

Operation Rattlesnake

Dajorra Defense Force Strategic Command

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Preliminary Briefing & Analysis

Briefing

Roughly four hours ago a large fleet was detected by long-range sensor-nets arriving at a known Collective supply base. Further reconnaissance by Arcona Expeditionary Force (AEF) units in the area has positively identified this force as the Collective's Battle Group Elysium, and determined that it intended to launch an attack on the Dajorra System. This is likely a punitive raid in response to the AEF's ongoing operations against Capital Enterprises shipping fleet.

Due to these operations AEF forces are scattered across the operations area on assignment and will need time to organize a relief force. **The Dajorra Defense Force (DDF) has been ordered to hold the system and delay until the relief force can arrive.** All planetary and system assets have been seconded to the DDF for this purpose.

Order of Battle - Battle Group Elysium (Projected)

Ships of the Line

- 4 Dreadnaught-Class a70 Heavy Cruisers
- 2 Strike-Class m50 Medium Cruisers
- 3 Lancer-Class s20 Frigates
- 1 Ton-Falk-class Escort Carrier

Starfighter Escort

- 6 T-70 X-wing Fighter Squadrons
- 5 Z-95 Headhunter Squadrons
- 2 A/SF-01 B-Wing Starfighter Squadrons
- 1 Quadrajet Bomber Squadrons

Order of Battle - Dajorra Defense Force

Ships of the Line

- 1 Golan-II Space Defense Platform (*Dusk Station*)
- 1 MC75 Cruiser (*Wrath of Dawn*)

Starfighter Escort

- 5 T-70 X-wing Fighter Squadrons
- 2 RZ-2 A-wing Interceptor Squadrons
- 3 A/SF-01 B-Wing Starfighter Squadrons
- 3 Kom'rk-class Fighter Flights
- 5 Firespray-31-class Interceptor Flights
- 5 VT-49 Decimator Flights

Analysis - Battle Group Elysium

Battle Group Elysium is a powerful, mixed task-force consisting of a strong core of capital ships, escorts, and starfighters. Heavily modified by the Technocratic Guild, their ships are highly specialized, automated, and capable of punching above their weight. They will easily sweep aside Dajorra's key defenses, and likely take orbit of Selen. Despite this, their fleet has some critical weaknesses that might be exploited to turn them away before they can do major damage.

Firstly, their starfighter core is outdated, with almost half of their force consisting of last-generation Z-95 Headhunters. Against the more numerous and advanced starfighters of the DDF, they could be overwhelmed and prevented from dealing significant damage. This hands the advantage in tactical mobility to the DDF, forcing the enemy to keep closely concentrated with their escorts.

Secondly, their major capital ships lack any form of anti-starfighter weaponry, which is instead concentrated on specialized Lancer-Class s20 Frigates. If these escort vessels can be targeted and destroyed, the enemy will lose a significant portion of its defenses. With these vessels gone, the superior starfighters of the DDF can be used to maximum effect.

Analysis - Dajorra Defense Force

As a fighting force, the DDF is primarily composed of Starfighter and assault ship class vessels, mostly deployed from ground bases across the system. Coordinating these forces are the *Wrath of Dawn* and *Dusk Station*, an MC75 Cruiser and Golan-II Space Defense Platform respectively. These two vessels have the only capital class weaponry in the entire fleet.

These forces are extremely mobile, primarily intended to fend off pirates and raiders. In terms of both quality and sheer numbers it should be capable of overwhelming any starfighter based force, but struggles to defend against more conventional fleets.

Against Battle Group Elysium specifically, both *Dusk Station* and the *Wrath of Dawn* are completely outclassed by the amount of firepower the collectie can bring to bear. At best they will delay for a short while, before being overwhelmed as the enemy advances on Nancora. The Starfighters are better positioned to make a difference, however, and should be able to fight through the enemies defenses and deal enough damage to turn them away.

Tactical Recommendation

There is almost no chance of defeating the enemy fleet unless their starfighters and Lancer-class escorts can be taken out. As such, *Dusk Station* and the *Wrath of Dawn* should make every effort to target the enemies Lancer-Class escorts and destroy them if possible. Our starfighter should be held in reserve initially, defending the *Wrath of Dawn* and *Dusk Station* until their task is either accomplished, or they are unable to fight.

Once *Dusk Station* and the *Wrath of Dawn* have done what they can, all starfighter vessels should launch a full assault on the enemy fleet, attempting to destroy any remaining Lancer-class vessels and suppress the enemy fighter cover. Once these tasks have been accomplished, the enemy vessels will be left nearly defenseless against the DDF's starfighters and ultimately forced to retreat.

