



Planets D6 / Raman

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 believed that once upon a

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

with the ocean as well, but is mostly solid continental land mass then. Much of the continental part of the planet is

actually untouched. The people spread themselves out and use many methods of environmental protection.

Akira Armour Co, in

return for the tolerance of the people, keep Raman protected from any outsiders 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 scrubbers have

been setup for any wastes that do manage to get into the air. Out on the island hemisphere 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 larger 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

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

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

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

the building goes up four floors vertically 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 completely covered in a grid of

durasteel frames supporting polarized transpristeel windows. Along either side of the quad, as you approach the Akira

building are small bunkers 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 actually drop away to allow artillery emplacements 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 Armor Co Products

Major Imports: None

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