

# Dajorran Defence Plan IV

Advanced Foe on Selen

# Dajorran Defence Plan IV – Criteria for Deployment

This defensive plan is to be enacted when following criteria of enemy disposition are met:

- Significant fleet presence of at least several Destroyer-class capital assets.
- Expected ground contingent of minimum 30 000 troops and support.
- Direction of initial enemy effort: Selen.
- Deployment of [REDACTED] users in quantity, as verified by Consul-level clearance.

***If above criteria not met, consult other Defence Plans.***

# Dajorran Defence Plan IV – Overview

The defence of the Dajorran System relies on the principles of elastic defence, defence-in-depth, attrition, and mobile counter-attacks. It is presumed that initially the attacker will hold force supremacy in the sector and the AEF will require time to mobilize. The task of the DDF is to buy the time necessary for that to happen, while simultaneously slowing the enemy and wearing him down until the AEF can muster a counter-attack. Once strategic initiative has been regained, hostile forces to be encircled and destroyed with localized counter-attacks.

*Detailed plans on individual engagements will **not** be provided. These are the discretion of local commanders with superior situational awareness.*

# Phase 1: Recon and Delay

During this phase, the strategic objectives of the AAF are:

- To reconnoitre enemy force strength, deployment, and goals.
- Identify command and control nodes, lines of communication, flagships, and supply formations.
- Harass and delay hostile fleet within Dajorran space.
- Strike targets of opportunity: Supply vessels, troop transports, logistics shuttles, or forward command ships.
- Preserve own combat strength.
- Evacuate planetary populations, if necessary.
- Prepare forces for Attrition phase.

## Recon and Delay (cont.)

- Crucial to the execution of Phase One the AEF and Dajorra Intelligence Agency (DIA) maintain a number of listening posts and recon stations throughout the local region, maintaining surveillance over all major hyperlanes and approaches to Dajorra.
- Intelligence from these installations is considered vital to the defense of Dajorra, and all efforts should be made to preserve them.

