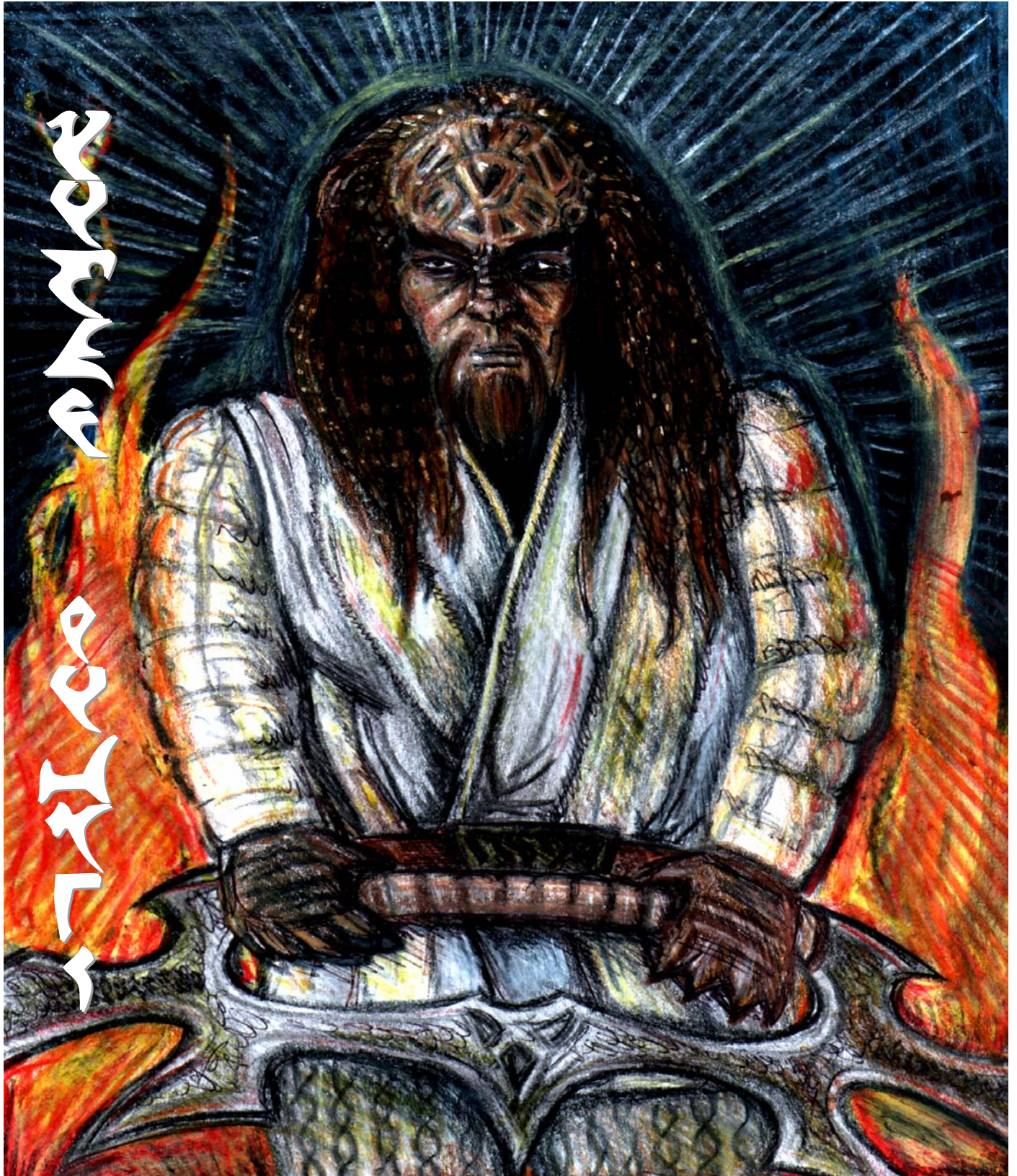




# Battle Lines

♣ *The Newsletter for and about members of the Klingon Strike Force* ♣



  
 - ADMIRAL'S THOUGHTS -  
 Thought Admiral K'Lay epetai K'Onor-Chang

I've spent quite a bit of time recently thinking about one of the most beloved characters in the science-fiction universe: James Doohan, better known to us as chief engineer Montgomery "Scotty" Scott, who died at his Redmond home in July at the age of 85. I've always loved Scotty, even before the miracle working engineer declared he liked Klingon women and pulled this Thought-Admiral over for a hug that would have done a Klingon proud, and a photo op at FantastiCon some years ago. I still have that picture.

The Canadian born actor was a war hero in WW II, a prolific actor in movies and in some of my favorite TV series, including *The Man from U.N.C.L.E.*, *The Fugitive*, *Voyage to the Bottom of the Sea*, *Bonanza*, *Outer Limits*, *Twilight Zone*, and of course *Star Trek*, as well as others. He was also an inspiration to many. As someone in one of the articles I read about him recently said, he was a role model for future engineers, proving that even engineers could be heroes. To me, he was a part of those magic years of childhood, when nearly everything seems possible, a wonderous part of my adulthood when so much that had been "fantasy" became real, when we DID go to space, and some of Scotty's science fiction techno-gadgets and theories became not only possible, but real. I'll miss his presence, and mourn his passing, not just as a person, but as a symbol of something good that is now over, relegated to the past. For everything there is a season, so they say, but I don't have to like it.

These thoughts brought me to thinking about other endings, especially the ending of people and things important to me, and contemplating the fact of life called change. I don't like change. (Ask anybody who knows me.) It's not that I dislike adding new things. It's that I dislike discarding the old ones, the familiar ones, the ones that I still LIKE. As most of my command staff will be happy to tell you, I have to be dragged kicking and screaming from the familiar, from the tried and the true. If I had my way, an aging James Kirk, Spock, Bones, Scotty, Sulu, Chekov, Uhura and the rest of the TOS gang would still be going where no man has gone before, and so would everyone in TNG, DS9, and yes, Voyager and

Enterprise too. Along those same lines, anyone who had ever been a member of the KSF would still be on the roster, we would be sending out hard copies of BATTLE LINES to all members, my seven year Klingon K'Ristmas Kookbook project would be ongoing into the 23rd century, and our Klingon characters

would live forever, our exploits immortalized and glorified in ongoing Klingon RPG space operas.



That said, people change, technologies change, interests change and times change (in spite of the fact I've ordered them not to!) and at times, even of the most stubborn of us have to change with them. All this brings me to several announcements regarding future changes in the KSF.

Due to the general availability of online access and printers to the majority of our members, our requests for hard copies of BATTLE LINES have dropped to the point that, although all current subscriptions will be honored, as of January 2006, we will no longer be offering land mailed hard copies of BL to the general membership. (If anyone can't get online access to BATTLE LINES or can't print a copy for themselves, email me and I'll see what I can do to assist you.)

The new KSF roster which is available online at the KSF listserv site at: <http://groups.yahoo.com/group/klingonstrikeforce> is smaller than the one many of you are used to, eliminating those people who may at one time have been active, but are so no more. (No one will let me use the agonizer to activate them again! Soft, I say. We're all getting soft! grin)

And, after nearly 15 years of continuous role playing, the KSF is taking (what I pray to Durgath) will be a short break. (Can you see me kicking and screaming out there???) In the face of increasing real life demands on many of our DivComs and key players, and the resulting decrease in RPG participation, Campaign Coordination Command has reluctantly made the same decision the creators of Enterprise made earlier in the year; to end the ongoing saga for the time being, at least the organized version of it.

The Klin Zha listserv will still be up and running, and will be available for those players, including myself, who are interested in role playing the end of this storyline out, but until the start of the new year, or until renewed interest is shown, no new orders will be sent out by CCC. Perhaps like Enterprise, if people miss it enough, they will knock on our door loudly enough to warrant CCC bringing the RPG back. (My door IS always open, as is the Abbot's and we have very good hearing.)

But as much as I dislike endings, I am also a huge fan of beginnings, and so I'd also like to announce some positive changes and some new beginnings in the works, created by some of our members.

Be on the lookout for more information on a Klingon Skavenger Hunt being conducted by Morale Officer Kimpla D-Dokmarr-Zu-merz. I have been told that points will be awarded for finding various items, and prizes will be awarded to the winners each month. (I happen to know what some of the prizes are, and they're great stuff.) Details to follow in this newsletter.

With the official RPG game being temporarily (see how smoothly I got that part in again?) decommissioned, Staff Admiral Katalyia has put her thinking cap on and is in the process of creating a "round robin" story game for the gaming addicts among us who want variety and can't stand not to role

play something! Look for details from Kat on that, likely to be announced via the KSF listserv.

There are new stories and new articles in BATTLE LINES too, one in particular which caught my eye from Lt. Samwl' quvHubwl', a.k.a. Mike Stanley called: You Can't Tell Your Klingons Without a Scorecard -or-

A History and Review of Star Trek RPG, a four-part article analyzing the various published Star Trek Role Playing Games (RPG) and particularly how they portray us Klingons.

And finally, for those of you who have been waiting for a hard copy of the Kookbook to be produced, I have finally had that done, the first copy being sent to DaHar Master K'Zhen for her birthday. Due to the Ferengi international postal fees, alas, it will cost the rest of you \$15 US for me to copy and mail the nearly 100 page kookbook to the US or internationally (slightly cheaper in Canada). But the good news is that for any of you who can download and copy the online version yourselves, Kinkos or Staples can bind it for you for under five dollars.

For every ending there is a beginning, for every downside there is an upside. Here's wishing you a great summer and fall, and may we all continue to boldly go to those places we've never gone to before.

Thought-Admiral K'Lay epetai K'Onor-Chang



## - EDITOR'S DAGGER -

by Admiral qe'San epetai be'rawn

Kai Suvwl' ... As you read this people are out there buying their presents for the holiday season, Xmas to many of us.. What would be nice is to wrap up that season with a lovely mug of Warnog and the latest copy of Battle Lines. It is never too late to submit articles for the Xmas issue and even if I get too much (what a wonderful thought) I will always try to fit it in..

To be honest on the latter point, now we're approaching the time when it will be completely online and paper versions will be download only, the size isn't as much a problem so an extra couple of pages won't matter. So do delay submit today.

I hope everyone had a wonderful summer and those friends or family members out of the country are still safe or back home by now.

