

Planet Holstein

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](#)

- [Detailed Information](#)

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

1. Description

Holstein was ignored for centuries until the government decided that it would be politically advantageous to develop the planet as a hedge against encroachment by the [Gas Mining Guild \(GMG\)](#). However, the 80 Years War doomed the project before its completion; Holstein was rendered marginally habitable, if not pleasant. However, [Daumann](#) engineers performing a routine survey recently discovered the presence of large amounts of valuable mineral salts in the oceans and a small extraction facility was constructed planet side.

2. Stats

- DIAMETER: 14,320 km.
- MASS: 6.00 x 10e24 kg.
- TERRAIN: Terrestrial
- TEMPERATURE: -29°C to 17°C
- ESCAPE VELOCITY: 12.11 km/sec
- OWNER: [Daumann Heavy Construction](#)
- SYSTEM: [Frankfurt](#)

3. Ships

- [Humpback](#)
- [Nexus](#)

4. Equipment to buy

4.1. Guns & Missiles & Turrets

- [Starkiller Torpedo Launcher](#)
- [Wasp Cruise Disruptor](#)

- [Slingshot Missile](#)
- [Windstalker Missile](#)
- [Heavy Starbeam](#)
- [Flashpoint](#)
- [Adv. Stunpulse](#)
- [Sweeper Missile](#)
- [Catapult Missile](#)
- [Moonstalker Missile](#)
- [Debilitator Turret](#)
- [Adv. Starbeam Turret](#)

4.2. Thrusters

- [Advanced Thruster](#)
- [Power Generator MK V](#)

4.3. Mines

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

4.4. Shields

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

Planet Holstein

Image not found or type unknown