



HPS SOP ENCYCLOPEDIA – FIELD EDITION

HEKATON PRIVATE SECURITY — STANDARD OPERATING PROCEDURES (SOPs)

Abridged but Expanded Operational Doctrine

1. Command & Control (C2) Framework

1.1 Chain of Command

- **EXECOM (Executive Command):** Strategic oversight, mission authorization, contract vetting.
- **TACTCOM (Tactical Command):** Direct control of deployed assets during active operations.
- **OPERATORS:** Individual pilots, marines, specialists, and support techs executing assigned tasks.
- Deviation from Chain of Command requires immediate justification and after-action reporting.

1.2 Communications Protocol

- **Primary:** Secure Quantum Encrypted Node (QEN) channels.
- **Secondary:** Local comms (squad, fireteam, flight wing).



- **Emergency:** Open broadcast using “Hekaton Protocol Gamma.”
 - Operators keep **comms clear**, concise, and mission-focused.
 - Non-essential chatter banned once TACTCOM declares “**Combat Channel**” status.
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2. Engagement Protocols

2.1 Rules of Engagement (ROE)

- **ROE-1 (Protective):** Non-aggressive. Engage only in defense of client or HPS assets.
- **ROE-2 (Restrictive):** Fire only after direct hostile intent or confirmed threat posture.
- **ROE-3 (Directive):** Pre-emptive engagement authorized by TACTCOM.
- **ROE-4 (Total Clearance):** Full combat authority; neutralize all designated targets.

ROE level is determined at mission start and may shift depending on intelligence updates.

2.2 Escalation of Force

1. **Detect**
2. **Deter** (warnings, maneuvers, blocking positions)
3. **Disable** (targeted systems disruption)
4. **Destroy** (lethal force)

Operators must exercise proportional response when possible.



3. Flight Operations & Escort Doctrine

3.1 Escort Formations

- **Vanguard Shield:** Heavy escort forward with light interceptors screening flanks.
- **Diamond Screen:** 360° coverage for high value transports.
- **Wolfpack Tail:** Multi-ship harassment escort for combat-zone extractions.
- Formation changes are signaled via TACTCOM with brevity codes (e.g., “Shift to *Aegis-Two*”).

3.2 Threat Priority

1. Missile lock or torpedo signature
2. Heavy fighters / bombers
3. Electronic warfare platforms
4. Light interceptors
5. Ground-launched threats during descent

3.3 Emergency Flight Protocols

- **Code Black:** Evac or jump immediately.
- **Code Red:** Any escort ship disabled—fallback to Rally Point Alpha.
- **Code White:** Civilian presence; restrict targeting solutions.

4. Ground Operations & Foot Security



4.1 Formations

- **Diamond:** VIP protection; operator forms rear arc.
- **Talon:** Two-prong forward sweeping for building entry.
- **Stack:** Corridor clearing and breach preparation.

4.2 Breach Procedure

1. **Recon & Scan**
2. **Soft Entry Attempt**
3. **Non-Lethal Flash Breach**
4. **Hard Breach (Thermal/Charge)**
5. **Room Domination**

HPS prioritizes **intel-driven breaching**, not brute force.

4.3 VIP Security Standards

- Maintain **2–5 meter** protective bubble depending on environment.
- Use **crosswatch** to maintain multiple overlapping fields of fire.
- No operator may obstruct VIP movement unless danger is imminent.

5. Shipboard Combat & Boarding SOPs

5.1 Boarding Initiation



- Disable engines and mobility if ROE allows.
- Use **EMP / Disruption** tools before hull entry.
- Boarding team deploys in **clusters of 2-3** to maintain micro-team autonomy.

5.2 Internal Clearing

- Sweep is conducted using **Left-Hand Clear** pattern unless otherwise ordered.
- Rooms marked cleared via HUD ping tags.
- Priority areas: **Bridge** → **Engineering** → **Medical** → **Cargo**.

