



ARCONAN BUREAU OF NAVAL INTELLIGENCE



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Office of Naval Planning and Intelligence

Tactical Considerations & Force Projection Plan: Selen

Codename: Not In The Face!

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Operatives

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Order Of Battle





Order of Battle (Space)

Dajorran Defence Forces

Battlegroup Selen

- Golan II Space Defence Platform
- 1x T-70 X-Wing Squadron
- 1x A/SF-01 B-Wing Squadron
- MC75 Cruiser
- 2x RZ-2 A-Wing Squadron
- 2x A/SF-01 B-Wing Squadron
- Ground based Fighters
- 4x T-70 X-Wing Squadron
- 5x VT-49 Decimator Flight
- 5x Firespray-31 class Interceptor Flight
- 2x Kom'rk-class Fighter Flight

Battlefleet Elysium

- 4x Dreadnaught a70 heavy cruiser
- 2x Strike Cruiser M50 medium cruiser
- 4x Lancer s20 frigate
- 1x Ton-Falk Escort carrier
- 4x Z95 Headhunter squadron
- 5x T-70 X-wing squadron
- 1x A/SF-01 B-wing squadron



Order of Battle (Ground)

Dajorran Defence Forces

Selen DDF Legion(+)

- 1st Rgt.
 - 1st Bn. - 4 Assault Co.
 - 2nd Bn. - 4 Line Co.
 - 3rd Bn. - 4 Line Co.
 - 4th Bn. - 4 Line Co.
- 2nd Rgt.
 - 1st Bn. - 3x Line Co., 1 Assault Co.
 - 2nd Bn. - 4x Assault Co.
 - 3rd Bn. - Heavy Armor Co., Speeder Bike Squadron
 - 4th Bn. - 2x Artillery Batt., 2x Line Co.

- 3rd Rgt.
 - 1st Bn. - 4 Line Co.
 - 2d Bn. - 4 Line Co.
 - 3rd Bn. - 4 Line Co.
 - 4th Bn. - 4 Line Co.
- 6 LAAT Platoons



Order of Battle (Ground Cont'd)

Battlefleet Elysium

Elysium Ground Forces

- 1st Rgt.
 - 1st Bn. - Air Support Comp., 2x Artillery Batt., Cyborg Drop Comp.
 - 2nd Bn. - Heavy Armor Comp., Cyborg Drop Comp., 2x Cyborg Assault Comp.
 - 3rd Bn. - Heavy Armor Comp., Cyborg Drop Comp., 2x Cyborg Assault Comp.
 - 4th Bn. - Cyborg Drop Comp., Cyborg Assault Comp., 2x Jedi Hunter Comp.
- 2nd Rgt.
 - 1st Bn. - Heavy Armor Comp., Mercenary Drop Comp, 2x Mercenary Assault Comp.
 - 2d Bn. - Heavy Armor Comp., Mercenary Drop Comp, 2x Mercenary Assault Comp.
 - 3rd Bn. - Air Support Comp., 2x Artillery Batt., Mercenary Drop Comp.
 - 4th Bn. - 3x Mercenary Drop Comp., Mercenary Assault Comp.



Order of Battle (Ground Cont'd)

Battlefleet Elysium

Elysium Ground Forces

- 3rd Rgt.
 - 1st Bn. - 2x Fanatic Line Comp., Merc. Drop Comp., Merc. Assault Comp.
 - 2nd Bn. - 2x Fanatic Line Comp., Merc. Drop Comp., Merc. Assault Comp.
 - 3rd Bn. - Heavy Armor Comp., 2x Merc. Drop Comp., Merc. Assault Comp.
 - 4th Bn. - Heavy Armor Comp., 2x Merc. Drop Comp., Merc. Assault Comp.
- 4th Rgt.
 - 1st Bn. - 2x Fanatic Line Comp., Merc. Drop Comp., Merc. Assault Comp.
 - 2d Bn. - 2x Fanatic Line Comp., Merc. Drop Comp., Merc. Assault Comp.
 - 3rd Bn. - Heavy Armor Comp., 2x Merc. Drop Comp., Merc. Assault Comp.
 - 4th Bn. - Heavy Armor Comp., Merc. Drop Comp., 2x Merc. Assault Comp.



