

# Operation Sanguinala's Wrath

**Date & Time:** 15th of June M41| 21:30

**Player Side:** Cadian 667th & House Omoin

**Enemy Side:** Renegades & Sons of Sek

## SITUATION:

In the tumultuous events of the past three months, the once-loyal planet of Zirask has shamefully rebelled against the Imperium. Our forces were caught off guard by their treachery. In response, today marks the deployment of the Cadian 667th Regiment, alongside various other units hailing from the Astra Militarum, House of Omoin, and the Sisters of Battle. Their collective mission: to deliver the righteous retribution of the Emperor upon the traitorous insurgents.

## MISSION:

Your mission is straightforward: you will be deployed to Frostreach Post, located northeast of the heretic defensive positions. Following your insertion, your primary objective is to systematically eliminate the heretic defensive line and proceed to the Sons of Sek stronghold. Your subsequent task involves the retaking of our fallen command center.

Upon securing the command center, prioritize its defense and gather any intelligence that could prove vital for the overall success of this operation. Be prepared for the anticipated counterattack from enemy forces seeking to recapture the command center.

Execute this mission with precision, resolve, and an unyielding commitment to the Imperium. The Emperor's will guides us; let no heretic stand in the way of our righteous mission.

Execution:

1. Heretic Purge at Defensive Position Alpha.
2. Sons of Sek Stronghold Neutralization.
3. Fallen Command Center Recapture.
4. Command Center Defense.
5. Hold the Command Center Until Reinforcements.

## SIGNALS, ORBAT & Assets:

SIGNALS	
Main Communication Net	LR 77.0
Platoon Command Intercoms	SR 70.0
Alpha Intercoms	SR 60.0
Bravo Intercoms	SR 50.0
Charlie Intercoms	SR 40.0
Sierra Intercoms	SR 80.0
Kilo 1-1, Kilo 1-2 Intercoms	SR 100.0