5.3 Extraction

- Minimum of **one** secured route is required before extraction begins.
- Counter-boarding defense posture activated immediately upon team re-entry.

6. Intelligence & Recon Protocols

6.1 Pre-Mission Intelligence

- Threat matrix analysis:
 - Faction profile
 - Historical hostility
 - Recent local activity
 - Known ship/ground assets



- Intel grade assigned from **A (Verified)** to **E (Unknown / High Risk)**.

6.2 Tactical Scanning

- Passive scans preferred to avoid detection.
- Active scans authorized only at ROE-2 or higher.
- Recon ships must maintain **shadow distance** behind target when tailing.

6.3 Data Handling

- All operator-gathered intel is encrypted and archived in HPS' **Sentry Node**.
 - Unauthorized use or disclosure is grounds for immediate dismissal.
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7. Equipment & Loadout SOP

7.1 Base Loadout Requirement

Every operator must carry:

- Primary weapon + 3 mags
- Secondary weapon + 2 mags
- Medpens (Oxy, Heal, Detox)
- Multi-tool w/ tractor + cutter attachments
- Beacon device
- At least one non-lethal option (flash, stun)



7.2 Armor Standards

- Light armor allowed only for recon roles.
- Medium armor for escorts, infantry, and general PMC work.
- Heavy armor for boarding, bunker assaults, and zero-atmo ops.

7.3 Vehicle Loadout Protocol

- Ship must be stocked with:
 - 2x repair multi-tools
 - 2x salvaging attachments
 - Emergency medkit
 - At least 1 personal weapon per passenger capacity
 - Extra fuel tanks (where applicable)
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8. Conduct, Discipline, and Ethics

8.1 Operator Conduct

- Professional demeanor at all times.
- Zero tolerance for:
 - Loot theft from clients
 - Unauthorized ship use
 - Harassment or griefing of non-hostile players



- Internal disputes are handled by EXECOM mediation.

8.2 Civilian Interaction

- Show restraint and avoid unnecessary escalation.
 - Provide aid if safe and mission-appropriate.
 - Always identify affiliation as **Hekaton Private Security** on open channels.
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9. Mission Lifecycle SOP

9.1 Pre-Deployment Checklist

- Mission briefing
- ROE assignment
- Asset confirmation
- Comms sync
- Loadout check
- “Greenlight” confirmation from TACTCOM

9.2 In-Operation Protocol

- Maintain situational awareness using updated map overlays.
- Log all hostile engagements using event markers.
- Report significant anomalies immediately.



9.3 Post-Operation

- Debrief within **10 minutes** of mission end.
 - Damage, loss, or injury reports submitted to TACTCOM.
 - Operators clean, repair, and restock personal and ship equipment.
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10. Emergency & Catastrophic Event SOP

10.1 Operator Down

- Nearest operator initiates **Recovery Priority Alpha**.
- Secure perimeter before revival attempt.
- If recovery impossible, activate personal beacon and extract.

10.2 Ship Loss

- Broadcast “HPS Asset Down” signal.
- Surviving members regroup at fallback coordinate.
- Replacement craft dispatched if contract is ongoing.

10.3 Hostile Overmatch

- TACTCOM may order **Strategic Withdrawal**.
- Protect the client at all costs during withdrawal.
- Re-engagement requires fresh intelligence review.



If you'd like, I can also:

- ✓ Turn this into a **beautifully formatted doctrine.html page**
- ✓ Create a **PDF or in-game-style manual**
- ✓ Create **role-specific SOPs** (Pilot, Marine, Recon, Command)
- ✓ Build mission templates or op-order formats (OPORD, FRAGO, SITREP)
- ✓ Add audio cues, UI elements, or animations to tie this into your HPS website

Just tell me where you want to go next!

Absolutely — here's an expanded and more detailed set of **Hekaton Private Security (HPS) Standard Operating Procedures (SOPs)**. These are written to feel *authentic, operational, and game-usable* for Star Citizen, while also reinforcing the identity of HPS as a disciplined private military/security force.

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