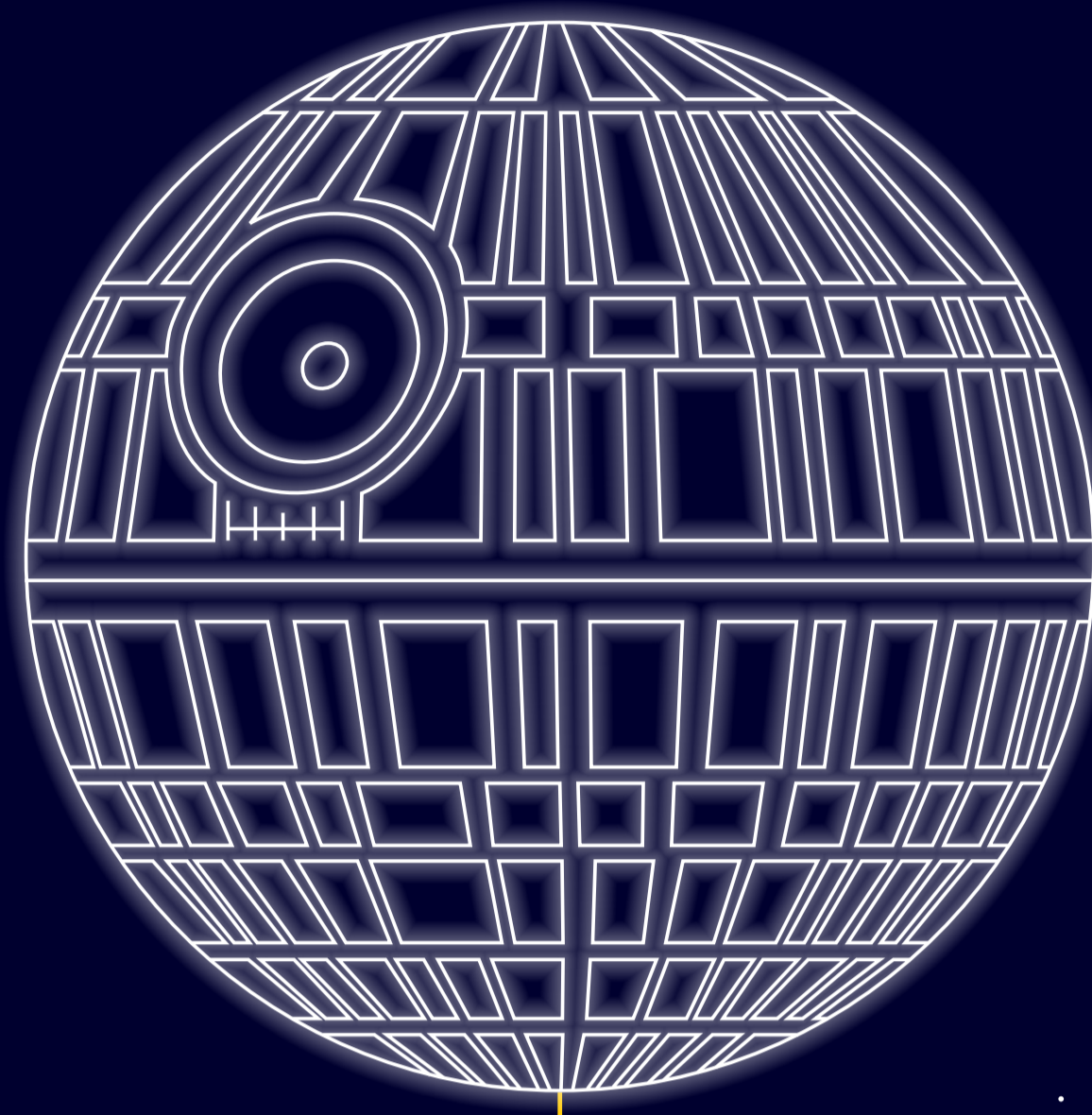


Monitoring the Technology of the Death Star

The Death Star I: Built for Interstellar Travel and Destruction of Planets



HYPERMATTER REACTOR

- Purpose:** Provides power for everything on the Death Star, from the superlaser right through to Darth Vader's favorite cappuccino machine.
- Details:** A fusion reactor of colossal proportions, located in the core of the Death Star. It uses fuel from stellar fuel bottles and produces massive amounts of heat. Somewhat unsurprisingly, it explodes quite spectacularly if struck by a proton torpedo...
- Monitoring:**
- Overall power level
 - Remaining fuel in stellar fuel bottles
 - Heat level
 - Power supply to Darth Vader's favorite cappuccino machine



THERMAL EXHAUST PORTS

- Purpose:** Dissipate heat generated by the hypermatter reactor.
- Details:** Small openings in the surface allow excess heat generated by the power core to be expelled from the Death Star. If a rebel fighter is able to make a "one in a million shot", they could fire a proton torpedo into the tiny exhaust port and destroy the entire Death Star. But that would never happen, right?
- Monitoring:**
- Heat levels
 - Airflow
 - Proton torpedo detection (just a thought...)



DEATH STAR CITIES

- Purpose:** Houses the Death Star Workers and Storm Troopers
- Details:** Dotted across the surface of the Death Star, these cities need clean air, water, and other facilities.
- Monitoring:**
- Air quality
 - Water quality
 - CCTV Cameras bandwidth usage



ION SUBLIGHT ENGINES & THRUSTERS

- Purpose:** Propels the Death Star when not in hyperspace travel.
- Details:** A network of ion engines (some reports suggest 68, because maybe some engineer didn't want the "69" controversy) that work in conjunction with the thrusters to move and maneuver the Death Star at speeds slower than light. When we say "slower" we mean "space slower", which still means speeds of around 20 MGLT (Megalights). What's a megalight? What are you, a Porg?
- Monitoring:**
- Engine health
 - Heat level
 - % Thrust power available



