

# Hazard Operations Suit

Although the original [Armored Body Suit](#) was supposed to allow a soldier to be able to stand harsh environments, it didn't live up to those types of expectations. Because of this, in EE001-v, a specialized version of the suit was developed the fill the role of [Hazard Operations](#). It is split into four sub-versions.

## Stats

Class: Body Suit Nomenclature: [Ne-G1-A2](#) 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

The difference between the original NAB's and the NAB's/HOP is that the HOP stands for 'Hazard Operations'. This particular bodysuit was designed to give the wearer much more survival ability in hazardous environments, sporting oxygen purifiers and filters along with a helmet that has hazard indicators. The drawback is that the suit has less armor protection than the original, but this is because the suit isn't intended for use in combat situations. Its main design calls for it to be used by Engineering staff due to their hazardous environment.

## Protections

There are four versions of the suit, while there is no difference in terms of appearance with the exception of listed hazard images on the suit, what is different is what the suit protects the wearer from.

## Type A

Type A of the NAB's/HOP is a general all purpose suit, it provides decent protection against all known-forms of hazardous materials with the exceptions of a few.

Type A protects from the following:

Hazardous Materials Class	Exceptions *If any*
<a href="#">Class 1: Explosives</a>	No protection against major explosions
<a href="#">Class 2: Gases</a>	
<a href="#">Class 3: Flammable Liquids</a>	
<a href="#">Class 4: Flammable Solids</a>	
<a href="#">Class 5: Oxidizing Agents and Organic Peroxides</a>	
<a href="#">Class 6: Toxic and Infectious Substances</a>	Provides no protection against crystalline toxins

Hazardous Materials Class	Exceptions *If any*
<a href="#">Class 7: Radioactive Substances</a>	
<a href="#">Class 8: Corrosive Substances</a>	Provides no protection against crystallization
<a href="#">Class 9: Miscellaneous</a>	

## Type B

The Type B version of the NAB's/HOP is designed to provide protection against certain types of hazards and does it better than the Type A.

## Type C

Type C is a sub-suit that is designed to protect the wearer exclusively from one type of hazard: explosives. It is essentially intended for [Explosive Ordnance Disposal](#) operations. But is also meant to be used when handling explosives.

Hazardous Materials Class
<a href="#">Class 1: Explosives</a>

## Type D

Type D is another sub-suit that provides protection against the hazard of [Crystallization](#) and [Crystallizing Toxin](#). Because of this, it also provides additional protections:

Hazardous Materials Class
<a href="#">Class 8: Corrosive Substances</a>
<a href="#">Class 7: Radioactive Substances</a>

## Appearance

Bares the same appearance as the [original suit](#), although it's coloration is different and has several additional pockets for storage. The HOP's is easily recognized by the orange coloration and red strips that exist on the shoulders and along the legs.

## Getting into

Shukaren shoulders can easily get into the suit by adjusting the foam padding so that it is loose, from there they merely have to slide their feet into the top and then down into the leggings, then their tail through the tail guard, before putting the rest of the suit on. Once on, the suit will form a tight fit around the person's body.

For My'leke, the way to get in is much more different. The suit is laid out onto the ground, where the

shoulder places their feet into the leggings area, then they gently slide their tail through the suits tail guard until it's all the way through. This is followed by them using their now suited up rear end to help put the remainder of the suit on, back legs first, followed by the back, then the front and finally the neck.

Once the suit is on, the soldier engages the foam fitting feature which will cause the suit to seal up around them.

The tailed portion of the My'leke suit has small little tendrils for their prehensile tail.

## Uses

This particular specialized version of the NAB's is intended for use by Engineering personnel or soldiers going on missions that may involve anyone or more, CBRN's<sup>1)</sup>.

## Parts of the Suit

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

### Helmet

The HazOp's helmet is rounder, with a wider field of view to give the wearer more ability to check their surroundings. There are also data-collectors on the outside and an embedded flashlight.

## Mechanisms

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

### 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 a 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.

### Hazard Operations System

The Hazard Operations System is something that is both software and hardware; it is designed to monitor radiation levels, chemical and biological while also determining what kind of hazard may be in the area.

The system can be modified on the fly thanks to the software being open source.

## 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.

## Oxygen Purifiers

The Oxygen Purifiers gives the suit the ability to recycle and purify the air, the purifier also has a form of algae inside that recycle CO and turns it into oxygen, and this gives the wearer near unlimited oxygen. 'Near' because the purifier still requires power to function, thus as long as there is power the wearer will have oxygen. In order for the purifier to be placed on the suit, some of its armor plating had to be removed to make room.

## Power pack

The suit runs off two 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.

1)

Chemical, biological, radiological, and nuclear

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