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 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 hemipshere 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 beauitful
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 seperate shield generators, all in underground bunkers. The complex
can sustain assault from, land, sea,air,and space. Nobody ahs ever tried to assault the complex yet though.The people of

Raman generaly like Akira Armour Co, because they serve just fine as a goverment and keep the outsiders under control.
Anyone who actualy comes to Raman is usualy 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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