

Aran doctrine is aimed firstly at improving security survival odds, secondly explaining the dynamic that the sec and crew enjoy and how that relates to you, third exploring conflict for the unrobust, fourthly overhauling etiquette and sec crew interactions and procedures to improve relations and operational success. and finally fostering esprit de corps and building organization in operations. I hope that by laying out changings that you the Leader of these men (**Head Of Security, Captain, Warden, Head Of Personal or an improv of the previously listed**) can enact will not only improve sec as an organism but the round as a whole by their implementation. In volume one I plan to go over what weapons you should and should not use, your relation to crew, basic strategy, combat for the green, and

1. The disabler is by all measures worthless and only fit for civil department chiefs. The disabler is useless against perpetrators who have any understanding of the game or are less than 12 tiles away. It takes four well placed hits from a disabler to bring a perp down. Despite what may seem like the obvious move of running away from someone using a disabler, the best course is to rush and disarm, preferably knock down someone who is firing a disabler. A blunt or bladed melee weapon is more than enough to kill a security using a disabler and suffer no permanent injury, as soon as he is down and the gun is out of his hand he will not have the chance to repeat his attempt with a stun baton or even, if a perp is motivated or experienced enough, pepper spray and is for all practical purposes defenceless and already among the dead. Beyond that a disabler is worthless against non mammalian targets, a decent portion of antags and general chaos. This brief list of shortcomings is why it should be standard practice of the Head of Security to outfit his men with energy guns as opposed to riot shotguns or solely lethal lasers, as riot guns are ammo based and can not be as easily switched between non-lethal and lethal given a situation.

The non-lethal option should be preferred when possible as crew are much less aggravated by displays of force involving them, crew members will if they feel that an act is egregious in enforcement or justification might well join and embed the perp antag or not. Thus it is ideal to let the perp use visibly deadly force before employing it oneself, if a bit antithetical to my main objectives sometimes. I contend that although there will be rounds where you are overpowered and the station is lost due to the retardation of deadly force, the long term perception of sec improved from its current state of disrepair, saving more lives as supportive crew will assist the sec similarly to the perp if it is believed that they are both in good faith and the reactive force against an injustice committed by the perp.

2. The crew will always see you as an occupying force, (although you can win some of them over the bulk of crew members have been demoralized in regards to sec, like all propaganda its effects are weighted on each person differently, be it one bad experience or more likely the mass propaganda effort committed by influential people in videos and forums telling people that sec is evil and abusive. Sseth is an excellent example, he shows himself to on hand be a power gamer that takes great delight in murder boning the other crew members and the other hand very repellent to the consequences that follow. He curses sec and their attempts to hold him to station law. Now imagine 30 retards unrobustly following in his murderboning footsteps every round) at the same time they expect you to A. protect them from harm and B. punish those who disrupt or injure them or their department.

A. The principle enemy of this occupation is the clown, they will steal, attack, and disrupt a vital department and then when confronted or challenged will, like the american jogger, whine and cry about how the authoritarian sec was oppressing him and many a greytide and

demoralized people will at the drop of a hat will resist sec and assist the clown regardless of crimes perpetrated because to many a crew man it is ok when it is done by a clown. Similar to the reputation sec has, is completely based on it being told by users and popular figure heads that the clown's criminal antics are just clean fun and are not to be taken as antag action. When a clown performs minor crimes these actions are just him being a prankster and thus immune from the usual suspect and detainment in the minds of the people, and thus a leader who wishes to apprehend or dispose (I do not recommend making regular use of this behavior as to always kill the clown via stealth will leave a much worse reputation than that of publicly confrontation or the occasional loss of a round due to bad actors) of a troublesome clown should do so not publicly by to try and do it via stealth. His earpiece is the most deadly tool at his disposal and thus should be the first thing taken, compared to a soap box to cry on his tools are underwhelming and negatable. To illustrate how powerful the clown truly is I will give an example. Let say Bean from botany decides to steal the CMO's id, the course taken is he is hunted and captured, he is then interrogated and either permabrigged/executed for being an antag or released with a warning or restriction. There is rarely a rally to defend such a perp against station security. Now let's say instead Booba the clown decides to take HOP's ID and energy gun, and that before apprehension he is able to disseminate that he is just trying to be funny and humiliate him for his job choice (because only power hungry monsters play command or sec). Having an energy gun, sec is authorized to shoot (disablers as this is a pre doctrine case) the clown and throw him in brig without asking any questions or granting him the right of repeal. All the clown needs to do sway public opinion his way is to have the first publicly seen shots come from sec, and as suggested in article 1 fruitless attempts at negotiation should be engaged solely to make sure he is the first to violence (enemies of sec will not be swayed, but neutral bystanders

