

Operation Willing Sacrifice

Date & Time: 10th of January 2528 | 15:50

Player Side: Colonial Police Authority

Enemy Side: Covenant

Map & Weather: Madrigal | Clear

SITUATION:

Earlier today at 01:35, our monitoring stations confirmed the presence of Covenant scouts within the 23 Librae system. By 03:35, the Covenant invasion fleet had arrived, followed by the UNSC at 04:50. Currently, the UNSC is engaged in heavy combat with Covenant forces in the system and planetary orbit, rendering them unable to organize a ground evacuation until further reinforcements arrive. Our orders are to fortify positions in urban centers and prepare for a full-scale assault.

The New Frieden Insurrectionists have established contact with the Colonial Military Authority, resulting in a temporary truce. They have set up an evacuation corridor and mobilized their forces to assist with civilian evacuation and protection. The Colonial Police Authority will manage defenses within urban centers, while the New Frieden Insurrectionists and Colonial Military Authority will handle evacuations and engage Covenant forces outside urban areas.

The NFV Defiant Dawn has crashed into the space elevator after a battle in Madrigal's orbit. While 97% of the crew has successfully evacuated or is deemed K.I.A., the remaining 3% are shutting down the ship's reactor to prevent a city-wide catastrophe before the detonation of the warhead.

MISSION:

Your mission is to hold off Covenant forces until the evacuation is complete at each designated evacuation point. You will move to COP Alpha, preparing to intercept any enemy forces that break through the frontline. Once the evacuation is complete at Evacuation Point 1, you will fall back to COP Bravo and COP Charlie to hold these positions until the evacuation at Evacuation Point 2 is complete. Following this, you will retreat to the staging point to hold off the enemy until the final evacuation is successful.

After all civilians have been evacuated from the city, proceed to Fort Romeo to activate a nuclear warhead left behind by the UNSC. Originally intended to target Covenant ships, the warhead will now be used to delay the Covenant advance, giving the New Frieden Insurrectionists enough time to escape the planet with the civilians. The activation code for the warhead is 9ZFA8F.

Execution:

1. Defend COP Alpha until evacuation at Evacuation Point 1 is complete.
2. Defend COP Bravo and COP Charlie until evacuation at Evacuation Point 2 is complete.
3. Defend the CPA Staging Point until evacuation at Evacuation point 3 is complete.
4. Fall back to Fort Romeo and activate the warhead.

Organization:

SIGNALS	
Main Communication Net	LR 77.0
Sentinel 1-6 Intercoms	SR 70.0
Sentinel 1-1 Intercoms	SR 60.0
Sentinel 1-2 Intercoms	SR 50.0
Sentinel 1-3 Intercoms	SR 40.0

ORBAT	
Game Masters (High Command)	
<ul style="list-style-type: none"> - Zeus - Co-Zeus 	
Sentinel 1-6 (Ground Command)	
<ul style="list-style-type: none"> - Unit Commander - Unit Commander Asst. - Unit Chief Paramedic 	
Sentinel 1-1 & Sentinel 1-2 (Infantry Squads)	
- Squad Leader	[Red Team]
- Paramedic	[Red Team]
- Marksman	[Red Team]
- Rifleman	[Red Team]
- Team Leader	[Blue Team]
- Breacher	[Blue Team]

- Rifleman [Blue Team]
- Rifleman [Blue Team]

Sentinel 1-3 (Weapons Squad)

