Contents

You hold now in your hands, or read on the screen, a work many months in the making. I am mostly to blame for its tardiness. Between having only a small amount of time here and there to devote to it, the unfortunate episode in GSE, and little things like corrupted disks, this issue fought long and hard not to be produced. For this tardiness, and the sloppiness of this issue I apologise. I did not proof or check most submissions for errors and undoubtedly introduced some of my own. But for all that I hope you enjoy it just the same.

Appointments

K'Lay Chang/ Margie McDonnell - to CyberSector Command and to Campaign Coordination Command XO.

Borg K'Mpec/Michael Robbins - To Sector 8 Command; Replacing K'Lay.

K'Eherang K'Shontan-Jiraal - To command of Imperial Intelligence

Khorghan Ghlanx - to Command of Sector 6 - post vacated.

Commander Kruge Kronsei/John Hill - to Internal Intelligence Command.

Volar K'Zota to Cyber Sector XO.

PROMOTIONS, AWARDS

Mimbral Eripmav - Status promotion to zantai also entitled Webmaster.

Lusciouslips Makura-Ghlanx/Gill Curry - Promotion to Lieutenant for faithful and creative participation in the rpg and becoming active in GSA.

RESERVES

Morag L'Kor/Mike White Deseray Tor-am/Kathy Lamers K'ahnDII Zu-Merz/Candie Arnold.

COMMENDATIONS

Volar K'zota - for his website and aid to others - Entitled Webmaster.

Khaufen Jurris and Eric Clemmer - for work on their website - Entitled Webmasters.

New Members

Sector 4

Carrie Williams / Ltjg B'Etera vestai-K'Tral-K'Mpec 224 Slawson St. Camillus, NY 13031 cwilliam@dreamscape.com

Susan Wyss / T'Lara K'Uhlig) 37 Uhlig Road Middletown, NY 10940.

Eric Clemmer / Kraigor 413 Derby Road Middletown, NY 10940 evilsinclair@hotmail.com

Sector 8

Wolf Klauschie / Kaywolf DuraS-Chang 8573 Glenhaven St. San Diego, CA 92123 khaywolf@geocities.com

Brandon Milner / Ens. Karnage 4134 Chasin Street Oceanside, CA. 92056 Oarnage@aol.com

Adrienne Paradis / Azel Tavana 2147 W. Romneya DR. Anaheim, CA. 92801-1639 AzelTavana@aol.com

Cyber Sector

Dawn Drummond / Lt. K'Mund vestai-jaj - address withheld upon request.

Sector 2 Cyber Member Karl Holtz / Q'Rul Duppim 618 Deleware Street Jewel, KS. 66949

Sector 3 Cyber Member David Kraklow / Kadak dkraklow@mail.orion.org

Sector 3 Cyber member Steve Nibbelink / Chris DeHart 1202 1st Ave Centerpoint, IA. 52213 vulcan-stev@juno.com

Jim Burns hellslaver@citynet.net

RETURNING MEMBERS

Robert Tomaszewski / Lt.Jg. Kor Vren vestai-Kurzark Sector 6.

Andy Merritt / Lt.Jg. K'Drew vestai-K'Terai Sector 5.

Chris Rogers / Commander Jacen Kas-Chang 100645.2111@compuserve.com

NEW POSTINGS AND RANKS

2nd Lt. Trevka Tor-am: Imperial Marine Corps as Communications officer

Lt. Cmdr. Volar K'Zota/Chris Gable - DipCorps CyberSector XO Bill Putnam/Ens. Q'othari - CyberSector Eric Clemmer/Lt. Kraigor - IMC officer.

CHANGE OF ADDRESS

Curtis Martin/Kosh Pallara 6134 Main St. Latham, MD (20706)

Ron Moore / Commander Khaufen Juriss 20 Church St. #4 Walden, NY 12586 strmwlkr@aol.com

Chris Gable/Volar K'zota 1513 South Kirkman Road #2115, Orlando, Florida 32811

Jon Rutledge/Khorghan Ghlanx 4315 Owasso #8 Tulsa, OK 74105

K'mar Kurka/Omar Portillo 2767 Marion Ave #5 Bronx, NY 10458

John Hill/Kruge Kronsei c/o 165 Dudley Street Bradley Bilston West Midlands WV14OLA England

Anne Bingley/Vekma Makai K'Mpec 2A Grosvenor St. Hartlepool Cleveland T5268DP England

Chris Rogers/Jacen Kas-Chang 2 Meden Road Mansfield Woodhouse Notts NG198JJ England 100645.2111@compuserve.com

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ADMIRAL'S THOUGHTS:

By Fleet Admiral K'Zhen epetai-Zu-Merz

Welcome to the first issue of BATTLE LINES, the continuation of BEYOND THE LINES, but without the usual input from Europe, since they have chosen, first, to publish their own newsletter, and now, many of them have left the KSF to join their old club. We regret their departure, but we had reached an impasse, so we feel it was for the best. We still have members in GSE, who have contacted us, and it will be restructured, and we will go on from there. We plan to make BATTLE LINES as interesting and as Klingon as it can be. I'm very grateful indeed to Commander Mimbral Eripmav for taking up the challenge of becoming its new editor for at least this issue. It has been difficult for him to step up to this challenge, and I thank him and for everyone who has waited patiently for this issue. This is a time of change for the KSF; some changes we would have preferred not to make, but we are excited about the potential in others. We have several KSF websites in the USA, and I hear good reports of them. The club-wide game will continue as usual, with inputs from not only our members but from our allied club, United Starfleet command. Politics should not affect friendships. If you have friends who were in GSE, and you wish to continue writing to them by all means do so, but on a friend to friend basis only. Leave politics behind, they do not matter now. We will keep you informed as to who remains with us when we have sorted things out. I wish to thank Khey'Ra Druidh and Ke'reth Makura for their mature attitude in this matter. Both have sent contributions for our newsletter. The KSF High Council as it was, consisting of three Admirals from both sides, is no more. Instead, we have our Command Staff of three Admirals. GSE will have sector commanders, the same as sectors in GSA. And so we

face a new beginning, but we face it with hope. Our membership in GSA is growing, and we hope to see it pick up through recruiting efforts, both online and otherwise. Every member, wherever you are, is strongly urged to do everything in your power to gain new members for the club. This is often difficult if you are alone, but you can post flyers, run ads in local newspapers, talk and write to friends and acquaintences about the club, wear Klingon insignia, T-shirts or anything to get attention. You will be credited publicly for each member you bring in, and new types of rewards are being considered. Certainly it will count toward promotion in rank and/or status. Do your best, and the club will be a more interesting place for all! Continue to communicate and work and play together, and keep your enthusiasm high.

* * * ATTENTION ALL WARRIORS ! * * *

Are you aware that your KSF membership is only good until December 31st? Scary, isn't it? But it's true - it's time to pay those dues again. You may send them to Flt. Adm. K'Zhen anytime between now and January 1st - this gives you some time to save up your nickles and dimes, but the Empire Bank is ready any time, now, to receive your $10 to renew your subscription to BATTLE LINES for 1998. If you want to receive BATTLE LINES by email, of course, there's no cost - just notify me you wish to continue your membership. If you have the proper equipment and software, you can even receive all the pretty pictures with it - but Mimbral will have to tell you what you need. If you have email but still want a hard copy, then, of course, we need your dues. DaH HuchlIj HInob! SuDIlbe'chugh vaj SuHegh!

ASK THE ADMIRAL

By Admiral K'Lay Kronsei-Chang

In light of the many changes the KSF has undergone in recent months, and the fact that many of you are asking the same questions, we thought it might be helpful to do a quarterly column where members could ask questions about club policy, the RPG, projects, correspondence issues or other general information, and/or air their brief comments and constructive suggestions about any of the above.

The first two questions for this column concern our growing internet involvement and issues related to it.

QUESTION: Why do e-mail members get the newsletter for free while other members have to pay $10 a year in dues to get it?

ANSWER: All members who get BATTLE LINES in hard copy, sent through the U.S. Mail, pay yearly dues of $10 which covers the cost of copying and mailing the news letter, and helps defray the cost of whatever other certificates and awards etc the Fleet-Admiral needs to send out.

Members who have an e-mail address of their own, or who can get e-mail access through work or a friend or school, can have electronic copies of most paperwork and BATTLE LINES sent to their e-mail address of choice at no cost. However many members who have e-mail access (myself included) choose to pay dues anyway in order to get the newsletter (with graphics) in hard copy.

QUESTION: I've heard rumors about the start-up of a cyber sector in the KSF. What is it, and how is it different from the sectors we have now?

ANSWER: Simply put, the new Cyber Sector is for those e-mail, on-line only members whose geographical based Sector Commanders do not yet have on-line capability, or for those who, for various reasons want their KSF club membership to be listed in cyberspace rather than through a specific geographical area. For example, we have several members who reside in other parts of the world, but who would like to retain their membership with us on-line. Once a Sector Commander here gets on-line, or can appoint an XO who is, we hope to put new e-mail members who join in their proper geographical sector.

Where to send submissions: Questions, comments and suggestions for this ongoing "Ask the Admiral" column should be sent to: Admiral K'Lay Kronsei-Chang (Margie McDonnell) 4220 Chasin Street Oceanside, CA. 92056 or to my e-mail address: klaychang@AOL.com All letters will be answered individually and may be included in future columns.

ADVICE FOR THE KLINGON HEART

...**Dear K'Zhon**: My targh attacked my Captain when he came to my cabin the other day. Now he's got me scrubbing the warp core with a toothbrush. How can I get back into his good graces? -Disgraced.

Dear Disgraced: peel some potatoes, scrape some carrots, arrange them around your targh in an oval dish and put in the microwave on high for about an hour. Invite your Captain to dinner. He'll enjoy a good meal without fear of a targh attack. Serve him lots of Romulan ale, and he'll probably give you a promotion...

THE SUMMONING

By Luciouslips Makura

When Luciouslips was a female of some 16 moons, the Circle of Inner Light summoned her. She was known as the wise one in her family...from birth she had been singled out for an unusual life. Her mother, Lucretia Ka'Tan, knew that her only daughter's destiny was never in question...and deep in her heart, she knew also that her daughter's time had come. She bathed and donned the cloak her mother had laid out for her; she felt a shiver of expectancy run down her spine; she tried to slow her now racing heartbeat down. She felt the presence of Khetah before she entered her room...the old Matriarch was a healer in the Circle of Inner Light...her gentleness was universal. As she led Luciouslips out into the hot midday sun, she viewed her protegee...all she'd heard was true...she was destined for greater things. For Luciouslips the journey to the Circle of Inner light seemed but a second; as she was led through the huge blackened doors, she was ushered along the path of glory which led her to the Inner Sanctum...never had the Circle of Inner Light seemed so mysterious, Luscious lips thought. As if by magic, the cloak she wore disappeared, leaving her proudly nude...taking her back to her Caitian roots.

Hesitantly at first, and then full of purpose. The chamber was vast, golden circles of light enccompassed the arched ceiling, burning candles were strewn all around, Caitian symbols cloaked the walls. And there - in the centre - envelopped by a brilliant blue light...was the most feral looking Caitian she'd ever seen... Lusciouslips bowed low; such was the pride she felt; she felt humbled. Shddenly a silken purr reached her ears. "So..purr..your summoning has arrived. Your destiny awaits you...you are fated, like your mother before you. You path through life...is an unusual one. Be at peace, child...Kismet calls you. Go with our blessings...all Cait honours your decision. Accept these gifts of knowledge. Adepti rank is now yours. Use your newn-found powers wisely. I accept your nudeness as a mark of your devotion...may the blessings of the Benefactor guide you through your journey to your destiny. Remember child...She loves all her children. And then she was surrounded by darkness and silence...only her low purring could be heard. She came as an inexperienced female...she left as a wise Adepti. As she made her journey mome, she pondered on her life...one thing was for sure...she would leave Cait...for her destiny awaited elsewhere.

Sector Reports

Commander K'Zherang Sutai K'Shontan-Jiraal: Have been spending my summer trying to find a job, and will be taking two classes at Portland State University starting 9709.29. Have been promoted to command of II, and am looking forward to tying to sort all of that out, so I ask people to bear with me. Not much else going on, so that's about it.

