

RenWar Starbase

PRIMARY

1-3	Cargo
4-5	Repair
6	Hanger
7	Energy Pulsar
8	Tactical Laser
9-10	Scatter Pulsar
11-13	Conect Struts
14-18	Structure
19-20	PRIMARY

SPECS	Maneuvering:	DEFENSE
Class: Capital Base	Turn Cost: N/A	Fwd/Aft Def: 19
In Service: 2220	Turn Delay: N/A	Stb/Prt Def: 19
Point Value: see chart	Accel/Deccel: N/A	Engine Efficiency: N/A
Ramming Factor: 500	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll cost: N/A	Initiative: 0

SPECIAL NOTES	Sensor Refit				8 Hangers			
Antiquated Sensors Before 2253 After 2253 BPV 950		2221	2237	2243	6 Fighters Each			
	Sensor Rating	5	6	7	2 Shuttles Each			
	Power Usage	8	5	4	Thrust:3 DEF: 7/9 Armor:0			
	BPV	880	900	925	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			

PRIMARY

1-7	Structure
8-11	Cargo
12	Laser
13	Energy Pulsar
14-15	Sensor
16-18	Reactor
19-20	C&C

Tactical Laser

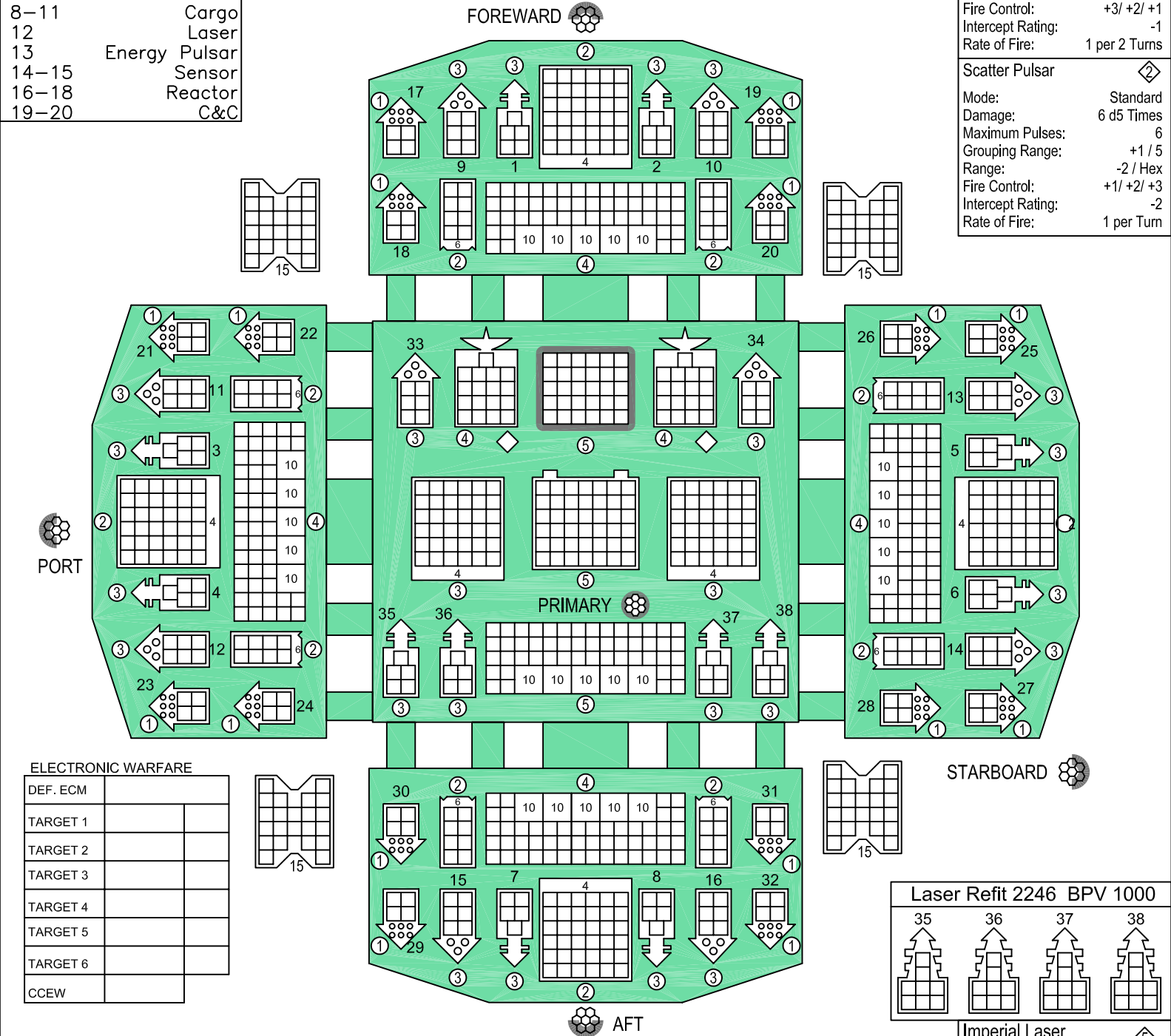
Mode:	Raking
Damage:	2D10+8
Range:	-1 / 2 Hexes
Fire Control:	+2/+1/-5
Intercept:	N/A
Rate of Fire:	1 per 2 Turns

Energy Pulsar

Mode:	Standard
Damage:	10 d2 Times
Maximum Pulses:	3
Grouping Range:	+1 / 5
Range:	-1 / Hex
Fire Control:	+3/ +2/ +1
Intercept Rating:	-1
Rate of Fire:	1 per 2 Turns

Scatter Pulsar

Mode:	Standard
Damage:	6 d5 Times
Maximum Pulses:	6
Grouping Range:	+1 / 5
Range:	-2 / Hex
Fire Control:	+1/ +2/ +3
Intercept Rating:	-2
Rate of Fire:	1 per Turn



ELECTRONIC WARFARE

DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	

Laser Refit 2246 BPV 1000

35	36	37	38

SPECIAL ICONS

--

Imperial Laser

Mode:	Raking
Damage:	4D10+8
Range:	-1 / 3 Hexes
Fire Control:	+3/ +2/ -5
Intercept:	N/A
Rate of Fire:	1 per 4 Turns