

Between The Lines

The
Magazine
of The
GSE
Sector of
the
Klingon
Strike
Force

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Dedication

This issue is dedicated to two young women of similar age whose untimely deaths have touched us all:

Susan Pettifer, wife of Andy (Kodeth) who died suddenly at home. She was unofficial 'ship's mother' to the Blackheart crew who all mourn her passing.

Diana, Princess of Wales, whose death has changed us all in some way. She was indeed, queen of hearts.



Changes to the Newsletter

This is the first GSE specific newsletter and you'll notice some changes as you read through it. Some of these changes will work out and others won't. Your thoughts and opinions are essential. It is YOUR newsletter and should reflect what you want.

Starting as we mean to go on, we have done away with the Admiral's Thoughts column. Instead we have asked Khey'ra to write a piece. In an ideal world we would like a volunteer each quarter to write a piece on how they see the club and what it means to them, and for the writer not to feel intimidated from making criticisms. We aren't perfect and the club can't grow and change unless we are told where we are going wrong. If no-one comes forward you could find an admiral descending on you and telling you that you have been volunteered. So be warned - it could be you ☺

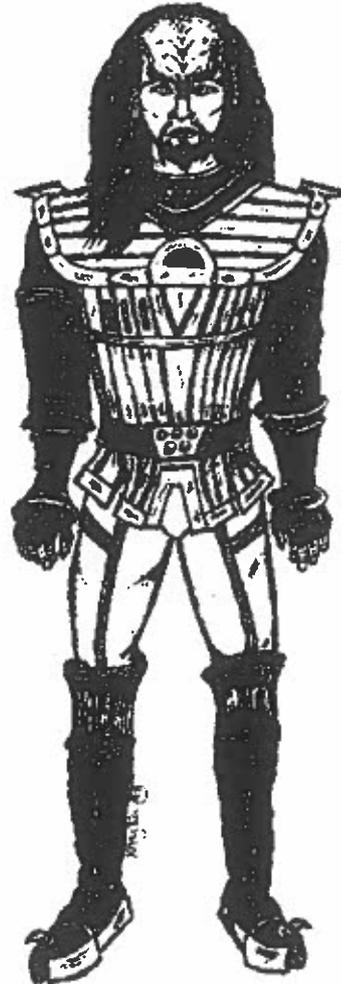
Khey'Ra's Thoughts

When Riz asked me if I could write down my thoughts about the KSF, I thought, where do I start? There is so much to write about and making a decision as to what to mention and what to omit seems a mission impossible. My time with the KSF has been an eventful and enjoyable time. I hope the future will be equally bright.

When my parents introduced me to Star Trek, many, many moons ago, there was no way of knowing what consequences this would have. I took an instant liking to the original Klingons, later the Imperial Klingons, and discovered my Klingon tendencies very early in life. Little did I know that I would follow the path of the warrior one day. I always wondered whether there were more people out there who had inherited the Klingon gene and began to search for a Klingon fan club. It took some time but when I heard about the KSF, I

made up my mind instantly, and joined. I had absolutely no idea, life as I knew it had come to an end. So I said goodbye to normality and hello to fun and laughter, creativity and a lot of crazy ideas. From day one I felt welcome and it did not take long before I made friends. Within a few months of joining I found myself up to my ridges in correspondence and lively communications, exchanging thoughts and ideas with fellow members around the globe. I began to attend meetings and went to my first convention - Konmorex Klingon. Many other events and conventions followed and will still follow in the future, I hope. I shall omit my list of battle honors as it may cause terminal boredom.

Khey'Ra caused more chaos when she joined the club rpg and participated in various other club projects. As if my stories and reports were not mad enough ... I found an even better way to torture fellow Klingon beings - I began to draw. Later I began to make costumes and realized, alas, I have found my niche in fandom. Costume making takes up most of my spare time. If I do not make costumes, I create something new and hope I can find the materials to make the costume or accessory one day.



KheyRa does enjoy the ritual hunt but when she cannot go out hunting, she is looking for difficult to find materials and collectibles, which is just as enjoyable. There is always the odd dream to chase ...

Kevin, my logical minded husband, watches me and I cannot help noticing a certain degree of bewilderment but he gladly suffers my Klingon cooking and crazy ideas. I salute his patience and tolerance. Even though I may not be able to turn this Vulcan scientist into a Klingon Warrior, we do share the interest in Star Trek, the show that has brought so many different people together. I believe the KSF membership reflects this diversity. Add friendship, fun, laughter, a lighthearted approach, thumbs down for politics and bureaucracy and you got a perfect recipe and the reasons why I enjoy being part of the KSF family.

Letter Writing - Annual Reminder

Yes folks, it is time again for our annual reminder on the etiquette of letter writing. As a correspondence club we have many advantages. You don't have to be geographically close to other members to get full value from the club, and if you are a bit shy you don't have to let the neighbours or anyone else know that you are a Trekkie. There are, however, one or two hidden dangers in communicating by letter. When we talk to someone, they pick up a lot more than our words. Our body language, facial expressions, tone of voice and gestures all help to convey our meaning. Even on the phone, the tone of voice we use tells the other person if we are being serious or not. None of these clues are available to the reader of the written word. So we have the following suggestions that we have found from our own experience do help.

1) When writing a letter, particularly to someone you don't know, be friendly but be aware that they may not understand or appreciate your sense of humour. So if you write something that you don't intend to be taken literally or you hope will be seen as a joke, make it clear to your reader that you are not being serious by using smileys or adding words in brackets like (grin) (ha, ha) or (laugh). Smileys are the little faces showing happy or sad expressions. ☺ ☹. All these little things help the reader to understand that your remarks are not to be taken too seriously. Without them sometimes we cause unintentional offence.

2) Another frequent cause of trouble is when people write in character as Klingons. This is fine if the reader knows that is what you are doing, but if they don't they are likely to get very upset. The first letter you write to a new person should always be written as human to human, showing all the usual rules of politeness. If you want to role play you should ask the person you are writing to if they would mind you writing as a Klingon next time. If they agree, at least you both know that this is role playing and should respond accordingly. Never start role playing unless you have permission from the other person. It

causes a lot of upset and trouble if they are not aware that it is your Klingon persona talking. If you do begin a private role play with another member, you should also be aware that in revealing some very private fantasies you may be making yourself very vulnerable. We ask that any member taking part in private role playing respect the confidence of the others concerned. Treat others as you would wish to be treated.



Competition

We hope to hold a competition every quarter with prizes we hope you will all want and cherish. If any member has ideas for quizzes, crosswords or competitions please let Riz know. The address is on the front of this newsletter. Of course, if your quiz, competition etc is picked for the competition corner, you won't be eligible for the prize that quarter, but you will have the glory of having set the brain teaser. This quarter we are holding a limerick competition. A limerick is a poem with the following format:

There was a young lady from Hyde
Who ate some green apples and died
The apples fermented
Inside the lamented
And made cider inside her Inside.



So the last line has to rhyme with the first two lines. All we want you to do is to invent a last line for the following limerick

Worf was a proud Klingon who
Became part of the Enterprise crew
His brother, named Kurn

Made every head turn

_____ (and here is where you add the final line).

The prize for this competition is donated by Kara. It is a large glossy Science Museum Star Trek Exhibition poster of Worf with the caption Nice Planet. All entries should be sent to Kara (Sara Dickinson) who will judge the competition with the help of Khey'Ra. The judges' decision is final. The winning entry will be in next quarter's BTL. Next quarter the prize will be something extra special to mark the first BTL of the New Year



The Embarrassment Factor by D'aar ch'tatch

I would like to examine the subject of what I have called 'the embarrassment factor'. Now this is a very contagious disease and should be avoided at all costs. If you are unlucky enough to contract 'embarrassment factor' it can be very detrimental to your character. You could lose all interest in KSF activities and in the worst case scenarios it has been known for the strongest of warriors to become concerned with what happens to the cast of Home and Away and even to believe that they are real people.

There have been to date only two strains of the virus recorded by the Imperial Embarrassment Research Fund and they are as follows:

Embarrassment Factor One - Agreeing to attend a meeting at the local ale house to watch videos and discuss all things Trek, going to the said ale house but skulking in the shadows and avoiding the meeting at all costs. Factor one is very minor and can in time wear off but some cases are so acute they can go no further and affect whole groups of people.

