



Planets D6 / Crescen

Crescen

Crescen is an Industrial nightmare. It is the headquarters of Lumnar Industries, the ruthless monopolistic arms company.

Lumnar produces more than just armaments however it is their big market. On Crescen the planet is governed by a High

Council, which is really just a puppet for Lumnar Industries. Those who aren't in Lumnar's pocket are being blackmailed by

them. This is the situation in several star systems Lumnar has a strong presence in. Crescen is the fourth and innermost

planet in the Ranugt system, a system in which the planets are all very different and spread out. Crescen is surrounded

by defenses emplaced on moons, worlds, and asteroids throughout the system. The planet itself is covered entirely in urban

sprawl. It is reminiscent of Nar Shada only industrial. The city stretches kilometers vertically. Intercrossing walkways,

roads, arches etc bridge the monolithic buildings that dominate the entire planet. Huge smokestacks rise up into the air,

and all the water supplies have sewage pipes dumping into them. The building faces are all black whether by design or from

the excessive dirt and pollution. The only thing close to natural environment left are terrace parks. These are giant

balconies off the sides of the huge buildings that have parks on them. Small plots of grass and a few sparse trees with

some benches around them. The pollution on the planet is so bad that atmospheric scrubbers are set up everywhere and the

air is still hazardous to your health. In the upper levels of the city where the rich live, the air is kept relatively

clean by the scrubbers. However the pollution often settles or is even vented into the lower levels. Here a breath mask

is seen on almost every face. At the ground levels where the actual bedrock can be seen, it's so bad that without a

breathmask a person could die within a couple hours. The planet from orbit is a swirling green gray mass of clouds and

smog. From the planet the sky is constantly a mass of grey and black with green tint swirling amidst it. It's as if

somebody held a neon light behind dense fog. The planet's resources are constantly being mined under the surface, so the city actually extends kilometers down as well as up. This is where much of Lumnar's heavy production comes from. This is where a lot of their side business is also. They bought out all the little companies on planet so that everything the inhabitants need is supplied by Lumnar. The insidious corporation has the planet by the throat and is shaking all the money out of them and then using them for labour.

To many of the youngsters on planet the only viable escape from the hellish life of this world, is to join Lumnar's private security force, which is slowly reaching the status of a serious military force. Unlike RanCorp or Metacorp though this force is not used offensively. Lumnar is intensely paranoid about security and uses military grade security at all of its facilities. Crescen is the main source of the Lumnar Security Force's recruits. On this planet even if you don't work for Lumnar you work for Lumnar. Because of the hellish nature of this world and its existence Lumnar limits the flow of people to the world. All traffic comes to an orbit starport and shipyards to bring in supplies and the like.

In orbit of the planet along with the starport are three moons. The first two moons Agor and Witygg house massive fighter bases underground. These bases have dozens of disguised hangars, energy shields, and defense emplacements. This is the last line of defense before actually reaching the world of Crescen. This is also where the system patrol craft that fly regular patrols come from. The third moon is Juliana. This is a beautiful vacation spot. The entire moon is a small tropical world covered in islands in crystalline oceans. This is reserved for Lumnar executives to go on vacation too. Some of the top execs actually live there and commute down to the world to work.

Type: Terrestrial

Location: Core

Temperature: Hot

Atmosphere: Type II or III (excessive air pollution is a health risk)

Hydrosphere: Moist

Gravity: Standard

Terrain: Urban

Length of Day: 21 standard hours

Length of Year: 321 local days

Sapient Species: Human, various other races

Starport: Stellar

Population: 63.8 billion (estimated)

Planet Function: Industrial, Mining, Corporate Headquarters

Government: Council (puppet government, controlled by Lumnar Industries)

Tech Level: Space

Major Exports: Technology, Weapons

Major Imports: food stuffs

System: Ranugt (listed in order from furthest out to closest to the sun)

Name	Planet Type	Moons	Function
Davo	Iceball	2	Clean Water Source
*Hule	Airless Moon	/	Mining
*Sule	Airless Moon	/	Listening Post
Guod	Gas Giant	3	None
*Lizab	Airless Moon	/	Fighter Base
*Vix	Jungle Moon	/	Training Facility
*San	Desert Moon	/	Listening Post
Gob	Terrestrial	21	Penal Colony
*Nik	Airless Moon	/	Fighter Base
*Ark	Airless moon	/	Listening Post
Asteroid Belt			
Crescen	Terrestrial	3	See Above
*Juliana	Tropical Moon	/	Vacation Spot
*Witygg	Airless moon	/	Fighter Base
*Agor	Airless Moon	/	Fighter Base

System Capsule-

Davo: Davos is a large ball of ice essentially. Lumnar has agents that mine the ice and bring it back to Crescen where it

is melted to supply clean water to the wealthy who can afford it.

Hule: One of Davo's two moons. This moon is airless but very mineral rich. Giant domed mining facilities have been

setup all across it's surface.

Sule: Davo's other moon. A small camouflaged listening post has been set up here. It's sensors sweep the edge of the

system for incoming ships and possible threats.

Guod: Guod is a huge ball of superheated gas. It is known to occasionally spew discharges of it's gasses into it's

orbit. Despite the valuable gasses in it's atmosphere, nobody wants to deal with it due to these ventings.

Lizab: One of Guod's three moons. This one is irless and houses a shieelded fighter base. This it the outtermost

Defense Marker surrounding Crescen. Over 200 fighters of varying types are kept here.

Vix: Guod's second moon. This world is a dangerous jungle filled with mutated creatures. Lumnar uses it to train

their less publicly known security forces.

San: San is one of Guod's moons that at one point strayed too close to it's planet. A huge venting of gasses from

the planet scoured the entire moon clean. It had originaly been a jungle world like Vix. It was left a desert

wasteland afterwards. Hidden udner the sands of the moon is another sensor listening post.

Gob: Gob is a galacticy oddity. The planet is misshapen pressing in on it's axis. It's turned into a giant dynamo

in essence. At the equator it is standard gravity. However the further out from the equator you go, the higher the

gravity. It's 10g's at the poles. The planet is used as a penal colony. The actual colonies are spread out across

the 3g region with punishment facilities at the poles. The gravity is also affected by the 21 moons surrounding the

planet in a complex orbit. Hgihly ireggular tides make escape from the prison islands by boat nearly impossible. The

moons also make it very dififuct to navigate in towards the planet. Most people die after only a handful of eyars

on the planet due to the stresses of the high gravity.

Nik: Is one of the 21 moons of Gob. Only two of the moons were ever named, and that was out of neccesity. Nik houses

another large fighterbase. the fighterbase is all underground with hidden hangarbay doors. In case of emergency an

energy shield can be raised over the base. There are also defense empalcements carefully blended into rock

outcroppings.

Ark: The only other named moon of gob. This houses the third listening post in the system. It's sensors sweep out

in a sizeable area. The sensoor psots are palced so that they are never in the same part of the system at the same

time, offering a staggered coverage of the system.

Asteroid Belt: The system's asteroid belt is more than it appears to be. Some of the asteroids are equipped with

slave circuits and maneuvering jets. Paths are opened in the asteroid belt at will and randomly for ships to travel

through when they have permission. The asteroid field is so dense any attempt to find another path through it is

insane. Besides which the asteroid belt is also mined. The mines are tractorbeamed to asteroids so that they are dragged

along with them until a ship is detected, they then launch off into the ship and detonate. A single one of these

mines is enough to cripple or destroy the New Republic's most shielded fighter.

Crescent: See above.

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