

BONE

The Bi-neural Oscillation Network Enhancement system (BONE) is a headband/skullcap and collar used by the Neplaslian Military beginning in [YE 45](#).

The BONE system costs 12000KS to produce, and is available only to Nepleslian Military Animal Handlers.

History

The BONE system is a highly advanced neural interface that is designed to link the brains of a soldier and a military working dog. It consists of a series of sensors and processors that are embedded in a lightweight circlet that is worn by the soldier and a specialized collar that is worn by the dog. The circlet may be integrated into a helmet or worn by itself. Development began in [YE 40](#), with working prototypes by [YE 43](#). Production and operation was stable enough for full deployment starting early YE 45 for use with [Gunhunds](#). Future plans to integrate [Maulwulfhunds](#) and [Guttersnipes](#) as well.

Design

The sensors on the headpiece and collar are made of a specialized gold/copper hybrid that is able to detect the brain activity of both the soldier and the animal. These sensors amplify the signals produced by the sensors, making them easier to detect and analyze.





The amplifiers are connected to processors that are housed in a small, portable unit that is carried by the soldier. These processors are programmed to interpret the signals produced by the sensors and to extract meaningful information from them. The processors are also equipped with software that allows the soldier and the animal to communicate with each other in real-time.

The BONE system is powered by a small, rechargeable battery that is housed in the portable unit. It is able to operate for several days on a single charge, and it can be easily recharged via solar power or a hand crank when needed.

Usage

Soldiers and Animals who are equipped with the BONE system are able to communicate and coordinate their actions more effectively than ever before. They are able to anticipate each other's movements and respond quickly to changing situations. They are also able to share information and experiences in real-time, which helps them to make better decisions on the battlefield.

Beyond use on the battlefield, a toned down version of the system is being assessed for use with disabled veterans who have lost eyesight or hearing.

OOO Notes

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