

Planets D6 / Ugnought Surface

Name: Ugnought Surface

Location: Bespin

Population:

Description: The Ugnought Surface was the name of the artificial Ugnought colony built in the atmosphere of the planet Bespin, just one kilometer below the main colony of Cloud City.



The Ugnought Surface measured a square kilometer in surface area and contained artificial swamps, marshes, and jungles that were reminiscent of Gentes.

Located in the middle of the largest of the four sections that made up the Surface, the city of Ugnorgrad dominated the landscape. This main section was connected to the other three by tunnel-like transport tubes.

The Surface remained stable and floating thanks to a big set of tibanna gas-filled bladders, and its bowl-shaped structure allowed condensing moisture to be collected from Bespin's atmosphere, which could then be used to feed the artificial landscapes.

The city was originally the vision of Boss Ugnor, a popular Ugnought leader that had helped Ecclessis Figg build Cloud City. Using donated left-over materials from the construction of Ecclessis Figg's city, the Surface was used as a base, where Ugnoughts could mine the ores and minerals used to construct the Cloud City facility. Later on, it became somewhat of a refuge for Ugnoughts that did not wish to live on Cloud City nor return to their homeworld of Gentes.

When Lando Calrissian took over as Baron-Administrator of Cloud City, he promised to double the wages of Ugnought miners, provided that any tibanna gas-mining on the Surface ended.

Locations

Pleasant Meadow

Pleasant Meadow was a marshland region of liquefied gases located at the core of the planet, Bespin near the Ugnorgrad Swampway. The only inhabitants of this region were the colonies of Ugnoughts that fled from Cloud City during the Imperial occupation and Ugnought rebellion.

Three years after the Battle of Yavin, Pleasant Meadow became the location of a minor skirmish between Imperial stormtroopers and Rebel Alliance forces. Lando Calrissian boarded one of the floatboat ships operated by the holojournalist news crew for Action Tidings and utilized the craft's belt drive as a makeshift weapon with which to repel the Imperial forces. After defeating the Imperials, the Ugnoughts brought Lando to the city of Ugnorgrad for an audience with King Ozz.

Ugnorgrad

Ugnorgrad, otherwise known as the City of the Uгнаughts, was the de facto capital of the Uгнаught Surface facility, a floating colony built by the Uгнаughts in orbit around the planet Bесpin.

Significant locations in Ugnorgrad included the Ugnorgrad Performance Hall and the start of the Ugnorgrad Swampway skimmer race course.

The city was named after the legendary Boss Ugnor, and was the retirement location of many Uгнаughts hailing from the Cloud City workforce. They preferred Ugnorgrad and the Uгнаught Surface to staying in Cloud City, and also felt no need to travel back to their home planet of Gentes, due to all the time and work spent on the Bесpin colonies.

In the early years of the New Republic, the Uгнаught King Ozz was the ruler of Ugnorgrad.

Ugnorgrad Swampway

The Ugnorgrad Swampway was a skimmer race course created on the artificial Uгнаught Surface in the atmosphere of the planet Bесpin.

Based out of the city of Ugnorgrad, the Uгнаught King Ozz would host an annual race along the Swampway, known as the Swampway 200, during the early years of the New Republic.

Action Tidings

Action Tidings was the name of a media news outlet broadcast from the Uгнаught city of Ugnorgrad, one kilometer below Cloud City on the planet, Bесpin. Uгнаught reporters would broadcast live feeds of daily events from within the confines of their floatboat caravans, held aloft by large bladders filled with tibanna gas. Three years after the Battle of Yavin, an Action Tidings news anchor named Ars Fivvle and his cameraman, Pordy, recorded the Rebel coup against the Imperial administrator of Cloud City, Captain Hugo Treece.

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