No reports received from Sector Two members.

Filed by Admiral Katalyia K'Tore-Jiraal, Sector Commander. **Admiral Katalyia K'Tore-Jiraal:** I have just returned from a trip to England, where I visited Stacy, Teresa, Sarah, and Jo. I had a great time. Some of the places I visited were: Cambrige, Haddanham, Ely, London, Durham, Nottingham, Stone Henge, Bath and Salisbury. Also, while in England, I learned that the original disk that I sent Mimbral had been sabatouged by the Romulans(Post Office), requiring that a duplicate be sent. Thus the delay in printing the NL. For this I apologize.

Fleet Admiral K'Zhen epetai-Zu-Merz: After negotiations with GSE broke down, I have been scrambling to prepare for our own GSA newsletter, BATTLE LINES, as well as communicating feverishly with my Staff, exchanging ideas, writing to members to ask for theirs. Orders went out to GSA Division Commanders only, with the exception of one. We put the finishing touches on the Fauna project booklet, and am pleased with the results. Now I'm trying to find time to get to work on a master copy of the Flora project.

Commander Khen Vestai K'With: I have not been feeling well lately. As to Khen, he was involved in the latest turn for the Shadow Striker. I also have been working on a possible new weapon. I was working on another device, but was forced to give it up as a "Game Wrecker". I had a couple of devices from Europe worked on at the end of last quarter, but with the separation of the GSE, we do not need to consider that. I have been considering an artilce on how the Warp Drive works, but I could explain it in at most a page, the theory is not all that complex. The trick is the techniques required to turn theory into actuality.

Lt. Ju-Ngh Chang: My crew and I have just completed a successful raid along with the Federation on some Dominion ship yards inside Cardassian space. Now we're on our way to the Bajoran Sector to engage the Dominion/Cardassian fleet that had taken over DS9. May Kahless guide us all on this day of Victory of Death.

Commander Koloth K'Tama: I broke some cartiledge in my knee at work just picking up a 2 liter bottle of pop(of all the luck). I got workers comp and missed a month of work. I was also unable to go to Riverside, Iowa for Trek Fest. I did however get to go to Minnesota with a friend. We stayed in Rushford with a friend of his. Rushford is about 30 miles west of LaCrosse and sets in the middle of a beautiful valley, while there I got wasted. I now have two nieces, my brother's wife gave birth to their second girl on August 10th at 1:34 p.m.. She weighed 7 lbs. 7oz. I finally got my flatbed scanner. I finally got E-Mail, my address is Kktama@aol.com to other AOL members its Kktama.

Filed by Commander Khaufen Sutai Juriss,Sector Commander.

Cmdr. Khaufen Sutai Juriss: This one continued with several projects after being promoted from Sector 4 XO to Sector Command. I made several attempts to contact the former Command of Sector 4, but received no replies. I maintained regular communications with all Sector members thru letter and/or email and received replies. Regular contact has been maintained with Krysythe K'Mpec, Kishin Rustadz, K'Mar Kurka and new recruit B'Etera K'Tral. Christopher Torak, also a new recruit sent me a superb letter, containing his profile, lineage and medical records, in Terran and flawless Klingon language. The one has encouraged all Sector 4 personnel to take part in a membership drive, Sector Newsletter, and personal fiction based on Klingon worlds, houses, plants, animals, tools, weapons and personal battle victories. I have received support from Krysythe, B'Etera and some support from K'Mar. Kishin has offered to submit to our Sector Newsletter, "We Are Klingons". I produced and distributed the first issue of "We Are Klingons" on Hovjaj:9708.08; sending copies to Admiral's K'Zhen, K'Lay, and Katalyia. B'Etera K'Tral was the only contributor, besides myself for the 1st issue. Myself and new recruit(personally acquired by me)Eric Clemmer have created a KSF Web page for the club. The internet/cyberspace coordinates of our Sector 4 Webpage is: www.geocities.com/area51/cavern/3811. We have had over 270 people view our webpage since initial installation on the internet. I have acquired email coordinates, they are: Strmwlkr@aol.com and Strmwlkr@hotmail.com; Eric's email is: evilsinclair@hotmail.com. Erick Clemmer has been a strong active advocate for the KSF and has done excellent work. In addition, I wish to personally commend every member of Sector 4 for the increased interest, activity and devotion--to duty: Kai! This one organized and held an event at the Sony-Galleria Theaters for the "Men In Black" movie release. We handed out KSF Flyers and spoke to a number of movie-goers about the club. I have re-mastered four KSF Flyers for our membership drive and created two new ones for public release and have released a tactical plan for their release to all Sector 4 personnel. Two of our Sector personnel have responded and the "Masters" will be sent to them by first week of September. The One is rewriting his character profile, writing text and fiction for the Webpage, creating new Klingon plants and animals for submission to Admiral K'Zhen; and am writing a short-story about the House of Juriss, Also I have obtained a Klingon Uniform, weaponry and head-piece and have plans to wear them at a media event coming later this year--the movie "Starship Troopers". Other than these works this one has moved twice;.and am working on possible alliances with the "Terran Empire"(A Mirror, Mirror Club)and the IKV Ice Fortress, a Klingon group in New Jersey. The one had a short leave on Risa; meeting Commander Kurn at a local gathering known as "Shoreleave" and acquired his autograph; there was not time to mention a "connection" to the KSF--but I will continue to pursue it. My new residence is Secter Walden is now the new KSF stronghold for this area and this warrior is placing flyers in Walden, Montgomery, Maybrook, and Middletown-New York. In summary, I have a fine crew for Sector 4 and believe them to the best and most honorable warriors a Commander could wish for. The one has great expectations for the Khomerex Klingon in our Sector of the Galaxy. Kau Kassai!

B'Etera K'Tral: In March, I attended the Utica, NY Star Trek con with Garrett Wang and Chase Masterson. I got on the front page of the Utica paper the next day in my Klingon uniform! I was also in the Syracuse, NY St. Patrick's Day Parade with Klingon Assault Group and USS Oberon(independent Sci-Fi club), which was televised on a local TV station. In April, I attended the Camp Dover Peace Conference in New Philedelphia, Ohio, a wonderful fan-run con that many Klingon and other fan organizations attend each year. Authors Margaret Wander Bonanno and Brad Ferguson were special guests. In June, I went to the Buffalo, NY con with Ethan Phillips, Walter Keonig, and a host of other sci-fi actors. John Ordover, editor of the Star Trek novels, and author Diane Carey were also there. This month, I participated in a Neighborhood Watch National Night Out with KAG, doing face painting and necklace making with the kids in full Klingon battle gear!

K'Mar Kurka: I have been really busy with summer School and research. I also got my first job at the New York Botanical Garden. It's a great place to work at. I am sadden by the break up of the KSF and hope that we all can work our problems out.

Filed by Lt. Kosh Vestai-Pallara, Sector Commander

Sogh Kosh Vestai Pallara: To one and all: qavan! Where should I begin? I have finally situated after my move, almost. Have acquired a scanner for my PC, built a new computer desk(which I purchased), joined "The X-Files Fan Club" and the "Xena:Warrior Princess, The Official Fan Club", sent letter's via 'Snail Mail' to everyone in mIch(Sector)5 and mIch 1, signed on to AOL, and visited the Maryland Renaissance Festival(near Annapolis)twice. I have also recently been granted courtship status with two tlhInganbe', which will hopefully be glorious! I have heard the be'vajpu' in the tlhIngan HIvbeq are wilder than other tlhIngan be'; we will see. My last short courtship was with a ter'ngan be' and she was dull! I am still trying to learn how to be the best mIch la' I can be, and make sure the vajpu' under my command are well taken care of! Until mine and mIch vagh(Sector 5)next transmission..Qapla!

SoghHom Luciouslips Katan-Makura: Lushy has accepted 'consortship with GSA Klingon...She has successfully completed her 'Gamma Quadrant'RPG with GSE..Yes! She rescued Cinatas...Yet again! Anyone wanting more Caitain unclassified data please contact her. She successfully raided Planet Holleywood Niteclub...plenty of(willing)terran hostages. On personal note, life is getting better in USA all the time..thanks GSA for making Lushy & I so welcome.

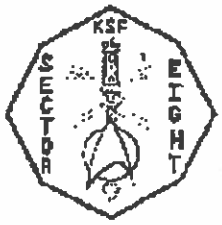
SoghHom Cinatas Lucifia Kehoaz: Ba'el Kehoaz was taken over by alien entity in last RPG--now is known as Cinatas Lucifia Kehoaz--only horrorific thing was..that(Cat)creature...mistress of the 'hooked claw' saved me..for the last time I might add! Have accepted Kosh Pallara as my consort..he'll never be the same again. Otherwise my human self has been off to the East Coast all summer...lazy bum that I am!!

Jon Rutledge/Khorghan Ghlanx: Big news for this sector, I've been graced by the command of Sector 6, so it might get confused for a short time. I don't expect that much out of those in my sector, just keep in touch, write to me occasionally and send reports on time. As for what Khorghan's done in the last quarter besides getting moved in both at the new apartment and into the Sector 6 big chair, he's been busy with getting out of another universe, sending several hundred Cardassians into their version of either Valhalla or hell...setting up a `intra-sector' alliance with sector 4, and fomenting one of the best intelligence coups of all time.(Details still secret)

Drekar vestai Tor-Am: I have been promoted to the rank of Major. Also I have assumed command of all Marines in the KSF. I have allied myself with the Fleet Admiral Qou-Mar-Ti-Na of the USS Tsi-La-gi of Starfleet. He is recognized by the IFT as a Fleet Admiral for a five state area. By allying myself with his ship, he has made me part of his bridge crew. Representing the KSF, this also will allow me to work area conventions.

Mimbral zantai Eripmav: Have not had much opportunity to participate in fandom and have been slow to reply to letters sent to me. Attempting to get the newszine out has eaten up much of my spare time not already used up by studying or family. My daughter is six months old now and loves to "help type." Attended a small local con, I-C Con where I ran spoke with Lt(jg) Kor Vren Kurzark. Saw Starship Troopers and decided that it was a pretty good flick. I made sure not to reread the book till AFTER seeing it. Working when possible to start up a pbm with prodding from Commander Khen K'with. It will be set in "The Original Series" timeframe if anyone is interested.

Les Ramsdell / Kavach K'Tach: No Cons. It's hot! It's humid. The good thing that happened this quarter is I got to talk to Alice Cooper! Although just over the phone. But when I told him that his music made Debbie sick he gave me two tickets to his show on Aug. 22. So me and a friend loaded up and off to Dallas. After a pint of Hot Damn, a couple of six packs and a bottle of tequilla finally made it to the show. Four bands, Slaughter, Warrant, Dokken and Alice Cooper. Although the death count at the end of the show was only two. Alice must have had a slow day. It was an excellent show, small but loud. It took two days to regain my hearing and a day to get the use of my arms back, not to forget about the hangover. Maybe more news next quarter.)



Sector Commander Borg K'Mpec: I have been exploring the internet with my WEBTV Internet Terminal. I did some recruiting. I recruited Carrie Williams/ B'Etera K'Tral into the KSF and TroubleShooter Task Force. I attended Comic-Con International in July, FantasticCon and a local Creation Star Trek Con in August. I found a Chat Place called CHATHOUSE. I can be found at the CHATHOUSE--on the NEXT LEVEL in the room STAR TREK: THE FINAL FRONTIER. Stop by sometime! The CHATHOUSE ADDRESS is http://www8.chathouse.com. I have also taken Command of Sector 8.

Maw'qu Karizan: I have been doing role playing on the internet and have met some new people there. I am also going to some medeval battle training classes which I hope can help me learn how to use my batleth. I also hope to get my drivers license soon.

CyberSector

K'Lay Kronsei Chang: I've been flying at warp 9 this past quarter: helping with one of the new KSF web sites, making on-line Klingon contacts, coordinating the KSF/USC joint task force role play, doing my normal Global Security duties, casting about for material for our BATTLE LINES newsletter of which Mimbral is the editor, turning Sector 8 over to Borg and assuming command of the new "Cyber Sector", attending two conventions (Fantasticaon and Creation Con with William Shatner)and crashing my computer system...three times to date. What fun!!

