

**OPLAN**  
**Operation Tisiphone**

**Purpose and Scope:** Operation Tisiphone is an armed reconnaissance mission by the UEE's Civilian Defense Force (CDF) into the Pyro system. This incursion will launch from the Stanton system and will involve a single Polaris-class corvette, the UEE *Ohtanamba*. The goals and objectives of Operation Tisiphone are:

1. To disrupt Frontier Fighters and Headhunters operations and attrit their forces
2. To support the resistance group known as Citizens for Prosperity
3. To capture enemy weapons, war materials, and other resources to deprive the enemy of their use and transport back to the Stanton system to be retained or sold for fair profit
4. To engage in lawful commerce by transporting vital materials and humanitarian relief supplies for fair profit
5. To explore and gather intelligence on various locations in the Pyro system
6. To develop, validate, and practice White Hat Alliance Tactics, Techniques, and Procedures (TTP) and modify TTP as needed for future operations

**Letters of Marque:** The owner and captain of UEE *Ohtanamba* has been issued Letters of Marque by the Commander of UEE Forces in Stanton, granting permission to engage Frontier Fighters and Headhunters wherever they may be found and to seize ships and goods which may be retained or sold by the captain and distributed to the crew of the *Ohtanamba*. While Operation Tisiphone will advance UEE interests in the Pyro system it will also likely prove very lucrative for the crew.

**Profit Sharing:** All crew of UEE *Ohtanamba* regardless of their position will have an equal share of net profits resulting from Operation Tisiphone. Net profits are determined after subtracting costs to refuel, rearm, and repair the *Ohtanamba* and its subordinate craft during and after the operation. Rare items which are looted will be distributed by negotiation amongst the crew with the captain resolving any disputes, ensuring as fair a distribution as possible.

**Rules of Engagement:** Ships and armed forces which are identified as being associated with either Frontier Fighters or Headhunters may be engaged and destroyed at will. Any unidentified ship or force which fires upon the *Ohtanamba* or upon any of her subordinate craft or crew may be engaged and destroyed at will. Unidentified forces which approach within 10 km of *Ohtanamba* or any of her subordinate craft or crew outside of established landing zones (space stations, settlements, outposts, etc.) will be warned to keep their distance and may be engaged if they approach within 3 km (3000 meters). Forces associated with UEE or with Citizens for Prosperity will not be engaged except in self defense after making every effort to de-escalate. Unarmed civilians will not be engaged regardless of their affiliation.

**Departure:** UEE *Ohtanamba* will depart from Pyro Gateway in the Stanton system at a time and date to be determined, from a docking arm to be determined. All crew are expected to be at Pyro Gateway and fully equipped and prepared to board at the designated time.

**Communication:** Primary communication method is the White Hats Discord server, in the General Voice channel. All participants will be present in this channel before the scheduled departure time.

**Subordinate Craft:** UEE *Ohtanamba* will carry at least one C8X Pisces in its hangar, with four empty 1 SCU boxes loaded into it. Poguemohein will provide a C8R Pisces Rescue which will also be parked in the hangar for use in MEDEVAC/CASEVAC. In the cargo bay, a Cyclone loaded with a 1 SCU cargo box and a Cyclone TR will be parked.

**Crew Positions:** The *Ohtanamba* requires at least seven crew to be reasonably combat effective, at least ten crew for full combat effectiveness, and thirteen crew for full combat effectiveness with an additional three-man assault team. Crew positions are:

- Pilot
- Copilot (optional; helps when allocating power and balancing shields in combat)
- Main (chin) Turret Gunner
- Torpedo Fire Control Officer (optional, may be combined with Main Turret Gunner)
- Top Starboard Gunner (quad Size-4)
- Top Port Gunner (quad Size-4)
- Side Starboard Gunner (quad Size-3)
- Side Port Gunner (quad Size-3)
- Rear Remote Turret Gunner (quad Size-3)
- Remote Missile Turret Gunner (optional, may be combined with Rear Remote Turret)

**Assault Team:** For missions which require engaging a ground objective (bunker, outpost, etc.), an assault team of 2-5 players may be formed. This will leave the *Ohtanamba* with a reduced crew which will detrimentally affect its combat effectiveness unless additional crew members are available in addition to those required to crew the ship.

**FPS Gear:** Each participant in Operation Tisiphone will be assigned a berth with a 2 SCU storage locker. I strongly encourage all crew to bring at least two and preferably three complete sets of FPS gear (armor, weapons, ammunition, medical supplies, food and drink, MultiTool, grenades, etc.) and store them in this locker in their assigned berthing compartment.

**Loadout Suggestions:** I strongly suggest that all players participating in the operation wear medium or heavy armor. This may be of any type or style *except* that associated with criminal gangs and especially with Nine Tails; this is to minimize the risk of mistaken identity and blue-on-blue incidents. Each player should also have the following weapons and equipment:

- A rifle or SMG with a low power (1x recommended but no more than 3x) optic and a stabilizer/compensator; this should be the player's primary weapon and the P4-AR is strongly recommended for magazine compatibility with other players
- At least one of the following support weapons:
  - A sniper rifle with a high power (at least 4x, 8x or 16x recommended) optic and suppressor; Arrowhead recommended
  - A GP-33 grenade launcher
  - A light machinegun (LMG); FS-9 recommended
- At least 12x magazines for the rifle or SMG and at least 4x magazines for the support weapon
- A ParaMed device fully loaded plus at least 1x refill
- At least 4x MedPens

- A Pyro RYT Multi-Tool with TruHold tractor attachment (to move casualties, EKIA, and boxes for loot)

**Sustainment Box:** I will provide a 1 SCU cargo box loaded with additional ammunition (P4-AR, Arrowhead, FS-9 LMG, and GP-33), grenades, food, drink and medical supplies. While I encourage players to bring their own supplies these will be available to anyone who needs them.

**Additional Weapons:** I will provide extra P4-AR rifles loaded in the weapon racks of the ship's armory. While I encourage players to bring their own weapons these will be available to anyone who needs them.

**Regeneration Location:** All crew should set their respawn location to the medical bay of the UEE *Ohtanamba*.