Order of Battle (Ground Cont'd)

Battlefleet Elysium

Elysium Ground Forces

- 5th Rgt.
 - 1st Bn. - 2x Fanatic Line Comp., Cyb. Drop Comp., Cyb. Assault Comp.
 - 2nd Bn. - 2x Fanatic Line Comp., Cyb. Drop Comp., Cyb. Assault Comp.
 - 3rd Bn. - Heavy Armor Comp., 2x Cyb. Drop Comp., Cyb. Assault Comp.
 - 4th Bn. - Heavy Armor Comp., Cyb. Drop Comp., Cyb. Assault Comp., Jedi Hunter Comp.
- 6th Rgt.
 - 1st Bn. - 2x Fanatic Line Comp., Cyb. Drop Comp., Cyb. Assault Comp.
 - 2nd Bn. - 2x Fanatic Line Comp., Cyb. Drop Comp., Cyb. Assault Comp.
 - 3rd Bn. - Heavy Armor Comp., 2x Cyb. Drop Comp., Cyb. Assault Comp.
 - 4th Bn. - Heavy Armor Comp., Cyb. Drop Comp., Cyb. Assault Comp., Jedi Hunter Comp.



Order of Battle (Ground Cont'd)

Battlefleet Elysium

Elysium Ground Forces

- 7th Rgt.
 - 1st Bn. - 4x Fanatic Line Comp.
 - 2nd Bn. - 4x Fanatic Line Comp.
 - 3rd Bn. - Heavy Armor Comp., 2x Cyb. Drop Comp., Cyb. Assault Comp.
 - 4th Bn. - Heavy Armor Comp., Cyb. Drop Comp., Cyb. Assault Comp., Jedi Hunter Comp.
- 6th Rgt.
 - 1st Bn. - 2x Fanatic Line Comp., Cyb. Drop Comp., Cyb. Assault Comp.
 - 2nd Bn. - 2x Fanatic Line Comp., Cyb. Drop Comp., Cyb. Assault Comp.
 - 3rd Bn. - Heavy Armor Comp., 2x Cyb. Drop Comp., Cyb. Assault Comp.
 - 4th Bn. - Heavy Armor Comp., Cyb. Drop Comp., Cyb. Assault Comp., Jedi Hunter Comp.



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Ship & Fleet Analysis



Ship Analysis: Dreadnaught a70

A ship of the line for the Collective, the Dreadnaught carries heavy anti-capital ship weaponry with its heavy turbolaser armament. Although the exact split of the ship's weapons emplacements is not known, it is likely to follow in the vein of the original Dreadnaught design and thus it is expected that they will be spread out to cover all four sectors somewhat evenly, with a 12/10/10/8 split (fore/starboard/port/aft). Despite the ship's 4 warhead launchers, it does not possess significant anti-starfighter capabilities.



