

# Planet Crossfire

## Table Of Contents

- [1. Stats](#)
- [2. Ships](#)
- [3. Equipment to buy](#)
  - [3.1. Guns & Missiles & Turrets](#)
  - [3.2. Thrusters](#)
  - [3.3. Mines](#)
  - [3.4. Shields & Special](#)
  - [3.5. Licenses](#)

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- [Base Info](#)
  - [Base Picture](#)

Crossfire... the place of fate. Above this planet the biggest battle with the [Nomads](#) found its glory end. The united houses of Sirius managed to force the [Nomads](#) to leave this strategic important system. Many good pilots got killed and this victory was bought with blood. Crossfire was named after this battle to never forget the comrades that lost their life here. Planet Crossfire was not the main planet of this system and to be exact Crossfire is just a moon. Center of this system was a planet which got destroyed during the heavy battle just before the [Nomads](#) decided to give up the system.

## 1. Stats

- Diameter: 5799 km
- Mass: 2.719 x10e24 kg
- Terrain: arid
- Temperature: -49°C/67°C
- Escape Velocity: 5.13 km/sec
- OWNER: [Border World Exports](#) ([Bowex](#))
- SYSTEM: [X-3043](#)

## 2. Ships

- [Dromedary](#)
- [Humpback](#)
- [Piranha](#)

## 3. Equipment to buy

### 3.1. Guns & Missiles & Turrets

- [Cannonball Missile](#)
- [Catapult Missile](#)
- Dragoon Turret Type I
- Dragoon Turret Type II
- [Dragoon Type 1](#)

- Dragoon Type II
- Dragoon Type III
- [Firestalker Missile](#)
- [Hornet Cruise Disruptor](#)
- [Kraken Turret](#)
- Kraken Type I
- [Lancer Missile](#)
- [Moonstalker Missile](#)
- [Neutralizer Missile](#)
- Pyros Turret Type I
- Pyros Turret Type II
- Pyros Type I
- Pyros Type II
- Pyros Type III
- [Starkiller Torpedo Launcher](#)
- [Sunstalker Missile](#)
- [Sweeper Missile](#)
- [Wasp Cruise Disruptor](#)
- [Windstalker Missile](#)
- [Wurm Turret](#)
- Wurm Type I
- Wurm Type II

### **3.2. Thrusters**

- [Advanced Thruster](#)

### **3.3. Mines**

- [Tadpole Mine](#)
- [Razor Mine](#)
- [Swatter Mine](#)
- [Driller Mine](#)
- [Screamer Mine](#)

### **3.4. Shields & Special**

- [Adv. Aegis L. F. Shield](#)
- [Adv. Aegis H. F. Shield](#)
- [Brigandine H. F. Shield](#)
- [Adv. Brigandine H. F. Shield](#)
- [Armor Class 1](#)
- [Armor Class 2](#)
- [Armor Class 3](#)
- [Armor Class 4](#)
- [Armor Class 5](#)
- [Armor Class 6](#)
- [Armor Class 7](#)
- [Armor Class 8](#)
- [Armor Class 9](#)
- [Armor Class 10](#)

### **3.5. Licenses**

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

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

