

# "Monoeye" Directional Sensor Suite

Derived from the idea of external camera systems feeding visual information into a vehicle, the Monoeye system built upon this idea as the main sensor system for [Nepleslian power armor](#). The Monoeye is a type of directional sensor system, rather than revealing a defined area; this allows for greater focus on intended directions and targets while giving the drawback of lacking sensory perception of objects outside of the Monoeye's directional view. Since conception, Monoeye systems have almost always been included into the shoulders and head of Nepleslian power armor, although additional Monoeye sensors may be added to increase sensor capability.

Monoeye systems include two different modes of use. On passive mode, these sensors emit low-key radar and lidar and receive data on a wide spectrum, while on active mode, a pair of monodirectional emitters located within the sensors will glow. The Monoeye furiously emits subspace particles at a specific target, providing extremely detailed and instantaneous data on the target, including things leaving it such as projectiles and sensor pings. The downside of this system is that it can only lock on at one target at a time per Monoeye, making battlefield support integral to teams of armored infantry; additionally, during active mode the sensors within the Monoeye glow bright red and emit easily-detectable subspace particles - thus active mode is not recommended for operations relying on stealth.

Larger versions of the Monoeye sensor system have begun to be introduced onto military vehicles, although as of yet have not been altered to accommodate starship design.

## General Information

- Name: "Monoeye" Directional Sensor Suite
- Type: Sensor Device
- Government: [Democratic Imperium of Nepleslia](#)
- Designer: [Nepleslian Arms and Munitions \(Terratech\)](#)
- Manufacturer: [Nepleslian Arms and Munitions](#)

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