Starships D6 / Advanced Space Base

Advanced Space Base

Prior to naming himself Emperor, Palpatine realized that to consolidate his power he needed to capture or destroy several key systems within the galaxy. To do this he needed advanced bases of operations in remote areas of space where his military could build up men and war material in secret to capture these systems. In areas where he could not build planetary or lunar bases close enough to strike at these important targets, he realized he needed something else, and had the Advanced Space Base built.

The Advanced Space Base is modular in design, and thus brought to a site by transports in twelve 200m x 200m sections that engineering crews are able to put together with in a week. It is capable of stockpiling some 9000 troops, and their support craft, as well as 25000 metric tons of material. It can also externally dock up to 2 Capital Ships at a time, and has two docking bays able to handle up to 8 Space Transports. In case of discovery, the Advanced Space Base is equipped with 20 Turbolaser batteries for defense, and has four hangers each capable of holding a TIE fighter squadron.

With the development of the Imperial-class Star Destroyer, the Advanced Space Base became obsolete as these massive ships could do the same job, and were mobile as well. As a result all of the Advanced Space Bases that were built were disassembled, and their material recycled to make other items for the Empire.

Craft: Advanced Space Base
Class: Space Station
Cost: Not available for sale
Size: Colossal (rectangular: 1200m long, 400 m wide, 200 m deep)
Crew: 2500 (Normal +2)
Passengers: 9000 troops
Cargo Capacity: 25000 metric tons
Consumables: 1 year
Defense: 12 (-8 size, +10 armor)
Shield Points: 200
Hull Points: 400
DR: 30.

Weapon: Turbolaser Batteries (20)
Fire Arc: 5 batteries front, 5 batteries left, 5 batteries right, 5 batteries rear
Attack Bonus: +1 (-8 size, +2 crew, +4 fire control, +3 battery fire)
Damage: 5d10x5
Range Modifier: PB -6, S -4, M -2, L +0.

Weapon: Tractor Beam Projectors (8)
Fire Arc: 2 front, 2 left, 2 right, 2 rear
Attack Bonus: +2 (-8 size, +2 crew, +8 fire control)
Damage: Special
Range Modifier: PB -6, S -4, M/L n/a.

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