

High Risk Response Tactical Suit

The High-Risk Response Tactical Suit was created by Strling in order to provide a suit worthy of protecting the field operators of the [Designated Tactical Response teams](#) of the [National Police Force of Nepleslia](#) during various operations. Though not a full body shell, it succeeds in protecting most of the operator against a variety of harm.



Nomenclature Information

- Manufacturer: Styrling Vervaardiging.
- Name: HRRT Suit.
- Nomenclature: (Sv-Hs-01).
- **Year of Manufacture: YE 40**
- **SARPV3 Tier: T-2 Medium Personnel Armor. T-1 Light Anti-Personnel Stun Glove**

History

The HRRT suit (or Hurt Suit) Was developed by [Styrling Vervaardiging](#) in YE 39, By request of the NPF to a multitude of Nepleslian based companies for a modernization of its police force. Styrling approached with a vast array of designs, Including a lightweight armor focused on filling in the gaps of maneuverability and profile that the NPF issued [Golem](#) armor lacked. The end result was a lighter, Easier to maneuver armor package for the NPF's elite DTR teams that often operated in close quarters operations and found themselves in dire need of a retrofitting, Even at the cost of armor the alternatives offered.

The HRRT suit was put into production by early YE 40 and issued to precincts all across the Imperium ever since.

Design

The suit consists of multiple parts including:

- Solid Navy Blue Utility Suit made from a fire retardant nylon and cotton blend that covers the majority of the user.
- Build in endoskeleton that mitigates weight, Helping reduce fatigue and increase endurance.
 - Endoskeleton can lock up individual parts on demand, Locking in place to help with falling debris, Combat, Or even help to scale buildings without stress to joints or muscle.
- Balaclava made from the same material that covers the entire head, Ears, and most of the nose and around the eyes.
- Ballistic Helmet and face mask pertaining of
 - Ceramics and plastic, ballistic mesh, composite metals
 - Helmet + Full face mask w/ clear bullet resistant eye visor that mimics the look of the classic nepleslian mono-eye
- Bullet Resistant Vest
 - Primary ballistic mesh layer, multiple secondary composite plates
 - Multiple detachable pouches and a small detachable tactical pack on the back
 - Partially protects the lower part of the sides and back of the neck
- Fire retardant cowl that covers non-fireproof parts of the upper body and has a built-in hood.
- Arm Guards
 - Ceramics and plastic/ballistic mesh
 - Ceramics/plastic plates cover the shoulders, the entire bicep and tricep areas, elbows, and the top of the forearm extending down to the wrist
 - Ballistic mesh layered under plates, covers under the forearm
- Gloves
 - Ballistic mesh and leather with studded knuckles and a built-in light anti-personnel stun feature that digs into flesh and clothing through two offset spikes that electrocute an individual causing muscles to lock and spasm, Temporarily stunning.
- Leg Guards
 - Ceramics and plastic/ballistic mesh
 - Ceramic/plastic plates cover the front and sides of the thighs, knees, and shins area
 - Ballistic mesh is layered under plates, covers the back of the thighs and calves

- Groin plate
 - Ceramics and plastic
- Boots
 - Ballistic mesh and leather

Helmet

The helmet itself consists of two pieces, the actual helmet, and the detachable face mask. Generally, the wearer would place the helmet on first before attaching the face guard.

The helmet piece is layered in order with a ballistic mesh layer inside the helmet, a ceramics and plastic mid layer making up the bulk of the helmet, and a relatively thin layer of composite plating lining it.

The face mask is created and layered in a similar manner. The visor strip that allows the wearer to see outward is created out of multiple transparent industrial plastics. It is wide enough as to not hinder much of the wearer's peripheral vision.

It is equipped with a UV filter/light amplification, a rangefinder, and a communications device. As well as a built-in HUD that displays information in real-time such as known information, Maps when available, Gear and personnel status, And sharing other officers video feeds from their suits. Fed directly from the precincts [JANE](#) through a command vehicle or the precinct house itself.

Suit

The actual body part of the suit was created with range of motion and agility in mind as to not hinder the operator's maneuverability in the field. Created with layers and multiple plates that are cut up into smaller pieces and placed in spaced out points on the suit, it allows the wearer to remain protected while being able to maneuver with ease.

The pouches are detachable and interchangeable, allowing for the user to put on the needed pouches for specific ammunition and gear. The small detachable pack on the back is able to hold a limited amount of gear, extra ammunition, and small and compact weaponry.

The armored plating of the vest is split up into multiple pieces and spaced out closely together around the entire torso. These multiple plates are generally 16 to 19 millimeters thick depending on the location and is able to stop multiple ballistic rounds from penetrating, though substantially weakens after each round. It is, however, less effective against energy based weaponry. Plating is placed in a fashion that protects the vital organs of the wearer above all else.

The arm and leg guards are slightly less thick, usually standing at 15 to 18 millimeters thick depending on the location but however is made up of ceramics and plastic as opposed to composite material, though the difference in material is due to the vital organs being valued more than limbs.

The suit itself is covered in a variety of magnetic plates that can be turned on an off in order to maglock weapons or items with ease. The soles of the boots and fingertips/palms of the hands contain extremely powerful powered magnets that allow an officer to, with some effort, scale many of the metal buildings

found throughout nepleslia. A hard brace along the spine and neck will lock, Allowing the wearer of the suit to remain rigid and straight if they attempt to simply *walk* up the side of the building. These features can be disabled remotely from the precincts [JANE](#) or an operator in a mobile command center if an officer has the endurance to keep their poise and posture when faced with that gravity and forces that come with attempting to climb the exterior of a building.

Usage

The HRRT suit is equipped by first wearing the utility suit over ones self as a base layer with its built in endoskeleton. And then donning the ballistic vest and boots secondary. All else is easily installed segmented plates, Hoods, And armor. From here the individual is free to assemble the remainder of the armor and customization they require, Ending with the mask and helmet itself for convenience sake.

OOO Notes

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