Volar K'Zota--This has been one most eventful quarter for me here in the confounds of the "Happiest Place on Earth". Note to Klingons: This is where a cousin to the "yet to be existinct" Tribble rules a mighty and powerful realm of magic, movies, corporate America, and a big pink castle. Well, I had nothing to do with that incident..I swear(g).They did it on purpose. Having settled into my new home(and all mine I might add), I've concluded one thing about solitude and being adult. It's highly over rated. So, with that thought I ended up the proud papa to a (as of this writing) 10 week old boxer/lab puppy named Val. He's the perfect pet...if you want a horse(g).He's learning some things. Most of which keeping unwanted people out of the house. Good puppy! As to the other things in life, there's a new job in my hands, the continuing work on the KSF Central Net(one of the newest web sites!), and a little of this and a little of that here and there. Starting up and maintaining communications with our allies(USC, KAF, etc), and looking around for other allies to be made here on the net. The current joint RPG with the USC is going along rather wonderfully! Got a chance to see Hercules and Xena at Universal Studios as they dedicated their newest attraction! Now that was a highlight (g). All in all...not too bad of a quarter. Have a good one.

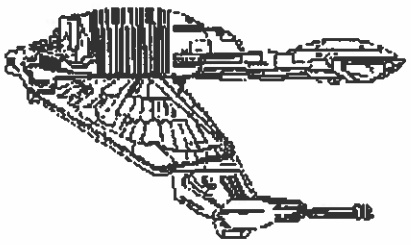
Krowgon Sutai K'Zota: It seems that my time to come back to the Empire after the blood feud with the Lorennseth family has finally came. I have joined an Honorable house by the name of K'Zota. I have been on Earth acting as the Empires Ambassador to the Federation for a long time now. Things have changed with the Alliance and the Klingons back together with the Federation. I have been working with Lt.-Cmdr Volar Sutai-K'Zota and Adm K'Lay zantai Kronsei Chang on several different projects. I have been in touch with IS on matters in this sector as well. Kosh you should have my report by now. Also been working with Volar on the Imperial Net Project.

K'Mund Jaj: Recently I have been very busy with another game I belong to and have had little time to participate in KSF activities. I am heavily involved in Adria, a medieval game which of late has been much more pleasant to play in...and so I have been playing in it. We are a live steel recreation group, as opposed to the correspondance group that the KSF is. A while back we went through a quite distressing upheaval in Adria, one in which the majority of the members of our Empire found ourselves in true battle against the CoirNoir--the Powers That Be. Powers that had forgotten not only that "it's just a game", but thought that power could be maintained by cheating, manipulating and lying to our populance. This they did over a period of years until a small group of people, of true leaders, led the fight against them. The harder we fought, the more lies and subterfuges the CoirNoir came up with: a different story with every telling; threats; and offers of magnanimous reconciliation if only WE would do as they so condescendingly wished. Lucky for all of us still in Adria(which means the vast majority of the populance) that Sir Nikolai, Sir Stefan, Dame Katyana, Sir Bear, Sir Caliban, etc., etc., etc., stood fast and simply let the CoirNoir rant and rage and storm until finally they pulled out altogether (although it was too bad they also stole funds from our corporate bank account; however, as the saying goes, good-bye to bad rubbish). Now we play and don't need to look over our shoulders to see if there is a spy behind us, and know that we can rise in the game and not be kept unfairly at levels lower than our abilities. We can play with honor and joy. Thus I have sadly neglected my duties to the KSF. My apologies.

Qothari: I've been doing some long distance trucking for the past six weeks and haven't had much time to work on my profile. I'll probably wait until the newsletter comes out, read that and then work on my profile.

THE FUNCTION OF THE WARP DRIVE

By Cmdr. Khen Vestai K'With



The theory of the Warp Drive is actually quite simple. It is well known that mass and energy are interchangable, and that excess mass in an area bends space/time. Energy can, thus, be used to bend space and time.

The real trick of the Warp Drive is selectively bending space without bending time. Normally, the two are interconnected, so that a craft will slow in time as it bends space the "time barrier" mentioned as being broken in the pilot episode called "The Cage". That slowing of time is what makes passing the speed of light impossible, in the common space-time continuum anyway.

Subspace is the key. By focusing the energies of the drive through the twelve-dimensional space-time that is normally accessible in this four-dimensional world only on a subatomic level, the bending of time can be redirected into one of the other "unused" dimensions. This makes it possible for a ship to travel at nearly any speed relative to the normal universe, assuming enough energy can be directed into the subspace juncture.!That is where the "warp core" comes in, fusion energy just does not provide enough power to significantly bend space while maintaining the subspace link. Only antimatter reactors, quantum singularities, or similar means of matter to energy conversion provide the required level of power.

In theory, all of space and time can be redirected through subspace, letting one instantly cross any distance or travel controllably through time. In practice this is beyond current Klingon technology.

HOW DO YOU SAY THAT IN KLINGON

Do you wish you could speak tlhIngan Hol? (That's the Klingon language) But you don't want to study all that grammar, and learn all those words? This column is designed to help you learn some tlhIngan Hol - at least enough to sneer at Starfleet officers at the next convention you attend. There area lot of neat proverbs in the book, THE KLINGON WAY, but most of them are lengthy. We need to start out more simply. Well, the first saying in the book is

T'Lara K'Uhlig - Greetings! I am a new recruit for the KSF and glad to be aboard. I have decided to name my character T'Lara, as you see. I am currently working on the profile and will have it by the next report. I have been interested in Star Trek since the 70s, and belong to a ST club. My life is kept busy with a 6 year old buy and a F/T job at the Post Office. I enjoy music, reading and very occasionally painting. And I am looking forward to enjoying my membership in the KSF.

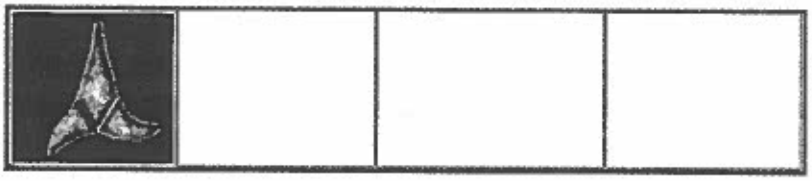
Khaywolf DuraS-Chang - Just joined and received membership packet.

K'Arnage - I am doing my background profile and have already done two missions on line

Azel Tavana - new member

Chris DeHart - new member

Q'Rul Duppim - new member



simple enough: tlhIngan maH! (we are Klingons!) Suppose you want to say "I am a Klingon!" Well, that is: "tlhIngan jIH!" Let's conjugate, mate! tlhIngan jIH! - I am Klingon (or I am a Klingon) tlhingan SoH - You are (a) Klingon! tlhIngan ghaH - He (or she) is (a) Klingon! tlhIngan maH - We are Klingons! tlhIngan tlhIH - You (all) are Klingons! tlhIngan chaH - They are Klingons! Notice the pronoun comes AFTER. Klingons are like that - we think backwards to the way humans do. Perhaps that's why we clash so with humans. They're going one way, we're going another.

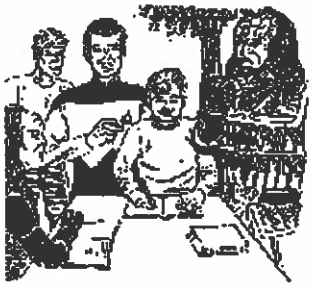
Now you can substitute other words for tlhIngan; supposed you see a being across the room, and you want to point him out: "He is a Ferengi!" You say: veregnan ghaH! They are Romulans: romulusgnan chaH! Or, "You are a fool!": QoH SoH! "You are brave": yoH soH! "You are very brave: yoH soHqu' (add the little suffix -qu') Look in the dictionary for more. A note about pronunciation - "tlh" is one letter in tlhIngan Hol. You put the tip of your tongue up on the roof of your mouth toward the middle, and prounounce "t". If it's said right you should feel the air coming out the sides, tickling your cheeks. Then very slightly add an "l". H is always capitalized, and is pronounced like "ch" in the Scottish word "loch", or the German "ach". If you want to know how to say something in Klingon, write to Adm. K'Zhen. I'll try to help you in this column. Now practice and I'll see you next time!

KSF / USC JOINT TASK FORCE ROLE PLAY:

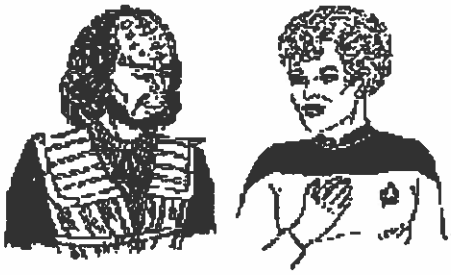
PLANS & SUMMARY

It was suggested last quarter that the Klingon Strike Force and one of our Allied clubs, United Starfleet Command, might like to role play with each other, particularly since the Federation and Klingon Empire will be allied in the upcoming battle against the Dominion. We agreed to coordinate a battle plan with them and begin a simple role play, this to extend at least for the duration of the war against the Dominion, as depicted on Deep Space 9. Though the war itself has not started, and we are in the preliminary stages only, so far seventeen ships from five separate divisions have joined the joint JSC/KSF task force, in addition to their individualDivision orders.

What you see below are our initial efforts. Next quarter will be even busier. All related RPG ideas are welcome. Please send them to Admiral K'Lay Kronsei-Chang or your Division Commander for consideration.



There is in Empire an axiom which reads: "The enemy of our enemy is our ally". The Klingon people have long understood this to be true, never more so than when Gowron agreed to an Alliance with our old enemy, the Federation. We all know the Dominion and its confederates, the Jem'Hadar and Cardassians are strong, and know too that only our combined forces will repel their further incursion into, and possible domination of allied territory. And yet our Alliance with the Federation was born of necessity, not desire, and it has not always been an easy partnership on either side. The idea of fighting against a common foe was one thing; putting it into practice has been another.



It began when Fleet-Admiral Cliff Bailey of United Starfleet Command suggested the idea of a joint task force to Fleet-Admiral K'Zhen Zu Merz of the Klingon Strike Force. Representatives of both sides began working on the implementation details; it seemed simple enough at first.

The USC had modified their standard quantum torpedoes to hold matter/anti-matter fuel cells which allowed for a vastly improved range. They were prepared to bombard and, if necessary, destroy Deep Space 9 and the wormhole itself in order to prevent the Dominion from advancing any further into allied space. The area around DS9 that could not be easily covered with ships, would be blanketed with mine fields and sensor probes to detect penetration. Their suggestion was that the KSF and USC form battle groups to respond to any and all incursions beyond this area.

While ships and crews were being readied on both sides, the KSF decided to level the playing field somwhat by taking out a major Cardassian supply depot which would, if allowed to remain intact, help resupply the enemy forces. Using several captured Cardassian ships which had been ambushed and severely damaged by Borg K'Mpec and his Troubleshooters team, Global Security forces tricked the Cardassian front line into staging a rescue of their wounded "sister" ships, the would-be rescuers only realizing the ruse and their mistake when the Trojan Horse ships piloted by K'wen Chang

and Khorghan Ghlanx-Chang opened fire on them at nearly point blank range. Khaufen Juriss and his STORMWALKER squadron laid down cover fire, finishing the job and allowing K'wen and Khorghan to beam back to their own cloaked Birds of Prey at the last second before the Cardassians destroyed their pirated ships and everyone on them. The supply depot was routed, the first skirmish of the KSF's part in the war had gone well, and since a USC ship, the USS NAZGUL had spotted a Jem'Hadar warship in our space, it seemed there would be glory enough for all. Ships were ordered to deal with the intruder, and preparations went forward for the joint task force to meet in friendship and plan strategy for the main battle to come. But it was not to be that simple. Old enemies of Krowgon Drek'Mar, our long time Ambassador to the Federation, chose the current crisis as the perfect time to try and arrange his assassination by bribing another diplomat, Ambassador Volar K'Zota, to do their killing for them, in effect trading the kidnap and assassination in return for sole control of the suddenly prestigious position Krowgon had held for so long. What they had not counted on was Volar's honor or the fact that his unofficial consort was Krowgon's sister. Wisking Krowgon away until his enemies back on Qo'noS could be dealt with, Volar thought he had covered all the bases until Admiral Paradis of the USS NAZGUL contacted KSF fleet leader Admiral K'Lay Kronsei-Chang to demand the whereabouts and safe return of the Ambassador the USC had come to know and trust. Switching from battle strategy to diplomacy, Krsonsei-Chang arranged a meeting for the USC with the two diplomats. Wearing a viridium patch placed there

by her First Officer Teven, Paradis beamed over to the CHANG'S REVENGE II, met with Volar and with Krowgon who had been taken into the K'zota House, and learned something of Klingon culture and politics, the most important of which was that the two Ambassadors would now be working together, their personal enemy's weapon turned back on itself. In return, Paradis gave her own information in trade, that a Ferengi ship had been detected by Admiral Llire Tyler on the USS MOONBLADE only two light years away from them, and her own opinion as to why they'd shown up, like carrion eaters, on the edge of the battlespace.

