

# BEYOND THE LINES



January 1997

The Klingon Strike Force

# DEDICATION

This newsletter is dedicated to my daughter, Jane Karina Boddy. She passed away on the 17th of January aged only nine years old. This newsletter was put together during her brief illness. She died of a complication of influenza, which attacked her heart.

Because of this sad loss, I (Vixis) will be taking a back seat as far as the club is concerned. However, I have NOT left or gone on reserves. To quote a famous actor, "I'll be back!!!"

I would like to present a poem that was written especially for Jane and I am sure that everyone who met her will realise how appropriate these words are.

## A POEM FOR JANE

Like a meteor, she blazed across a backdrop of night,  
bringing light and exuberance where once there was but darkness.  
Alas, not unlike that transient streak of brilliance, she is gone too soon.  
And so, we cry out to the heavens.

We cry for the pain of her passing  
We cry for the joy the touch of her life brought us.  
We cry through the tears that mean all things.

With power and with singular voice, we cry.  
So that the stars never forget  
the one who graced their meager presence but for a moment.

By Kordite  
(who we met at Toronto Trek)



The light which shines half as long shines twice as bright.  
And Jane, you shone so very, very bright.

### Secondary DEDICATION

Mark Lenard, an actor who performed Shakespeare, Chekhov and Ibsen but was best known for playing Mr. Spock's Vulcan father "Sarek" in the Star Trek series, died in New York of Multiple Myeloma. He was 68 and had led a full, active life.

# EDITORS PAGE



Greetings all. This issue of BTL is going to have fewer illustrations than usual, due to the membership list taking up so much room. Many apologies. Keep sending in the articles and art though!

**ARTICLES**. Please send these **READY TYPED** using the **BLACKEST** ink possible, so I can scan them. If you haven't got access to a typewriter, **STACEY BAILEY of GSE 2** has saved my life by offering to be assistant editor. Send your articles to her for typing and she will send it on to me. You will find her address on the roster.

Unfortunately, I have not the time to type long articles out, or Post Reports. Send all GSE Post Reports to Teresa Tyler, head of GSE, address below. GSA should send their post reports to Lynda Phillips, address as roster. Please remember, I'm not superhuman...just a thirty something woman with a demanding full time career, a family and a social life of

sorts. I fit this club into my limited free time as best I can. If you feel the need to complain about the way the club is run, why not offer me your **help** ( as Stacey has done) and make a difference? Thank you.

## EVENTS.

**Starfleet Ball.** 14-16 February, Moat House Hotel, Bournemouth

This convention is going to be the official KSF convention in Britain for 1997. The committee are planning to have a major Klingon guest for his first convention in Britain, and on the Friday night the KSF is laying on the official Klingon Party which will be featured as one of the main events of the convention. On the Saturday night there is a full three course dinner with a cabaret followed by the Ball. Vegetarians catered for..

Registration forms are available from Arizhel, Ivy Villa, Zeals, Warminster, Wilts BA12 6NH.

Details Full weekend registration (includes the Dinner and Ball) #40 adults #20 children. Day registrations #15 for the day (adults) #7 children. Room rates (bed and breakfast) - single #55, Twin/double #33, Triple #25, Quad #20.

Bournemouth has plenty of places offering even cheaper accommodation.

**Tony Todd (KURN)** is coming to the Starfleet Ball?. He does very few conventions and that it is his first time this side of the Atlantic and it may be many years before he comes over again.

### Camp Dover 1998

This is a fan-run Klingon convention held at Dover, Ohio each April. We are assured it is the most fun convention in the USA. We would like to get together a party to visit this convention. It is hoped that the total cost for the flights, travel to Dover, convention fees and a week in the USA will be around 500 pounds per person. The plan is to fly into Pittsburgh and travel by bus to Dover. The 1997 convention rates are \$40 per person which includes a banquet on the Saturday night. Places for the banquet are limited to the first 350 bookings so we need to get our bookings in early to be sure we are at the feast and that we can get into the main hotel at convention rates.

Anyone interested should contact Riz (Teresa Tyler). After April she will be wanting a £50 non-refundable deposit for each confirmed booking. Payments can be made by installments.

GSA members - how about saving up for this convention and meeting up there?