Embarrassment Factor Two - Attending Trek meetings, enjoying the conversation and debate, joining the KSF but then refusing to be seen in public in anything to do with either Trek groups or Klingons. The afflicted person gets anxious that others are laughing at them, pointing at their clothes/head and then they refuse even to leave the house. It is then that they tend to get into the most dreaded aspect of the disease, 'daytime TV'. After this there is no known cure.

So, fellow warriors, beware. EF is out there. It could get you.....

Sci-Fi Weekend Wythenshawe Park

Compiled by Klemtar, Varsha, Kommei & Koloth Katempog

The security team arrived at 07:00 on Saturday 5th July and arranged to set up the marquee and other facilities for the show. Due to the tragic death of his wife Susan, Andy had not been able to attend the show so Kenny had kindly agreed to act on Andy's behalf. He organised arrangements for setting up the event and did a great deal in order for the show to go

ahead. Kommei was assigned a security team to help out at the show. Koloth was assigned shuttle duties flying backward and forward picking up people and equipment. The rest of the away team arrived about 09:00 and set about to help organise the rest of the show.

Klemtar and Varsha arrived about 10:00 and set up their trading post for all to see. Met Riz and Kambei for the first time and had a nice chat about future events. The time was now approaching for the Blackheart to stage their Live Klingon Battle Re-enactment. The announcement was made that the group would be performing shortly and the crowds duly gathered around the arena. Then the Klingons entered the arena and the crowd went silent. Korrel gave a brief announcement about the group and what we do for charitable events. The Klingons then gave what I can only say was one of their best ever performances. Afterwards members of the public were invited into the arena to try out battle training.

The fun continued well into the afternoon with appearances of Borg, Jem' Hadar, Cardassians and even the good Doctor himself, Bessy the Car, Cybermen, the Timelord and one of the Droids from Star Wars, and best of all a Jean Luc Picard look alike. There were other events including a band portraying Oasis and a wonderful Solo Female Artist singing various titles including ones from the film Bodyguard.

As the afternoon drew to a close, Fred, Damien and the rest of the group armed themselves with high powered water guns and kidnapped the lead singer of the Oasis band who had tormented us all with his awful performance of a continuous rendition of 'Today is going to be the day..... THAT HE DIES!' so the lads drenched him with their 1 and half pints a second water guns, then tied him up and left him.

When the park closed down for the day, Blackheart members and others who were camping out for the evening stayed behind. Some members of the group were designated security tasks over the course of the evening. A detachment had to cover the marquee and stalls that were left in our care. During the course of the evening there wasn't too much trouble apart from FEDS ! who were causing disruption with the porta-loos and even trying to mount the seven foot monument to Oliver Cromwell. Stranger than Klingons it would appear.

Some of the Blackheart crew scowl for the camera



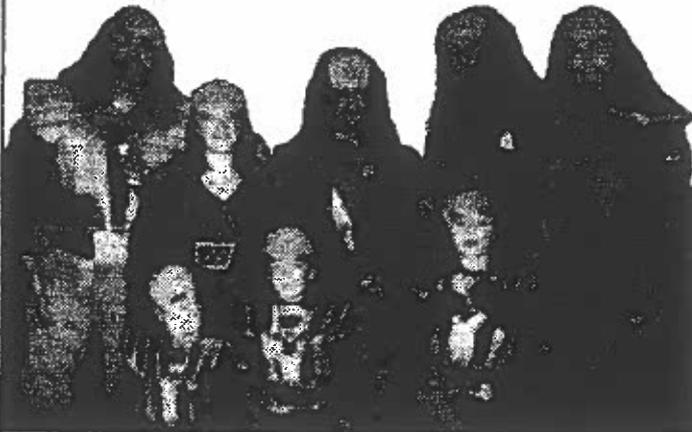
IKV T'Vann

Hartlepool Klingon Club by K'Tyr Mah-Harg vestal Jariq

Four of us from the KSF started the I.K.V. T'VANN off about eight months ago, and I'm afraid to say the first couple of months didn't go quite as we expected. We only had about half a dozen people turn up for the first meeting and that included the three of us. Then because of a change of management we lost our venue; it looked as if the club was doomed from the start, but in good Klingon tradition we agreed to fight to the last. We found a new venue at the Blacksmiths Arms in Hartlepool within a couple of days of the next meeting. We managed to get some articles in the local papers and made an alliance with the Federation (the USS Pegasus) to collaborate with party's and outings. All this over the last three to four months has resulted in a strengthening of the club. We now have around twenty people turning up at the meetings including children (we have to keep our future members happy). Moral at the club is good now and we are looking toward the future with great expectations.

Our meetings are very informal and friendly. We try to show the latest Deep Space 9 and Voyager videos (there's a big screen TV in the room). We usually have a corner for computer games and an art and games section for the kids and a quiz if we can fit it in. At the moment of writing our next big event is the joint fancy dress summer party we are holding with the USS PEGASUS on Saturday 12th July at the Clansman public house in Hartlepool.

We hold our meetings in the front lounge of THE BLACKSMITHS ARMS (near Cameron's Brewery) Hartlepool, the third Saturday of the month from 1 pm till 4 pm. If you are in the area please drop in and see us, or if you want to contact us please phone 01429 862774 and ask for Derek.



Age Concern by D'aar ch'tatch

There has been something bothering me for quite some time. It's not life threatening or anything like that, it is just a little niggly something that is wriggling at the back of my mind

and I just have to get it out and scratch it. The something is this, how long do Klingons live?

Think about it. By their very lifestyle the Klingon people (especially the males) should have a very short life. I mean, what with all that running about waving sharp objects around, blasting away with disruptors at everything, it is a wonder they manage to get past the Age of Ascension let alone make it to old age. Yet, watch any Klingon episode and you are sure to spot a wrinkle. So how old (barring anything nasty happening) do Klingons live? The same as humans, or even as long as Vulcans? It's never been clearly defined. Then along comes an episode like the Sword of Kahless. We all know the storyline so I'll skip that and get straight to the point. Right at the beginning of the episode, Dax introduces Kor to Worf who reels off Kor's glorious record, part of which was "the conflict with Kirk on Organia". That very sentence is the crux of my question. Kirk on Organia must have been at least eighty years before the Sword of Kahless episode. The Kor in Errand of Mercy must have been roughly in his early thirties, about the same age as Kirk. Now by my maths that makes the Kor in the Sword of Kahless at least 110 years old.

So I ask again how old do Klingons live because by their nature they should be lucky to see their fiftieth year but not much beyond that.

Editor's note: In many of the books it is stated that Klingons have very brief lives. We can postulate that this is because at one time no human had met an old Klingon. As their bodies are more durable than those of humans (remember Worf's spine?) they are probably capable of outlasting most humanoid species. However, as D'aar says, their lifestyle tends to ensure that most die young. Only the strongest and most cunning make it to old age, and they command respect as long as they keep their strength. That is why to die in bed is regarded with horror. Any other comments on this topic are welcome. Send them to the editor.

Our Type of Klingon

The following are extracts from emails from a GSA member.

Cut down a tree in my backyard today after work. It was a 50 foot oak tree growing up against a much bigger one. I think I drank close to two liters of water and soft drinks. With the heat and humidity I had to change my clothes twice since they were soaked through. And my hand didn't bother me at all doing all that. But I back handed my dog and that hurt the cut a bit. Why did I slap down the pooch? Well, I didn't want to but you see she found a kitten in the woods behind my house and was badgering it. The poor thing was half starved and frightened so I went and scooped it up. It tried to claw and bite but it was so weak it was easy to avoid its attacks. Walking back to the house the dog kept jumping up and nipping at my hands while carrying the poor creature. She wouldn't listen to me so I got aggravated after she nipped my hand so clubbed her. (grin)

She slunked off a couple of meters and still stalked me holding the cat. I brought it in the wash room and gave it some of my cats food. It's hiding under the washing machine right now.

The kitten has been dubbed "B.J," short for "Bowser Junior." She is the same color (black) as Bowser (our other cat), and with green eyes. The poor thing is skin and bones but now meows at me and likes human attention. She got out of the washroom though and is now living under the house where I cannot reach her. So I put food out where I can reach. I think the dog may have scared her as she came poking out of the washroom to see what all the noise was: me mowing the lawn.

It would have been nice if this story of the kitten rescue had a happy ending. Sadly, the poor thing was so ill that our gentle Klingon was unable to save it.



The Ten Commandments For Cait Keeping

Purr....fectly Cat...astrophic!