## AEF Sensor Net



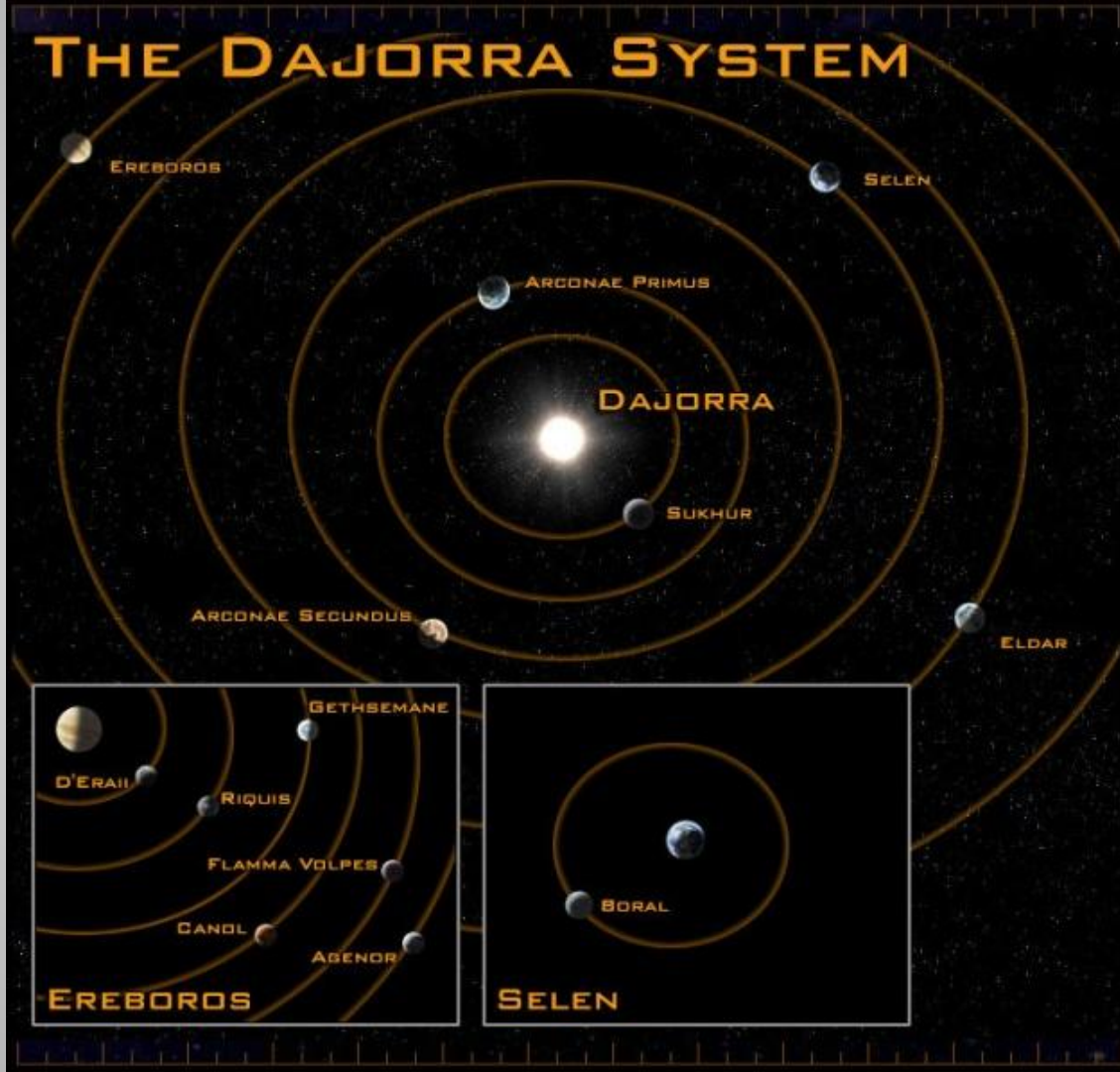
## Phase 2: Attrition

During this phase, the strategic objectives of the AAF are:

- Thwart hostile planetfall attempts.
- Engage support elements and harass hostile control network.
- Tie hostile ground elements in combat to deny movement.
- Erode hostile combat power.
- Prepare for Counter-attack phase.

## Attrition (cont.)

While only Selen maintains proper fortifications, the Dajorran system is nonetheless filled with settlements and small outposts that can serve as staging areas for the fleet. Using these locations, the fleet can maintain pressure on any invading force while preserving its own integrity.





## Phase 3: Counter-Attack

During this phase, the strategic objectives of the AAF are:

- Gain initiative from hostile forces.
- Isolate hostile ground and fleet assets.
- Engage and defeat hostile ground support assets.
- Engage and destroy hostile fleet support assets.
- Prepare for Annihilation phase.

## Phase 4: Annihilation

During this phase, the strategic objectives of the AAF are:

- Block retreat of hostile forces.
- Prevent arrival of hostile reinforcements.
- Engage and destroy hostile combat units: ground and fleet.
- Recover combat strength for further operations.

# Detailed Dispatches – Phase 1

Estimated duration: 3h-10h

# Phase 1: Recon and Delay

- Initial long-range scans to be immediately verified by patrol craft. DDF maintains a constant rotation of Decimator and Firespray-class ships for this purpose.
- Relaying hostile movement and force composition of paramount importance.
- Engagement at system edge unadvisable as DDF unlikely to win a pitched battle. Time must be bought to allow AEF to mobilize.
- Once enemy advances deeper in system, strike groups of patrol craft and snubfighters, centered around a Carrack light cruiser, to engage rearward elements.
- Main task to harry and hamper enemy advance. Hit and fade tactics to be utilized.
- Basing at Ol'val, Ereboros, and Eldar to resupply strike fleets.

