Planets D6 / Conheav Sector - Paqmoc Syste

Paqmoc System

System Datafile:
System: Paqmoc
Star: Molith (yellow)
Orbital Bodies:

Name	Type	Moons
Jergun	searing rock	0
Vercou	temperate	2
Morm	gas giant	7
Gorton	gas giant	6
Generon	ice ball	0

Capsule: The Paqmoc system is in many ways fairly unremarkable. Vercou is the only important planet in the system. Jergun has a moderate degree of mineral wealth, but is too hot for any mining operation to be cost effective. Morm and Gorton themselves are useless, although there are 5 small mining operations on their moons. At best these mining operations are only marginally profitable. Generon is a rock the size of a small moon which has a coating of dirty ice thick enough to more than double its mass. Surprisingly enough there is life on Generon, but only at the single-cell level.

Vercou
Type: temperate terrestrial
Temperature: moderate
Atmosphere: Type I
Hydrosphere: moist
Gravity: standard
Terrain: mixed
Length of day: 32 standard hours
Length of year: 310 local days
Sapient species: Humans
Starport: standard class
Population: 390 million
Planet function: diverse, artistic community
Government: representative democray, joint with Imperial governor
Tech level: space
Major exports: some raw materials, some droids, art
Major Imports: some luxury goods, some manufactured goods
Capsule: Vercou is the only inhabited planet in the Paqmoc system. Vercou is a very 'typical' world, with a mix of terrain types. Vercou has a fairly diverse economy, with no one industry dominating. Some of the primary industries on Vercou are resource based, such as the logging industry, whose product is largely sold domestically, but which also exports a few varieties of exotic woods to other worlds. Other important industries are much more high tech, such as the two large Cybot Galactica droid factories. Many see Vercou as an ideal world simply because of its variety. The planet has a

number of large cities, such as the capital city Manigua, but there are also huge tracts of wilderness, and farmland. Vercou has very stringent immigration laws, as the government is very adamant about curbing overpopulation in order to maintain the balance that the planet has between nature and civilization. These strict government controls, along with a huge social security net have virtually eliminated poverty on the planet, but there are very few people who could actually be considered wealthy either.

One somewhat curious side effect of the diverse nature of Vercou is the large artistic community. Many aspiring artists in the sector come to the planet to be inspired by the varied terrain types, and the mix of city and country. Because of this art has become somewhat of an industry on the planet, although not to the extent that it overshadows everything else. Artists who wish to stay on the planet for a period of time but do not qualify under the immigration laws can apply for special artist's visas which cost 250cr, and allow an artist to stay on planet for up to 1 year, at which time the artist can either apply for another visa, or apply for citizenship. With that exception, the longest that a person who is not a Vercounan citizen can stay on the planet is 3 weeks, and during that time they are not allowed to work, unless they have special working permits. These working permits are normally only given to traders who wish to sell or purchase goods on the planet, and cost 300cr. These permits allow the permit holder to make up to 6 visits to Vercou within a 2 year period before the trader must purchase another permit.

Because of this somewhat complicated, and fairly expensive system, most free traders who operate on Vercou are actually citizens of Vercou who capitalize on the advantage that they have over non-residents. This means that Vercou has more free traders per capita than any other world in the Conheav sector, although most of these traders tend to spend much more time off-world than on the planet. A typical Vercounan trader will do perhaps 2 or 3 cargo runs to or from Vercou each year. The reason for this small number of cargo runs to and from the system is that there simply aren't as many cargo runs to be made to or from the planet as one would expect for an advanced populous world. Vercou is almost 80% self-sufficient, a figure that few developed worlds can boast. Vercounan traders are particularly prevalent in the Kalpol and Lechar systems.

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