

STPSP: QO'NOS

Introduction

STPSP: Qo'noS is part five of the *Star Trek Planetary Systems Project* (STPSP). This is an attempt to accurately simulate the major planetary systems shown in the *Star Trek* universe. A fan of the series almost since birth, I wanted to re-create the planetary systems so that it would be possible to create scenarios in them. The Qo'noS system is home to one planet, two moons, and one surface base. The planetary arrangement is a basic representation based on on-screen evidence. The Praxis mesh is originally by Sean Evans, AKA NightHawke, with some modifications by me. (Re-arranging textures in mesh files is practically the only thing that I know about mesh-making.) The Great Hall mesh is originally by bluto, converted and refined for use in *Orbiter* by Trekkie. Additionally, you will require the Trek Pack, Klingon Fleet, and Romulan Warbird (Trekkie's version) for some of the scenarios. As for this add-on, I promise that you won't be disappointed. Enjoy!

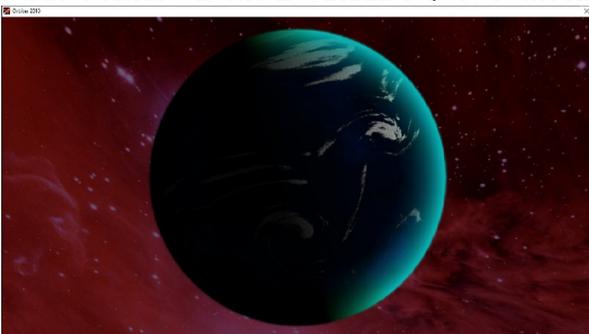
The System



System viewed from 350 million KM

Primary Star: (Name Unknown, Class K0V)

First Planet: Q'ono's (Class-M, two moons)



The Klingons

The Klingons are a humanoid species characterized by pronounced cranial ridges that seem to vary in shape from one individual to another. The Klingons are a race of warriors, obsessed with honour. As a result, they control a vast interstellar empire. The Klingon government is called the Klingon High Council, led by a Chancellor. Their religion features no deities or devil, as, according to Klingon mythology, the gods were slain by ancient Klingons. Their religion also includes an afterlife, called *Sto'vo'kor* (ᏌᏏᏐᏅᏏᏏᏏ). Despite

