



# **KINETIC SECURITY SOLUTIONS, INC**

## **DRAKE KRAKEN OPERATIONAL DOCTRINE**

**Standard Variant – Shipyard Release**

Fleet Admiral Muff McMagnus



## **KSS Unsolicited Docking Request**

*And it's happening whether you like it or not.*

# 1. DOCTRINAL FOUNDATION

## 1.1 Purpose

This document establishes the complete operational doctrine for deploying and sustaining a Drake Kraken (Standard Variant) under current live Star Citizen gameplay conditions.

This manual defines:

- Command authority
- Divisional structure
- Billets and responsibilities
- Combat posture
- Fighter doctrine
- Trooper doctrine
- Boarding doctrine
- Logistics and sustainment standards
- Training and qualification requirements
- Engagement philosophy

This is not theorycraft.

This is executable doctrine.

## 1.2 The Kraken's Role in KSS

The Kraken is not simply a large ship.

- A mobile carrier platform
- A force multiplier
- A fleet command anchor
- A staging base for sustained operations
- A defended interior stronghold
- A coordinated deployment platform for air and ground forces

In live gameplay, its strength lies in coordination, not armor.

If the org is disciplined, the Kraken becomes dominant.

If the org is disorganized, the Kraken becomes a liability.

## **1.3 Core Operational Principles**

1. Unity of Command - One voice directs the fight.
2. Deck Discipline - The hangar is controlled space.
3. Layered Defense - Fighters outside, Troopers inside.
4. Power Awareness - Engineering determines survival.
5. Controlled Aggression - We do not chase blindly.
6. Transition Control - When soft death occurs, the fight changes immediately.

## **2. OPERATIONAL STATES**

The Kraken operates under declared readiness conditions.

### **Condition Green - Routine Operations**

- Transit posture
- Limited internal manning
- Fighters staged but not in launch posture
- Troopers armed but not in full combat position

### **Condition Yellow - Elevated Risk**

- Scanning active
- Fighters armed and fueled
- Pilots within scramble range
- Trooper QRF staged
- Engineering monitoring systems actively

### **Condition Red - Combat**

- Full manning of Tactical and Engineering
- Launch sequence active
- Hangar restricted to essential personnel
- Troopers in assigned defensive sectors

### **Condition Black - Boarding / Internal Threat**

- Ramps sealed
- Internal choke points established
- Troopers clearing or holding
- Medical triage activated
- Command net restricted to critical traffic only

### **3. COMMAND STRUCTURE**

#### **3.1 Kraken Captain**

Authority:

- Final tactical authority aboard vessel.
- Engagement and disengagement authority.

Responsibilities:

- Defines mission intent.
- Approves launch cycles.
- Authorizes boarding operations.
- Controls retreat timing.
- Maintains strategic posture of ship.

The Captain directs the battle's purpose.

#### **3.2 Executive Officer (XO)**

Second-in-command.

Responsibilities:

- Cross-division coordination.
- Ensures readiness before and during operations.
- Prevents fatigue and confusion.
- Maintains operational flow.

The XO ensures the machine runs while the Captain fights the war.

### **3.3 Command Master Chief (CMC)**

Senior enlisted authority.

Responsibilities:

- Enforces standards.
- Corrects discipline failures.
- Maintains crew professionalism.
- Ensures orders are followed without hesitation.

## **4. DIVISIONAL STRUCTURE AND BILLETS**

### **4.1 Tactical Operations Division**

The brain of the fight.

#### **Tactical Officer (TAC)**

Admiral Spectre

Primary Responsibilities:

- Threat prioritization
- Target assignment
- Coordination with CAG Commander
- Calls shield orientation priorities
- Determines disengage threshold

The TAC does not narrate the fight.

The TAC controls the fight.

#### **Sensor Operator**

Responsibilities:

- Active scanning
- Contact classification
- Reinforcement detection
- Identifying flanking vectors

#### **Weapons/Turret Operators**

Responsibilities:

- Maintain assigned sectors
- Avoid friendly fire
- Follow TAC priority targets
- Report overheating or arc limitations

## **4.2 Engineering Division**

The survival engine of the Kraken.

### **Chief Engineer**

Responsibilities:

- Power allocation doctrine
- Shield management
- Component triage decisions
- Oversees damage control

### **Systems Engineers**

Responsibilities:

- Power triangle management
- Heat control
- Component replacement
- Ramp and door control during engagement

Engineering keeps the Kraken alive long enough to win.

