

Carmona Shipyard

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The need to have heavy armed ships and the [Nomads](#) threat has lead us to the point where even the freelancers need more protection than just a heavy fighter. The governments of the Sirius houses decided to open this shipyard to produce cruisers and destroyers for civil use.

1. Stats

- CLASS: Alabama
- GRAVITY: Partial
- DOCKING: Yes
- AMENITIES: Yes
- POPULATION: 1 k
- OWNER: [Bretonia Armed Forces](#)
- SYSTEM: [Daedalus](#)

2. Ships

- [Kusari Destroyer](#)
- [Liberty Cruiser](#)
- [Bretonia Destroyer](#)

3. Equipment to buy

3.1. Guns & Missiles & Turrets

- [Wasp Cruise Disruptor](#)
- [Hornet Cruise Disruptor](#)
- [Skyrail](#)
- [Ripper](#)
- [Adv. Skyrail](#)
- [Adv. Ripper](#)
- [Skyrail Turret](#)
- [Adv. Skyrail Turret](#)
- [Javelin Missile](#)

- [Slingshot Missile](#)
- [Stalker Missile](#)
- [Windstalker Missile](#)
- [Eraser Missile](#)
- [Sweeper Missile](#)

3.2. Thrusters

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

3.3. Mines

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

3.4. Shields

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

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Original type unknown