NAME: AMMUMUM REX

VISUAL REPRESENTATION

CLASS: M

LOCATION
The third planet in the Vortos system (aka Vortos III)

MOONS / RINGS
1 small moon (class-G), in a semi-distant orbit from the planet.

- MASS: 1.3
- DENSITY: Meta-rich (1.5)
- DIAMETER: 0.95
- GRAVITY: 1.425G
- DAY LENGTH: 18 hours
- AXIAL TILT: 14 degrees

CLIMATE
Average, Earth-like climate with a tendency towards cooler temperatures. Seasons can be erratic, with high winds, terrible storms, and lengthy wet and dry spells.

Warm, or dry weather usually generates complaints from the native Laas, who prefer cold, wet weather.

The environment has been damaged to some small degree by the heavy industrializing, resulting in sudden, drastic weather changes.

Outside the dominant city-structures on the largest continent, the weather is more calm. More habitable.

Ammumum Rex only has two seasons. And extended winter that last for 8 months of the Laas year, and then a hot, dry summer that runs for 2 months.

ATMOSPHERE

- COMPOSITION: Nitrogen (71%), Oxygen (18%)
- THICKNESS: Standard (90%)
- TRACE COMPONENTS: Water vapor, Argon

- HYDROSPHERE: 50% water-coverage
- TEMPERATURE: Cool / cold (7°C avg)

GEOGRAPHY / TERRAIN
Roughly 50% of the planet's surface has been developed into city-structures, and industrial mining centers.

The portions of the planet that has not been developed is still a thriving wilderness. Featuring rough terrain, tall mountains, deep canyons, and extensive stretches of dense, woody forestation.

The general topography of Ammumum Rex is similar to Earth, in less hospitable regions of more harsh climate.

LIFE FORMS
The native humanoid population of Ammumu Rex, the Laas, control the planet's resources. The upper echelon, the Lols class, govern with an iron hand. And the other clans either fall into step or find themselves banned outside the city-structures.

The Laas population is divided into 5 clans – The governing Lols, the outgoing Gr’fud, the violent and warlike M’rackey, the outcast M’roran, and the Struff, who live outside the cities and among the wild animals of Ammumu Rex.

And these animals are many and varied. Mostly, land-species. The Laas animal life-forms are mostly carnivores or omnivores – hunters, and pouncers. And the Lol and M’rackey clans love hunting for sport.

Any animal known to have attacked a Laas is marked for death, and if a species tends towards attacking Laas, then it is usually hunted to extinction.

This has happened with over 300 species of Laas wildlife.

DEMOGRAPHICS
Over 11 billion Laas, mostly crowded into 7 or 8 large cities on two continents. The Laas who do not live within the cities, mostly members of the Struff clan, spread their population out in small settlements in the surrounding wilderness areas.

With the exception of a few small groups of Ferengi living in the Laas cities, and running business, there are very
few if any off-worlders living among the Laas. And this is mostly because of the devastating effects of the Laas Cold – a highly contagious flu-like ailment that can actually result in the death of anyone suffering from it who receives any kind of treatment for the sickness and does not allow the infection to run its natural course despite the risk this imposes to the system of the inflicted individual.

A few small groups of scientists and other human colonists and Federation personnel live among the Struff in the Laas wilderness and in the outlying Struff communities.

CIVILIZATION

The Laas culture is primitive by the standards or the late 23rd and 24th centuries, and the United Federation of Planets.

The Laas style of government could be called a combination of Oligarchy, and monetary-based Theocracy.

And there are very strict laws against fantasizing, public use of imagination, publishing fiction, or engaging in homosexual acts. Most of these offenses are punishable by indentured servitude for extensive periods in the Laas mines.

The clan-based society of the Laas is very unjust to the members of some clans, and overwhelmingly biased in favor of others.

RESOURCES

Many valuable metals and mineral resources are mined on Ammumum Rex, by Laas miners, convicts, and indentured servants.

Dilithium, trilithium, pergium, and gallicite all have large deposits naturally occurring on Ammumum Rex. The largest mines are maintained just outside the borders of the capital Laas city.

These mines produce large quantities of dilithium and pergium which the Laas force convicted criminals to mine and then the Laas (under the direction of the Lols clan) will sell the processed ore to Ferengi dealers, or sell the ore wholesale to representatives of many governments including the Klingons, Tellarites, Kzinti, and the Federation.