

# Klingon Strike Force

## BATTLELINES #2



MARCH 1998

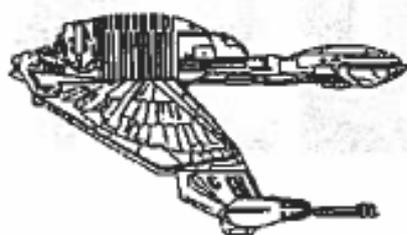
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KSF; a not for whose aim is to fun in our shared





## Appointments



K'Lay Kronsei-Chang: to Campaign Coordination Command Executive Officer  
 Krowgon Drexa: to Command of Triangle Operations.  
 Azel Tavana: to M.O.C. Executive Officer  
 B'Etera K'Tral: to G.M. Troubleshooters Taskforce XO  
 BullG STaVaneS: Transfer from I.S. to G.S. Troubleshooters Taskforce  
 Kruge Kronsei - GSE Global Sector Command for Britain  
 Jacen Kas-Chang GSE Global Sector XO  
 qe'San be'rawn - GSE Sector 1 Command  
 Mara K'Nera K'Mpec - GSE Global Sector Command for Germany

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## Promotions, Awards



Mimbral Ripmav - Promotion to Captain for long devoted service to the Empire and the KSF, and undertaking to publish our newsletter. Also certificate of Excellent communications.  
 Krowgon Drexa - Promotion to Cmdr. upon taking command of Triangle Operations; Certificate of Excellent communications. Kosh Palara - Promotion to Lt. Cmdr. for devoted service as Commander of Sector 5.  
 Volar K'Zota - Promotion to Lt. Cmdr. for excellent service as Ambassador in CyberSpace, and as Webmaster; Certificate of Excellent Communications.  
 K'Lynn Hurric - Promotion to Lieutenant, for great courage, and devotion to the Empire in the face of her Enemy.  
 Khaufen Juriss - Status promotion to zantai, for excellent service as Commander of GSA Sector 4; Certificate of Excellent communications.  
 Khorghan Ghlanx-Chang - Promotion to Commander - for command of GSA Sector 6.  
 Borg K'mpec - Status promotion to zantai, for continued devoted service to the Empire and the KSF. Certificate of Excellent communications.  
 Reyna Kor - Status promotion to sutai - for devoted service as Commander of Global Military.  
 Drekar Tor-Am - Status promotion to sutai - for devoted service as commander of IMC.

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## Commendations



Khorghan Ghlanx - for long devotion and service to the Empire Kadak - Special thanks for relaying messages between High Command officers and service beyond the call of duty.  
 K'Lay Kronsei-Chang - Certificates of Recognition and Excellence in Communications for her untiring labors in CyberSector, and as Campaign Coordination Command XO, with unswerving devotion to the KSF the Empire, and the Fleet Admiral.

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## New Members



### CyberSector

Jim Burns [hellslayer@citynet.net](mailto:hellslayer@citynet.net)

Steve Nibbelink Lt.Jg. Chris vestai-Dehart 1202 1st Avenue Center Point, IA  
 52213 [c-deh@juno.com](mailto:c-deh@juno.com)  
[vulcan-steve@juno.com](mailto:vulcan-steve@juno.com)

### Triangle Operations

Edward Anderson Quo-Krin Son of Dura-maQ 500 Shelly Ridge Ln. #304 /P  
Raleigh, NC 27609 [Kling004@aol.com](mailto:Kling004@aol.com)

#### Sector 1

Daniel Dreesback ATMD 600 DIV W/C 64B 950 W. Essex Road Oak Harbor, WA  
90278-5400 [dreesbach@luosemail.com](mailto:dreesbach@luosemail.com) [dreesbach@hotmail.com](mailto:dreesbach@hotmail.com)

Bill Lee (Address Pending)

#### Sector 2

Karl Holtz Lt.Jg.Kruger vestai-DuppIn 618 Delaware St. Jewell, KS I.I.  
Operative [hlruback@nckcn.com](mailto:hlruback@nckcn.com)

#### Sector 3

Christopher Petersen Ensign Pok vestai Chang-Martok 13301 Maple Knoll Way  
Maple Grove, Minnesota; 55369  
[klingsblood@hotmail.com](mailto:klingsblood@hotmail.com)

#### Sector 4

Gordon Pittsley Lt.Jg. Kordon vestai-Dok'Marr 1 1/2 Haines St. Nashua, NH  
03060-4037 I.S. Officer

#### Sector 8

Adrienne Paradis Lt.Jg. Azel vestai-Tavana 2147 W. Romneya Dr. Anaheim, CA  
92801-1639 [AzelTavana@aol.com](mailto:AzelTavana@aol.com)

#### Returning Member

Gina Godat Lt. Koran vestai-Kvass 700 E. Lake St. #138 Orange, CA 92866  
[GKSL24F@prodiqy.com](mailto:GKSL24F@prodiqy.com)

#### Change of Address and Corrections

Chris Gable/Volar K'zota 1354 Casa Park Circle Winter Springs, Fl. 32708  
[volarkzota@aol.com](mailto:volarkzota@aol.com)

T. T. Anne Heyer Lt. Malakore Noraxlycus vs. K'Mpec 2405 B Street Eureka, CA  
95501 MOC

[Malakore@AOL.COM](mailto:Malakore@AOL.COM)

Kor Vren Kurzark Robert Tomaszewski 23086 Melrose East Point, MI 48021 (Email  
address unknown)

Krowgon Drexia Cliff Bailey Jr 9704 Dameron Dr Silver Spring, MD 20910  
[Krowgon@aol.com](mailto:Krowgon@aol.com) (note: new e-mail address)

K'Drew K'Terai Andy Merrit 1160 Willow Green Drive Newport News, VA. 23602  
[cddleguy@Norfolk.infi.net](mailto:cddleguy@Norfolk.infi.net)

Wolf Klauschie's character will change his name from Khaywolf

DuraS-Chang to Khaywolf Chang

Change Maw'qu Karizan / Thomas McDonnell's e-mail address to Ground0000

(From K'rai House gorgh - Eric Clemmer) "It has come to my attention that the  
members of the K.S.F. refer to me as k'rai'gor and not my true identity as  
K'rai of the house of G'orgh." Just to set the record straight.

#### GSE SECTOR 1 (England)

John Hill/Comdr. Kruge Chang-Kronsei

Robert Lydford/Comdr. Ke'reth Makura

8 Beechcroft Stanningfield, Bury St. Edmunds Suffolk IP294RT England

Jon Brown/LCdr. ~~K'Sharn-B'rown~~ qeSan be'rawn

Woodside, 10 Withycombe Furzton Milton Keynes MK4 1ET ENGLAND  
[qesan@yahoo.com](mailto:qesan@yahoo.com)

Wendy Wilkins/Lt. K'wen Trekan-Chang

105 DEACONSFIELD ROAD HEMEL, HEMPSTEAD, HERT ; HP39JA ENGLAND

Chris Rogers/Comdr. Jacen Kas-Chang

[jacenkas@AOL.COM](mailto:jacenkas@AOL.COM)

Samantha Gyseman/Qo'NeS K'Mpec

21 EQUITY ROAD LEICESTER, ENGLAND LE3 0AS [lucretia@stayfree.co.uk](mailto:lucretia@stayfree.co.uk)

Christine Preston/Lt.jg. K'Tor vestai-Krell  
Steven Humphrey/Ens. Steven vestai-Humphrey  
K'rahme vestai Menvoch GRAHAM HEMPHREY 60 MARCHBURN AVENUE NORTHFIELD,  
ABERDEEN, SCOTLAND AB16 7PA  
K'Pril Vestai O'Connor Tuvok ANNIKA RUF Carpser Weg 18, 22337 Hamburg,  
GSE Sector 3 (Germany)  
Susanne Schell-Maier/Major Mara Knera-K'mpec  
Christine Schultz /Lt. Athena K'Ehleyr  
Klopstockplatz 7, 22765 Hamburg, GERMANY  
Connie Follster/Lt. Kolara vestai-Subaiesh  
Gierenburg 19 D-21698 Harsefeild Germany Frau32@aol.com  
David Fernandez Falagan  
Boris Knittel

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### Birth of a Warrior:

Congratulations to Sarena Zu Merz / Debbie Green and  
Kavach K'Tach / Les Ramsdell on the birth of their  
son, Joshua Warren, 7 lbs 10 ozs, born on Saturday  
January 17, 1998



### Honorary Member



Walter Payton, former running back for the Chicago Bears #34, for 13 years. He  
is a drummer, has a son in high school, and a daughter. He was 4th picked  
1975 draft. Recruited by Drekar Tor-Am at a convention in his area.

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### Admiral's Thoughts



By Fleet Admiral K'Zhen epetai-Zu-Merz

The first two issues of BATTLE LINES has are going where our newsletter has  
not gone before-- entirely into Cyberspace. Not only are more members than  
not receiving this issue by email only, it can be viewed at Mimbral's website  
(come.to/ksf), pictures and all.

There has been a general explosion in Cyberspace, with so many members going  
online. This is changing the nature of the club to a great degree, but I  
want to assure everyone who is not online, and may not wish to, or be able to  
go online, that you will not be lost in the rush. Every one of you is as  
welcome as anyone online. The pen and the typewriter are still viable  
methods of communication, and we welcome your contributions.

We plan to integrate the roleplay game online and the one through regular  
mail, starting next quarter, so that we will have one Campaign Coordination  
Command report. How successfully we can achieve this, we don't know yet, but  
as a Vulcan friend once said, "There are always possibilities". We never  
intend to abandon the hard copy of our newsletter; there is no substitute for

the booklet you can hold in your hands and read, without booting up a computer to do so. Just so, we don't intend to abandon by-mail activities. On the matter of GSE--we are happy to report that it is still there. We have a group of members in England, in Germany and one member in Spain. Some of them are online, so that strengthens our ties. The sector in England is known as GSE Sector 1, and the one on the European continent, is GSE Sector 3. As we build our membership in GSE, we will add new sectors there. Last quarter's roster contained a number of omissions and a few errors, so you are getting a new one with this issue. From time to time you will be notified of new members, changes of address, new appointments and postings. Please keep your roster up to date by adding them as soon as you get the updates!

Again I urge you to get to work for the Empire, and try your best to RECRUIT NEW MEMBERS! I would like to see local groups in many of our outposts, such as other clubs have, that can have local meetings, do good works, and attend conventions together. Anything worth while takes effort, including overcoming shyness. Don't be afraid to approach others whom you think might be interested - or to sneak up on the unwary! We have a goodly number of eager, active new members, full of imagination. Think of how many more are out there, somewhere. Let's go forward and conquer new territory for our glorious Empire!

This is a Commendation sent in by Morag L'Kor for Lt. Klynn Hurric:

*To honor you for your service to the Klingon Empire, your open and caring friendship, and your inspiring courage. These things have endeared you to us and to all Star Trek fans.*

If you read K'lynn's post report, you will see the reason for this commendation, as well as the tribute listed with her promotion in the Promotion and Awards section. Lynn has exhibited great courage under circumstances that would cause many of us, perhaps most of us, to give up and quit trying to do anything. Those of you who pray, I ask you to pray for her. The rest of you, wish her the best and hope with her. And I encourage you to let her know you are thinking of her and that you care.

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#### THE LAST WORD

##### A GENTLE REMINDER:

Everyone who is online is receiving this issue by email. There are some members who are not online, and have not yet paid their dues - they will not receive this issue. If you are online and still wish to have a hard copy, you must also pay dues for 1998 of \$10. If you are having financial difficulty, you may pay half, or whatever you can. We cannot afford to send out free copies except to our allied clubs.

SECTOR COMMANDERS: Find out if your ground based members have renewed.  
DIVISION COMMANDERS: you may help in this if you wish - after all you may lose a player if one of yours has not renewed.