By Lusciouslips

- 1) To get the best out of your Cait, never say NO
- 2) Get it a playmate - preferably alive. It bores easily.
- 3) Never underestimate a Cait or you'll wish you hadn't
- 4) Prepare to please your Cait's every desire or unholy hell will happen
- 5) Try to be submissive. It is the best way when being pinned down by an over-playful Cait.
- 6) Smile a lot, especially when being used as a scratching post
- 7) Learn to give up sleep - you'll never get any
- 8) Learn to detect displeasure in your Cait. Bandages and Band-Aids are not supplied.
- 9) Learn to enjoy hunting. Remember you are the prey
- 10) Consider your Cait as a gift from the Gods. What did you do to upset the Gods lately?



The Agoniser

This is a new column but one I am sure you will all appreciate

Dear Agoniser

I am a human married to a Klingon. I seem to have a little problem. Every Thursday night I go out drinking with my ship mates and as the night draws on we seem to consume a lot of beer. Well, they do, as I am usually pissed after one pint, much to their amusement. Please can you help me with this problem?

Answer

Stop being such a wus. It sounds as if you need to find new shipmates or start drinking water. Just make sure you don't join a Klingon ship or they'll do more than just laugh at you!

Dear Agoniser

Women don't find me attractive, especially the Klingon ones. This is really frustrating as I spend my life running from a bi-sexual Jem'hadar and I am starting to get a complex. Please help.

Answer

I've seen you holograph and I don't think there is anything anyone can do for you. Have you considered plastic surgery?

Dear Agoniser

My shipmates think it is really amusing because I sound like Dino the dinosaur on the Flintstones when I get upset. So they upset me just to hear me whimper. To make matters worse, they laugh at me because I only drink lemonade and not blood wine. Please help me.

Answer

Another wus. Stop whimpering and start drinking or leave the Klingon navy.

If you have any deep problems, please write to the Agoniser and you'll get the answer your questions deserve. The address to write to is K'tyr (Derek Lowther), 8 Beaconsfield Street, Hartlepool, Cleveland TS24 0NX



The Death of a Warrior by K'tor

Into the battle I go
My death will be a glorious one.
The battle rages on.
A victory must be won,
Today is a good day to die.

With daq'tagh drawn
I fight to the death.
The enemy's face I see,
His knife plunges into me.
The blood runs down my tunic
Onto the ground.
I know that my death is near,
Today is a good day to die.

The cries of the other warriors are heard
I cannot cry out in answer.
There are bodies all around me,
Mine will be just another shell.
My spirit will go to Sto~Vo~Kor
To meet with my ancestors.
Today is a good day to die.

A statue of me will for all to see,
Adorn the Great Hall on Qo'noS.
Songs will be sung of the battle,
Today is a good day to die.

My time is running out,
I cannot even shout.
The battle rages on.
My death is near,
I must not show fear.
Today is a good day to die.

To die for the Empire
Every warrior desires.
The battle is over,
Victory is gained.
My death is not in vain.
Glory to the Empire!

Ideal Homes by Khey'Ra

This is an actual extract from a home economics book
printed in the 60's.

The Good Wives Guide

Have dinner ready. Plan ahead, even the
night before, to have a delicious meal ready on time for
his return. This is a way of letting him know that you
have been thinking about him and are concerned
about his needs. Most men are hungry when they



come home and the prospect of a good meal (especially his favorite dish) is part of the warm welcome needed.

Prepare yourself. Take 15 minutes to rest so you'll be refreshed when he arrives. Touch up your make-up, put a ribbon in your hair and be fresh-looking. He has just been with a lot of work-weary people. Be a little gay and a little more interesting for him. His boring day may need a lift and one of your duties is to provide it. Clear away the clutter. Make one last trip through the main part of the house just before your husband arrives. Gather up schoolbooks, toys, paper, etc. and then run a dustcloth over the tables.

Over the cooler months of the year you should prepare and light a fire for him to unwind by. Your husband will feel he has reached a haven of rest and order, and it will give you a lift too. After all, catering for his comfort will provide you with immense personal satisfaction. Minimise all noise. At the time of his arrival, eliminate all noise of the washer, dryer or vacuum. Try to encourage the children to be quiet.

Be happy to see him. Greet him with a warm smile and show sincerity in your desire to please him. Listen to him. You may have a dozen important things to tell him, but the moment of his arrival is not the time. Let him talk first - remember, his topics of conversation are more important than yours. Make the evening his. Never complain if he comes home late or goes out to dinner, or other places of entertainment without you. Instead try to understand his world of strain and pressure, and his very real need to be at home and relax.

Your goal. Try to make sure your home is a place of peace, order and tranquility where your husband can renew himself in body and spirit. Don't greet him with complaints and problems. Don't complain if he's late home for dinner or even if he stays out all night. Count this as minor compared to what he might have gone through that day. Make him comfortable. Have him lean back in a comfortable chair or have him lie down in the bedroom. Have a cool or warm drink ready for him. Arrange his pillow and offer to take off his shoes. Speak in a low soothing and pleasant voice. Don't ask him questions about his actions or question his judgment or integrity. Remember, he is the master of the house and as such will always exercise his will with fairness and truthfulness. You have no right to question him.

A good wife always KNOWS HER PLACE.



This is an actual extract from a Klingon home economics book printed in the 2260's.

The Good Consorts Guide

Never have dinner ready. Tell him to catch it himself or give him the co-ordinates of his meal so he can fetch it in times of need. Do not, under any circumstances, plan ahead to have a delicious meal ready on time for his return. He may decide that this is a good day to die and your preparations would go to waste and end up inside the pet targ. This is a way of letting him know that you have been thinking about him and are concerned about his needs. Most warriors are hungry when they come home and the prospect of having to catch their own meal (especially his favorite dish) is part of the warm welcome needed.

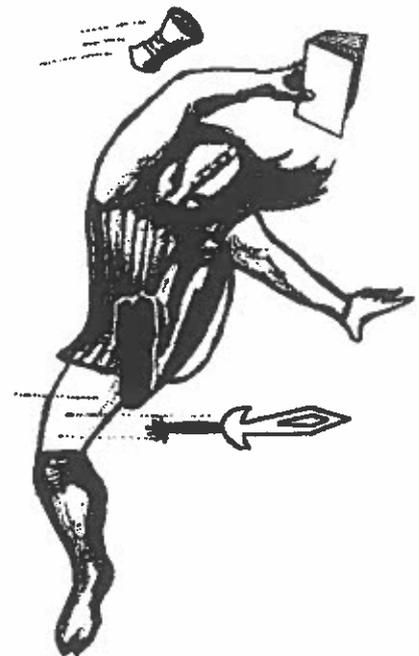
Prepare for his arrival. Rest and be in fighting spirit and full of energy when he arrives.

You will be able to throw even heavier objects at him and participate in any glorious battles that may take place. Touch up your make-up, put a ribbon in your hair and be fresh-looking; sharpen your teeth and the ridges on your forehead. He may have just been with a lot of boring Federation Officers.

Be bad tempered and a little more interesting for him. Growl and

shout at him! His boring day may need a lift and one of your duties is to provide it. Don't clear away the clutter; add some more debris to the existing mess instead. Make one last trip through the main part of the house just before your consort arrives. Spread around note pads, toys, computer equipment, crockery, weapons etc. and, then, spread some dust and rubble over the tables and floors. Over the cooler months of the year you shouldn't light a fire for him to unwind by. He may feel spoilt. Your mate should feel he has reached a battlefield, a place of unrest and disorder, a haven, and it will give you a lift too. After all, catering for his comfort will provide you with immense personal satisfaction.

At the time of his arrival, maximise all noise of the washer, replicator or vacuum. Add some battle noises. Try to encourage the children to be noisier. Pretend you aren't really happy to see him. Greet him with a growl and show sincerity in your desire to displease him. Talk to him. You may have a



dozen important things to tell him. Make sure the moment of his arrival is the time. Don't let him talk first - remember, his topics of conversation are rarely more important than yours, unless they refer to important battles or the latest news from the High Council. If the latter is the case, give him permission to speak first.

Make sure the evening is yours. Complain strongly if he comes home late or goes out to dinner, or other places of entertainment without you or, even better, go out yourself. Plan a girl's night out. Do not even attempt to understand his world of strain and pressure because Klingon males often exaggerate. Encourage him to write a song if his day was bad or a Klingon opera if it was worse than that. Klingon males do not need time to unwind and relax. The life of a warrior is a dangerous one. Consortship adds to the dangers and often shortens his lifespan even further. Remember a good consort can do what constant battle may fail to do, allow the warrior to die a glorious death.

