinking on her feet.
- 5) Corsair Aylin Sajark: The Nautolan is an expert mechanic, slicer and craftswoman. There's not a single computer she can't weave her intricate fingers into.

Opposition

The Corvette itself is located in a wide hangar, though a third of the space is taken up by the ship itself, making freedom of movement somewhat restricted should a fight break out between sides.

The Corvette is protected by an estimated 22 Guavian Security Soldiers that are divided up into two squads of 11, with a further four squads as potential reinforcements.

The Plan

The hangar itself is expected to have a force field surrounding it to keep the Corvette in. Stealth is at the paramount to the success of this mission. For this reason, instead of using the full ten people, we are utilising five, which minimises the risks of a larger group getting caught. Timing is critical to the success of the mission as is keeping Aylin alive.

The first part of the plan involves taking down the shields that surround the hangar. Between Appius and Ejoni, there are two Force User's capable of performing a ritual to create an invisibility potion in the same manner that was used by the nightsisters.

Upon reaching the hanger members of the team will drink the Nightsisters potion. The team will make their way to the Control Room door. Ejoni, Aylin, and Von will secure the Control. Appius and Korvis will set up defensive positions in the hallway to protect the control room. Aylin will slice into the mainframe, Seal all doors for reinforcements, Release the Gravity lock and the force field as well as disable defensive turrets and cameras. Korvis and Appius will then move to the Hanger door and enter.

0:00

Arrive at Hanger and take the potion. Proceed to the Control Room door.

0:03

Aylin, Von Eboni take control of the room. Appius and Korvis set up defensive positions to guard the room.

0:18

Aylin finishes slicing the mainframe, sealing off reinforcements, releasing the Grav Lock, Deflector Shield.
Appius and Korvis move to the Hanger door.

0:19

Appius and Korvis breach the hanger door and start a firefight drawing fire away from the door. Still under the effects of the potion Aylin, Von, and Eboni sneak aboard the Corvette.

Under the cover of invisibility, we aim to take the control room. With Aylin's skill as a slicer and a hacker, we can successfully seal off the reinforcements and break the grav lock and shield. Following that, the rest of the group will neutralise any Guavian Security Soldiers nearby to prevent being caught before destroying the control room. Naturally this will lead to a lot of attention being drawn to the room, which should hopefully clear the way towards the Corvette. Once inside, Aylin will attach the slave circuit to the central computer system, allowing the Tenexir Revenants complete access to the corvette.

Obstacles

- 1) Invisibility potion duration: the duration of the potion is up in the air, especially with a group with varying lengths of Force sensitivity.
- 2) Should the invisibility potion fail mid-mission, it will be up to the other four members of the team to protect Aylin. She is vital to the mission's success.
- 3) There is also the matter of sneaking in the first place. Caution is to be at the utmost discretion, especially for the Mandalorian members of the team who all wear beskar armor.

Phase 2

Competition: [RoS: Escalation Event Long] Multimedia - Battle Plan Competitions

Rite of Supremacy: Escalation

[RoS: Escalation Event Long] Multimedia - Battle Plan

Running[RoS: Escalation Event Long] Multimedia - Battle Plan

This competition is in the [RoS: Escalation Event Long] Multimedia Bin. Participating in a competition in this bin for the first time awards 6 points for your team. Cumulatively, the placements in this competition are worth 12.0% of placement points in this Phase. See the parent competition for detailed rules.

Valid Entry Criteria:

Valid entries will come from one (1) member, but must consist of a two (2) to four (4) person team all from the same Pledged Faction, and not part of any other team participating in this battle plan competition.

Members may only be a part of one (1) team.

Valid entries must outline some type of plan that attempts to carry out the mission as outlined in the competition prompt using provided details and have at least 500 words of content.

Valid entries must also have participation from every member of the team, contributing a reasonable amount of effort, with a summary of each member's contributions as well as their dossier pin numbers provided with the entry.

Grading Criteria:

Entries will be graded based on the Battle Plan Grading Rubric.

Any resulting ties between teams with grades from all competition organizers will be broken by evaluating all tied entries against which fits best into the overall Brotherhood story.

Brief Overview:

This competition will take place over the full duration of the event, but the prompt will be released in phases. With the first prompt coming at the start of phase 1 and the second prompt coming at the start of phase 2. These prompts can be found below within these competition details. A single battle plan entry should be submitted to this competition that seeks to accomplish the goal as established in phase 1, as well as phase 2.

== PHASE 2 PROMPT ==

Prompt:

Having successfully escaped the atmosphere, you must now ensure that the ship and its cargo of valuable T-7 Ion Disruptor Rifles reach your forces at the rendezvous point on the far side of the star system.

Unfortunately for your plans - the enemy became aware of your heist job and has sent reinforcements to take back their stolen property. Or destroy it if necessary.

Situation, Enemy Fleet Forces, Tenixir Revenants teams:

The planet is being blockaded by the Severian Principate's 1st Fleet:

Situation, Enemy Fleet Forces, Severian Principate teams:

The Ravagers are blockading the planet.

Situation, Friendly Forces Deployment:

You have at your disposal the stolen CR70 Corvette.

Mission:

Your objective is to escape and ensure your faction gets the rifles. Run the blockade, defeat the enemy, bribe them, or any other creative solution will do. The method by which you are able to escape does not matter - only that you escape.

By this point, we fully expect the potions invisibility effects to have worn off. Thankfully, we will be in a situation where we are inside the ship, undetected and unseen. From here, using the combined skills of both Aylin and Von, they will be able to attach a code replicator to slice into the ship, and take its signature and transponder codes. The two will also install a slave circuit, to allow the TR to help pilot the ship remotely. From there, Von will use his skill in subterfuge in order to keep suspicions off of us until we can make the jump to hyperspace. It's a simple plan, but given the positioning we should be in, we believe it will be the most effective.

Obstacles

In the event that we are discovered, a contingency plan "Operation: Cinder" will be enacted.

From this, Appius and Korvis will form a first line of defense in the cockpit of the ship. Behind them stands Ejoni, supporting them both with ranged attacks and Force powers. At the rear is Aylin, who will work on turning the ship into a Disruptor capital ship Canon. Von will fly the ship alongside the slave circuit which would allow Revenant forces to help fly the ship remotely. Whilst we would be making use of the items we need to deliver.