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#### \* \* \* ATTENTION ALL WARRIORS ! \* \* \*

Are you aware that your KSF membership was only good until December 31st? (If you haven't paid already.) 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. 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 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

**QUESTION:** "Is the on-line KSF RPG different from the regular KSF club RPG, and if so, how is it different?"

**ANSWER:** Each quarter Fleet-Admiral K'Zhen and I discuss what we'd like to do with the club RPG as a whole. I coordinate the on-line play, particularly any role play we do in conjunction with the USC, while K'Zhen coordinates all the rest. We compare notes and try to keep the two parts tied together. Role playing as we are used to seeing it in the KSF is usually done in the following manner: K'Zhen sends out orders to the individual Division Commanders, who in turn break those orders in to pieces and send out individual mission orders to the officers in their division. Those officers generally write one mission response each quarter, and turn it back in to the Division Commander, who writes one report based on all the individual responses to return to K'Zhen. The online role play is similar in that K'Zhen's orders are sent through and elaborated on by me, discussed with the on-line Division Commanders or their on-line XOs, who then issue orders to their individual on-line officers. The major differences are 1) the pace is much quicker and the quantity of reports received on a single mission is often greater. Missions may be "ongoing" rather than completed in one turn, and thus a Division Commander may receive many reports from each officer each quarter, rather than just one. And 2) Whereas off-line role play most often is conducted between a Division Commander and an individual officer, with only occasional interactions between groups of players, the reverse is often true on-line. Players often interact together, and write reports based not only on their orders, but on other player's ongoing reports. The potential for increased interaction between members is one good thing about the on-line games, but care needs to be taken to avoid hurt feelings and misunderstandings which can arise because of the increased interaction. Keeping a few simple rules in mind will, we think, avoid most problems. (Most of you will recognize this excerpt from the KSF membership packet you received upon joining.) Keep in mind that these rules only apply to the KSF club game. Private RPG games sponsored by KSF members may have other rules entirely.

### **For the KSF game:**

- \* You may not wound a real KSF member's character or put him/her in a position where s/he is helpless or confined without that member's permission.
- \* You may not kill a real member's character, ever.
- \* You may use characters from the ST series but you cannot kill them off, marry them, or do anything else that would keep the character from appearing again in our rpg.
- \* All deaths in the rpg are to happen to Non-Player Characters (NPC's).
- \* Destruction of fictional property in the rpg is acceptable if not done routinely. Remember, we are honorable Warriors of the Klingon Empire.
- \* Always remember it is all fiction and all in fun, and is not to be taken personally or too seriously. Above all, be courteous in all your correspondence!

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Questions for "Ask the Admiral" can be sent to Margie McDonnell / Admiral Klay Kronsei-Chang at 4220 Chasin St. Oceanside, CA. 92056, or [klaychang@AOL.COM](mailto:klaychang@AOL.COM)

The Admiral recently broke her hand in battle (while tripping over toys and falling against a bookcase) but will respond to all questions as quickly as possible.

## New Allies

An Alliance of Recognition was negotiated this quarter with the Starfleet group Outpost 94. According to Commander Ka'bar, our contact with Outpost 94, they role play, talk with the local clubs in their area as well as some on the web. They describe themselves as a standard I.K.S.R. Platform, with a standard complement and scout ships. They would like to be kept up with the things that KSF do, as far as cons etc.

An Alliance of Recognition was also reestablished this quarter with our old Allies, the Komereck Attack Fleet who had fallen silent during recent months. They are back in contact now, and would like to invite any interested KSF members to a convention called: Praxis - The Official Tribute to Mark Lenard, in Hidden Valley, PA of which the KAF is Co-sponsor. The convention in Hidden Valley, PA. May 22-25, will benefit the Juvenile Diabetes Foundation. Anyone wishing further information on Praxis may access thier website at: <http://www.nb.net/~qsera/praxis/praxis.html> or contact Diplomatic Corps Ambassador or Admiral K'Lay Kronsei-Chang for details.

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## Sector Reports

### GSE Reports

Kruge Chang-Kronsei - We've been busy reorganizing GSE, sorting out how many members we have, establishing Sectors and arranging to have BATTLE LINES distributed to members.

Jacen-Kas-Chang - 'This quarter has been a busy time for me. I graduated from University in November, I now hold a Bachelors' Degree in Law. I know hope to enter into a computing career. I have also returned to my martial arts studies, this time in Shotokan Karate. I passed my first exam in December and now hold the rank of 9th Kyu. Throughout, I have been busy at work as Christmas is the busiest period of the year for the Catering Industry. It was very tiring and draining. Christmas was the same as usual, relatives and food. It doesn't seem special anymore. Jacen has not been doing much this quarter, so there is nothing to report on that front.'

qe'San be'rawn - My life has become very busy lately especially since gaining internet/email access <qeSan@yahoo.com>. I have joined the KLI list which takes some reading and I am still promoting 'The Klingon Directory' with everyone I contact. However GSA, qe'San is back. You have been warned!

Mara Knera-KMpec - In December I was able to see Alien 4 at the cinema. It was great. I love Sigourney Weaver. I ordered the videos Alien 1,2 and 3. The English original version is three times more expensive than the German translated version. That's really incomprehensible. Major Drekar gave me the command of the IKM Coldheart. And he made me his X.O. I am very honoured and I hope I can be helpful for him. I am looking forward to work with him

## GSA Reports

Filed by Admiral Katalyia K'tore-Jiraal  
GSA Commander

### Sector One

Filed by Commander K'Eherang Sutai K'Shontan-Jiraal, Sector Commander

Commander K'Eherang Sutai K'Shontan-Jiraal: Finished up with my classes at Portland State University, and now begins the battle with Western Oregon University to get my degree. As was not mentioned in the previous newsletter, I had my wisdom teeth(yes, all four of them at the same time)removed on 9709.16(ouch!--a true test of my Klingon reisitance to pain. Am still trying to find a job, and came within a few inches of taking a job as a phone psychic(yikes!). I am also asking if there are any on-line 'cybersector' members that live in Sector One who would consider being my on-line "contact" in this sector.,

### Sector Three

Filed by Admiral Katalyia K'Tore-Jiraal, Sector Commander

Admiral Katalyia K'Tore-Jiraal: I recently bought a PC and have been busy playing with it in order to get to know the system. I am getting pretty good at it. I have figured out how to use the 'Write' program and have done the sector reports on it. I hope to be on E-Mail by April. On the game side of the system, I have won several games of solitaire and one game of Minesweep, with the fastest time of 28 seconds for a beginner. I am keeping an eye out for the Star Trek Conveniton coming up in August, where the organizers are trying to get the whole cast of DS9 here for the biggest conveniton in this area.

Lt. Ju-Nagah Chang: Today is a day of celebration. After months of 100 % suffering at the hands of the Dominion, we've finally struck a blow to them that'll be talked about for generations to come. The 'Gorkon's' Redemption', along with the 'Death Bird', the 'Qupla Jatih', along with several Federation ships, including the 'Lone Wolf' and Sisko's Defiant' broke through an entire legion of Cardassian/Jem'Hadar lines enroute to retaking DS9. We've just finished sending the remaining enemy ships running for their lives and are now on our way to redevous with the rest of the fleet at DS9.

I would like to request that my ship and crew be assigned to DS9 and the Bajoran Sector permanently as part of the 9th fleet.

Lt. Kulec Vestai Tera'Weh: Things have been going well for me. My classes this summer wrapped up well once I finally got a major paper done. This fall I have three classes. I've been trying to keep up with what's going on in the baseball playoffs. I was happy to see Cleveland and Florida get into the World Series. I hope to hop on the internet soon and see what's out there on Klingons.

Ensign Pok Martok-Chang - I'm currently an Ensign on the IKV Dragonstorm KAG Demon Fleet and am researching info for SajQa' of KWS. I have been adopted into the House of Chang and am already a member of the House of Martok. I am a constant customer at the Blood Bar (Klingon chat) which is located at <http://www.auburn.edu/cgi.bin/htmlscript?-bentoam/KLIN2/chat/chatnew.hts>

If you have any questions, please feel free to email me at [klingsonblood@hotmail.com](mailto:klingsonblood@hotmail.com)

(Ensign Pok is now also an Ensign in the KSF assigned to Imperial Security)

## Sector Four

Filed by Commander Khaufen Sutai Juriss, Sector Four Commander

Commander Khaufen Sutai Juriss: This quarter has been an exercise in contrasts. There have been times of almost frantic Klingon activity and times of practically none. However, all in all, they have evened out and we have moved forward most satisfactorily. Before I report my activities, I want to apologize to my Sector members for the delay in sending them the "New" KSF flyers I promised. I went overboard in putting them out in Orange County and used them all: including the Masters. That is what comes from getting in a hurry! I will have a new set out soon, and you will receive them with your next hardcopy communications.

This warrior has sent and received letters from almost every member in Sector 4 except for two. One of these members is in Peru and the other is having some difficulties with the real-life continium: something we all can understand. I wish to commend B'Etera, Krysthe, Krai and Kishin for their continued devotion to duty and their support of our Sector projects and endeavors. Also, my thanks to K'Lay, K'Zhen, Korghan and K'Mar for their support and inspiration!

Issue number two of "WE ARE KLINGONS" will be released on January 1, 1998. Thanks to Admiral K'Zhen, B'Etera and the Juriss Epetai I have enough Klingon art to produce several excellent issues: KAI! Anyone wishing to have a copy and view the work of Sector Four's warriors, please send me a SASE.

The Sector Four Webpage has been expanded and we have included new graphics and designs; in January "We Are Klingons" shall be added to the page. One of our ideas for the future is adding our Sector personnel Post Reports to the Webpage as well as their fiction, poetry and songs.

The One has collected a small mountain of information on Star Trek and Klingons via the internet: and a long list of webpages for Klingon groups. I shall be including information and upcoming events in Trek from some of them for our Sector members to view, and of course, anyone else who wishes the data.

This officer attended a little known CreationCon in New York City during this quarter and enjoyed the wit and charm of Leonard Nimoy. He spoke on his relationship with Bill Shatner, ST-9 and told some very interesting stories from his past; it was a gloriuos weekend!

I have inquired, from a Alternate Universe Warrior, about the possibility of having patches made for Sector 4 and if the response is positive, hope to have them ready for distribution by the next quarter.

The One has been involved in the RPG conflict between the Dominion and our Forces and Allies: The battles, glories and victories have been most enervating. I look forward to continuing on the front lines and taking the Stormwalker back into battle under the brilliant command of Admiral K'Lay Chang.

Commander Krysythe Sutai K'mpec Ka el-zi : One major thing happened this quarter; I finally started getting SSD. It took a long time coming. I'm currently in the process of catching up on mail. I was sick two weeks, with a bad case of the flu. So far, this new season, the only Voyager episodes I've liked are the ones with Leonardo DaVinci in them. I think John Rhys Davies is Great! I hope that all KSF members have a Merry Yule!

Lt.jg. B'Etera Vestai K'Tral: I've been busy three days communicating with Cmdr. Borg K'Mpec and other Klingon fan group members from around the world at the Channel 1 Chathouse's "Final Frontier" room. I've also had a human photo made into my Klingon warrior self at the Warriors of the Empire website(<http://www.hotink.com/warriors/gllry4.html>). I attended a "Day of Honor" mini-con at a Rochester New York Media Play store on HovpoH 9709.28. I have recently finished the KLI's Klingon Language Postal Course, for which I wrote a love poem for Borg in Klingon as my final project(look for it in upcoming newsletters)! I've also been reading Kahless, Klingon for the Galactic Traveler, and the "Poet Warrior" short stories, and put together the Make Your Own Starship Klingon Battle Cruiser paper model. On a more personal note, I have accepted an alliance between the houses of K'Tral and Juriss, and a consortship with Cmdr. Borg K'Mpec(who I have been cyber-dating as well!)We plan to get together for the Camp Dover Peace Conference in New Philedelphia, Ohio in 9804.

Greetings all. I k'rai Tai G'orgh am speaking to you. If you are on the internet or have internet access then you might want to check out these sites. My top ten sites for February are as follows.

1. <http://Tnt.Turner.com/Babylon5>
2. <http://www.soundamerica.com>
3. <http://us.imdb.com>
4. <http://www.kli.org>
5. <http://www.members.aol.com/shoreleave/index.htm>
6. <http://earth.finalconflict.com>
7. <http://www.warnerbros.com>
8. <http://www.scifi.com>
9. <http://www.babylon5.com>
10. <http://www.decipher.com>

Movie Releases Intelligence has gathered this information.Currently there is no way to verify information.

March 27th the re-release of "Grease"  
April 3rd the release of "Lost In Space"  
April 24th the release of "Major League 3"  
May 1st the release of "Les Miserables"  
June 19th the release of "X-Files"  
July 2nd the release of "X-Men"  
July 10th the release of "Leathal Weapon 4"  
October 27th the release of "Simba's Pride"  
October 30th the release of "Halloween: The revenge of Laurie Strode"  
November 6th the release of "Wing Commander"  
November 20th the release of "Star Trek 9"  
November 20th the release of "Babe: A pig the City"  
November 25th the release of "A Rugrats Movie"  
Decmber 18th the release of "Beavis & Buttthead 2: Another Movie!"

