

Freeport 10

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Until Freeport 10 was established in 760 AS by a band of [Zoners](#) looking to establish an outpost as far from the colonies as possible, [Tau-37](#) remained a virtually unexplored system at the distant edge of the [Sirius Sector](#). Largely self-sufficient due to a [Synth Foods](#) biodome, the [Zoners](#) have continued the open-to-all tradition of the Freeports and play frequently host to members of the [Independent Miners Guild](#) as well as the [Outcasts](#).

1. Stats

- CLASS: Unknown
- GRAVITY: Complete
- DOCKING: Yes
- AMENITIES: Yes
- POPULATION: 150
- OWNER: [Zoners](#) ([Zoners](#))
- SYSTEM: [Tau-37](#)

2. Ships

- no ships available

3. Equipment to buy

3.1. Guns & Missiles & Turrets

- [Starkiller Torpedo Launcher](#)
- [Wasp Cruise Disruptor](#)
- [Helios](#)
- [Slingshot Missile](#)
- [Windstalker Missile](#)
- [Helios Turret](#)
- [Helios 2](#)
- [Sweeper Missile](#)
- [Catapult Missile](#)

- [Moonstalker Missile](#)
- [Fury Turret](#)
- [Fury](#)
- [Fury 2](#)

3.2. Thrusters

- [Advanced Thruster](#)

3.3. Mines

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

3.4. Shields & Special

- [Adv. Bulwark L. F. Shield](#)
- [Adv. Bulwark H. F. Shield](#)
- [Palisade Fr. Shield](#)
- [Palisade L. F. Shield](#)
- [Palisade H. F. Shield](#)
- [Adv. Palisade Fr. Shield](#)
- [Adv. Palisade L. F. Shield](#)
- [Adv. Palisade H. F. Shield](#)