Admiral qe'San epetai be'rawn



## - ANNOUNCEMENTS -

### COMMENDATIONS:

I've heard it said some people regard "commendations" as an award "not quite as good as a promotion". In some respects I can see how that feeling came about, as commendations are usually given to those who have already reached a pinnacle of rank and honorific, or close to it, or to those who have already been heaped with promotions so frequently due to their service that realistically one has to wait to give them any more!

To me, on the other hand, rank promotions are given to officers who do their job in a required or even an exemplary way. Rank is a fitting reward for people who do what is required of them. Status promotions sometimes mean just a little more, but even status promotions are given to officers for doing what they are



required to do, just in a more creative and / or helpful way than the average warrior. Commendations are in another category, in my mind though, and I have always given them to those warriors who go above and beyond what is expected in such a notable way that they've earned extra praise, a public pat on the back.

This trimester the Imperial Review Board is giving no promotions, but I do have a number of commendations I would like to award. These are given to a number of KSF members who've done some really great work in one area or another in the club, and who continue to do so, often using their own money, without much notice, and never enough praise. This is my way of saying thank you. They are as follows:

A Thought-Admiral's Commendation to:

**Admiral qe'San epetai-be'rawn** - for his ongoing, long term and tireless dedication to creating both the online and hard copy version of BATTLE LINES, without which, members would have no idea what anyone is doing. And for all those nights you've stayed up to work on BL, or come to the chat at 2 am just to keep in touch.

**Vice-Admiral K'Obol epetai-Chang-K'Onor** - for his dedication at the helm of Campaign Coordination Command, creating plot lines, sending out orders, reading role plays, editing inconsistencies, correcting spelling, coaching RPG players, mediating disputes, collecting and writing summaries, and then doing it all over again the next trimester, year after year.

**Admiral Volar epetai-K'Onor-K'Zota** - For being my eyes and ears when I'm too busy to be everywhere I need to be at once, for keeping his fingers in every pie and aware of the "big picture", for being willing to help no matter what I ask at any time, and for keeping all the important online things running.

**Staff Adm. Katalyia epetai-K'Tore-Jiraal** - For her dedication to the people on the Sector side of things, for having taken time out of her life for so many years to do the mundane, often thankless work she's been assigned, and to do it with such good will and so few complaints! And for her most recent role playing side game ideas that may just spark new lines of communication.

**DaHar Master K'zhen epetai-Zu-Merz** - For holding court in chat every Thursday night, week after week, providing the humor, the camaraderie and the command presece....the glue.....that keeps us all together and keeps us coming back. For every time I've come to her for help, and come away with ideas and inspiration.

**Captain Kosh zantai Zu-Merz** - For having the honor of a Klingon and the longevity of a Vulcan in his service to the KSF, for role playing enthusiastically even when no one else is, for sharing emailed snippets of humor and articles designed to improve communications, and for being the ever-present Krown Prince at chat that everyone looks forward to seeing each week.

**Captain Kimpla sutai D-Dokmarr Zu-Merz** - For her seemingly boundless supply of creative ideas, and the positive presence she maintains in chat, via email and on both listserves to maintain the morale of our members.

**Captain Ke'reth zantai-Makura** - For the phenomenal amount of artwork he has been producing for the enjoyment of all who read BATTLE LINES.

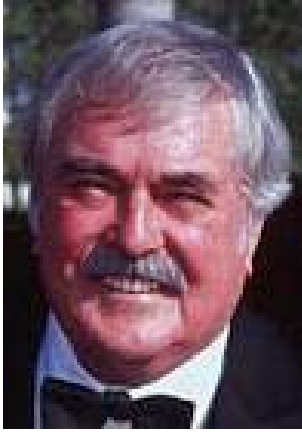
And finally to : **LCmdr. Luciouslips sutai-JurISS-Chang & Lt. Commander teH Hel vestai Mo'Klar K'Onor** - For their prolific, entertaining and creatively written role plays, often written independently.



*- IT'S LIFE JIM BUT NOT AS WE KNOW IT -*

This Issue and Article is dedicated to James Doohan - Scotty  
(Who is now flying high but will be sorely missed on this plane of ours.. qe'San

*Kosh's article from the Seattle Times*



Seattle's Science Fiction Museum and Hall of Fame is holding a wake tonight for one of the most beloved characters in the science-fiction universe: James Doohan, aka "Star Trek" chief engineer Montgomery "Scotty" Scott, who died at his Redmond home yesterday at age 85.

"He was a role model," the museum's education and outreach manager, Leslie Howle, said of the countless real-life engineers Mr. Doohan's "Scotty" character had inspired. "He brought the whole field of engineering to the forefront of popular culture. All of a sudden engineers could be heroes."

Howle said the celebration of Mr. Doohan's life will feature clips from the TV series that illustrate his character and humor, as well as stories shared by those who knew or admired him. The event is free and open to the public at 7 tonight, on the museum's third level, housed in the Experience Music Project building.

Mr. Doohan died at 5:30 a.m. yesterday with his wife of 28 years, Wende, at his side, Los Angeles agent and longtime friend Steve Stevens said. The cause of death was pneumonia and Alzheimer's disease, he said.

Mr. Doohan had said farewell to public life last August, a few months after being diagnosed with Alzheimer's disease. At a relatively somber five-day Los Angeles tribute, called "Beam Me Up Scotty ... One Last Time," Mr. Doohan waved to fans from a wheelchair as his star on the Hollywood Walk of Fame was unveiled in front of the Hollywood Entertainment Museum.

At that event he was praised, roasted and serenaded by colleagues, including original series cast members Walter Koenig and Nichelle Nichols, as well as real-life astronaut Neil Armstrong.

The Canadian-born Mr. Doohan was enjoying a busy career as a character actor when he auditioned for a role as an engineer in a new space adventure on NBC in 1966. A master of dialects from his early years in radio, he tried seven different accents.

"The producers asked me which one I preferred," Mr. Doohan recalled 30 years later. "I believed the Scot voice was the most commanding. So I told them, 'If this character is going to be an engineer, you'd better make him a Scotsman.'"

The series, which starred William Shatner as Capt. James T. Kirk and Leonard Nimoy as the enigmatic Mr. Spock, attracted an enthusiastic following of science-fiction fans, but not enough ratings power. NBC canceled it after three seasons.

When the series ended in 1969, Mr. Doohan found himself typecast as Montgomery Scott, the canny engineer with a burr in his voice. In 1973, he complained to his dentist, who advised him: "Jimmy, you're going to be Scotty long after you're dead. If I were you, I'd go with the flow."

"I took his advice," Mr. Doohan said, "and since then everything's been just lovely."

"Star Trek" continued in syndication both in the United States and abroad, and its following grew larger and more dedicated. In his later years, Mr. Doohan attended 40 "Trekkie" gatherings around the country and lectured at colleges.

Mr. Doohan reprised his famous role numerous times. He lent his voice to the animated "Star Trek" series in 1973 and to several "Star Trek" video games. After the success of "Star Wars" in 1977 opened the door for "Star Trek" feature films, he appeared in seven of them. And while his last appearance as Scotty was in the 1994 film, "Star Trek: Generations," the character's fate was revealed in a 1992 episode of the spinoff series "Star Trek: The Next Generation" titled "Relics."

James Montgomery Doohan was born March 3, 1920, in Vancouver, B.C., the youngest of four children of William Doohan, a pharmacist, veterinarian and dentist, and his wife, Sarah. As he wrote in his autobiography, "Beam Me Up, Scotty," his father was a drunk who made life miserable for his wife and children.

At 19, James escaped the turmoil at home by joining the Canadian army, becoming a lieutenant in artillery. He was among the Canadian forces that landed on Juno Beach on D-Day. "The sea was rough," he recalled. "We were more afraid of drowning than the Germans."

At 11:30 that night, he was machine-gunned, taking six hits: one that took off his middle right finger (he managed to hide the missing finger on screen), four in his leg and a bullet in the chest that was stopped by his silver cigarette case.

After the war, on a whim, Mr. Doohan enrolled in a drama class in Toronto. He showed promise and won a two-year scholarship to New York's famed Neighborhood Playhouse, where fellow students included Leslie Nielsen and Tony Randall.

Mr. Doohan's first marriage to Judy Doohan produced four children, and he had two children with his second wife, Anita Yagel. Both marriages ended in divorce. In 1974 he married Wende Braunberger, and they had Eric, Thomas and Sarah, who was born in 2000, when Mr. Doohan was 80.

In a 1998 interview, Mr. Doohan was asked if he ever got tired of hearing the line "Beam me up, Scotty."

"I'm not tired of it at all," he replied. "Good gracious, it's been said to me for just about 31 years. It's been said to me at 70 miles an hour across four lanes on the freeway. I hear it from just about everybody. It's been fun."

Material from The Associated Press and Times staff reporter Mark Rahner is included in this report.

---

### *Trivia*

Lived: 3 March 1920 - 20 July 2005

Place of Birth: Vancouver, British Columbia, Canada

Details of death: Redmond, Washington, USA. (pneumonia and Alzheimer's disease)

Birth name: James Montgomery Doohan

Height: 5' 11" (1.80 m)

Spouse: Janet Young (1949 - 1964) (divorced) 4 children

Anita Yagel (1967 - 1972) (divorced) 2 children

Wende Doohan (1974 - his death 20 July 2005) () 3 children

He and wife Wende became parents to 7 lb. 13 oz. Sarah. [11 April 2000]

He and his wife Wende have two adult sons, Eric & Thomas.

Toured as Spokesman for Philips Electronics HDTV 1999.

Landed on Juno Beach on D-Day as a member of the Royal Canadian Artillery. Soon after, while walking across a mine field, he and his unit were attacked by enemy fire, as the Germans shot at them with machine guns. He was hit by four bullets to the leg, his middle finger of his right hand was shot off, and a bullet struck his chest. His life was saved when it hit a silver cigarette case which had been given to him by his brother.

He was given an honorary Degree in Engineering by the Milwaukee School of Engineering where apparently half of the students polled said they were inspired to study engineering by his role in "Star Trek" (1966)

He used to live across the street from Ralph Thorson and his family, the main subjects of the movies The Hunter (1980) and The Huntress (2000) (TV), as well as the tv series "The Huntress" (2000).

Children with Young are: Larkin (1954), Deirdre (1957), and twin boys, Montgomery Doohan (1959) and Christopher Doohan' (1959). Larkin is a nurse, and Deirdre an aspiring singer/actor.

Was among many WWII veterans to publicly thank Steven Spielberg for not holding back on the intensity of the Normandy Invasion scene in Saving Private Ryan (1998).