Oh and be sure to get the latest info on Sector 4 at  
<http://www.geocities.com/area51/cavern/38111/index.html>

Till Next Time  
Qa'plah (success)

## Sector Five

filed by Sogh Kosh Vestai Pallara-K'Tan, Sector Commander

Sogh Kosh vestai Pallara K'Tan: Once again...I return! I am just now catching up on all of my correspondance, after getting back from my two week vacation; in Salem, Oregon. That's also my excuse for the lateness of replying back to everyone! I am finally involved in a KSF-RPG, a secret mission, involving the USC alos. I'm getting back into the 'job groove' again...oh joy. I am also getting back into the computer 'saddle' again...oh joy. The same day I arrived back, Jan. 3rd, I got to go to an Aerosmith concert!! That was great! No, I didn't go in uniform, not that I would have stood out any...Hasta!

Sogh Lusciouslip's Vestai-Ka'Tan-Makura-Ghlanx Chang: Lushy is currently on a top secret mission with her new consort Khorgan Ghilanx Chang...Lushy is also teaching Khorgy! The Caitian way..life for him will NEVER be the same folks! In real life-I entered a BIG American Poetry Competition-and guess what?! My poem is to be published...AND it's also going on a tape cassette..and I stand a 1 in 9 chance of winning 1st prize...sorry! I'm getting carried away again! My new business is taking off-and my stencil design's now grace the best homes! Phew...enough for 1997....don't you think? Roll on 1998!

Igh Cinatas Vestai-Lucifia Kehoaz: Am currently seeking position on (Any?" ship, for RPG purpose's-the Cat and I have(FINALLY!)parted ways...excuse me while I stop drinking the celebratory champagne...hic! Have not been too involved in GSA' s RPG's-but hope to do so in the future! In real life-I can't wait for Christmas! PARTY PARTY-PARTY! Qapla to you all in 1998!

## Sector Eight

Filed by Commander Borg K'Mpec, Sector Commander

Commander Borg K'Mpec: I did the following during this last quarter: Well! During this past quarter: I, now, have a girlfriend which has developed into a very serious relationship. Her name is Carrie Williams/B'Etera K'Tral-K'Mpec. Because Carrie is my girlfriend, she has accepted my offer to be a consort and the House Proctor for the Noble House Of K'Mpec. The Noble House Of K'Mpec is registered with the Independent Klingon Line Registry, House Of K'Mpec's Number is 0036. The Independent Klingon Line Register Website address is: <http://www.netvista.net/~mmaksel/iklr/index.htm>. I became the new GSA Sector 8 Commander. I'm continuing to enjoy my WebTV Internet Terminal, surfing the web, emailing, and chatting at the ChatHouse with new friends. I have been able to locate serveral FREE Email Services; want one ask me. Besides my WebTV Address--Borg\_KMpec\_KSF@webtv.net; I can also be reached at KSF\_Borg\_KMpec@hotmail.com. Future Events: I will be attending the CON-DOR CONVENTION in February. My birthday is March 12! I will be attending the Camp Dover '98 Peace Conference Convention in New Philedelphia, Ohio in April. The Camp Dover '98 Peace Conference Website Address is <http://www.fyi.net/~kordite/dover/home.htm>.

Azel Tavara: I did the following during the last quarter: Joined the KSF, Joined the IKV ShadowStriker as CMO and Senior Officer. Created a profile. Put up a web page to take care of all the wounded that the Chief-Of-Security send me. Participated in the ship board role play and harnessed Adm Chang every chance I got!! Real life has been a bit of a downer this past quarter, so I will spare you the depressing details.

I WOULD LIKE TO RECOMMEND THE FOLLOWING OFFICER FOR COMMENDATION;  
Admiral K'Lay Chang

I have to do something to get back into her good graces before she sends one of her hit men after me! Oh, and there is all of this great work she does on the role play's as well as her honorable recruiting techniques and helping to support the club while Gennie has been out. I am sure there is more that I am not aware of.

Khaywolf DuraS/Chang: I did the following during the last quarter: I hung around drinking at the Hot Blood Bar a lot. I highly recommended it. <http://www.auburn.edu/~bentoam/KLIN2/index2.htm>. I continued my infiltration of the Klingon Assault Group and the Klingon Warrior Society. I maintained my suite of websites. <http://www.geocities.com/~khaywolf/>. I played Klinghorn in a Terran musical group, the Wild Oats. <http://www.geocities.com/SoHo/Lofts/6296/>. I had a lot of migraines.

Maw'qu Karizan: I did the following this last quarter: I've helped K'Arnage with his character profile, and played the email RPG with him for the Klingon-Federation war. I've also been outsmarting the teachers, studying medieval torture methods in case we can use them in the KSF, and stealing consorts from K'Arnage.

K'Arnage: I did the following this last quarter: I am finishing my character profile and I have already been role playing with Maw'qu Karizan in the war against the Dominion. I have also written my division commander.

Kothari: I did the following during the last quarter: I've been on the road a lot, driving cross country so I haven't done much with the KSF. I am going to bribe Admiral Chang with a Christmas tree, to give me some more time before she comes looking for me.

## Cyber Sector

Filed by Admiral K'Lay Kronsei-Chang

Admiral K'Lay Kronsei-Chang: This last quarter has been even busier than before, especially now that the Klingon Strike Force in GSE has now come back under our Command. Our membership has nearly tripled in the last six months, we have gained new allies, Klingon and others, made new contacts both on and off the internet, put out our own newsletter BATTLE LINES, thanks to the hard work and efforts of Mimbral, made ourselves known in cyberspace and, as I always knew we would, pulled together as an international team to take the club past old boundaries and into a new and bright future. My particular thanks to those in GSE who stayed by our side through the difficult times and who are still helping us with the dutis and transfer of command there.

As usual, the wicked daughter of Chang dabbles in everything, and has been kept busy sending out recruitment information, answering questions, role-playing, meeting new recruits, conferring with allies and doing what I can to aid K'Zhen with restructuring and reorganization, which she does so much better than I.

Lt.-Cmdr. Voloar K'Zota: I'm in the midst of relocating quarters again in real life. My website (the KSFCN) however, has a permanent address and is doing well there. Since the start of the KSFCN the website has been viewed throughtout the US, Romania, Italy, Europe, Canada, Austrilia...we've gone GLOBAL: without even realizing it! All of this from jjust a simple site designed to keep members and allies informed of the rapidly changing universe...of course from a Klingon's point of view! In the last quarter, the site has been visited by over 400 people, is now being revied for over 25 different awards, competeing against some of today's toughest sites on the Web and is now listed in over 20 different Search Engines across the net, AltVista, Apollo, InforSpace, InfoSeek, Starting Point, WebCrawler, and THE WEB Magazine..just to name a few!

The Diplomatic Corps on line has also been making contact with new allies and potential allies through E-Mail, chat rooms and other places in Cyber Space.

Q'rul DuppIm: For the past quarter I have been getting my "feet wet", learning about the Internet, and discovering Klingon and other Star Trek fan clubs. The Klingon Clubs I checked out included the Intergalactic Klingon Empire, IImperial Klingon Forces, Khemorex Klinzhai, Klingon Assault Group, Klingon Imperial Diplomatic Corps, and the Klingon Warrior Society, before I finally checked out the KSF. I had met members of the KSF years ago at a Star Trek convention in Omaha and found them to be rude obnoxious and very un-klingon. I have not made very many friends yet in the KSF, but I have found, I believe, that those people were the exception rather than the rule and I am happy to be a part of the KSF.

I have done the usual things one might expect in becoming a member such as creating a persona and writing my family background and personal profile. I have been asking my Division Commander and our Fleet Admiral a LOT of questions.

I have been exploring the groups "role playing" style and have been exposing Admiral K'Lay Chang to what I have started calling traditional role playing, what she calls "live role playing". I am looking forward to on-line roleplaying once I get even more questions answered and I get a feel for how things work.

Lt.jg. Chre DeHart: I have been married for the past nine years to the most beautiful woman in the galaxy. We have two children, a mortgage and a dog. As of this writing I am returning to school because a medical condition has left me unable to work in job I was doing. More reports on this as time progresses.

I have enjoyed Star Trek ever since "The Wrath of Khan". I cannot say that I have a favorite series as I like each and each stands on its on merits. Those who want to get into a debate can reach me at my e-mail address C-DeH@juno.com. In my free time (which due to the medical condition has been quite a lot) I write and take care of my web site. [Http://soli.iav.net/~nibblink/trek/htm](http://soli.iav.net/~nibblink/trek/htm). Come on by.





## KSF / USC JOINT TASK FORCE ROLE PLAY



As I sit in Quark's bar aboard Deep Space 9, and raise my glass of bloodwine to the Allied victory over the Dominion, I toast the Defiant's crew and Starfleet's Sisko, and their heroic deeds to retake the station...with the help of the Bajoran prophets. But my thoughts turn inward, in silent toast to the unsung heroes, some of whom are now serving in the Black Fleet, and as I meet Fleet-Admiral K'zhen's eyes, and those of her Starfleet counterpart, Fleet-Admiral Cliff Bailey, I know we share the same thoughts and thus a common bond. The victory seemed to come swiftly, when it came, the glory going to The One who had first broken through the enemy defenses and spearheaded the advance that led to their retreat. But there was more to the story than that, and Sisko had stood on the shoulders of many who had shed their blood for the Cause behind the scenes.

We knew, early on, that we could not rely on a direct assault alone to win this war. The enemy forces were too powerful and too many. After several months of defeat after crushing defeat, and constant retreat, we realized that we would have to combine forces to attack their flanks. We would have to work together as a team. This was easier said than done, particularly when it came time to inform Starfleet Command that we had been training their enemy the Maquis...with weapons and equipment stolen from Starfleet...for just such a contingency. Hard for them to believe the Maquis could be trusted, or us, for that matter, and harder still when Global Security's Stormwalker Squadron and Global Military ships, including Lt. Maw'qu Karizan's recently commissioned ship IKS RAPTOR had to be dispatched to enforce the deal the Maquis had made with the Empire. In the end, Commander Khaufen Juriss had to lead the Maquis fleet himself after the Maquis leader chose death over cooperation, but the gamble paid off, and the former enemies of the Federation did fight for the common good...if only for the duration of the war.

Other behind the scenes efforts began to pay off as well. Upon returning from a year long, under cover scouting mission, Lt Commander Jacen Kas Chang reported the existence of a heretofore secret Cardassian shipyard...and a major one which he volunteered to lead a search and destroy mission to. With his ship, the IKS LIBERATOR as guide, Commander Borg K'Mpec and his Troubleshooter Task Force, most notably the BLOODLUST and B'Etera K'Mpec's IKS DREADNAUGHT, teamed up with the Starfleet ship, USS MARINER, to destroy the shipyard, crippling the Cardassian's ability to repair ship damage close to the front. As a gesture of good will, the valient Mariner and her then Captain KBee, were given the use of a Klingon cloak for the duration of the hostilities. Imperial Security forces, including Lt. Cmdr.Kosh Pallara and new recruit K'arnage, under the direction of IS Commander Koloth K'Tama, dealt a similarly effective blow against the Jem'Hadar by sending a strike team to a planet named Celtris which held both a Jem'Hadar base and a disbursement facility for their White substance. After poisoning what they could and destroying as much as possible of the rest, they used the Jem'Hadar computers to track down the supply schedules for the disbursement ships so these too could be taken out, thus cutting off the Dominion fighter's essential drug. And finally, though covertly done, I.I. operative Lushy Ghlanx-Chang and GS officer Khorghan Ghlanx-Chang infiltrated Deep Space 9 itself, with the help of a non-Founder shape shifter, under the very noses to the Dominion, to bring back essential intelligence for Federation forces, including the AKAGI, NAZGUL, and SUN EAGLE even then readying for their attack. Even the Diplomatic Corps shed

their usual tactful approach to fight battles to the death, on a one-to-one basis, Ambassador Commander Volar K'Zota and the IKS HURGH MAS doing the previously unthinkable, kidnapping the Cardassian Ambassador to discover intelligence by other than diplomatic means. There were many field promotions as old leaders fell and new ones stepped forward to take up their duties, including former diplomat Lt Commander Krowgon K'Zota who took over command of the Triangle and a new ship, the IKS SHADOWSTALKER, Ltjg. Chris DeHart, the genetically enhanced Human given the awesome responsibility of providing Security for the region, and new Medical Operations XO Lt.jg Azel Tavana, drafted into providing both medical services at the front and to a planet suffering from a plague. Life, and it's accompanying problems go on...in spite of the war which drains all our resources. Unsung heroes all, whose contributions to the ultimate victory, were just as great as those more visible.

