

## **2010-04-24 After Action Report**

1. Upon the opening of the starship ramp, a hostile light technical pickup approached to approx. 20 m of the starship ramp. Two individuals exited the pickup and fled. The now unmanned pickup resumed accelerating toward the starship ramp. The gunner of the lead vehicle (Security vehicle S1) fired its 3MW fusion gun (FG) to halt the pickup; the pickup exploded.
2. An anti-tank rocket launcher was fired at the starship from behind the radar building. The rocket missed. The commander of S1 ordered his gunner to fire its 3MW FG at the unit which had fired the rocket. The individual with the ATRL was hit and killed.
3. A second light technical pickup, unmanned, accelerated toward the starship, but veered to the north to impact a parked starport vehicle. Both vehicles were destroyed.
4. S1 through S4 proceeded to disembark in order and take up dedicated support and overwatch positions to the south of the starship.
5. While S2 was disembarking, 4 round of artillery fire landed approx. 60 m NE of the starport medical facility.
6. A minute later four rounds landed approx. 150 m Southward (outside the perimeter road).
7. A third salvo descended toward the STOL hangar, and were intercepted by 2 cm KEAP fire from S1 operating in overwatch point defense.
8. Individuals of interest were observed within the starport medical facility and behind a volatiles tank north of it (approx. four in each location); the XO advised the starport security of their presence via radio.
9. The observed individuals departed soon after.

Commendations are awarded to Pfc Sibson and Lt Querl for their prompt and decisive, yet measured response to the unprovoked hostilities .

### **Casualties:**

One unidentified individual killed by 3MW FG fire from Security vehicle 1 (S1)

No starport casualties.

No STC casualties.

### **Damage:**

Two hostile vehicles destroyed: one by 3MW FG fire from S1; one in collision.

One starport vehicle destroyed in collision with second hostile vehicle. (Note: hostile vehicles may have been stolen starport property.)

No STC casualties.

**Ordinance Expended:**

S1 fired 400 rounds 2 cm KEAP: 80 rounds in dedicated support of starship; 320 rounds in overwatch.