



Category: Destroyer

Proposed shop: Arx Fleet Systems™

Proposed rarity: Legendary

Price: 675,000,001

The *Victorynaught Class Heavy Star Cruisoyer*® might look like a jumbled mess of old Imperial warships, but is the most advanced vessel in the Severian Principate's fleet. With its "sleek" design, your enemies will fear you the moment you come out of hyperspace and with its advanced kyber powered super-weapon, you'll be on your way to taking out a Revenant blockade in the time it takes you to make a slice of toast.

Now, you might be asking, "But Revak, isn't it just a smaller version of the Onager-class Star Destroyer? Why not get one of those? It's the same price."

My answer to that would be, you can get the larger ship, but only if you like uncomfortable, sterile interiors and a miserable crew that'll resent you, at a slightly better price point. What the *Cruisoyer*® lacks in firepower, speed, maneuverability, shield strength, hull strength, compliment options, and storage, it makes up for in luxury.

Every detail was crafted by Master Craftsman Bobbo Vi'la. It's like the Titanic, if the Titanic had a super-weapon capable of destroying a Capital ship.

"But the Empire didn't care about luxury," and you would be right, but where are they now? Hmm?

Studies show that a happy crew is a productive crew and a productive crew does crew stuff better and for longer periods of time without them realizing you're sending them straight for the iceberg, so to speak. Surrounding them with hand crafted furniture, elegantly carved wooden accents and more gold and marble than you can bear to look at, will keep them firing all their guns until every last one of them is an icecube floating in the vastness of space. Not only will you have a happier crew but they won't even realize how overworked they are. Finding 25,200 competent people to maintain and operate your ship is a daunting task that nobody wants to deal with, however with the luxury improvements, you'll have 12,600 crewmembers working around the clock. Best part is, as long as they can pilot a ship and press a few buttons, you'll have a "capable" crew. Though for an additional 86,994 credits, you can get our most advanced Droid Brain, so flying and overseeing other ship systems won't fall on your human occupants.

But wait! There's more!

The 1000-meter ship includes 12 turbolaser batteries, 1 squadron of shuttles and two power generators large enough to power the super-weapon multiple times without the need for recharge, plus has enough left over to continually fire all turbolaser batteries, maintain minimal life support and charge your datapad, all at the same time! It has a Class 1 hyperdrive, 3 main engines and 6 supplemental engines.

So, if you want a ship that will get the job done for a short amount of time, with less of a need to hire anyone and that will freeze your enemies in fear before you eradicate them with an intense plasma ray then look no further than the *Cruisoyer*®, sold exclusively at Arx Fleet Systems™.

Revak Kur
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