Planets D6 / Celanor

Celanor

Type: Mild Terrestrial
Function: Industrial
Region: Outer Rim
Sector: Colunda Sector
Trade Route: Polorith Trade Route
Sector: Colunda Sector
Temperature: 112% Standard
Atmosphere: Below Standard. High quantities of Co2 and various chemical carbons
Hydrosphere: 22% of the planet surface is covered in water, 21% of that water is polluted and lifeless
Gravity: 90% Standard
Terrain: Lifeless wastelands, tall mountains, hard rocky ground around most of the planet, has a small polar ice cap to north.
Mineral Resources: Metalic minerals, used to make Durasteel and other ship building resources.
Length of Day: 16 hours
Length of Year: 230 days
Sapient Species: Humans, various other species
Capital City: Mytoris, the largest industrial DuraSteel producing city, has it's own independant army, and houses 75% of the world's population.
Other Cities: Yazotika another factory powerhouse, and Rafitiki, a major mining city located in the Celanor peeks. They are the two other largest cities on the planet.
Starport: Mytoris has a galaxy class starport, and several other smaller landing facilities. Yazotika and Rafitiki have smaller trading starports which are mainly used for transporting minerals back and forth. Most other cities have small landing facilities.
Population (within +/- 1%): 6,596,030,000 (Human), 4,230,124,000 (other)
Government: Imperial (Moff Liftose)
Tech Level: High Space
Major Exports: DuraSteel, unrefined Ore, various equipment and droids
Major Imports: Food Stuffs, Industrial Equipment, unrefined Ore

Planetary Capsule:

Flora and Fauna:
Celanor is mostly industrial wasteland, most of the plant and animal life has died due to the changing in the planet's atmosphere, temperature and water caused by pollutants and industrial waste products. Mutated fish and aquadic plant life live in one of Celanor's only non-polluted lakes, and are

protected by a group of environmentalists who won over the lake by paying the Moff 5 billion credits.

Sentient Species:
Altough Celanor has no sentient life, it does have traces of an ancient Feline race that made it to a high stone age society. Ruins of ancient cities have been found by miners.

History:
Celanor has a long history dating back to the early times of the Old Republic. It was first discovered in the expansion time, and colonized by a small settlement which made the discovery of rich mineral filled rock which made up most of the planet. Celanor quickly grew as a mining planet, originally mining duranium and ironium. When the Old Republic fell, Celanor quickly claimed independance, it started to build refineries and factories to construct military equipment to defend itself from a hostile race called the Kamisurians. Celanor wasn't fast enough in building a military force and fell under a Kamisurian invasion. Many of the people living on Celanor were used as slaves and industrial production was put into full gear. Soon after Celanor was liberated by a force led by a young Jedi who was elected president of the planet. The Jedi defended Celanor and it's inhabitants fiercely during the Clone Wars. He was killed by Darth Vader and the planet was taken under Imperial rule. The Imperials began to make Celanor a primary Durasteel producer, and used it to construct its own defense fleet. Celanorians were still forced to work at minimum wage by Moff Liftose, and were brutally abused by Imperial soldiers. The Rebellion sprang, and Celanor's defense fleet was moved elsewhere, leaving a few ships to keep the planet's population under control. Towards the end of the Rebellion, A Rebel fleet consisting of 2 MC80s, and 6 Attack Frigates with full fighter complements engaged in a large battle against the Empire's defenses. The two Victory-class Star Destroyers were knocked out and plumeted into Celanor's moon. Moff Liftose hid deep within Celanor's mining tunnels with a small force of loyal Imperials. Celanor did not remain free for long, Grand Admiral Weji Ynehtam's fleet re-took the planet from the Rebels and appointed the old Moff as overseer. Celanor is now a wasteland from the combination of war and pollution.

System: Celanonian
Star: Celanon

Name	Planet Type	Moons
Quatron	Molten Rock	2
Celanor	Terrestrial	1
Aption	Tropical	2
Ionquad	Gas Giant	8
Otto	Ice World	0

System Capsule:
Quatron: Constant volcanoes and land shifts, the scorching heat allows no life to life on this planet.
Celanor: A major industrial world owned by the Imperials, used to be a thriving planet until pollutants killed off most plant and animal

life.

Aption: The planet is almost in the same orbit around the sun as Celanor, it has flowing rivers and the land mass is covered in vast rain forests and life.

Ionquad: A brownish green nitrogen planet, has 6 gasious rings around the planet as well. One of it's moons are inhabited by a race of winged sentinental creatures.

Otto: A frozen water world that supports no life. This world dethaws every 10,000 years as it's orbit path gets closer to the sun.

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