

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](#).