And not all the enemies were visible ones either. Admiral K'Lay Kronsei-Chang, in conjunction with USC Admiral Adrienne Paradis and her First Officer, Andorian Captain Teven Belin uncovered a plot by the Founders to plant shape shifters in key ship positions at the front. The information, obtained by Khaufen Juriss using K'Lay Chang's illegal mind sifter, did not come easily, resulting in the death of the changling, and, as Ambassador Volar K'Zota pointed out, placed Starfleet in the position of either condemning or condoning the sifter's use since Starfleet personnel witnessed the interrogation. Teven, not one to go by the book, agreed that the end sometimes justified the means, and a trust was forged between two allies formerly only joined by political necessity. It would not be the last time such trust and silent partnership paid off.

Evidence of changling takeover began appearing, worrying the High Commands of both Empire and Federation, as ships on both sides were shot out of the sky by "friendly fire"...the LONE WOLF....PEK'LAR'S FURY...and others. Worse still, rumors abound that there is additional treachery at foot, that some on both sides have sold out to the Dominion. The USS COYOTE is the first to fall, given to the Romulans by her Captain in return for safe passage. One of our own was next, the Traitor's ship stopped from attacking Commander Sarena ZuMerz medical ship, IKS SHAMAN...and perhaps even the Fleet-Admiral's ship.... only by the quick thinking of the IKS TYRANT'S commander, Ltjg. Kavach K'Rach. With the possibility of treason as great as the possibility of shape shifter control, Internal Intelligence Commander Kruge Chang-Kronsei is sent from the home world to haunt the bridges of whatever ship he decides to inspect, his presence like the spectre of death, testing both blood and loyalty. The meaning is clear; Empire means to win this war, and all obstacles to that goal will be eliminated, from the highest to the lowest. No one is above suspicion.

The first break came from an anonymous Federation source that Admiral Kronsei-Chang had come to trust, in the form of a note revealing the coordinates of three ally-turned-enemy ships. the USS DALLAS, GEORGIA and the Klingon ship D'LASS, the traitors led by the mutinous former Starfleet Admiral Mark Zesewitz.

It was not yet known if his mutiny had been motivated by a changling takeover, a change of heart and Alliances, or something more, but the SHADOWSTALKER had received an anonymous message giving them even more useful information, and had been sent to intercept and capture the traitors, intact if possible, and destroy them if not. If the treaty was to remain strong enough to win the war, neither side could afford to lose any more ships...especially not to each other.

We raise our glasses tonight on Deep Space 9 for the victories we have won. But we dare not lose sight of the battles still to come or the teamwork which will be required to emerge from them equally victorious.



Campaign Coordination Command

Roleplay report to the KSF  
 Edited by Fleet Admiral K'Zhen epetai-Zu-Merz

**Imperial Intelligence (wo' lInDab) -**

Cmdr. K'Eherang K'Shontan-Jiraal:

Personal Log, Cmdr. K'Eherang K'Shontan-Jiraal reporting:

The doors opened; at last I was visiting Lushy's revue bar. What a place! I hoped that the others would arrive, as ordered, as I walked up to the bar, where Luciouslips was overseeing things. "Greetings, Commander K'Eherang," Lushy said as I approached. "Anything to report?" I asked. "Perhaps," Lushy replied. She indicated one of her employees should watch over the bar, and she took me to her office. When we were alone, Lushy began, "I took the Frisky Claw into Cardassian space, using its new Caitian cloaking device," she began. "And?" I pressed. "And learned that the Cardassians' infiltration of DS9 is complete." "I see," I said. "Thank you, Lushy. Do you mind if I wait here to see if any of my other agents arrive?"

"By all means," Luciouslips smiled. "But do come out into the bar and have a drink. I just got a shipment of rather excellent bloodwine." "I wouldn't miss it," I grinned, and went with Lushy out into the bar again.

### **Internal Intelligence** (botlh lInDab ra'ghom):

Commander Kruge Chang-Kronsei:

The IKV REVENGE OF KAHLESS stood out large and foreboding against the backdrop of stars and a colorful nebula known as the Dragon's Head. The great vor'cha class ship hung silent, holding position with bow and stern thrusters, their blue lights winking on and off. A peaceful sight, but her wardroom was a hive of activity, raised voices, and threats.

"Enough!" A hush fell over the Command Officers. Aall eyes turned toward the voice. "I am Commander Lord Kruge sutai Chang-Kronsei, in command of Internal Intelligence." The tall dark, giant figure moved menacingly towards them. "I am loyal to Fleet-Admiral Zu-Merz, Chancellor Gowron and the Emperor. I expect the same loyalty from you." As head of N.I. I am making sure you all aware of the new threat of Changlings which could be among your crews or your personal staffs. They have already penetrated the High Council; it would be relatively easy on your ships. Some ships have already been compromised, and Klingon and allies lost. If I see \*anyone\* take an attack stance against a Federation ship, whether they fire or not, I will personally kill him. Do you all understand this?" He did not mention anyone by name. He did not need to.

He paced two and fro before hitting the comm. "Maltz--send a Security team here now." To the room in general; "You will all be tested to make sure you are all who you say you should be."

As one, they rose, overturning chairs; several hands fell to weapons and a chorus of raised voices filled the air. "No! We are Klingon warriors, you have no right!"

Kruge looked back hard at them. "You WILL all take my test, and now!" "I refuse." A new voice rose above the rest. "This is dishonorable."

"Who are you?" Kruge demanded. "I am Tarpak, son of Mordred of the House of Kampac." A tall, dark young Klingon officer came forward, looking at Kruge with contempt. "You may be the Admiral's \*bangtoy\* for now, but you will not order me or my crew in this!" His hand dropped to his dak'tagh in anticipation. his stance one of challenge.

Kruge's black eyes flared dangerously as he rose to the challenge. Before Tarpak knew what had happened, Kruge's left hand gripped his throat, dragging him across the room and pinning him against the bulkhead in a grip of steel. "Then, son of Mordred, meet your ancestors." A blade flashed, slicing through Tarpak's neck, sending twin fountains of blood in the air. The young Klingon's eyes rolled back and a gurgle came from his throat as Kruge let him slip to the floor. Just then his security team arrived, weapons at the ready.

"Let's get on with the tests, shall we?" He wiped his blade on the corpse. With that, the rest agreed to proving that they were indeed Klingons.

### **Imperial Security** (wo' Hung)

Cmdr. Koloth sutai-K'Tama:

Cmdr Kruge Chang-Kronsei reports:

PThe door chime sounded. "Come." Maltz entered his father's quarters on the IKV REVENGE OF KAHLESS. "I have made contact with your agents Sir."

Kruge bade him take a seat. "I want you to head a team of special forces assault Marines on Cardassia prime, to do as much damage as you can in the target area. I want them pinned down, their output of weapons, communications, and transport systems destroyed. Put terror into them. Kidnap their leaders and kill them."

"May I pick my own team?" "Of course. You will meet with Oliver Dee who will

give you intelligence, but your team must not know and you will trust no one. He will be your eyes and ears. I will drop you off on Cardassia prime myself." He handed Maltz a small black box. "This will put you in touch with me." Be careful. Maltz left to ponder his team.

Kruge waited until the door closed behind his son before he put the comm link through to Dark Angel. "It now looks as if at least two of the High Council members are Changlings." The agent said. Things seemed to go from bad to worse. "Name them." "Lord Kronsei, it would be foolish to put names to them without further proof, and better if I have a chance to figure out their long term plans if we leave them where they are for now. I will not let you down with this. I will get back to you soon." Kruge bade him well and cut the link.

## Global Security (qo'Hung) GSA/GSE

Admiral K'Lay zantai Kronsei-Chang:

9708.28: 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 torpedoes 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)

GSA: Cmdr. Reyna vestai-Kor:

Lt. Maw'qu' Karizan reporting: Karnage and I were in the midst of putting in a new computer when we received the distress call. When we got to Cardassian space we didn't know that 3 warships were behind us. We had gotten to the Hurg maS quite safely, surprisingly. We had fixed a single torpedo with something the humans call C-4. We didn't know how effective it would be so we put about 15-20 lbs. into it. It took out the enemy ship. It also knocked some sense into our computer--fixed it.

We saw three warships behind us, with their weapons armed, so I did a friendly gesture and lowered our shields, as we loaded Karnage with caffeine, then beamed him aboard the Hurg Mas with a batleth and levek. I had raised my shields but with my computer now working it looked like my shields were down, and my weapons had not yet been armed, but in fact my weapons were armed and locked on their bridge, as theirs were locked onto my engineering section. I fired, unfortunately hit my wing so I got mad and sent a "happy bomb" over there--happy for me, and not for them! I sent ten torpedos to greet them. Karnage, on the other hand, desired to get creative. He gutted four Cardassians before they knew it. He was jumping from shadow to shadow. He took out 32 of them. Unfortunately there were only 33, including the prisoner.

But what I'm wondering is where Karnage is going to put those damned trophies of his on my ship...

Cmdr. Borg K'Mpec reports:

From its base, the IKV Bloodlust and IKV DreadNaught departed in the direction of the Orion Nebula. Fek'lar's Terror had come under attack; I hailed the USS Mariner, asking if they wanted to come along. They replied they would remain at the base, run battle drills and wait for our return.

The Bloodlust aided Fek'lar's Terror in making repairs; the DreadNaught made a cloaked patrol of the area, destroying one Jem'Hadar ship, then tricked two others, popping out of a nebula and destroying them.

With Fek'lar's Terror partially repaired, we set course toward Qo'noS; we made necessary repairs on Fek'lar's Terror and the PhantomStalker, general maintenance on the Bloodlust, DreadNaught, and StormBringer, which had just returned from routine patrol of the Neutral Zone. We learned that the Fek'lar's damage was done by Federation weapons. Now the Federation is firing at us again?? The Undiscovered Country scenario again? Just great...

I picked up a special piece of equipment, to loan to the USS Mariner for as long as she remained attached to Battle Group Three. The Troubleshooter TaskForce then returned to base. It is only suspected that the USS Dallas had fired on her. But WHY?? When I arrived at the base, I informed Commodore KBee what was learned concerning the Fek'lar...

Later, BattleGroup Three, still minus the USS Lone Wolf, departed, heading toward our target, Taurus III and the Jem'Hadar shipyards. I wanted to surprise the Cardassians and Jem'Hadar there. All ships of the Battle Group arrived safely, and caught the Cardassians and Jem'Hadar completely by surprise. The battle went very fast and furious; I'm still counting the total destruction of the Jem'Hadar/Cardassian shipyard.

While the other ships of the Battle Group targeted all sorts of Jem'Hadar ships, in various stages of being built, the BloodLust targeted the construction platforms in orbit above Tarus III, plus targeting all of the shipyards on the planet surface. It was really like a terran Turkey-shoot. It took quantum torpedos to do the amount of damage required. Once the battle of Tarus III was over, and with the eco-system destroyed, Battle Group Three departed back to its base.

Lt. K'Lynn Hurric reports: I am still hiding in a nebula. We are working long hours on repair and upgrading.

### **Imperial Marine Corps - (wo'bIq'a' ra'ghom)**

Maj. Drekar Tor-am:

The IMC Blackheart Squadron, minus the IKM Coldheart, as part of the Fourth Force, took station near the Cardassian border as ordered. We waited for word from Global Security, which was to make up the other half of the Task Force. After waiting I chose to take action on my own. I ordered Lt. Trevka Tor-Am to take a runabout and scout for forward bases for Marine recon units. While waiting for her to report back, I began to patrol the border. It was my good fortune to come upon a Cardassian convoy just inside the border. I ordered all vessels to cloak and move across the border. We attacked the convoy and destroyed all but two freighters. One was carrying food and medical supplies, and the other, weapons and other equipment. I knew these types of supplies were only used by base personnel, also the type of freighters destroyed were short-range, which meant the Cardassians had a base nearby that was new or unknown.

I ordered the squadron to re-cloak and while the IKM Boldheart escort the two ships back cross the border, I and the rest of the squadron searched for the base. After a short search we found the base in an asteroid field. I ordered part of the First Marine Regiment, the Heartbreakers, to stand by to beam over. After decloaking, we quickly took out the base shield, and the first regiment beamed over. the fight was hand-to-hand some places on the

base, but it was taken with very few losses to the Marines. When the base was secure, I beamed over to talk with the prisoners. They reported that not all was going well between them and their Jem' (Hadar allies, and that base was nothing more than an outpost. They also said there had been an order for many of these outposts to be built although they didn't know why.

I ordered the prisoners taken aboard the IKM Strongheart, then for the outpost to be destroyed. Once back on the bridge I ordered the squadron back across the border, where I ordered transfer of the prisoners, then sent the Boldheart to escort the prize ships and prisoners to the rear. Lt. Trevka reported that she had found and established an outpost from which the Marine Recon Units could operate, and had a staff of 50 personnel already at work, and two recon teams out.