# Phase 1: Recon and Delay

- Marking of enemy command and logistics vessels for future destruction a priority target. All scanner telemetry immediately relayed to DIA for further analysis.
- Outlying settlements without significant DDF deployments may require evacuation. This is considered a secondary priority, unless enemy attacks expressly targeting them. In such case, evacuations to be prioritized to deny the enemy its war goals.
- Settlements with significant DDF deployments expected to hold out until AEF counter-attack. Evacuees from neighboring settlements to be settled at closest major DDF outpost.

# Phase 1: Contingencies

- In case hostile fleet outnumbering DDF by **significant** margin, where limited harrying unlikely to yield necessary results, deployment of [Wrath of the Dawn](#) into forward area to act as bait.
- In case of excessive attrition to strike fleets, further replacements to be drafted from commandeered vessels at resupply points.
- In case outlying settlements overrun but left largely intact, supply lines to be re-established by Ol'val civilian contractors (see ref. [Blindman](#))
- In case targets of opportunity present themselves, swift engagement is allowed. Only targets of highest priority (HQ, supply, transport) category to be considered viable.

# Phase 1: Force Deployments

## Deployments:

- 2x Light Cruiser
- 6x Snubfighter squadron
- 8x Patrol Gunship flight
- Sensor network

## Operational Reserves:

- 1x Cruiser
- 4x Snubfighter squadron
- 2x Patrol Gunship flight

# Detailed Dispatches – Phase 2

Estimated duration: 4h-24h



## Phase 2: Attrition

- Relying on orbital defences, especially around Selen, the DDF will engage and attrite hostile combat power. Losses are expected to be considerable, so commanders should take necessary steps to prepare their troops and triage facilities.
- If planetfall is unpreventable, DDF ground forces are to engage the enemy at their landing sites whenever possible, denying easy bridgeheads.
- Local command has prepared landing zone estimations to assist with pre-emptive troop positioning.
- Remaining DDF fleet assets to converge around Ixessa to launch simultaneous attack into enemy's rear when battle of Selen begins.

## Phase 2: Attrition

- Intraplanetary support at this stage considered minimal to nonexistent.
- Surviving fleet bases to prioritize ship repair and rearmament above all other activity.
- DIA and Consul's office expected to provide live battlefield intelligence. All field commanders to enact Consular/Summit orders without delay.
- Main defensive lines around Fort Blindshot (Selen), Fort Claybake (Eldar) and Fort Krite (Arconae Primus), with local secondary strongpoints at starports and major population areas (Selen).

## Phase 2: Contingencies

- If hostile fleet seeking to bypass Selen, surviving DDF fleet assets to be used aggressively to harass enemy rear assets to buy any time they can.
- In case orbital defences around Selen become compromised, destruction of main reactors considered less harmful to controlled de-orbiting. Charges to be placed in prepared locations at beginning of battle of Selen.
- In case major strongpoints unable to hold due to heavy casualties, reserves may be sequestered from mobilizing AEF reservists, pending Consular approval.
- If hostile fleet appears too heavy for AEF to engage alone, allies must be called upon, pending Consular approval.

# Phase 2: Force Deployments

## Deployments:

- [Golan II](#) + [Planetary Shield](#)
- 1x Cruiser
- 1x Light Cruiser
- 11x Snubfighter squadron
- 8x Patrol Gunship flight
- [Fort Blindshot](#)
- 6x Regiment
- 15x LAAT platoon

## Operational Reserves:

- 1x Light Cruiser
- 6x Snubfighter squadron
- 2x Patrol Gunship flight

# Detailed Dispatches – Phase 3

Estimated duration: 12–36h

## Phase 3: Counter-Attack

- Using the combined fleet and ground power of the mobilized AEF, the enemy is to be engaged on and around Selen, with priority placed on catching enemy support units in initial exchanges.
- Main objective: Severing lines of communication between hostile fleet and ground assets.
- Gaining strategic initiative paramount. Speed and ruthlessness of action key.
- Use of airborne AEF forces to rapidly deploy heavy assets and strike elements in flanking positions behind enemy lines.
- Tying up enemy front line units with remaining DDF defenders to deny regrouping.