### **Damage Control Team**

Responsibilities:

- Rapid breach response
- Section isolation
- Internal containment during soft death
- Assist Troopers in controlled lockdown

### **4.3 Carrier Air Group (CAG)**

The Kraken's offensive projection arm.

#### **CAG Commander**

Responsibilities:

- All embarked pilots
- Squadron assignments
- Fighter screen doctrine
- Escort and strike coordination
- Rally discipline enforcement

#### **Squadron Leaders**

Responsibilities:

- Lead 4-6 pilot elements
- Execute assigned objectives
- Maintain formation integrity
- Report status and damage

#### **Pilots**

Roles:

- Screen / Intercept
- Escort
- Strike
- Controlled pursuit (only by authorization)

Pilot doctrine:

You are not here for solo duels.

You are here to extend the Kraken's reach.

## **4.4 Flight Deck Division**

The hangar is controlled territory.

### **Air Boss**

Authority:

- Absolute authority over deck movement.

Responsibilities:

- Launch sequencing
- Recovery sequencing
- Pad assignment
- Declaring deck hot or cold

If the Air Boss says hold, you hold.

### **Deck Officers**

Responsibilities:

- Traffic flow
- Clearing disabled ships
- Ensuring safe landing corridors

### **Deck Crew**

Responsibilities:

- Pad turnover
- Clearing debris
- Managing physical space discipline

## **4.5 Trooper Division**

Troopers control interior dominance and ground force projection.

### **Trooper Commander**

Responsibilities:

- Internal defense posture
- Boarding doctrine
- Ground insertion planning
- QRF readiness

### **Fire Team Leader**

Structure: 1 leader + 3 Troopers

Responsibilities:

- Leads clearing operations
- Controls pace
- Maintains comm discipline
- Reports room status

### **Troopers**

Responsibilities:

- Guard hangar choke points
- Secure bridge access
- Execute boarding operations
- Secure ground objectives
- Maintain formation discipline

Trooper doctrine:

Control doors. Control angles. Control tempo.

## **4.6 Logistics Division**

The sustainability element.

### **Logistics Officer**

Responsibilities:

- Tracks ammunition
- Tracks missile counts
- Tracks medical supplies
- Manages replacement kits
- Plans resupply stops

## **4.7 Intelligence & Communications**

### **Communications Officer**

Responsibilities:

- Channel discipline
- Prevents comm flooding
- Maintains command net clarity

### **Intelligence Officer**

Responsibilities:

- Contract threat evaluation
- Anticipates enemy response
- Monitors strategic picture

## **4.8 Medical Division**

### **Chief Medical Officer**

Responsibilities:

- Establish triage site
- Manage med bed access
- Prioritize casualties

### **Combat Medics**

Responsibilities:

- Embedded with Trooper teams
- Stabilize during boarding
- Prevent attrition collapse

## 5. STANDARD OPERATING PROCEDURES

### 5.1 Command SOP

Pre-Operation:

- Define mission
- Define ROE
- Define rally point
- Define extraction plan
- Declare readiness condition

Engagement:

- Authorize launch
- Approve pursuit or deny
- Call disengage early

Post-Engagement:

- Accountability roll
- Casualty report
- Reset condition

## **5.2 Tactical SOP**

Pre-Contact:

- Identify threats
- Assign priority
- Confirm shield orientation

During:

- Maintain focus fire
- Call retreat threshold
- Prevent comm chaos

After:

- Confirm area clear
- Reset posture

## **5.3 Engineering SOP**

Pre-Contact:

- Baseline power triangle
- Confirm system integrity

During:

- Dynamic power management
- Replace components if safe
- Maintain shield coverage

After:

- Restore balance
- Report readiness rating

#### **5.4 CAG SOP**

Pre-Launch:

- Confirm loadouts
- Confirm rally
- Confirm screen assignment

Launch:

- Controlled pair launches
- Clear 5-10 km before engagement

Recovery:

- One ship per pad approach
- Clear pad immediately

## 5.5 Flight Deck SOP

- No unauthorized pad use
- No AFK parking
- No mid-cycle spawning
- Maintain clear lanes at all times

### Entity & Physics Management Protocol

Hangar physics instability is a critical threat.

During Condition Red or higher:

- No ground vehicle spawning.
- No cargo loading or unloading.
- No box stacking.
- No armor dumping.
- No unsecured loose items.

