

Armored Body Suit Mark 2

The [Neshaten](#) Armored Body Suit Mark 2 is a type of clothing worn by all soldiers, whether they are infantry, regular crewmen on a ship, or someone who is present on a regular star base or ground base. The suit is designed to provide moderate protection against personnel-grade firearms.

The Mark 2 improves upon the [Mark 1](#) in every aspect, including defense, onboard systems, and usability.

Statistics & Performance

- Class: Body Suit
- Nomenclature: [Ne-G2-A1](#)
- Designer: Loi'une Qyurens
- Manufacturer: [Shukara Armaments and Manufacturing](#)
 - Used By: [Kingdom of Neshaten](#), [Shukara Volunteer Navy](#)

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Armor: Tier 3, Heavy Personnel

Appearance

See [Mark 1 - Appearance](#) for details.

Getting Into

See [Mark 1 - Getting Into](#) for details.

Protection

Unlike the [Mark 1](#), which had to deal with limitations in how the suit was designed, the Mark 2 was created from the ground up to be a combination of various materials. The outer skin of the Armored Body Suit is made out of [Helio'namashe](#), which serves as a flexible armor plating that provides all-around protection and ease of movement.

Uses

The Mark 2 is used exclusively by the [Shukara Volunteer Navy](#) and its personnel; unlike the [Mark 1](#), it doesn't need to be worn with anything over it due to the usage of the [Sensory Smart Coating](#) to project a soldier's [uniform](#).

Parts of the Armored Body Suit

Although designed as a one-piece, there are additional parts of the suit that should be mentioned.

Part	Purpose
Chest	The chest area has the most protection out of the suit and includes trauma plates and blast inserts that are used to protect a person's vital organs, such as their heart and lungs. There is a small pouch located on the front upper left for a person to place small items in like pens, booklets, additional magazines, clips, or energy cells. The chest has three additional pouches that allow for armor inserts; presently, inserts made out of kevlar and/or Helio'namashe are compatible.
Arms	The arms can be fitted with additional inserts, similar to the chest - except only Helio'namashe is compatible. Pauldrons can also be placed on the arms.
Hands	The hands are gloved with kevlar plates woven into them running from the back to front; smaller kevlar plates are inserted into the 'fingers' of the gloves and are designed to protect the delicate 'bones' in the fingers.
Paws	In the case of the My'leke , their armored suit has pawed gloves that have the same general protection as those worn by the Shukaren .
Legs	The legs are covered in a flexible kevlar mesh that, while not necessary, serves as secondary protection against mines and other types of explosives that might be placed in the ground.
Tail	The tail is guarded by a thin layer of armor; for the My'leke , the end of the guarded tail has small tendrils for their prehensile tail to go into so that they can still manipulate and lift equipment. Because the tail is armored, it can serve as a secondary weapon.
Back	The back of the suit houses most of the internal systems and is the least protected, which is why soldiers are taught to “never turn your back to the enemy.” The back has a number of inserts in which plates made out of Helio'namashe or kevlar can be placed into, providing additional protection in the event the soldier <i>does</i> have to turn their backs to the enemy; unlike the Mark 1 , the Mark 2 has two energy cells for power. There are also four oxygen 'pods' on the back, providing the soldier with up to twenty-four hours of breathable air; on the My'leke version of this suit, the oxygen pods are on the side instead of the back due to their use of modules .
Helmet	The helmet was designed in three different ways in order to accommodate the three races that make up the Kingdom. The head has a number of systems built into it, including those that monitor the suit's integrity, power status, weapons, life signs, and friend-or-foe indicators; additionally, the HUD has readouts that can be customized by the soldier.

Optional Parts

The following is a list of unpowered parts that are entirely optional but grant additional protection - and

weight - to the wearer.

Part	Purpose
Gorget	The gorget is worn around the wearer's neck, protecting them from stray rounds or sniper fire to this region.
Cuirass	Provides another layer of protection to the chest and back.
Faulds	Protects the lower area of the torso section, similar to a skirt.
Pauldron	Fitted over the shoulders.
Gauntlet	Armor that covers the fingers and up to the forearms.
Cuisse	This armor protects most of the legs, from the thighs on down.

Mechanisms

The suit features several mechanisms and includes oxygen plugs so that [aviators](#) can hook up their suits to their fighter's onboard oxygen supply.

Weapon Control System

The Mark 2's Weapon Control System improves upon its [predecessor](#) by - in addition to determining how the soldier's weapon is functioning - allowing the soldier to better identify targets, send targeting data to nearby soldiers and vehicles, and interface with vehicle weapon systems, thus allowing soldiers to do things such as control a vehicle's turret, call in air support, and even remotely fire an aircraft's weapon by themselves.

Medical System

Like the [Mark 1](#), the Medical System monitors the soldier's vital organs, such as their heart, lungs, and brain. There is a network of microscopic tubes running through the suit that carry a specialized medical foam designed to seal the bodysuit in the event of a breach, puncture, or tear.

Erme'negilde Holographic System

The Mark 2 is equipped with the [Erme'negilde Holographic System](#), which can be used by the soldier to augment and change the suit's settings or remotely control unmanned craft. This particular version is the same as the one found on ships and vehicles, though many of the functions that were deemed not usable by a bodysuit have been disabled; with that being said, however, the functions *can* be reactivated at the soldier's discretion.

When used, the Holographic System projects a holographic sphere visible to the soldier and no one else. This sphere displays different details about the suit, allowing the soldier to customize various aspects of how the bodysuit works - such as increasing power levels to one area, lowering them in another, and so on. It also displays a more detailed damage readout for the suit and for anyone else in that soldier's

squad; finally, the system can be used to link up with the surveillance systems found on tanks, fighters, and unmanned craft.

The Holographic System is power hungry and shouldn't be left on for extended periods of time.

Life Support System

The Life Support System works similarly to the [one found on the Mark 1 suit](#) apart from a few differences: the system is capable of monitoring the life-signs of those in the soldier's squad, allows for the soldier to attach up to four additional oxygen tanks to the Armored Body Suit, and includes several air-scrubbers for the purpose of extending the amount of time that a soldier can remain in an oxygen-less environment.

Power Pack

The Armored Body Suit runs off of two small power cells that power the suit's functions; as long as the cells aren't damaged, they can provide a constant stream of power. Thanks to advancements in technology, the power cells can provide power not just to the suit but to any additional systems the suit is attached to, within reason; additionally, the power cells are can be recharged through the use of a motion charging system built into the suit.

Sensory Smart Coating

Bought from [Galactic Horizon](#), the [Sensory Smart Coating](#) is an integral part of the Mark 2 as it eliminates the need to wear clothing and permits the wearer to project it instead. It also allows the wearer to remove identifiable signatures with greater ease during combat.

OOO Notes

[Kyle](#) created this article on 2018/08/09 23:47; [approved](#) it (using the [checklist](#)) on 2018/08/22 19:11.

The optional parts area is a reference to [Components of Medieval Armour](#).

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