

SPACE

## (FR) Defence of Space Assets (DoSA)

(established in November 2021)

For Public Release

### PROJECT DESCRIPTION

The project Defence in Space aims at increasing space operational efficiency. It will define essential blocks which will enhance safety and resilience of space assets and maximise safe use of space, in complementarity to the core functions. Accessing and using space in a safe, secure and stable environment requires a space security and defence strategy, as well as a coordinated and organised approach by the EU and its Member States.



FR, AT, DE, ES, IT, PL,  
PT, RO



CZ, FI, NL, HU, SE



IDEATION  
INCUBATION  
EXECUTION  
CLOSING



Contribution to the  
more binding  
commitments

Yes



Capability  
Perspective

EU CDP priority  
Space-Based  
Information and  
Communication  
Services (SBICS)

CARD references  
Defence in Space  
Focus Area



Operational  
Viewpoint

HICG  
Joint ISR, CIS



EDA support

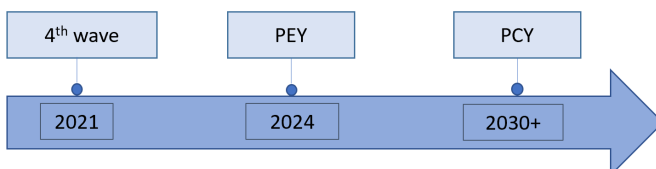
No

### OBJECTIVES/PRODUCTS

The objective of this project is to increase the EU's operational efficiency in the space domain by making the best use of current and future space assets, through cross-cutting space functions of training for space military operations (identified as pillar 1), reactive access to space and in-space maneuverability (pillar 2) and space resilience (pillar 3).

### INDICATORS

Project Execution Year (PEY) and Project Completion Year (PCY):



### DELIVERABLES ACHIEVED

- TTX workshop (objectives, organisation, possible scenario, outputs) organised in March 2023, in the margins of AsterX 2023 (French military space exercise).
- pMS took part in the AsterX 2024 exercise.
- CONOPS (for pillar 2) - approval under progress
- Food for Thought – Defense in Space forum
- Threat catalogue (pillar 3), questionnaire to be addressed to pMS

### CRITERIA FOR SUCCESS

- Common comprehension (glossary) of space domain and topics related to DoSA.
- Harmonised defence capability requirements and common specifications established and feeding EDF Topics.