# ADMIRALS THOUGHTS.

Now that the holidays are past, most of us face the prospect of the dreary winter months until spring finally blesses us with new life. Like the season we are apt to become weary and even a bit gloomy. Since we cannot get outdoors as much, we should have more time to devote to more sedentary activities, such as writing and art. Look over the list of KSF projects listed in back issues of BTL, and see if you can come up with an idea to contribute to one of them! Many of them are stalled because there aren't enough contributions to make a booklet. Some need someone to take them over, such as Klingon Religions, and History of Klingon Weapons; I can still use contributions of Flora and Fauna, short stories/poetry/legends/proverbs of Kahless, and writeups of Klingon worlds. Don't be shy! Contribute! Perhaps you have an idea for a new project--let us know!

## NEW MEMBERS - GSA:

Tyrone Lamers  
Lt. Drekar vestai-Tor-am  
195 Welworth  
Madison, TN 37115  
IMC - Military Governor

Curtis D. Martin  
Lt.Jg. Kosh vestai Pallara  
7601 Riverside Road Apt. #435  
New Carrollton, MD  
I.S. - To be posted

Lynn Cornwell  
Lt.Jg. K'Lynn zantai-Hurric  
2210 gladiola Dr.  
Lehigh Acres, FL 33972-4335  
CMC

Ken Traftqagen (Vulcan)  
325 S. Fuller St.  
Shakopee, MN 55379  
Embassy - Representing the  
Interstellar Language School  
(Note: his interest in is in  
Klingon language matters only)

## CLUB LOSS:

Virginia Keister/Klegion

## PROMOTIONS/AWARDS - GSA:

Khaufen Juriss - Appointed to  
GSA Sector 4 XO. Promotion to Lt.  
Commander

For faithful service and devotion to the Empire in the rpg and communications.  
Koloth K'Tama - Promotion to Lt. Commander for service as I.S. GSA Commander.

## COMMENDATIONS:

LCdr. Morag L'Kor - for strong communications. service and devotion to the cause.

LCdr. Reyna Kor - for devoted service as CMC GSA Commander

Lt. Khorghan Ghlanx - for excellent service in the rpg.

Cmdr. Krysythe Ka-el zi-K'mpec - beginning her ninth year as member of the KSF!

Also to Cmdr. Gertrena Kachau and Capt. Kishin Rustadz for at least equal time as members.



# Promotions and commendations GSE.

## PROMOTIONS.

Lt. Cmdr. Kodeth Katempog - promotion to Commander.  
 Continued recruitment activity and running meetings and activities.  
 Lt. K'Bath Vestai Lod'ni. Promotion to Lt. Cmdr. Status increase to Sutai.  
 Taking over Medical Ops. Command GSE. Strong communication.  
 Lt. Cmdr. Vanar sutai Boddhi-Kallisto. Promotion to Commander.  
 Running GSE sector three and Triangle Command smoothly and without complaint.  
 Lt. Mach'Hi Vestai KorVash . Promotion to Lt. Cmdr.  
 Designing the KSF WWW page.  
 Lt. Jg. K'Pril O'Connor Tuvok. Promotion to Lt.  
 Participation in the RPG and her work on Sector 3.

## COMMENDATIONS.

Lt. Cmdr. K'Dahor Vestai Pallara - communication via both snail and email.  
 Lt. Jg. Pugina Bix - Continued participation and communication over many years.  
 Cadet Ixion - for being there for Vixis in her times of need.  
 Lt. Malakore vestai Noraxlycus - surviving endless nasty health problems.  
 Lt. Jg. Mana vestai Usnach - making a good start in spite of Vixis' poor communication.

## LOSSES.

Alex. Greene, Kirstin Losem.



## COMMENT. Alliances.

### Friendships and Fandom.

As the Klingon Strike Force has grown we have become known as a 'fun group', the 'party crowd' and generally as a club with which other Trek groups wish to be associated. Our club has evolved into a group in which we hope every member feels they have something special to contribute. There is no room in the club for an 'I'm better than you' attitude. It makes no difference if your rank is cadet or admiral, everyone is of equal worth. The only reason this club has ranks is that it reflects the work done for the club by that person. It does not mean that a person of superior rank is regarded as superior. It follows from this that there is no room in this club for any kind of bullying attitudes. No-one from an admiral down has the right to treat any member with anything other than the courtesy and respect they would expect to receive themselves in the same circumstances. It also follows that there is no place for unilateral decisions taken by one individual no matter how highly placed in the club. This is why we have a High Council, apart from this being a court of final appeal for any member with a grievance.