Grew up in Sarnia, Ontario, Canada.

Attended S.C.I.T.S. high school in Sarnia.

The only two episodes of "Star Trek" (1966) in which one can see that his middle finger is missing are "The Trouble with Tribbles" and "Cats Paw". Also in Star Trek III: The Search for Spock (1984), when Scotty is handing McCoy the parts from the Trans-Warp Drive, as well as in Star Trek V: The Final Frontier (1989) when Scotty is holding a plastic bag dinner given to him by Uhura.

According to the Director's Edition DVD of Star Trek: The Motion Picture (1979), the Klingon language first introduced in that movie and later featured in many later Trek movies and TV episodes was initially devised by Doohan. His original sounds were later expanded upon and refined by others, ultimately resulting in Shakespeare plays and The Bible being translated into Klingon years later. Ironically, his character, Scotty, complains of difficulty reading Klingon at the start of Star Trek IV: The Voyage Home (1986).

His "Star Trek" (1966) character's full name was Montgomery Scott. Doohan's middle name is Montgomery.

Although Marc Okrand is credited with creating the Klingon language of Star Trek, Doohan came up with an unrefined version for Star Trek: The Motion Picture (1979).

Received a star on the Hollywood Walk of Fame on 31 August 2004.

Suffered from Alzheimer's disease and was ravaged by Parkinson's disease, diabetes, lung fibrosis and pneumonia.

During his early stage work, he demonstrated a remarkable gift for foreign accents. He tried several During his audition for "Star Trek" (1966), and Gene Roddenberry was immediately taken by his Scottish brogue. Roddenberry cast him as the (previously-unnamed) ship's engineer character, and they improvised the name Montgomery Scott ('Scott' for the accent, and 'Montgomery' for Doohan's middle name).

Made his first ("Where No Man Has Gone Before") and last ("Star Trek: Generations") "Star Trek" appearances with William Shatner.

Did many of the voice-overs parts on the original "Star Trek" (1966), including the M-5 from "The Ultimate Computer" and Sargon from "Return to Tomorrow".

He was the only living "Star Trek" (1966) not to lend his voice to the "Futurama" (1999) episode "Where No Fan Has Gone Before", leading to his character Scotty being replaced by the farcical Welshie. According to the show's creators, his only response to their request that he appear on the show was a simple "no way."

Suffered a massive heart attack in 1989.

His grandson, Kyle, was born in 1987. He is the son of Doohan's second daughter, Deirdre.

He was the youngest of four children of William Doohan, a pharmacist, veterinarian, and dentist, and Sarah Doohan. His early life was miserable due to his father being a drunk and abusive to the entire family.

Some of his ashes will be sent up into space later in 2005, as were his wishes. Houston's Space Service's, Inc., which specializes in such memorials (and who sent "Star Trek's" Gene Rodenberry's ashes and LSD guru Timothy Leary's in 1997), will send them up with about 125 others'.

With his death on 20 July 2005, William Shatner is the oldest living "Star Trek" (1966) cast member.



*- POST REPORTS -***GSA**

Compiled by Admiral Katalya K'Tore-Jiraal GSA Commander

**GSA Sector One**

→ *HoD Kosh zantal-Zu-Merz* (Curtis D. Martin): It's that time again...

I went down to Desert Hot Springs California on April 30th and flew back on May 3rd, it was sunny and warm and windy, the day I had to fly back up to Seattle there was no wind! It was supposed to hit in the 90's that

day! My mother and her boyfriend Ken were doing good, but before I flew down she had told me they had their van broken into, in the trailer park they live! All their CD's were taken, a dashboard digital compass, but thankfully no checkbooks or cell phones, they were happy to see the Toby Keith CD I brought down with me.

I got a good deal on an external CD-RW, it's 52X32X52! Purchased some cheap CD-R CD's as well, need to start putting it too work...

The mountain bike I ride to work daily is showin' the 3 years of use I've had it now, the chain's teeth are missing gears badly, needs new brakes and severely cleaned, the chain and gears as well; for a Huffy Stone Mountain bike, it's done great I think.

Got a new cat post, the kind that use a bar to sturdy itself against the ceiling for Sandra and Nikko, they wore the other one out! Literally tearing it to shreds, the carpet pieces coming off, even the newer ones a past roommate put on!

Speaking of that old roommate ... he e-mailed me! I did a search on a white pages website, and found my name, snail-mail address and e-mail, I hadn't heard from him since 2001! He is doing well, moved into a house with his fiance and her son, invited me to visit them.

On June 6th, the anniversary of the D-Day invasion ... Dylan was born! A new nephew for me ... makes me think I should be gettin' busy... I went down to Salem Oregon on

Amtrak on the 17th of this month to see Dylan and my family down there, I had to come back on the 19th, I was kind of draggin' my behind from arrivin' home in Kent at 11:30pm having to go back to the RL job the next day!

I went to a cancer walk event in Salem, the Relay For Life, my Grandma is a survivor, it was a surprise to me, I just get down there ... and in a few hours I went with my family to it! I was there for 3 hours or so, walk several laps, even met a guy I was station with at Torrejon AB back in 1989-91 there! He is an editor for the Oregon Music Guide ... this planet really is small... {::7}

My dad is in the Obsolete Chevy Club (car club), and they ran the 18th Annual Salem Cruise In at the Salem Fairgrounds, "50 Years of 55 Chevy's", the weather was decent, and it only sprinkled on us, but dark clouds were on the horizon threatening us! If it had rained, it would have been customary Salem weather. Picked up a POW-MIA magnetic ribbon, and took some pictures of some of the cars there, gotta pick up my pictures and CD-ROM from KMart still. I also got a free t-shirt from my dad of the cruise in, and a free magnet! Went to a cruise in afterwards at a community college, a weekly thing.

I have recently picked up a 3 megapixel digital camera, haven't really tried it out except on the cats, hopefully will this weekend. I plan to hit the Seattle International Beer Festival this Saturday, not sure what I am doing on the 4th as of yet, may watch the fireworks near Emerald Downs, a local horse racing track, we shall see...

I hope to get to some things this long weekend as well, maybe start another batch of beer brewing, and add an external hard drive with a case I have.

Qapla'!

→ *Qur'Ras tai DokMarr* - I don't know if I've told anyone in the KSF, but I suffer from depression. My medication does it's job pretty well, but I do have my bad days nonetheless. Mostly I've gotten into painting Lord Of The Ring miniatures for a wargame. I read a lot and watch too much television. I've also had some computer problems that have kept me offline for awhile.

(Steven Holdren)

{Also received from Steven via the list-serve...}: Due to problems I will not be on the net in any form. I don't know when that will change. I may log on if I'm at a friends or the public library. Things are going to be a little rough for me



My wife, however, loved it and plans to go back again next year. It will be without me. What can you say about Paris. If you've seen one brick building you've seen them all. If you've seen one painting or statue you've seen them all. Everything is expensive. The food leaves little to be desired. The subway system is okay. I was thankful to those wonderful young people in McDonalds who were extra kind—The CHICKEN place in the mall was good too. They don't speak English—can't really blame them for that it is a French speaking country. It's a LONG flight and the seats are totally uncomfortable (unless I guess if you can afford first class). Still trying to trace the old family tree. Everything runs into a dead end with Robert Bishop Traft. Got an EMAIL from a really nice lady in California who thinks Robert Bishop Traft was her ancestor Robert Bishop Traugh. She has done a LOT of research and the information she's put together is amazing, but nothing hard fact to put together. There is little reliable information in the mid 1800s. It's particularly hard when all the research she needs to be done in Pittsburgh and I live in Minnesota. My Klingon Language has atrophied being away from it for so long. I'm keeping busy with my volunteer work. While I prefer doing individual therapy, I guess I need the family hours if I ever hope to get enough to take my oral exam for the LMFT. Still don't see the value in the LAMFT, but hey, I've got it. My best to everyone!

← *Khaufen Jurby*: The last few months have been a menagerie of ups and downs in my life. 80 to 85% of my time, I've spent inside. This summer, I hope to be able to actually get outside and do something without the sun turning me into crystals and disappearing. Ha!Ha! Ha! Ha! I will once again be moving this summer. In fact, in the next 30 days. My son and a male friend of his are once again with me for the summer. I wish all of you a glorious and enjoyable summer.

{Update 7-08-05, on Khaufen & Khorghan/Kreger They are in the process of moving and will be off line for a week or two.}

← *Daktar Master K' Zhen Zu-Merz* - She continues to participate in the Thursday night chats and the club RPG game. She has currently installed Direct TV and has gotten a new VCR/DVD combined player.

## GSA Sector 4



← *Capt. T'Lara ZuMerz* Susan Wyss: Well, it's been months, 4 to be exact....lots has happened. My son did the Wizard of Oz in school, and he was the Tin Man! It was his last play... :( He goes into high school in the fall....can you imagine that, already? Time really flies. Not to mention making me feel old. He also started a rock band. It's called Atomic Warfare. He plays the electric guitar, and does so very well I might add. His grades kind of suffered some during all these activities though, so next year I told him no mens chorus or drama until I see his grades are decent. High school is going to be

a lot harder. Right now, he is at Tennis camp for two weeks, which he loves.

For myself, well things have been plodding along...sometimes just barely. I have been sick a lot this year so far with just about anything you can think of.....Pinkeye, Bronchitis, twice, my knee was giving me trouble until the warm weather hit, I had a Colonoscopy (they're not too bad, but the prep is nasty), and right before that I had a seizure.....sigh . As you can imagine, my job suffered quite a bit. Because I used my sick leave in advance for the knee surgery, I had none to take for all these maladies, and so I had to use my vacation time to cover myself. I have since run out of that as well, and won't be able to make my annual visit to Canada to see K'Lay and the Abbot....tough year.

Thank God for warm weather...although it has been a little warmer than I like, and the pool is still not open. It will be a quiet summer for me. My son comes home from tennis camp on the 8th, and leaves on the 16th to go with his dad for 3 weeks. Then, sometime in August, he will be going down to see my folks for 5 days in Hilton Head Island, SC. I will have lots of time to get my act and my house cleaned up before the school rush in the fall!