I returned to patrolling and hoped the rest of this duty went as well as it had begun, and somewhere down the line I could hear from G.S. and Major Mara Knera of the IKM Cold Heart.

### Triangle Operations (wejweH yIS vangmey):

Lt.Cmdr. Krowgon Drexia

LCdr. Krowgon has just taken command of Triangle Ops, and has recruited two officers into the KSF to serve under him.

\*\*\*\* As Krowgon looked over the pad that Lt.jg De Harts had given him about Adm Zesewitz transfer, Bridge to Cmdr Krowgon, Krowgon here, incoming message to you coded from the homeworld, put it down to security, Krowgon took out a device and scanned the room, and punched up a few buttons on the Computer, This is Krowgon computer lock out code 17Alpa, Computer began transmitting, As Krowgon watched the screen come in, he noticed it to be one of his closes friends Fleet Admiral K"Zhen, Well FAdm this is a suprise, I have recived your message about wanting to use your old L-42 Frigate in the Triangle for your head of security, after review the facts and talking with General Martok, and they way you handled the other problem we had, You have been given full permission to use the ship anyway you would like, Krowgon was some what supriised as he throught with the war that the Empire may need the ship in other places, Krowgon looked at the Fleet Admiral, Thank you and Qapla, Krowgon turned the screen off and ordered Lt jg De Harts to the Security room..... As Deharts came through the door Krowgon was sitting in his chair, well glad you could get me into your time talk Lt, Krowgon said with a funny smile on his face, I have something for you, sit down, once we reach the Triangle, I have been given orders that I have full permission to do what every I like with the old ship, So at this time it will become your Security ship for the Triangle.....  
...Krowgon also stated remember the ship is mine and I can recall her if needed, and she will also serve as back up to the ShadowStalker.....  
Krowgon what on DeHarts next words.....

Chris sat in his quarters, he was off duty and had no desire to be bothered. The prisoner had been left on Qo'noS and Chris was glad to be rid of him. Chris was not shirking his duties either, he had discovered a way to have all internal sensors report to the security console every 5 seconds. Chris had a better idea of what was going on aboard the Shadow Stalker than anyone else maybe even Krowgon, but that was expected of a security officer.

Chris had another reason for wanting solitude he had to let his mind work out some things he learned about internal Klingon politics and what could be used to ensure his safety in the future. He knew that he had nothing to fear from his CO or any of his crewmates. His security team would follow him through the hottest fire and the coldest depths of space. Chris decided that Admiral Chang's cheif of security, Hurgh K'mer, while not a friend was deffintely an ally and someone he could trust at his back. The incident in K'mer's brig and not made the Klingon

happy until he saw that Chris was doing what he had to from a position of honor and not personal gain.

Chris's full attention was brought back to his console when he noticed that someone had entered his office. Chris froze the image and studied it. What was Krowgon doing in security? The question was rhetorical as the ship's commander could go where he pleased with no reason or explanation given. Chris knew though that he would be summoned soon and would rather not keep a man with Krowgon's connections waiting. He was halfway there when the summons came.

Chris entered his office and was not surprised to see Krowgon sitting in his chair, the look on his face made Chris wonder briefly if Krowgon had discovered his new security net before it had been completely tested. That would be disastrous as Chris wanted to show Krowgon the working version not halfbaked attempt that looked amateurish. Chris stood at attention and waited for Krowgon to speak.

"Well glad you could get me into your time for a talk," Krowgon said. He smiled again, "I have something for you, sit down." The Klingon gestured towards one of the other chairs in the room. Without waiting for Chris to finish sitting he continued, "Once we reach the Triangle, I have been given orders that I have full permission to do what every I like with the old ship, So at this time it will become your Security ship for the Triangle."

Chris said nothing. He knew immediately that this is what Krowgon had in mind as a compensation for the Glaxay starship he and his security team had captured. Chris smiled broadly at the notion that he had just been handed command of an L-42 Bird of Prey.

Krowgon noticed the look on his Chief of Security, and his tone of voice changed to let the lieutenant know the terms of this offer. "Remember the ship is mine and I can recall her if needed. She will also serve as back up to the ShadowStalker."

Chris sat there waiting for more and realized that Krowgon was waiting for him. He immediately stood, "I accept with honor, Sir. I will honor you and your house and serve the Empire faithfully."

Krowgon stood as well, walked over to the Terran and slapped him heartily across the back, "Of that I have no doubt. Your first mission will begin once we arrive back in the Triangle." Krowgon then left the office without another word.

Sure that no one was watching, Chris then did a very human thing.

Shouts of "All right!" were heard reverberating throughout the vessel. Krowgon, walking back to the bridge heard the commotion and smiled.

### **Medical Operations Corps** (pIvmoH ra'ghom)

Cmdr. Sarena sutai-Zu-Merz:

Lt.Jg. Azel Tavana has joined the MedCorps; at present she will be operating in the Triangle, and has requested a larger vessel. Therefore CCC has requisitioned a Vor'Cha class ship, to be converted into a hospital ship by officers of the MedCorps. Lt. Malacore K'Mpec has will be returning to active duty, will be expected to take part in Medcorps operations. She has been on loan to the G.M. Troubleshooters Taskforce, and will continue to serve them as needed.

### **Diplomatic Corps** (ghar ra'ghom)

Cmdr. Krysythe K'mpec Ka-el zi: Holding the fort at the Terran Embassy, while most of the action takes place in the war zone. Embassy personnel has diminished; activities of DipCorps XO Volar K'Zota are given in the CyberSector roleplay report.



## Campaign Coordination Command Headquarters

(DupjIj ra'ghom bothh)  
Fleet Admiral K'Zhen epetai-Zu-Merz:

The battle to re-take DS9 was indeed glorious! My new battleship, IKS chalqul (Lightning) served us well. When Chancellor Gowron sent word that we were to join the StarFleet attack with full force, our arrival came at just the moment when they most needed us--history will record that without the intervention of the Klingon forces, including the elite Klingon Strike Force, the battle would have been lost to the Dominion.

After the battle, I joined General Martok on DS9, to drink bloodwine with him, and with others. We not only gave Constable Odo a Klingon afternoon--we gave him a whole 24-hour Klingon day! But the war is not yet over. We are strengthening our forces, continuing to fight the enemy along with our Federation allies. Sometimes I yearn for the old days when we were lone predators ... but at the same time, this gives us the opportunity to take on greater foes, and reap more glory and honor for our glorious Empire!

### Starbase K'Shona Report

Admiral Katalyia K'Tore-Jiraal, Base Commander reporting:

As the threat of the Dominion continues to threaten our existence, I have ordered the Base to remain on alert. There have been scattered reports of Changeling Activity. With the recent breakdown of the relationships between our allies, I fear that our Base will be found out.

I have recently toured the Repair Base and have found it in adequate operations. All ships damaged in the latest altercation have been repaired and returned to their assigned patrol areas.

The tribble infestation of the base has finally been brought under control. The last of the vermin should be eradicated in the next 24 hours. Any one who brings any unauthorized contraband on this Base in the future will find themselves in the brig. I will not tolerate another outbreak of this kind! I have received word that the Federation is planning a counterstrike. I have ordered all patrols to remain on the lookout for these ships and to go into cloak mode BEFORE they are detected. Also, they are to deny any spying charge if they are caught and do what ever the cost protect the whereabouts and position of K'Shona.



## bangwI'vaD van "Salute to my Love"



for Borg K'Mpec by B'Etera K'Tral-K'Mpec

SeymoHchoH 'IwwIj 'ej bIchen 'e' vIHot  
nI' leng 'ej tIq chuq 'ach not jImob  
QeymoH rarghachmaj 'ej choDech 'e' vInaj  
pe'vI tIqwIj Dachargh

tujIj ghur 'ej choDevtaH 'e' vIyaj  
ngoH mangaS'egh 'ej poHDAQ mataH vaj SoHvaD bangwIj vImaq  
qa'wIjvo' vI'Ip 'ej chotIha'tah 'e' vISovmo'  
reH Huv ghochwIj

**Translation:**

*My blood becomes excited and I feel you take form  
The voyage is long and the distance is great,  
but never have I been alone  
Our connection tightens and I dream you surround me  
Forcefully you conquer my heart*

*Your warmth grows, and I understand you are guiding me  
We have in one another a purpose and endure in time,  
so I proclaim my love for you  
I vow it from my spirit and because I know you follow me  
My destination will always be clear.*





## Review: Day of Honor Books 1-4



by B'Etera K'Tral-K'Mpec

- No. 1 - Ancient Blood, Diane Carey
- No. 2 - Armageddon Sky, L.A. Graf
- No. 3 - Her Klingon Soul, Michael Jan Friedman
- No. 4 - Treaty's Law, Dean Wesley Smith  
and Kristine Kathryn Rusch

"Know your enemy"...The newest Star Trek book series make a good point; each side in a conflict brings their own agenda, and it is only in facing an enemy enough to understand theirs that you prove yourself to have honor. The force that is more successful in this practice tends to gain an advantage, or can forge alliances against third parties that almost insure victory.

The trouble is, being Klingons, this is no news to us; what would have made these books more rich is an understanding of what it is about Klingon life that has made us this way, and would lead to our having this holiday. Yet, none are set on a Klingon ship or in parts of the Empire (though two are set on colony worlds), and a glimpse into Klingon life seems to be lacking.

Granted, in the case of B'Elanna in the third book, this would be somewhat difficult, but it happens with Worf and Alexander in the first book as well. While Book Two does touch upon the moral implications of an internal and external Klingon conflict (and even has Dax and Kira meting out Klingon justice!), Book Four does the best job at portraying day-to-day existence in a Klingon colony. Here, we see the situation more substantially through a Klingon's eyes. The colonists' pride in their land, duties, and families give a richness to their protective, yet self-reliant nature. Even in this book, however, Federation characters are driving the plot more than Klingons (witness Kor spending most of the conflict injured on a bunker on the colony world)!

Books Two and Three have the best paced action; the second will appeal to science buffs as well. We even get an attempt at Klingon language here; not bad...for a human. While the portayals of the DS9 characters are good in the second, the third is the best at taking us into the crew's inner thoughts. Four does a decent job with the original cast, but is more notable for the introduction of Dr. Vivian Rathbone, whose thoughts on being thrown into her first armed combat give the book its realism. We also see here a more conventional military situation than Star Trek usually provides, which I found a nice addition to space battles. Book One, while again showcasing Diane Carey's talent for portraying historical military engagements, falls well short of her other work in character development. While she is one of my favorite writers of Captain Kirk, her Next Generation characters not only seemed shallow, they felt out of character in places! Don't expect a traditional happy ending, either...for the opening sequence and part of the ending are so gory you'll wish you had skipped your last meal!!! (and I say this as a Klingon!)

While one may come away from these books pondering some interesting questions about honor, it's questionable whether it would be as a Klingon, or more just as a person. I'd conclude that these are more books for humans, and, well, I'm not a human!!! ( :<}}}

Guess I need to push for a Battle Cruiser Vengeance series... ( :{{{)

# Klingon Diplomatic Corps

By: Cdr. Volar sutai-K'zota, Ambassador to Cyberspace

**Subject: Star Trek: Secret of Vulcan Fury**

Through our very own eyes the ponderings will be officially revealed. This month's article is to introduce the coming of one of Trek's most heavily guarded secrets, the release of the next PC game to the market late 2nd Quarter. Although heavily guarded, my "associates" have uncovered this late breaking news. Next quarter we'll dig up information on Interplay's plans to release a "Klingon" Academy simulator game. To the Empire!

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Gamers will be immersed in a collection of lost, professionally written Star Trek episodes, true to the original TV series.

Authored by Dorothy Fontana, whose roots are deep in the origins of Star Trek.

One of the most popular secrets in all of Star Trek history, namely why and how the Romulans and Vulcans came to be, will be revealed.

Everybody loves Vulcans and Star Trek: Secret of Vulcan Fury is a wonderful story drawing on the rich heritage of the series' most beloved character, Mr. Spock.

The story is filled with intrigue and suspense that culminates in a very exciting conclusion that places the very survival of Vulcan and the Federation in question.

Interplay's pedigreed STAR TREK computer game series continues with the newest installment, Star Trek: Secret of Vulcan Fury.

Star Trek: 25th Anniversary rated a perfect 10 by PC Gamer, the only Star Trek title to ever receive a perfect score.

Star Trek: Judgment Rites rated a 9 out of 10 by PC Gamer, the second highest rating given to any Star Trek computer title.

Star Trek: Starfleet Academy looks like it will score very high (9 or 10) when it ships this September. <ALREADY SHIPPED AND GREATLY RECEIVED BY PLAYERS AND OBSERVES ALIKE>

The original TV series feeling is captured magnificently in Star Trek: Secret of Vulcan Fury, featuring the complete performances of the entire original Star Trek cast.

