



# Planets D6 / Temeria

## Temeria

Temeria is not really a planet but is a collection of asteroids hollowed out and connected with space station materials.

They are kept in a seemingly random arrangement with large tubular structures between them, the insides of the asteroids

are just like a space station and the connectors are like skywalks, with viewports to look out into space.

Tourists are

very much discouraged and only the people who work here know of its location. It is the headquarters for the sinister

Temere Robotics Corporation. The asteroids not large enough to be of use in the construction of the facility were used to

house defense satellites and communications relays. The communications relays can give the entire facility access to any

comm frequency and to the entire holonet. It is an extensive nexus point for the corporation that can pull any information

to them. The defensive satellites are fairly powerful and as a whole can repel many attackers. There is even a ship

dock/yard housed within the cluster of asteroids, well hidden from external view. Everything the corporation's head

Jason Random, needs is here.

Type: Artificial

Temperature: Moderate(controlled)

Atmosphere: Type I

Hydrosphere: Moderate (controlled)

Gravity: Standard

Terrain: Asteroids, Space Station

Length of Day: 24 standard hours

Length of Year: 365 local days

Planet Function: Corporate Base

Starport: Imperial class

Population: 900,000

Government: Corporation

Tech Level: Space

Major Exports: Technology

Major Imports: Foodstuffs, Clothing, Office Supplies

5000 Defensive Satellites

Scale: Starfighter

Hull: 3D+2

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 4/3D

Weapons:

4 Quad Laser Cannons

Fire Arc: Front, Left, Right, and Back

Scale: Starfighter

Skill: Starship Gunnery 5D

Fire Control: 3D

Space Range: 1-3/12/25

Damage: 5D

2 Concussion Missile Launchers

Fire Arc: Dorsal and Ventral Turrets

Skill: Missile weapons 5D

Ammo: 16 total

Fire Control: 3D+2

Space Range: 1/3/9

Damage: 9D

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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