

Na-M/V-E3800 "OmniEye" Sensor System

Created to supplement the traditional Nepleslian [Monoeye Directional Sensor System](#), the NA-M/V-E3800 “OmniEye” is a secondary sensor system with the intended purpose of providing an augmented specialized sensor suite to Nepleslian military equipment that would allow the main Monoeyes to primarily focus on directly guiding fire to the enemy. The OmniEye is vastly different depending on the platform that it is own, with the one consistent trait being the menacingly telltale sign of numerous luminescent crimson-hued lines across the surface of the platform.

Designer:	Nepleslian Arms and Munitions
Nomenclature:	Na-M/V-E3800
Manufacturer:	Nepleslian Arms and Munitions
Fielded by:	Star Military of the Democratic Imperium of Nepleslia

History

The OmniEye is the result of an interdepartmental collaborative project between two [NAM's](#) divisions, [Aerotech](#) and [Terratech](#). Such collaborations are rarely successful, but the Omnিয়ে beat the odds and came out as a success. It is, for all intents and purposes, a modernized and miniaturized combination of various systems that would have been separate in the past, all meant to improve the peripheral awareness of the pilot or user of the platform. The OmniEye's synthesis of these functions into a single form allows the user to benefit from improved performance thanks to an increase in tactical intelligence.

Function and Design

Because it is intended to have such a wide field of purpose on so many different platforms, each with their own combat requirements, the OmniEye features a plethora of detector and sensor equipment including fields such as: Gravity and Gravimetrics; Radar/LIDAR; Electromagnetics along the entire spectrum; and Aetheric. It also features a Threat Acquisition Detector, a system that notifies the users of any host vehicle of weapons locks by hostile systems.

This versatility comes with numerous drawbacks which keep the OmniEye as merely a secondary system: Sensor resolution increases rapidly as distance to an object increases. The other, and possibly largest downside of the OmniEye is the same problem that it inherited from the Monoeye: the emitters for the OmniEye glow a crimson color when in active mode. While this does make any OmniEye equipped unit look fearsome, it is also a detriment to stealth and covert operations, or even to situations where it is best to not be seen. These emitters take the form of small geometric lines across the surface of the platform.

Sensor Type	Mode	Detection Type	Useful for...
Electromagnetic	Passive	Observation	Detecting infrared, visual, ultraviolet, and radio emissions

Sensor Type	Mode	Detection Type	Useful for...
Gravimetric	Variable ¹⁾	Observation or 360° gravity pulse	Detecting CFS , Gravimetric Drives , etc.
Radar/Lidar	Active	Radio pulse or low-power laser	Determining location/velocity/orientation of objects
Aetheric	Passive	Observation	Detecting Aether-based technology
Threat Acquisition Detector	Passive	Observation	Detecting locks by hostile targeting systems

Note: Because the OmniEye is intended to be used on a wide assortment of platforms, from powered armor to starships, there are no concrete statistics because they vary from platform to platform depending on varying factors.

Availability

The OmniEye is not available to civilian buyers.

OOOC Notes

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¹⁾
Passive/Active; the latter grants higher amounts of detail/precision at the cost of increased visibility.

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