Starring William Shatner (Kirk), Leonard Nimoy (Spock), DeForest Kelly (McCoy), James Doohan (Scotty), George Takei (Sulu), Walter Koenig (Chekov), and Nichelle Nichols (Uhura)

Technologically advanced motion capture (facial and body) is used for the first time to capture and present the original actors as they were 30 years ago.

Visuals and sounds are accurately reproduced and the storytelling and music are authentic.

Featuring the highest production value of any adventure game, Star Trek: Secret of Vulcan Fury's cinematic style is presented in a way that is usually restricted to the motion picture industry.

Gone are the static camera angles and the tedium of watching on-screen characters move from one location to the next.

Beautiful cut scenes, moving cameras and cinematic use of camera angles of stunning 3D rendered graphics and animations.

Each action is carefully choreographed and rehearsed with motion capture technology.

A unique, compelling game design presents Star Trek like never before. Players get to control most of the major characters for portions of the game. Newly designed intuitive interface brings the realism to a new level. Nearly every action is only "one-click" away.

Rich interlocked gameplay sequences with logical, story related puzzles result in a balance not found in any other adventure games.

### **A Sneak Peek at the Story Behind ST:SOVF.....**

The Federation has agreed to a peace summit with a longtime adversary - the Romulan Star Empire. The Romulans have always been a ruthless, warlike race bent on conquest. It is only recently that it has been learned that the Romulans share a lineage with the Federation's Vulcan race. This link goes back many thousands of years and is known to only a very few.

As the game opens the player is witness to a horrific space battle taking place two thousand years before the Star Trek universe of the 23rd Century. This battle will decide the fate of the planet Vulcan. Thousands of people are killed in immense blasts of energy at the hands of the rebel Vulcans known as the R'hi-hannsu. A loyal Vulcan officer watches helplessly from a space station in orbit around Vulcan, as it seems that his home world will surely fall into the hands of a new, savage regime ruled by the rebels.

The battle has been triggered by a struggle between the slightly telepathic Vulcans wanting to purge all emotion from their society, following the logical teachings of Surak, the philosopher. The R'hi-hannsu, (Vulcan rebels) however, have identified Surak's followers subversives, freaks of nature, and want nothing more than to wipe them out. They have begun a bloody campaign to gain dominance over Vulcan and have resorted to global genocide as their means.

The Vulcans have devoted themselves to embracing logic and peace seem to have little ability to deal with the impending annihilation of their race. However, all is not what it seems in this region of space. The Vulcans are not as helpless as the R'hi-hannsu had thought or hoped for.

Just when all seems lost, an energy beam of monstrous proportions, destroys the R'hi-hannsu's lead flagship. Ship by ship, station by station, the R'hi-hannsu's forces are obliterated by this force of unknown origin. The tide is swiftly turned against the R'hi-hannsu, forcing them to flee from their common home with the Vulcans.

The separation is made... and a legend has been born that will live on in Vulcan society for the next two-thousand years. Vulcan elders will tell their grandchildren tales of the deity-like force, known only as "lakht'Vul'can", or "Vulcan Fury", that came to their world those many centuries ago and saved them from annihilation. The true nature of this phenomenon is known only to those who sit on the Vulcan High Council and they are sworn to secrecy as a condition of their titles.

The R'hi-hannsu eventually settle and flourish a distant world... It is here that their new Star Empire is founded. The inhabitants become known as Romulans, gaining a reputation for territoriality and fierce self-pride. They have not forgotten about the world that was once their home, the world that they were driven from - in disgrace.

Two thousand years later, at a time of exploration and discovery, the Romulans return to Vulcan, ferried by the legendary USS Enterprise herself. They come bearing a desire for peace and hopes of a reunification with their ancient cousins. Leading this mission is a visionary ambassador, Turian, who seems very trusting for a Romulan. He comes not only for the sake of peace, but also to study his bloodline connections with his Vulcan past. All except for Turian seem skeptical of the success of the peace talks. Despite the cynicism, the process goes forward, until the Ambassador is found brutally murdered in his bedroom.

With Captain Kirk and Mister Spock tied up in diplomatic negotiations and handling the reaction to the Romulan ambassador's death, Dr. McCoy is left to seek out the cause of the Ambassador's death.

Despite overwhelming evidence that the crime was committed by an Federation delegate seeking retribution against Turian, there are many unanswered questions and key figures missing. Was the desire of the Ambassador to study his heritage somehow linked to his death? Did he hold some knowledge of the ancient and deadly power that drove the Romulans away in fear two-thousand years earlier?

During the incident, the Enterprise remains on guard in orbit around Vulcan. Still, the player will find that even the legendary starship and her crew are somehow included in a dark plan to return control of Vulcan to the Romulans, in ways that no one could have anticipated.

The player will play the part of Captain Kirk, Spock, Dr. McCoy, Scotty, Sulu and Chekov during one of the new six episodes, solving a myriad of mysteries; including participating in the famous Vulcan "mind meld" in Episode Four. The player will journey to the depths of imagination before STAR TREK: Secret of Vulcan Fury reveals itself.

ST:SOVF has been reviewed as a spectacular show of current technology, incredible story work not seen since the days the original Enterprise flew through the heavens of its creator's mind so long ago. Yet again Gene Roddenberry writes beyond his mortal existence to bring us the quality we've all come to demand. The screen shots I've gotten a chance to personally review have been far into the regions of impressive. At this moment, ST:SOVF is scheduled to be released in April of 98'. Terminate transmission....





## Journey into Destiny, Part 1



By. Lt. Cmdr. Jacen Kas Chang

Night fell over Khitomer, the battle had ended long before. The Romulans had attacked without mercy, without honour, and in cold blood. Somehow they had managed to lower the colony's defence shields and overpower the populace below, slaughtering every man, woman and child they could find. But they had not found the task easy for this planet was inhabited by Klingons, a proud warrior race who did not fear death. The colonists fought against overwhelming odds, with few resources to call upon. Now the battle was over and they had lost.

The streets of the town were littered with corpses of warriors who had fallen in battle. The buildings that had once been their homes and schools and shops lay smashed, scorched and burned from the fires which ravished through the settlement only hours before, started from above by Warbirds firing lethal disrupter bolts from orbit.

Rain began to fall from the sky, as if the heavens themselves were weeping over what had transpired. Pools of water formed on the ground, the streets turning red as the blood of the dead warriors was carried towards the gutters.

Above the sound of the rain crashing to the floor came the sound of a child's cry, huddled in the burnt out shell of the family home he had once lived in. He was frightened and alone. His mother lay dead in the doorway where she had fought Romulan Centurions in an attempt to save her son. She did not die alone. Their bodies lay in the street where the woman had killed them before she too, finally succumbed to death's dark embrace.

The child was disturbed by a sound he had not heard before, it was like thunder which started faintly, at the edge of hearing, and grew louder until it stopped. He knew it couldn't be thunder, the clouds were not right. He crawled over to his mother and took her knife, he would not fall to the Romulans as the others had done. He crawled over to the corner of the room and hid in the shadows, ready to strike.

Outside the sound of footsteps drew closer, the intruder was whistling. The boy crouched, confused, do Romulans whistle? At that moment the silhouette of a man appeared in the doorway, he moved inside out of the glare of daylight. He was human, but what were those odd clothes he was wearing? A uniform? It was not one he recognised. The man took off his hat in a gesture of greeting and spoke 'Hello' he said. The boy moved out of the shadow, his fear had lessened at he sight of the man. His mother had taught him that humans were compassionate creatures who would not harm any being unless provoked. He walked across the littered floor towards the stranger.

'Who are you?' the boy asked, his voice weak. The stranger smiled.

'A friend. We have been watching you for a long time young man.' The stranger moved fully into the room and put his hat back on, he collapsed his umbrella and shook off the rain drops clinging to it.

'What do you mean we've been watching you?', the boy was becoming more courageous, more inquisitive. He had never met a human before. 'It means we've been watching you. It's pretty self explanatory. What is your name?' The stranger already knew, but his job was to keep the boy company until help arrived. They has said so.

'My name is Worf, son of Mog' The child spoke the words with a tone that inferred that his name had great meaning. The stranger came and sat beside Worf, he took off his jacket and wrapped it around the boy who was shivering from shock and cold.

'Where are your parents? Shouldn't you be with them?'

'My parents are dead, the Romulans killed them.' Tears began to well in Worf's eyes, inside he knew it was wrong to cry, but he had to, he was alone.

'Why are you here and why have you been watching me?' Worf stood and faced the stranger, his voice had an edge to it that demanded an answer. The stranger merely smiled.

'Worf, you are an important part of the future. We were watching over you to make sure that you live to fulfil that future.' Worf had a puzzled look on his face, he dropped his defences and again sat with the stranger, wanting to know more.

'What do you mean. How can I be an important part of the future?' The stranger turned away thinking of a way to explain without giving anything away. If they knew he had told the boy they would not be happy. He turned back to Worf.

'In the years to come you will do things no other Klingon has done before. You will face dangers and challenges that no other Klingon has faced before. It will not be easy for you, there are difficult times ahead, but you must face them, it is very important. I cannot say any more. You have to trust me.'

Voices floated through the window as a group of people approached the house. Worf sprang across the room and retrieved the knife. The stranger reached out a hand and laid it on Worf's shoulder.

'Don't be afraid Worf, they will not hurt you. You must go with them, it is important that you do. From this moment on you begin your journey into the future. Have courage.' The stranger stood and walked to the door.

'Will I ever see you again?' Worf asked. The stranger stopped, but did not turn.

'Perhaps. Only time will tell.'

'Before you go, tell me your name.' This time the stranger turned to face Worf, a warm smile spread across his face.

'If we meet again in the future I will tell you. Now I must go, I cannot be seen. Good-bye and good luck.'

The stranger left the house, walked down the street and vanished. Seconds later more humans entered the house, they wore Starfleet uniforms. A female lead the way with a tricorder in hand, she called out to the others.

'I've found someone. Over here!' she came to Worf and knelt down beside him. 'It's alright. You safe now, we won't hurt you.' She reached out her hand and Worf took it.

'I know' he said to himself. They walked into the street and joined a group of humans.

'There's no-one else here' a man said from the back of the group. The leader tapped he Comm. badge.

'Away Team to Transporter Room, we're ready to come up.'

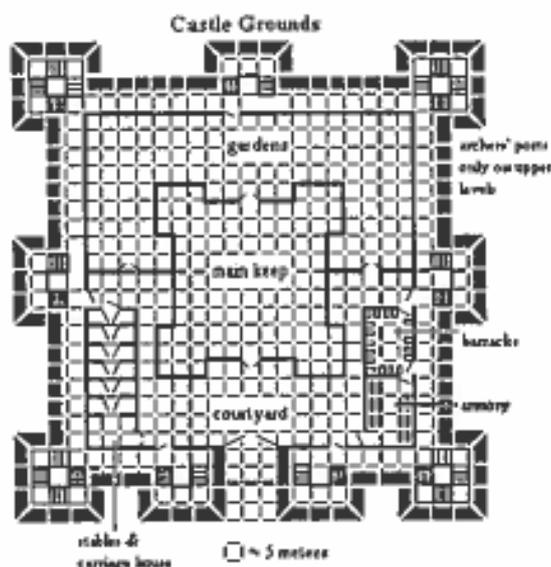
Worf looked to the horizon, there was a stranger blue glow and that sound again. He wanted to run to it and investigate but it faded away. The Transporter beam gripped him and pulled him away from the planet, his home. He knew that someday the stranger would return.



# Klingon History Project



Message from the Director



I am Q'rul DuppIm of Imperial Intelligence. Beyond that I am also now in charge of the Klingon History Project. Writing a comprehensive history of a fictional people who have an apparent habit of changing their History to make current leaders look good is an incredibly daunting task, but one I accept eagerly. I would appreciate input from anyone and everyone interested in the History of the Klingon People in interpreting the glimpses of history we are given from time to time. I would appreciate even more, stories of personas of members of the various Klingon Fan Clubs around the world regarding ancestors and some of their old adventures.

I will Look to Gene Roddenberry's ideas first and foremost, then Paramount's, then FASA's, then books, then player stories. This will not be a small pamphlet.

This will be a major writing project. I will take all stories you send, all of your thoughts on the subject at hand. I especially am looking for thoughts and observations on Very Early Klingon History, where HISTORY began. I can be reached at [hhruback@nckcn.com](mailto:hhruback@nckcn.com), thank you.

