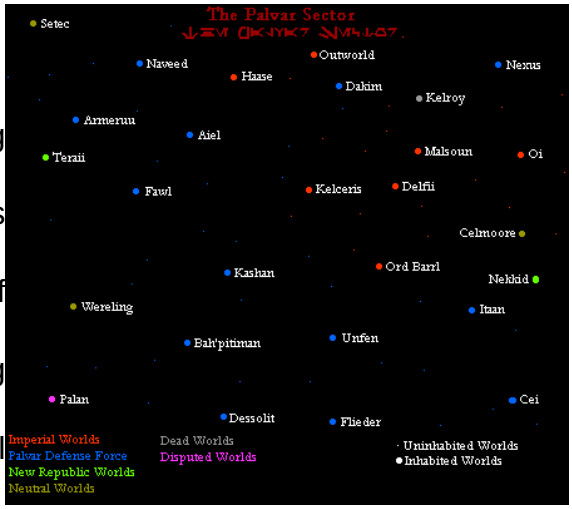
Planets D6 / Ord Barrl



Ord Barrl

Ord Barrl was originally settled by the Old Republic during the first days
of their expanse into this region of the Mid Rim. Barrl was colonized as an
ORD (Ordnance/Regional Depot) during the outbreak of the Clone Wars as a
storage facility. The Palvar Sector, seeing no action during the Clone Wars,
had no real military need for an ORD, however, local government made use of
it by using it for storing supplies and goods of various types for trade and export to and from the sector.

Ord Barrl, with its handful of settlers (approximately 15,000 at the time), declared themselves allied with the Empire upon the fall of Delfii to the Imperial armada. Moff Uhlmann upgraded the existing underground storage facilities that the Old Republic constructed, and put them to their intended use. For defense, the storage facilities (located in a series of caves in the Falle mountain range) have an entire regiment of Imperial troops in addition to a garison deployed from the Imperial Star Destroyer Destructor.

The storage facilities stretch for hundreds of kilometers, burrowing deep into the planet's crust. There is only one opening to the caves, which is big enough for a pair of AT-ATs walking side-by-side to enter with room to spare. Since Imperial rule took over, the cave's mouth is protected by several weapons emplacements (ranging from anti-vehicle to anti-infantry batteries) and an emergency shield generator to seal off the entrance in case of an attack. There is a brightly lit main tunnel, leading from the mouth, that descends to a depth of five kilometers under the surface over twenty kilometers of sloped path. Along this main path, is a repulsor train, meant for ferrying workers and supplies in and out of the cave. If one wanders out of the main passage and into one of the hundreds of side passages (which are sometimes used to set up barracks depending on where they lead), one may never be seen again.

The Barrl star system is a violent one, almost as if it wasn't meant to be. The third planet, Varv, is breaking apart for an unknown reason, while the fifth planet, a gas giant, is slowly spiraling into the sun. Barrl itself is a barren, cold, and dry world, with no natural life at all. It is located merely eight hours from Delfii, which is its only lifeline for new supplies and protection.

Type: Desert World
Location: Mid Rim: Palvar Sector
Temperature: Cold
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: 1.02 Standard
Terrain: Desert, wastelands, mountains
Length of Day: 34 standard hours
Length of Year: 439 local days
Sapient Species: Humans
Starport: Imperial
Population: 140,051
Planet Function: Imperial prison world
Government: Imperial Governor
Tech Level: Space
Major Exports: Supplies
Major Imports: Prisoners, supplies, water

System: Barrl
Star: Selia

Name	Planet Type	Moons
Selious	Molten Rock	0
Selin	Barren World	0
Varv	Volcanic World	0
Ord Barrl	Desert World	0
Welkret	Gas Giant	24

System Capsule:
Selious: Selious is technically not a planet, but an egg-shaped asteroid that is approximately 410 kilometers from one end to the other.
Selin: Selin is an extremely large planet, nearly twice the size that Alderaan used to be. It is extremely hot, and completely barren of all life.
Varv: Varv is an unstable world quickly approaching its end. For some unknown reason, Varv is breaking apart. Current Imperial estimates place its final demise only fifty standard years away.
Ord Barrl: See above.
Welkret: Welkret is a massive ball of gases in a degrading orbit around Selia. There is a 45% chance that Welkret will collide with Ord Barrl in two million years.

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