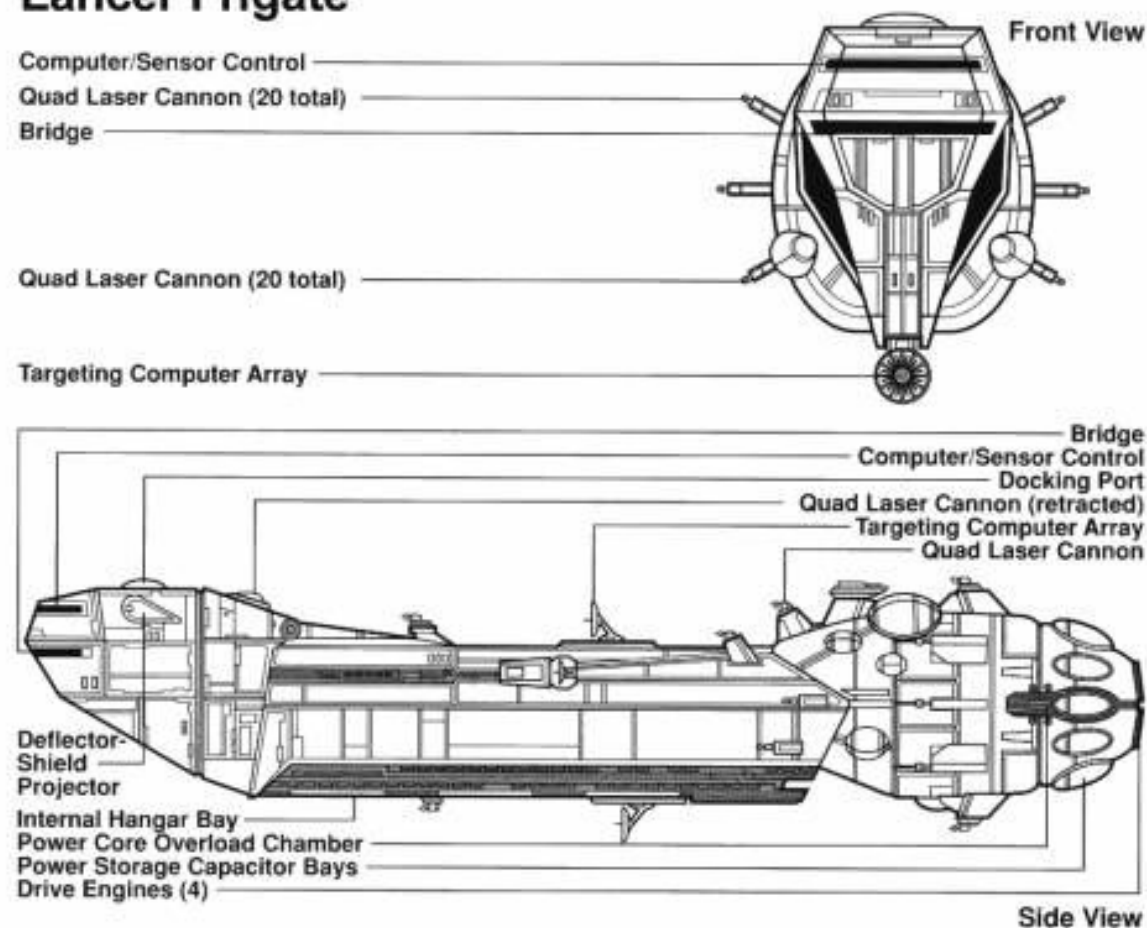


Ship Analysis: Lancer s20

The Lancer frigate shores up the lacking anti-Starfighter firepower for the Dreadnaught. With 28 quad laser cannons mounted in raised pylons like the original design, it poses a deadly threat to any fighters attempting to approach. As per the original design, these guns are most likely divided up in equal amounts on all four sectors.

However, lacking any and all other types of weaponry and reports showing no added reinforcement to the ship's structural integrity, the frigate serves as a support ship only and cannot stand against dedicated turbolaser fire, even from escort vessels.

Lancer Frigate





Ship Analysis: Strike-Cruiser

The Strike cruiser serves as a second-rate ship-of-the-line with weapons focused on capital ship engagements. 10 ion turrets, 10 tractor beam projectors and 30 dual turbolaser turrets make the ship a capable vessel against heavy opponents, but it lacks in anti-Starfighter capability. This is somewhat remedied by the included squadrons of Z-95 headhunters and T-70 X-wings, although it is unlikely that Collective doctrine would keep both squadrons as fighter screens for the ships themselves.





Ship analysis: MC75

The MC75 is a substantial capital asset, with a length of 1204 meters, and carries heavy armament with 12 turbolaser cannons, 4 ion cannons and 12 proton torpedo launchers, in addition to its 20 point defence laser cannons. Although ponderous and relatively poorly armored, its excellent shielding and large bulk allow it to withstand considerable punishment.

The MC75 is the heaviest mobile asset in the expected engagement.





Ship analysis: Golan II

Only slightly longer than the MC75, but substantially heavier, the Golan II space station is a defensive bulwark of great power. With 35 heavy turbolasers, 35 heavy ion cannons, 15 proton torpedo launchers and 35 point defence laser cannons, the Golan II has enough firepower to take on multiple capital ships on its own. And with shielding and armor similar to the MC75 it is *the* heaviest asset on the battlefield.