Why USC officers had secretly contacted the Ferengi homeworld after Paradis had beamed aboard the KSF flagship, or why USC Admiral Kikieba Shenendoah on board the USS COYOTE had left the fleet and headed for the Romulan neutral zone, at warp speed and without explanation, were troubling questions not yet answered. Tension mounted even more when the USS DALLAS, under command of Admiral Mark

Zesewitz announced that any ship found in the area without piror authorization and recognition signals would be boarded, searched and any useful contents of it's cargo bays seized. Klingon ships of the fleet were exempt, of course, but it was a volatile situation just the same, and Kronsei-Chang made the decision to gather KSF forces together and bring them in one group to the staging area, rather than have them arrive separately. Sending Medical Operations Commander Sarena Zu Merz ahead in the medical ship IKVSHAMAN to advise Starfleet of their impending arrival, the rest of the fleet remained togetherand cloaked until, on signal, all KSF ships dropped out of warp at once and decloaked simultaneously before the USC fleet. K'Lay experienced a moment of pride and satisfaction until communications went wild and every ship within a light year went on alert as Borg K'Mpec materialized with a weapon's lock on the USS AKAGI, Fleet-Admiral Bailey's flagship. Trust, as fragile as a Terran spider web, hung in the balance along with the Alliance as Bailey invited Kronsei-Chang on board his ship to discuss the differences between Klingon humor as compared to Human concepts on the same subject, along with other possible areas of lethal misunderstanding before war broke out in earnest.

Klingon Strike Force joint task force ships

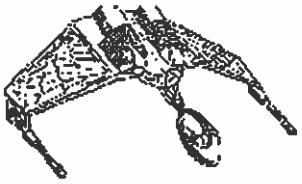
wa'dich (first) battle group:

CLASS	SHIP	COMMANDED BY
(Vor'cha)	IKV CHANG'S REVENGE II	Admiral K'Lay Kronsei-Chang (GlobalSecurity Command)
(D-32C)	IKV STORM WALKER	Commander Khaufen Juriss
(BoP)	IKV GLORY SEEKER	Lt Cmdr. Khorghan Ghlanx-Chang
(BoP)	IKV QAPLA JATLH	Lt. K'Mar Kurka
(BoP)	IKV GORKON'S REDEMPTION	Lt. Ju'ngah Chang

cha'dich (second) battle group

(Vor'cha)	IKV REVENGE OF KAHLESS	Commander Kruge Chang-Kronsei (Internal Intelligence)
(L-24)	IKV SHAMAN	(medical ship) Commander Sarena Zu Merz (Medical Operations Command)
(BoP)	IKV HURGH MAS	Lt. Commander Volar K'Zota
(BoP)	IKV DEATH BIRD	Lt. K'wen Chang
(BoP)	IKV TYRANT	Lt. jg. Kavach K'Tach

wej'dich (third) battle group



(vor'cha)	IKV BLOODLUST	Commander Borg K'Mpec (Troubleshooter Command)
(Medical)	IKV TENACITY FORCE	Lt. Malakore K'Mpec
(BoP)	IKV DREADNAUGHT	B'Etera K'Tral K'Mpec
(BoP)	IKV STORM BRINGER	Qo'neS K'Mpec

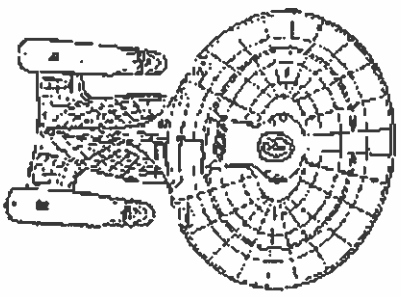
loS'dich (fourth) battle group

		Major Drekar Tor-Am
(Vor'cha)	IKV STRONG HEART	(Imperial Marine Command)
		Cmdr. Koloth K'Tama
(Vor'cha)	IKV HEGHDAJ VEQLARGH	(Imperial Security CMD)
		Cmdr. Reyna Kor
(Vor'cha)	IKV QOR YAY HEM	(Global Military Command)

Additional ships to be named at a later date for this battle group.

United Starfleet Command joint task force ships

USS AKAGI	Fleet-Admiral Cliff Bailey (USC Flagship)
USS DALLAS	Admiral Mark Zesewitz
USS NAZGUL	Admiral Adrienne Paradis
USS COYOTE (vessel destroyed)	Admiral Kikieba Shenendoah
USS MARINER	Captain Kbee
USS LONE WOLF	Captain Heather Urquhart
USS SUN EAGLE	Admiral Starr L'Xidex
USS ENCOUNTER	Cmdr. Joel Gates
USS ECLIPSE	Rear Admiral Jonathan Knight
USS MOONBLADE	Admiral Llira Tyrel



We are told that the USC's fleet consists of a number of Galaxy, Nebula, Federation, and Endurance class ships.

Additional USC vessels may be named next quarter.

Greetings Klingon Strike Force

From your Allies at United Starfleet Command

I would like to say that it is once again good to have the Klingon Empire back as our Allies. What happened in the past was a mistake on our part and should have never happened with our POWERFUL ALLIES the Klingons! Between our two Fleets, nothing will stop us.

The USC and the KSF have been RPGing online for the last few months and we are having a GREAT time. Lt.Cmdr Volar sutai-K'Zota and Adm K'Lay zantai-Kronsei- Chang have done a great job at working with us on the RPG. I have stopped by your online sites as well and must say you have all done a GREAT job! If you get online please feel free to contact us in USC. USC sees the KSF as the true Klingon group, a club that is Fun and has a good time. With members like yours, the KSF will go fair in cyberspace! I'd also like to say thanks to Adm K'Zhen for her work with me on the Alliance. We in USC are looking forward to working with our Klingon Allies.

FAdm Cliff Bailey Jr

USC

The Empire and Starfleet

Joining In One Cause

Written By: LtCdr. Volar sutai-K'zota, Ambassador in Cyberspace

It has long been known that throughout the quadrant the mighty Klingon Empire and the Federation have a common foe; the Dominion. They are a threat to not only our borders, but to our way of life, and as of this last Quarter the Klingon Strike Force and the United Starfleet Command have joined forces to overcome the Dominion, and our own differences.

The KSF and USC have engaged at full speed with the current role-playing, which has sparked many an interest. Forming a taskforce, we've gathered a nicely armed fleet of starships. ...Starfleet and Klingon alike. Several friendships have been formed, and thousands of possibilities have been brought to light. You could say that the excitement has been brought up several notchs, and we're glad to say that we're apart of it all.

On behalf of the Klingon Empire, I am pleased to welcome our allies. Perhaps this could be the start of something interesting? We shall see. May your day be filled with honor, and your nights filled with glory. I bid you Qapla'

With Honor,

LtCdr. Volar sutai-K'zota

Ambassador in Cyberspace

KSF Central Net Administrator

FUNNY STORY

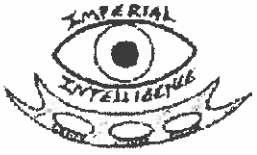
by Fleet Admiral K'Zhen epetai-Zu-Merz

A Klingon was visiting Terra, and found an object lying on the street near a park. He picked it up, looked it over, and began to smile. "Ah," he said, "The Terrans have discovered how to eat qagh!" "How can you tell, from that?" asked a Terran standing by. "Well, see, the rim keeps them from crawling out too fast, so you can eat them more slowly and enjoy the feel of them squirming in your mouth. And when you lift it up to slurp the juices, the rim keeps it from running out." "Strange", said the human, "When I was on Kronos last year, I found one of those, and I thought the Klingons had discovered frisbees!

CAMPAIGN COORDINATION COMMAND

ROLEPLAY REPORT TO THE KSF

Edited by Fleet Admiral K'Zhen epetai-Zu-Merz



IMPERIAL INTELLIGENCE (wo' lInDab)

Cmdr. K'Eherang sutai-K'Shontan-Jiraal: Bloody curses upon this entire empire! I hate being late! But here I was, running down the base corridor,

straightening my uniform as I went. I'd just been called back from the small spy base I'd been setting up on the little planetoid at the Cardassian border to take command of I.I. of all things! I hadn't expected an important command so soon, but I'd be damned if I'd let Admiral K'Zhen down. But I sure wasn't making a very good first impression. I hurried into the conference room without knocking, to find only one other person there. "Lusciouslips, I presume?" Lusciouslips nodded. "Cinatas should arrive shortly." "And T'Ernama?" I asked. "She has not reported in." "Well, while we wait for the others, tell me what you've been doing." Lusciouslips settled down into one of the chairs at the conference table. I leaned against the side of the table. "I have taken two consorts," she said. "Khorghan Ghlanx-Chang and Kosh Pallara. Cinatas has also taken Kosh as consort." I was about to answer when Cinatas entered. I waved her to a chair. "Any word from T'Ernama?" "No. if she does report she will be very late." "Well, then," I continued, "if that's the case, we'll get started. I have taken over Imperial Intelligence. Let us start becoming acquainted."

INTERNAL INTELLIGENCE: (botlh lIndab ra'ghom) - This division is at present being reconstructed under top secret orders from KSF headquarters.

IMPERIAL SECURITY (wo' Hung)

GSA: Cmdr. Koloth sutai-K'Tama: My ship's construction is finally completed. I.S. has been up to its usual duties; some of our officers were drafted to patrol the Cardassian border, but none encountered any Cardassian ships. The I.S. officers of my command have been ordered to make immediate contact with me for mission orders. IMPERIAL SECURITY GSE: LCmdr. Kruge sutai-Kronsei: At present regrouping his forces on the outskirts of Klingon space.

