

Beaumont Base

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Where there's junk, there are the [Junkers](#). They've been around since the earliest days of the Trade Lanes. Descended from the working classes, they developed within the House systems as a sort of necessary evil, handling the dirty work that no one else would. They do well salvaging valuable materials from the ever increasing debris fields throughout Sirius, with the notable exception of Kusari. To this day they remain held at bay by the [Hogosha](#).

Anyone who deals with [Junkers](#) knows they live by a strict code; if you're not a Junker, you're not part of the family. A Junker will double-cross you without a second thought, and they're fiercely protective of each other. Most House corporations consider the [Junkers](#) to be simple criminals, but [Junkers](#) will occasionally do favors for the police, turning in the odd, mid-level criminal or letting them know about the occasional drug shipment. So despite some harassment, the police stop short of shutting them down. The infrequent police cleanup operations are little more than exercises in public relations, though there's no love lost between the two groups.

The [Junkers](#) make their official money from salvaging debris within the fields, but also have a good deal going with various criminals, who like their "no questions asked" policy. Tolerated by the governments, [Junkers](#) sometimes deal in contraband, but they are 1. extremely hard to catch red-handed. They are frequently patronized by the criminal element for the refuge they offer within the often hostile territory of House capitol systems.

Liberty has two groups: a major population in the [New York system](#), and a smaller enclave in [Texas](#). The Junker base of operations in [New London](#) is located near the shipyards within the Southampton Debris Field. In [New Berlin](#) they scavenge the remaining pockets of industrial waste and scrap within the asteroid fields. Their latest foray is a departure -- a base in the Border Worlds. Attracted by the [ALG](#) operation in [Sigma-13](#), they have set up shop near the facility and do most of the dirty work, picking off the best loot from the old ships for themselves. It also serves as a convenient launching point for [Cardamine](#) and Artifact runs into [New Berlin](#)

. Long-distance smuggling is new for the faction, which is still perfecting this skill.

1. Stats

- CLASS: Unknown
- GRAVITY: Unknown
- DOCKING: Unknown
- AMENITIES: Unknown
- POPULATION: Unknown
- OWNER: [Junkers](#)
- SYSTEM: [Texas](#)

2. Ships

- NA

3. Equipment to buy

3.1. Guns & Missiles & Turrets

- [Barrager Mk I](#)
- [Barrager Mk II](#)
- [Barrager Turret Mk I](#)
- [Barrager Turret Mk II](#)
- [Eraser Missile](#)
- [Javelin Missile](#)
- [Slingshot Missile](#)
- [Stalker Missile](#)
- [Sweeper Missile](#)
- [Windstalker Missile](#)

3.2. Thrusters

- [Deluxe Thruster](#)
- [Heavy Thruster](#)

3.3. Mines

- [Wardog Mine](#)
- [Seeker Mine](#)
- [Razor Mine](#)
- [Drone Mine](#)

3.4. Shields & Special

- [Adv. Rampart Fr. Shield](#)
- Adv. Rampart H.F. Shield
- Adv. Rampart L.F. Shield
- [Rampart Fr. Shield](#)
- Rampart H.F. Shield
- Rampart L.F. Shield
- [Sconce Fr. Shield](#)
- Sconce H.F. Shield
- Sconce L.F. Shield
- [Wasp Cruise Disruptor](#)

