

Mactan Base

Table Of Contents

- [1. Description](#)
- [2. Stats](#)
- [3. Ships](#)
- [4. Equipment to buy](#)
 - [4.1. Guns & Missiles & Turrets](#)
 - [4.2. Thrusters](#)
 - [4.3. Mines](#)
 - [4.4. Shields & Special](#)

- [Detailed Information](#)

- [Base Data](#)
- [Base picture\(s\)](#)

1. Description

[Lane Hackers](#) are mostly composed of former [Los Angeles Ageira Technologies](#) employees who created the extremely complex scanning and database system known as USI (Universal Ship identification). Departing the company rather acrimoniously in 750 AS, they have become a growing problem in the independent Worlds. The [Lane Hackers](#) in Magellan and [Galileo](#) share one common origin -- [Ageira](#). The scandal that erupted within the company after the great Galileobypass project, which resulted in the unnecessary construction of a hugely expensive set of Jump Gates and Trade Lanes, forced several executives and an elite development team out. This would become the second part of the core of the [Lane Hackers](#), along with the original [California scanner](#) group that fled to [Magellan](#).

The investigation continues to this day, but has so far been unsuccessful in locating Trade Lane Hacker bases. No Hacker has ever been captured, although various [Rogues](#) in the independent Worlds have ... been caught possessing remarkably accurate information regarding upcoming high-value shipments.

Security measures have been added to the software, but the Hackers remain one step ahead, leading [Ageira](#) security experts to believe that there are many sympathetic programmers still within the company, possibly being secretly paid off with the proceeds from the thefts. The [Lane Hackers](#) prefer to sell their information to others rather than do the dirty work themselves, although they sometimes swoop in and tractor in a cargo if it's particularly juicy. Fancying themselves as modern-day Robin-hoods, they avoid direct confrontation when possible, unless it is the henchmen of the despised IC and [Ageira](#).

They like to frequent [Freeport 4](#) and the [Ames Research Station](#), as their asteroid bases within the clouds can become claustrophobic. Their [Cardamine](#) addiction force the Hackers to trade drugs for Trade Lane info with the [Outcasts](#) at the [Mactan base](#). Leiden is a key transfer point for smuggled goods between Kusari and Liberty, especially the Artifact trade, which the [Hogosha](#) dominate. A steady stream of [Hogosha](#) ships make the journey to the [Galileo](#) system. The [Lane Hackers](#) have also been spotted in [Colorado](#), leading authorities to speculate that there may be multiple Jump Holes routes into that system from the Independent Worlds.

2. Stats

- CLASS: Unknown
- GRAVITY: Complete
- DOCKING: Yes
- AMENITIES: Yes
- POPULATION: Unknown
- OWNER: [Lane Hackers](#) (Hacker)
- SYSTEM: [Magellan](#)

3. Ships

- [Dromedary](#)
- [Griffin](#)
- [Catalyst](#)

4. Equipment to buy

4.1. Guns & Missiles & Turrets

- [Starkiller Torpedo Launcher](#)
- [Stalker Missile](#)
- [Stunpulse](#)
- [Wasp Cruise Disruptor](#)
- [Stunpulse Turret](#)
- [Adv. Starbeam](#)
- [Heavy Starbeam](#)
- [Slingshot Missile](#)
- [Adv. Starbeam Turret](#)
- [Adv. Stunpulse](#)
- [Windstalker Missile](#)
- [Hellflurry Mk I](#)
- [Sweeper Missile](#)
- [Hellflurry Turret Mk I](#)
- [Hellflurry Mk II](#)
- [Catapult Missile](#)

4.2. Thrusters

- [Heavy Thruster](#)

4.3. Mines

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

4.4. Shields & Special

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

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

Mactan Base

Image not found or type unknown