

Planet New Berlin

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1. Description

On [New Berlin](#), the capital of Rheinland, day and night each last for nearly a standard year, with the nightside of the planet being plunged into frigid, bitter winter, and the dayside a more temperate summer in which temperatures hover above the freezing point. Despite this potentially hostile environment, [New Berlin](#) is very close to the abundant natural resources of the Walker Nebula and so became the first planet settled by the Rheinland people. After the economic collapse brought about by the 80-Years War with the [Gas Miners Guild \(GMG\)](#) and the subsequent Popular Revolution in 702 AS, [New Berlin](#) became a society of marked contrasts. As millions try to recover from years of economic mismanagement and political scandal, the black markets of Rheinland boom while the underground clubs and cabarets of [New Berlin](#) are rumored to provide anything -- for a price.

2. Stats

- DIAMETER: 18,207 km.
- MASS: 7.11 x 10e24 kg.
- TERRAIN: Ice
- TEMPERATURE: -73°C to 1°C
- ESCAPE VELOCITY: 14.22 km/sec
- OWNER: [Rheinland Police](#)
- SYSTEM: [New Berlin](#)

3. Ships

- [Banshee](#)
- [Falcon](#)
- [Humpback](#)

4. Equipment to buy

4.1. Guns & Missiles & Turrets

- [Starkiller Torpedo Launcher](#)
- [Mosquito Cruise Disruptor](#)
- [Wasp Cruise Disruptor](#)
- [Slingshot Missile](#)
- [Windstalker Missile](#)
- [Sweeper Missile](#)
- [Catapult Missile](#)
- [Moonstalker Missile](#)
- [Stealthblade Turret MK I](#)
- [Flamecurse MK I](#)
- [Stealthblade MK I](#)
- [Hornviper Turret](#)
- [Firekiss MK I](#)
- [Hornviper MK I](#)
- Battleship Flak Turret
- Battleship Defense Turret

4.2. Thrusters

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

4.3. Containers

- [Barium Container](#)
- (buy) [Beryllium Container](#)
- [Carbon Container](#)
- [Cobalt Container](#)
- [Titanium Container](#)
- [Zinc Container](#)
- [Iridium Container](#)

4.4. Mines

- [Gloom Mine](#)
- [Wardog Mine](#)
- [Refractor Mine](#)
- [Razor Mine](#)
- [Fire Mine](#)
- [Tadpole Mine](#)
- [Driller Mine](#)
- [Leech Mine](#)
- [Strike Mine](#)

4.5. Shields

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

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

4.6. Licenses

- [Pirate Syndicate License](#)
- [Mercenary License](#)
- [Smugglers Syndicate License](#)
- [Police License](#)

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