Medical gurneys and crates must not obstruct landing lanes.

Air Boss approval required for:

- Vehicle spawn
- Cargo transfer
- Non-combat hangar activity

Physics kills more ships than enemies.  
Discipline prevents that.

## 5.6 Trooper SOP

### Internal Security:

- Bridge secured
- Hangar choke secured
- Armory controlled

### Boarding Defense:

- Seal ramps
- Establish crossfire
- Clear methodically

### Boarding Offense:

- Disable turrets if possible
- Stack and breach
- Secure bridge
- Secure engineering
- Sweep remaining compartments

### Ground Deployment:

- Secure LZ
- Establish perimeter
- Move in teams
- Extract on command

## **5.7 Logistics SOP**

- Track consumables
- Track lost gear
- Standardize kits
- Plan refit window

## **5.8 Medical SOP**

- Triage away from hangar
- Control med bed access
- Maintain casualty flow discipline

## 6. CREW STAFFING MATRIX

Minimum (15):

- Captain
- Tactical
- 2 Engineers
- Air Boss
- 6 Pilots
- 4 Troopers

Combat Functional (25):

- Captain
- XO
- Tactical
- 4 Engineers
- 10 Pilots
- 8 Troopers
- 2 Deck
- Medic
- Logistics

Optimal (40+):

- Full redundancy
- Dedicated boarding teams
- Dedicated internal security
- Continuous fighter wave capability

## **7. DEPLOYMENT TRAINING CURRICULUM**

### **7.1 Training Philosophy**

The Kraken is a coordination test.

Most org failures happen because:

- People don't know their space.
- People don't know their role.
- People panic under pressure.
- People freelanced when discipline was required.

This curriculum eliminates those weaknesses.

Training is not about skill flexing.

It is about predictability under stress.

### **7.2 Qualification Structure Overview**

Every member must pass:

Phase I - Kraken Indoctrination

Phase II - Division Qualification

Phase III - Cross-Division Integration

Phase IV - Combat Simulation & Stress Drills

Phase V - Full Mission Rehearsal & Evaluation

Phase VI - Sustainment & Recertification

No one deploys on Condition Red operations without certification.

## **PHASE I - KRAKEN INDOCTRINATION**

This phase applies to everyone, regardless of role.

### **Objective:**

Create baseline ship familiarity and discipline.

### **7.2.1 Ship Familiarization**

Every member must demonstrate:

- Navigate from hangar to bridge without assistance.
- Navigate from bridge to armory without assistance.
- Navigate from hangar to med bed without assistance.
- Locate all ramps and know how to close them.
- Identify major choke points.
- Identify interior fallback points during boarding.

If someone gets lost during Condition Black, they are a liability.

### **7.2.2 Command & Comms Discipline**

Every member must understand:

- Chain of command.
- Who speaks on command net.
- Who speaks on tactical net.
- When to stay silent.
- How to report clearly:
  - Location
  - Contact
  - Status

Standardized reporting format:

"Contact - Deck 2 - Two hostiles - Moving aft."

No yelling. No rambling.

### **7.2.3 Condition Transition Drill**

Run simulated:

- Condition Green to Yellow
- Yellow to Red
- Red to Black

Every member must move to their assigned station within a defined time window.

Goal:

No confusion when readiness state changes.

### **PHASE II - DIVISION QUALIFICATION**

This phase certifies members in their assigned billet.

No dual-role deployment without qualification in both.

### **7.3 PILOT QUALIFICATION**

#### **Level 1 - Carrier Launch Certified**

Requirements:

- Clean launch from assigned pad.
- No deck collision.
- Maintain formation to rally point.
- Return and land cleanly under Air Boss direction.

Failure Conditions:

- Ignoring Air Boss.
- Hover stacking.
- Blocking pad.

## **Level 2 - Combat Screen Certified**

Requirements:

- Maintain 5-10km defensive perimeter.
- Engage without drifting over Kraken.
- Rotate out when shields collapse.
- Respond to TAC priority calls immediately.

Failure Conditions:

- Ego dueling.
- Breaking formation.
- Tunnel vision.

## **Level 3 - Escort & Strike Certified**

Requirements:

- Maintain escort on assigned asset.
- Conduct coordinated strike on target.
- Withdraw on TAC call without hesitation.

## **7.4 ENGINEERING QUALIFICATION**

### **Level 1 - Power Discipline Certified**

Requirements:

- Demonstrate live power triangle shifts.
- Maintain shield stability under simulated attack.
- Identify overheating components.

