**NAME:** Mach'Qul

**VISUAL REPRESENTATION**

**CLASS:** L

**LOCATION**
The only habitable planet in the Doq'Wej system, near Rura Penthe

**MOONS / RINGS**
2 moons. 1 Class-K, the other Class-F

**MASS:** 0.5
**DENSITY:** Rock-like
**DIAMETER:** 1.00
**GRAVITY:** 0.5G
**DAY LENGTH:** 20 hours
**AXIAL TILT:** 16 degrees

**CLIMATE**
The surface of Mach'Qul is a dry, rough place. Surface-winds are high, often exceeding 43kph. Mach'Qul is a rugged desert world, with very little surface water. The weather is harsh, making the surface all but uninhabitable. The Klingons have managed to compensate for this by building all of the structures they've built on Mach'Qul under ground, or low to the surface, where the winds cannot cause as much damage.

**ATMOSPHERE**
**COMPOSITION:** Argon (76%), Oxygen (21%)
**THICKNESS:** Standard (70%)
**TRACE COMPONENTS:** Sulfur Dioxide

**HYDROSphere:** 60%
**TEMPERATURE:** Hot (30°C average)

**GEOGRAPHY / TERRAIN**
Mach'Qul is basically a rock in space, with very little surface water, and rugged, jagged terrain as the norm. The planet's surface land mass is divided into three large continents separated by rough, storm-tossed, salty seas.

However, the amount of water on the actual surface is virtually non-existent. There is very, very little fresh water on Mach'Qul and water used in drinking or cooking is usually processed from the sea water.

The atmosphere of Mach'Qul is somewhat thicker than standard. And the air can have a strong smell of sulfur due to atmospheric trace components.

The sky, of Mach'Qul is an orangish red.

**LIFE FORMS**
There are few indigenous inhabitants of Mach'Qul. Land animals, that can survive in a desert climate, some flying reptiles. And a few aquatic life-forms, including at least one large species of aquatic predator.

**DEMOGRAPHICS**
Several hundred Klingon civilians and military personnel. A few non-Klingon colonists (mostly Merchants, or the occasional Smuggler). And prisoners, transferred from Rura Penthe to work in the Dilithium and Paralithium mines on Mach'Qul.

**CIVILIZATION**
Klingon colony – rugged, militaristic, and violent. Governed by an independent governor, who reports directly to the High Council on Qo'noS.

On Stardate 65501.6, the governor of Mach'Qul agreed to the placement of a Starfleet Medical Facility in orbit around the planet. The base, called Starbase Lionheart, was completed on Stardate 65685.1.

**RESOURCES**
Several unremarkable ores, as well as large deposits of Dilithium, rivaling even the Dilithium mines on Rura Penthe. The Dilithium on Mach'Qul makes it easily the modern equal to Praxis in it's ability to supply the energy needs of the Klingon Empire. In 2386, a strong vein of Paralithium was discovered on the planet, resulting in the construction of a smaller secondary mining project.