## **Falkland Base**

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The Independent Mining Guild established Falkland Base on an asteroid in the <u>Tau-37</u> system soon after the construction of <u>Freeport 10</u>. Falkland has easy access to the rich deposits of <u>Niobium</u> nearby, a mineral rare enough to make the effort involved in mining and transporting it back to the colonies extremely profitable. However, Falkland and other <u>IMG</u> operations are subject to frequent attacks by local pirates, making life aboard the base a risky proposition at best.

#### 1. Stats

CLASS: unknownGRAVITY: completeDOCKING: YesAMENITIES: Yes

• POPULATION: 300

• OWNER: Independent Miners Guild (IMG)

• SYSTEM: Tau-37

### 2. Ships

• no ships available

### 3. Equipment to buy

#### 3.1. Guns & Missiles & Turrets

- Starkiller Torpedo Launcher
- Stalker Missile
- Wasp Cruise Disruptor
- Matterthief Turret
- Slingshot Missile
- Windstalker Missile
- Moonstalker Missile
- Matterthief 1
- Matterthief 2

- Sweeper Missile
- Catapult Missile
- Vampire Turret 1
- Vampire Turret 2
- Vampire 1

### 3.2. Thrusters

Heavy Thruster

### 3.3. Mines

- Seeker Mine
- Tadpole Mine
- Razor Mine
- Driller Mine

## 3.4. Shields & Special

- Pourpoint Fr. Shield
- Pourpoint L. F. Shield
- Pourpoint H. F. Shield
- Adv. Pourpoint H. F. Shield
- Adv. Pourpoint Fr. Shield
- Adv. Pourpoint L. F. Shield
- Aegis H. F. Shield
- Aegis Fr. Shield
- · Aegis L. F. Shield
- Adv. Aegis L. F. Shield
- Adv. Aegis H. F. Shield