## Phase 3: Contingencies

- If enemy fleet presence too heavy to be engaged by AEF alone, AEF must seek to regroup with allied fleet assets off-system before attempting to force a decisive battle.
- If enemy fleet disengages from Selen prior to AEF arrival:
  - If hostile ground troops still on Selen, deploy strike forces as normal with fleet in high orbit to cover.
  - If no hostile presence on Selen, pursue enemy to force a battle.
  - If no hostile presence on Selen, but significant collateral damage, deploy infantry companies and combat engineers as per first subsection to assist in damage control before pursuing enemy as per second subsection.
- If enemy fleet disengages from Selen after AEF arrival, deploy interdiction frigate and pursue enemy aggressively.
- If battle unsuccessful, withdraw to maintain combat strength and call for allies.

# Phase 3: Force Deployments

## Deployments:

- 1x Star Destroyer
- 3x Heavy Cruiser
- 2x Frigate
- 2x Medium Cruiser
- 5x Gunship
- 16x Snubfighter squadron
- AEF Ground Troops
  - 5x Regiment
  - 15x LAAT platoon
  - 4x Landing Craft flight
- *Surviving DDF Ground assets*

## Operational Reserves:

- 1x Assault Ship
- 2x Frigate
- 2x Medium Cruiser
- 5x Gunship
- 11x Snubfighter squadron
- *Surviving DDF Fleet assets*



# Detailed Dispatches – Phase 4

Estimated duration: 24h-7d

## Phase 4: Annihilation

- With enemy ground assets cut off from orbital support, AEF landing force to establish air supremacy around pockets of resistance to prevent reinforcement or retreat as initial priority.
- In cooperation with artillery units and line infantry, annihilate remaining hostiles. Enemy forces to be worn down until surrender or destruction.
- Consumption of artillery ammunition projected to be extremely high. Ammunition supply to fire support units prioritized over line infantry. Full utilization of local civilian logistics and AEF Logistics Taskforce to ensure steady supply of ammunition.
- Defeat in detail; once Selen is secure, relocate AEF forces to other warzones.

## Phase 4: Contingencies

- If enemy ground forces too heavy to be removed within acceptable casualty projections, upon Consular approval, deployment of Ash Angel to break the stalemate.
- In case enemy attempts a breakthrough, maintain mobile reserves of mechanized infantry to counter-attack and shore up defences.
- In case enemy ground forces able to contest airspace using anti-air units, deploy heavier orbital assets to precision strike AAA units.
- In case enemy able to withstand the magnitude of our firepower, maintain perimeter and contact HQ for new orders. Wasting ammunition needlessly stresses supply lines.

# Phase 4: Force Deployments

## Deployments:

- AEF Ground Troops
  - 5x Regiments
  - 15x LAAT platoon
  - 4x Landing Craft flight
- 1x Assault Ship
- 2x Frigate
- 2x Medium Cruiser
- 5x Gunship
- 11x Snubfighter squadron

## Operational Reserves:

- 1x Star Destroyer
- 3x Heavy Cruiser
- 2x Frigate
- 2x Medium Cruiser
- 5x Gunship
- 16x Snubfighter squadron
- *Surviving DDF Fleet assets*
- *Surviving DDF Ground assets*

# Dajorran Defence Plan IV – Conclusion

Defence plans of this nature will only provide the strategic outline for field commanders to operate under. Tactical decisions by leaders at the front cannot be made in advance and must rely on their experience and judgement. However, based on best available data, simulations, and wargames the presented strategy has been honed to provide the best chance of successfully weathering an invasion by a lethal and powerful foe.

Unit commanders will be sending their troops into difficult situations, but weathering the first 72 hours of contact will be crucial in defining the conditions for victory.

Remember your duty and your training. Trust in your wargear.

*Arcona Invicta*