GLOBAL SECURITY (qo'Hung)GSA/GSE:

Fleet Captain K'Lay zantai Kronsei-Chang: The plot has thickened and secrets, it seems, are the order of the day. Admiral K'Lay Kronsei-Chang, under cover and in disguise as a renegade mercenary commander, had been scheduled to meet Imperial Intelligence operative Syrak and the Maquis leader in the badlands. Arrangements to exchange arms and training for Maquis support when the battle with the Dominion was joined had already been initiated. K'Lay was to meet the Maquis leader face to face, to provide proof that she and her mercenaries had the firepower and training she had promised to deliver, and

Borg K'Mpec's Troubleshooters had been assigned to ambush a Cardassian convoy as that proof. The operation should have gone off without a hitch. It had not. Syrak had mysteriously disappeared, and had not arrived to conduct the negotiations. Rather than abort the mission, K'Lay had decided to coordinate the "demonstration" herself from the Maquis asteroid base. The ambush itself went well, the Cardassian convoy decimated by the Troubleshooter fleet who then cloaked and warped out, leaving K'Lay's mercenary fleet to take the credit in the eyes of the Maquis. When the first explosion rocked the asteroid, K'Lay and the rest thought one of the Cardassian ships, which had been ambushed nearly overhead to provide the best vantage point for the Maquis' benefit, had crash landed on top of them. But repeat bombardment quickly disabused them of that theory. Someone out there was trying to destroy the Maquis base....or someone on it. Reaching a shuttle, K'Lay managed to reach open space before the asteroid exploded in a sun bright fireball, but the Maquis, if they too had escaped, were nowhere to be found. Who was responsible for the attack was a subject there was little time to speculate on. Whether it was the Federation, merely destroying a Maquis base they had found, a plot by any number of organizations, trying to prevent the secret Maquis / Klingon affiliation, personal enemies of her own...or of someone in the Maquis...did not matter as much as the consequences of the attack. The negotiations were blown to perdition, at least at present, and she was stranded in space. K'Lay considered herself lucky when Kavach K'Tach heard her distress call amid the interference and responded; even if he had stolen Sarena Zu Merz' personal MOC ship, the IKV BARA'KUDA to do it, while on the run from and one step ahead of a court martial for assaulting a Marine Commander, and had all but black-mailed K'Lay into intervening on his behalf in return for his rescue services. He was a complete scoundrel. Still, desperate situations required desperate solutions and no one could deny that these were desperate times. Desperate enough for the Klingon Empire to form an Alliance with the Federation, and the KSF with United Starfleet Command to fight the Dominion, their common enemy. Indeed, two GS officers, Lt. K'Mar Kurka and Lt. Ju'ngah Chang had already had to fight alongside the Federation in the retreat from DS9 as the Dominion advanced. Friendly ties would have to wait; we were tied to Starfleet now by the bonds of mutual protection and war! Employing the services of two KSF Ambassadors, Lt. Krowgon K'zota and Lt. Commander Volar K'zota, the details for a joint KSF/USC task force were hammered out, finalized between Fleet Admiral Cliff Bailey, and his staff, and Fleet-Admiral K'Zhen Zu Merz, and her staff. We would fight together, and perhaps die together, but we would not die alone...or first! Using the damaged Cardassian ships (retrieved from the ex-Maquis base coordinates) as "Trojan Horses", GS

Command devised a plan to cut Cardassian supply lines before the war could begin. Confining the captured Cardassians to various parts of their crippled ships, Lt. Commander Khorghan Ghlanx-Chang and Lt. K'wen Chang sent a desperate distress call to the Cardassian fleet and began a race toward the supply depot where the ships had been headed to deliver weapons, munitions and other supplies. Leaking life support and warp core plasma, a Cardassian rebel provided to GS by IS Co-Commander Kruge Kronsei, called ahead, appearing on screen to the Cardassian flagship Commander, requesting back up and immediate rescue. To complete the ruse, Commander Khaufen Juriss, the IKV STORMWALKER and the Stormwalker squadron, with select Federation ships, flew in hot pursuit. The ruse worked; our Trojan horses were allowed through enemy lines, a last minute attempt on the Cardassian rebel's part to turn our victory into defeat foiled when Khorghan killed him. When they reached firing range, they opened fire on the would-be rescuers, the Klingon commanders manning the captured ships beaming off at the last second to the still cloaked Birds of Prey before the Cardassian defenders realized what had happened and retaliated, turning their sister ships and the wounded Cardassians on them, to dust. Khaufen and the ships under his command opened fire then as well, adding their destructive capabilities to the whole, blanketing the Cardassian ships and supply depot with photon torpedos and disruptor fire until their targets exploded in a ...as Khaufen shouted over subspace frequencies... "hellfire of pyrotechnics". It was but the beginning salvo in their part of the war, the opening move in the deadly game to come. There would soon be more, and the game...the war...was far from over. The Global Security ships met up with more than 15 cloaked vessels from 5 divisions, and went to meet the Federation on their own turf.

GLOBAL MILITARY (qo'QI' ra'ghom)

Cmdr. Reyna vestai-Kor: In communicaion with Adm. K'Lay Chang while conducting surveillance on the Jem'Hadar near the border, it was agreed that we would join forces to coordinate a battle plan with United Starfleet Command against our mutual enemies. IKV Qor yay Hem then proceeded quickly to analysis of the surveillance data on the Jem'Hadar. Noted weaknesses include: lack of individual initiative; accelerated ogling due to side effects of the use of Ketracel White; Jem'Hadar are incapable of non-linear "creature" thinking and problem-solving. Perhaps

our scientists can develop psi-incapacitants; forgetting/disrupting these areas of Jem'Hadar brain function. End report.

Lt.Jg. K'Lynn Hurric: we set out to scout for a suitable base camp. After exploring many planets none seemed suitable. Once we came close to a Cardassian vessel, scanned and it was clear they were not hostile; we remained cloaked until the last moment, and FIRED! Clean shot got them before we knew they were there. Later we found a Maquis vessel; we decloaked and to our surprise they were a renegade Maquis and they fired on us. Our shields held. We cloaked, repositioned our ship and fired, blowing them to multiple pieces of space trash. At this time my Chief weapons/defense officer, K'lor, broke in: "We believe we have found a suitable planet to train our Maquis soldiers. It is SH-14 (social habitat 14), extremely close to the border. If we use long-range scanners we could monitor Jem-Hadar and Cardassian activity. The problem is, there are extremely sensitive sensor gates around the area. If we try to destroy the sensors, they will alert other ships. I think we can use warp shadows to get through the gates. We will be in our heavily armed modified B'rel class Birds-of-Prey, in case of an encounter. Hails being received by Myr'tha; we have located a vessel to transport Maquis volunteers to SH 14. We are on our way... Update: communication has been sent to Cmdr. Gertrena Kachau re a list of available stores of food, weapons, fuel and medical supplies for our mission. On our way to defend a Bajoran vessel, cloaked at warp, out of nowhere behind us came a Cardassian vessel, weapons locked on the Bajoran ship and almost within firing range. As they passed over our shields our tactics officer was knocked out cold by a bolt of power from the console. K'paul is enroute to the location. As we locked weapons onto the Cardassian vessel and fired, disabling it, a message came in from the IKV Hand of Kahless, HoD K'orvette Reshtarc in command. After asking to help he beamed over a squadron of Marines, under may'qel Reshtarc, to the Cardassian vessel. All is under control; may'qel is enroute to our home base with the captured ship and crew. Chief Wpn/Def/Liaison K'Lor Reshtarc transported to the Hand of Kahless to assist. Long range sensors have detected activity; we are on our way to investigate.

maw'qu' Karizan reports: we have seen much activity in Cardassian and Jem Hadar ships but have not been given orders to attack any of them; until they cross the border where we are just observing. There are convoy ships going by each day loaded with weapons for the front lines and the war which is going to come. I have been listening to communications from the front and I wish to be there with them. It is a good day to die! I have been studying the way the Jem Hadar use their drug "White", and I think I have

figured out a weakness we could use against them. Maw'qu' Karazan provided useful and daring battle tactics to Capt. K'Lynn Hurric, nobly contributing to the victory over the Cardassian Ha'DIbaH.

IMPERIAL MARINE CORPS - (wo'bIq'a' ghom):

Maj. Drekar vestai-Tor-am: Major Tor-am is in the process of intensively training his Marines at the two new camps he has set up for that purpose: Camp K'Zhen and Camp Vixis.

TRIANGLE COMMAND - (wejweH yIS ra'ghom):

Commander Mimbral Eripmav, IKV Screwloose. Another successfull raid into the Romulan quadrant bordering the Triangle; the mission to Passara finished and the loose ends, well most of them, tied neatly into knots. Our old BoP took a bit of damage running the Romulan picket; we're leaving a smoky oily trail of ions behind use in a rather gauche display of puche fluorescence. The tachyon parsec finder is on the fritz. And the first mate has been smoking who knows what but it's been stinking up the air since Zeta 7. If he wasn't such a good shot with the plasma disruptors I'd have him dropped off on the first science station studying methane slimes we come upon. With all of the new action happening elsewhere; I look forward to laying over at Starbase K'Shona till the Screwloose is repaired. I may even take advantage of the time and renew my membership in the Religion of the Month club.

MEDICAL OPERATIONS COMMAND: (pIvmoH ra-ghom)

Cmdr. Sarena sutai-Zu-Merz; Cmdr. Zu-Merz has taken command of an L-24 battlecruiser, which has been hastily converted to serve as a hospital ship at the battlefront. In addition, she has acquired other ships to be used as triage vessels.

STARBASE K'SHONA: Admiral Katalyia zantai-K'Tore-Jiraal: My conversation with the official of Risa was not pleasant. Apparently, the tribble left on Risa had multiplied and

they were now threatening the well-being of the planet. In no uncertain terms, I told him I did not know why the tribble was left there nor did I care, and to take care of the parasites in any manner he saw fit. I had other, more important matters to attend to. I slapped the line shut. Of all the things to deal with! The unfortunate officer that brought them on board was no longer a concern of mine. He has been severely reprimanded. He should be released from sickbay in a few days. I turned my attention to the reports from DS9... In order to fight the Dominion we had to strengthen the alliance with the federation. Even though they refused to help with our altercation with Cardassia, we at least knew where they stood. With DS9 overrun, we were put in a bad position. I leaned over and activated the secure com and notified Base Security to tighten their scanning ranges, and also notified all base personnel to be prepared for a sudden blackout if any foreign ships came too close to the station. We must not be discovered....

DIPLOMATIC CORPS/ KLINGON EMBASSY (tlhIngan rIvSso') Cmdr. Krysythe sutai-K'mpec Ka-el zi: We are currently busy moving back into the Terran embassy. During our absence it had been used for other purposes, and a lot of work needs to be done to get it back to Klingon standards. I sent out orders to all my Ambassadors this quarter. Those who did not reply will need the Agonizer booth! Lt. Kali Tammoh, Military Attache: I cannot comment on the last few moments on DS9, as I was injured whilst defending the station, and was transported to the sick bay of the Rotarran unconscious. I honoured the memory of my ancestors by killing three enemy soldiers and I am grateful to General Martok and the crew of the Rotarran for saving my life that I may be amongst the first to join the counter-attack. the injuries are more of an irritation than a serious hindrance, and I have been assured I will regain the full use of my right arm soon. Meantime I am following a physiotherapy routine built around the betleH. much of my time was spent as ambassador to Bajor, trying to salvage some good from this situation. My first official meeting was the most useful and the most surprising. The religious leader, Kai Winn requested that I meet with her to discuss long term stategies for our two cultures. I expected this to be a formality with a few suggestions about embassies and the twinning of cities. Following is the most important part of the conversation: Kai Winn: My child, the Prophets have smiled on you in more ways than you can imagine. Lt. TammoH: Yes, I was fortunate to survive the attack on DS9. Kay Winn: You do not understand. I offer you and the Klingon Empire a chance to recover a little lost ground. Lt.TammoH: I'm sorry, but I don't understand. Kai Winn: The Federation has gained a

standing amongst certain elements of the Bajoran government that I find disturbing. Just as the Empire chose to stay independent of the Federation to retain its character I would choose not to be so dependent on the matter and all the conditions they place upon us. My child, I will be frank, the Federation ignore the will of the prophets and have crossed me on several occasions. I tire of their patronising attitude to the affairs of my people and their needs. If the Empire will support me when the time comes I would give DS9 over to a joint Klingon-Bajoran force; there would be no need for Gowron to ask permission to use the wormhole, and all the Gamma Quadrant would be ours. Lt.TammoH: When would this time be, your Emminence? Kai Winn: Soon, my child, I would send word to your government once everything was in place. I realise you are only the messenger, so run along and let your superiors know the will of the Prophets. Kai Winn seems to be planning to overthrow the Bajoran government during the coming war and replace the incumbent leaders with a theocracy. I would not be at all surprised to find that one of the two following possibilities had occurred: 1. Kai Winn is now mentally unstable and is trying to de stabilise the Klingon/Federation Alliance. 2. Kai Winn is in fact a changeling and is trying to destabilise the alliance. I can shed no further light on the subject as Kai Winn made my flesh crawl and I find it impossible to think logically about her without a sense of impending chaos. I shall report again next quarter. LCdr. Volar K'Zota: Having taken command of the IKV HurghmaS, LCmdr. K'zota proceeded to standard cruising speed, and soon ordered to divert from its current mission to assist the IKV Cold Revenge, commanded by Adm. K'Lay, to help guide the start of a KSF Klingon/Federation taskforce. Thee HurghmaS went to radio silence and cloaked until their arrival. Once in the area, short communications were held between the HurghmaS and the USS Dallas, commanded by Flt. Adm. Cliff Bailey, but the real intrigue didn't begin until moments before Volar transported on board. Alerted to a security breach at I.S. on his personal files, Volar looked into this further before proceeding with their Federation allies. Instructed by his first officer, Volar was briefed that an Ambassador Krowgon Drek'Mar was the one neck-deep into the restricted files of the K'zota line. Having recalled the name, he knew the implications, and that House Drek'Mar had been one almost banished from the Empire by the House Lorennseth. Adding to the curiosity, he had been informed there was price on Krowgon's head, the position of Ambassador to the Federation to be bestowed from the Lorennseths' House. Not interested in their offerings, Volar ordered Krowgon brought to the HurghmaS through one of the Corporation's toys. Much of the dealings were held behind sealed doors. What is known is that Volar surmised Krowgon would be of more use to him alive than dead, thus making plans for the

Lorennseth House to be removed from power. As the night drew closer, Volar and Krowgon completed the ritual for line-joining. The K'zota line grew by yet another that day.