We were delighted to discover another Klingon group in America with a similar attitude - the Komerex Attack Fleet. They have agreed to form an alliance with the European branch of the KSF. Their alliance document states "We, the Komerex Attack Fleet, request an alliance with your organisation, the Klingon Strike Force. We pride ourselves in co-operation and good will between clubs and all the fans because we all have a single love - Star Trek. The only competition we kindle is to challenge for charity work. Although the alliance is specifically with GSE, I am sure a friendly welcome would be given to any GSA members who wish to contact the KSF. The Western Sector Commander is Thought Admiral QelDaS epetai QlavaQ. Her address is PO Box 9406, Santa Rosa, CA 95405. The Eastern Sector Commander is Thought Admiral Klaad epetai K'Tarra. His address is 105 Charles Dr, Dover, OH 44622. He is also the chair/organiser for Camp Dover which we are told is the most fun convention in America and which some of us are planning to visit in 1998.

As well as this alliance, we have maintained very friendly relations with folk from another American club, the Klingon Armada International who we met at Toronto Trek. They plan to invade Britain in the year 2000 and whenever they decide to come, we'll find a convention happening then and turn it into a Klingon con just for them. KAI are very interested in forming friendships between their ships and our sectors and are specially interested in contacting our GSA members. If you contact Admiral Tosach zantai Nua he will be able to tell you which KAI ships wish to form friendships. His address is 43W904 Baseline Rd, Sugar Grove, IL 60554.

In Britain we have always had the closest possible relationship with Klingons Unite which is strongest in Scotland and we have close working relationships with many of the Starfleet ships. Our members are welcome at the meetings of the following ships: Kronos One in South Wales, Excalibur in Bournemouth, Pendragon in Southampton and Pegasus in Hartlepool. We also have special relations with Pages Bar in London (London's Star Trek bar) and with the First Contact Star Trek club in Dagenham. The KSF has a good reputation and we are made welcome at conventions and at many Trek gatherings. This is a credit to us and the more we can spread the message that fandom is about co-operation and having fun the more we can dispel the power politics which sometimes creep in to the detri-

## Letters to the Editor.

Our survey on BTL did not throw up any definite trends. In general, GSE was happy with it as it was, but would like to see more humour and articles on costuming. GSA found they needed the individual Post Reports so they could choose who to write to. Those involved in the club RPG like to know what is going on. Those not involved are not particularly interested in reading about it. (Why not give it a go then?) Across both sectors, several people mentioned the need for a letters to the Editor page. So here it is!!!

### 1. Toronto Trek. (A member of KAI)

I saw the Toronto Trek report about the large fellow in the blue jumpsuit costume. He was not "a tick", he was "THE Tick!" "The Tick" is an animated super-hero show that comes on tv every week. It's side-splittingly funny and a lot of the dialogue is aimed at adults as well as kids. The Tick is a huge fellow in a blue superhero costume, complete with mask and antennae. Steve Preston was the fellow in the costume. He's also captain of a KAG ship in Ohio and was one of the "chocolate priests" at the convention. Steve is a cool guy and not into Klingon Klub Politics.

I've noticed that a significant number of Trek conventioners are very much overweight. Since 3 out of 4 Americans weigh more than the silly little charts say we do, it's not surprising. Maybe it's something in the water over here that makes us grow bigger?

### 2. Club dues - why have GSA's dues been increased? (Amber Kelsall)

Eds. note :- A poison pen letter has been circulating about this. Can I just take this opportunity to wish it's author a speedy recovery from her mental breakdown, or whatever psychological trauma it is that is obviously afflicting her. This letter was not by the same person, but it has much the same concern.

Well, I don't think that Admiral K'Zhen knows that I killed my character off in that last RPG. She wrote and said that I am still a member until April, but I can't get a BTL if I don't pay the dues. That just seems weird to me. K..... says that the reason dues keep going up is because the cost of the BTL keeps going up. That includes the charges by the place in England where it is all done up, the shipping costs from England, and then the shipping costs once it is here in the states. I would like to get into another RPG, but I think that it would be better if I could find one online again. It's cheaper.

Right.... can I just say firstly that I don't see a penny of GSA's dues. The master copy of BTL is sent across at my own expense Mike Robbins sends me the GSA sized paper to do the master copy on (as it is a different size) at his own expense. GSA dues go towards copying and postage in the USA...it is NOT copied here. I send the master to Mike in San Diego, Mike gets it copied, then he and Margie send it on to members.

The dues have gone up because Candy Arnold used to duplicate the 'zine for free. This was in her own spare time, using the firms copier at night. Unfortunately, she often couldn't get in right away, so BTL was late on a couple of occasions. Eventually, she couldn't do it at all, due to no fault of her own. This let us down, so I sent a bundle across, that I had copied at my personal expense.... GSA refunded the postage ONLY.

