

Newark Station

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Newark Station is the local headquarters for [Interspace Commerce](#) (IC), one of the largest financial concerns in the [Sirius Sector](#). While IC was initially responsible for financing the construction of the vast Jump Gate and Trade Lane network that connects the various colonies, it was forced to divest itself of these holdings as a result of the Rheinland-Kusari Trade Embargo in 521 AS. IC has since transitioned to insuring cargo shipments within and between the various colonies. The remainder of the Newark Station population is a constantly shifting crowd of traders, technocrats, executives, and [Bounty Hunters](#), all cutting deals and arranging for the transport_ or protection of their goods.

1. Stats

- CLASS: Chasins
- GRAVITY: Complete
- DOCKING: Yes
- AMENITIES: Yes
- POPULATION: 5K
- SPECIAL: [Mooring Fixture](#)
- OWNER: [Interspace Commerce](#) (Interspace)
- SYSTEM: [New York](#)

2. Ships

- no ships available

3. Equipment to buy

3.1. Guns & Missiles & Turrets

- [Javelin Missile](#)
- [Starbeam Turret](#)
- [Stunpulse](#)
- [Stalker Missile](#)
- [Adv. Starbeam Turret](#)
- [Adv. Stunpulse](#)
- [Eraser Missile](#)
- [Starbeam](#)

- [Stunpulse Turret](#)
- [Adv. Starbeam](#)

3.2. Thrusters

- [Thruster](#)

3.3. Mines

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

3.4. Shields

- [Adv. Sentry H. F. Shield](#)
- [Adv. Sentry L. F. Shield](#)
- [Sentry Fr. Shield](#)
- [Sentry H. F. Shield](#)
- [Adv. Sentry Fr. Shield](#)
- [Sentry L. F. Shield](#)

Newark Station type unknown