

Planets D6 / Kelceris

Kelceris

Kelceris was once a war torn world where everyday was a fight for survival.

That is, until the Empire arrived. When the Imperial task force arrived in the sector under the command of Moff Jerr Uhlmann, several worlds quickly submitted while others were forced into submission or simply destroyed.

The warring factions on Kelceris had been fighting each other for centuries.

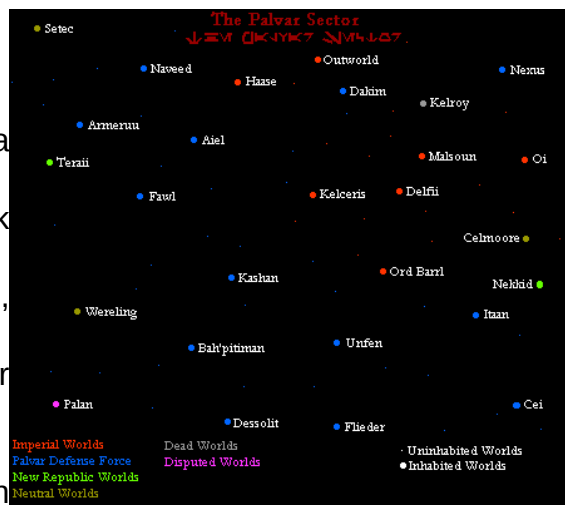
Millions of the native Kepes were killed every year for no apparent purpose other than mindless violence. The Empire first stayed out of it, watching the battles while making an in depth plan to end them once and for all.

In a move that was widely publicized throughout the Imperial hierarchy, Moff Uhlmann made a secret pact with the faction known as the Kel - the Kel had maintained space superiority around the world for the last fifty standard years or so - which allowed a trio of Imperial Star Destroyers to join with the main Kel fleet. The other faction, the Ceris, had been gaining drastic amounts of land and resources on the surface and had nearly succeeded in driving the Kel from the face of the planet. Moff Uhlmann then proposed a final planetary assault which the Kel would lead and would at the same time be backed up by Imperial forces.

The Kel fleet opened up with a full bombardment of known Ceris outposts and bases on the planet while landing massive amounts of troops stationed on warships as well as moving ground forces already on the surface. The Kel and Ceris fought for weeks in what was the largest battle Kelceris had even seen.

When the Kel positions began to buckle under the superior Ceris forces Moff Uhlmann launched his attack. The trio of star destroyers opened fire on the small Kel fleet, decimating it, while launching a full invasion on the surface. The unknowing Kel soldiers on the ground fought along side Imperial troops, crushing the Ceris army. The Imperials then turned on the baffled Kel and proceeded to wipe them out. Kelceris was now utterly defenseless against their new Imperial masters.

Today - nearly six years after the Battle of Endor - Kelceris remains under Imperial control and has since evolved into one of the major trading planets of the Imperial Palvar Sector. The Kel and the Ceris have since forgotten their differences and have adapted fairly well to the Imperial government -



although there are several dozen known resistance groups scattered across the planet.

Type: Terrestrial
Location: Mid Rim: Palvar Sector
Temperature: Warm
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Light
Terrain: Mountain, urban, plain, forest, jungle
Length of Day: 25 standard hours
Length of Year: 380 local days
Sapient Species: Kepes (N), humans
Starport: Standard
Population: 5,990,620,000 (estimated)
Planet Function: Homeworld
Government: Imperial Governor
Tech Level: Space
Major Exports: Foodstuffs, narcotics
Major Imports: Mid tech, high tech

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