The clubs only option after that for GSA (like GSE) was professional copying, which doesn't come cheap. Check out prices at your local copy shop if you don't believe me. Mike cannot be expected to foot the bill for professional copying himself, so dues went up. I would LOVE not to charge any dues. But my husband will not allow me to fund GSE's BTL out of our family budget. Completing one issue and posting it out here costs \$200 a shot. The dues barely cover this. I do not get paid for the many, many hours of my very limited free time either. Mike is FAR from well paid, so I doubt he could fund it out of his own pocket either, however much he would like to. He doesn't get paid for copying, compiling and sticking on stamps either.

### 3. The WWW Page and Chatline. (John Medany)..

Well at last there is a Web Site ... Though it is far from complete go and check it out and tell your friends ...

Online KSF meeting in the Chat room -just connect don't join any other channels ..(on the site .. look at it to find out what i mean)  
This SUNDAY 12th Jan at 4pm UK Time ...

The address is "<http://www.webclone.com/sites/gaspode/ksf/>>

### 4. RANKING SYSTEM. (Howard Callaway)

I've been asked to enquire why the official KSF rank structure is different to that shown in the KSF publication "Covert Ops manual". Any thoughts ??

Good to see a KSF presence on the Net. In time it should grow further to encompass the entire world. I'm about to commence on an IMC page as a sub page to my own home page. Do you think the KSF should retain a "corporate" identity in the appearance of the web pages or not. Riz has about 10mb of space available on Aol I think, perhaps an II page overthere.

The High Council put in some extra ranks to allow people more chance for progression. It was also decided that GSE needed a "Cadet" grade for those who liked attending conventions and meetings, but did not particularly enjoy writing and role playing.

An IMC page? Brilliant! The greater our presence on the Web, the better. I don't think a corporate identity is necessary. Just do what feels good to you - we are not about stifling creativity.

## Reviews and Thoughts.

The premiere was brilliant. We all had to be in full evening dress - long skirts for women and black dinner jackets and ties for the men. We changed at the White House Hotel then had a limousine take us to the cinema. The crowds were out and so we drove through all the mass of photographers etc, went up the red carpet and were escorted to our seats. We felt like real celebrities. We didn't realise till we were seated that we were all being filmed as we entered and it was being played on the cinema screens! The stars arrived with the press cameras going berserk. The first was Gates. The photographers were all calling "Marina" "Over here, Marina" till her temper ran out and she snapped "I'm not Marina. I'm Gates" Each of the stars gave a little interview when they were safely inside in the warm. All the Next Gen cast were there, as were the guest stars Alfre Woodard (who had bleached her hair blonde), the one who plays the Borg queen (forgotten her name but she had on the most stunning dress of all the celebrities), and James Cromwell (who is really tall - ever Michael Dorn looked small in comparison). Rick Berman was there with writers Brannon Braga and Ronald C. Moore and the compose Jerry Goldsmith and ALL the top people from Paramount. The only people with speaking roles who weren't there were Schultz and Picardo. Presumably the latter was shooting Voyager so couldn't make it. Dwight was in London though and we had heard he was coming, but if he was there no-one saw him.

The Prince arrived and was introduced to the celebrities, chatting to each. This was in the foyer but again it was all being filmed and we watched on the screen. Then we had the trumpeters and the royal party entered and were seated. Then the Next Gen cast were brought on stage individually to rounds of applause and each said a few words. They came down the central aisle greeting people as they came. Of course, a special fuss was made of Marina and Patrick as the two English cast members. Patrick made a little speech about the charity the event was fundraising for, then they all took their places for the start of the movie. They walked back up the side aisles so that the people at the sides could get to greet them. Marina sat one side of the Prince and Patrick sat the other, the lights went down and the show started.

I won't say anything about the film beyond all the trailers there have already been. It is a real action-packed movie, very fast paced and with some nice touches of humour especially for those who are Trek fans. Well worth seeing!

At the end, everyone clapped and cheered and then Charles left with the cast, the Paramount executives and the big wigs for a private party and we went round the corner and finished the evening at Planet Hollywood which seemed fitting. I don't expect I'll ever get to attend a royal premier again so we made a night of it, and I am fairly tired now, but boy, do I have some memories to treasure! A friend is hoping to get autographs from all present for us. That would crown it - to make a bad pun!

