Planets D6 / Ipsidon



Name: Ipsidon
Atmosphere: Breathable
Climate: Arid
Primary terrain: Deserts, Canyons
Points of interest: Cid's mine, Ipsidon space port
Fauna: Ibisidon buck
Immigrated species: Humans
Major cities: Mokkotown
Major exports: Ipsium

Description: Ipsidon was a planet home to violent sandstorms that could occur creating lightning and provoking the Ibisidon bucks into stampeding through its canyons. Around 19 BBY, the mercenary squad Clone Force 99 became stranded on Ipsidon during a mission to extract ipsium from a mine owned by Ciddarin Scaleback, during which the thief and miner Benni Baro stole their starship, the Marauder.

Places of Interest
Mokkotown
Mokkotown was a decrepit ipsium mining facility owned by the gang boss Mokko during the beginning of the Imperial Era.

History
Mokkotown was a mining facility located on the desert planet Ipsidon. It was ran by the Techno Union during the Clone Wars to mine ipsium. Following the end of the war, Techno Union was forced out and Mokko soon took over the facility and its operation.

Mokko claimed that the facility had struggled with the quatity of ipsium. This led to his workers struggling for food, while he secretly enjoyed the wealth and riches of the mine.

Cid's mine
Cid's mine was a mostly exhausted ipsium mine on the northern territories of Ipsidon. The Trandoshan Ciddarin Scaleback was tricked into purchasing it on the belief there would be a large quantity of the mineral present, although in actuality the mine had been almost completely picked through. As part of their employment by her, Clone Force 99 were forced to work on the mine and extract what little ipsium was left for her.

Ipsidon space port
Ipsidon space port was an abandoned spaceport located on the planet Ipsidon.

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