

Hoplite-1 Phase 3 Brief: Percontor

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Operation Percontor

BEFORE READING THIS DOCUMENT IT IS ASSUMED THE READER HAS READ AND IS FAMILIAR WITH THE **TAU-44 OPERATION PERCONTOR CAMPAIGN BRIEFING.**

Updates to OPFOR and ROE

Following the events of Wednesday 14th, there are now FIVE identified factions in the campaign area.

CI (Chaos Insurgency) presence in the area of operations is confirmed. We also now have definitive proof that they are using the beams of light (i.e. the "rapture" effect) to teleport personnel and materiel around. It's currently suspected that this costs them significant resources, as they appear to be *capable* of teleporting anyone or anything (including MTF personnel), but have refrained from doing so outside of one single event.

So far they have demonstrated the capability to teleport light armoured vehicles, personnel, AND explosive payloads - the latter being used offensively to corral retreating MTF in one instance and destroy buildings in other instances. All operators should be prepared to deal with any threat emerging from a teleport site.

CI have assaulted GRU Div P positions, including the location TAU-44 was going to meet with the GRU Commander, and have demonstrated a propensity for gruesome executions via exposure to synthetic light.

ROE remains UNIVERSAL across the board until further notice. Our contact policy per faction is as follows:

SHOOT ON SIGHT:

- Chaos Insurgency

ENGAGE WHEN NECESSARY:

- SSRTA (Taviana Army)
- Conscripts/Ex-army

DO NOT ENGAGE UNLESS HOSTILE:

- VMF (Russian Navy)
 - GRU Div P
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Strategic Overview



As we've had no success in making actual contact with GRU Div P, on account of them being attacked and in some cases brutally executed by CI, we've got little left in the way of a trail to follow. We don't know if there are any GRU left on the island.

One of our operators, who was temporarily abducted by CI forces (via their teleportation beam), reported that the enemy tried to make him give up the location of "Sector D". Publicly available maps do not show any such site - only sectors A and B are known. This also implies the possible existence of a Sector C, whether or not that is relevant to us.

Whatever CI want, we most likely will need to deny them. Retrieving any information on the location of Sector D, or what we might find there, is top priority.

Our retreating forces were attacked in force by SSRTA as they moved from the south-eastern Dubovo airport north to the FOB, right around the town of Sevestapol. SSRTA appear to be there with decent numbers and the presence of an operational MBT indicates they have resources and possible working infrastructure.

Getting our hands on those will be beneficial to us, but more importantly they may have information on Sector D or CI, and we know that CI have the capability to assault them as well. Though they were nominally cooperative with the Russians, with no GRU left to tell them to cooperate, we're going to have to take what we can by force before CI try something similar.

Specifics of Execution



- Forces at OP1 to RTB to FOB
- Forces at FOB to reconnoiter the path to SEVESTAPOL
- Forces at FOB to optionally split a team to make a supply run to Deus Belli
- All forces to regroup and form standard teams
- HOPLITE-1 to clear east from FOB, ensuring KHOTANOVSK and DALNOGORSK are secure

- HOPLITE-1 to assault south into SEVESTAPOL, destroy enemy MBT, secure and hold the site
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