CONCAVE DISH COMPOSITE BEAM SUPERLASER

- Purpose:** Primary weapon of the Death Star I, with enough power to destroy small planets.
- Details:** Eight tributary laser beams are focused into one powerful beam with enormous destructive capabilities. Each tributary laser beam runs through tributary shafts to the surface of the Death Star. After a fully-powered blast, the superlaser needs 24 hours to recharge before another full-power blast can be fired. This results in an annoying "Destroy only one planet a day" rule.
- Monitoring:**
- Time remaining until next planetary obliteration
 - Heat & radiation levels in tributary shafts*
- *Demanded by the Death Star Worker's Union, as some superlaser operators work in close proximity to the shafts.



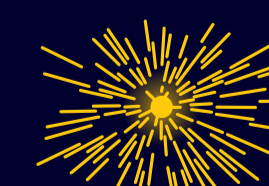
PARTICLE DEFLECTOR SHIELDS

- Purpose:** Protects the Death Star from projectile weapons and laser cannons.
- Details:** Shield generators generate a field that repels high speed objects (like torpedos or lasers) while allowing lower speed objects (like star fighters) through. Generators require energy to absorb and to dissipate energy from impacts. This means shield generators are limited in their absorptive and dissipation capacity based on the energy of the generators.
- Monitoring:** % ELAPSFADOI (Energy levels available per second for absorption/dissipation of impacts)



TRACTOR BEAMS

- Purpose:** Exerts a projected forcefield on an object to either pull it or push it away.
- Details:** The tractor beam system gets power from seven power junctions. The multiple power junctions do not operate on a failover system, however, because disabling one renders the tractor beam useless.
- Monitoring:** Power Junction health



HYPERDRIVE

- Purpose:** Propels the Death Star at speeds faster than light.
- Details:** A number of interconnected hyperspace generators generate a hyperdrive field that enables faster-than-light-speed travel.
- Monitoring:**
- Power levels of each hyperspace generator
 - Hyperdrive field strength

Bonus Monitor: General Force Disturbance Monitor