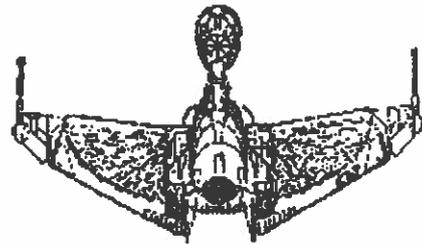
Your goal. Try to make sure your home is a place of noise, disorder and battle, a warzone, where your husband

can renew himself in body and spirit. Greet him with the tales of your very own glorious battles. Complain if he's late home for dinner and lock him out, if he stays out all night. After all, you may have had a bad and boring day, too. Make him comfortable. Have him sit straight in his favourite high back chair or have him lie down on a cold stone floor. Have a piping hot bloodwine ready for him. Throw his pillow at him and order him to take off his boots. Speak in a low, soothing and pleasant voice. Throw some crockery and ask him to hit you with that love poetry. Listen to your favourite Klingon Opera. Ask him questions about his actions or question his judgment or fighting skills. Remember, he may think he is the master of the house and as such may try to exercise his will. Have a battleth or disruptor at stand-by, just in case you have to show him you know who really rules the roost. You have every right to question him.

A good warrior always KNOWS HIS PLACE; if not, his consort will tell him.

Qorghas' Bird of Prey

KLINGON BIRD OF PREY SPY SHIP (SHUTTLE CLASS)



Tell me:
WHAT DO A
ROWLAN-BIRD-
OF-PREY AND A
FIREBIRD-TRANS
-AM HAVE IN
COMMON?
Any
Similarities?
Well?

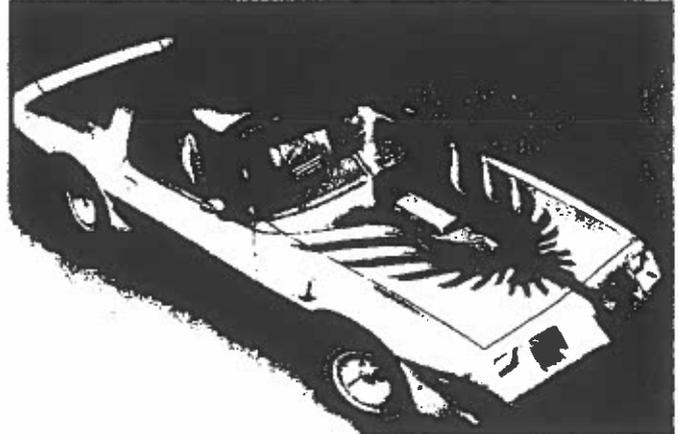
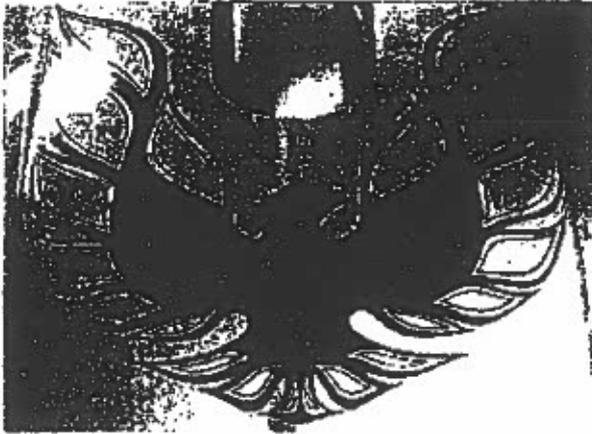


Well, let me think
.....
This isn't easy.....
.....
DIFFICULT QUESTION..
.....



They BOTH HAVE
A LARGE BIRD
PAINTED ON THEM!
HA, HA!





KLINGON HGT COMMAND

IMPULSE ENGINE EXHAUSTS (lights up)

ENGINES

Warp: Dilitbium energized anti-matter
Impulse: subatomic unified fusion-energy

SYSTEMS

Navigation: Warp Celestial Guidance
Computers: Duotronic I

PERFORMANCE

Cruising speed: warp 3
Maximum speed: warp 8

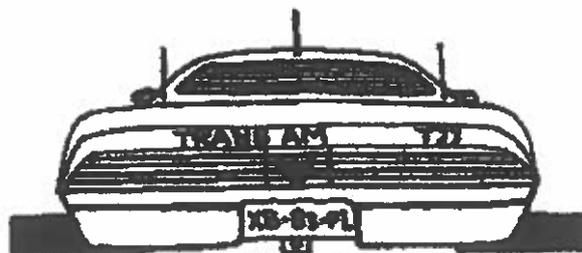
0 - 0.99 c	14.0 sec.
0.99 c - warp engage	1.22 sec.
warp 1 - 4	0.93 sec.
warp 4 - 8	0.81 sec.

WEAPONS

2 disruptors (on warp sled)
2 phaser banks (on warp sled)
1 photon torpedo tube
5 photon torpedoes (no fabrication)
1 SHORT-RANGE PHASER BANK

SHIP'S COMPLEMENT

Officers: 1
Crew: 1
max. passengers: 2



Klingon Jokes

Audio copyright © 1993 PARAMOUNT PICTURES
(Power Klingon).

Transcribed by *qe'San* of 'The Klingon Directory'.

Qo'noSDaq paw cha' Divl' beq
Two federation crewmen arrive on Kronos.

tlhingan 'avwl' lughom
They meet a Klingon guard.

lutlhob naDevvo' vaS'a'Daq wljaHlaH 'a'
They ask him, "Can we get to the great hall from here?"

jang avwl' llchopbe'chugh ghewmey
The guard answers, "if the bugs do not bite you!"



Doq'a' Suvwl'pu'
Are warriors red

ghobe' SuD
No they are green



'avwl'vaD jath qama' jlhung
a prisoner says to the guard, "I am hungry"

jang 'avwl' jlhung je
The guard replies, "I am also hungry"

jath qama' jl'oj
The prisoner says, "I am thirsty"

jang 'avwl' jl'oj je
The guard replies, "I am also thirsty"

jath qama' jIDoy'qu'
The prisoner says, "I am very tired"

jang 'avwl' jIDoy'be'
The guard replies, "I am NOT TIRED"

Qugh naQ DaghomDI'
When faced with complete disaster

neH qaD pabna' junglu'
Total defiance is the only answer!



Character Profile

The profile this quarter is about a non-Klingon and is written by one of our German members.

Mara K'nera

My name was Sarah Ann Miles. I was born on the earth, in Melbourne Australia. My parents were human. Both were marine biologists. At the age of 31/2 years I accompanied my parents on an expedition. From here all my life changed totally. Our vessel the Endeavor moved along the Neutral Zone when it was attacked and nearly completely destroyed by a Cardassian battlecruiser. Only a handful of the crew members survived the attack. My parents died. I was one of the survivors. A long time after this incident I was told that the Cardassians were after Secret Service Agents from Bajor who were pretending to be scientists.

Nobody aboard the Cardassian ship took notice of our existence. A Klingon battlecruiser received our emergency call. For the first time in my life I saw Klingons. Some warriors came aboard the Endeavor to look for survivors. I remember how I huddled up to my dead mother full of fear and desperation. One Klingon came up to me. I clung to my mother as hard as I was could because I was very afraid of this strange looking man. Nevertheless his long, strong arms removed me gently from my dead mother. My heart beat with fear. I was certain I would never see my parents again. I cannot describe how I felt when we came on that Klingon vessel. It was as much as one can endure.

The Klingon warrior took me into some quarters. A very friendly looking Klingon woman came up to me and tried to calm and comfort me. Suddenly the door opened and a Klingon officer came in. They talked to each other; the woman was somehow excited. I felt that these two individuals would do me no harm. I trusted them. Both came over to me and sat down on the floor in front of me. The woman took my hands in hers and both smiled. That was the moment when I got to know my new parents, Colonel Maltz K'nera and his wife Kahlest.

We lived in the capital city of Drios. Our house was situated by a wonderful little lake. I felt that Maltz and Kahlest loved me and this awareness helped me to get over the loss of my parents. After a short time I was given a Klingon name. Mara. By adoption I became Mara K'nera. I was the happiest child in the universe. I loved my parents from the bottom of my heart and it was very important for me to honor them with obedience. They should never regret that they adopted me. Their strength made me strong and their love gave me staying power. I learned to love and admire the Klingon people.

