



RESTRICTED

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Conference Log NO.1

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Classification: **RESTRICTED**

Conference topic: [AD Self Defense]

Time: 14:00 UTC, 18/3/25

Location: Site-Virtus Auditorium

[AD Self-Defense]

Due to certain flaws in the protection of Sector-3 (S3), we must implement specific measures regarding the Administrative Department (AD).

Here's how it works:

If a rogue agent threatens you or a Chaos Insurgent attacks, you are permitted to perform self-defense (S-D) against the attacker.

The AD class is inherently weak, lacking both armor and special abilities. Because of this, guards may be required to protect AD personnel stationed at the Sector-3 checkpoint. The proposed security setup is as follows:

- Two combat personnel stationed at the entrance of Sector-3.
- One to two personnel assigned to the checkpoint.

Additionally, AD personnel who witness a C4 detonation may defend themselves with their firearms.

While the AD class is generally considered non-combatant, the presence of a firearm in their inventory highlights its role as a last-resort self-defense tool, ensuring they are not left completely vulnerable in hostile situations where their survival depends on immediate action., which is strictly a self-defense weapon. It may only be used under the following circumstances:

- When being threatened.
 - When under attack.
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Many speculate about the necessity of arming AD personnel, but their access to a firearm serves solely as a means of self-protection in dire situations.

Why does the AD class need a firearm if they are considered non-combatants?

Even though the AD class isn't meant for combat, they are still vulnerable to threats like rogue agents or Chaos Insurgents. Without any armor or special abilities, they would be completely defenseless. The firearm isn't for attacking—it's strictly for self-defense in situations where they have no other choice.

Why is self-defense (S-D) allowed for AD personnel?

AD personnel are usually not involved in combat, but that doesn't mean they should be easy targets. If they are being directly threatened or attacked, they have the right to defend themselves. Without this rule, enemies could exploit them as weak points, making the security of Sector-3 even worse.

checkpoint helps maintain security and prevents enemies from easily infiltrating or overwhelming the AD personnel.

Why is the firearm considered a last-resort weapon?

The firearm is not meant to turn AD personnel into soldiers, it's only there for emergencies. If an AD is being threatened or attacked, they can use it to protect themselves, but they are not supposed to go looking for fights. This keeps the balance between keeping them safe and not making them a combat unit.

What if an AD personnel witnesses a C4 explosion?

If an explosion goes off near them, it's a clear sign that an attack is happening. In that case, they are allowed to use their firearm for self-defense since the situation has already escalated into a direct threat. However, their main priority should still be survival, not engaging in unnecessary combat.



Why are extra guards needed at the Sector-3 checkpoint?

Since AD personnel lack combat capabilities, having extra guards ensures that they are protected in case of an attack. Placing two combat personnel at the entrance and one to two at the—.

[End of log]