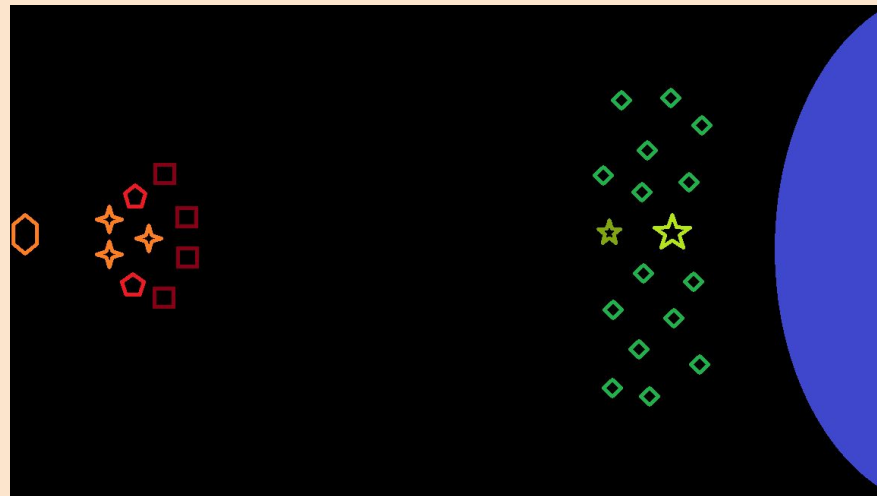
It is likely that the enemy will take orbit over Selen in the course of the fighting, and may attempt to deploy troop transports and bombard ground installations. As such, all ground forces should be placed on alert and prepared to respond to any attempted landing. Starfighters should prioritize destroying troop transports before they can enter atmosphere. Planet-wide emergency measures should be implemented immediately. All civilians should be evacuated to shelters, and vital facilities should be reinforced and shielded to prepare for enemy bombardment.

Battle Plan

Deployment

Battle Group Elysium is expected to bypass all other planetary garrisons and make directly for Selen, in order to cause maximum damage to the system. As such, all DDF forces will be concentrated in defense of Selen itself. *Dusk Station* and *Wrath of Dawn* are to deploy in close formation, with the *Wrath of Dawn* screening ahead. All starfighter squadrons are to deploy in their defense, as any early assault on Battle Group Elysium will be untenable until their Starfighters and Escorts can be weakened.

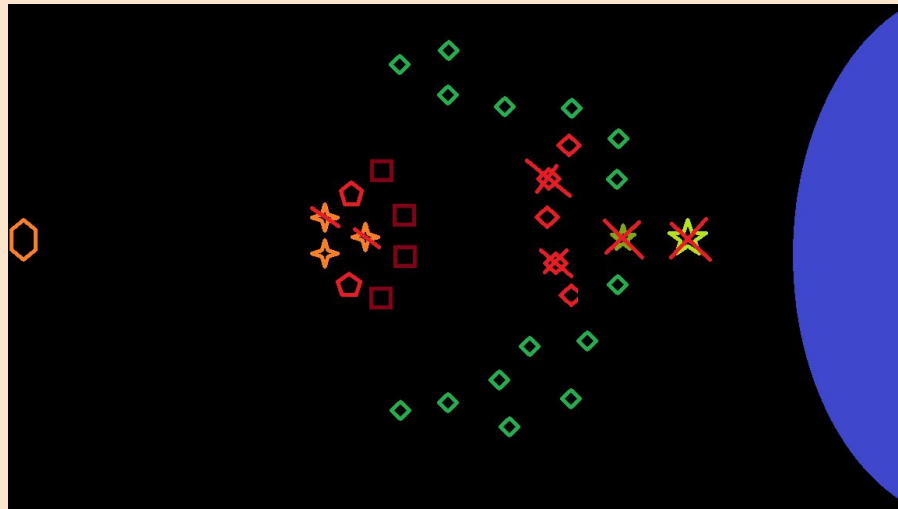
Battle Group Elysium is expected to deploy in a close, concentrated formation with their Dreadnaught-class cruisers in the vanguard. Strike-class cruiser will follow close behind, with Lancers interspersed for maximum coverage and interlocking fields of fire. The Ton-Falk class Carrier is expected to hang back from the line of battle and deploy it's starfighters ahead with the main formation.



Initial Phase

Battle Group Elysium is expected to advance at full speed towards Selen, intent on a swift raid. Their starfighters will likely deploy and attempt to probe our defenses, but upon encountering our own Starfighter force will probably draw back into a defensive position. Once within weapons range they will concentrate all firepower on the *Wrath of Dawn* and *Dusk Station*, attempting to destroy them as soon as possible. *Dusk Station* and the *Wrath of Dawn* are ordered to stand fast, delay as long as possible, and do as much damage to the enemy's Lancer-class Frigates as they can until they are neutralized.

The Starfighter Corps is to use what time *Dusk Station* and the *Wrath of Dawn* can provide to encircle the enemy and prepare for the next phase of the battle.

