

Infiltration Suit

Based off the [Recon Operations Suit](#), the Infiltration Suit is an [Or'ion Armored Body Suit](#)] that includes a few other additions, the suit was designed alongside that of the recon suit and was introduced in ER 001-V

Stats

Class: Body Suit Nomenclature: [Ne-G1-A4](#) Designers: Loi'une Qyurens Manufacturer: [Shukara Armaments and Manufacturing](#) Users of this product: [Kingdom of Neshaten](#), [Shukara Volunteer Navy](#) Armor Rating: [Tier 1, Light Anti-Personnel](#)

Design Differences

There is not much in terms of internal design differences between the [Recon Operations Suit](#) and this suit, at least internally. All of the functions remain the same, including the improvements in sight and mobility while also giving the wearer better communications equipment and the ability to call in strikes on unsuspecting targets. However, the one thing the infiltration suit has that the Recon Operations Suit does not is the Or'ions own version of a stealth armor for usage by their agents.

However, because of the [A'sau'i Armor](#), the suit offer almost no protection from enemy fire.

Appearance

Maintains the same base appearance as the [original](#), although it has a few additions including dark red strips that cover the pauldrons and legs and also run across the back. Its back is also slightly bulkier to accommodate the additional recon and power systems.

Uses

The Recon Operations suit is intended to be used either by soldiers whose role is to infiltrate enemy territory, sniper operations, or for intelligence gathering.

Parts of the Suit

All parts are similar to those used in the [Armored Body Suit](#) with the exception of the following:

Helmet

The RecOp's helmet has a visor that extends almost completely around to the side of the head near the ears. The helmet also includes a specialized zoom system that can also provide the wearer a better look at things up to one thousand seven hundred and sixty yards away, there is also an uplink system that allows a soldier who is using a sniper to get better accuracy and aim as the suit itself monitors wind direction and speed. The final piece is a range finder so call in artillery strikes.

Armband

The armband includes a monitoring system that is a flip-up display, which outlines anything of interest in the area that might be on the suits sensors. It can also be used for communications. This armband also monitors the stealth systems.

Mechanisms

The suit features several mechanisms, including oxygen plugs so that aviators can hook up their suits to their fighters onboard oxygen supply.

Stealth Sytems

The suits onboard stealth systems are a closely guarded secret by Or'ion, it uses the [A'sau'i Armor](#)

Weapon Control Systems

A series of software based systems that allows the soldier to more determine how their weapons are acting, including giving them an ammo indicator and also an aiming reticule that determines approximately where their weapon is aiming. Depending on the weapon, the system can also better determine where weapon faults are occurring if any do happen.

Medical System

The suit has a medical system that helps keep track of a person's vital functions, be it their heart or lungs but also brain activity. The system has a series of small tubes that run through the insides of the suit; the tubes are filled with medical foam that, when the suit becomes breached, rushes outward to fill the breach. The system is able to fill a breach roughly a half a foot wide. However, anything bigger and the system may have issues.

Life-support system

The suits life-support system works in conjunction with the medical system to monitor the suits functions, but the suit also helps regulate oxygen levels to keep the user alive during times when the suit is disconnected from an oxygen supply such as those found on star fighters. There are several points in the system itself that allows for small oxygen tanks to be hooked up to the system to provide additional oxygen to the wearer.

This system also, however, helps regulate body temperature and can also put the person into a state of suspended animation for a limited amount of time to keep them alive in the event they are stranded either in the wilderness with no means of getting to safety or out in space.

SpecOps Systems

The suits onboard recon system includes a specialized sensor and communications package that gives the wearer long-range sensory capability, detecting targets up to two hundred feet away with a 95% resolution accuracy. The system also includes an advanced optics capability. The software used in the SpecOps is closed source and can't be modified.

The onboard sensor emitters are as followed:

- Both Active and Passive radar, with a range of two-three hundred feet
- Proximity Sensors, with a range of seventy feet
- Mass Sensors, used to help determine objects in an area

The onboard communications package includes the following:

- Short Range Radio
- Long Range Radio
- Laser Communications
- Encrypted Communications

Due to it being an Or'ion suit, other functions include:

- Long range call-strike, the ability to call in orbital strikes.

Power pack

The suit runs off four small power crystals that provide power to the suits functions, as long as the suit isn't damaged, it can provide a constant stream of power. However, this power is limited to just the suits onboard systems. The increase in the power system was done at the expense of protection.

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