

Black Spiral Warrior Dress, Type 32

The [Black Spiral](#) Warrior Dress is the standard uniform for the organization's fireteam units. It sometimes is worn by personnel not in the field. It was first deployed in [YE 32](#).



About the Warrior Dress

The Warrior Dress is a complete battle dress uniform providing fireteam units with protection from environmental and combat-related threats. It was designed by [Taisa Nagase Nagako](#) after she found the standard Star Army uniforms available at the time incompatible for combat, principally because of a lack of protection and changeable camouflage.

To fulfill protective needs, [Steenplast](#) and [Stone Thread](#) were utilized.

To fulfill camouflage needs, the outer pieces of the outfit are made with special color-changing, reactive materials that can be manipulated (albeit slowly) by the onboard computer.

Pieces

Jacket

The synthetic leather jacket is the principal armored element of the uniform. Lining the jacket are flexible bands of [Steenplast](#) about 8 mm thick. The bands provide protection against solid projectiles and energy blasts. The shoulders and back are padded to protect the wearer during falls, tumbles and other impacts.

(Jacket Damage Rating = Tier 2, Medium Anti-Personnel)

Bodysuit

The Warrior Dress bodysuit is visually similar to the more recent bodysuits produced by the [Star Army of Yamatai](#), but that is the only similarity.

The material is a stretchy fabric that clings to the body and breathes fairly well, but also is thinly lined with 3 mm of [Lorath-made Stone Thread](#) to stop the penetration of bladed weapons and projectiles. Though kinetic energy remains transferred, the lining stops more life-threatening injuries.

The bodysuit lacks pockets, but this follows the fireteam doctrine — lightning, surgical attacks requiring as few supplies as possible. That means not carrying around excess tools or supplies, instead taking only what is absolutely necessary to eliminate the target.

The leg portions have built-in knee protection for moving into kneeling positions.

(Bodysuit Damage Rating = Tier 1, Light Anti-Personnel)

Boots

The Dress Boots are entirely made of solid [Steenplast](#) and feature ankle braces for added stability during combat. The sole is made of rubber with strategically placed, retractable [Steenplast](#) studs activated by tapping the metal plate on the outer edge of the boot's toe. The sole's traction is in the style of a hiking boot for good traction in the field; the studs are activated for more difficult terrain.

The boots slip on, then adjust to the wearer's upper arch to form a tighter fit. That also is when the ankle braces can be adjusted to the wearer's comfort and fit, then locked into a limited range of motion (marching, hiking), or allowed to move over a larger range (running, full combat). Locking and unlocking requires only a tap of the small button on the front of the brace.

Other accessories

Belt

The belt has a leather shell and [Steenplast](#) core for stiffness to carry the many pistol-sized weapons fireteams use, as well as other utility items.

Vest

The most common accessory that is not part of the regular dress is a [Styrling Everyday Armor Vest](#) with Durandium plating removed and several magazine pouches added to the chest area and sometimes sides. When fireteams expect longer engagements, or have to leave their standard pistol/machine pistol armaments, the vests are donned.

(Vest Damage Rating = Tier 2, Medium Anti-Personnel or 5)

Helmet

Helmets are not standard issue, as they obscure skin vision of most fireteam members. However, for those who want the extra protection, [tactical helmets](#) with a 4-point chinstrap and room for Neko ears are allocated to fireteams. The helmets have the benefit of built-in visors that sync with the outfit's AIES. They are made of Steenplast.

(Helmet Damage Rating = Tier 2, Medium Anti-Personnel)

Undergarments

All Black Spiral undergarments, from slips to shirts to underwear and leggings, are made of silk to provide the most comfort as well as the best moisture-wicking capability. The undergarments are black.

Onboard computer

Each full outfit is equipped with an AIES that syncs with the user. The AIES is located in the right or left wrist of the jacket, depending on the user's preference, and has a built-in capacitor system similar to what powers the [M6 Daisy](#).

Runtime is five days of constant use; with maximum power saving measures, the unit can operate for weeks.

Data transfer and communication are provided through the AIES telepathically or by SPINE in the bodysuit, but the unit is not equipped to show HUD or sensors or sensor data.

Active camouflage system

The AIES can be given image data from the user, sent telepathically, and can shift the outfit's colors as required. Changing camouflage takes a minimum of two minutes, depending on the complexity of the color scheme. The scheme can be simplified or complicated by the user talking with the AIES unit. Though the type of camouflage found on the [Star Army Field Uniform, Type 31](#) can be recreated, its complexity means it takes almost 10 minutes to replicate.

The system is similar to the concept behind the [Alicia Band](#) in that it does not change the fabric itself, but rather projects an image just above the fabric. Tiny volumetric projectors emit the image smoothly across the outfit, providing the kind of seamless visual camo Neko employ when naked.

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