### **Level 2 - Damage Control Certified**

Requirements:

- Replace components under time constraint.
- Close and isolate compromised sections.
- Maintain ship survivability during chaos.

### **Level 3 - Combat Sustainment Lead**

For senior engineers.

Requirements:

- Prioritize component repair.
- Communicate status clearly to Captain.
- Manage two simultaneous failures without panic.

## **7.5 TACTICAL OFFICER QUALIFICATION**

### **Level 1 - Target Prioritization Certified**

Requirements:

- Identify greatest threat in mixed group.
- Assign fighter tasking.
- Call shield orientation.

## **Level 2 - Combat Tempo Certified**

Requirements:

- Control comm net under chaos.
- Call retreat threshold correctly.
- Avoid overcommitment.

## **7.6 TROOPER QUALIFICATION**

Troopers require the most repetition.

### **Level 1 - Fire Team Movement Certified**

Requirements:

- Stack correctly.
- Move in formation.
- Maintain crossfire coverage.
- No solo pushes.

### **Level 2 - Boarding Defense Certified**

Requirements:

- Seal ramp.
- Establish choke defense.
- Clear three-room sequence without casualty.
- Maintain med control.

### **Level 3 - Boarding Assault Certified**

Requirements:

- Stack and breach.
- Clear bridge.
- Clear engineering.
- Maintain team cohesion.
- Extract without fragmentation.

## **Level 4 - Ground Deployment Certified**

Requirements:

- Secure LZ.
- Establish 360 perimeter.
- Maintain communication under fire.
- Conduct controlled extraction.

## **7.7 FLIGHT DECK QUALIFICATION**

### **Level 1 - Deck Discipline Certified**

Requirements:

- Proper pad assignment.
- Clear lanes.
- Direct landing safely.
- Prevent stacking.

Failure:

- Allowing chaos.
- Failure to enforce authority.

## **7.8 MEDICAL QUALIFICATION**

### **Combat Medic Certification**

Requirements:

- Stabilize under fire.
- Maintain triage discipline.
- Control med bed access.
- Extract wounded without breaking formation.

### **PHASE III - CROSS-DIVISION INTEGRATION**

This phase eliminates the silo mentality.

Scenarios run:

1. Fighter launch while Troopers simulate internal breach.
2. Engineering failure during active dogfight.
3. Soft death transition simulation.
4. Escort mission while Troopers deploy to surface.

Goal:

Divisions operate simultaneously without stepping on each other.

### **PHASE IV - STRESS & CHAOS DRILLS**

Simulated chaos environment:

- Comms overload scenario.
- Multiple contact vectors.
- Simulated hull breach.
- Pilot casualty scenario.
- Ramp breach mid-launch.

Objective:

Observe who stays disciplined.

Corrective debrief follows immediately.

## **PHASE V - FULL MISSION REHEARSAL**

Conduct full operational mission:

1. Brief.
2. Transit.
3. Engage.
4. Deploy Troopers (if applicable).
5. Sustain engagement.
6. Recover.
7. Extract.
8. Debrief.

Evaluation criteria:

- Command clarity.
- Comms discipline.
- Pad discipline.
- Casualty control.
- Extraction efficiency.
- Emotional control under pressure.

## **PHASE VI - SUSTAINMENT & RECERTIFICATION**

Certification is not permanent.

Every 30-60 days:

- Pilots must re-demonstrate carrier launch.
- Troopers must re-run breach drill.
- Engineers must re-run power management drill.
- Tactical must re-run prioritization exercise.

If standards slip, certification is suspended.

## **7.8 LEADERSHIP DEVELOPMENT TRACK**

Senior members undergo:

- Scenario leadership exercises.
- Command rotation simulations.
- After Action Report (AAR) writing.
- Failure analysis discussions.

We do not hide mistakes.

We dissect them.

## **7.9 AFTER ACTION REVIEW (AAR) STRUCTURE**

Every op ends with:

1. What was the mission?
2. What happened?
3. What went right?
4. What failed?
5. What is corrected next op?

No ego. No blame culture.

Only improvement.

## **7.10 TRAINING STANDARD**

The Kraken is only as effective as the worst-trained person aboard.

Training standard:

- Calm under pressure.
- Immediate response to command.
- No freelancing.
- No ego override.
- No deck chaos.