← *Sue Frank / Capt. Kishin zantai-Kukura*: Greetings, Captain! The heat is rising in our sector--90 in the shade and humidity standing at 101% Makes for a happy Klingon! This just in from Klingon language expert friend and novelist Cat Ramos of California. She sent me a copy of her latest novel focusing on Klingons, volume 7 of her "Citizen of the Empire" series. Khest, but she's a fine writer. She develops her own fascinating characters and situations, and then often models the larger scheme of the narrative on recent Terran history. Very cool stuff. If anyone is curious or hungry for some great Klin-reading, she's very welcoming of contact and can be reached at [klincat@aol.com](mailto:klincat@aol.com)

Another reminder that the greatest reward of this fandom is the endfuring friendships, Rogue of VA has just let me know that she will be arriving in Philadelphia aboard the 1638 Scandinavian vessel Kalmar Nyckel, a restored tall ship. She's part of the crew, trained in the klin of a seafarer.

Anyone headed to Pennsic this August? Let me know! I'm getting better on my drum, hope to be up to beating out some of those juicy Middle Eastern rhythms for those entrancing dancers amidst the floods of late-summer Western Pennsylvania.

Till next, I salute you all--from strength to strength! Sue/Shin

← *Robert Cunningham / Captain Avakhon zantai Khinsharri*: I will state here and now, that the LAST 3 months have been THE most interesting and exciting of MY life. I MET, fell in love with, MARRIED, and moved her back to Ohio, the Klingon woman of MY dreams. . . K'lora. I don't know if everyone is aware of my recent past as I lost my wife of nearly twenty years last December and was distraught and understandably lost in a sea of despair.

Through the friendship of MANY of those here in the KSF I was able to weather those storms and find myself whole once more. I had NO intention of finding any other to replace or even fill that void. Whatever God, Goddess, or Supreme Being anyone believes in must have seen my plight and decided to take that and mold me into a better person. She entered my life as a new member to the KSF and the MOC from a friend's recommendation.(THANK YOU ret.TA Zumerz!) After a few chatroom sessions and some private e-mail exchanges, I found that she had so much in common with ME that it was almost frightening and for a KHINSHARRI~ to admit FEAR is UNHEARD of! I found myself talking to her, IMing her and sending pics back and forth, as well as webcamming each other. She was very quiet at first and I wasn't sure she was even there for awhile, as she prefers to be the "Fly on the wall" type to see what's going on first.(Must be the part Romulan-Vulcan heritage she tells me of)

Anyways after a whirlwind visit to MY home here in Ohio.(The weekend SURPRISE visit turned into two weeks) we made plans to go back there and I stayed there for a couple weeks myself to see life in Missouri. We decided it was worth it to be married to each other and I was PLEASED to be joined with her on MAY 4rth, 2005 at 3:30 PM. When we announced the blessed event in the Thursday night chat session, it was SO wonderfully recieved and the following week they held an ON-LINE wedding shower for us and THAT was a spectacular evening for us BOTH.

It's been ever a month now since we moved back here to Ohio.(HER Mother's Day gift was the new home here and moving in!) I can say ONE thing with ABSOLUTE certainty. I DO know the happiness and PASSION, that TWO very good friends of mine have spoken often of.(THANK YOU Abbot and K'Lay for encouraging me to seek her out and make her feel welcome in the KSF. Seems my welcoming speech has some VERY persuasive abilities! heheheheeee )

As to our being out of touch for awhile recently, it's been somewhat of a struggle of late trying to keep up with the constant unplanned bills associated with this move and we're going to be getting that taken care of most likely in the next couple a weeks.DURGATH WILLING that is!

This concludes the POST reports of Prior Avakhon Khinsharri~ AND K'Lora Zumerz-Khinsharri~, we return you to our regularly scheduled insanity know as REAL LIFE!

← Joe Manning / Lt. *Klaad vestal K'tarra*: Greetings.... This is Lieutenant Klaad. I'm alive and well and still traveling the space lanes in search of mysterious adventures.

← Cliff Bailey Jr. / *Cmdr. Krowgon sutal-Drexa*: Well another quarter has come and gone- they seem to fly by- in this sector of the world I have been so busy with real life it has been very hard to keep up with everything. However this warrior has been having fun with getting some new warriors to join up for the RPG and KSF so that our ranks will grow with fun. I have been doing some of the RPG as

well but not as much as I would like, I am heading out on vacation very soon for some finally rest that is need. As a long time member of KSF I enjoy the RPG and friendships that I have made and keep making. I hope all have a wonderful summer and have a glass of blood wine on the side.

That's all from this warrior - Commander Krowgon sutal-Drexa

← *ch'Hulhu Kormel* - David Stayduhar: not too much to report... been busy working on rehearsals for my upcoming theatrical debut in "Fiddler on the Roof"... been rehearsing 3 nights a week after work... play dates will be least 3 weekends in July.

## GSA Sector 5



← *Cmdr. Rakgor sutal K'Mpec*: Greetings. Been very busy. Getting ready for a career change. Going to be taking some classes and trying something new. Hope it works out. If it does will be for the better. Going to take

till late this fall to find out.

Vacation is already over.....went ghost hunting in Gettysburg PA. Stayed at the "haunted" Cashtown Inn. Nothing to report there. Nice place...no ghosts or such did we see or hear.

We did take several "night" trips to the battlefield with a friend who is a psychic. We had some very interesting experiences and pictures. I saw with my own eyes what I believe was a spirit. We were near the Rosewood farm it was dark, we were taking flash pictures. I looked over at Cathe (my friend and tour guide) she had just taken a picture. In the flash she was surrounded by wispy smoke...and no one was smoking!

I have one picture that shows the "smoke" and there appears to be a face or two in it. Cathe got several very good pictures with the same kind of stuff, only in more hues. Another pic shows several "orbs" spelling a "W" in front of my son Bill. And one with the "wispy smoke" all around my truck!

Another night we went onto the battlefield, I took a ir temperature monitor. As we walked towards the woods where the Confederate Louisiana Tigers brigade was ambushed with many killed,... the temperature fell 15 degrees in 30yards. My wife got some pics of "orbs" green,red,white from that area. And a state trooper from NJ saw some "wispy smoke" and felt something "touch" her. Some in the group got uneasy and headed back to the cars.

My family and I stayed the longest, I felt very peaceful. Un fortunatly for me my 35mm battery died so all my attemps at pics failed. The orbs we photographed were with my wifes digital camera. I got to get one now too! So much better for this type of thing.

The weirdest thing....when we returned to the "CASHtown" Inn, my son found a \$100 dollar bill in the parking lot when he got out of the truck. The next morning I asked the innkeeper if anyone had reported any missing money..and she said no. No one claimed it for a week and he took it home.

I found some family names to research on the PA battlefield monument. Bought a sword( prop from the movie ), 2 bayonets,a artillery shell (all real battlefield dug) And some civil war era stamps from both sides. Also picked up a nice flag from the 123rd Indiana Volunteers. Even though they did not fight at Gettysburg it will look great framed and hung!

They had more neat stuff in the antique shops around but ran out of money!

We cant wait to go back!!!!

Till Next Time! Qapla' Rak

← *A'qmarr ram'hou sutai K'Onor* - I know it's been a while since you heard from me but a couple of major things had happened in the interim. First, the computer that Michael (Samwl') had given me finally gave up (as in "died"). I'm in the process of acquiring a new system as part of a mini home makeover performed by another member of the family. I'll let you know when the process is complete.

Second, and more importantly, I've had to deal with something I've never done before: go to the hospital.

On June 15, I had surgery to remove a tumor that was behind my left knee. The tumor was less than the size of a tennis ball and removed with no complications. The good news in all of this is that the tumor was benign. I'm now in the midst of a lengthy recovery period at my sister's house. Right now, I don't know when I'll be able to go back to Gainesville (FL). I will try to update you on my status when I can; at least, when I can get on the computers at my sister's place.

Well, I hope that's what you're looking for in a report. Wish me well on the road to recovery!

Anne (A'qmarr)

## GSD

← *Abbot K'Obol Chang K'Onor* - While daily life for the Terran who plays the indomitable Abbot can be difficult, sometimes it is possible to put aside concerns such as chronic pain, anxiety disorders, claustrophobia, agoraphobia and xenophobia, for a time. None of them are really gone, but you can postpone their effects. For a while.

June 8, The Abbot did so when he boarded a Terran jet for a flight to Calgary, Alberta, to visit an old friend, Admiral Qel'lv zantai-Sat'Ir, the Admiral's mate, Q'Oneqo sutai-Sat'Ir and members of his crew, the denizens of the IKCV K'Tan, all members of KAG KANADA, our treaty-ally who also patrol Global Sector D. The visit to Alberta was to see old friends, yes, but it was also to allow The Abbot to attend "VulCon" in Vulcan, AB.

This convention is different than most. While it is a Star Trek Con, it is not presented by fans or by a company in the business of putting on such events. It is organized, sponsored, and hosted by the Town of Vulcan, every year.

The Town Council adopted Star Trek as a town motif several years ago, and have even worked out an agreement with Paranoid to do so. The Town's Tourist Information Centre is a "landed Flying Saucer". The signs at the entryway read "Vulcan Academy of Science and Technology". The Town employee's manning the Centre are all dressed in Starfleet uniforms. All the time. Town Councillors attending conferences and official meetings across Alberta do so in Starfleet uniforms wearing varied rank badges according to their length of service on Council and status (the Mayor is an Admiral and the Deputy is a Fleet Captain while the other members of Council are Commanders and Lieutenant Commanders), and senior Town administrators also wear uniforms specific to their specialties (Engineering, Science, Finance). Every person wearing starfleet uniform as a Town employee was also wearing Vulcan Ears. They do this in public on many occasions throughout the year.

The Con opened on Friday evening with a "Meet & Greet" for Con Staff, Senior members of several of the organising Committees, and senior staff of several Fan Groups. This included The Abbot. The main purpose of the event was to get these people together in one spot for the first time, to relax after all the effort of the past year in putting this together, and to meet the Main Guest of Honour. Shortly after Nine PM, the Main Airlock of the Saucer cycled open, and two, yes - TWO warriors stepped through the lock and into the ship. The Guests of Honour were former Chancellor Gow'Ron (that's how HE spells it) and Chancellor General Martok! Yes, Robert O'Reilly AND J.G. Hertzler, together!

While this may not mean too much in a city of 3 or 4 million and a Con with several thousand attendees, it was really quite a coup for Vulcan, Alberta, population 1,500, home of two hotels, a motel and one hardware store (named Wolfe 359 Starfleet Supply, actually).

John and Bob stayed at the Meet & Greet for several hours, drinking warnog with the other guests and just being "regular guys", if rather popular for "regular". Thousands of candid photos were taken with "the Boys" and I have a few. The event closed down about 1AM and most of us headed for bed, as the morning was scheduled for an early start.

