

Planet Crete

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](#)
 - [4.5. Containers](#)

- [Detailed Information](#)

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

1. Description

This is the home planet of the [Corsairs](#). The first planet the crippled sleeper-ship Hispania came across. The planet looked at first sight well enough suited for settlement, especially compared to the circumstances in the almost falling apart sleeper ship. But some of the passengers wanted more. After an undecisive vote, a large part hijacked the few lifeboats and made planet fall. Despite its mild climate, the higher gravity, lack of fertile soil due to its geological youth and permanent meteorite bombardment made it a rough place to live. In the process of surviving they not only lost almost every relation to higher technology but also developed social habits, that others would render medieval or even barbaric. However, their in that ways developed adaptability let them quickly grasp the possibilities their discovery by the Schulman expedition offered. Crete is now a high grade technology hub and the ships designed their are famous for their sturdiness and fighting capabilities. The Planet is still houses the mayor part of the overall [Corsairs](#) population as they are afraid of loosing their culture by mixing to much with others.

2. Stats

- Diameter: 17,609 km.
- Mass: 7.02 x 10e24 kg.
- Terrain: terrestrial
- Temperature: -2°C to 41°C
- Escape Velocity: 14.01 km/sec
- OWNER: [Corsairs](#)
- SYSTEM: [Omicron Gamma](#)

3. Ships

- [Titan](#)
- [Griffin](#)

4. Equipment to buy

4.1. Guns & Missiles & Turrets

- [Starkiller Torpedo Launcher](#)
- Neutralizer Missile
- Sunstalker Missile
- [Cannonball Missile](#)
- Moonstalker Missile
- Firestalker Missile
- Windstalker Missile
- Catapult Missile
- Sweeper Missile
- Lancer Missile
- Angelito Mk I
- Angelito Mk II
- Angelito Mk III
- Salamanca Mk I
- Borroco
- Rapier
- Tizona del Cid
- Angelito Turret Mk I
- Angelito Turret Mk II
- Borroco Turret
- [Hornet Cruise Disruptor](#)

4.2. Thrusters

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

4.3. Mines

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

4.4. Shields

- [Shield Upgrade MK III](#)
- Adv. Aegis L. F. Shield
- Adv. Aegis H. F. Shield
- Brigandine H. F. Shield
- Adv. Brigandine H. F. Shield

4.5. Containers

- [Titanium Container](#)
- [Barium Container](#)
- [Beryllium Container](#)
- [Carbon Container](#)

- [Cobalt Container](#)
- [Titanium Container](#)
- [Zinc Container](#)
- [Iridium Container](#)

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