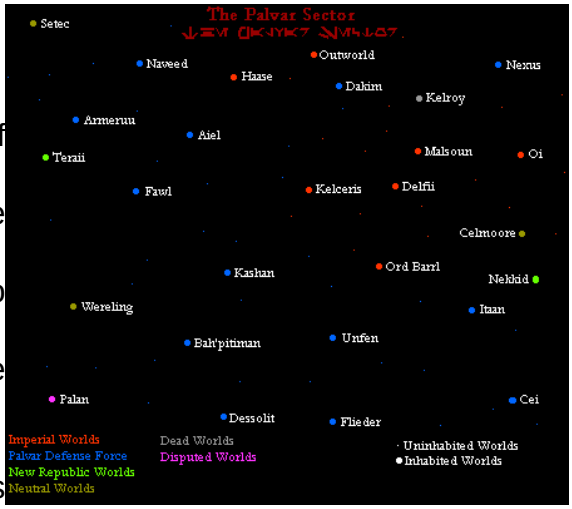
Planets D6 / Kelroy



Kelroy

Kelroy was once a thriving world, home to a civilization of aliens known as
the Kerl. The Kerl were just entering their own era of space exploration,
preparing to test a hyperdrive motivator that was sold to them by a passing
merchant for a small fortune when the Empire arrived in the sector.

The Imperial's first stop was, unfortunately for the Kerl, was their
homeworld of Kelroy. The Kelroy Navy, though limited in both numbers and technology, defended their homeworld honorably, destroying an Imperial dreadnaught and scores of TIE fighters before finally being wiped out. The Imperial admiral in charge of the operation, Admiral Uhlmann (now Moff Uhlmann), opted to skip the standard orbital bombardment/ground assault that Imperial protocol typically demands in such hostile situations. Instead, acting on a streak of brilliance, Uhlmann invested a vast amount of forces into redirecting an approaching comet... right into Kelroy itself. The comet approached for several months, Uhlmann leaving only a handful of ships in the system to prevent any Kerl from fleeing the planet and an escort line to escort the comet safely toward the planet. There were a few futile attempts by various Kerl to flee the system in primitive spacecraft, all were easily destroyed. And five months later... the comet stuck, devastating the entire planet. Nearly 75% of all life on Kelroy was killed instantly, the survivors struggled on through the dusty and dark atmosphere. Within two months the Kerl were no more.

Today Kelroy remains a covered in a perpetual cloud of dust, most of which is beginning to finally settle. The atmosphere is unbreathable and the planet's temperature has dropped radically, requiring anyone who dare venture to the surface to wear some sort of enviromental suit.

Type: Devastated world
Location: Mid Rim: Palvar Sector
Temperature: Frigid
Atmosphere: Type IV (enviroment suit needed)
Hydrosphere: Moist
Gravity: 0.73 standard
Terrain: Wasteland, desert, ocean
Length of Day: 19.6 standard hours
Length of Year: 381 local days

Sapient Species: None
Starport: None
Population: None
Planet Function: Dead world
Government: n/a
Tech Level: n/a
Major Exports: n/a
Major Imports: n/a

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