## **FINAL TRAINING STATEMENT**

The Kraken does not become elite because we own it.

It becomes elite because:

- Pilots launch clean.
- Troopers move as one.
- Engineers stay calm.
- Tactical stays decisive.
- Command stays clear.

Training turns chaos into control.

Control turns presence into dominance.

## **8. ENGAGEMENT DOCTRINE**

We anchor the Kraken.

We project fighters outward.

We never dogfight over our own deck.

When soft death happens, the fight transitions immediately to controlled interior dominance.

We do not panic.

We do not scatter.

We do not chase ego fights.

We maintain control.

### **8.1 Anchor Doctrine**

The Kraken does not chase.

The Kraken anchors.

Standard anchor distance:

- 15-30 km offset from primary engagement zone.
- Never warp directly into contact marker.
- Fighters deploy first.
- Kraken arrives last.

Kraken must always maintain:

- Clear quantum escape vector aligned.
- At least one unobstructed retreat heading.

If anchor position becomes compromised:

- Tactical calls vector shift.
- Fighters screen withdrawal.
- Engineering shifts power to shields.

## **8.2 Quantum Positioning Protocol**

Kraken never:

- Jumps directly to active fight beacon.
- Warps into armistice boundary edges.
- Arrives before fighter screen.

Standard approach sequence:

1. Escort group jumps first.
2. Fighters establish perimeter.
3. Tactical confirms threat picture.
4. Kraken quantum jumps to offset position.
5. Deck remains cold during transition.

### **8.2.1 Quantum Interdiction Counter-Protocol**

If interdicted:

1. Tactical immediately identifies QED source.
2. CAG assigns interceptor element.
3. Kraken does not panic maneuver.
4. Engineering shifts reinforcement to forward shield face.
5. Turrets prioritize interdiction vessel.

No blind vector spinning.

No disorganized fighter scatter.

Interdiction clearance is first priority before repositioning.

### 8.3 Master Mode & Velocity Discipline

Modern engagement requires strict Master Mode discipline.

The Kraken does not enter NAV mode inside an active threat envelope.

The Kraken transitions to NAV only when:

- Escape vector is clear.
- Tactical confirms no hostile within effective interdiction range.
- Fighter screen confirms corridor security.

Fighter Requirements:

- Fighters must declare "NAV SAFE" before transitioning.
- No independent NAV spool during active engagement.
- No NAV spool within hangar proximity.

Velocity Discipline:

- Kraken does not exceed safe maneuvering velocity within 10 km of escorts.
- No sudden vector shifts that compromise escort alignment.
- SCM constraints in combat are acknowledged and pre-planned.

Tactical confirms:

- Escape vector clear.
- No QED ships active.
- No collision risks on quantum exit path.

Improper NAV transition destroys formations and costs ships.

## **8.4 Fighter Screen Doctrine**

Fighters maintain:

- 5-10 km outer perimeter.
- No dogfighting directly above hangar.
- Rotation when shields drop below 40%.

Pilots do not pursue beyond 20 km without authorization.

No ego duels.

## **8.5 Escort Integration Doctrine**

Kraken does not operate solo in contested space.

Escort layers:

Layer 1 - Close Escort (2-5 km)

- Heavy fighters
- Anti-fighter specialists

Layer 2 - Outer Screen (5-15 km)

- Interceptors
- Threat intercept

Layer 3 - Rear Guard

- Protect escape vector

If escort screen collapses:

- Kraken prepares for reposition or retreat.

## 8.6 Soft Death Transition Protocol

When hull integrity becomes critical:

Tactical announces:

“Prepare for Soft Death.”

Engineering:

- Seals ramps.
- Secures internal access points.

Trooper Commander:

- Deploys boarding defense teams.
- Secures med bay immediately.

If Soft Death occurs:

- Fighters transition to reinforcement denial.
- Troopers control all internal choke points.
- Med bed becomes the highest priority objective.

If ship loss imminent:

Captain may declare:

“Abandon Ship.”

Evacuation order:

1. Non-essential crew
2. Engineering
3. Troopers
4. Command last

No panic evacuations.

## 8.7 Salvage Denial & Tractor Control Doctrine

Soft death introduces a second battle: control of salvage.

If hull failure imminent:

Priority Secures:

1. Med bay
2. Engineering access
3. Cargo access points
4. High-value components

Trooper Commander designates:

- Salvage denial team if mission profile requires.

