



# Planets D6 / Hashek Station

## Hashek Station

Hashek Station can be counted as a wonder of the universe. It is certainly an oddity at the least. It is a giant space station in orbit of the uninhabitable world of Belfour. Belfour is a massive world with an intense gravity field around it,

and an atmosphere so toxic no known species can live there, much less stand the gravity. The world has amazingly blue water across its rust coloured landscape. Its clouds streak across the world in swaths of brown, yellow, and green.

Hashek station was built in orbit of the world, caught in its grav field. The station is almost like several space

stations interconnected. There are 25 'levels' each one further away from the planet. the closest one to the planet has a

gravity of 2.5 times standard gravity, while the farthest away has a gravity of .1 times standard. This allows for

different comfort zones for aliens and humans. Old spacers tend to like the lower gravity levels for example. Each level

consists of a hub with 12 spokes coming off from it at clock-face intervals. These giant spokes are interconnected by four

rings that swing through them further and further out, the fourth ring capping off the end of the spokes.

The rings, referred to as habitat rings, have transport tubes connecting them with the ones above and below them. The hubs

are also interconnected by these transport tubes. Transport tubes have their own artificial gravity. People can walk along

the tubes and enjoy the view of the planet, and of space. There are also turbolifts for cargo and passengers, and for

those who are really in a hurry there are repulsor bounce-tubes. Bounce-Tubes are tubes made entirely out of repulsor

fields, that when activated 'bounce' the person up the desired level. The transport tubes are like small promenades. They

have plants and red carpets, some benches and fountains. They make it as nice as possible to walk between levels.

While you're reading this, let's take a moment to explain the way locations are given on the station. The station is

massive, with each level containing floors, spokes, and rings. When giving a location you do it in the following way.

Level #(1-25), then either what spoke(1-12), what habitat ring (1-4), or the hub where the location is. You

then give the floor (1-6). If the location is in a tube, it is referred to as Tube and the levels it goes between and then a number signifying which tube. There are 11 tubes on each ring leading up a level except for the last level up. There are 11 tubes on each ring leading down a level except the farthest level down. There are also 13 tubes going either direction between hubs. So let's give some examples. There is a thief running through one of the tubes between levels 14 and 15. Security gives the alert on the thief's location as being "Tube 14-15, Number 7". There are of course a possible 57 tubes leading between levels 14 and 15. The numbering system radiates out from the center. At the hubs, there is one large tube with 12 tubes surrounding it loosely at each clockface position. From there it spirals outward and clockwise across the rings, in numerical sequence.

The station has dozens of hangar bays for small craft, as well as docking rings, tubes, and collars for all kinds of different ships. It has the equivalent of an Imperial Class Starport that takes up all of level ten. Level ten was chosen, because everybody just about is used to standard gravity. For those who don't like standard gravity, they can try to get permission to dock at a different level. The spokes on most levels are where businesses are set up. Some spokes have all six floors opened into one cavernous area. They then put the buildings on different terraced levels, with stairs, and boucanes leading up. This allows the feeling of an open air city more than the typical enclosed space. All the restaurants, shops, and business offices etc are on spokes. Habitat rings are kept almost solely for residences.

Hashek Station contains some of the best technology in the galaxy, and has since it was created. It is obvious that a vast amount of planning and design work went into the station. The technology level is more stunning though, because the station was created about the same time as the old Republic was fighting the rebel Jedi Ulic Qel-Droma, and the technology that was there then, is still here now. Whoever originally built the station disappeared before it ever got used it seems. It is believed they were the inhabitants of Belfour, and had somehow been destroyed in a cataclysm that had resulted in the toxicity of their world's atmosphere. Some suspect a chemical war was unleashed. The station was

discovered during the later part of the old republic. Despite its proximity to the core, Belfour and somehow remained off the maps. It might have something to do with the hyperspace risk of the planet's massive grav well. The station was repopulated by traders and people with nowhere else to go. Soon Hashek station was referred to as a refugee station, as that's where many refugees ended up going. The station has the highest concentration of Camassi, Alderaanians, and Tarro anywhere in the galaxy.

The Station was actually rediscovered by the Cron Horizon corporation. They were the ones who fixed it up a little and re-opened it to the galaxy. They put a divisional section of their corporation in charge. Soon the division broke totally away though. The head of the division, Walther Hashek renamed the station after himself and declared himself The Manager of the station. He declared there was only one law on the station, do nothing that hurts another being or threatens their livelihood. The Manager, who was Hashek up until his death, and then it was passed on to somebody else in the Corporation, is open to determine what he sees as hurting somebody else. After a while the residents and regulars at the station got used to this, and many people began to live a happy existence there. If they didn't, the security force could promptly show them to the nearest airlock, without a space suit. At one point the New Republic tried to get the station to join, but they were flatly rebuffed. The station's residents were happy with the near anarchy they lived in.

Time on the station is measured in 3 7-hour shifts. This constitutes a day on the station, while a year is the 40 days it takes the station to orbit the planet of Belfour once. Also it should be noted, that individual residences can have whatever temperatures, moistures, and even air makeup they want. This allows for greater diversity on the station. Though many aliens who breathe differently need special suits out in public, they don't have to endure it at home. The environmental system on Hashek station is a hundred times more advanced than any other in the galaxy. There is also a great amount of entertainment to be had on the station. There are Shockball, and Repulsor Hockey arenas, swoop race tracks, and various cultural centers such as museums, theatres, libraries etc. The Station has cultural influences pouring in from all over the galaxy. The station could even be said to be a cultural center of the galaxy.

Name: Hashek Station  
Type: Satellite/Artificial  
Location: Mid Rim  
Temperature: Artificially Controlled  
Atmosphere: None  
Hydrosphere: Dry  
Gravity: .1-2.5 x Standard  
Terrain: Urban  
Length of Day: 21 standard hours  
Length of Year: 40 local days  
Sapient Species: All varieties  
Starport: Imperial Class  
Planet Function: Trade, Habitat  
Population: Unknown  
Government: Looose Dictatorship  
Tech Level: Space

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