That early start was a gigantic Free Breakfast sponsored by one of the principal businesses in town, Conoco-Phillips, whose Regional Manager was dressed in Vulcan ears for the event. They served well over a thousand people that morning, for pancakes, bacon, sausage, eggs, biscuits, toast, maple syrup, jams, marmalades, coffee, tea, raktajino and prune juice.

After breakfast, it had started to rain. J.G. Hertzler had walked over to the arena for breakfast, and wasn't real anxious to walk back in the rain, so he joined my crew, and was treated to a ride around the community. Seems he's looking for a place in Canada where he can just be another

farm kid with a city job, and Vulcan is at the top of his search list.

The day continued with a parade containing floats sponsored by various local businesses, including Starfleet Medical (the ARP Pharmacy), Starfleet Logistics (the grocery store), the Bajoran Bookwormhole (a book store) and several other local businesses, as well as marching units from several fan groups including three groups of Klingons! Later, there were a variety of panels, and a three hour session with Bob and John, answering questions about their years on various Star Trek shows, their careers in general, and their new musical careers. Yes, the Chancellors have produced a CD which includes a rather snappy hiphop rap about their favourite people, "Da Klingons!", and we were treated to the first public performance of this rap since the CD's completion.

Among the events of the weekend was "Klingon Fear Factor". Now, you will all say that Klingons do not know fear, and this is true. However, the fear was in the hearts of the teranganpu who had to perform a number of truly terrible things. The two-day event came down to a final showdown between a human and a Klingon. The final five contests were rated a tie by the MC and he appealed to Chancellor Gow'Ron to decide. Gow'Ron rose from his seat, walked up to and around the final two contestants, glared his famous "bug-eye" glare, and then smiled, saying "Martok will make THIS decision!" and sat down to tremendous laughter. The General tried to glare back at Gow'Ron, but it is more difficult to stare down Gow'Ron's famed glare with only one eye, so the General was stuck. He carefully rehearsed the glories of each contestant, weaving a story of great bravery and triumph over challenge for both, then announced he had decided - "The Klingon Wins!" and the house erupted in cheers from all Klin groups! Of course, the Klingon who won was Q'Oneqo Sa'Ir, one of the friends with whom I was staying.

The day finished with a formal banquet at which a number of awards were given out, including several awards to the Klin groups who have supported the Con for over ten years. The highlight of the presentations included two "Certificates of Appreciation" awarded to Bob O'Reilly and John Hertzler by the assembled Klin, including two Honorary Memberships in KAG Kanada.

Following the banquet was a concert headlined by "Trooper" which was enjoyed by all and followed by several room parties, among which was one hosted by our friends in KAG Kanada. This was the party which "The Chancellors" chose to attend. Let me tell you, these two guys can PARTY!

Sunday morning broke to dismal skies and rain. Our new friends had left earlier to make connections to other events and meetings, so the final few panels were much quieter than on Saturday when Bob and John had attended. A final event was not on the original schedule. As we were packing to depart Vulcan, a film crew arrived in the town to film for a TV Commercial for Ford in Alberta. They had come to Vulcan with several hired actors in various costumes, supposedly representing Starfleet and Klingon officers, but

they were not very good costumes. The producer hired several of our people on the spot to replace his "professional aliens", and TV viewers in Alberta will be treated to scenes of True Klingons defeating puny Starfleeters in defence of their Ford Vorchas over the next several months.

We returned to Calgary late on Sunday, and I had a chance to do some sightseeing around the city on the Monday, but it proved too short a time, and my Tuesday flight home came too soon.

New friendships were made, and old ones strengthened. The spirit of Klindom may be reduced by the lack of active Trek on TV, but it is alive and well in Global Sector D.

On my return home, I collapsed for several days of needed rest, after distributing the spoils of war brought home from Calgary and Vulcan.

Including a set of Vulcan Ears from Vulcan, AB! The Thought Admiral and I have not yet decided who gets those.

The Abbot

← *TA K'Lay K'Onor-Chang* - While the Abbot was hobnobbing with Gowron and Martok, I was recovering from several months of a grueling schedule, sometimes exceeding 60 plus hours a week, of running back and forth between two jobs, class, training and volunteer work. I spent the week while Abbot was gone, doing more relaxing things, catching up on KSF mail, reading, watching old Trek episodes, Kung Fu movies, refamiliarizing myself with friends, family and hobbies, sleeping and doing various things to relax and de-stress. (Chocolate bubble baths are wonderful.....)

← *reh'Hel* (Ethel Clarke) and *nagh Gor* (Gordon MacKinnon): The first six months of 2005 are nearly gone? When? Where? How did they get by us so fast?

The mundane life seems to have picked up momentum and is speeding us through the days far too quickly for my liking in some areas and far too slowly in others!

Gordon's health is stable, although he is still waiting to have the drain removed from his abdomen and get back to a normal life without having to remember what day the VON are coming to check his dressing, and having showers instead of sponge baths! He still tires fairly quickly but there is no new pain or discomfort. For those who are not aware, his current condition resulted from pancreatitis and then later, after surgery, unknown bile buildup in his abdominal cavity. He's been sick since January and spent 4 weeks in hospital between January and March.

The girls are all doing what teenage girls do -- cause chaos and anxiety, laughter and tears, pain and joy. Luckily for us it all seems to come in equal measure! Our 19-in-July child will be attending her prom dance on the 20th of June. She'll graduate with good marks and go on to a local business college for a Veterinary Assistant's course in September. Both of our 17-in-November girls will pass their grade 10 curriculum and go on to grade 11 in the fall. Our 15-in-

October homemaker, chef's assistant and all round one-person support team, will be going on to grade 9 in the fall with fairly good marks. Her sister, one of the 17-in-November girls, moved out and is living with her mother, so we only have the one child with us full time. The 25-in-July child is planning to move back to either Nova Scotia or New Brunswick this year, so the upheaval isn't over yet! Frankly, I'm not sure it ever will be!

We've adopted a coal black ball of teeth and claws who is 4 months old now. Roxi rules the house, once even getting out of our space and somehow getting downstairs to curl up with our tenants' 5-foot iguana on their couch (the iguana was raised with cats and Roxi only knows he's alive and he'll cuddle!). She was discovered, returned to us, and her access now more carefully monitored, i.e. both doors between the apartment and the kitchen are closed! She and our Rotti, Daphne, have a wonderful arrangement where Daphne is step-Mom and grooms the kitten, and the kitten attempts to nurse on the bewildered dog! They are great pals. If the dog has been out, the first thing she does when she comes in is check on the kitten. Roxi sits in the windows and watches Daphne, birds and bugs and constantly tries to figure out why a) she can't fly and b) why she can't get out through either the glass or the screen! She has been a wonderful source of love and laughter during a very difficult period for all of us, and Daphne is much more content now that she can really "mother" something besides rabbits and geckos (who really don't appreciate her as much as Roxi!).

I'm still working 40-hours a week. It's still frustrating, but retirement is still an unaffordable option. Should I ever come in to enough money, however, I'm out of there!

We're gearing up for summer. Trying to find new tenants for our large two bedroom apartment, and generally keeping much to ourselves while we try to recuperate in health, spirit and finances. We hope you all have a wonderful, safe and happy summer! Till next time,

## GSE

← *qe'San be'raun* - Jonathan Brown: Life has been busy and apart from trying to help a friend keep his business alive by taking it online when overheads of the real shop escalated out of control... Things have been going well enough but like with any business there can be a lot of time invested before you see any return.. My normal job is also very busy and have been on loan to the systems development team... On my personal life June marked our



23rd Wedding Anniversary.. I can't believe there's only two more years before our Silver. Our oldest rabbit died and Jenni came back from Uni to carry her to the vets for the last time... We had all worked hard keeping it quality of life reasonable as she had lost most of the use of her back legs and if she went over had been pulling herself around... Regular cleaning and massaging helped a lot..

So I don't finish on a real sad note, I can't wait for Collectormania as Shatner is going to be there as well as Marina Sirtis and about 35 others Sci-Fi stars.. Should be really good. Autographs are expensive but then there is no entry fee.

← *Alberto : It kol kal drocklon*: Stardate may 22 2005, time index 19:46 pm.. Start with am no longer organizer of klingon meetup klingon meetup throw me out unless i resign up sign up again.i do not feel like i would say no one of the members notice.

mi first meeting was opening meeting of [www.fed.nl](http://www.fed.nl) this is second meeting <http://www.PictureTrail.com/newstarcon3> 2 meetings to go [www.screenheroes.com](http://www.screenheroes.com) and [www.utopiasite.com](http://www.utopiasite.com) vaughn goes if am right to [fedcom.de](http://fedcom.de) believe site is vaughn armstrong

funny joke at newstartcon was asking picture of andrew robbinson i asked if he could hello to vaughn so he swing his pen few times i though is it that hard okay he wrote something.

in cooking am bit stuck do we throw bunge of chily in it or what o we throw in take chuiken meat soya food you have some sort of klingon stew also add chees makes nice when it melt

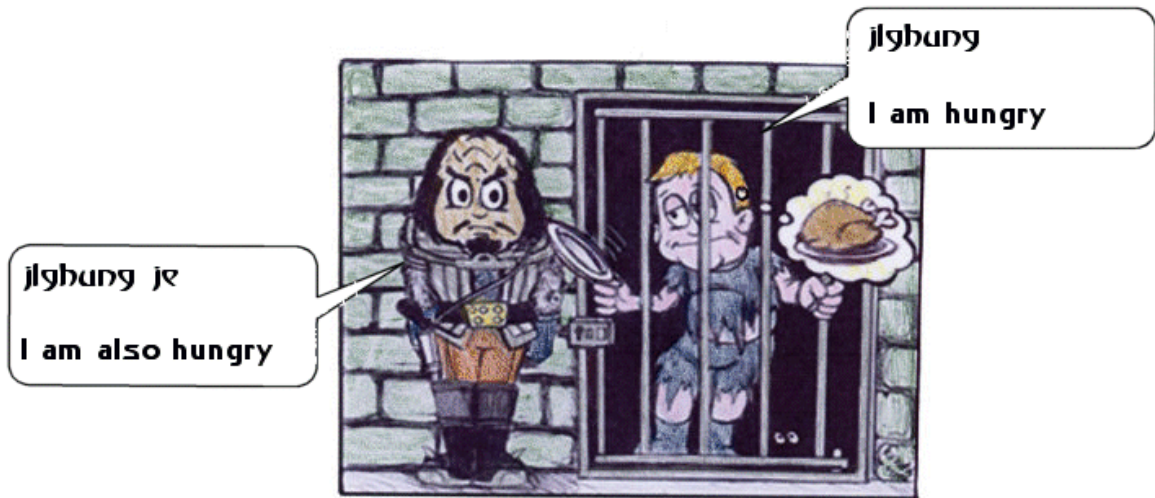
as terran: caddillac try promote there cars in europe and i was lucky be there and i got ride in a CTS V8 2.8 liter and pictuers are here <http://www.PictureTrail.com/caddillacday>

not a bird of prey yet need to think make space, so thats in mi mind.



