Starships D6 / Fostar Haven



Name: Fostar Haven
Scale: Capital
Crew: 2000 (Mainly dockworkers/security)
Passengers: 14000
Cargo Capacity: 100000
Consumables: 3 Years
Hull: 5D
Shields: 1D
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Capacity:
- Fighters: 30
- Shuttles: 40
- Dock Ports: 30

Weapons:
- 30 Laser Batteries
  - Scale: Starfighter
  - Fire Arc: Turret
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere:
  - Damage: 4D
- 4 Tractor Beams
  - Scale: Capital
  - Fire Arc: Turrets
  - Crew: 3
  - Fire Control: 2D
  - Space: 1-5/15/30
  - Atmosphere:
  - Damage: 3D

Description: Fostar Haven was a space station trading post and hub for criminal activity. Following the Galactic Empire's destruction of the planet Alderaan, a convoy of Alderaanian refugee vessels escaped to Fostar Haven. The Empire's Helix Squadron were subsequently sent to destroy the convoy. When the Imperials started scanning the vessels in the nearby space, the Stationmaster objected, ultimately firing on Helix Squadron. The squadron's leader, Lindon Javes, who could not stand for attacking the refugees, betrayed the Empire, assisting the convoy in their escape. The Rebel Alliance received a distress signal from the refugees, and sent Echo Squadron to support the fleeing convoy.

Stats by FreddyB, descriptive text from WookieePedia
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.