## Saga Of The Empire: A History of the Klingon People

By Karl Holtz

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Appendix One - System Facts and Data

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Appendix Three

Chapter One

The Rise of the Klingon People

Early History to 584 A.D.

What was happening on Earth

- 3,400 BC - Egyptian Hieroglyphs are first used and the Egyptian gods, led by Ra, are first worshipped
- 2,500 BC - Great Pyramid of Khufu at Giza is completed
- 2,000 BC - Stonehenge is built
- 1,600 BC - Shang Dynasty introduces writing and an urban culture to China

- 1,340 BC - Tutankhamen (King Tut) dies
- 1,300 BC - Egyptian Astronomers identify Mercury, Venus, Mars, Jupiter, and Saturn as planets
- 1,250 BC - Moses leads the Jews out of Egypt
- 1,027 BC - Chou Dynasty rises to power in China and replaces prayers for rain with irrigation
- 753 BC - the town of Rome is founded
- 700 BC - Greeks begin minting silver coins from ore mined by slaves and prisoners
- 530 BC - Pythagoras theorizes that the Earth is a sphere
- 479 BC - Confucius dies, 4 years later the period of the Warring States creates chaos in Chinese life for 254 years
- 377 BC - Hippocrates, called the "Father of Modern Medicine," dies
- 370 BC - Democritus, who first theorized of the existence of atoms, dies
- 330 BC - Pytheas identifies the moon as the cause of tides
- 323 BC - Alexander the Great dies
- 270 BC - Aristarchus, finds that the Earth and other planets orbit the sun & determines approximate size & distance of the sun & moon
- 214 BC - The Great Wall of China is completed 7 years after the Han Dynasty comes to power
- 200 BC - Eratosthenes accurately calculates the tilt of the Earth's axis and its circumference
- 44 BC - Julius Caesar, one of Rome's great leaders, is assassinated
- 122 AD - Romans begin building Hadrian's Wall between England and Scotland
- 220 AD - China enters the "Three Kingdoms period" China will not be reunited until the rise of the Ch'in Dynasty in 265 AD
- 271 AD - The compass is invented in China
- 340 AD - Mayan Astronomers create an extremely accurate calendar and determine the length of a year on Venus
- 400 AD - the Windmill is invented in Persia
- 410 AD - Rome is Sacked by the Goths & then again in 455 AD by the Vandals
- 460 AD - China fragments politically
- 541 AD - a 53 year long plague will wipe out half of the population of Europe

Here are a few questions that need answers.

1. List and describe ancient Klingon Architectural Structures
2. List and describe ancient Klingon Nations
3. List ancient Klingon Astronomers. What did they discover and when?
4. List and describe ancient Klingon Melee Weapons
5. List and describe ancient Klingon Missile Weapons
6. List and describe ancient Klingon Religious and Moral Beliefs and Practices
7. List and describe ancient Klingon Sea Going Ships, their uses, and their methods of construction
8. List and describe ancient Klingon Writing, including the first recorded stories, songs, and histories. What did they write on, how, why, where...?
9. List ancient Klingon Chemists & Physicists. What did they discover & when?
10. List ancient Klingon Metal Smiths of Renown. What did they create & when?
11. Describe Klingon Family Structure in Ancient times and today.
12. Describe the Structure of Modern Klingon Bureaucracy
13. When did Klingons discover how to make Nitric Acid, who did it and how?
14. Name the Klingon Emperors.
15. Why do all Klingons protect their spinal columns with armor?
16. How do Klingons measure time? Name of months, etc.
17. I need names for the large Continent on the Klingon Homeworld, several major islands, 7 Island Archipelagos.

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 My Visit to England   
Admiral Katalyia Zantai K'Tore-Jiraal

As you know, I vacationed in England September 14-28, 1997. I went to visit Stacy, Jo, Teresa, and Sarah. I also visited quite a few exciting and interesting places.

I arrived in England Sunday Morning. The trip getting there was exciting. Once we were aboard and waiting our turn to take off, the pilot informed us that they had put too much fuel in the plane and it was too heavy to take off. So we sat on the runway for 20 minutes, burning the excess fuel off.

I followed the directions that Stacy gave me to reach Ely, where she would pick me up. I managed to get lost (but only once!) and managed to locate where I was with just a little help. But due to getting lost, I did see part of the Tube station Stacy did not particularly mean for me to see. It involved a 'lady of the evening' and her date. They wouldn't let her ride the train due to her attire. I didn't blame them. I thought ours were badly dressed. Nothing compared to her!

I found my way to the Main Train Station and caught the train to Ely. It was a comfortable ride. I arrived at the station and called Stacy to let her know I was there. She was getting worried as I was suppose to call before I left Kings Cross. But due to the mix-up, I didn't have time.

Monday, Stacy and I went to Cambridge and she showed me around. It was a nice college town and I found it very interesting. Also, for my stay in London, we got information on a couple of bed and breakfasts. While waiting for the bus, she called (since she would know if she was getting a good rate or not) and we got lucky. The very first one was reasonably priced and five minutes away from Victoria Station. So while I gave them my credit card information, she fed the money to the phone.

Tuesday, I returned to Cambridge to further explore the city. I visited Kings College and a couple of others that now I can't remember their names. I found them all very interesting. At St. Mary's Church I climbed up to the tower and looked over the city. You could see for miles. It was awesome and I took some pictures. I also visited the Archaeology Museum and Geologist Museum. I found them very interesting. I also went into a couple of local book stores and a record store. At the record store, I bought the CD 'Candle In the Wind 97'.

Wednesday, Stacy and I went to Ely. The city there was beautiful, and we walked around it. While I went inside to see the cathedral, she waited for me outside. I made sure that it was all right with her, as I did not want to leave her out. Also, while I was there, I bought a winter coat (much cheaper there than it would have been here). I checked out the bookstores and found two books on Jack The Ripper. So far, of all the books I have read, I have yet to find one that names the same suspect.

Thursday, Stacy and I said our goodbyes and Kev (her husband) took me to the train station. I caught the train to London. Once there, I took my stuff to the Malita House then headed back to Victoria Station to book my tours. Once the tours were booked, I walked to Buckingham Palace, which was only 20 minutes down the road. It took longer to get to the entrance to go on the tour once you got there.

As this was the week after Princess Di's funeral, there were flowers all over the place. While I was waiting for my tour to start, they had cleaned them up. But when I got back out and returned to that area to take some pictures, they were back! With a passion.

Buckingham Palace was just magnificent. And to think I had considered not going. The rooms are huge. One room was as big as our entire house. They had paintings of all the royals and some of the tapestry was just great.

I then returned to the hotel and dropped my stuff off. I caught the tube train to the Marble Arch where I was going to catch the "Jack the Ripper Walking Tour". I found this tour very interesting. They told you a little about the history of the area and pointed out the murder sites. One of the pubs that was in the area at that time period is still there and I bought another Jack The Ripper book. The book cost 8p and he even autographed it (it was the author of the book who was there). I couldn't believe the different paraphernalia that they had on him. There is only one alley left from the time period and Mitre Square, where one of the murders took place, is now a playground of an Elementary School.

Friday, I went to Nottingham. What Robin Hood fan wouldn't? I took a 2 1/2 hour tour of the city and learned a little about it. Nottingham went through four different name changes. When the Normans invaded it, they couldn't pronounce the name Schnottingham. So they named it Nottingham. Also, Nottingham was the port where they would ship their prisoners to either the Americas or Australia. To determine if you were strong enough to survive, they would have the ship docked in the bay. Then they would throw you off the dock and make you swim to the boat. If you were strong enough to make it to the boat, you lived. If not, too bad. I also went on the Tales of Robin Hood tour. It was quite interesting as they tested your knowledge of Robin Hood. Needless to say, I passed (I only missed one question) and was branded an outlaw. I also took some pictures.

Saturday, I went to Page's Bar, which is a Star Trek bar, and met Teresa and Sarah. Also, I got to meet some of their other friends. The Bar has a good size model of the Enterprise suspended from the ceiling and a lot of Star Trek paraphernalia. Also, he played Star Trek videos set to music, which were really funny. Too bad he wasn't selling them. I would have bought a copy. I really enjoyed myself.

Sunday, I took the bus tour of London. What that is, is that you buy a ticket and you can get on and off anywhere and as much as you want. I went and saw Westminster Abbey, Big Ben (which is actually the name of the bell, not the clock), The tower of London, and the Wax Museum.

The Tower of London was really an interesting place. The tower was actually the home of a rich noble man. They built the moat so that the river could flow in and carry the waste and sewage out to sea. But the builders dug too deep and struck the river bottom. So the river flowed in, but didn't flow out. Needless to say, after a few years, the smell was so bad that you didn't want to go anywhere near it. But then again, neither did your enemies. They then turned it into a prison and the first inmates were the ones who dug the moat. When they brought you in, the first thing you saw was the 'Bloody Tower' It was called this because there would be a head impaled on a pole, and that would be the first thing you saw. It was very intimidating.

The Wax Museum was interesting also. They had statues of Elvis, the Beatles, Princess Di, the Royal Family, Napoleon Bonaparte, Pierce Brosnan, Christopher Reeves, and the Chamber of Horrors. They also had an exhibit of some of our presidents.

Monday, I went on the Salisbury, Stonehenge, and Bath tour. I found Salisbury Cathedral very interesting. Even though I had been in a few churches by now, I still couldn't get over the fact that they buried their people there and you were walking on them. The cathedral was very beautiful and worth the visit.

At Stonehenge, I walked around it and took quite interesting pictures. Two other people on my tour were nice enough to take a picture of me in front of the monument. I couldn't believe how large the stones were. It was awesome.

At Bath, I took the walking tour through the Roman Baths. I found it very interesting and since they have exposed it to the light, the algae has taken over the water. It was a disgusting green and they had a sign up that said 'No Swimming or Wading. Do not drink the water,' I found this very interesting and they are continuing to excavate the site.

Tuesday, I caught the train to Durham and visited Jo. I spent the evening at her house and watched t.v. She had three cats, and one adopted me as a pillow on Wednesday night.

Wednesday, Jo and I took the bus into Durham. She told me where to get off when I got to town and where to go. While in Durham, I visited their Marketplace, which was underground. I bought a little stuffed hedgehog and some candy. I walked around and took some pictures from the river bed. I also took a walking tour of the city, which was rather interesting. The most interesting part of the city was the Cathedral, which I went through twice, as I was rushed out the first time. They were filming a movie for release later this year(yes, 1998).

Thursday, I returned to Durham and caught the bus for Beaham Castle, which is an outdoor museum. I found it very interesting. They were dressed in period clothing and you could actually buy candy for the price it was back then and they made it the same way. I went through a dentist office and learned that if you were a daughter, you could inherit your grandmother's false teeth. That is, if they fit. I thought that was a little disgusting myself.

Friday, I returned to London and booked into my hotel. I then walked around London some more and went to the Hard Rock Cafe. I bought the promised souvenirs for those at home. I then I returned to my hotel room, packed up so I could catch the plane for home.

Saturday, I caught the Gatwick Express and arrived at the airport. I made it through the line without any problem and boarded the plane. I arrived and Newark, NJ and waited the five hours for the connecting flight home.

All in all I had a great time. I hope to go back some day and visit Stacy again and see other parts of England that I didn't have time for this time around.

♣ Advice, the Klingon Way ♣

Dear Admiral:

I've got a bad feeling that my XO is thinking of assassinating me. Now, while the thought of the Black Fleet does not bother me, I would really rather die in battle against the Dominion or the Romulans. Do you have any suggestions? Captain Duu'md

Dear Captain Duu'md - Why are you standing around waiting to be assassinated? Do in your XO before he does you! Then you will have one less officer to worry about, and can start worrying about the rest of your crew!

Dear Admiral:

The worst has happened--I have caught the Klingon measles! I am ashamed to have the rest of the crew see me this way. What can I do? - One Measely Klingon.

Dear Measley: If you weren't such a coward, you'd know the answer. Throw a party for the crew, and expose them all to the measles. In a couple of days they'll all break out, and then the laugh will be on them. Of course, you'll have to think of how you're going to defend yourself when they all gang up on you, but you didn't ask me about that.





## How do you say that in Klingon?



By K'Zhen Zu-merz and B'Tera K'Tral

Last quarter we told you how to say such things like "I am a Klingon, he is a Klingon" etc. Suppose we modify those, to say such things as: "He is a BIG Klingon". That's tlhIngan tIn ghaH (tIn means big. Remember to read it BACKWARDS.)

We can substitute many different descriptive words for "big (tIn)". There are many in the Klingon Dictionary. Look for words that are defined as "be (something) - be big, be bad, be good, etc. Though they are classified as VERBS, Klingons also use them as adjectives.

tlhIngan qu' jIH! - I am a fierce Klingon!

tlhIngan qab SoH - You are a bad Klingon!

