

Ukk

Ukk is a mountainous planet with no permanent inhabitants. It could be a backup source of material for the SMX fleets. The planet's weather is not very hostile, as the star eliminates clouds pretty quickly.

In [YE 35](#), the planet and star system was heavily reinforced and fortified by [NMX](#) forces after heavy losses at [SC-4](#) to [SMDIoN](#) forces. It was the rallying point for NMX Fleet Commander Izmarhkresh and the remaining NMX forces in the area. After a brief power struggle between Izmarhk'resh and Helszepont over command, Izmarhk'resh began fortifying and expanding his infrastructure to support the large, seemingly permanent presence.

[Intelligence and Pacification Group](#) analysis suggested that the NMX were probably going to operate independently from the rest of the NMX and SMX now that they had been cut off. Light raiding forces were probably the most likely attacks to worry about since they possessed few heavy capital ships and would not risk those by attacking Nepleslian systems which could be swiftly reinforced by elements from its fleets. Countermeasures and increased patrols were recommended to keep the NMX breakaways in check. No one, thus far, has suggested diplomacy.

Numerous scouting missions by the IPG into the system revealed an increase in the number of light warships in the system, suggesting that the NMX are continuing to fortify their positions with the aim of using hit and run raiding tactics to inconvenience the Imperium.

- Planet: Ukk
- Type: Mountainous
- Owned By: The Warlords [NMX](#)
- Circumference: About 8,000 km
- Surface Gravity: 2.1 G
- Length of Day: 9 hours
- Length of Year: 200 days

NMX Facilities

The NMX here are swiftly exploiting the system's abundant natural resources to expand their infrastructure.

Space

- 3 x [NMX Light Shipyard](#)

Ground

- 1 x Model 32 Logistics Engine
- 2 x [NMX Standard Small Starport](#)


- 4 x [NMX - Planetary Anti-Starship Battery](#)
- Numerous defensive emplacements and fortifications
- Underground cloning facilities

NMX Space Forces

- 4 x [NMX Line Battleship](#)
- 4 x [NMX Battle Carrier](#)
- 12 x [NMX Cruiser](#)
- 26 x [NMX "Pillager" Light Cruiser](#)
- 42 x [NMX Escort/Destroyer](#)
- 30 x [NMX Scout](#)
- Numerous [NMX Listening Post](#)
- Unknown Number of [Tivurthinth-class patrol ship](#)
- Numerous [NMX Type 32 "Shredder" Gunboat](#)
- Numerous [NMX Battlepod \(Type 33\)](#)
- Numerous [NMX Bomber Pod \(Type 31A\)](#)
- Unknown Number of [Type 33 Phase Mine](#)

NMX Ground Forces

- Numerous [Reaper Power Armor](#)
- Numerous [Ripper Power Armor](#)
- Possible limited presence of captured [Ke-M2-2D "Mindy II" Power Armor](#) and [Daisy M6 Infantry Power Armor](#)
- Confirmed presence of [NMX "Ravager" Mecha](#)
- Confirmed presence of [NMX "Render" Mecha](#)
- Numerous [Thralls](#)
- Limited presence of surviving NMX [Nekovalkyrja](#)
- Numerous [Mishhu types](#)

Map Locations	
Map to Use	Kikyo Sector
Map Display Name	Ukk
Map Coordinates	1314,1247
Map Importance	Minor RP Location
Map Marker	
Show label?	yes
Marker Anchor	Bottom Center
Places of the SARPiverse	
Place Categories	star system

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