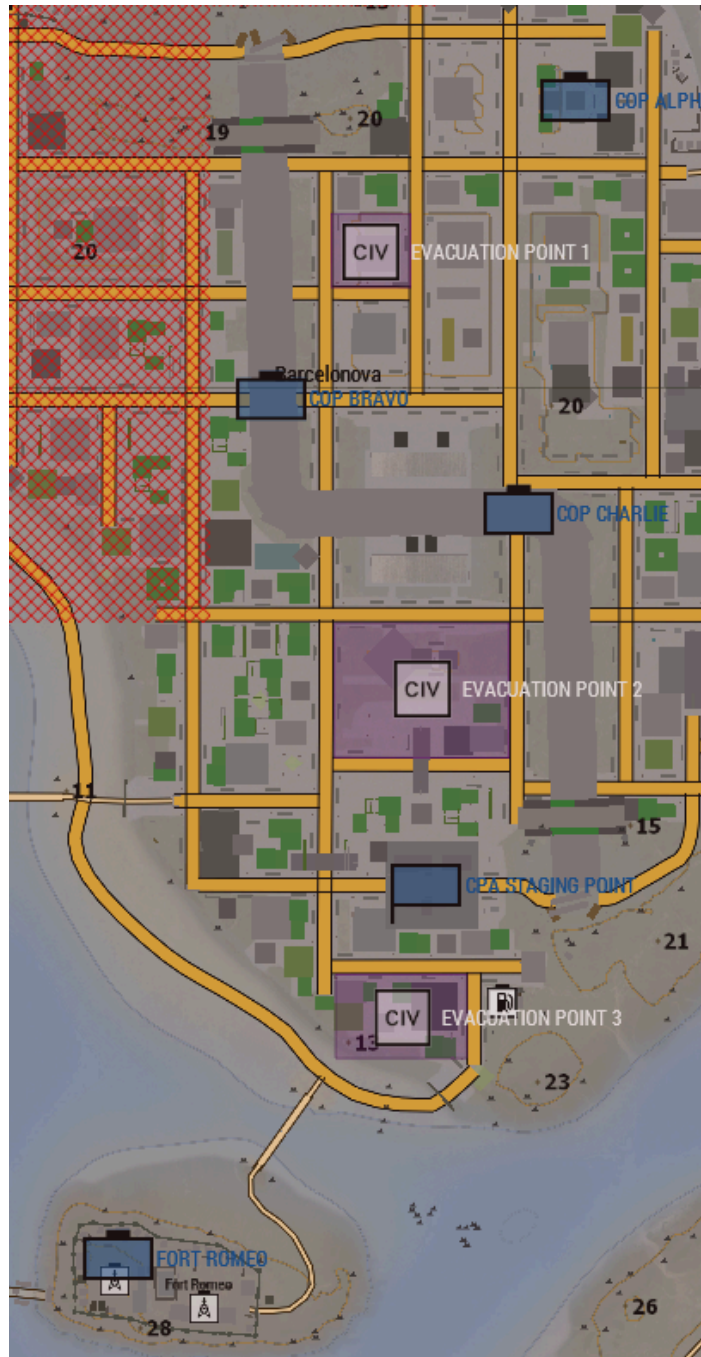
- Squad Leader
- Paramedic
- Missile Spec.
- Asst. Missile Spec.
- Missile Spec.
- Asst. Missile Spec.

Assets

- 2x M411 Bison APC

INTEL:

[[Original Picture](#)]



ADDITIONAL:

1. The enemy has access to various types of support, including orbital drops.
2. Friendly air support will occasionally fly over the city to assist if the situation becomes critical.
3. Upon reaching COP Bravo and COP Charlie, your rear will be secured by friendly units.

4. Missile Specialists are capable of engaging both air and ground targets.
5. The western sector of the city (marked in red) has been evacuated and is under the jurisdiction of another CPA unit.
6. Respawns are available; however, players will not be transported back to the frontline until at least three players are ready.
7. Players can be killed if they sustain damage while unconscious.
8. Use ACE interaction to interact with the warhead.
9. Your APCs and supply boxes contain mines, additional ammunition, and medical supplies.
10. Sniper teams are positioned around the city and may provide reconnaissance and light support when possible.
11. Paramedics have access to [C] Biofoam Canisters and [C] Optican Midgels, which are infinite items capable of quickly and effectively healing wounds.
12. Paramedics also have access to [1st MEU] Emergency Medkits, which allow the full bandaging of a single body part within 10 seconds.
13. Missile Specialists have access to both Heat-Seeking and unguided munitions. Heat-Seeking missiles will autonomously seek the nearest target if not manually locked on.
14. CPA Staging Point is also known as "Crows Nest."

EQUIPMENT :

Basic Equipment	
Binoculars	Leadership, Marksman
Map	Everyone
GPS	Everyone
Radios	Everyone
Compasses	Everyone

Night Vision Goggles	Everyone
Entrenching Tool	N/A

Weaponry			
Role	Primary	Secondary	Special
Unit Commander	MA37B ICWS Assault Rifle	M6B Handgun	N/A
Unit Commander Asst.	MA37B ICWS Assault Rifle	M6B Handgun	N/A
Squad Leader	MA37B ICWS Assault Rifle	M6B Handgun	N/A
Team Leader	MA37B ICWS Assault Rifle	M6B Handgun	N/A
Unit Chief Paramedic	MA37K Carbine	M6B Handgun	N/A
Paramedic	MA37K Carbine	M6B Handgun	N/A
Missile Spec.	MA37B ICWS Assault Rifle	M6B Handgun	M41 SSR MAV/AW
Asst. Missile Spec.	MA37B ICWS Assault Rifle	M6B Handgun	N/A
Marksman	M392 DMR	M6B Handgun	N/A
Breacher	M90A CAWS Shotgun	M7/Caseless SMG (Folded)	Explosives
Rifleman	MA37B ICWS Assault Rifle	M6B Handgun	N/A