## A B O U T T H E M O V I E

I went to see First Contact and gave it an 8 out of 10. I found many flaws and problems with it and the cast but enjoyed it anyway. The newspaper

critics killed the movie but the tv critics loved it, calling it the best of the eight films. My problems with it? The ads played up the 'action' of the movie yet there was, to me, little of that. What action there was was thrown at you with little if any buildup. This was done time and time again and the scene shifts were bothersome and the lack of any buildup in tension was frustrating. I felt Cochrane was done disservice. They wrote him the same way Michael Jan Friedman wrote Kahless - a wussie. Cochrane was a drunk, hippie c the '60's type who had no aspirations about space. He was out to make a buck only. His ship was launched on a Titan II missile which in his situation was impossible considering his payload. He launched the missile with people standing only yards from the launch and the same when he landed. Impossible. My friends reminded me of all the action by the crew fighting the borg. Yeah, right. Picard and crew walking around the ship looking stern faced. Oooohh...thrilling! When you see it, consider these....

Why didn't worf die or his body explode in space after his suit was punctured?

Why didn't the Borg die from decompression in space? They wore no suits.

Why didn't earth detect the Borg either in the 24th century or the 21st?

Why didn't Data resist the Borg queen?

Why didn't Data help Picard after his alterations sooner than he did? Was he waiting for a cue by the directors?

Why was it so easy for the Enterprise to time-travel? They didn't have the specs to the Borgs techniques yet were able to duplicate it.

How did the earth become Borgafied in the 24th century when the Borg ship had yet to travel back in time and kill Cochrane?

Why didn't Data's other eye open?

Why was Cochrane working/living with a bunch of ragtag vagrants and how could he and Lily have possibly have come up with the funds and thematerials to do what they did? What was Lily's purpose - that was never really examined other than to say she was his assistant.

Why was the Borg ship so easily destroyed this time? What did Picard knew about that he couldn't have used in TNG to kill the Borg?

The Borg queen wanted to create a superior race of Borg, yet she kept creating inferior Borg, at least compared to her. Why?

Why did she really want an attachment to Picard or Data? A similar superior being? Not likely, not after the many races she had assimilatedor destroyed. She obviously had emotions - why? I think she was lonely and trying to relive/revive those emotions she could no longerexude.

Why don't the Borg have far superior weapons, considering the many races they've encountered, the technology they've already displayed?

## MAKING AN ALIEN HEADPIECE.

These instructions are for making a Klingon forehead, but will work just as well for Romulans, Benzites etc. Just make a different mould.

You will need -

To make the mould -

**PLASTER BANDAGE.** From a chemists, same stuff they use to make casts for broken bones. It's cheap, get a couple of rolls/packets.

**HAIR.** Joke shops, old wigs, slaughterhouses often sell horses tails (!)

**PLASTICENE.** Any colour, a large pack, cheapest from art shops.

**VASELINE.**

**POLYSTYRENE HEAD AS USED FOR DISPLAYING/STORING WIGS.**

**CLING FILM.** If you want to make a headpiece modelled on a human head.

To make the headpiece -

**AIR DRYING LATEX RUBBER.** Not Catalyst cured stuff. Costs about £6 to £7 for about a pound/litre or thereabouts. This is easily enough to make at least six prosthetics. I don't think you can buy it in smaller quantities, but even if you can it works out nearly as expensive.

**COPYDEX ADHESIVE.**

**WATER BASED LIQUID ACRYLIC PAINT.** 'Citadel Colour' is best, from any branch of Games Workshop, about a quid a pot.

**ELASTIC.** Knicker elastic or similar. Wider is better.

**SOME OLD BATH SPONGE.**

**CHEAP PAINTBRUSHES.** They will be ruined.

**FIRST -** You must make a plaster cast of a Klingon forehead to use as a mould. You can do this on the polystyrene head, or a human one. It's easier if the human head is still attached to the torso, but it doesn't have to be alive ! As latex is very pliable and stretchy size doesn't matter much as long as the head in question is not vastly larger or smaller than your own. In fact the prosthetic will fit you better if it's modelled on a head that's slightly smaller than your own.

On a human head, tie hair back and cover just the eyelids with a couple of layers of tissue. Then completely wrap the whole top of the head in cling film down to the tip of the nose and cheekbones. Make sure the cling film fits closely over the eyes and either side of the nose, and is as smooth as possible over the area of the headpiece. **THERE IS NO NEED TO COVER THE NOSTRILS OR MOUTH SO DON'T DO IT - IT'S DANGEROUS.** Liberally grease any facial hair, moustache/sideburns, with Vaseline to stop plaster sticking to it. It's easier to work with the subject lying down on their back, (support their head with a pillow, and spread lots of newspaper under their head)

If you're using a polystyrene head you come in here.