Fleet Analysis: Battlefleet Elysium

- Battlefleet Elysium has the clear upper hand in terms of anti-capital ship weaponry. The upgraded Dreadnaughts carry enough firepower to deal with DDF capital elements, though they themselves are essentially outclassed by either of the DDF units.
- However, their fleet has very centralized anti-Starfighter firepower in the form of Lancer frigates, which are lightly armored and vulnerable to concentrated firepower.
- The Starfighter complement is solid in terms of numerical strength, although obsolete Z-95 Headhunters make up almost half of their effective fighter base.
- Fleet Command and Navigation is expected to be proficient, but the extent of free thought and tactical know-how is yet unknown. Reports suggest many officers are recently trained and their training was specifically designed to counter Iron Throne and Clan naval tactics. Experience has shown them to be ruthless and aggressive commanders, though, and they should not be taken lightly.



Fleet Analysis: Dajorran Defence Forces

- The Dajorran Defence Force fleet consists of two major capital elements, supported by extensive starfighter screens and flights of smaller gunboats (Firespray-31 and VT-49).
- The main capability of the fleet is the denial of movement for the opposing fleet, presenting an obstacle which they *must* destroy in order to make a successful landing.
- Starfighter complement is evenly matched, but the gunboats (Firespray-31 and VT-49) provide an excellent way to engage hostile fighters. However, these in turn remain vulnerable to the Lancer-frigates.
- Fleet Command and Navigation is experienced and well-motivated, with Force-sensitive personnel to guide fleet assets through challenging maneuvers.



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Tactical Overview





Tactical Overview: Rules of Engagement [ROE]

- Arcona High Command Tactical Risk and Objective Assessment: Planetary Defence
 - Prevent landfall and drive off the attackers - High-Priority
 - Cripple Elysium Fleet warfighting capacity - Medium-Priority
 - Destruction of Elysium Fleet - Low-Priority
- General ROE Directive: Any individual(s) and/or vehicle(s) that present imminent hostile threat are to be engaged, and if possible, destroyed with extreme prejudice. Army/Navy commanders clear to engage all targets of opportunity and threats without clearance calls to central command. Priority given to preservation of clan assets and assault force.
- Naval-specific ROE Directive: Any individual(s) and/or vehicle(s) showing themselves to surrender to Arcona forces are to be detained for information gathering and equipment salvaging. NOTICE - Should detention/salvage be impossible or deterrent to mission, naval officers ordered to eliminate surrendering parties and hold to tactical directives.
- Army-Specific ROE Directive: Any hostile threat is to be eliminated as soon as feasible; any civilian party interacting with ground forces must be ordered to clear area of operation. If orders are ignored or rejected, ground forces are to use applicable force to persuade civilian elements to return to safety, then hold to tactical directives.



Tactical Overview: Space

- The Selen Defence fleet is set up in orbit and suffer from their fixed position and lack of maneuverability. The Golan II and MC75 must operate together, or risk being picked apart by the more numerical enemy capital ships.
- Fleet projections show that the lack of credible landing craft will either limit the number or boldness with which Elysium can engage its forces. Either keeping the ground troops safe, or dashing them onto the planet and taking the carrying vessel with them.
- The most decisive units in the Elysium force are the Lancer frigates, as these pose the greatest threat to the DDF composition. If the Lancers can be neutralized, the gunboats will have free reign to cripple the enemy starfighter screens and harass their capital ships.
- The space battle will thus hinge on whether the Golan II will be overwhelmed or not, and which side commits their starfighter forces first.



