

OPERATOR ELITE HELMET

FEATURES:

- Durable aramid construction
- 3-bolt shroud that accepts NVG mounts and other accessories
- Side rail with Piccatiny® inserts on both sides of the helmet
- Ultra-comfort combat pad system with phase change technology, keeping you cool in the summer and warm in the winter
- Outperforms all other pad systems in independent impact testing
- Harness/Retention System features BOA® Chinstrap Harness and 4-point attachment with supportive neck pad which allows for additional comfort and helps stabilize the helmet with the face shield in all positions

PROTECTION LEVEL:

- Stops NIJ-STD-0106.01 Level IIIA threats including 9mm, 44 mag & .357 SIG (NIJ 0106.01)
- Fragmentation Protection: STANAG 2920 & MIL STD 662F



Size	Head Size (inches)	Weight (lbs)	Head Size (cm)	Weight (kg)
Small	19 - 22	2.6	50 - 56	1.2
Medium	21 - 23	2.6	53 - 59	1.2
Large	22 - 25	2.8	57 - 64	1.3
X-Large	24 - 26	3.3	61 - 66	1.5

* Weight of the Operator Elite can vary from size to size and depending upon the accessories mounted on, or, omitted from the helmet.

*All weights are approximate

OPTIONS:

SOD-RFS-Rail Riot Face Shield with Rail Adapter • Ballistic Visor
Anti-Fragmentation Visor • Anti-Riot Visor • Neck Protector • 7 Pad

COLORS:

Black (BKA) and Olive Drab (GND)
Other colors are available to special order including IRR paint finishes.

SOD-RFS-Rail Riot Face Shield with Rail Adapter (Optional)



- Tested to the NIJ 0104.02 Riot Standard
- Used to provide riot protection from impact, splash and fragments
- Locks into the stowed or deployed positions and can be released with one hand
- Protection against fluids, impact incendiary projectiles and riot conditions

BOA® Chinstrap Harness with Rapid Adjustment Dial

The BOA® harness provides the ease of one-handed adjustment. Make quick and easy adjustments to tighten or release the fit, on the go. This harness offers the ability of having a quick release system to instantly loosen the harness around the crown of the head. Additionally, there is a push-pull element where push is engaging the system and pull releases it.