Engineering:

- Removes or secures critical components if tactically feasible.

Tractor Discipline:

- No uncontrolled cargo movement during Condition Black.
- No salvage operations until Tactical authorizes.

If ship loss confirmed:

- Deny hostile access to med spawn.
- Prevent uncontrolled component stripping.
- Extract personnel before material.

We protect lives first.

Assets second.

Loot never supersedes survival.

## **9. SERVER CONTINGENCY & SHARD FAILURE PROTOCOL**

Star Citizen live environment introduces instability risk.

Operational threats include:

- 30k server crash
- Severe desync
- Entity delay
- Physics instability

### **9.1 Server Degradation Protocol**

If server FPS visibly degrades:

- Suspend aggressive maneuvers.
- Halt launch cycles.
- Avoid high-speed deck movement.
- Consolidate fighter screen.

Command may downgrade Condition.

### **9.2 30k / Shard Failure Protocol**

If 30k occurs:

- Designated regroup officer re-forms party.
- Kraken reclaim authority assigned in advance.
- Rally location predetermined before op.
- No one independently re-engages.

The mission resumes only after an accountability check.

## **10. LEGAL ENGAGEMENT & CRIMESTAT MANAGEMENT**

### **10.1 Lawful Operations**

Before engagement:

- Confirm contract legality.
- Confirm jurisdiction.
- Confirm comm array status.

Only authorized personnel accept contracts.

## **10.2 Unlawful Operations**

If operating outside legal boundaries:

- CrimeStat acknowledgment required.
- Escape and clearance plan pre-briefed.
- No surprise unlawful escalation mid-op.

## **10.3 Security Response Awareness**

Tactical monitors:

- Security ship spawn waves.
- AI reinforcement patterns.
- Jurisdiction escalation risk.

Winning a fight does not mean surviving the aftermath.

# **11. SPAWN & MEDICAL CONTROL PROTOCOL**

Control of spawn equals control of sustained combat.

## **11.1 Pre-Combat Spawn Discipline**

Before Condition Yellow:

- All personnel confirm spawn set.
- Medical Officer confirms med bed access.

## **11.2 Boarding Spawn Control**

During Condition Black:

- Troopers secure med bay.
- No unauthorized personnel allowed near med bed.
- If hostile accesses med bay → immediate retake priority.

## **11.3 Spawn Denial**

If abandoning Kraken:

- Clear med access.
- Prevent hostile spawn exploitation.

## **12. SIGNATURE & DETECTION CONTROL**

### **12.1 EM / IR Discipline**

Engineering reduces signature during staging.

No unnecessary:

- Weapon cycling
- Radar ping spamming
- Overpowered heat output

### **12.2 Active Scan Discipline**

Active ping only when:

- Tactical authorizes.
- Identification required.

Unnecessary scanning reveals position.

## **13. SUSTAINMENT & REFUEL DOCTRINE**

Kraken is not self-sustaining indefinitely.

### **13.1 Sortie Discipline**

Pilots track:

- Missile expenditure.
- Ballistic ammunition.
- Fuel burn.

Excessive missile spam without purpose is prohibited.

### **13.2 Refuel Protocol**

When refueling:

- Escort remains active.
- Kraken never approaches station alone.
- Deck secured before docking.

### **13.3 Rearm Prioritization**

Priority order:

1. Shield generators
2. Power plant
3. Primary weapons
4. Missile stock

### **13.4 Insurance & Claim Discipline**

The Kraken is not disposable.

Pre-Operation Requirements:

- Insurance status confirmed.
- Claim timer verified clear.
- No deployment if ship replacement unavailable without command approval.

If Kraken destroyed:

- Fleet transitions to pre-designated fallback asset.
- Command reconstitutes from secondary platform.
- No panic redeployments.

Reckless loss of capital assets is a command failure.

### **13.5 Operational Risk Posture**

Command weighs:

- Claim time
- Replacement readiness
- Strategic necessity of engagement
- Server stability conditions

Not every fight warrants capital exposure.

## **14. DEFENSIVE FIRE SECTOR DOCTRINE**

Turret discipline is mandatory.

### **14.1 Sector Assignment**

Turrets assigned:

- Forward arc
- Port arc
- Starboard arc
- Aft arc
- Hangar defense arc

No overlap confusion.

### **14.2 Anti-Fighter Priority**

If fighter screen collapses:

- All turrets prioritize hostile fighters.
- Prevent hangar suppression.

