NAME: QUALOR II

VISUAL REPRESENTATION
A Galaxy-class Federation Starship at the Surplus Depot at Qualor II

CLASS: M

LOCATION
Second planet in the Qualor system, in Federation space

MOONS / RINGS
1 moon (class-D), no rings

MASS: 0.8
DENSITY: Earth-like (1)
DIAMETER: 1.03
GRAVITY: 1.03G
DAY LENGTH: 23hrs
AXIAL TILT: 24 degrees

CLIMATE
The climate of Qualor II is very similar to that of Earth, or Bajor. There is a great deal of desert, rough, or rocky area on Qualor II. The weather is normally mild, Dry, windy conditions dominate with thunderstorms common in the upper atmosphere.

These storms make it easy to mask some communication signals, and can even interfere with transporter-beams. For this reason, the surface is normally approached by shuttle-craft or other small-scale vessels.

Transport is possible, but must be times to beam the person transporting to the surface through a window in the storms. On the surface, climate conditions are mild.

And the planet, while considered dreary by some, is actually quite hospitable. Not a luxurious vacation-spot by any means, but an easily habitable world.

ATMOSPHERE
COMPOSITION: 71% Nitrogen, 21% Oxygen
THICKNESS: Standard (90%)
TRACE COMPONENTS: Carbon Dioxide

HYDROSPHERE: 20%
TEMPERATURE: Warm (27c average)

GEOGRAPHY / TERRAIN
With a very low ratio of surface water to land mass, Qualor II is close to being a desert planet. However, there is enough water to form small seas.

The rest of the surface of the planet is made up of rugged terrain – deep canyons, rolling hills, wide expanses of sand and dunes. There are some high mountains, and a small amount of vegetation. The general effect is one that reminds at least Human visitors to Qualor II of some regions of Earth in the middle-east, or in the southwestern United States.

There are wide deserts on Qualor II. And at least two canyons stretching for over 2290 kilometers.

LIFE FORMS
Despite being a class-M planet, Qualor II has no indigenous population. There are no Qualorians, or Qualorites. Just colonists. And the colonies usually consist of Federation citizens who, for one reason or another would rather live at the fringe of the frontier than within the primary space occupied by the core-worlds of the Federation and the more heavily populated colonies.

DEMOGRAPHICS
Qualor II is best described as a colony world. With no indigenous population, Qualor II was colonized, over the years, by several groups. It is well populated, but not crowded. There are humans, Ferengi, Andorians, Nausicaans, and even some Klingons living in several different cultural centers.

These areas are spread apart, few and far between, by the geography of Qualor II.

There are several thousand people on Qualor II. And the run the gamut of Federation citizens, and civilizations.

CIVILIZATION
Qualor II is a frontier world in the truest sense of the term. And there are actually several different civilizations on the planet. Not only is there a Federation Supply Depot in orbit of Qualor II, run by Zackdorn, but there are also several frontier settlements on the surface.

Some of these settlements have given way to a disorganized lawlessness, much like frontier towns in the
American west; or such places as Jamaica and Tortuga during the hey-day of seagoing privateers on Earth.

There is at least one “pirate community”, run mostly by powerful Andorians and a few wealthy Ferengi.

The more civilized sections of the population are governed, loosely, by the Zackdorn who report any disturbances to the Federation authorities, if the Zackdorn believe these disturbances warrant further attention.

Other regions are normally under control of a group, or faction.

**RESOURCES**

Qualor II's primary resource is the “junkyard” of Federation ships kept at Surplus Depot Z15, under the control of the Zackdorn. The ships are maintained in orbit around the planet, while the Zackdorn run the Depot from a planet-side command center.

The Depot is a completely civilian operation.

Parts, and sometimes complete ships can often be salvaged for use from the Depot, and this makes the material stored here – once considered obsolete, useless, or too damaged to bother salvaging – a valuable resource commodity for the planet.

Qualor II is also a haven for smugglers, and their contraband is a booming business for the planet.

With all the pirate-activity on the surface industries such as gambling, and prostitution are in full swing – usually under the control of an ambitious Ferengi, or an Andorian pirate-captain.

Qualor II also exports several useful but unremarkable ores. And foodstuffs, entertainment, and even weapons are imported by the inhabitants on a regular basis.