might be swayed to let sec get this one) and thus take considerable less arguable action of self defense. Because of this shift of strategy I find it more important that you do not engage the clown alone but in a group of two or more as this negates the lost opportunity of surrendering the opening action to the clown.

B. As an occupying force it is important to be helpful to departments during the early game to build good blood between you and the crew, as they are eyes and actions that must be utilized in order to maintain the peace on the server. It goes without saying that very few (expect none at all) of them will or should be expected to actually mobilize when the station is in universal danger (blob, ai, nuke, anything that will for sure wipe out the station) or sec has taken the brute of a conflict and are under maned for the current trouble as a result. This does not ring true of anti sec crew, they are many and due to the consequences of entering conflict with sec will fight with considerable determination and bravery. Your aim is to get crew members dispositions high enough that they will choose to remain neutral, trying to push them into being an active friend of sec is an exercise that will bring you diminishing returns. I would suggest having sec do errands or engage in pass times with the crew during slow spells in order to build these necessary bonds. Another suggestion is convincing sec players to reuse characters in different rounds to allow an individual reputation to form, as well as meta friendships. To illustrate how powerful a reputation can be, take the examples of Dr.Tradwife and Black Spaceman, both are primarily medical staffers, but they both command respect from their department and the station as a whole. I would wager that if I and Tradwife had both called the crew to rally to our side in a hypothetical conflict she would greatly outperform me in terms of turn out and third party support. For she is known as capable and has probably saved many a

crew members rounds where they would have otherwise had to spend them as ghost, whereas I am much more likely as a sec regular to end peoples rounds.

3. Working as a unit is the key to success in any venture, and protecting the station is no exception to this rule.

A. A powerful tactic when dealing with superior numbers is to defeat in detail. An example for clarity in meaning; three perps may have a hard time with 8-11 security guards at once, but if they were to ambush them individually at first to lower the number of active security to let's say five before sec is alerted to their designs. This leaves them with a more favorable position in which they can respond to secs call to muster or hurried pursuit. In both cases it is wise to continue the offensive. If they muster (it should go without saying that antag will steal a headset with the sec channel) the perps should try to cut off and take care of one or two of them as they travel to the rendezvous point, basically evening the playing field. In cases where the order is to pursue last known location the perps should relocate and if they are able to evade the patrols, they should plan when and how they are to strike the united sec forces. This example is a disaster for the station and spells certain defeat. I would suggest that a leader does regular role calls to detect MIAs and to keep tap on unit positions. Image the earlier situation but sec has a policy of role call every 180 seconds. (I say 180 even though it is up to you as the leader to decide the regularity of these intervals, as it seems like a reasonable request to make from staff. Five minutes is more than enough time to kill several people and hide corpses, and every minute may be too often for sec to run smoothly, but remember that equation is up to you) They may be able to snuff one maybe two if they decide that they are not going to hide the corpse before the leader is alerted to something being off, the leader then decides to rendezvous to missing officers

last known location and fan out from there, this is not perfect as you can get from the shuttle in departure to the pods flanking arrivals in less than 30 seconds, but our stations unique quality is that our sec is separated into many smaller department security forces and thus it is to be expected that the sec nurse is probably going to stay in one place most of the round and thus the 180 second updates are more accurate then for the less numerous but patrolling brig security members. I would if this bothers you have those patrollers report more frequently in order to lessen the fog in information. We will now return to the example, the perps kill the bouncer in order to have access to damp rags and high ethanol alcohol, when the bouncer does not reply have the patrol officers rendezvous to the bar where he last responded, this leaves the perps with 7-10 sec who are now closing in on their position if they stayed in the bar to make their Molotovs (I suspect they would probably not have enough time to put on the ear piece, but three minutes is a long time) when the officers corpse is found it is prudent to then take it to medbay and have that officer back and the names of the perps, putting them (if they fled instead of making them there and thus being caught) in a hunted state.

