

# Ahmida Civiltech

Company Statistics	
Established	AR 801 (BYE 148)
Employees	879, 570
Associated Factions	<a href="#">Astral Commonwealth</a> , Independent
HeadQuarters	<a href="#">Hlarai</a>
Nomenclature ID	Ac-
Nicknames	Ahmida, Civil, Ahci

## About Ahmida

*"Virtues in quality, wealth in quantity."*

Established in AR 801 (BYE 102), Ahmida Civiltech was late to join the [people](#) markets, but was quick to enjoy many good years of sales pending the release of sleek, attractive vehicles employing the [GE Lifter](#) system. While under [Solana's](#) contract, they developed numerous non-military vehicles that saw popular use by many other entities in the sphere of the [Iromakuanhe Astral Commonwealth](#), civilian, corporate and military alike.

However, after the rough equivalent of a century in business, things had begun to slow down as market saturation settled in. To cope with this, Ahci was quick to establish a series of repair and part shops on all three [people](#) worlds, ensuring a stable source of income. It was during these later years (BYE 1, YE 21) that a racing circuit was gradually established, giving many [people](#), especially the [Eyr Ranr](#), a popular passtime.

Over the course of a few decades, Ahmida has actually exceeded the size of it's benefactor, [Solana Starworks](#). However, it does not have access to the large scale construction facilities located over [Maekardan](#) or [Mazerin](#), and remains behind in effective construction capacity. Both corporations remain on friendly terms, and subcontract to eachother regularly.

Ahmida is a specialized corporation, but due to peripheral operations and child companies, has many divisions.

## Corporate Goals

- To provide employment to the people of [Hlarai](#).
- To build clean and sustainable technologies for use in the [Iromakuanhe Astral Commonwealth](#).
- To improve the economy and profit from it.
- To engage in trade with any nearby nations, if possible.

## Divisions

- Administration
- Landworks (Land and Hover Vehicles)
- Airworks (Air and Space Vehicles)
- ACR, Ahmida Craft Restoration (Repair Shops)
- AGP, Ahmida Grand Prix (Racing League)

## Products and Components

### Landworks (Land and Hover Vehicles)

- [Ac-Y2-1a Ravas Liftcycle](#)
- [Ac-Y2-2a Troph Liftcycle](#)
- [Ac-Y2-3a Iiri Liftcycle](#)
- [Ac-K1-1a Sehaya SandCrawler](#)

### Airworks (Air and Space Vehicles)

#### Spacecraft

- [Ac-Y1-1a Quodr Liftracer](#)

#### Starships

- [Ac-L1-01g Ur-class Ferry](#)
- [Ac-E7-12b Sigiriya-class Medical Corvette](#)
- [Ac-L2-01b Ys-class Trawler](#)
- [mu\\_klamal\\_class\\_colony](#)

### ACR (Parts)

#### Materials

- [Agridinn](#)
- [cerocrete](#)
- [strodirn](#)

#### Propulsion

- [GravElectric \(GE\) Lifter](#)

## Internal

- [Ahmida Civiltech Interior Compartments](#)

## Staff

Shunai Ahmida

[people](#), CEO

Personality: A heavy-handed, serious, consummate businessman. A very happy and nice drunk, and a frequent drinker.

Notes: Has a hookah in his office, which he smokes regularly. A [Sund Wakir](#).

Appearance: An Iromakuanhe in his late mid-forties, with a sharp, youthful look to him. Long jet black hair in a tight ponytail, reddish-brown eyes and tanned complexion. Medium, but toned build.

Rau Ahmida

[people](#), Chief of Airworks

Personality: A very sanguine, relaxed person that can calmly analyze most situations.

Notes: Married to the daughter of an [Eyr Ranr](#) airship captain. A [Sund Wakir](#).

Appearance: An Iromakuanhe in his early fifties, with a perpetually curious expression. Short, brush cut jet black hair, maroon eyes and deeply tanned complexion. Medium build, and very slight paunch.

Ushano Biran

[people](#), Chief of Landworks

Personality: Loud, obnoxious and determined. Has a complex about being treated differently because he is the youngest of the designers at Ahmida.

Notes: Amateur racer. Has a tendency to take stimulants to pull longer shifts. An [Eyr Ranr](#).

Appearance: An Iromakuanhe in his mid twenties, with an unusually defiant expression. Light blue/blonde hair in a short, loose spiked look, dark blue eyes and lightly tanned complexion. Wiry, but strong build.

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