



Planets D6 / Xyton IV

Xyton IV

Xyton IV in the Chronax Sector is one of the worlds controlled by the renegade Star Runner Republic. The planet is the secret headquarters of the republic's arms corporation SATAL (Strategic Artillery and Tactical Arms Limited). The planet's inhabitants are technology lovers but are also nature lovers. Their planet is incredibly beautiful and very well preserved.

All the cities are mounted on giant repulsorlift grids that keep them floating a hundred meters or so above ground or

treetops. Some SATAL and SRR facilities are built into the long mountain range that bisects the main continent, which the

natives refer to as the spine of the world. In the capital spaceport of Garl, the floating city stretches for approximately 120 kilometers from the ocean up to the spine of the world. The city is actually partially over the ocean. It

extends three kilometers past the shoreline. Where the city ends, giant support pillars run at regular intervals down into

the water. These pillars also contain secret military facilities and have disguised hangers above water for airspeeders,

and ones below the water for submarines. The city seems a totally peaceful place but it is actually strictly controlled by

the military and there is plenty of defensive firepower. The other grande feature aside from the many natural wonders, is

the prison complex. The planet serves as the sector's main prison. The complex consists of five giant pillar buildings,

four in a box centered on the fifth, thickest column. These columns are about a kilometer wide at the base except for the

center one which is half again as wide at the base. Skywalks and open bridges crisscross at seemingly random places

between the pillars, sometimes going straight sometimes climbing or falling to different levels on the other side. Hangar

doors lay at random intervals as well, as do laser and turbolaser emplacements for defense. The four outer columns rise up

about 1100 meters while the center one rises up 1500 meters with a giant landing strip on the top of it, the sides of the

pillar at the top are ringed all around with turbolasers and quad cannons. The prison is a very secure

building with

powerful shield generators forming a protective shield around the complex. The complex is also built so that it straddles

the center of a group of sulfuric acid lakes. Even if a prisoner escaped and got past all the security, they would run

into lakes of deadly acid that would take a long time to go around. Security teams would catch them quickly in airspeeders.

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I

Hydrosphere: Wet

Gravity: 1.23 times Standard

Terrain: Forest, Mountain, Acid Lakes, Taiga

Length of Day: 37 standard hours

Length of Year: 316 local days

Planet Function: Corporate Headquarters, Prison

Starport: Imperial class

Population: 3.1 million

Government: Military Regime

Tech Level: Space

Major Exports: Technology, Tourism

Major Imports: Self Sustaining.

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

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

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).