

Supplemental: Chemseal SOP

This Standard Operating Procedure (SOP) is for a Hull Seals Specialized Role. In order to become a ChemSeal, one must first become a standard Hull Seal and pass all Hull Seal trainings. This document is a supporting addition to the Hull Seal SOP, and is not superior to that document.

Hull Seal ChemSeals SOP, Guidance and Procedures

Hull_Seals_Patch_V2.png

Revision 8

What is this Document?

The ChemSeal SOP is designed for specialized decontamination missions. The ChemSeal carries decontamination limpets as well as the standard Hull Repair Limpets to assist in cleaning caustic substances off of ships, generally gained through exposure to Thargoid exotic substances.

Guidance for Seals

ChemSeals are a very specialized group within the Seals. Their methods rely on quick reactions and low jump times. Dispatching a ChemSeal is ONLY valid under a very low number of circumstances.

When Should ChemSeals be Used?

- The Client has extremely low hull, and could not survive normal burnoff techniques.
- No station is nearby to restock, repair, refuel, and clean the Client's ship.
- The Chemseal is set up as part of a beachhead in xeno-occupied space.

What are the problems with ChemSeal Deployment?

- The Client must survive until the ChemSeal can arrive.
- The ChemSeal must have a faster response time than the Client could make it to a station.
- The ChemSeal must navigate potentially hostile Xeno hazards.

It is the job of every Dispatcher to advise if deployment of a ChemSeal is needed. However, never turn a client in need away if assets are available.

ChemSeal Equipment

There are several modules that the ChemSeal will use that are not standard use onboard many Hull Seal builds. In order to carry out a successful repair, the ChemSeal will need the following equipment:

- Limpets (Standard Hull Seal Equipment)
- Repair Limpet Controller (Standard Hull Seal Equipment, Class 5 or Higher)
- Decontamination Limpet Controller (NONSTANDARD Hull Seal Equipment)

ChemSeal Processes

When the call comes in for ChemSeals or caustic damage, *TIME IS OF THE ESSENCE!* Dispatch should instruct the Client to log out immediately. This should be treated with the same urgency as a Code Black emergency.

The Dispatcher should immediately begin finding out the exact situation. Some common scenarios include the list below:

- **Entered a Non-Human Signal Source (NHSS)**
- **Hyperdicted (And entered Combat)**
- **Anti-Xeno (AX) Combat Zone**
- **Fixed POI.**
- **Hit by Enzyme Missiles**

The response to this will dictate the process going forward.

If the damage was given in an NHSS, have the ChemSeal enter the client's last known system. Once the ChemSeal is in system, have the Client log in, wing up, and have the ChemSeal continue on course to the Client.

If the damage was given when the Client was Hyperdicted, the situation is admittedly grim. Interceptor caustic can stack, and clients will be very far out in the systems. There are three sanctioned methods of combating this event.

1. Have the Client make a quick jump to a nearby system. This can help combat the extreme distance from the jump point of the initial combat system. However, this does run the risk of the Client being hyperdicted again.
2. Have the Client burn sunward in supercruise, and the Seal burn toward the client, until both are in close proximity. Have the Client drop, then the seal drop in on top of the client. This can cut down on travel time, however can also cause issues if precise communication and timing is not used.
3. Have the Client maintain position, and continue like a standard NHSS clean. Keep in mind, however, that speed is critical for success.

Which process to use is up to the responding ChemSeal and Dispatcher to determine. All three methods can be adapted to any of the 5 scenarios presented in this document.

If the damage was given when the Client was in an AX Combat Zone, the location of the CZ is known the ChemSeal can proceed on course directly to the CZ, and have the client log in and wing up with the ChemSeal right next door. Ideally, the Scouts should be non-hostile but a short supercruise jump from the CZ to a new location can help prevent aggravation of the Scouts.

If the damage was given when the Client was in a fixed Point of Interest (POI), the location of the POI is known the ChemSeal can proceed on course directly to the POI, and have the client log in and wing up with the ChemSeal right next door. Ideally, any spawns should be non-hostile but a short supercruise jump from the POI to a new location can help prevent aggravation of the spawns.

NOTE: If the Client has Meta-Alloys, Thargoid or Guardian commodities, or other abnormal items in the hold, a decoy or second CMDR, if available, can be useful in luring away any aggravated thargoids. If this is impossible, discretion is needed to not make the Seal another casualty.

Once the ChemSeal is `INST+` with the Client, the following procedure should be used:

1. The ChemSeal should immediately fire, once in range, a REPAIR limpet of class 5 or higher. Class 1 and Class 3 Repair Limpet Controllers are NOT sanctioned for ChemSeal outfitting. This is to give the Client a "Buffer Zone" of hull before the caustic is removed.
 2. After the Client reaches a high hull percentage, the ChemSeal should fire a DECON limpet of Class 3 or Higher.
 3. Repeat Step 2 until the contamination is removed.
 4. Repair Client to 100% Hull.
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