Tactical Overview: Ground

- Selen offers few landing areas capable of accepting a landing craft the size of a Strike cruiser. These locations have been identified and the defence planned around them.
 - Although a Strike-class is a dangerous foe, within an atmosphere its strengths are reduced and it becomes vulnerable. Even to concentrated LAAT firepower. Further, the heavy artillery units have been shown to provide excellent anti-capital ship firepower if needed.
 - If using a Dreadnaught-class, the ship's heavy turbolaser armament would make for effective counter-battery fire on our artillery units. However, its lack of point defence would also make it extremely vulnerable to ground-based fighter attack.
 - Despite their highly skilled and numerical ground troops, the Elysium forces are severely bottlenecked by a lack of suitable landing craft and can be contested as they disembark from their capital ships.
- The aerial support that the Collective forces are able to muster once on Selen is of little concern compared to the numbers of LAATs that can be fielded against them. Since moving heavy units into position will not be required, the LAAT/c's can be fitted with air-to-air missiles instead.



Strategic Goals

- The primary objective is to hold off Battle Group Elysium until AEF returns to Selen.
 - Preventing a complete planetary assault is critical.
 - Inflicting enemy casualties is not critical.
 - Destruction of enemy vessels and assets is not critical.



Conclusions and Recommendation

Conclusions

- The Golan II and MC75 will need to work in tandem against capital ships to have any chance of fending off Collective forces. The loss of either vessel will almost certainly mean defeat.
- Elysium anti-Starfighter power is concentrated on a few platforms (Lancer frigates and Starfighter squadrons) which are fragile and can be removed swiftly, if given the opportunity.
- DDF capital ships possess superior firepower against Elysium's own, but they have a strict numerical advantage. Defense is paramount. Fighters must be deployed quickly in order to succeed.
- Mission completion does not depend on the destruction of Elysium, but preventing them from landing significant forces on the planet until the REF arrives.
- Defending potential landing sites from incoming Collective forces is paramount in the event that DDF space forces are defeated.

Recommendations

- The Golan II and MC75 must form a blockade. Each capital ship's personal starfighter escorts will need to remain in close proximity and attempt to neutralize threats as they come within range.
- Prioritize enemy Lancer frigates and starfighters. Neutralize with concentrated firepower from all active ships.
- Deploy all flights and squadrons when Elysium anti-Starfighter power is weakened or defeated. As the Golan II and MC75 divert firepower toward enemy capital ships, have DDF starfighters (D-Team) form a protective barrier around the blockade. Assault ships (A-Team) will launch a direct attack on Elysium Strike-Cruisers. Divide interceptors into three groups: One for the defense force (I-Team-1), one to accompany the assault team (I-Team-2), one at the defensive perimeter (I-Team-3) prepared to break off and engage with enemy landing craft that attempt to pass the blockade.
- Ready ground forces for deployment to neutralize any landing craft that breach the blockade. Have LAAT's funnel enemy forces into strict landing zones, and have ground troops on standby to neutralize any vessels that reach land.



Battle Plan: Deployment

Battlefleet Elysium is expected to lead with their anti-Starfighter forces, with their own Starfighters providing a screen for the Lancers. Strike-Cruisers will be well protected while they await a chance to descend to the planet. Dreadnaughts provide long-range firepower from the back line.

DDF will form a blockade to prevent Collective forces from reaching the planet. Both capital ships launch their Starfighter escorts to provide a protective screen until enemy Lancers and fighters are within range. The Golan II will prepare defensive countermeasures against approaching enemy capital ships, while the MC75 moves into position to provide long-range firepower.





Battle Plan: Phase 1 (Engage)

As Collective Lancers and fighters come within range, the protective screen will need to break to combat Elysium ships. The primary objective is to rid the battlespace of enemy anti-Starfighter forces.

Squadrons will coordinate to take down enemy starfighters before concentrating on Lancers. When an opening has been created in enemy lines, DDF capital ships will open fire on the Lancers.

Capital ships are expected to be targeted by enemy Dreadnaughts while defenses are reduced. Time will be of the essence for engaged Starfighters.

Predictions estimate a roughly equal chance that Strike-Cruisers will either dash boldly around the dogfight with a small Starfighter escort, or hold back until there is a clear opening in DDF forces to begin descent.

Priority targets: Lancers, enemy Starfighter screen.

Estimated damage: Significant Starfighter losses, considerable damage between Golan II and MC75.





