

Item Prototype Name: *Noscope-class Star Destroyer 360*

Item Prototype Rarity: **Uncommon**

Item Prototype Cost: *75,000,000*

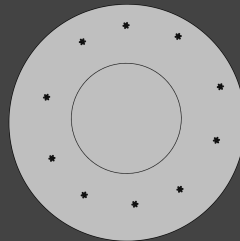
Item Prototype Description:

After witnessing a lone pilot and his faithful BB-8 droid take down the most advanced form of the tried-and-true Imperial Star Destroyer — the First Orders Resurgent-class ships to be exact — Severian Principate engineers decided that maybe bigger wasn't always better. So, they went back to the drawing board and looked towards the Victory-class Star Destroyer design. Yet, instead of the triangular wedge shape, they decided to go with a much more balanced circular-design.

What resulted was the first ever prototype for the *Noscope-class Star Destroyer 360* and its first-of-its-kind *shipOS*.

The *Noscope-class Star Destroyer 360* is a warship designed to be atmospheric for planetary defense capable of planetary assault and troop support. Hyperdrive capable, this vessel has average maneuverability, speed, armor and shielding. The rounded design allowed for the placement of auxiliary sensors along the perimeter of the ships, giving it virtually no blind spots. Paired with an array of swivel turrets that alternate anti air variants and ion blasters, the sensors give the weapons operators an omnipresent awareness that makes them lethal to enemy fleets trying to counter it. This design change also reduced the typical speed of a Star Destroyer, but filled in the seemingly large gap in defensive capability against *inconceivable* threats from rebel riff raff.

The lone drawback to the ship's various AI systems is fragmentation. Some parts of the ship are only compatible with versions 8.0.x and later, so the sanitation system can be outdated while the AI-powered coffee makers have no issues.



Prototype Mock-I Design