Lt. Krowgon sutai-K'zota reports: It seems that after my long wait to return to the Empire after the blood feud with the Lorennseth has finally come. I have joined an honorable house named K'zota. I have been on Earth acting as Empire Ambassador for a long time. Things have changed with the Alliance with the Federation back in force. I have been working with LCmdr. Volar K'zota and Adm. K'Lay Chang on several different projects. After transferring to Volar's ship, it is still such a night I cannot understand, but I am not to question my orders, only follow them. I have been in touch with I.S. on matters in this sector as well. Lt. Kosh Pallara should have my report by now. I have also been working with Volar on the Imperial Net project.

CAMPAIGN COORDINATION COMMAND HEADQUARTERS

(DupjIj ra'ghom botlh) - Fleet Admiral K'Zhen epetai-Zu-Merz: The IKV Shadow Striker was caught in the thick of it when the Cardassian/Dominion fleet attacked Deep Space Nine - right where she wanted to be! We had been to long without action. After so long at consoles sending orders and receiving reports, this was an opportunity for glory, at last! The Shadow Striker, a proud L-42b, enhanced by the engineering genius of Commander Khen K'With, gave a good account of herself, and the crew relished every second of it. We went into battle lustily singing the Battle Anthem; each kill of a Cardassian ship brought cheers, but the kill of a Jem-Hadar vessel brought deafening roars of delight! "tlhIngan maH! tlhIngan maH! tlhIngan maH!" We shouted, even while we sought out new targets. Of course we took damage, some is to be expected amid such a beehive of activity. But Khen K'with was up to the task. Little matter that in the end we were forced to retreat with the Federation ship Defiant and General Martok's Retarran; we knew we'd be back with a vengeance, with that much more to fight for.

Chief Engineer's log, IKV Shadow Striker: Cmdr. Khen K'With reporting: The battle was glorious, but our side was losing. HoD K'Zhen ordered: "botjan yIchu'!" (raise shields)". Our main shields were, of course, down from the first Jem Hadar salvo. Still I replied, "HIja', HoD." I activated the navigation deflector and channeled as much excess power into them as the circuits could take. Qapla'! The deflectors took the next attack. Noath, my assistant, called "la' Khen, tujqu'choH QoQ!" (the engines are overheating!) I was afraid of that, feedback from the

deflectors were overheating the engines. "pevang!" (do something!) I ordered from the damage control console. The Captain called down, "Khen, get me some weapons!" "reH nuHmey tu'lu'!" (there are always weapons) I quoted. "Noath, vent excess engine plasma through conduit 7-A!" I cross linked the control circuits and called to the bridge: "nISwI'mey yIbaH!" (fire disruptors!) Noath protested, "The disruptors aren't working. What good will that do?" - "yIbej," (watch!) I instructed. The cross-linked reverse tractor beam pushed the superheated plasma vented into the tractor beam emitter into the enemy ship. Not as damaging as a real disruptor, but it does have the side effect of blocking the sensors of the enemy ship. At this point we were struck by fire from a second enemy ship. The panel Noath was at exploded in a shower of sparks. HoD K'Zhen called "pIvghor yIchu'! (engage warp drive!) Get us out of here!" "HoD, ghobe'; tujquchoH QoQ!" (No, Captain, the engines are overheating.) I responded. - "DaH pevang!" (Do something NOW!) she exclaimed. Well, given that order, I had to improvise; I charged the containment array and imploded the warp core...

The next thing I knew, I was waking up on the engine room floor. I pulled myself up the panel and blearily focused on the readouts. Well, it must have worked, the engines are no longer in danger of overheating, in fact they are completely drained. I wonder just exactly where the wormhole created by the subspace implosion dropped us?

Fleet Adm. K'Zhen: It will be Cmdr. Khen's job to get us back in time for the battle to retake DS9 - or he will be scrubbing the engine room with a toothbrush. (An instrument the humans use on their teeth, instead of sharpeners...

TroubleShooter TaskForce Command

Commander Borg K'Mpec

TASKFORCE COMMANDER

TASKFORCE DIVISION REPORT

TroubleShooter TaskForce:

After having two months; The TroubleShooter TaskForce needed to hone their warrior skillS abit! So, I ordered all of the ships attached to the TroubleShooter TaskForce, to take a two week ShakeDown Cruise and rendezvous at TIGORKOR.

We all arrived at TIGORKOR. The IKV BLOODLUST under my command, the IKV DREADNAUGHT under the command of LT.jg B'Etera K'Tral->K'Mpec, the IKV PHANTOMSTALKER under the command of Major Mara >K'Nera-K'Mpec, the IKV STORMBRINGER under the command of Ensign Qo'NeS K'Mpec, and the IKV TENACITY FORCE I under the command of Lt. Malakore K'Mpec.

Two day later, the TroubleShooter TaskForce departed TIGORKOR. And Set course for EMPOK NOR. Two week later, the TroubleShooter TaskForce arrived at EMPOK NOR, and the TroubleShooter TaskForce arrived 28 hours ahead of schedule. Over the next 7 hours, I received several SECURITY TRANSMISSIONS from gowRon!

gowRon wanted the TroubleShooter TaskForce to give a early wake- up call of sorts, to STARFLEET! Over the next 7 hours, I hailed the other TroubleShooter TaskForce ships and gave them their orders. But I gave the IKV STORMBRINGER special orders to be carried out! All the could be done now is lay and wait, very quietly!

Several hours later, the TroubleShooter TaskForce went to action as several Starfleet vessels had arrived at EMPOK NOR. The IKV BLOODLUST took up a right flank position apon the USS AKAGI! I sent the special command code to the TroubleShooter TaskForce Ships.

Suddenly, without warning, the IKV BLOODLUST, decloaked, target- lock, and raised upon the USS AKAGI. The IKV DREADNAUGHT decloaked upon the USS DALLAS. The IKV FEK'LAR'S TERROR decloaked upon the USS NAZGUL. And the IKV PHANTOMSTALKER decloaked upon USS COYOTE, as all of these ships had done the same thing as the IKV BLOODLUST. Jokeingly I told the USS AKAGI something about SURRENDER OR DIE! But the TroubleShooter TaskForce soon afterwards departed on its TOP SECRET MISSION!

THE KLINGON COUNTRY SONG

BY Carrie Williams

B'Etera K'Tral

I lost my battlecruiser
Now, (S)He was might fine
My mate ran off with a Cardassian
(S)He picked up on DS9

This ain't the end of my lost honor
And I'll tell you why
I found out my first officer
Is really a Romulan Spy
CHORUS
You might say that I'm one sorry Kling'n
That the nature of this song I'm singin'
I guess I really shouldn't quibble
But I feel like I've inhaled a tribble
That just ate all my quadrotriticale

I found a Feddie at the Dabo Table
And put a few strips down
With my luck, I was not surprised
When he won that round!

Now my heart is set on vengeance

My Disruptor set on "KILL"

My intentions never leave me cold

But my aim probably will!

PLAY CHORUS HERE

Can't go back to the EMPIRE

'Cause I have no name now

I'll have to roam the galaxy

In some garbage scow!

Or maybe I'll just get my knife

I guess I'm better dead

Some days I think I'm the sorriest thing

To have ridges on its head

PLAY CHORUS HERE

KLINGON KUISINE

From Klingon Cooking, by Kathy Kimmel

Submitted by Morag L'Kor

GREEN GAGH

1 package of lime Jello mix Prepared whipped topping. Prepare Jello from mix; Instead of letting it set a bowl, let set in a large flat baking pan. After it is set, slice it in long wormlike strips. Remove from pan and gather together in a serving bowl. Top with whipped topping when ready to serve. Can be served on lettuce strips for a grassy effect.

FERENGI EARS

With stuffed tuna or salmon and cheese To make crepes: 1 cup all-purpose flour 1/4 teaspoon salt 1/4 teaspoon baking powder 1 1/4 cups milk 1 egg 1 tablespoon melted butter Beat all ingredients until smooth. Heat lightly buttered 6-inch pan For each crepe, pour 1/4 cup in bubbly butter. Rotate pan until batter covers pan and cook until brown Turn and do the same. When done, shape into 3-5 lobes of an ear, and put into 12 buttered muffin pans. Filling: 1/4 cup finely chopped onion 1/4 cup finely chopped green pepper 1 cab tuna or salmon in water, drained 4 eggs 1 cup milk 1/4 teaspoon dry mustard 1/4 cup grated Parmesan cheese Beat eggs, add all ingredients and fill Ferengi ears. Bake in a 350 degree oven for 20-25 minutes. Let stand 6 minutes before serving. Makes 6 servings.

BURNED BIRD MEAT AND CHEESE

Sliced turkey meat 1 cup sharp cheddar cheese, shredded 1/2 teaspoon salt and pepper 1/2 of cut-up tomato and onion (optional) 4 pita bread Mix together all ingredients in bowl. cut off a small portion of one side of the pita breads, then stuff contents of bowl into them. Bake in oven at 350 degrees or until cheese is melted or browned.

toQ WITH FUNGUS

1 pound deboned chicken breast 1 cab mushroom soup. Salt and pepper to taste Garlic powder or whole clobes Any white wine - 1/2 cup (optional) Pour oil in large skillet pan. Heat, then drop chicken in and saute on each side until brown. Sprinkle with dash of salt and pepper. Add garlic powder. Add can of soup and wine to chicken. Cover and simmer on low heat until tender - about 20+ minutes. Serves four.

SLIMY DROK SALAD

1 head of lettuce 1 or more tomatoes Green Onions 1 hard boiled egg Mushrooms Cucumber Green peper Sprouts Cut up all ingredients and toss together. Top with sprouts. Give each person a small cup of dressing to top salad. Creamy garlic dressing: 6 cloves of garlic 1/4 cup olive oil 1/4 cup mayonaise 1/4 cup sour cream 1 tablespoon white vinegar Peel garlic and boil 3 minutes. Combine with remaining ingredients and stir well to blend. Serves four (or more).

BIRD & MAGGOT SOUP

Whole cut-up chicken 2 quarts water 1 chopped onion 2 cloves garlic 1 tsp salt 1/2 tsp pepper 1 carrot thinly sliced, Half cup uncooked rice Boil chicken in water. Add other ingredients when cooked. Cut chicken into bitesized pieces and add back into pot Simmer for one hour, covered. (Add 2 cup milk or cream for creamy soup) Serves about 8.

CHEESECAKE-BLUE BLOOD BARS

15 whole honey graham crackers 1 package (8 oz.) cream cheese, softened 1/2 cup milk 1/2 cup melted butter 2 tablespoons powdered sugar 1 can (1 pound 5 ounces) blueberry pie filling 2 tablespoons powdered sugar 1 cup whipping cream Roll crackers into fine crumbs. In 7 1/2 X 11 1/2 inch baking dish,

mix butter and crumbs together, Save 1/2 cup crumb mixture for topping. Press remaining crumbs in bottom of a dish. Chill while making cream cheese Blend cream cheese, milk and sugar until smooth. Spread blueberry mix evenly over crumb layer. Spread filling over cheese. Whip cream and sugar until stiff. Spread over blueberries. Sprinkle saved crumbs.