PtlhIngan 'IH ghaH - she is a beautiful Klingon!

tlhIngan yoH maH - We are brave Klingons!

tlhIngan buD tlhIH - You (all) are lazy Klingons!

PtlhIngan Dugh chaH - They are vigilant Klingons!

And of course you can substitute some of our favorite Star Trek races for "Klingon".

romuluSgnan toj ghaH - he is a deceitful Romulan

veregnan qur ghaH - he is a greedy Ferengi

tera'gnan puj soH - you are a weal Terran

qardaSgnan wiH chaH - they are ruthless Cardassians

Get out your dictionary and have fun!

Cmdr. Borg suggests that since we are space warriors, we should know how to say:

Fire the torpedo! - peng yIbaH!

(Might be a good expression when you get mad...)

I should point out that when giving a command, you use the little prefix "yI-", when speaking to one other person.

Raise Shields - yoDpu'tIchu'

Notice I used "tI-" instead of "yI-". That's because "shields" is plural.

If you want to know how to say something in Klingon, write to Adm. K'Zhen. We'll try to help you.

Now practice! - tIqeq!



## Fleet Admiral K'Zhen's Post Report



Business as usual, communicating with those who write me, discussing ways and means with my Staff, preparing this quarter's awards--always a satisfying task--and last but not least, the CCC report and other things for this issue of BATTLE LINES. /PI have been expecting to get a new computer and get online, but one thing after another has interfered--including eye surgery. But that's over, for now. Who knows, by the time you read this, I may be there already. Watch out - K'Zhen is coming online!



# Warriors' Bulletin Board



## Penpals/Exchanges/Wants Column

Adm. K'Zhen STILL 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 - \$10 each. Or - what am I bid?

No takers for the 10 inch action figure of Worf in TNG gold uniform? Any bids?

LOTS of the KSP patches remaining - get 'em before the voles do! \$3.75 each. ARTWORK! Klingon pinups - warriors -male or female 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

I now have the molds and the latex to make RANK STAMPS. If you would like to have one for your rank, write Adm. K'Zhen and she'll make one for you for the price of one first-classed stamp.

If you have a want or something to sell or trade, send it in, and we'll put it here.

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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 graduated from the Qo'noS Institute of Higher Learning.





## Klingon Strike Force Club Projects



**KSF CLAN HISTORIES** - Katalyia K'Tore-Jiraal (GSA Sector 3). Do your line justice and write its history. Send for Katalyia's clan history as an example. (A number of these appeared in LET'S TREK - A Budget Guide to the Klingons.)

**WORLDS OF THE KLINGON EMPIRE** - Create your Homeworld, or a section thereof, a new Klingon world, (perhaps just conquered!) Describe geographical features, cities, inhabitants, exports, flora and fauna, whatever you imagine. Maps would be most beneficial. Fleet Admiral K'Zhen Zu-Merz.

**KLINGON FAUNA AND FLORA** - Describe animals, insects, birds, fish, and plant life of Klingon worlds. Draw a sketch, even a rough one will do. Ask Adm. K'Zhen for examples and form to follow. - **KLINGON FAUNA BOOKLET NOW AVAILABLE** for \$5.00 postpaid in the U.S.

**KAHLESS' BOOK OF TASTELESS JOKES**: Got any? Or convert jokes or anecdotes you like into Klingon jokes. Make fun of Romulans, Ferengi, Cardassians, Shapeshifters, Pakleds, etc. Make funny sketches, too! Keep them clean. Send them to Adm. K'Zhen. Many more needed!

**KLINGON MEDICAL TEXTBOOK**: - A project to catalog diseases, drugs, cures, medical procedures and practices. Send to Cmdr. Sarena Zu-Merz (Sector 6 GSA)

**KLINGON THEOLOGY**: - Gods, goddesses, sects and tribes! Needs a new director. Send to Kosh Palara (Sector 5 or email)

**KLINGON RESEARCH PROJECT**: A gathering of references and information on Klingons in Star Trek novels and other publications. Be on the lookout for them! Needs a director. Send to Adm. K'Zhen.

**PROVERBS OF KAHLESS**: Whether you've seen one, created one or know a human proverb that might make a good Klingon proverb. Needs a director. Send to Adm. K'Zhen.

**UNTOLD TALES OF KAHLESS**: Short anecdotes or short stories, poems set in the time of Kahless.

**WONDERS OF THE EMPIRE**: Think Seven Wonders of the World - and come up with some Klingon ones!

**COMMITTEE FOR NEW AND IMPROVED TECHNOLOGY**: The CNIT board. Have you an idea for a new weapon, monitoring device, defense system, or an improved model of an existing item? Send it to Khen K'With (GSA Sector 3), He will evaluate it and give suggestions. Final approval is by the Gamemaster. If approved, it can be used in the KSF rpg.

**KLINGON ARCHITECTURE**: - Koloth K'Tama's project. (GSA Sector 3)

Criteria are:

- a. Name of the type of architecture
- b. Who developed it (can be a fictional character)
- c. When it was developed (stardate)
- d. A diagram of the architecture
- e. What materials were used.
- f. Ideal climate for structure's usage.

**HISTORY OF THE KLINGON PEOPLE**: Send articles or ideas to Q'rul Duppin (Sector 2 - also by email.)

**KLINGON FOOD**: We know Klingons love ghargh (or qagh), rogeg blood pie and a few others, but what else could they eat? Send your ideas - perhaps with an appetizing sketch! Director needed. Adm. K'Zhen.

**BATTLE LINES:** Our quarterly newsletter is in need of art, poetry, humor, and articles on Klingons as well as newspaper or magazine articles concerning the Klingon aspect of Star Trek fandom. Also send topics for discussion, questions for Admiral K'Lay, language questions to Adm. K'Zhen. Send submissions for any project to the one running it, or to your Sector Commander to send on for you. If you have an idea for a new project contact Adm. K'Zhen or Adm. K'Lay; you may even head up your own project if you would like. If accepted it will be listed in BTL so members can contribute. When there is enough material it can be published and offered to the membership.





## Klingon Math Proficiency Test



1. Korg has a disruptor rifle with a 40 round charge. If he misses 6 out of 10 shots and shoots 13 times at each passing Romulan or Cardassian, how many can he do before he has to recharge?
2. The Vorta has 12 vials of Ketracel White, and there are 25 Jem'Hadar soldiers who need a vial. He gives an 3 to the Jem'Hadar now, and 5 later. He decides to dilute the remaining vials to half-strength to distribute to the rest. How many does he dilute and how many soldiers can he give the diluted vials to? And as a bonus question, what is he going to do when those left go beserk?
3. Quark has three dabo girls. The average win for a game is 65 bars of gold pressed latinum. If he pays them 2¢, how many games will the house need to win to pay off Quark's debt of 800 bars of latinum to that menacing debt collector?
4. Korg, a common thief, gets 300 credits for stealing a runabout, 50 for an air car and 100 for a warp shuttle. How many air cars will he have to steal to make 1000 credits? And what is he going to do when the vessel he escapes in breaks down with the Empire police on his tail?
5. If the average spay can will cover 22 square feet, and the average letter is three feet, how many times can you write PETAQ with 3 cans of paint?  
(Thanks to Khorghan Ghlanx for sending me the original - which I "translated" - it need not be said that there was much lost in the translation...)



## Battle Song



### SCREAMING BLOOD

*We seek not the riches  
You have in your holds  
Yet it's treasure we seek all the same.  
We quest after glory and honor and blood  
We quest after undying fame.*

*We soar through the stars  
While our blood screams and burns  
We laugh at the fear in your face.  
We show you no mercy  
Ask none in return  
For we're Klingons  
THE LORDS OF ALL SPACE!*

(From The Imperial Geographic Magazine 3.1)





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**FOR SALE****FERENGI FASHIONS**

WE SELL CLO-THINGS  
FOR HOO-MAN FE-MALES  
Cash only \* No credit

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Remnants of the first  
Bird of Prey that  
could fire cloaked.  
Wonderful souvenirs and  
conversation pieces.  
Contact Family of General Chang - Kronos.

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**PAIN STICKS**

Various sizes and voltages  
For nentay rites, raising  
children and disciplining targs,  
also general pleasure.  
K'Angst, subspace freq 9087:346

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**\*WANTED:\***

LIFE FORMS. Must be living and  
willing to be assimilated.  
Those not serious need not apply.  
We will find you.

**WE ARE BORG.**

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**\*PERSONALS\***

KLINGON FEMALE 6 ft. 200 lbs.  
Shapely, aggressive, looking for  
that special love bunny who can  
accept me for what I am. Must be  
able to withstand much \*pain\*.  
Contact via subspace message at  
011:435500:01122:47690

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Single Male Klingon seeks mate.  
Must be willing to keep house and mother-  
in-law, run business, and raise children  
while he is off to battle, no questions  
asked. This is the 999th time I have run  
this ad and I fail to see why someone  
has not replied.  
Krule - IKS Avenger

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**\*KLINGON KURSES\***

May the howlings of a thousand wild targs disturb your sleep.  
May the fleas of a thousand targs infest your beard.  
May you marry a thousand beautiful Klingon women--and have 1000 mothers-in  
law.  
Got any Klingon Kurses for us? Get creative and send some in!

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*The Department of Inspirational Media*  
**PRESENTS:**



◇ *SoH DupoQ tlhIngan Hol* ◇

(The Klingon Language needs YOU!)

## *tlhIngan Qummem*

Interested in the Klingon language?

Whether you are just using it for the occasional *nuqneH*, or you're a wanna-be serious student of the warrior tongue. You need to get yourself a copy of The Klingon Directory, *tlhIngan Qummem*

*tlhIngan Qummem* is produced by  The Klingon Directory' which although independent of the KSF does operate within the DIM (Department of Inspirational Media) of Imperial Security.

It lists Klingons and other aliens (including Terrans) who are interested in *tlhIngan Hol*. There is no discrimination and the directory order is purely down to first come first listed.

Because of TKD's independence some listee's are not members of the KSF - yet. Therefore ranks and status (from any club) are not included in our listings. To help gauge the standard of the being you are writing/speaking to a self-assessed skill level is requested for inclusion. The intention is that beginners do not end up with passages or even complete letters without translations also being included.

## Interested?

Then it is to your advantage to be included in the subsequent editions as that's the only way you can get a copy. You can be listed with as many or as few details as you wish but generally these will consist of:-

Skill Level / Terran Name / Klingon Name / Address / \*Comm Ref #

### SKILL LEVEL CHART

Skill	Spoken	Written	Dictionary use
Fluent	1	A	None or little
Good	2	B	Used for ref only
Confident	3+	C+	Word or Sketch only
Beginner	3	C	Nearly all the time
Interest Only	4	D	For Phrases etc

e.g., a good speaker learning to write =  
2C

Your listing is for life and your details  
can be changed as often as you wish.  
So, for your copy please send your  
details, enclosing a 60p A4-SAE or 2  
IRC's to: *qe'San*, c/o JON BROWN, at the  
address below, Comm Ref# 01908  
505343.

*. ghItlhvam DalaDI'mo' batlhwI' lanqa'lu'pu' .*

\*Comm Ref# can be Telephone and/or e-mail.

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Woodside, 10 Withycombe, Furzton,  
Milton Keynes, MK4 1ET, England,  
Earth.

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Comrades in Arms



Through a river of blood  
I travel with you  
*boqwl'*  
For flights of fancy  
I fly with you  
*jupwl'*  
In glorious battles  
I fight with you  
*suvwl'*  
With secret delight  
I consort with you  
*bangwl'*  
In the heat of the War,  
In the thick of the fray  
if Stov-o-kor waits at the end of the day  
I'll die with you  
*Sonchly*  
And serve with you  
*Ra'wl'*  
In Black Fleet's flagship  
Forever

*The Anonymous One*

Member Website Addresses



come.to/ksf

<http://members.aol.com/AzelTavana/IKMV-DreamSnake/Welcome.html>



<http://www.geocities.com/Area51/Cavern/3811/>

<http://www.geocities.com/Area51/Cavern/4575/index.html>

**KSF CENTRAL NET**

<http://members.aol.com/zaekyn/intro.html>

<http://www.geocities.com/~khaywolf/links.htm>

<http://www.cyberhighway.net/~shadwalk/curcuit.htm>

<http://expage.com/page/nighthammer>



<http://members.aol.com/Krowgon/main.html>

[www.geocities.com/southbeach/pier/7428](http://www.geocities.com/southbeach/pier/7428)

<http://sol1.inav.net/~nibblink/klinton.htm>

<http://www.geocities.com/Area51/Corridor/8480/>