Get the plasticene really soft by kneading it in your hands, then use it to sculpt the eyebrow ridges, nose/forehead crest onto whatever head you are using. Be careful on human heads that you don't wish to damage, do not apply any plasticene to the eyelids or cheeks ! Plasticene won't stick to cling film very well, which is why it's easier to have the subject lying down. If it refuses to stick to your polystyrene head, use dressmaking pins to help hold it in place. Before you make the plaster cast you must ensure that none of the pins stick out. Push them well into the plasticene or remove them. Apart from the brow ridges and central forehead ridge, it's important to get the plasticene fairly thin over the rest of the forehead. If you're going for a full length central crest, make sure that you continue the ridge to the tip of the nose and smooth it well into the sides of the nose. However you finish the surface of the plasticene at this stage, it will be exactly reproduced in the final prosthetic, so take a bit of time to get it right.

To make a cast of your creation, carefully smear a thin film of Vaseline over the plasticene, this makes it easier to remove the plaster cast cleanly. Make sure all the plasticene is greased, and be careful not to damage any of the details. Then cut the plaster bandage into strips. You are aiming to cover the head from the cheeks, level with the tip of the nose, to just in front of the ears at the side, up to the crown of the skull. The plaster cast should end up covering slightly more of the head than the actual prosthetic will, plus the eyes. Soak each strip of plaster bandage for a few seconds in lukewarm water so that it is wet all over. **GENTLY** squeeze out any excess water without squeezing out all the plaster, then carefully apply the bandage to the head. Mould it well into all the details, again taking care not to press too hard and squash the plasticene. You may find the handle of a spoon useful for poking the bandage into creases and folds. Overlap each strip of bandage by about half an inch until you have completely covered the area you want, then put on a complete second layer of plaster bandage for The plaster bandage will begin to set reasonably fast, so get the first layer of bandage in place and well moulded in extra strength. Don't put a third layer on at this stage. **DON'T WRAP PLASTER BANDAGE ROUND THE WHOLE HEAD, OR OVER THE EARS, OR BEYOND THE CROWN OF THE SKULL.** It may make it difficult to remove without hurting the subject, or even worse, damaging the cast ! **DO NOT APPLY ANY BANDAGE TO EXPOSED SKIN OR HAIR. DO NOT APPLY MORE THAN TWO LAYERS OF BANDAGE TO A HUMAN HEAD.** The plaster bandage will begin to set reasonably fast, so get the first layer of bandage in place and well moulded into the plasticene before starting the second layer. It doesn't matter if the first layer has started to harden by the time you put the second on. (You might want to try wetting a small test piece of bandage before starting, just to see how long you have to work with it before it goes hard) As the plaster hardens it will get warm, this is perfectly

normal. This is also the reason you should not put on more than two layers on a human head, as it can get uncomfortably hot if a lot of plaster is hardening at once. The tissue paper over the eyelids is to protect the particularly sensitive skin there. Once it's set, remove the plaster cast and leave it to harden fully overnight before removing any plasticene that has remained stuck inside, be careful, as any damage to the inner face will show on your finished headpiece. If it still seems a bit flimsy you can add another layer of bandage to reinforce the outside.

Wash hands and all tools in water as soon as possible, and don't pour plaster waste or the water you soaked the bandages in into sinks or toilets unless you like blocked plumbing.

Once your mould has dried out, grease the inside with a very thin coat of Vaseline to make removal of the latex easier. Pour about a teacupful of latex into a disposable container (the plastic bottles that flavoured milk comes in are ideal) Add liquid acrylic paint and shake well to get the latex the colour you want. This may take a bit of practise, as it can look a completely different colour when it's dried out, generally much darker than when it's liquid. Add paint in small amounts and test what the result looks like when it's dried by brushing a small amount of latex onto a piece of crockery (so it will peel off easily) Try applying more layers to your test patch, as the colour does get denser the thicker the latex is (the finished headpiece will be maybe five or six layers thick) Time spent getting the colour right at this stage will mean that your finished piece will look just like your own skin and will not need make up to blend it in.

Real Caucasian flesh colour is quite different from the so called flesh colours that paint comes in. Generally they are too pink. Try adding very small amounts of white and yellow or very light brown to the basic flesh pink, and make test patches to get it right.

As latex is relatively cheap, I recommend that the first prosthetic you make is purely a test piece, to give you an idea how it will come out. In a worst case scenario, it will show any defects in your mould, so that you can make a new one if necessary.