# - KLINGON HUMOUR -

Drawn by Ke'rath Makura and bubbles by qe'San  
Based on Joke from "Conversational Klingon"



## - KSF SKAVENGER HUNT -

NOTE: Thought Admiral K'Lay epetai K'Onor-Chang, Commander in Chief of the KSF, has sanctioned; for the pleasure of the Klingon Strike Force; a new game for your enjoyment. This new KSF project was presented to the Thought Admiral via proper channels and has her stamp of approval. As with all new projects, they must go through the proper command channels. Please adhere to the rules and proper procedures before presenting anything new to the club.

Thank you

Captain Kimpla D-Dokmarr-Zu-merz &  
TA K'Lay K'Onor-Chang

### BASICS of the game;

A "Scavenger Hunt" is simply looking for items on a list, given to you by a 'hunt' Host or Hostess. As you find the items, you turn them in. You are awarded points for each item found and sent in on time. At the end of the game, the points are added up and prizes are awarded. In an effort to keep this game fair to both Internet and postal members, pictures will be the items asked for on the 'Hunt lists'.

### RULES for the KSF SKAVENGER HUNT :

- 1) The game will take place over a 3 month period. November, December & January.
- 2) A list of "HUNT" items will be sent out at the beginning of each month.
- 3) You will have from the first of each month until the end of each month to find the items on the list for that month and get them turned in.
- 4) For your entry to be considered, IT must be postmarked or time-stamped no later than midnight on the last day of each month. (NO EXCEPTIONS)

### Qualifying entry's

- 1) All entries that meet the dead-line will qualify.
- 2) Entries must make sense and be reasonably.  
( Example: If the list asks for a picture of a rose .... Do NOT send a picture of a Daisy and expect it to qualify. It will NOT! The picture must represent the item asked for.)
- 3) The list will be somewhat specific as to what you should look for, but you should also have fun and use your imaginations!!!!!!  
(Example: The list asks for a picture of a rose, It could be someone famous named Rose. The list never said it had to be a flower .. just a Rose.)
- 4) Absolutely NO pornographic material will be accepted and if received will be grounds for immediate disqualification from the game.

### The point system

- 1) All items on the list will be assigned a point value.
- 2) Your points will be kept in a running tally.
- 3) When you submit your entry, you will be required to assign the point value (taken from the list) that you wish your entry to receive. Some items will have 3 chances at the same item, but all will have a different point value.  
{Example...the lists requests ... a picture of a rose .... 5 points. Picture of you with a rose ... 10 pts, picture of you as the rose in your elementary school play .. 25 pts.} You will choose which you are submitting the entry as ... 5, 10 or 25 pts.}
- 4) The Hunt Hostess reserves the right to contact you on any questionable item or point value you have assigned the item.  
(As long as the item makes sense in some logical way, there will be no questions.)
- 5) Any disputes or disagreements will be handled by a non-participating judge.  
Thought Master Keel K'Ta-ri / David Christensen, has agreed to be the moderator/nonparticipating Judge. His say is ONCE and Final!  
(Any further argument or disagreement is immediate disqualification from the game.)

### Finding the List items.

- 1) You may find the items anywhere you choose.
- 2) It can be a hand drawn picture, a copy of an old photo in one of your many photo albums, a clipping, cut from a magazine or newspaper, or even an art crafted item. (i.e. You cut out and glue to a paper the picture you wish represented.) Where you find it and how you enter it is entirely up to you.
- 3) It must represent what the 'list item' calls for.

Prizes

- 1) 1st & 2nd place prizes will be awarded for each month.
- 2) At the end of the three months, your scores for each month will be added together. A grand prize of \$20.00 (US) will be awarded to the one with the most points from all three months.  
(prizes collected so far... 1-Klingon Dictionary and 3- KSF Covert Ops Manuals.)  
(note: There will be more prizes added to the list before the game begins.)

Notices will be sent via the internet and postal mail.  
If you are interested in participating, contact me.... Kimpla@aol.com  
or Rose Compton,  
1321 Esplanade Ave.  
Davenport, IA. 52803



- ROLE-PLAY REPORT -

**Campaign Coordination Command**

Our forces are in chaos. Division Commanders have been separated from their officers, some of our forces have been captured and tortured, and while most have escaped, either before or after detention, all are on the run.

Of overall intelligence, Il was able to ascertain these facts: The doubles, the people who Q transported us into the middle of, not only appear to be us, they are us, down to the last molecule, and whatever happens to them, happens to us, including injury and death. But changes are happening in both sets. Like twins separated at birth, the longer the doubles are apart, the more changes appear. We do not know if our counterparts realize this yet, but they have certainly interrogated enough of us to know two things: that they stayed in our universe after the chroniton wave passed through, at the same moment that we simultaneously left.



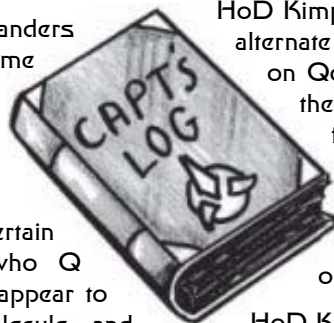
What we must do now is find a way...or ways.....to work together to reverse the situation, or if not, find ways to live with it. Before this can happen, we have to establish a safe....neutral zone of sorts, in which to speak of these things before things get any worse and one....no, two of us dies for every one killed.

**Imperial Security**

*HoD Kosh zantai Zu-Merz*

Beamed to an old haunt, the Red Targ, a feasthall, was then approached by a server named Cari; apparently his double, Kosh2 had made her his consort. While there, Kosh had sighted his double (Kosh2), and vise-a-versa , using a one-time-use-only transportation device Kosh transported himself and Cari to it's only designated coordinates; the Rock Candy, a holo-brothel.

Kosh paid for a private room from the 'lead hostess', Lovey, and secured it from IS sensor sweeps, it would be IS's



temporary HQ. While planning what IS was to do next, HoD Kimpla contacted him, using a communicator from the alternate universe, she gave him a report of her activities on Qo'noS, he then commanded her to make haste to the Rock Candy; he had met her and K'Stor in the foyer of the Rock'.

As they sat in the supposedly secured private room, Cari was beamed out of the room, Kosh had a feeling he knew who it was that had ordered that action ... his double!

HoD Kimpla -

The beam-out coordinates her mate K'Stor had given the transporter operator ended her and him up at the Rock Candy, a holo-brothel of ill repute, she had found out her double frequented the establishment, it was confirmed as she had observed her double pass by them as they hid in an alley; K'Stor had hid them before bumping into Kimpla's double.

With K'Stor disguised in the standard uniform in use, different from our own, he and Kimpla journeyed to the Hergh & vaS meQ on foot, while there having lunch ... the double of our Thought-Admiral K'Lay conversed with them; not knowing that they were not 'her' people. But it was found out that K'Lay2 was meeting with potential Cardassian allies, and that we were 'linked' to our doubles physically, they felt pain, and we would feel the same thing; and Kimpla was gifted with a PADD as well.



With the security Ident chip K'Stor had appropriated, he and Kimpla made their way to the Medical Center after the meeting with K'Lay2 and Kimpla2 leaving the area as well, Kimpla secured a new uniform for herself, they left the building and contacted Kosh; they were to join up with him, at the temporary IS HQ. Arriving at the Rock Candy, Kimpla and K'Stor set up a work area in the secured private room, Medra was activated as well, she came on in a outfit of the holo-brothel, but that was remedied.

yo' HoD Kaufen - Beamed into a science facility, with Khan, KirroQ and K'oner, they secured same; planning to use it to assist in securing and consolidating our place back in our home universe.

la' Khen - After bringing the original KSF back to the home universe, he beamed out of the 100 year old toQDuj, assisting DaHar Master K'Zhen to leave before the BOP was assaulted by IS forces, they arrived on the IKS Lightning, K'Zhen's command Vor'cha; and preceded to commandeer same.

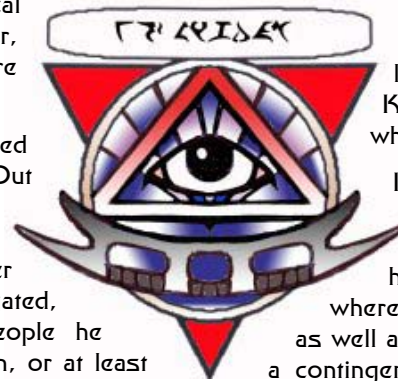


**MoC Summary**

*teh hel Mok'lar K'onor & Moqra Qendett*

Doppelgangers, imprisonment, interrogations, tortures, death of an acolyte, the unknown fate of the Prior, Blackheart, the Abbot, - it's been an exciting period for nagh Gor, teh'Hel and the members of the Ministry of Culture! Currently, the acolytes, the Daav'it and the Abbot's Sword Sister, teh'Hel, are out of the prisons and housed at the Cymele vaS'a' Sov Qul, aka Cymele's Assembly Hall of Research and Study. Cymele is acting strangely. teh'Hel is in a heavy sleep/light coma due to the rigors of confinement, dealing with a possibly insane Goddess, and training her fellow worshippers of the Goddess - not to mention a physical altercation with the Daav'it when they first arrived on the grounds of the Hall. The Daav'it has been wounded, possibly by an unseen or cloaked assailant, and is currently awaiting treatment by the Hall's medical technicians. teh'Hel, the acolytes, nagh Gor, and perhaps, Cymele, have no idea where anyone else is, nor how to reach them.

Meanwhile, Moqra Qendett's log described his situation best: Location: On the run. Out of time. One step away from Gre'thor. Separated from the rest of MoC right from the beginning, Moqra and his sister Katie had been held in a cell, interrogated, tortured, inspected and agonized by people he knew, but who did not seem to know him, or at least didn't believe he was who he said he was. Moqra finally managed to bribe a guard to bring his "other" self to the prison, where he convinced his double to let he and Katie go, steal his own ship and escape back home to Narendra III.