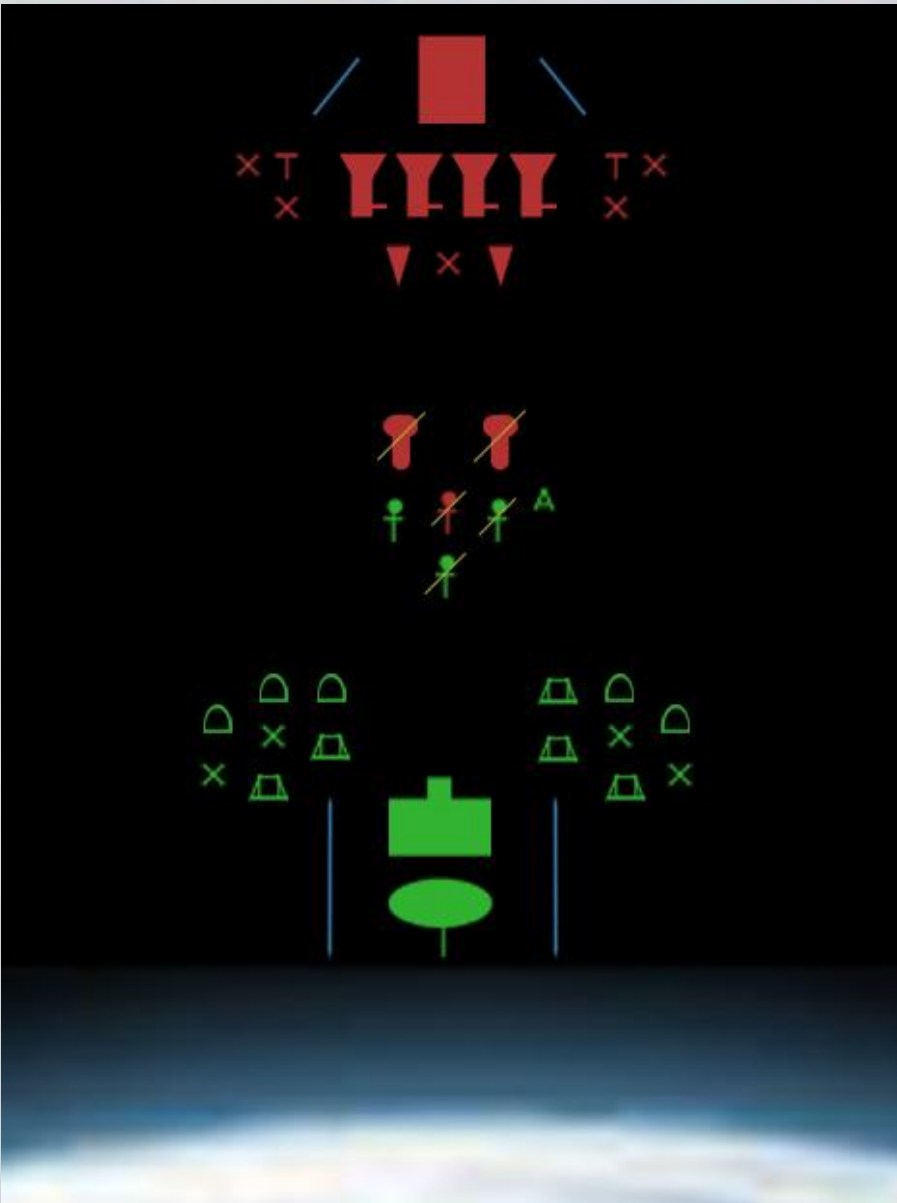
Battle Plan: Phase 2 (Deploy)

DDF Starfighters will need to launch as soon as anti-Starfighter forces are weakened in order to get into position quickly. Elysium forces are expected to launch additional Starfighters from their Ton-Falk-class Escort Carrier as DDF numbers increase, if not sooner.

The combined firepower of both DDF capital ships and all Starfighters is expected to decimate enemy Lancers and fighters, albeit with heavy damage sustained.

If Strike-Cruisers have not attempted to pass the blockade by this point, it is unlikely they will try during this phase, as DDF Starfighters will largely occupy the battlespace and eliminate safe routes.

