Starships D6 / Bell-Braben Corollis Orbital Do



Corollis Space Station
Type: Bell-Braben Corollis Orbital Docking and Trading Station
Scale: Capital
Length: 15km square
Crew: 120
Passengers: 2,500,000
Cargo Capacity: 8,000,000 Tons
Consumables: 1 Year
Cost: Built on commission only, cost is negociated and usually so high that it takes years for a planetary government to repay.
Hull: 10D
Shields: 2D
Sensors
- Passive: 50/1D
- Scan: 200/2D
- Search: 1000/4D
- Focus: 5/7D

Weapons:

Description: Corollis Space Stations may only be slightly longer than a Super Star Destroyer, but because they are cuboid structures their internal volume dwarfs that of many other space vessels. However they are a picture of simplicity in their construction, and without a massive superlaser or hyperdrive to mount inside they actually can carry far more than even a Death Star. Corollis Space Stations rotate on their axis to create a weak artificial gravity which is boosted using conventional gravity plates, but this allows the docking facilities in the middle of the station to remain weightless, providing the station with the best of both worlds. Each of the four main sides are full gravity areas, and are sprawling cities with the main structure of the cargo and docking areas as their sky above. Small parklands are laid out to allow some feeling of a planetary surface, but space is at a premium even in these huge constructions, so most of the surfaces inside are built up with skyscrapers reaching up towards the central core. Although unarmed, Corollis Space Stations are well armoured, and can stand up to even bombardment by capital ships for a short time, however the stations usually have a large defence force and possibly even a capital ship docked inside for their defence. These stations are usually put into a planetary orbit and allow traders access to the planets markets without having to land on the planet itself where restrictions will no doubt be somewhat tighter than they are aboard the station. Because of the simplicity of these stations they require only a small crew to operate, however subsiduary tasks such as customs, policing and cargo handling will require extra people to do, these make up some of the huge populations that live, work and play inside these impressive pieces of space born architecture.

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