

Colla IV Planetary Profile

Reference Code: CCN-PLAN-001

Sector: Abbot Sector, Outer Rim

Classification: Arid / High-Gravity / Industrial Hive World

Atmosphere: Dense, Acidic (Type II Respiratory Gear Required)

I. Environment and Evolution

Colla IV is a harsh, rocky world defined by jagged canyons, wind-scoured plateaus, and a gravity rating of **1.8G**. This crushing gravity and the planet's corrosive acid storms have driven all native life—including the Collicoids—to evolve dense, curved exoskeletons.

A. The Surface (The "Discarded" Zone)

The surface of Colla IV is largely uninhabited by the Collicoids themselves. It is a wasteland of automated mining spires and "Drone" caste foundries.

- **Acid Storms:** The atmosphere rains concentrated acidic compounds. This necessitated the development of **Phrik-Lattice** and high-grade shielding, as standard metals dissolve within days on the surface.
- **Gravity Well:** The high gravity means that "blocky" structures collapse under their own weight. Only arches, domes, and spheres can withstand the planetary stress, directly influencing their architectural export style.

B. The Hives (The "Creation" Zone)

The Collicoid civilization lives in massive, spiraling underground cities called **Nests**.

- **Pressure Cookers:** The atmosphere within the Nests is pressurized and heated to levels lethal to humans.
- **Sealed Exports:** Because their manufacturing environment is so distinct from standard "Class-M" worlds, all CCN export products must be hermetically sealed. If a CCN crate is cracked open, the pressurized gases inside vent violently—a defense mechanism often mistaken for a booby trap.

II. Strategic Resources

The geological stress of Colla IV produces unique metallurgical variations unavailable to the Republic.

A. Colicoid Bronzium

A unique variant of standard bronzium refined in the high-pressure Flesh-Foundries of Colla IV.

- **Properties:** It creates a "living metal" that has a limited self-healing memory. Small dents

or thermal warps will slowly "pop" back into their original curved shape over time.

- **Usage:** The primary hull material for all Type-1 and Type-2 barriers.

B. Phrik Veins

Rare, deep-crust deposits of **Phrik** allow the CCN to create limited runs of lightsaber-resistant plating.

- **The "Queen's Guard":** This material is reserved exclusively for high-value assets, such as the command spires of the **Type-3 Citadel** or the plating of the **Commando Droid Captains**.

III. The Flesh-Foundries

CCN does not use assembly lines. They use **Flesh-Foundries**.

- **The Process:** Collicoid worker drones consume raw ore and biological nutrient paste. They then secrete a resinous metallic slurry which is spun by "Architect" drones into the final shapes of droids or barriers.
- **The Result:** This is why CCN products have no weld lines, rivets, or bolts. They are effectively single-piece extrusions, giving them superior structural integrity compared to the bolted-together plates of MEC.