Once you have the colour you want, pour a small amount into the mould. (Cover your latex container with cling film when your not using it to prevent it drying out) It helps if you warm the mould beforehand with a hair dryer. Swill the latex around so that there is a thin, even coating over the entire inside of the mould, use a small paint brush to help spread latex into any awkward crevices, and get rid of any air bubbles. Any excess round the edges can be cut with scissors when it's dried. You will need to keep moving the mould around until the latex sets or it will pool in the lowest parts of the mould, forming thick spots which take ages to harden. If you put too much latex in just pour the excess back into the container. Once it sets you can just leave it to dry in a warm place for a hour or so, or speed it up with the hair dryer. When it's completely dry to touch and there are no thick spots which haven't hardened pour in another layer as before. Pour another layer or two as above, then you will need to put some sponge into the ridges and crests to give them support. Cut up some old bath sponge into very small granules, soak them in latex and pack them into the deepest ridges in the headpiece. Be careful not to overfill them or the prosthetic will be uncomfortable to wear. Pour another two or three layers, until the sponge is well covered, and then leave in a warm place to cure fully overnight, before removing the latex from the mould. It may appear to take longer, but it is better to pour lots of very thin layers than fewer thick layers, which take ages to dry even with a hair dryer.

Wash brushes in cold soapy water after squeezing them out with a rag. (This will not do much good, and you can expect to destroy at least one brush per headpiece, so get cheap nasty ones) Latex will peel off skin easily once it's hardened, but it sticks to hair, clothes, fabric, carpets and furniture for ever ! You have been warned.

To remove the prosthetic, carefully free all the edges from the mould and gently pull it loose bit by bit, making sure you don't damage the mould. Wash the headpiece to remove traces of Vaseline, and dry thoroughly before moving onto the next stage. If the prosthetic is too thick or thin for your liking pour more or less layers of latex next time, as necessary. Three is the minimum that I recommend for durability. Always re-grease the mould between each prosthetic you make. If there are any serious faults that are down to the mould you will have to make another one. If not you are in business. Your mould can be reused many times if you treat it well.

Finishing off involves adding hair, trimming the prosthetic to size and attaching elastic to hold the piece in place, not necessarily in that order. When trimming the prosthetic, use sharp scissors and be careful not to take off too much. I recommend you leave plenty of latex around the nose area in particular, see why later.

Attaching the elastic to secure the headpiece is simple. All you need to do is sew a strip to the inside that will run round the back of the head, the ends attached at the temples. You can brush on extra latex afterwards where the elastic is sewn on to strengthen the join. Make sure that at least half an inch of elastic is sewn to the prosthetic for strength, and use cotton that matches the latex colour. Don't make the elastic too tight, it makes wearing the piece uncomfortable and puts unnecessary strain on the joins. If you use white elastic, don't forget to colour it to match the hair colour you're going to use or it may show. Thinned down acrylic paint works a treat.

Hair is the trickiest/fiddliest bit, and can be quite messy however you do it. There is no shortcut, practice is everything. Your first effort will probably give you a lot of grief, your second will be a vast improvement. Always trim hair to length AFTER attaching it. It's best done as a two person job with one person wearing the headpiece.

Method 1 - After trimming the prosthetic and attaching the elastic, use copydex adhesive to stick hair to the inside of the headpiece. Attach hair in very small bunches, brushing copydex into the ends to ensure that all the strands are securely fixed. Gradually build it

up in layers until you get the desired effect. Stop every now and again, let the Copydex dry out, (hair dryer) and try it on to make sure that the hair is building up as desired. Be very careful not to get Copydex on the hair that will be visible, it will never come off. Using this method you can finish your test piece if it came out O.K. and it's the best way to attach eyebrows if you want them.

Method 2 - Trickier than method 1 but can give better looking results if you get it right. You attach the hair while the prosthetic is still in the mould. After pouring 2 or 3 layers of latex into your mould, attach the hair as above but using latex rather than Copydex, then continue adding layers of latex to the mould as before until you have the desired thickness. You have to get the back edge where the hair starts quite neat before adding hair or it will look pretty rough. Bonds the hair very firmly into the latex, though Copydex is by no means weak, and will withstand fairly rough handling/combing

Wearing the headpiece - The nose ridge is the only bit that sometimes causes problems, it is best to use some latex to stick it to your nose. This is why it's best to make the prosthetic overlap onto the sides of the nose. It can be tricky fitting the nose so it looks good, and some people find it uncomfortable, particularly if it's worn for long periods. You can always cut the nose ridge off, but I think it looks so much better with one. If like me you wear glasses, well, tough. Warriors don't. Squint. With practice it can look like a menacing glare.



