

Dandoran: Spaceport

With the attention Dandoran has gathered in recent times, and the notorious lack of public order in Hutt systems, has come a battleground that probably should have been anticipated: the spaceport.

The influx of arrivals to the planet has brought with it dozens of duels and small firefights as newcomers inevitably run into rivals, either in the spaceport itself or the various cantinas and hotels that always appear next to spaceports. Barricades have been hastily thrown up over windows and in front of doors to prevent stray blaster shots from entering (or leaving) buildings, and armed guards have started to appear on the streets, ineffectively trying to prevent conflicts from arising. The only lighting at night is light that spills from buildings or shuttle landing lights.

Despite the obviously improvised defenses, life in the spaceport is busier than ever. Cantinas stay open all hours of the day, with crowds and speeders meandering between landing pads, cantinas, and alleys seemingly at random. The cantinas are bustling, most have at least a few gambling machines which are always occupied, with servers running ragged attempting to keep glasses full.