Estimated damage: Majority loss of engaged Starfighters, significant damage between Golan II and MC75.





Battle Plan: Phase 3 (Holdout)

Incoming damage to DDF capital ships is expected to reduce significantly as incoming fighters form a new defensive screen at the front of the blockade. Remaining Starfighter forces from the initial dogfight will retreat to assist.

Firespray forces will divide and assist Decimators and Kom'rk fighters for an assault on incoming enemy starfighters to keep pressure off the Golan II.

B-wings, A-wings, and Firesprays defending the capital ships will maintain a watch on the blockade's perimeter, and will engage any vessels that attempt to fly through to reach the planet. X-wings will predominantly maintain the protective screen against incoming threats.

While DDF Starfighter forces will likely overwhelm enemy fighters in the main battlespace, the blockade will not be able to withstand continued pressure from the Dreadnaughts. As the blockade's Starfighter screen weakens, the loss of capital ships will become a critical threat, and Strike-Cruisers will have an improved chance to run the blockade. The arrival of AEF will be a critically time-sensitive matter to minimize losses and secure victory.

Estimated damage is dependent on how long the holdout lasts, and ranges from considerable Starfighter losses and significant damage between the Golan II and MC75, to near-complete decimation of all ships.





Battle Plan: Planetside

Identify all likely landing sites suitable for Strike-Cruisers. Divide the majority of all ground troops to surround each location to prepare defenses for potential bombardment. Prepare transportation at all locations for troops to mobilize and converge on an engaged landing site.

Load all LAATs with air-to-air armaments. Attempt to engage any vessels that breach the orbital blockade before they reach the ground.

Station all remaining ground troops around key locations in Estle City and other civilized areas to await further orders. The Citadel will serve as a base of operations.

Estimated losses in the event of a blockade breach: 10% ground forces.



Appendix: Contingencies



Contingency planning for Space Battle

Situation

1. Elysium force deploys with Dreadnaughts in front.
2. Elysium force deploys with all Starfighters immediately.
3. Strike-Cruisers attempt to run the blockade during the initial dogfight.
4. The initial dogfight is nearing loss.
5. Either the Golan II or the MC75 is destroyed.

Contingency

1. Maintain the protective screen as long as possible. Immediately open fire with capital ships on the Dreadnaughts. Keep unlaunched fighters on standby for the high chance that smaller ships attempt to run the blockade.
2. Do not directly engage in a dogfight right away. Maintain the protective screen as long as possible. Immediately deploy all Starfighters and attempt to push Phase 3 formation. Concentrate all fire on anti-Starfighter forces as planned.
3. Maintain the dogfight. Immediately deploy Starfighters to engage blockade-runners in atmosphere before joining the space battle.
4. Prepare to launch all Starfighters if losing the dogfight. Assess the capital ships' sustained damage. If destruction is imminent, prepare all Starfighters to engage enemy landing craft in atmosphere. Otherwise, proceed as planned, and expect heavier damage.
5. Prepare for the likely loss of the remaining capital ship, but continue firing on enemy Dreadnaughts until destroyed. Divert all Starfighters to assist ground forces for inevitable invasion.



Contingency planning for Ground-phase

Situation

1. Multiple Strike-Cruisers breach the orbital blockade.
2. Collective forces assault Estle City directly.
3. DDF capital ships in space are destroyed, with a majority of Starfighters remaining.
4. DDF capital ships in space are destroyed, with minimal Starfighters remaining.

Contingency

1. Split ground forces evenly between aerial assaults / ground bombardments. Divide and conquer.
2. Assess the invading force, and route as many ground troops as needed back toward the Citadel while remaining DDF forces maintain a defense around other possible landing sites. Forces already in Estle City rally to bolster aerial defense.
3. Rally all Starfighters to assist with aerial defense. Get all LAATs airborne immediately.
4. Assess remaining enemy force against all defensive options. In the event of imminent loss, have all ground forces in the field maintain defensive plans, while troops in civilized areas begin an emergency civilian evacuation.



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