I coped very well with the Klingons. They were not as complicated as the humans with whom I seldom had contact and who seemed to be deceitful, cowardly and talked too much. I didn't like most of them. I did my best to become a good Klingon. I went to Klingon school, learned to speak Klingon, and lived like Klingons except for my eating habits. I was and I still am, vegetarian. I am glad that my parents never forced me to eat this blood stuff food. I grew older and finished school. Now it was time to make a decision as to my future.

Father decided that I should go to the academy and join the marines. This was not easy as the physiological and psychological demands of command school were sometimes a real challenge for me. Father trained me personally as often as possible. I studied weaponry, personal combat, Klingon law and exobiology. Some Klingons felt that seeing me in a Klingon uniform was an insult. Several times I proved to these doubters in single combat that I was in the right place.

My first assignment was on the military base of Knos. I served in the Security Guard around governor Kagh. At first he was critical of me but soon I had a chance to prove my loyalty to the Empire. By a lucky chance I was able to expose a conspiracy against the governor. We crushed the rebels and destroyed their strongholds. From now on I had

Kagh's complete confidence, so things became easier and I served governor and Empire with great pleasure. My next assignment was aboard the Bortas - a bird of prey. I was given the rank of Second Officer and served on the bridge. At the beginning I had to struggle against the old well-known prejudices against my human descent. The first officer thought every day of new challenges for me. It was a very hard time. Captain Korris supported me. He was like a father to me.

One time we received an emergency call from one of the Klingon colonies where a group of rebels had taken children hostage. We were involved in a hard fight. These rebels obviously had been supplied with modern weapons. Nevertheless we rescued the children. We lost three warriors, also our First Officer. He died in my arms. The rest of us had various less severe injuries. For this action we were decorated. After this assignment aboard the Bortas, I was stationed on the planet Merak. Merak was of interest because of its Dilithium supplies, but there were also several other mineral sources. To be stationed on Merak was advantageous because I again was able to see my mother regularly. I missed my parents I have to admit. It was not always easy to handle my human feelings which still existed.

On Merak there were several other races living next to one another. Also many human mine workers. There were often clashes between the workers and the marines. The human workers often tried to get me on their side, but I always knew where my place had to be. My appearance was human and also my feelings, but my heart was Klingon. I was never in working contact with humans. I am proud to live with Klingons and to serve the Empire as a Marine, and with my life. Sometimes my assignment on Merak seemed to become a little boring, but that changed soon enough. My old friends the Cardassians besieged one of the Klingon planets along the Neutral Zone. A Klingon battlecruiser the Hecta was standing by. I had no assignment on the Hecta but I asked for permission to join the mission because I wanted to greet these cowards in a very special way. I was granted permission.

We destroyed the Cardassian vessel. At last I was able to take revenge for the senseless death of my real parents. After this action I was promoted and moreover I received a very special present, but one which I have to admit I was not very keen about. I was to be given the chance to take part in the Officer's exchange program between the Federation and the Klingon Empire. I shall have to serve on the Enterprise under the man of peace Captain Jean Luc Picard for half a year. That does not sound very exciting. Perhaps I should have listened to what my mother said; she told me to marry a Klingon Officer. Nevertheless the adventure continues. For the Emperor and the Empire.



Dutch Sector BBQ 28th of June by Ma'na

I had a plan to bring some Klingons together, to make real contacts. That's why I invited sector 3 and 4 to my place for a barbecue in Klingon style, of course. The day before some of us had attended a wedding fully dressed up, and they all stayed the night here in Almere. They wanted to help the next day with the preparations for the meal. Athene tai K'Ehleyr (Christine Schultz) from sector 3 also came early.

I'm sorry to say that although I did receive lots of answers from sector 3, they weren't able to come.....maybe next year? It was raining all week long, but that night the weather was perfect, even some sunshinethe next day it was raining again. This was the first time that I invited so much people in this house and I had warned our neighbourhood, but everything went fine: all the neighbours stayed in! ☺

The food was too much for the crowd, but perhaps that's my own fault...I shouldn't have invited allies to the bbq, only Klingons who eat everything that cannot escape. Some of our allies were too modest... all my pets are still alive. The Klinzha game was played and some movies were seen and after capturing the tribbles everyone went to his or her sleeping place..... you could find people everywhere in the house... a most amusing experience. The next day Athene went on to Belgium for a concert and the last Klingon left at the end of the afternoon. Next day I found "presents" all over the place....left overs from our guests...even a toothbrush on the toilet?????

It's our plan to do this again next year.....we'll make announcements early enough that more Klingons can attend.

Norska takes on all comers at a Dutch con



The Convention in Aberdeen by K'rahme

To survive and enjoy this Con try to follow these basic guidelines:

1. The name of the city that the Con is being held in is pronounced AYBerdeen
2. If you are a female warrior and a local comes up to you and says "Fit like Quine" this is a greeting and means "How are you" You reply by saying "Nay bad yursel", and not by re-arranging his features. The male Klingon would be asked "Fit like mun" and the answer is the same
3. If you go to a baker's shop and ask for a roll you won't receive exactly what you expected; try asking for a softie. A roll in Aberdeen is an unleavened thing that looks similar to a bread cow pat.

Customs

These are extremely important if you don't want the locals to get offended.

1. DO NOT under any circumstances mention that you support Glasgow Rangers. This is serious, Aberdonians absolutely hate Rangers; come to think of it so do I.
2. On arrival at the hotel there are a few things that you should do immediately
 - a) Find K'rahme and ply him with much Terran Lager, preferably Stella.
 - b) Find Kambei and do the same, but in his case use single malt whisky, it doesn't take as much, so you'll save a bit of cash - only joking Commander, Kahless's right hand Klingon, oh wonderful person that you are!!☺
 - c) Find out which room Riz will be occupying and fill it with tribbles or bottles of booze. I think rum should do the trick. (Editor's note: try it and you're dead!)
3. As the hotel does not supply Guinness bring with you at least one bottle, find Bob O'Reilly and present it and yourself to him; you'll be his friend for life.
4. On the Saturday night there will be a fancy dress disco. Please don't dress up as a sheep. Certain locals may suddenly take a romantic inclination towards you and put on their wellies.

Finally, here's directions from both the airport and railway station to the Con hotel

From the airport, after leaving the terminal building you can either catch a taxi which'll cost around £10.00 or get the number 27 bus and ask to get off at Guild Street. The bus takes between 30 minutes and 1 hour depending on the time of day. You get off the bus in Guild Street and head towards the harbour until you see a mini-roundabout. You then go left onto Market Street and up a hill. The hotel is about 50 yards up on the right hand side. For those of you with the same

constitution as Kambei, (dig time again) look out for the following landmarks: at the roundabout on the corner of Market Street is the public house called "The Schooner". Turn left there and as you go round the corner you'll see the Stakis Hotel on the opposite side of the road.

For those of you travelling by train, head out of the main exit from the station. You should see the bus station in front of you, and head diagonally left across the car-park. You should see the Criterion on the opposite side of the road (Guild Street). Cross the road and head off to the right. You will now see the harbour in front of you. The rest is the same as for those that got the bus from the airport.

Well that's all from me, I hope to see some of you at the Con I'll drink any beer (hint, hint), especially the Rom variety. If anyone needs any further info on Aberdeen feel free to contact me and I'll try to help. If I can't then I know a man that can

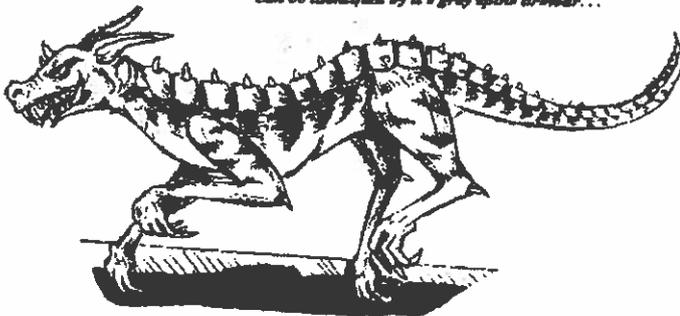
Club Publications and Offers

Klingon Flora and Fauna

This is the latest KSF publication, available from K'Zhen for \$9. It consists drawings and descriptions of the plants and animals of the Empire. An example is shown below:

Animal name	: Ky'LoK
Species	: Mammal
Average Height	: Male: 60 - 80 Cm. Female: 50 - 70 Cm.
Average Weight	: Male: 40 Kg. Female: 30 - 35 Kg.
Average Length	: Male: 100 Cm. Female: 140 Cm.
Food	: Carnivorous
Sexual Maturity	: Male: 3 Years Female: 2 Years
Gestation Period	: About 60 Days
Number of Young	: 4 to 6
Mating	: Early Spring
Habitat	: Desert Plains and Bush areas

Life-style : Pack hunter live in large groups. Between 200 and 400 individuals. Led by a dominant male, which can be identified by it's grey spine armor. . .