B1. dismantling the enemy as a unit. Having a game plan for the crisis is the first step to solving that crisis, but implementing that plan is much more important in regards to this paper's aims. Let's set an example, departure has been occupied by several perps, these perps are performing some writ or incantation, but are able with the help of a mech suit and a couple L6 Saws hold the hallway between departure and medical, it would cost many men to do a frontal assault, and would almost certainly fail to stop the writ. You have an idea, the perps sealed off the medical morgue and the science break room with a welding torch and unsealing them would attract attention. You come up with the idea of entering maintenance and going to the abandoned bar west of the science wing, you plan to suit up and blow a hole in the bar and then move along

the station to the airlocks facing west south of the bar, the northern one just above the old library and the southern one just north of the south western solar array. Your thought is that you sent small force, maybe one or two to try and unweld the northern airlock to draw attention (**there are no windows so the enemy does not know that this is not the primary force**), they assume that sec is both hurried and lazy, making the quickest route the primary route, but most of the force is at the southern, now abandoned, gate. You hope that by drawing them north, (the look out or two, plus a mustered force will pile up in the open space in front of the airlock, when your main force rushes up the maintenance shaft from the southern airlock you hope to hit them from behind, with luck you think they might panic and route, either rushing to a door and trying to unseal it or breaking into the library, you think that shooting them in the back as they unweld the doors is a brilliant thought and wish for it, and for the library you have some of your men carry metal foam grenades to trap them in there. You then plan to go into chapel and departure, at the same time have the force you left at the medical hall charge the front to keep the perps “triarii” busy while your main force crushes their rear stopping the writ.

B2. Now let’s the situation, this round has about 80 people in it. Nine have signed up as sec, only seven remain, the perps killed several people before and during the establishment of this standoff. You are able to get Four volunteers; two assistants who like the idea of being in a shootout, the CMO who wants payback for taking out half the medcrew, and the bartender who replaced the rubber shells in the riot shotgun with lethal upon signing up for sec. The perps have four core members and seven brainwashed tralls. (**you the leader do not have an exact number on them, but I want it to be clear to you the reader that the distribution of men is equal for this example**) You leave the CMO, bartender and one registered sec at the main hallway (**the distance between the barricades is far enough so that both sides can not see what the other is doing, right**

where chem and science have their service desk in the hallway) thinking that they are professional enough to halt an attack if someone decides to scout ahead. You take the remaining force and go through maintenance, you decide that the two greys (assistants) will be the decoys, you tell them to make it look like they are breaking in, but to actually wait for the main force to wash up the defenders before entering the airlock. They arrive at the airlock and repeatedly ulweld and reweld the doors before you can get in position, this alerts the thrall who then uses a smuggled barrier grenade to block the hall and he calls over another thrall to help him for when things get ugly. They decide to set up barricades just beyond the chapel's morgue maintenance door. When you charge up you surprise the thralls, but are in front of them, they are outnumbered and flee, you manage to kill one as he flees, but the other is able to inform the perps that an assault is coming from the west. You hastily try to order the frontal charge, but the perps only leave one man with a sat to cover the front as the thralls charge to face you. When the frontal charge comes they repealed with the bartender and CMO dying, and the sec in critical. The trall took a shot or two from a laser gun, but is still in fighting shape. You and your six sec are split into two groups during the chase, you and one of your men chase the perp as he flees through maintenance to the hall separating medical and departure. Along the corner that has a door that enters the robotics lab you meet the man with the other saww, he lets loose a torrent of bullets, in the end both you and him are on the ground and flee combat, you man is confronting the relief thralls and is over ran. The four men who entered the chapel find themselves alone, they do a quick scan then decide to enter maintenance south of chapel to hit departure from the south allowing them to fall back into the sec office if need be. The two assistants have by this point gotten inside via the southern airlock. The Four relief thralls attack the four secs as they unweld the door to maintenance, the thralls let the mech go in first and absorb the punishment

the sec are dishing out, the thralls out gun the sec members and mop up the assistants when they arrive. The perps win.

