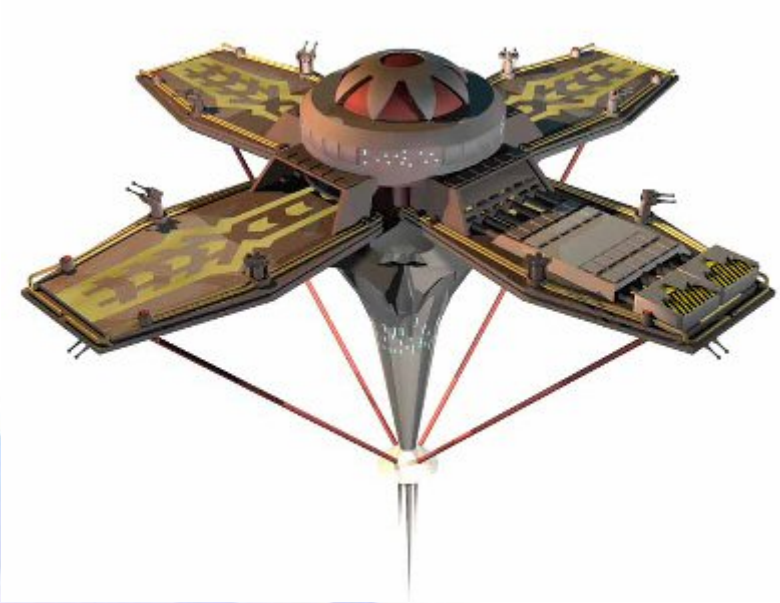
Starships D6 / Evakmar Orbital Docking Stati



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 theives can be put until

transfer is arranged by the authorities.

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