Description : Large Carnivorous reptilian Mammal. This creature is a danger to anyone crossing the large open and Arid deserts, of any one of a number of Klingon worlds. Including: Q'n'ar, B'naq, Hinzhai, Q'at, Kerv'raa. . .

Klingons often have to take troops out to control the numbers. It was only recently that Federation scientists have provided the Empire with a chemical gas that can sterilize the beasts. The gas is almost 90% effective. . .

Unfortunately there are words in English English that have meaning unknown to Americans. For example, there was once a KAG Admiral whose real life occupation was as a children's entertainer called Shag the Clown, a name that could get him arrested over here! In the same way, some of the names in this book are a common part of the vocabulary over here and add an unintentional humorous element to the book. You'll have to buy a copy to see what they are. This did lead some of us to write a few descriptions of our own. So here are some entries to the unofficial flora and fauna:

Name: The Knocker - by Riz

Type: Mammal

Size: Varies. Some types are quite small and flat, others are large and rounder

Weight: Dependent on size - from a couple of ounces to several pounds

Terrain: Non specific

Diet: Omnivorous

Activity: Normally nocturnal

Society: Lives in pairs

Defense: Almost impenetrable outer shell

DESCRIPTION AND HABITS: The Knocker is one of the most widespread animals found in the Klingon Empire. Its toleration of a wide range of climatic conditions and its non specific diet make it ideally suited to colonising a range of planets. It is a useful food animal much appreciated by Klingons and many other races. Generally the preference is for the larger size animal though some appreciate the special qualities of the smaller variety. The outer shell is made from cloth-like hardened hair and provides good protection. The animal itself is quite soft and vaguely spherical when removed from its shell, and if move at all in this state tends to knock against its partner, which gives it its name. Knockers are normally nocturnal but some varieties in warm climates have taken to coming out in the sunshine. Knockers mate for life and if one of a pair is removed, the other will seek desperately for another of a similar size and will try and join up with it.

Name: The Knacker - by Vixis

Type: Mammal

Size: Always small and round.

Weight: A couple of ounces.

Terrain: Non specific

Diet: Omnivorous

Activity: Normally nocturnal

Society: Lives in pairs

Defense: Almost impenetrable outer shell

DESCRIPTION AND HABITS: The knacker is as widespread as the knocker. However, the knacker is only able to survive in 50% of habitats. If one finds no knockers, knackers will surely be present. Knackers need the presence of the unusual will-ee plant to survive. The will-ee is unusual, because it can vary its

form. Its usual state is a soft, flaccid lump, but certain circumstances can cause it to become firm and erect. Many an unsuspecting Klingon who has brushed past such a plant has been surprised by this reaction. The knackers live in pairs, clustered together at the will-ee plant's base. Unlike knockers, knackers are usually of uniform size and individual knackers cannot change their size, whereas, the knocker, if treated with hormones or silicon can reach vast proportions. The size of the knacker's shell varies. It can be large and voluminous, or tight fitting. Knackers are said to be more healthy in airy shells. If removed from its casing, the knacker is seen to possess curly fur, the colour of which can vary from the usual dark brown to yellow or even striking red hues. The knacker is usually a shy, nocturnal animal, but occasionally some exhibitionist varieties come out during the day. It is said they can be tempted out of hiding with alcoholic beverages.

Name: The Lesser Y-Chested Falcon - by Khey'ra

Type: Raptor

Size: varies from small to extra-extra-large individuals

Weight: usually very light but the wingspan can be formidable

Terrain: Non specific, here and there

Diet: Carnivorous as a general rule but some individuals prefer a vegetarian diet

Activity: active around the clock

Society: lives in pairs

Defense: Almost impenetrable outer shell that contains ly-kra for comfort. It makes the shell more flexible and gives the bird more mobility while protecting it at the same time. Razor-sharp talons.

DESCRIPTION AND HABITS: The Lesser Y-Chested Falcon provides support for knockers & knackers and is often seen circling around their territory including that of the will-ee plants. Should an undesired intruder attempt to invade their territory the falcon will alert the mammals, thus giving them the opportunity to take cover. The bird will then hover and swoop down on the enemy before the intruder has the opportunity to reach the falcon's protégées. No prey escapes those razor-sharp talons once the falcon gets hold of it. Incidents have been known, whereby the Falcon attacked a knocker and/or knacker by mistake. This is down to the falcon closing its eyes just before the talons claw into the prey and the unfortunate mammal getting into the way. The falcon usually notices its mistake before it kills the prey and the friendly mammal gets away, leaving it with a traumatic experience and a few scratches only. However, there have been fatalities. Animals regarded as friendly are allowed to enter the territory of the knackers and knockers without the falcon offering any resistance. Y-Chested falcons live in pairs and mate for life. The pairs are inseparable. One can't live without the other and should one of the partners die, the other will follow suit. Their plumage is often striking and very colourful. The bird will only mate with a partner who looks identical. No two pairs look the same. Some of them look plain, while others develop a very

colourful plumage with most unusual patterns, however, all birds one thing in common, a Y-shaped feather pattern on their chest.

The Covert Operations Manual

This is the ultimate KSF publication about Klingons with 128 pages of information and pictures. It was written several years ago but is still a vital information book on all aspects of Klingon life, culture, weaponry etc. In the States we have been surprised to see some editions are selling for up to nearly \$50 as they are regarded as collectors items. Kara has a few copies imported from the States which she is selling for £10 each including post and packing.

A Bit of Nookie

This publication is 102 pages of the risible adventures of the most incompetent crew in the Klingon navy. It is on sale from Riz at a special offer price of £4 including post and packing.

KSF T-shirts

Just 6 remaining. These are white and are only available in large size. On the front is the design shown below while on the back is the motto Human By Birth, Klingon By Choice. £8 each from Riz including post and packing.



Trading Cards

Qonos Collectables, suppliers of trading cards, are offering a 10% discount to all KSF members. They stock most trading

cards from Star Trek, Babylon 5, X-Files and other sci-fi cards to Disney and fantasy cards. Price lists and new release updates are sent out every two months to customers on their mailing list. To go on their mailing list send in a card with your name, address and phone number to Qonos Collectables, 119 Hinchcliffe, Orton Goldhay, Peterborough PE2 5SS or call them on 01733 75908. If you are on the Internet you can contact them on 101601.41@Compuserve.com or Cards@qonos.demon.co.uk Don't forget to tell them that you are a KSF member for your discount.

Starfleet Padds

'Prop Padd' - just for show
Bleeping Padd - sound effects when you press buttons
Custom Padd - lights and sounds made to order
All available with a variety of screens.

Ring 01364 643688 after 5.30pm for further details



The Role Play Game

Everyone who writes a profile is given a rank and assigned to a division. These divisions are for role playing and your division commander is the person who you must contact if you want to join in the main club games. Role playing is simply telling a story. Your division commander writes to you giving you a mission to fulfil. You write a story about what your character does. These stories are gathered together by the division commander and form the basis of the division report that goes to the gamesmaster. Most divisions also put out 'zines in which all the reports for the quarter are printed in full, so that you can read your and other people's stories.

The game played with the Americans got rather complicated with a whole range of divisions and people not sure what they all did. We consulted our commanders about this and while some want to keep with things as they have been, most agreed to start a new game with the following changes:

1) Internal Intelligence, Internal Security and Global Security will merge to have a role similar to an internal affairs department. The commander of this division will be Admiral Kara. This new, enlarged division will be called **Internal Imperial Security (IIS)**. It will deal with checking the loyalties of all parts of the Empire and its population and with seeking out enemy spies and, even more lethal, infiltrating shape shifters. It is also responsible for peace-keeping actions and securing the Empire's interests after the invasion of a planet.