**Imperial Intelligence - K'Lay K'Onor-Chang**

K'ven Jurek, as head of Imperial Intelligence, gave orders for her agents to scatter, she and her team of II operatives,

including Qur'Ras Doqmarr, heading for the woods several hundred kilometers behind the First City on Qo'NoS where her ship was usually located. She was the link between II and the Admiralty, and if they was going to provide any useful intelligence, they had to be free to do it, and they weren't going to be able to do it without her ship.

Rakqor K'Mpec materialized in a small grassy glen, on the shore of a small lake fed by a waterfall, large mountains on the north, east and west... a small path into the dense forest to the south, a family retreat and hunting ground he had come to often in his younger days with his father. Once there he took inventory.... some 20+ year old rations....solar cell generators for lights/environmental control....fishing gear...a bow...ancient projectile hunting weapons...knives, a pair of batleth a spotting scope...candles...matches...a case of black ale..cot and sleeping gear. Old tools and magazines. A few books and some old holographic data cubes and player/recorder. Best of all.... communications set and hand powered generator. With that, he could survive and remain free long enough to find out what had happened.

ch'Hulhu Kormel chose one of the few places he knew he'd be safe, his old home and the small shuttle docked there. Once there, he programmed the autopilot to set course for Boreth, set the cloak, and took off hoping he'd escaped detection.

Lushy Jur'ISS-Chang and K'logh Chang-tIQwoQ chose a more daring option, hiding in plain sight in hopes that no one would be able to tell them from their doubles. The plan almost worked too well, leaving Lushy in the hands of and bonded to K'Logh.....though no one was quite sure which one either one was bonded to.....

K'Lay K'Onor-Chang and Abbot K'Obol K'Onor-Chang had gone to the House Chang linehold immediately, where the heirs to both their Houses were living, and where they hoped to gain intelligence of all kinds, as well as a safe place to regroup. They found instead a contingent of Cardassians K'Lay's double was to be meeting with, and the other Admiral and Abbot in hot pursuit of them. Not leaving her children behind to someone she didn't know, in spite of the fact that that someone was herself, K'Lay sent two of her heirs with Hurgh K'mer, who had overthrown himself and retaken his own ship, and took two aboard the Cardassian vessel, pretending to be her other self. The Abbot headed to his own monastery, in search of answers there, both leaving just as their counterparts arrived to find the House security down, and their children gone.....perhaps to Cardassia.....



## To all the role players and Division Commanders,

Recently we sent out an email asking all role players and DivComs to fill out a poll and / or answer some questions regarding the future of the KSF's role playing game. We decided to do this in light of reduced player participation, in hopes that we could make whatever changes might be necessary in order to increase player interest levels.

After reviewing the poll results and emails from players and DivComs who responded, after considering the increasing real life demands on many of our DivComs and their key players, after much soul searching, and after nearly 15 years of continuous role playing, CCC staff have made the same decision the creators of Enterprise made earlier in the year; that is to end (or suspend) our ongoing role playing saga, and to give players time to decide what, if any, role playing activities they want to see in the KSF.

Before some of you faint from shock (at the possibility of there being no role playing in the KSF) let me assure you that the Klin Zha listserv will remain up and running, and will be available for those players, including myself, who are going to continue this current story line to its natural conclusion. (Instructions for those people who want to conclude this storyline are included at the bottom of this email.) The only difference will be that, unless there is some renewed interest in the traditional game, CCC will no longer be creating or sending out orders to DivComs, gathering reports, writing summaries or game mastering the game. Players will be free to play or not, essentially without direction, in whatever scenario suits them.

So, for those of you who want to take a break from the RPG, here's your chance to spend the next five or six months doing whatever else you need or want to do without feeling like you're letting anyone down. Those of us who want to, can finish the role plays we've got going, concluding the story of how Q sent us all back to our old universe (only to find out we've got doubles there who never left.) No matter what your role playing status is, we'd like everyone to check in with the Abbot and I from time to time, think about what options you want to see; talk about it on the regular KSF list or with other players and by the end of the year, decide if you'd like to see the official RPG resume, or not. (If traditional role playing is resumed, you will be given a chance to resume your command, or request a command at that time.)

On a side note, it is my hope that, perhaps like Enterprise, if people miss our directed role playing enough, they will knock on our door loudly enough to warrant bringing the traditional RPG back. (My door IS always open, as is the Abbot's and we have very good hearing) I know I will miss Q'rul's detailed reports, the Merchant Prince (and his sister Katie's) daring, Aq'marr's intricate story lines, Crown Prince Kosh's sometimes risqué sense of humor, Lushy's sensual daring, the Pirate's unpredictable audacity, the Abbot's wisdom...and his mek'leth, the Prior's many side plots, explanations and puns, Cymele's conversations and emotional tugs-of-war with the Daavit and Teh hel and the Quvagh Mach, Kat and K'Shona Base and her Entity who lives there, Kimpla and K'Stor and their avant guard way of dragging the storyline to places no one ever imagined, the wicked daughter of Chang, Medra and her nasty temper, Hurgh's loyalty, Solen's strange sense of humor, wit and plot twists of the weird, DaHar Master K'Zhen's experiences and heroic presence, K'hen's science

reports, the many adventures of DuroQ in Imperial Military, Khaufen's House saga, Beastwoman's antics, Chu' and the glue and so forth, Volar's popping in and out, K'ven's wordcraft and talent, Azel and Krowgon in their many incarnations and permutations, Borg's many illegal upgrades, Rak's companionship and camaraderie, Blackheart's noble heart, Kovan's presence in my own House, Koi's mess hall and culinary preferences in the midst of battle, and the offerings of K'Eherang, meH'poQ, Kain, t'Arra, Samwl and Kanara, Kelvor, K'taj, kohn, KhaMish'Khal, Korgath, Kea'Dec, and so many others who have played over the past years. I can truly say that the Abbot and I have enjoyed reading your stories as much or more than we have enjoyed any of the published Trek books. It's been fun interacting with you all!

If it were left up to me, the RPG characters above whom I've come to know so well would continue to play forever, their exploits immortalized and glorified in our usual ongoing Klingon space opera. But I've come to see that where we go in the future is not just up to us in Campaign Coordination Command. It's up to each of you now. Let us know what you decide.

TA K'Lay & The Abbot for CCC

### Instructions for those who want to finish the RPG storyline

There is an old Terran saying paraphrased as follows: "we have met the enemy and he is us!" Imperial Intelligence, and reports from others in other Divisions have confirmed that the so called "doubles" of ourselves that we've encountered since the Q brought us back to our own universe are not doubles at all. They are, in fact, us, in every sense....left behind when the chroniton wave hit....as we were simultaneously swept away to the alternate universe. Now that Q has brought us back, we find that there are indeed two of each of us, each tied to his or her double. Whatever happens to one double, happens to the other. If one dies, so does his or her "twin".

Each of you has to decide if you wish to:

- 1) remain as you are, "one of two", and find a way to co-exist with your counterpart (as Riker did with his double in TNG)
- 2) try to find a way to re-integrate your two halves (as Captain Kirk did with his double in TOS)
- 3) try to find a way to meld your two selves before one of you "dies" as Spock was able to do when he regained his katra, his soul from Dr. McCoy's keeping in Star Trek 3 (Those who want to go this route might want to check with one of the priests or priestesses of Durgath: the Abbot, the Prior or teh hel to see if they might be able to help)
- 4) Appeal to Q's better nature...if you can find him.... to see if he's willing to take you out of this universe, and convey you somewhere else.....wherever that might be.

For the time being you are a free agent. You do not have a DivCom and you will not receive additional orders. You are free to write alone or play with any other KSF player who wishes to role play and interact with you. Write about your adventures and post them to the Klin Zha listserv. This is an ongoing story, and will continue as long as people have an interest in writing it, or until the end of the year 2005.



## - YOU CAN'T TELL YOUR KLINGONS WITHOUT A SCORECARD -

-or-

### A History and Review of Star Trek RPG

By Lt. Samwl' quvHubwl', Imperial Security

(a.k.a. Michael Stanley)

[samwi@earthlink.net](mailto:samwi@earthlink.net)

#### Part 1 – INTRODUCTION

This is a five-part article analyzing the various published Star Trek Role Playing Games (RPG) and particularly how they portray us Klingons. As you can tell by the title there are so many different ways of portraying a Klingon in RPG. They can be grouped into, at present, six different interpretations of what a Klingon is in the published RPGS.

Some of you may be saying "I thought there were only two?" or some of you

might say three but yes there are now **SIX!** Before you start running out to your favorite store or rushing to log on to Amazon.com. Most of them are now out-of-print. I will list them for you and compare how each of them copes with the complex concept of what is and means to be a Klingon.

In this part, I will introduce you to the historical background and some of the basic terms of the RPG world. Also this series of articles will be discussing only the popular American systems, I have no access or knowledge to what our European or Asian members have to play. In parts two thru four I will cover the six different versions of Klingons. Showing you some of their good and bad points. And explaining the reasons behind some of those bad points. My personal library contains over 200 volumes of Star Trek and related real science books. And some of them are related to in one form or another to the world of RPG. I have studied, over the last several years, different RPG systems as a guide on how to write computer games. Especially as to how they handle

movement, combat and damage. In part four, you will also learn how an innocent email, I sent to a publisher, turned into a minor collaboration.

Let us first travel back in time to when the Original Series (OS) was the only thing around. In two episodes "The Journey to Babel" and "Balance of Terror" a few lines of dialog were spoken and ST gaming was born. Unfortunately for us fans, Paramount Pictures Group (PPG), their lawyers, and marketing people stepped in, to ruin the whole Trek universe. As I go forward in time you will see that they



had a large part in creating this confusing mess (as K'lay and the Abbott drag me kicking and screaming off of my soap box) we call Star Trek gaming.

I will be centering our discussion on two forms of gaming; the ship-to-ship combat using forms, map sheets, volumes of tables, and small pieces of cardboard or miniatures; and the text oriented, sometimes referred to as adventure, role-playing games. Even the, more advanced, computer games are just variations on these two forms.