MOON CAKE

1 large tart cooking apple 1/4 cup butter 1/2 cup broken walnuts 1/2 cup honey 1 package 1 layer size yellow ro spice cake mix Core unpeeled apple and slice into 1/8 thick inch rings Cook for 3 minutes, turning moon apple slices once. Sprinkle with nuts. Prepare cake from mix. Pour batter over apples. Bake 30-35 minutes in 350 degree oven. Let cool 5 minutes. Turn over onto plate. Can serve warm.

COLD BLOOD SOUP

1 jar supermarket beet borst 1 pint sour cream Fill serving bowls with borst, top with heaping tablespoon of sour cream, serve with crackers or matza boken up an sprinkled on top just before serving.

Mission of Lusciouslips Ka'tan-Makura

Captain of the IKV Frisky Claw

Lusciouslips sighed with pleasure; the little puq would have to tow the line if she ever wanted her own ship, that is! The puq's mind was so-o easy to read, she was pretending to stand by her station - but her mind told Lushy othewise. Didn't the puq know they used minds like hers as playtoys back home on Cait; for the infants to cut their teeth on, so to speak? They had just entered the wormhole, and she'd given the order to stand by their stations; and for K'Jiuk to scan the wormhole for any unusual readings, when a shrill scream, full of terror arose from behind her. As she turned to see, a dazzling light seemed to envelop Ba'el--was it scanning her? No! That didn't feel right--and her feelings were usually spot on. She made to get up out of her chair when she was struck by a thin blue beam; it knocked her square over the other side of the bridge; as she watched in horror, the rest of her crew were immobilised, the same as she had been...she couldn't move...her body would not obey her...even as she stared at the now cowering Ba'el, she watched her evaporate into thin air. As this happened, so all on the bridge were released from their prison. Lusciouslips immediately sprang into action, screaming: "Scan for any electromagnetic signatures! Use all frequencies to hail whoever it was!" She was cut short as a huge black shadow spread over them, and out through the wormhole. Get after them!" she screamed. "Do not fail me! Everyone ran on overdrive; K'Jiuk yelled back, "Sir! they must be using a super high-energy transporter field, I cannot lock onto that ship! There are no disintegration particle traces--nothing. It's as if they'd vanished into thin air!"

She knew she had to get the puq back; her orders had been quite explicit concerning her; if any harm befell Arizhel's niece, she would be held accountable for it...gods! What an unholy mess, she thought. As they cruised at impulse power scanning for the unknown ship, she yelled out new orders. "Execute a scan for possible planets; single orbit search, they had to have gone somewhere - how many star systems here?" K'Jiak answered immediately, "164, sir! She cut him short with "Execute acceleration manoeuvre...follow any electromagnetic patterns...any! Do you hear? They can run but they cannot hide! We will find her!"

Her whole body was on alert; this was no ordinary energy force; this was something...far different! Lt.Jg. Ba'el Kehoaz: Ba'el had decided to play the Cat's game - a lot depended on how she acted; Arizhel had always commented on her acting talents. As she viewed their entrance into the wormhole, she felt as if her mind had been caught in a clamp and squeezed tightly! She felt as if she were on fire, and then she was surrounded by an energy force of such ferocity that she screamed out in pain. To keep her eyes open was difficult - she was so-o sleepy...she felt her body shut down--she couldn't move...she felt herself disintegrate. It felt like atmospheric flight--then--nothing! When she came to her first reaction was one of total disorientation--fear came a close second. All around her was darkness...but neon images hovered in the air...was her mind playing tricks? Symbols she'd seen in old terran books shown out. She sensed she was not alone; the hairs on her body stood up - what the #$%& was it?

Suddenly darkness faded into light; she gasped--for there before her was something she could only describe as a living, walking nightmare...it was huge, well over 8 feet tall...all ebony, with spikes of metal all over its body. It's gender was--she didn't know what. She wanted out! She sprang back in fear, for it had prostrated itself before her...she heard a strange tongue inside her head...incredibly she understood--how she did she had no clue--her mind panicked; its voice was low and seductive.

"Welcome home, daughter of Darkness. What was once lost has been found...!" Hers was a confusion of thoughts, but still the voice continued: "Your father is overjoyed--his heir by his side--sword of his vengeance...his instrument of divine death...death to all who would stand in your way; child of his heart--prepare thyself to let thy father in..."

Never had Ba'el felt such peace...such total understanding... whatever it was that involved her body, mind and soul, was so-o powerful..she trembled with anticipation... Its dark power touched her very soul, making her its own. Strange markings had been lasered onto her neck...her muscles grew taught and sinewy...power flowed through her--she felt so-o good! She knew--just knew--where her path lay; she was her father's handmaiden of death, his sword of destruction. He let her pick her first...prey...it was an easy choice...those who hd ridiculed her, those puny life-forms who called themselves KLINGONS! So the weak will perish, she thought; they would all kneel at her feet.

She was no longer Ba'el Kehoaz...she had been reborn...she would hence take her long lost name: uCinatas Lucifia Ksa'tan'ica.u Now was the time to take her revenge. Like a dish served cold...total annihilation of all Klingons was her first task...as for her second... Lusciouslips Makura:

Lusciouslips turned off her monitor screen; a frown crossed her face; the discussion, if you could call it that, with Arizhel had not gone well...she had told her in no uncertain terms that she held her personally responsible for her niece's disappearance, and for the rampage she was now going on. Reports of her carnage were unfolding thick and fast. Gowron was furious and demanding action be taken immediately by Arizhel. Everybody has a fall guy-- she was Arizhel's--she would have to stop the puq herself! She slowly stood up; she was thoroughly fed up with the continuing situation with herself and Arizhel; she might have to rethink continuing her future with the Klingons... She made her way to the bridge of the Frisky Claw and sent out an all-language, all frequencies message...and waited. Her future could depend on this mission. She would bait her prey even further by enticing her into the very heart of the Dominion; she knew the puq had made many contacts there. She was using her superior Caitian cloaking device. Before long, K'Jiuk alerted her, too late - the huge, black ship was almost upon them! So, the bait had worked! She screamed "Red alert! Photons ready, full power to shields - but a red beam lanced around the bridge, scanning each one until it reached her, enveloped her, immobilized her and tossed her like could Caitain roundball. Such hatred! She wanted to howl in pain; but she was silent. Then she disappeared...

The alien entity which had taken over Ba'el's mind and body was not yet satisfied with the carnage it had brought on the Klingon empire...they had proved to be easy prey. they were unworthy to exist in its realm. The entity had been around since the beginning of the universe; it destroyed that which got in its way; down through the centuries it had taken over and inhabited various life-forms, using them as it saw fit... its instruments of destruction. It considered Ba'el's body as nothing more than a means to an end, and so the weak would perish under its reign... there was barely anything left of the Klingon Ba'el Kehoaz; infiltration was nearly complete...

As it stretched its mind across the galaxy, it encountered Lusciouslips' message; it shivered with anticipation, for here was a worthy opponent--it would play her game..it would seek her out. It had been called may names through its infiltrations, but its true name was easy to remember: CALANSR--the Annihilator.

It had grown tired of the game...so on engaging its prey's ship it took its displeasure out upon it...it did not even waste its time on the life-forms in this part of the galaxy--they were of little consequence...it would deal with them later. It was fully occupied now!

It struck the Frisky Claw like a cobra; it sifted through the life-forms until its prey was before it... it tormented her unmercillessly...her death was a very long way off... it needed her alive...when it had had enough, it transported her to its own vessel. It plunged into her mind, wanting to devour her psychic abilities. She was a formidable power...the pleasure it felt from the challenge made it shake with anticipation. This species called Caitian was far superior to the one it inhabited--the knowledge it held fascinated it--it wanted this mind, this body... it would discard the inferior one.

But in its haste, It failed to protect itself--the Caitian's power enveloped it... when it did acknowledge its error, it was far too late!

It felt its mind being held in a psychic mind grip... held fast with no escape... it felt itself weakening...it screamed with fury and hate. She would pay for this displeasure! It summoned all its power... it went in for the kill...

She found herself prostrated before the alien/Ba'el thing--it had brought her to its territory! She had not been quick enough--now she was the prey! The thing which inhabited Ba'el's body was exercising its power over her... trying to probe her mind and invade her body. Lusciouslips knew she would have to counter-attack, seeking out information that could help her... the alien was old... universally destructive; it needed to feed to rejuvenate itself; it lived only for destruction. She probed further to find anything resembling Ba'el... transference was not complete yet--there was still a chance! She invoked all her Caitian Adepti powers; she gasped when she encountered the entity's thoughts... it wanted hers! It wanted her knowledge..her Caitian powers, its appetite for destruction was insatiable...it was now or never, she thought...her plan had to work...or they were both lost... never had she prayed to the gods as she did now... CONTINUED...

THE JEM'HADAR DRUG "WHITE"

By K'Lay Kronsei Chang

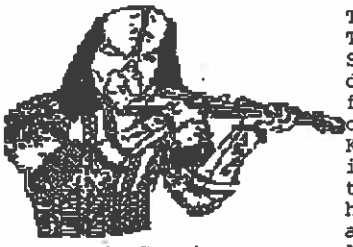
Very little is currently known about the drug commonly known as the "white" used / abused by the Jem'Hadar. What we do know comes from covert sources, what information has been given by the Federation, and what few first hand observations we have so far been able to make.The drug itself is derived from a plant cultivated now on only two planets in Dominion held territory, all other natural and / or cultivated areas purposely eradicated in order for the Dominion to control the supply, and thus the Jem'Hadar. While the white can be chemically synthesized, the resulting generic form is generally considered to be inferior to its natural counterpart, the synthetic product both harsher on the Jem'Hadar nervous system and its effects shorter lasting. More frequent and higher doses of the synthetic are thus required in order to maintain the same effect, resulting in a dramatically increased incidence of nervous system damage, epilepsy and early death. To add to its undesirable qualities, the synthetic variant is also somewhat less stable than the natural product, its "shelf life" less certain, quickly losing its potency upon exposure to various contaminants, including water. Other than the seed pods which are ground to make the fine white power, the plant itself is not psychoactive, and does not contain the chemicals needed by the Jam'Hadar, though all parts of the plant are toxic to numerous other species, including the Humans, Cardassians, Klingons, and to a lesser extent Vulcans and Romulans. It is unknown at this time whether this difference is due to a difference in physiology and biochemistry, or to the Jem'Hadar's already high level of usage and increased tolerance for the drug. Intelligence sources tell us that the plant itself is subject to various strains of blight, some of which can render the product toxic and even lethal to Jem'Hadar as well.

These possibilities of drug control are presently being explored, and further research is ongoing.

POETRY CORNER

SING A SONG OF KLINGONS

By Fleet Admiral K'Zhen epetai-Zu-Merz



ghuS'ugh

There's a race of mighty warriors And they call themselves the Klingons They're well known for their conquering ways. They prowl the galaxy ever Seeking worlds they may take over And they rest not in their quest night or day. In the name of mighty Kahless They will go right into battle When they find a planet they would like to rule. And nothing will deter them For they come in mighty warships Armed with weapons of distruction as their tool. Klingons greatly value honor And they seek to win much glory For the Empire in their battles swift and sure. For to conquer weaker races Is the destiny they're seeking For they started out from planets that were poor. As for humans, they are weaklings, The Cardassians are stinkers, And the Romulans are traitors they declare; The Ferengi all are cheaters And the Vulcans are leaf-eaters And Bajorans only sit and mutter prayers. When they win their hard-fought battles Then they celebrate with vigor, Eating qagh and butting heads and drinking wine-- Be it Romulan or Klingon They don't care just so it's liquor And they sing the songs of glory of their line. So if you should chance upon them In a Bird of Prey or Vor'Cha Be forewarned that you're in danger for your life. Eschew slavery and destruction, You can't lick 'em, best to join 'em If they'll take you, it will surely save you strife.