### **14.3 Capital Threat Response**

Against large threats:

- Concentrated fire on subsystem.
- Maintain shield face reinforcement.

## **15. STRIKE GROUP COMPOSITION & ESCORT COMMAND STRUCTURE**

Kraken operates best as part of a strike group.

### **15.1 Escort Composition**

Recommended:

- Heavy fighter wing
- Interceptor wing
- One multi-crew gunship

### **15.2 Escort Distance Discipline**

- Close escort: 2-5 km
- Screen layer: 5-15 km
- Rear guard: escape vector protection

### **15.3 Escort Withdrawal Protocol**

If Kraken withdraws:

- Escorts disengage in sequence.
- Do not abandon carrier.
- Screen until quantum complete.

## **16. COMMUNICATIONS STRUCTURE & NET CONTROL**

Victory depends on controlled communication.

### **16.1 Net Structure**

The Kraken operates on defined communication layers:

Command Net

- Captain
- XO
- Tactical
- Division Leads

Tactical Net

- Tactical Officer
- Sensor
- Turret Operators

Air Net

- CAG Commander
- Squadron Leaders
- Pilots

Trooper Net

- Trooper Commander
- Fire Team Leaders
- Troopers

Support Net (Optional)

- Engineering
- Logistics
- Medical

## 16.2 Speaking Authority

On Command Net:

- Captain directs.
- Tactical reports.
- Division leads report.
- No open chatter.

On Tactical Net:

- Tactical controls.
- Clear, concise reports only.

On Air Net:

- Squadron Leaders speak.
- Pilots report status, not commentary.

On Trooper Net:

- Fire Team Leaders report room status.
- No cross-team shouting.

## 16.3 Information Relay Discipline

Information flows upward.

Trooper → Fire Team Leader → Trooper Commander → Tactical → Captain.

Pilot → Squadron Lead → CAG → Tactical.

No bypassing structure unless emergency.

## 16.4 Comms Collapse Protocol

If net saturation occurs:

- Tactical calls "Net Silence."
- Only contact reports allowed.
- Non-essential chatter ceases immediately.

Silence wins battles.

## **ANNEX A**

### **CAPITAL ENGAGEMENT DOCTRINE**

(Kraken vs Idris / Polaris / Capital-Class Threats)

#### **A.1 Operational Reality**

The Kraken is not a line-of-battle ship.

It does not win by trading broadsides.

It wins by:

- Fighter projection
- Subsystem suppression
- Position control
- Layered denial

Capital engagements are attritional and slow.  
Impatience kills carriers.

#### **A.2 Engagement Categories**

Capital threats fall into three categories:

1. Escort-Dependent Capitals (Idris with screen)
2. Missile-Heavy Capitals (Polaris)
3. Turret-Dominant Capitals (Fully crewed large ships)

Each requires a different posture.

### **A.3 Engagement Geometry**

Kraken must never:

- Sit nose-to-nose with Idris
- Drift broadside in missile envelope
- Anchor inside torpedo optimal range (Polaris threat)

Standard geometry:

- Maintain 20-35 km standoff.
- Fighters operate 5-15 km forward.
- Kraken offsets laterally, not directly behind the fighter screen.

Never create a straight-line approach corridor for torpedoes.

### **A.4 Subsystem Targeting Doctrine**

Fighter priority order:

1. Enemy shields (shield faces collapse)
2. Engine nacelles
3. Turret clusters
4. Bridge (only if viable)

Tactical assigns subsystem focus by quadrant.

Turrets do not free-fire randomly.

### **A.5 Anti-Torpedo Doctrine (Polaris Threat)**

If torpedo launch detected:

- Interceptor squadron breaks immediately.
- Point-defense turrets prioritize torpedoes.
- Kraken rotates shield face toward impact vector.
- Engineering max power to shields.

No panic rolling.

No random vector flips.

## **A.6 Attrition Protocol**

Capital fights are not quick.

CAG Commander rotates fighters:

- Wave A engages
- Wave B refuels
- Wave C reserves

Never commit entire wing at once.

Sustained pressure wins.

## **A.7 Disengagement Threshold**

Captain calls disengage when:

- 2+ critical components degraded
- Fighter losses exceed replacement rate
- Escort collapse imminent
- Server instability increases risk

Capital pride destroys fleets.

## **ANNEX B**

### STRIKE GROUP COMMAND STRUCTURE

#### **B.1 Strike Group Definition**

A Kraken does not deploy alone in contested space.

