

Name:

Evakmar Docking Station

Type: Evakmar Orbital Docking Station

Scale: Capital

Length: 350m square

Crew: 600

Passengers: 1,000

Cargo Capacity: 20,000 Tons

Consumables: 1 Year

Cost: 1,200,000

Hull: 4D

Shields: 3D

Sensors

Passive: 200/1D

Scan: 500/3D

Search: 800/5D

Focus: 5/6D

Fighters: 12

Shuttles: 8

Weapons:

12 Twin Laser Cannon Turrets

Fire Arc: Turret

Scale: Starfighter

Fire Control: 1D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

8 Tractor Beams

Fire Arc: 2 Front, 2 Back, 2 Left, 2 Right

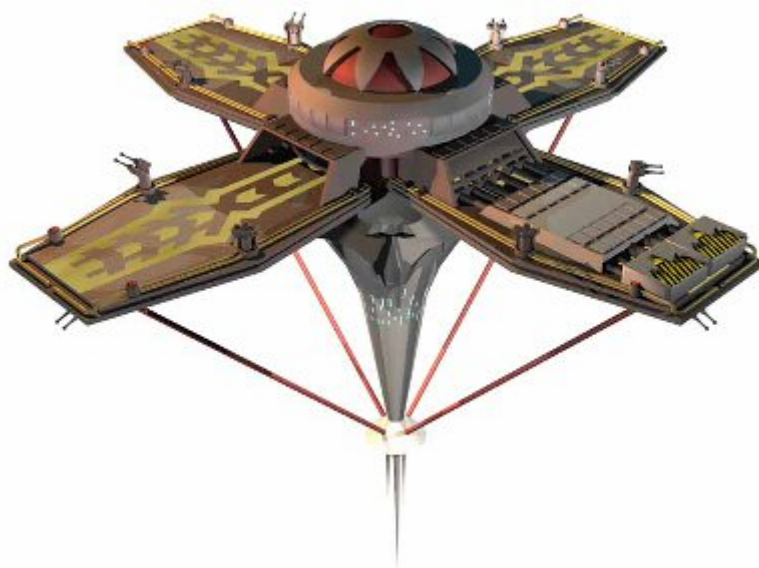
Scale: Capital

Fire Control: 3D

Space Range: 1-5/15/30

Planetary Range: 2-10/30/60 Km

Damage: 3D



Description: The Evakmar Docking Platform is common throughout the galaxy, using its tractor beams to handle cargo in the holding yards and its laser cannons to protect the cargo against raiders. They are cheap compared to other space platforms, something which accounts for the large numbers sold,

although the cheapness of the stations construction shows to its occupants in the sparseness of its fittings. The majority of the inside of these stations is taken up with hangar and cargo bays, but there is still plenty of room for ship crews to enjoy a short amount of off duty time and some space is given over to small shops and recreation areas. However these stations also have decent sized security sections where captured raiders and thieves can be put until transfer is arranged by the authorities.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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