



# Trakallan Irsu System Monitor

## SPECS

Class: Capital Ship  
In Service: 2229  
Point Value: 700  
Ramming Factor: 280  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 5+3 Thrust  
Roll Cost: 2+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

## HANGAR

12 Fighters  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 7/9


## WEAPON DATA

### Mega Molecular Beam

Class: Molecular  
Modes: Raking (8)  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+1/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Special: Ignores one point of armor

### Heavy Molecular Beam

Class: Molecular  
Modes: Raking (8)  
Damage: 3d10+14  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Ignores one point of armor

### Molecular Beam

Class: Molecular  
Modes: Raking (8)  
Damage: 2d10+10  
Range Penalty: -2 per 3 hexes  
Fire Control: +2/+2/-3  
Intercept Rating: 1  
Rate of Fire: 1 per 2 turns  
Special: Ignores one point of armor

### Light Molecular Beam

Class: Molecular  
Modes: Standard  
Damage: 1d6+6  
Range Penalty: -2 per hex  
Fire Control: +0/+2/+4  
Intercept Rating: 2  
Rate of Fire: 1 per turn  
Special: Ignores one point of armor

## FORWARD HITS

1-4: Retro Thrust  
5-8: Mega Molecular Bm  
9-11: Lt Molecular Beam  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-8: Hvy Molecular Beam  
9-11: Molecular Beam  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Mega Molecular Bm  
10-12: Lt Molecular Beam  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-13: Sensors  
14-16: Engine  
17-18: Hangar  
19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

Target #1

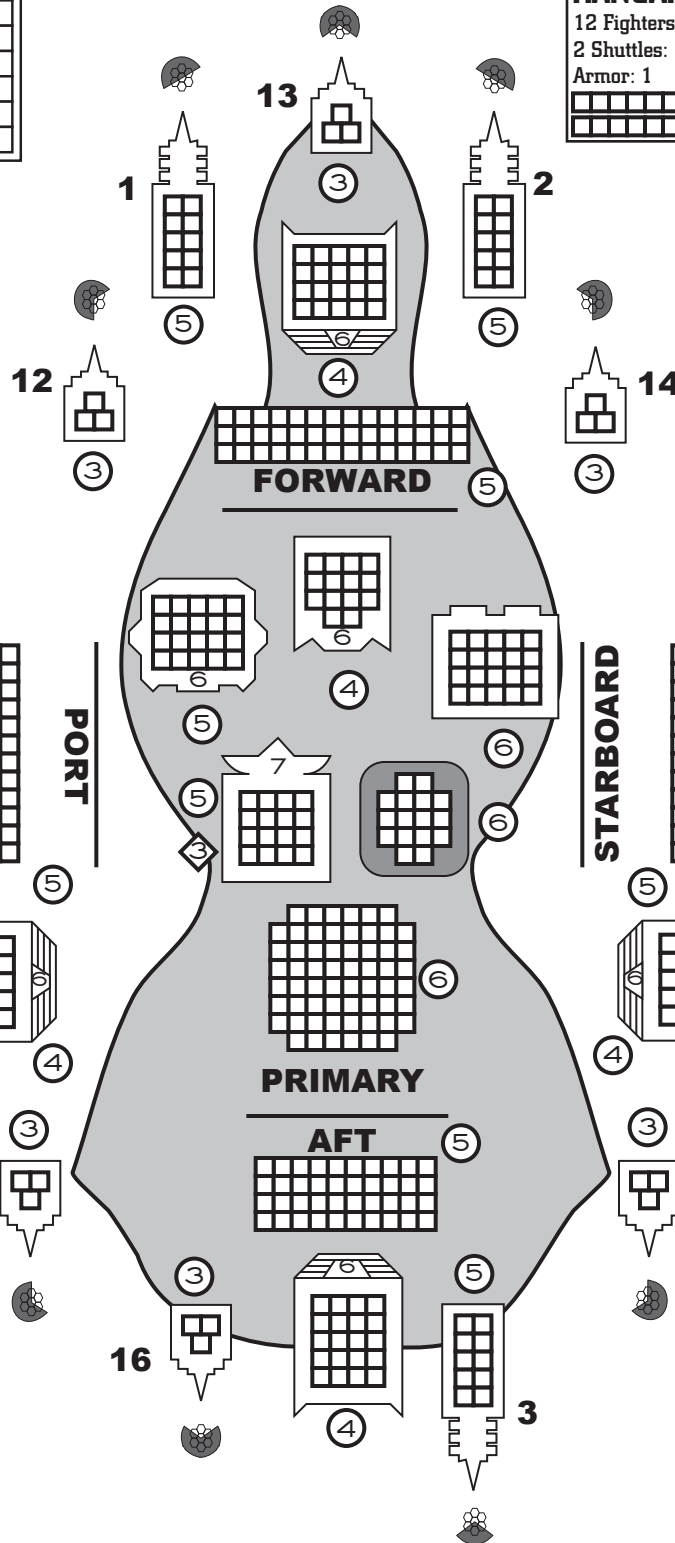
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

