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 veiewports to look out into space. Tourists are
very much disgouraged and only the people who work here know of it's 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 satelites 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 satelites are fairly pwoerful 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(controled)
Atmosphere: Type I
Hydrosphere: Moderate (controled)
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 Defenseive Sattelites
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 Missle Launchers
Fire Arc: Dorsal and Ventral Turrets
Skill: Missle weapons 5D
Ammo: 16 total
Fire Control: 3D+2
Space Range: 1/3/9
Damage: 9D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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