B3. I imagine that you the reader have thought of the problems in the leaders plan, and have probably come up with a few plans that are both less complex and much more practical. Ie; why not have someone put on captains hardsuit and use a locker as a shield, they then set off the bomb when they get close to the barricade, probably killing all three powerful thralls and then ordering the remaining ten men at arms to charge as you have the suicide bomber dragged back by a paramedic. That is exactly how I want you to think, no mega epic green text to recall later, just a swift and minimal reaction to antag shittery. The best way to break your opponent is by blitzing them and hitting them hard before they can react. Keep orders simple. It was William Shakespear who once remarked “brevity is the soul of wit”, that means make things short and simple. You should never asked a crew member to ever doing anything that has more then three steps as that is a sure fire way to have them fuck it up royalely. The best answer is often the simplest.

4. Combat for the unrobust. The vast majority of sec players are either new or enjoy conflict, I am among the latter. I am also unrobust as fuck, I often lose any engagement where my opponent is both armed and strikes first. You should have an energy gun on your back, a telescopic baton on one of your slots, and the X1 set to stun (**yellow**) in your backpack, bonus points if you can get your hands on the captain's antique laser as it also fits in the bag. I would suggest pepper spray or flash grenades as well but they are not must haves. For one on one combat I have a formula. The X1 should be pulled out and used to stun your opponent after they take a shot or two if they have a firearm as they usually fire standing still or if they are trying to

robust you shoot behind you as you flee them, once they are on the ground decide if you plan to take them in alive, if so use your energy gun (**disable**) to crit them then cuff em and make sure you have back up to cover you as you take them in. If you plan on killing them make sure your energy gun is set to kill and blast away. Do not engage multiple targets alone, but if engaged by multiple targets you should try and stun them while fleeing. It may not be the bravest action, but discretion is the greater part of valor. (**you can always reorganize and strike from a position of power**) If you find yourself cornered keep stunning, if you manage to have a few of them on the ground when you go dry good work, switch to the energy gun if you still have range and they are few in number and start killing the ones that are up and then the ones getting up as you run past them, your goal is to escape alive to a place they can not reach or where other sec are to help you deal with them. If they are close or many still standing I would suggest a flash bang or tear gas to allow a moment of confusion to allow your flight. Hand to hand is something that the unrobust man must avoid at all cost, you are not going to beat someone who has mastered disarming at this level in your career. Your best bet is to hit and run, do not just stand there and wack on them, that makes you an easy target. There is not much else I can tell you other than c'est en forgeant qu'on devient forgeron, to become a blacksmith you must forge.

5. Low population and you. As a member of kiwi station you have a population that is disproportionately violent and you have an antag running around somewhere on top of that. You must secure captains possessions and break HoPs role machine (**after giving yourself exclusive AA**) I would suggest then setting up a flash in armory along with some bots and watch the suspected shitters. It is very important that you get the few non shitter crew on your side quickly as they are your refuge for when things go wrong. You absolutely can not let HoS's gun fall to a

shitter as you getting stun is a round ender for not just you, but the entire station. I often give energy guns to crew who are not clowns or powergaming about twenty minutes in to give them a fighting chance when I (and probably you too as lone sheriff) die. As of writing there is no agreed upon or proven method to deal with low population shittery, all I can say is that you should not lose motivation after defeat. You may find that the best way to defeat this hydra is learn from these failures. One round I had two perps with space lube and shotguns, I used a fuel tank stun them, one fled the other was temporarily immobilized, I chased the standing one, he got away and I grabbed every energy gun I could and retreated to medbay where our anti-perp resistance movement was based, on the way back i noticed that the clown was still on the ground, I opted to drop the guns off and then comeback. This turned out not to work as I organized the coming assault the perps countered us and defeated us. After killing us and taking the weapon cache we collected they killed everyone else on the station. One of them probably would not have been enough to take medbay, but hindsight is of course twenty twenty that being said I can still use this experience in later altercations.

Thanks for reading, I enjoy writing but am not very creative. I would like to thank Null for making the server, a task I could never pull off. We have the greatest community in all of ss13. I went with Aran doctrine rather than Millhouse or Irish Cream doctrine because I wanted this to be tied to something the player interacts with, people who play on the station can use their opinion of my actions and reputation in game to tailor their thoughts and response to the legitimacy of this document and its thesis. This document was written between December 9th and December 23rd 2020. -Millhouse Nancy Metz.