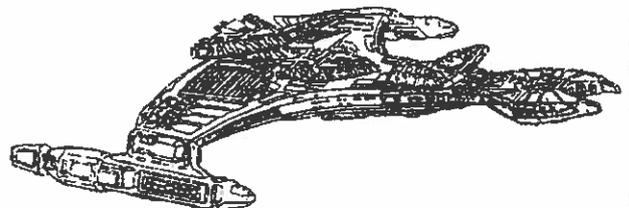
2) Imperial Marine Command and Global Military Command will merge under the new name of **Military Assault Command (MAC)**. The commander of this division will be Commander Ke'reth. These are the invasion forces and the shock troops and are also used in a general military capacity, i.e., ground assault, armour, artillery, etc. There will also be a sub-unit within this group to form a rapid-response assault group comparable to the British S.A.S.

3) Triangle Command will merge with Imperial Intelligence. The new enlarged division will be called **Imperial Intelligence (II)** and the commander is Fleet Captain Khey'ra. This reformed branch will be mainly involved in covert operations and general intelligence gathering and in disseminating false information to confuse enemies.

5) Medical Operations Command will expand to include all forms of scientific and research development and planetary exploration. This new division will be called **Scientific Operations Command (SOC)** and it will be commanded by Commander K'Bath. It will develop weaponry, medicine, starship design and will work closely with the Intelligence division in the study of alien life-forms. Members may find themselves sent on exploratory missions to unexplored regions or they could be seconded to the Military division to provide medical and scientific backup for battles, invasions etc.

6) Imperial Security and Inspirational Media will merge as an enlarged **Imperial Security (IS)** division under the command of Commander Kambei. It will have a similar function, structure and role to the British criminal intelligence units such as C.I.5. and international organisations such as Interpol, being responsible for the general security of the Empire's citizens, property and holdings. It will act in a military/civilian police capacity but with criminal intelligence overtones. It will also act as an anti-terrorist, counter insurgency unit, working in conjunction with the Intelligence and Military divisions and will have the role of diplomatic protection and bodyguard duties for High Council members and V.I.P.s.

If any member would like to change the division they are now in, please contact Riz or Kara who will make the changes for you. Any member who has not so far tried role playing but would like to join in, please contact your division commander.



Start to the New Game

To make a fresh start, all divisions are being given a holiday on Risa. This is a time to relax and refresh yourselves and make sure your ships and equipment are fully overhauled and serviced. Imperial Intelligence has suspicions that there is at least one shape shifter active in one the divisions. All active personnel are to be aware of the situation and investigate anyone acting in a manner that could indicate disloyalty to the Empire.

All reports must go to the division commanders by mid November. Division commanders are to forward the report on activities in their division to the Games Master, Cmdr Kambei, by the end of November. The full rpg reports are to be sent in to the editor by mid December. In the next BTL you'll see a summary of the reports and the orders for each division for the next round of the game.

End of Old Game

GMC Report

GMC has been placed on high alert after a large number of Maquis were slaughtered by the Dominion. Ke'reth has started to place officers and ships in positions where hit and run attacks can serve dual purposes as scouting missions - to gather information as well as combat strikes.

GMC ships have so far claimed a small number of minor victories, including an attack on a dominion plantation where one of the plants used in the production of Ketracel White was produced. This field was torched by Incendiary Torpedoes and other vessels were sent to knock out subspace communications in the Karema system.

He intends to take the fight to the enemy. They will learn that a Klingon warrior never forgets, that he remembers his friends and that his enemies are as good as dead.....

Other Club Changes in GSE

GSE is now operating completely independently of GSA. It has been agreed that both parts of the club will have their own newsletter and run all club business in their own way. It has always been the case that we do not appoint, promote or commend people in GSA and they did not do so in GSE. Unfortunately some of the GSA High Command appear to have forgotten this. If you have been given an appointment or promotion by any member of GSA we regret to have to inform you that such promotion or appointment is invalid. Only promotions, commendations or appointments in this newsletter are recognised.

Sector 3

Vanar (Jana Blacker) has gone on reserve as commander so K'Pril (Annika Ruf) will be the new sector commander

Sector 6

Kruge (John Hill) has gone on reserve as commander so Ghoreq (Gordon Ormond) will be the new sector commander.

New Position

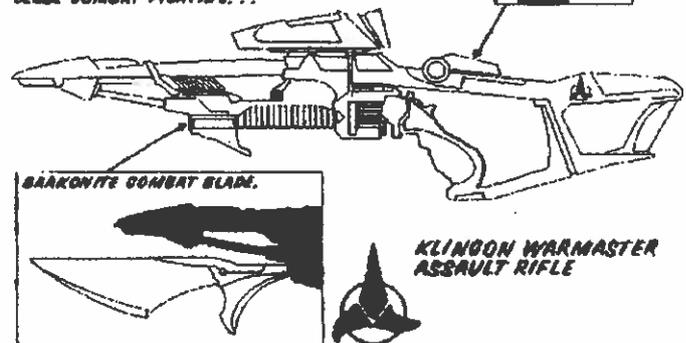
We have appointed a technical advisor to the GSE High Council who will in future vet all designs and ideas for new ships and weapons. He is Lt Syrak (Robert Ormond). He is a qualified engineer so he can see the plans don't violate known structural impossibilities, and we have several members with a military background with whom he can liaise to discuss the military viability of ideas put to him. If you have any ideas, please contact him. If approved, these new ideas may well go on our club website and may be used by members in the role playing game.

An example of a new idea is the new marine gun (shown opposite) invented by Ke'reth which incorporates a tricorder (an idea the American military are developing at present in real life) and a blade for hand-to-hand combat.

KLINGON GLOBAL MILITARY COMMAND

THIS IS THE MOST UP TO DATE DESIGN FOR RIFLE AVAILABLE TO THE KLINGON SOLDIER. WITH THE LATEST IN HOLOGRAPHIC TARGETING SCOPES, AND IT'S BUILT IN TRICORDER, WHICH ENABLES THE USER TO SEARCH FOR AN ENEMY WITHOUT LOWERING THE WEAPON TO CHECK THE MORE TRADITIONAL SEPERATE TRICORDER. . .

A BAAKONITE COMBAT BLADE CAN ALSO BE FITTED FOR CLOSE COMBAT FIGHTING. . .



Post Reports

Sector Two Report

First of all, big confession time, Kara forgot to send out the post report reminders - sorry everyone. She has given herself a big telling off and won't do it again - promise. Her greatest memory of this quarter will be cardboard boxes, paint charts and packing. She'll be glad to get to Midcon and away from the house chaos for a while. Arizhel sadly lost her father recently; this has certainly been a sad year for many members. She'd like to thank everyone who sent their best wishes to her.

Several members including K'ratlar, Arizhel, Kara and Sweetpea Patel (AKA Manny) met GSA Admiral Lynda

Phillips at Pages Bar recently. Lynda had spent a few days with Khey'ra who showed her all the sites of Cambridgeshire and learnt a lot about Lynda's interests. A great time was had by all at Pages, thanks to Sweetpea for making sure everyone was made welcome. He has also won the bid for the May 1999 Annual Star Trek Convention - Supernova and hopes as many members as possible will go along.

Manny wins the bid



In July several members of the sector were seen lurking around the Thistle Hotel in Glasgow and having a hugely enjoyable time at Continuum. The following weekend Kara, Vallis and Khey'Ra attended Nexus - the Bristol con, and Arizhel went to the Sci-Fi weekend in Manchester. In August Kara held a barbecue which new members Phil and Stuart attended and happily survived their nentays - sadly Kara's table did not but it died well. Vallis made some particularly delectable spider cakes and Arizhel's gaggh proved very popular. Kranze yet again proved himself the mightiest warrior, this time at fencing with painsticks. The latest news is that Kranze has run away to sea and was last seen rowing towards the Mediterranean in his coracle!

Sector 4

QorghaS has been busy keeping in contact with members and passing on promotional work done by Ma'na. He has created an information booklet about his Bird of Prey car, some of which has been reproduced in this BTL. He has problems with the manual transmission on his BOP but hopes to have them resolved soon. He has also written an article on Klingons for the Flying Dutch club and written some information on the Klingon language.

Ma'na says everyone is very busy with their work and hobby and in recruiting for the KSF. Ma'na has made

contact with 3 possible members and will promote the club again on a hobby-market/exchange on 17th and 18th October, after Midcon. She's also still making new contacts and has plans "to do more" with KSF together with ThosnaS and Norska. Kral has finished his uniform and almost finished his weapon arsenal. Norska and ThomaS promised to be more active....be warned for their mail! Norska is making some enquiries about the book "The Fighting Arts of The Warrior Race"...it seems to be forbidden by Paramount.