KLINGON ALCOHOL CONSUMPTION,

AS RELATED TO INTESTINAL HEALTH

By K'Lay Kronsei Chang

It is common knowledge throughout the galaxy that Klingons, as a species, can and do consume large quantities of alcohol, without experiencing the level of intoxication and associated consequences, suffered by other species. Even very young children of the Imperial race are given small quantities of ale and other spirits without deleterious results.With the Klingon's extremely high metabolism, the alcohol does not stay in the stomach long enough to be absorbed into the stomach lining. It does not, in fact, begin to be metabolized until it reaches the intestines, and again, does not remain there long enough to be fully absorbed into the bloodstream. This physiological fact has proven of benefit to the Klingon race in that they are rarely,if ever, seen to be inebriated to the point of complete incapacitation. What we now suspect however, is that the genetic trait has a more serious and important use to the preservation of the species and that it may have evolved in a process of natural selection as a defense against intestinal parasites. These are found in some abundance in all carniverous animals indigenous to the home world and are thus contained in the raw meat so favored in traditional Klingon diets. Microscopic parasites consumed in the meat attach themselves tenaciously along the intestine walls and would, left unchecked, prevent the absorbtion of nutrients, and eventually cause the death of the host. The most effective method of parasite control in ancient times (though by no means the only one available now with modern medicine) was the alcohol which Klingon hunter gatherers carried in animal bladders around their waists, beverages which fermented naturally in the hot, moist climate of the homeworld. In hunters with the genes for higher metabolism, the alcohol would reach the intestines within minutes of consumption, its

strength relatively undiluted, where it would saturate the permeable skins of the parasites. Suffused in alcohol, the parasites could not maintain their hold on the intestinal wall of the host and would then be, if not killed outright, easily flushed out of the system along with the rest of the waste. Hunters with slower metabolisms were less able to utilize nutrients due to the number of parasites, and were also subject to illness, infection and disease.Although modern day members of the Imperial race have no digestive problems when returning to the homeworld, fusions of all kinds and visitors from other races may wish to eat only replicated meals, cook all meats well done, or take parasite inhibiting medication when partaking of food on Qo'noS.

CREATIONCON'S WILLIAM SHATNER CONVENTION

By K'Lay Kronsei Chang

I will admit to having some misgivings about attending the latest Creation Convention here in San Diego where William Shatner was to be the guest star. I feel about Captain James T. Kirk much the same way I feel about roaring fire places on cold winter nights, champagne at New Year's Eve, and chocolate any time in any form... much loved traditions to be savored and not tarnished by too much reality. I don't want my icons destroyed by facts like: fire places pollute the atmosphere, alcohol isn't good for you, chocolate has a million more calories a bite than carrot sticks, or that William Shatner has nothing in common with the Captain of the Enterprise. Captain Kirk was honorable and honest, larger than life, charismatic and strong. And from some of the negative publicity I'd heard about Shatner, I had all but decided to keep my illusions intact and spend the price of the convention ticket on something truly worthy....like more medals for K'Lay's battle cloak, or a 10 minute call to my bondmate in England.

Still, I had never seen Shatner, up close and personal, at a convention and my curiosity has always gotten the best of me.

It was, I decided later, one of my better impulses. William Shatner, like Kirk, is also, I found to my delight, larger than life, charismatic, strong and extremely amusing to boot. Taking Kirk-like charismatic control of the audience, Shatner moved across the stage with energy and enthusiasm, relating past ancedotes and future plans at warp 9. Some might still call him irreverent...and it's true, he's no diplomat. His new book about Star Trek fans, a humorous work called "Get A Life" is a prime example of the honesty which has sometimes landed him in trouble with Trek audiences. But he's as candid about admitting his own foibles and quirks, and he seemed utterly devoid of the artifice and false vanity sometimes attributed to him, and so common with some other actors of his fame and reputation. No "tin plated God with delusions of grandeur" here, to paraphrase a piece of early TOS Klingon dialog.

If it was an act, he gave a command performance, well worth the price of admission. But I prefer to think those of us who went to the Creation Convention saw the real man from whom the complex character we know as James T Kirk was made.

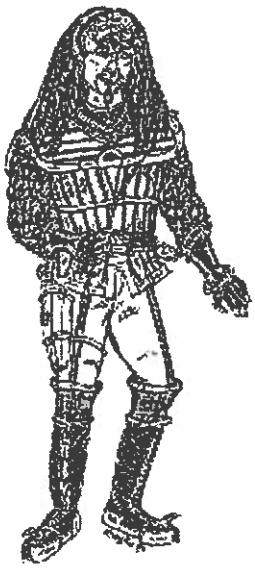
Admiral K'Lay Kronsei-Chang

FANTASTICON

By Michael C. Robbins

Borg K'Mpec

This year's FANTASTICON was held on the weekend of August 8 - 10 at the Los Angeles Airport Hilton. I was hoping to meet up with Geneva Anderson of GSA Sector 1, but she was unable to attend the convention. I decided to drag K'Lay along, kick'n and scream'n to the convention on Sunday. She didn't kick or scream that much since she hasn't had the chance to wear her ridges, much!



Anyway, Drive north toward Los Angeles, I had forgotten about the U.S. Border Checkpoint. Darned Illegal Klingon! The U.S. Border Patrol wanted to deport K'Lay back to Qo'Nos. I was able to slip an U.S. Border Patrol Agent- -TWO CENTS. And we were sent on our way.

We arrived. Me and K'Lay seem to be lucky. This year, we were in the elevator with Chase Masterson, Leeta of DS-9. Chase remembered me from the Comic-Con International Convention just a few weeks prior to FANTASTICON. Chase was wearing this rather sexy silver number!

Barbara March /Lursa made an rare con appearance. Rene Auberjonois / Odo, gave the fans the best news of there will be an 7TH Season Of DS-9. The Three VOYAGER Clowns- -Robert Beltran, Ethan Phillips, and Garrett Wang kept crowd in stitches. We also saw four of the six remaining cast of LOST-IN-SPACE. Me and K'Lay even and raided the Dealer Room.

There are plans in motion for next year's FANTASTICON. The dates for next year's convention are AUGUST 7 - 9, 1998 at the same location and FantastiCon has a website and the website address is; http://www.scifinetwork.com/startrek

I hope to see alot of KSF Members at next year's convention!

All and all- -an extremely fun time was had by one and all!

Orlando Vorgron '97 July 19-20

Through the eyes of Lynn L. Cornwell

(LT jg K'Lynn vestai-Hurric)

Guests: Armin Shimmerman "Quark" and Chase Masterson "Leeta." Chase cancelled at the last minute, and the young man who plays "Hugh" replaced her. He appeared to be about 17 or 18 tops but said he was 31. Oh my.. Arne Starr was there too.

My dad, Paul Hanleck, Frank Tutay and myself drove up together. I had requested one handicap room with two beds and an adjoining room with two beds. Early arrival on the handicap room and late departure on the same room. The adjoining room we would take when we could get it.

We arrived about 11:30 am (no room available). That is what started our day. One and a half hours later, she said we could have one of the rooms but it was the non-handicapped. We grabbed it, skip all the trips to the desk, and at about 7pm the handicap room was ours. Paul went down and got the key. We got in and the DARN THING WAS NOT HANDICAPPED. We had all had it by then and just took the room. (By the way it was not adjoining either, it was side by side.) QUESTION: Do you think my Dad will ever go to another Star Trek convention?

Since I was not feeling great, I took it easy. I missed all of the panel discussions, the auction, Trek trivia and the games. I enjoyed the presentations by the stars, both Jonathan and Armin were very good. I laughed and got into it and forgot my troubles for a little while.

I bought another Klingon Headpiece, the one they used at Universal Studios for the Star Trek Adventure, for 20 bucks. It was not pretty so Mitzi said she would fix it for me. It will be beautiful, can't wait to see it aain. Brett and Mitzi had a raffle again at this convention. I bought tickets for both days. Thre grand prize was a big ol'betleH that must have been 7 feet long, and very fancy. (A 70 year old woman won it. She looked so funny carrying it out to her car, and you should have seen the big ol'smile on her face.) Well, Paul Hanleck won the little child-sized betleH, and frank won the megleH or whatever you call it. I won nothing. But at the end of the convention, Brett came to me and said Mitzi wanted to talk to me...I was with my friends from Sanford. I went and was presented with a gorgeous black betleH. It seems that they present a friend of theirs with a "work of art" after each convention, showing their gratitude for the person. And this was my turn. I was so happy. It has really helped my depression over all this illness. It is on my wall in the living room. I enjoyed this convention, I am glad I went. NEXT TIME!

A DEAL YOU SHOULDN'T MISS

I received a copy of a 43-page booklet containing eight entertaining Klingon stories written by Christine Francis and illustrated by Tammy Lassiter. She requested that we do a review for our fanzine. I found it quite worthy of doing so, and of advertising and recommending it to our members. The review will be done by Adm. Katalyia, and should be in the next issue of Battle Lines. The Poet Warrior and Other Klingon Legends By Christine Francis $6.00 U.S. check or money order only Canada and foreign orders please include an IRC with your order. Mail to: Queen's Pawn Productions P.O. Box 4 Sunderland, MA 01375 http://www.treknews.com/PoetWarrior/

WARRIORS' BULLETIN BOARD

Penpals/Exchanges/Wants Column

Adm. K'Zhen has two large size T-shirts, white bearing my drawing of Shakespeare as a Klingon put out by the Klingon Language Institute. New, never worn - I'll take $10 for each.

What am I bid for a 10 inch action figure of Worf in his TNG gold uniform?

Anyone interested in some AD&D fantasy novels? I have some extras. Comic books, anyone? (Not my ST ones though!) Enquire.

I still have LOTS of the original KSF patches bequeathed by Adm. Keel. They're $3.75 each as I have to refund him most of it.

Ma'na Usnach/Linda den Hollander (Sector 4, GSE) wants penpals in the US, and recipes for her Klingon cookbook!

ARTWORK! I'm constantly drawing Klingons, so I might as well make some money for the club from it. I'm currently doing Klingon pinups - warrior women (men too if desired) in Calendar type poses, with backgrounds. $5 small (5 1/2 X 8 1/2), $8 large (8 1/2 X 11) includes postage. Colored, $10 and $15 - Will also do D&D or other character portraits. - K'Zhen Zu-Merz If you have a want or something to sell or trade, send it in, and we'll put it here.

"It's time for your audit, Captain Picard."

While South Carolina high schooler Ben Watson was researching the history of the IRS for school, he typed "history of teh IRS" into the Web search engine Excite. Must to his extraterrestrial surprise, the first item returned was the Klingon Language Institute! (From PC Magazine, Jan 1998)

Would you like to own property on Qo'noS? I am selling property complete with a deed to your section of land. I have been selling these deeds at conventions for $5 (US). Special for fellow members of the Empire $3.
E-mail me at C-DeH@juno.com or snail mail Steve Nibbelink, PO Box 104, Center Point, IA 52213.

I have property on some Federation and other worlds as well. Ask for the complete list of on stock deeds. I do custom ones as well for $6, special for club members $3.50.

Ask about my selection of certificates and prove you graduted from the Qo'noS Institute of Higher Learning.
Thank you,
Chris DeHart
(Steve Nibbelink)

TRAVEL TIPS FOR KRONOS

By Fleet Admiral K'Zhen epetai-Zu-Merz

Every Klingon knows what to take along when returning to the Homeworld, but too often Terrans do not have the slightest idea what they're in for. I have debated whether or not to offer them tips on the subject, or whether it would be more fun to have them find out for themselves. I have decided to offer them some tips; then if they foul up, they can't blame us, and besides it will show just how stupid Terrans can be. Essential items: Pepto Bismol. Of course this resembles Klingon blood, and if you spill any your could be accused of doing harm to a Klingon subject, but you will have to choose between that and the after effects of eating Klingon cuisine. First Aid Kit: Indespensible. You are certain to violate some Klingon social taboo, and it will come in most handy. Water purifier: Klingons are immune

to a whole HOST of micro-organisms and parasites that Terrans are not; otherwise you will have to consume an equal amount of Blood Wine to kill the germs, in which case the cure could be worse than the diseases you might get. Earplugs: that is if you expect to get any sleep on Kronos. Klingons are well known for drinking and fighting and singing loud battle songs late into the night--and morning. No Terran could possible do with as little sleep as do Klingons. Mattress pad: Or, better still, a matress. Klingons do not sleep on mattresses. Of course you'll have to endure the scoffs of your Klingon hosts for requiring such luxuries, but it's either that or tossing and turning, and muscle cramps in the morning. If you have any more travel tips for Terrans (or other races), send them in to Travel Tips, care of BATTLE LINES!