

Meltra Trade

The main commercial and industrial hub of the system, as well as the planet [Eisjewwl](#), Meltra Trade contains the largest concentration of economic power in the system. This is mostly due to lack of developed industrial facilities on [Eisjewwl](#), since construction and investment is still ongoing.

Offices

A [Harbor-class Trade Station](#) has 1000 spaces for offices and facilities for the purpose of representing their specific organization. The maximum amount of slots that can be rented by civilian companies is 50 slots while the maximum amount of slots available for embassies is 10 slots.

The [Civilian Space Administration Agency](#) automatically has 500 slots for the purpose of ship docks and maintenance, which doesn't count to the 1000 spaces for offices and facilities.

Organization	Facility Type	Amount of Slots Rented
Civilian Space Administration Agency	Ship Maintenance and Dock Rental	500
Total remaining Slots:	1000	

Businesses / Locations of Note

A [Harbor-class Trade Station](#) has 2000 slots available for local businesses and establishments for the purpose of retail and recreation. The maximum amount of slots available for any business owner / franchise is 100 slots¹⁾.

Business / Firm	Facility Type	Amount of Slots Rented
Total remaining Slots:	2000	

Nature Parks

There are 12 Nature Parks located in various locations around <name> Trade. Each Nature Park represents a specific biome from [Abwehr](#):

- 6 [Standard Park](#)
- 2 [Forest Park](#)
- 1 [Oasis Park](#)
- 1 [Alpine Park](#)
- 1 [Water Park](#)
- 1 [Tundra Park](#)

<Amusement Park>

Space is available for investment.

Meltra Trade Agriculture

Meltra Trade Agriculture is actually a surplus growth facility compared to many other [Harbor-class Trade Stations](#). Because [Eisjewwl](#) has plenty of fertile land around its equator and very little variation in season, most of the food for the colonists can be produced on planet. This makes Meltra Trade's major export agricultural goods. Tons of food stuffs and agricultural goods are shipped from Meltra Trade each year and much of it is sold to visiting transports.

Meltra Trade has also begun experimentation on filtered foods, which involves filtering minerals from food grown on station. If successful, this should allow Abwehran-grown foods to be consumed by other species easily and without side effects.

<Name> Gravball Arena

Currently waiting for investment

Meltra Recreation Park

Unlike the Nature Parks, Meltra Recreation Park is an area that contains numerous sport fields from many cultures in the known galaxy. Meltra Recreation Park has fields and spaces for the following sports:

Non-Abwehran Sports:

- Baseball
- Soccer
- *Space for Future Sports*

Abwehran Sports:

- *Space for Future Sports*

OOO Notes



Individuals are free to add new businesses or offices to the station as long as they receive permission from the Abwehran Faction Manager, [Abwehran Commander](#). Please contact him either by

Forum Private Message or via the StarArmy IRC Channel.



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1)

equivalent size of a Mall Department Store

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