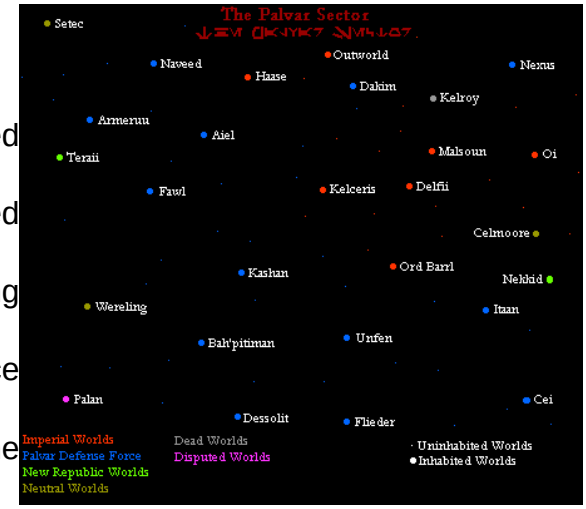
Planets D6 / Celmoore



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

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