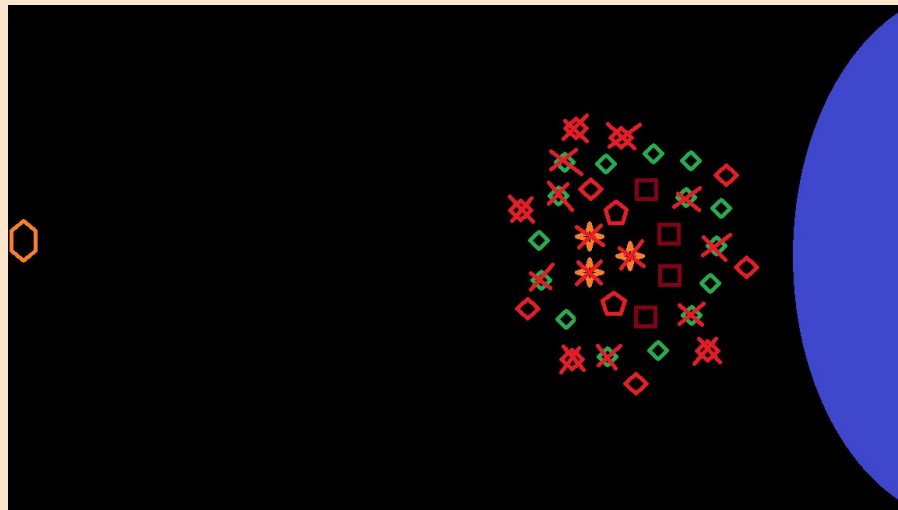


Main Phase

Once *Dusk Station* and the *Wrath of Dawn* have been neutralized, all Starfighter-class vessels are ordered to launch a full assault on the collective fleet. Any remaining Lancer-Class Frigates are to be given absolute targeting priority. All else is secondary. Casualties in this initial clash are expected to be high.

Once the enemy frigates are destroyed, Starfighters can move on to secondary targets, prioritizing enemy fighters and troop transports. As the enemy's fighter cover weakens remaining forces can begin to target enemy capital ships.

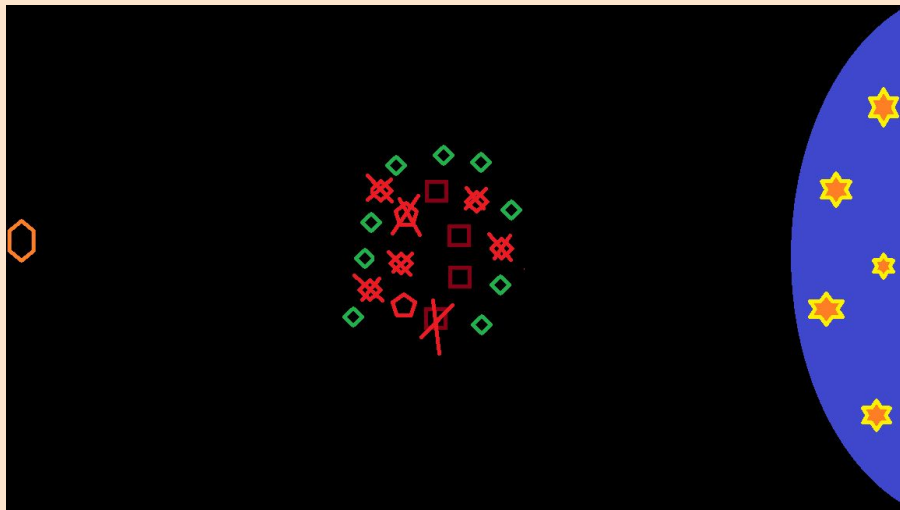
During this phase the enemy fleet will take orbit over selen and begin bombarding ground facilities. Casualties are expected, and emergency services should be on standby.



End Phase

With the enemy escorts and Starfighters neutralized, the Collectives remaining capital ships will be virtually defenseless. DDF Starfighters are clear to lay in bombing runs and pick targets as they please to drive off the enemy fleet. The Collective ships are enhanced with heavily modified armor systems, and are expected to withstand significant punishment. As such, the more vulnerable Strike-class cruisers should be prioritized.

Once the enemy commander realizes the danger of their situation, Battle Group Elysium is expected to pull back and hyperspace out of the system. All forces are expected to remain on station to respond to any further assaults until AEF forces arrive to relieve them.



Aftermath

Once AEF forces have arrived and secured the system, the DDF should immediately transition to it's disaster relief and search and rescue roles. It's likely in the course of the battle that Selen will have taken some significant fire as a result of the invasion. Unshielded civilian area will be vulnerable, and may have taken severe damage. The DDF should respond immediately to help affected civilians in these areas and rescue anyone in need.

Infrastructure is also likely to have taken a major hit. tunnels, bridges, port facilities, etc. planet wide are likely primary targets for the Collective. Teams should be sent to repair these areas and get them up and running as soon as possible. Analysts estimate it will take 1-3 weeks to repair all critical facilities and 4-5 weeks to repair all battle-related damage.

Furthermore, the DDF should not discount the possibility that Collective saboteurs and commando units made it to the surface unnoticed during the battle. All garrison commands should be on high alert, and regular sweeps of the cities and countryside should be made to ensure no forces remain on Selen. This alert should remain in effect for upwards of 6 months, depending on how many Collective agents are discovered.