I begin this discussion by first examining Star Fleet Battles (SFB) first published in 1979. They started simply with the material shown in the original episodes I mentioned earlier along with supporting material from the OS based Starfleet Technical Manual. Over the years they added material to their game expanding it with many rules revisions and additions. The additions, known as supplements and modules, were listed as optional rules and ships. There is even a cadet's training manual and an advanced tactics manual. But players soon learned that most of their

opponents would be using the 'optional' rules, which meant that they weren't really 'optional'. Even if we never saw a fighter; missiles, and other more exotic weapons; or any of the thirty plus new alien races in any of the episodes or movies over the years. There was a supplement that covered the topic somewhere. This is all produced under an umbrella that they call the "Star Fleet Universe" and run by a company called the Amarillo Design Bureau (ADB) and a sister company Task Force Games (TFG). After several revisions to the basic rules other editions were later published.

The largest edition was the Captain's Edition also known as Doomsday was published in 1990. The complexity and detail of the game makes it playable by only the most hardy of

souls. Beside all the supplemental rulebooks there was a newsletter, and a group of articles would be bound and published semi-regularly as "Captains' Logs". And they supported all of this by creating a history time line of events that to most fans would be unrecognizable.

Year 0 (Y0) is the date that we on earth made contact with the other races. Y40 is 2158, the start of the Earth vs. Romulan war. Y150 is the date that is approximately equivalent to 2286 the start of the OS. But the SFB dating system is not a one to one correspondence with the 'official' history from the Star Trek Chronology. Most of these events do not have any reference in any of the movies or the episodes, including the material that SFB can't use because of their restrictive contract.

The 'major powers' in the SFB/ADB universe are: Kzinti, Lyran, Hydran, Klingon, Orion, Tholian, Gorn, Romulan, Andromedans (yes those same Andromedans, called The Kelvan Empire, from the episode "By Any

Other Name”) Two of the powers are made up of groups of other races, The Interstellar Concordium has six component races (listed in part III), and the occupants of the WYN star cluster are a mixture of “representatives (mostly escaped felons or mercenaries) from almost every known sentient race” (Prime Directive pg 129). One other power is the Lyran Democratic Republic, which is a group that left the original Lyran state. And that does not even cover the minor powers, the subdivisions such as the Orion cartels, and the subject races of the various major powers. One of my various objections with SFB is you notice with that list of ‘powers’. Two are recurring foes of the Federation; the Orions, (Which later PPG basically turned into the Ferengi) Tholian, Gorn, Kzinti, and Andromedans, had one episode each; and the others are total fictions (wait till you see the list in part III) of the people at the ADB.

Each player keeps track of his ship(s) on a chart called an SSD, which shows an approximate outline of a ship, and check boxes (you mark off as they are damaged) for everything from shield strength to whether or not the, ship you are controlling, transporters and life support are working. Covering all sizes from the smallest fighters and patrol cutters up to outposts and starbases. Each ship is a little different as it comes to weapons placement, types and strengths. So you must have various books full of these charts so that when you play someone you have the chart(s)

you need at the ready and can research the chart of the ship(s) you will be facing. The players keep track of your relative two-dimensional positions (do not even get me started on that topic) by the use of small square colored pieces of cardboard (or you can use, if you can afford or locate, plastic or metal replicas of the ship could be used) with the ship listed on it. These are placed on a large printed map with hexagons printed on it to control distance and the direction you are facing.

When I acquired Domsday and various supplements added, it took up nearly two feet of shelf space. I later decided that I needed to save space and funds, I would have to forgo playing the game. I took the doomsday rules discarding most of the material and reduced it down (who needs to know about scatter pack shuttles and if the Seltorans have hellbores or not?) to one 2” binder. I did keep the parts on fighters, the larger ships, and the special rules covering boom and saucer separations. Tossing the rest in the trash.

Unfortunately for the people at ADB/TFG they are stuck with a contract with PPG that specifically states (those dreaded lawyers I warned you about earlier) that they **cannot venture in time into the movie or Next Generation time frame**. So the time line I mentioned earlier takes a bizarre hard turn to starboard and into what they even sometimes call an alternate time line situation.

But you say this is not RPG, why are we taking this tedious detour? It is like this; some of this information will come up again in the later parts of the article. Also you can find people out there that can stand there and quote to you what rule R3.4 is and what it is used for. This way when they talk to you, you won’t look like a total idiot to them.

Next *[issue/time]* in part two, “The Glory Days” you will meet the troublemaking FASA with their familiar Klingons. The Illuminati venture covertly into space.

In the mean time if you want to discuss this with me. You can email me directly at: samwi@earthlink.net I will try to get back to you as soon as I can. If you can’t wait for the rest of the story or want the entire as a text file for other references, I can email you a copy of my original file. Until next time, be on the lookout for those stray anti-neutrino emissions, it could be the Warrior’s Revenge looking up your tailpipe.

#### Bibliography

Cole, Steven V., et al Prime Directive, Task Force Games, 1993

Star Fleet Battles, Captain’s Edition, Amarillo Design Bureau, 1990

Okuda, Michael and Denise, Star Trek Chronology, The History of the Future, Pocket Books, 1993



<b>NEW OR RETURNING MEMBERS</b>	
<b>Sector 1</b>	LINDA REED / Ensign ka'Tay tai Kinsharri (MoC) 2001 N. Walnut Rd. #102, Ellensburg, WA. 98929 <a href="mailto:tala_silverflame@hotmail.com">tala_silverflame@hotmail.com</a> or <a href="mailto:tala_moonshadow@yahoo.com">tala_moonshadow@yahoo.com</a>
	Steven P Holdren / Lt (jg) Qurras vestai Doq'Marr (Imperial Intelligence) 2618 Rees St. Omaha, Ne 68105 IKV Empire's Glory
<b>Sector 3</b>	Ed Ciccarone / Ensign K'Stor vestai Chi'Kosa (Imperial Security) 1321 Esplanade, Davenport, LA. 52803 RPG ONLY / no other correspondence / via <a href="mailto:Kimpla@aol.com">Kimpla@aol.com</a>
<b>Sector 4</b>	Greywolf Robert Wilson / Lt. Cmdr. Kain Sutai Kentoo Zu-Merz (Ministry of Culture) 5923 Reform Rd. NE Newark, Ohio 43055 <a href="mailto:Greyarcticwolf@yahoo.com">Greyarcticwolf@yahoo.com</a>
<b>ADDRESS CHANGES</b>	

GSA Sector 3	Ron Moore Pohlen / Fleet Capt. Khaufen epetai-JurIS (Imperial Security (Imperial Contacts)) 1911 East 49th Street, Apt. III, Tulsa OK 74105 <a href="mailto:SturmSong@wmconnect.com">SturmSong@wmconnect.com</a>
	Jon Rutledge / Cmdr. K'Reger zantai Chang-JurIS / Cmdr. Khorghan Chang (Imperial Security) 1911 East 49th Street, Apt. III, Tulsa OK, 74105 <a href="mailto:zionkhorghan@yahoo.com">zionkhorghan@yahoo.com</a> IKV Tong / IKV
GSA Sector 4	Leora Rose Cunningham / Ensign K'Lora tai Zu-Merz-Khinsharri (MoC) (address pending) Ohio <a href="mailto:klorazumerz@hotmail.com">klorazumerz@hotmail.com</a>
GSA Sector 5	Cliff Bailey Jr. / Cmdr. Krowgon sutai-Drexa (Imperial Security) 13520 Hayworth Drive, Potomac, MD 20854 <a href="mailto:cliffbailey@comcast.net">cliffbailey@comcast.net</a> IKV Shadow Stalker
	Gill Curry / LCmdr. Luciouslips sutai-JurISS-Chang (Sector 5 XO) 460 Hibiscus Lane N., Dunedin, FL 34689-4308 <a href="mailto:mizclaws@yahoo.com">mizclaws@yahoo.com</a> IKV Frisky Claw
	David Yates / Lt. vestai "BlackHeart" (Ministry of Culture (MoC)) # 30 Dunn Road Silver Creek, GA. 30173 <a href="mailto:lostpoet@webtv.net">lostpoet@webtv.net</a>
	Christopher Gable / Admiral Volar epetai K'Zota-K'Onor Command Staff / CCC Staff 2910 Wildtree Drive APT: 101, Riverview, Florida 33569 <a href="mailto:volar@tampabay.rr.com">volar@tampabay.rr.com</a> IKV Hurgh maS / IKV Star Demon
GSB AUSTRALIA	Philip J. Mostyn / Lt(jg) Kohn vestai K'Tarra (Imperial Security) 216/238 Flinders Street, MELBOURNE 3000 VICTORIA AUSTRALIA <a href="mailto:kohn@klingons.zzn.com">kohn@klingons.zzn.com</a>
GSD	Mike Wagar / Lt. Commander K'logh sutai Chang-tlQwoQ (Imperial Security) 106 bldg#4 997 Bowen Rd. Nanaimo, B.C. V9R-5W4 <a href="mailto:klogh@yahoo.com">klogh@yahoo.com</a> or <a href="mailto:pnzrqndrl@aol.com">pnzrqndrl@aol.com</a> IKV Korellian Klaw
GSE	Chris Rogers / Capt. Kovan zantai-Kas-Chang (Advisor on Federation Affairs) 2 Meden Road, Mansfield Woodhouse, Nottingham NG19 8JJ ENGLAND <a href="mailto:cdrogers@hotmail.co.uk">cdrogers@hotmail.co.uk</a> IKV Liberator


KUTEE PUYTI

KEP PZI QUYAH
  
- ACKNOWLEDGEMENTS -

Cover Artwork by Ke'reth Makura  
 Credits for individual articles appear under the relevant titles - *retho'*  
 Other Artwork by *Ke'reth Makura, K'Zhen Zu-merz, K'lay epetai-Konor Chang, Adm Kaul epetai JurISS* or created/modified by *qe'San be'raun*.

Last but not least everyone who has contributed to the club.  
*nltob Qob qad Jup 'e' chaw'be' Suwal' - A warrior doesn't let a friend face danger alone* ☐

EYUPT STY IES MAS 'I' YET'YT' LAHTY'

\*© NOTICE: The Klingon Strike force/Department of Inspirational Media (D.I.M.) reserves the right to any copyright not already owned by Paramount, any Licensed users of Star Trek material/information or any other concerns. This newsletter was produced purely for recreational purposes and in so doing has not intentionally made any attempt to supersede these copyrights. Star Trek™ and related marks are trademarks of Paramount Pictures. All rights reserved. All other trademarks and copyrights are the property\* of their respective owners.

\*The KSF reserves the right to use any material submitted for publishing in Battle Lines within it and for the purposes of publicizing the KSF and BattleLines.

To the best of our knowledge all information was correct at the time production.