



Planets D6 / Noe Ha

Noe' Ha'

Type: Semi-atmospheric swamp wasteland

Temperature: Cool

Atmosphere: Type II

Hydrosphere: Moderate

Gravity: Standard

Terrain: Barren wetlands in sea level areas; mountains with many caves in medium to high altitudes

Length of Day: 75 standard hours

Length of Year: 2,344 local days

Sapient Species: Humans, K'lor'slugs

Starport: Limited (military)

Population: Estimate of 10 mercenary scouts on Noe' Ha'; 20,000 K'lor'slugs

Planet Function: Military, mining, natural resources research (classified)

Government: Corporate-owned, military occupied

Tech Level: None, (for the mercenaries and scouts, space tech level)

Major Exports: Uranium, Plutonium

Major Imports: None

The planet known to the galaxy as Noe' Ha' used to strike fear into the heart of the galaxy when government officials talk of colonizing the planet.

When the Imperial Bureau of Energy and Minerals (IBEM) saw a proposed drought of uranium and plutonium, minerals desperately needed to power over 50% of the Empire's ships and/or vehicles, was to come within the next 14 months, they looked into probing planets rich in these minerals.

They dispatched thousands of special scientific probe droids to search for a uranium and plutonium rich planet. In the first month, nothing turned up, until Noe' Ha' was found on their scopes. This was the ideal planet for mining, as it is composed alone of 55% uranium.

But the Corporate Sector, a week after Noe' Ha's discovery, knew better than to just sit around and wait for the Imperials to mine the planet. They knew that if they could get to the planet, mine it and sell the minerals taken

from Noe' Ha' for a high (and ridiculous) price, that the Empire would still buy it. And so they did, and the Corporate Sector Authority (CSA) sent 10 scouts and mercenaries to the planet, to see if the planet was valuable, and destroy the opposition everyone was afraid of: the K'lor'slug, a pink-skinned, neurotoxin armed predator with one goal in life: eat ANYTHING that resembles food.

But the Imperials soon caught on to the idea of the CSA and decided to act against them, but in a much different way than direct military engagement. The Imperial Chemical Corp., which makes an injections that is suppose to counter act the K'lor'slug's neurotoxin, replaced the atropine (the anti-neurotoxin), with Terridax-107, a chemical nerve agent of devastating proportions. The mercenaries on the planet that received these injectors were all found dead 5 days after deployment on Noe' Ha'.

A battle still going on this very day between the Empire and the Corporate Sector over Noe' Ha, and many people are dying from the cold, more false injectors, and the biggest threat, the K'lor'slugs.

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