Strike Group Composition (Optimal):

- 1 Kraken (Command Ship)
- 1-2 Heavy Escorts (Hammerhead / Redeemer class)
- 1 Interceptor Wing
- 1 Heavy Fighter Wing
- Optional logistics ship

#### **B.2 Command Authority Structure**

Fleet Admiral (if present)

↓

Kraken Captain (Strike Group Command)

↓

Escort Commanders

↓

CAG Commander

↓

Trooper Commander

Only one tactical authority exists.

Escort commanders do not freelance.

### **B.3 Escort Layering**

Layer 1 - Close Guard (2-5 km)

- Heavy anti-fighter platform

Layer 2 - Outer Screen (5-15 km)

- Interceptors

Layer 3 - Flank / Rear Guard

- Protect quantum escape vector

If Layer 2 collapses:

Layer 1 tightens formation.

If Layer 1 collapses:

Kraken repositions immediately.

### **B.4 Fleet Disengagement Protocol**

Disengagement sequence:

1. Outer Screen withdraws to rally.
2. Close Guard collapses inward.
3. Kraken spools NAV.
4. Entire group jumps on Captain command.

No escort abandons carrier.

## **ANNEX C**

### SUCCESSION & CASUALTY REPLACEMENT PROTOCOL

#### **C.1 Command Succession Order**

If Captain incapacitated:

1. Executive Officer assumes command.
2. If XO lost - Tactical Officer assumes.
3. If TAC lost - CAG Commander assumes.
4. If CAG lost - Chief Engineer assumes.
5. If Engineer lost - Trooper Commander assumes.

There is always a command authority.

No vacuum. Ever.

#### **C.2 Division Replacement**

If Tactical lost:

- Relief Tactical assumes.
- If none, CAG temporarily directs screen.

If CAG lost:

- Senior Squadron Leader assumes.

If Trooper Commander lost:

- Platoon Sergeant assumes.

If Air Boss lost:

- Deck Officer assumes immediately.

Replacement is immediate.

No pause in authority.

### **C.3 Casualty Reassignment**

If personnel killed in boarding:

- Nearest certified member assumes billet.
- Certification hierarchy respected.
- No unqualified assumption unless emergency.

Spawn return does not equal instant reinstatement.  
Command may reassign.

### **C.4 Command Collapse Protocol**

If multiple senior losses occur:

- Surviving highest-ranking officer declares:  
"Assuming Command."

Authority must be verbalized to prevent confusion.

## **ANNEX D**

### **BOARDING COUNTER-CAPITAL PLAYBOOK**

#### **D.1 Objective**

Boarding a capital is not chaos.

It is surgical.

Goals:

1. Remove med spawn.
2. Remove engineering control.
3. Remove bridge authority.
4. Collapse resistance.

## **D.2 Boarding Entry Protocol**

Before breach:

- Confirm shield down.
- Confirm fighter denial.
- Confirm no hostile QED active.

Entry Teams:

Team Alpha - Bridge Objective  
Team Bravo - Engineering Objective  
Team Charlie - Med Bay Objective

No wandering.

## **D.3 Capital Interior Priorities**

Priority order:

1. Med Bay (spawn denial)
2. Engineering (power control)
3. Bridge (command collapse)
4. Turret access points

If med bay secured:  
Enemy reinforcement rate collapses.

## **D.4 Defensive Counter-Boarding**

If Kraken boarded:

- Secure med bay first.
- Collapse into controlled choke points.
- Do not hunt aggressively.
- Clear room-by-room with 4-man teams.

Engineering seals sections as needed.

## **D.5 Post-Capture Control**

If capital captured:

- Assign temporary security detachment.
- Remove enemy spawn.
- Confirm no hostile re-entry.

Do not leave newly captured capital unsecured.

## **D.6 Abort Criteria**

Boarding abort if:

- Fighter screen collapses.
- Reinforcements inbound beyond control.
- Internal resistance exceeds attrition threshold.
- Kraken under secondary threat.

Extraction > wipe.

# **16. FINAL DOCTRINAL STATEMENT**

The Kraken is not powerful because it exists.

It is powerful because we run it correctly.

Discipline makes it lethal.

Coordination makes it resilient.

Control makes it dominant.

If we operate as one organism, this ship becomes the center of gravity in any system we enter.

If we operate as individuals, it becomes a wreck.

We choose which.