



UNGOC
The UN Global Occult Coalition

Clearance Level: 3
Classified By: "Warden"
Downgrade To: Secret
Declassify On: [20/09/20██]
Reason: 4.10(c)



BY ORDER OF THE UNDERSECRETARY GENERAL

This Document describes the guidelines on when to deploy the Mk. III Ultra-Heavy Engagement Chassis (Orange Suit), how the Orange Suit functions and how to use the suit in realistic scenarios. Not adhering to these guidelines may result in the removal of your position. Or worse.

The entire G.O.C. PHYSICS division is required to read this document.

It is expected that all authorisations for the orange suit follow this guide



Overview

U-HECs are designed for situations in which a Threat Entity possesses extreme destructive potential, such as a large cryptid, Tier 5 or higher energy manipulators, or persons with access to heavy weaponry. As stealth is practically impossible due to the size of the unit and the noise caused by its operation, U-HECs are equipped with "Banshee" audio-visual cognitohazard generators to induce panic in non-inoculated personnel. Believing that the system is more effective if it has the full attention of the target, some U-HEC operators use bright colors or gaudy ornamentation to draw the attention of the enemy.





Equipment Composition

The exact construction and composition of the Mark III U-HEC is classified, but are known to include:

- Buckypaper bilayered with dilatant gelatin in order to absorb shock from bullets and explosives.
- Silicon nanofluid cooling system integrated into a bodysuit similar to that worn with the White Suit.
- Pseudomyomer exomusculature similar to that used in the White Suit, but augmented with miniaturized high-torque electromechanical servos for greater strength at the cost of some response time. Ceramic plating to reduce electrical conductivity.
- Vaporizing liquid extinguisher for protection against flammable agents.
- Ultra-high-molecular-weight polyethylene (UHMWPE) outer shell.
- Full environmental hazard protection, including toxin filters and rebreathers.
- OCULUS sensor suite, including VERITAS imaging system.
- Ram-Air Parachute system for aerial deployment.
- "Firestorm" Antipersonnel Directional Explosive (ADE): scaled up version of the "Roomsweeper" hemispherical claymore mounted on the White Suit. This system was added to early U-HECs after an incident in which a U-HEC operator, cut off from infantry support, was overwhelmed and killed by multiple enemy infantry who climbed onto the suit and prised the operator out of the pilot compartment. The system consists of a series of directional mines mounted on the exterior of the unit which can be set to detonate at the command of the operator.



Gameplay Equipment

By gameplay equipment, I mean statistics and items about the orange suit, due note that they are subject to change in the future,

- HP: 1000
- Armor: 1000
- Items:
 - Clearance level 4 keycard.
 - Mauler. (Energy Weapon)
 - Vehicle repair tool.
 - Keys.
 - Anomaly Containment Beam
 - Anomaly Containment Restraints
 - Reality Bending Swep (1 Energy, So that the Orange suit doesn't get targeted by Reality bending powers.)
- Misc:
 - Clearance level 4 Comms.
 - Clearance level 4 Helmet Camera.
- Spawn location: Advanced Armory.



When to authorize the “Orange Suit”

1. Reason

There must be a reasonable, and justifiable reason for the deployment. This ranges from a war in which the UNGOC is severely outnumbered (2:1) or during surface war events where a "Response Level 5" is usually the norm. (There has to be a really good reason for deployment)

2. Who Can Authorize it?

Must be authorized by a Admin+. OR GEN/LTGEN

3. Once Authorized.

The UNGOC member will be whitelisted and allowed onto the job. (GMs can scale the suit to 1.3)

4. Different Character.

They are a different character, and should realistically change their name. (No name is preferred to ensure if the keycard is stolen, they are a nil operative)

5. Conclusion.

After the situation is over, the member must immediately hop off the job and request the whitelist to be removed.



Specifically who should be allowed to use the orange suit and when it is authorized.

We currently entrust Sergeants + to equip the orange suit, of course this is subject to change in the future depending on the operative.

SCENARIO:	RESPONSE:
a Response level 6 (Pizzicato) KTE is identified on surface. (Only High command can authorize it. (event))	Orange suit is Authorized immediately.
2+ Response Level 5 (Or higher) KTEs are identified on surface (SCP-076, Type Green, SCP-7722, SCP-096, SCP-682, SCP-008)	Orange suit is Authorized immediately.
3+ Response Level 4 (Or higher) KTEs are identified on surface (SCP-049, SCP-912, SCP-8854, SCP-323, SCP-173, SCP-457, SCP-035, SCP-9000-As, SCP-939, SCP-966)	Wait 5 Minutes, If you think the situation cannot be handled, then the Orange Suit is authorized. (cannot be handled as in, not enough GOC members to assess the situation.)
War events	If the GOC are outnumbered (2:1), then the Orange suit is authorized.

It is expected that all authorisations for the orange suit follow this guide



Multiple Failed raids as part of an event.	The Orange suit is authorized after the second failed raid.
Training purposes	Requires CO approval.
Protocol X is declared by Kewpie.	If a KTE is found in the garage or compound, then it is authorized. The Orange suit is only allowed to push up to the Entrance Zone checkpoint.
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Guidelines and Rules

Specific Guidelines while operating the Orange suit:

1. They may only use items in their loadout (specifically weapons) and anything in dispensers.
2. They may use chemicals. *[Subject to change]*
3. They may **not** use energy weapons.
4. They may **not** interact with SCP-914.
5. They may **not** gain the effects of ADB. *[Subject to change]*
6. They have a limit of **3** respawns. (Up to the discretion of the Admin that authorizes it)
7. It is not effected by Amnestics and cannot be FearRP'ed. (unless under event circumstances) *[Subject to change]*
8. The Orange suit is as valued as an ambassador. (meaning it's priced at \$25,000 according to the Hostage negotiations document.)

"If you ever have the honor and privilege to wear an Orange Suit, remember: you're not invincible, even if everyone else acts like you are. And that thing you're wearing makes you the biggest target on the battlefield."

Agent "Madrigal." Strike Team "Noble Phantom."