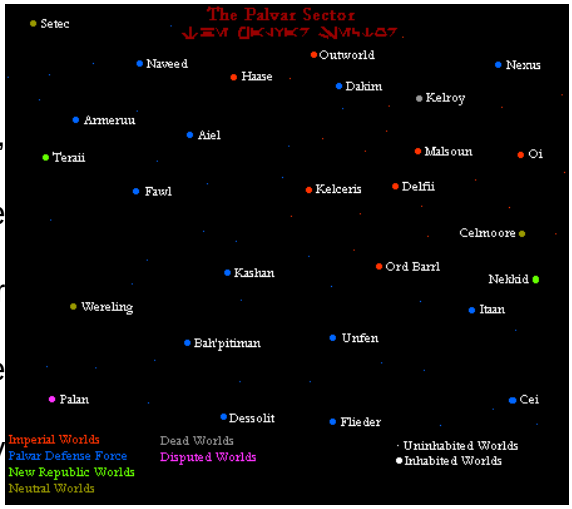
Planets D6 / Wereling



Wereling

Wereling is an outlying water world in the Palvar Sector, only five hours away from the Kashan star system with a Class One hyperdrive. Wereling is completely covered in water, with the exception of the polar ice caps which provide some area for settling, if one can withstand the frigid temperatures. The planet's southern polar cap is almost completely covered in a massive city-state spanning over 500 kilometers in diameter. In the center, directly over the planet's south pole, is a gigantic spire, housing the main base of operations for Wereling Spaceworks, the planet's largest legitimate business and government as well.

The city-state, named Wereling like the planet itself, is an impressive sight that can be seen with the naked eye from low orbit. In the center of the city is a massive fortress (although in appearance, it looks more like an impressive apartment building) stretching for nearly two kilometers into the sky. From this spire, the corporate head of Wereling Spaceworks, Hesst Nal, a Gotal, rules over the colony. Hesst, realizing that in order to turn the run down polar colony into a thriving community he would have to play it dirty, offers protection to pirates, smugglers, refugees, and other individuals seeking some place to lie low... for a price of course. Over the years several large pirate organizations began basing out of the colony and Hesst used the profit he was making to found his company, Wereling Spaceworks. There are miles of frozen pipes and passage under the city, most frozen off completely, but some of the local crime lords keep some of the passages maintained, should they ever need to make a hasty retreat.

Wereling owns a small deepdock, that Hesst aquired during a massive pirate assault on an Imperial deepdock that local smugglers ran across. During the skirmish for the deepdock, nearly 95% of the pirates housing out of Wereling were killed, only a pair of combat modified freighters surviving the space battle. The battle on the deepdock itself was even more devastating, as the mercenary forces Hesst had hired were massacred by Imperial troops on board. Eventually, faced with the false threat of a fusion warhead on one of the remaining freighters, the deepdock surrendered and was taken back and put into a geosynchronous orbit over Wereling City.

The planet itself has the luck of the defense of a natural asteroid belt that supposedly was a moon a few thousand standard years back. The asteroid

belt stretches around the entire planet, perpendicular to the planet's equator. The only main drawback to this natural defense is the constant threat of asteroids falling into the planet, which is a common event. Luckily, there have been no overly large ones to impact... yet. Rumors have it that Hesst is looking into acquiring some space defense satellites for the sole purpose of destroying in bound asteroids.

Other planetary defenses include a handful of Wereling designed and built starships and whatever pirate vessels may be in the system at the time. Wereling City currently has no surface to space weaponry or a planetary shield, those are also rumored to be on Hesst's "to get" list.

Type: Shadowport
Location: Mid Rim: Palvar Sector
Temperature: Cold
Atmosphere: Type I (breathable)
Hydrosphere: Wet
Gravity: Standard
Terrain: Oceans, glacier
Length of Day: 19.7 standard hours
Length of Year: 214 local days
Sapient Species: Humans, various other races
Starport: Standard
Population: 409,590,000 (estimated)
Planet Function: Corporate base
Government: Corporate rule
Tech Level: Space
Major Exports: Starships, fish, water
Major Imports: Foodstuffs, mid tech, high tech, ore, workers

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