

Raman

Raman is a very odd and beautiful planet. Seen from orbit it looks like vibrant ball of blue and green streaked with white.

One entire hemisphere of the planet is nothing but island chains across a vast ocean. It is beleived that once upon a

time, Raman had a moon that crashed into the planet, shattering the land mass. The other hemispher is partialy covered

with the coean as well, but is msotlya solid continental land amss then. Much of the continental part of the planet is

actualy untouched. The people spread themselves out and use many methods of enviromental protection. Akira Armour Co, in

return for the tolerance of the people, keep Raman protected form any otusiders who would threaten the beauty of the

planet with heavy industry or the like. Solar Power is used as much as possible on Raman, and atmospheric scrubebrs have

been setup for any wastses that do manage to get into the air. Out on the island hemiphere a few cities and small towns

are setup, but most importantly is Akira Armour Co's headquarters. It is set up on one of the alrger islands, by the beach.

There is a small village right at the edge of the Island's beach. A landing field sits about three hundred meters back

form where the village ends. The landing field is just a grassy area with service sheds erected seemingly haphazardly.

Duracrete paths leads from the landing field abck to the town, and further inland to the Akira HQ. The Akira HQ building

is nestled against the edge of a dnese jungle. There is a wide grassy, Quad area in front of the building. The front of

the building goes up four floors verticaly with unadorned duracrete. From there it slants back towards the forest the

further up you go, at a forty-five degree angle. This slanted face of the building is compeltely covered in a grid of

durasteel frames suporting polarized transpristeel windows. Along either siuide of the qud, as you approach the Akira

building are small bunekrs with motor pools, armouries, sensors and communication bunkers. If it weren't for the beautiful

surroundings it would look like a very strong fortified position. All the buildings are made to resist heavy assault.

Unseen are many defenses in the area. Sections of the squad actualy drop away to allow artillery empalcements to rise up

on traversing platforms. The complex also had three separate shield generators, all in underground bunkers. The complex can sustain assault from, land, sea, air, and space. Nobody has ever tried to assault the complex yet though. The people of Raman generally like Akira Armour Co, because they serve just fine as a government and keep the outsiders under control. Anyone who actually comes to Raman is usually surprised by all of this, as it is contrary to typical corporate greed.

Type: Terrestrial
Location: Mid Rim
Temperature: Tropical
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Plains, Jungle, Island Chains
Length of Day: 16 standard hours
Length of Year: 301 local days
Sapient Species: Human, various other races
Starport: Stellar
Population: 1.3 billion
Planet Function: Corporate Headquarters
Government: Akira Armour Company
Tech Level: Space
Major Exports: Akira Armour Co Products
Major Imports: None

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).