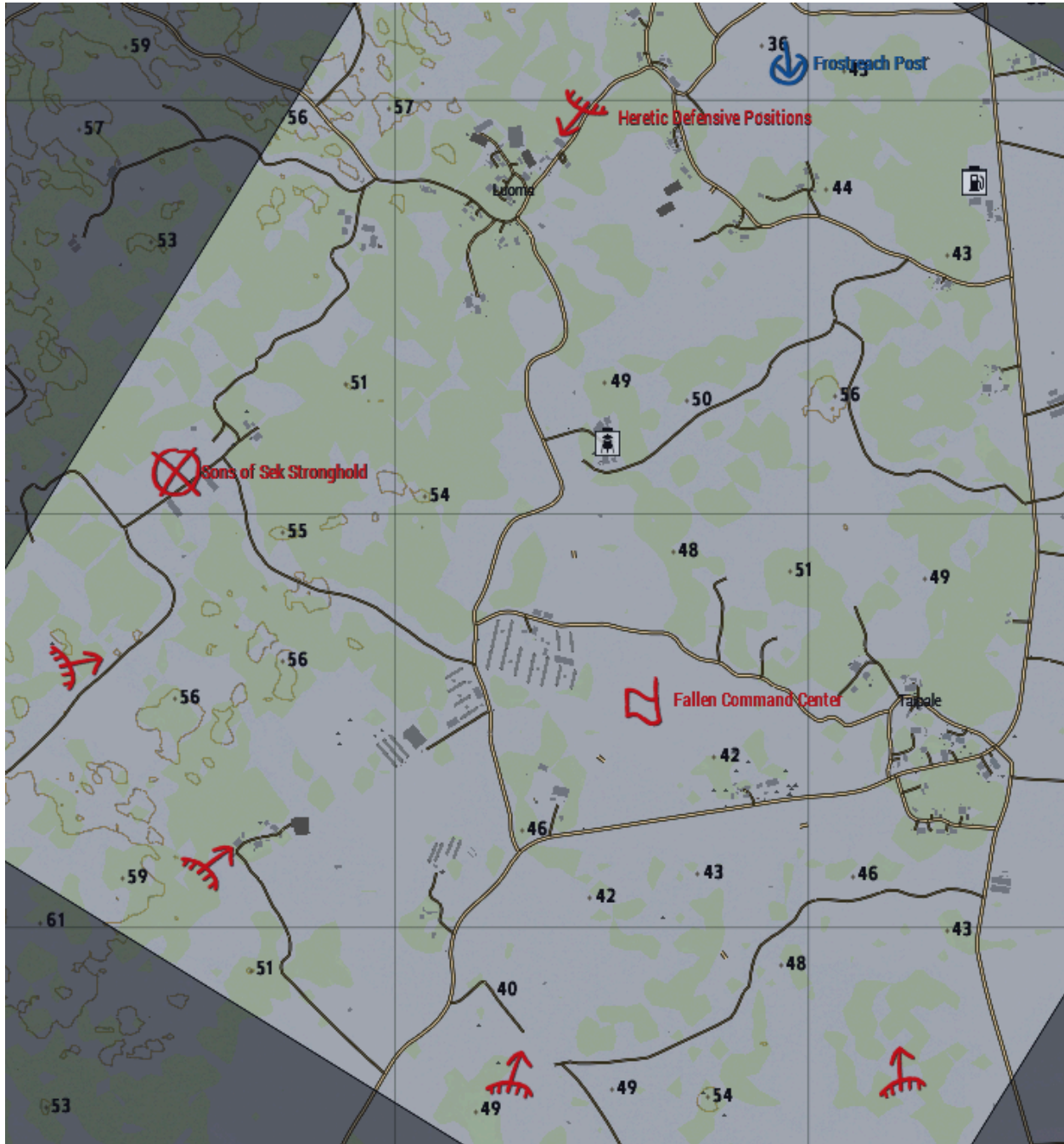
ORBAT
Game Masters (High Command) <ul style="list-style-type: none"><li>- Zeus</li><li>- Co-Zeus</li></ul>
Platoon Command (Ground Command) <ul style="list-style-type: none"><li>- Platoon Captain</li><li>- Commissar [PL_Sgt]</li><li>- Medicae [Medic]</li></ul>
Alpha & Bravo (Infantry Squads) <ul style="list-style-type: none"><li>- Squad Leader</li><li>- AT Spec.</li><li>- Asst. AT Spec.</li><li>- Machinegunner</li><li>- Team Leader</li><li>- Plasma Gunner</li><li>- Rifleman</li><li>- Rifleman</li></ul>
Charlie (Kasrkin Team) <ul style="list-style-type: none"><li>- Kasrkin Leader [SL]</li><li>- Kasrkin [AR]</li><li>- Kasrkin [AR]</li></ul>
Sierra (Sister of Battle) <ul style="list-style-type: none"><li>- Sister of Battle Hospitaller</li><li>- Sister of Battle Hospitaller</li><li>- Sister of Battle Hospitaller</li></ul>
Kilo 1-1 & Kilo 1-2 (Knight Element) <ul style="list-style-type: none"><li>- Knight Pilot</li></ul>

## Assets

- 2x Imperial Knight (Omoim)
- 1x Imperial Guard Centaur

## INTEL :

[\[Original Picture\]](#)



## **ADDITIONAL:**

1. Picking up enemy weapons or items, excluding medical supplies, is strictly prohibited as it constitutes heresy.
2. Any act of disrespect towards the Emperor, Imperium, or associated symbols is considered heresy and will not be tolerated.
3. The Commissar possesses the authority to execute any identified heretics within our ranks. Obey without question.
4. Resupply points are available; coordinate with high command to replenish essential supplies.
5. Air support and artillery assistance are at your disposal.
6. The Platoon Leader is equipped with an ACE self interaction option named "Deploy Rally." Use this to establish a respawn point at the Platoon Leader's current location.
7. The command vehicle is equipped with a respawn capability; protect it to ensure sustained operational effectiveness.
8. The enemy possesses a diverse arsenal, including armor, knights, infantry, and various support elements.
9. Sisters of Battle have a Narthecium to accelerate the healing of guardsmen.