Celmoore

The Celmoore star system consists of nothing but a red giant star and
several billion asteroids of varying size. For a hundred years, asteroid
CC-231 has been used as a pirate haven after a mining outpost on the
asteroid itself was discovered and overrun by pirates. Since then the
asteroid has simply been called by the same name as the local star, baffling
several task forces sent by both the Empire and Palvar Defense Force that
were to seek out and destroy the outpost. To date, no one other than the
pirates know where it is.

Originally being an ore mine, the pirates have since taken to modifying the
existing structures and using the vast maze of tunnels for storage of their
plunder. There is no atmosphere on the surface, and only a thin one is
maintained inside the mining outpost, most pirates wear breath masks until
they are used to breathing the thin atmosphere.

There is a large hangar at the mine's entrance that was designed to be able
to house several asteroid mining ships. It has since been modified to
service any number of smaller pirate vessels and has a rag-tag squadron of
uglies on call and ready to launch all the time.

Locating the asteroid at any one time requires picking up an extremely
weak and coded signal beacon which, to all but the best communications
officers, comes up as nothing but naturally occuring background noise.
Locking onto the signal requires a Very Difficult Communications roll
followed by a Difficult Sensors roll to isolate the asteroid's trajectory.

Type: Asteroid
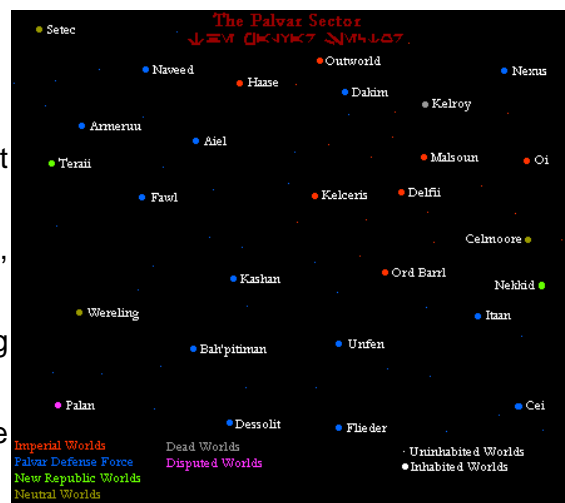Location: Mid Rim: Palvar Sector
Temperature: Cold
Atmosphere: None (surface), Type II (inside)
Hydrosphere: Dry
Gravity: 0.41 standard
Terrain: Desert

Length of Day: 6.82 standard hours

Length of Year: 781 local days

Sapient Species: Humans, various other species

Starport: Standard

Population: 50,000 (estimated)

Planet Function: Pirate/smuggler haven

Government: Anarchy

Tech Level: Space

Major Exports: Contraband

Major Imports: Foodstuffs