Sector 6

Ghoreq has taken the position of Sector Commander as Kruge has gone on reserve. He has, as always been heavily involved in Role Play Games, a live radio interview for Don Valley Country (a local Station), recruitment and other projects too numerous to list, not least being designing a new sector crest. He notes that he has had tremendous support all round, but particularly from Khaji, the sector's XO who has acquitted himself with honour in a number of Terran examinations, known as GCSEs. Together they have been drawing up plans to produce a sector magazine which will be known as "Warrior", for which Khaji is the editor and any submissions should be sent to him.

Ghoreq's bondmate T'Prish has embarked on a personal quest to improve the recruitment of the KSF which seems to be showing a measure of success as requests have been made by three more people for introduction packs. She has also been heavily involved in RPGs but her main task has been preventing their Targ from attacking the Terran officer known as Postman. Their sons Qaltor and Syrak have been very involved in RPGs. Qaltor has also been setting up a new Sub-Division, known as IFC (Imperial Fleet Command) under the direct control of the Military Assault Command. Syrak has been appointed the technical advisor to the GSE High Command and is also setting up a new Sub-Division known as Design Corps. He has been actively involved in checking out the many new inventions and designs which have been coming in to him in the past few months.

qe'San Vestai be'rawn has not written a report since individual reports were dropped from B.T.L., but he has been persuaded to restart. His Directory of Klingon clubs and their activities is now in its second edition. He tells us that his (unauthorised) Klingon Dictionary is coming along nicely at about 70 pages which allows a couple of pages spare in order to keep an 8 page format for binding. He has constantly been seeking out new members for the KSF as well as the Klingon Directory; put this together with sorting out his new residence and he has had a very busy quarter indeed.

K'Tesh and Kestrel have tried to advance the membership of the KSF. They have also been involved in the club RPGs and K'Tesh has been made XO within the Design Corps. Kwalan has also been promoting the club, involving himself in rpgs and attending several conventions at which he thoroughly enjoyed himself. K'tor has been preparing for the

forthcoming conventions in Leicester and Aberdeen. She has been very busy with a recruitment drive for the club and is transferring to the new division IFC under the command of Qator. Stephen Humphrey has been trying to recruit members and learn the language. Kargo is contacting all of his penpal friends throughout fandom to enlighten them as to the benefits of being a member of the KSF. He is also trying to find any literature on picad and would welcome help from anyone.

Katana has been very busy, not only in her duties as Chief Engineer aboard the Restless Shadow but also due to her Terran transfer to a place called Canada. As you can imagine a lot of preparation was needed in order for this to go smoothly. Although her new base is a long way from England, she will still be actively involved with her many good friends and colleagues.

Our Trill members have been active. Pugina visited the Bajoran Facility on Terok Nor for a spot of shore leave plus a little bit of fact finding about a new breed of aliens living in the Gamma Quadrant. She informs us that she is still doing some work in the Romulan Embassy in the Terran town of Leominster on occasion. It would appear that Embassy staff are experiencing some problems with their computers lately, due to a virus which Pugina cunningly installed! Kelzin has involved himself in the club rpg and designed a Tetrion Particle Beam which he has presented to Syrak who was sufficiently impressed to ask Kelzin to work on other projects with him.

(Glin) Chesso is a Cardassian who attended the IKV Blackheart Sci-Fi Convention. He enjoyed himself so much that he is busy preparing for Midcon in October. He is trying to recruit his own brother but his main endeavour is the collating of the material needed to enable him to begin putting together a language tape for the Cardassian tongue.

Reminder

Next post reports in to your sector commanders by the beginning of December please. Sector commanders to send the reports to me by the middle of December (not Christmas Eve - I do have a life!!!). All articles, stories, poems, competitions and other contributions to be sent to the editor as soon as possible.



Naughty Klingons of the Quarter by Kara

This will be a feature of the newsletter in the months to come and as the head of Internal Affairs I look to you all to make sure I know of the misdeeds of your fellow officers. To begin, the following are wanted for questioning:

Cadet K'nary Worf - for sending his Admirals the last episode in DS9 season five - and cutting off the last ten minutes in which a huge Klingon/Federation fleet appears.

Arizhel Kehoaz - for covering up two of the Empire's best known assets at the Wythenshaw gathering thereby disappointing the entire male Klingon contingent.

Syrak K'mpec - for not eating his carrots when ordered to do so.

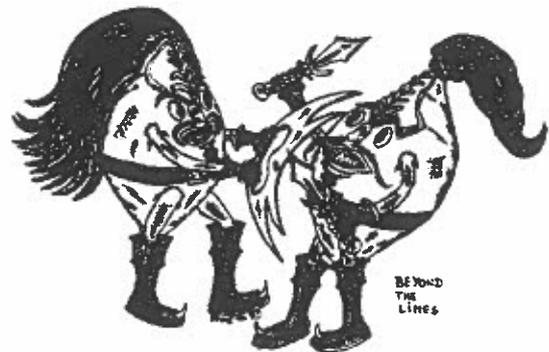
All informants (I mean patriots) can be assured of complete confidentiality - unless they're guilty of something more heinous than their victims. However, if I do not receive sufficient nominations, be warned - I'll make it up anyway!

News From Round the Globe

GSA

Has its own newsletter now which they are calling Battle Lines

No Khey'Ra LINES not LIMES



Oh dear, she's off... there's no stopping her now....



GSD

We have members in Canada again. Our intrepid explorer Katana has moved to the wilds of the Yukon. Their house is, in her words, a log cabin for the 90s. Her father has been unwell for a while but at last they have found out why and he is getting treatment. She has been put a year ahead for all her classes in school, so our education system can't be as bad as it is sometimes painted. She is joining the Whitehorse Community Choir and is a baby-sitting recruit for a pastoral day. Life is clearly a whirl of activity ☺.

Promotions

Martin Ford (K'Bath sutai LoDni) to Commander for work in creating the new Science and Medicine division

Lt. JG K'Tor Tai Krell (Christine Preston) status increment to vestai for involvement in club activities, rpgs, and recruitment

Commendations

A general commendation to the crew of the IKV Blackheart for work done for charity and for the Wythernshawe Park event.

Lt. Cmdr Ma'na Vestai Usnach (Linda den Hollander) for her support role as Sector 4 XO, correspondence and organisational skills.

Lt. JG Kelzin Vestai Judd (Simon Harris) for his efforts in the design corps and having two designs passed by our Technical Advisor.

Lt. K'rahme vestai Menvoh (Grahame Hemphrey) for his efforts in recruitment and his contributions to club newsletters.

New members

Clive Saunders - 15 Meadowbank, Upton, Poole, Dorset

Danny Hubble - Garden Studio Flat, Edistan, Station Road, Gillingham, Dorset SSP8 4PY

Karen & William MacDonald - E-Mail members only, Kaz@billnkaz.demon.co.uk or bill@billnkaz.demon.co.uk

Michael Neesham - 36 Arkley Crescent, West View, Hartlepool TS24 9HE

Simon Sheridan - See Naomi Sheridan's new address

Emma-Kate Brown - 7 Littlewood Street, Rothwell, Nr Kettering, Northants

Ian Struthers - 34 Caperstown Crescent, Northfield, Aberdeen AB1E 7BD - Ensign Velar Vestai Fraser, Squad Leader, MAC

Rank Assignments

Phil Norris, Fairways, Bell Lane, Zeals, Warminster, Wiltshire BA12 6LY - Lt. JG D'aar ch'tatch Vestai Sirron Atrades, Special Operations Squad, MAC.

Change of Address

Naomi & Simon Sheridan
Our Lady of Victories Mission
1607 Birch St. Porter Creek
Whitehorse
Yukon Territory
Y1A 3X1 Canada
email Katana52@hotmail.com

Jana Blacker
Leveringhauser Str 184
45731 Waltrop
Germany

Convention News

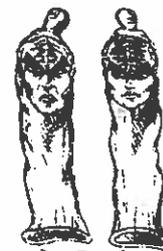


Nov 7th to 9th 1997 Confederation in Aberdeen with Ole' Bug Eyes (Robert O'Reilly - Gowron) as main guest.

Feb 13th to 15th 1998 Starfleet Ball in Bournemouth. Guests to be announced.

June 20th to 22nd 1998 Continuum in Aberdeen. Guests to be announced.

30th April to 3rd May 1999 Supernova in Manchester. Guests: Spice Bunnies, Elvis, Star Trek tea lady. Just confirmed - God and the 30th extra from Generations.



THE DUREX
SISTERS