Planets D6 / Altarr

Altarr

Altarr was originally colonized by a group of humans and aliens wishing independence from the Old Republic to be at peace with nature without any outside influence. This attitude changed slightly over the next thousand years when the Altarrens began to become paranoid after hearing stories of great interstellar wars which ravaged entire worlds.

The Altarren Confederate Council met and decided that it was time to create their own military force specifically for defense purposes. In the earlier days, the Altarren Navy consisted mainly of a handful of armed freighters while the Altarren Mobile Infantry was barely above a regiment in strength.

Over the next few hundred years, Altarr began to grow economically as trade in the sector picked up. The Altarrens could finally afford the military defense force that they always wanted.

Approximately six hundred years before the Empire's rise to power, the first Altarren designed warship left the spacedocks - an Ares class starcruiser. The Altarren military force continued to grow at an almost exponential rate for the next three hundred years, at which point the funds were transferred into creating a planet-wide subterrainian hover train network.

This new subterrainian train network was completed in under fifty years, due greatly in part to the many thousands of workers and droids who dedicated much of their lives to it. Every major city was interconnected by tunnels, travel was made easier and the streets thus became a bit more managable to drive a speeder down.

However, the Altarren's worst fear soon became true. The Empire had come to power and it didn't take it long to notice Altarr's reluctance to join. Grand Admiral Moudurn dispatched a trio of star destroyers to the system to change their mind.

Initially, the three star destroyers, led by the ISD Illspawn, held back when faced with the numerous Altarren Ares and Athena class warships (each of which centuries old). When TIE/rcs reported back that the antique ships lacked deflector shield generators, the destroyers moved in. The ISDs tore into the Altarren formation, blasting the ancient and unshielded starships into pieces while hordes of TIE fighters engaged the antique, yet suprisingly effective, Altarren AF76 starfighters. In the end, the Altarrens were forced to surrender or face full-scale planetary bombardment.

Following the fall of the Empire, the Altarrens celebrated their independence as the local Imperial forces were drawn away by one of the various warlords. A few years later, they finally opted to join the New Republic rather than attempt to rebuild their once mighty defense force.

Type: Terrestrial
Location: Mid Rim: Minar Sector
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Wet
Gravity: Standard
Terrain: Forest, plains, mountain, urban
Length of Day: 22 standard hours
Length of Year: 412 local days
Sapient Species: Humans, various other species
Starport: Standard
Population: 5,624,000,000 (estimated)
Planet Function: Homeworld
Government: Confederacy of States
Tech Level: Space
Major Exports: Textiles, crops
Major Imports: Starship parts

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