

# ASF\_License

**ASF\_License:** Allows players to be part of the [Alliance Star Fleet \(ASF\)](#) which fight against the [Confederated Strike Force \(CSF\)](#), more details [here](#). Every ship equipped with this license is open to attack from any player carrying on his ship opposite license ([CSF\\_License](#)) anywhere and any-time in all Crossfire RP systems.

Properties:

- Class: 8
- Cost: \$1.000.000
- Allows collect Bounties
- Where to purchase: [Aeston Shipyard](#) (ASF\_HQ in [X-3043](#) system)

**IMPORTANT:** Each playable ship on the Crossfire server is equipped with two license slots intended for server role-play purposes. The Crossfire server accommodates two types of role-play: **Basic** ([Pirate License](#), [Police License](#), [Mercenary License](#) & [Smuggler License](#)) and **Special** ([ASF\\_License](#) & [CSF\\_License](#)). Players can assign only one basic and one special license to any of their ships. A distinct arrangement is applicable to server clans, wherein clan members uniformly utilize the same license, either for basic or special role-play, as per the internal decision of each clan.

[Aeston Shipyard](#)