## CONVENTION REVIEW

Trekkies beam in to Concourse

This Convention was attended by Borg K'Mpec

It wasn't the real Miles O'Brien, Starfleet's eminent transporter chief, who greeted "Star Trek" fans at the double doors of the Star Trek and Sci-Fi Media Convention on Sunday at the Community Concourse, but it sure looked like him. A lot like him.

Then there was the man, head clean-shaven, crimson uniform pressed and spotless, who was a dead ringer for "Deep Space Nine's" Capt. Sisko and the grand old Klingon warrior, draped in a fur cloak and luxurious locks of frosted hair, forehead replete with bony latex ridges.

They were everywhere. Some sported full regalia. Some donned Starfleet shirts and blue jeans, armed with phasers. Some wore simple street clothes. But no matter how they dressed, their excitement, their utter exuberance for Gene Roddenberry's "Star Trek" universe revealed their true colors: They were Trekkies to the bone.

Tables covered in books, tapes, photos and other science fiction paraphernalia lined the walls of the outer hall. You could even get a credit card emblazoned with the Enterprise to signify where your allegiances lie. It was all a tease for what awaited the 500-plus Trekkies in the huge inner sanctum.

There was a costume competition. A trivia competition. An auction of "Star Trek" and sci-fi goodies. "Star Trek" music videos. Exclusive previews of upcoming "Star Trek" episodes and science fiction movies, including the next feature film, "Star Trek: First Contact" (due out next month).

The piece de resistance was, of course, Kate Mulgrew (Captain Janeway of "Star Trek: Voyager"), the first starring female captain of "Star Trek's" three TV spinoffs. Her booming voice resounded through the hall, bringing the eager fans to frequently recurring ap pause, as she teased them with anecdotes and flashes of philosophy.

"Just watching Janeway has given me a whole new inspiration," announced a young woman to the crowd.

A little boy asked, to Mulgrew's playful chastisement, if there would be any upcoming holodeck beach scenes, and if so, would Janeway be wearing a bathing suit?

Mulgrew finished out the day by autographing photos and programs.

The convention was staffed by a small army of volunteers—local science fiction fans from clubs including Com Station Z, which runs a sci-fi computer bulletin board called Ten Forward. In addition to discussing the latest "Trek" buzz and the staffing of conventions, the group's 30 members—ranging in age from 5 to 56—split their time with community service. They've helped out at food drives, beach clean-ups and battered women's shelters.

Club president Robert Zimmerlee likes dressing in costume with local Klingon clubs and performing for kids. "Kids love us," he said. "They keep asking where our ships are, and we have to tell them we just beamed in and our ships are in orbit. We have the most fun with the 6- to 10-year-olds. They're not quite sure what's reality and what isn't. We can keep the fantasy going."

Zimmerlee and his troupe will present a special skit for moviegoers at the premier of "Star Trek: First Contact" at 6 p.m. Nov. 22 and 23 at the AMC20 in Mission Valley.



## POST REPORTS

## GSE.

## DIRECTOR ONE.

**Thought Admiral Vixis Epetai Druidh- Boddhi** (Jo. Boddy)

Done on a strict diet and exercise regime - I have put on so much weight round my stomach and hips, I look like I've had a landslide! I got some nice prezzy's for Christmas, a '30's style "wireless", a professional version of Eudora e-mail programme and a wheely thing for going to conventions with. I'd seen Japanese tourists in London with these and thought one would be perfect for lugging my Klingon ear in-laws any other time I escaped for a weekend.

For Christmas day, I went to my In - laws in South Shields. They took us to a Klingon Endurance ritual, commonly known as a "family ay" at a local hotel. This comprised of a vast room, filled to overflowing with kids jumping up and down, shouting and blowing whistles. It was so loud, my ears went funny, in the manner of what happens to them after a Heavy Metal concert. The food also was part of the endurance ritual - it had been boiled for many hours and somehow treated to remove all flavour and texture. After the endurance ritual, we went back to the in-laws house, where we all settled down to watch Jurassic Park. Jane spent the whole film absolutely terrified, screaming in all the "frightening" bits and burying her head in the cushions with her bum in the air.

Ian and I went to see the new Star Trek film. It wasn't showing in Sevenoaks, so we had to make a trip into the previously uncharted territory of Maidstone. The film was OK, a good gawk, but nothing really special. The sets were good, very "dark". I have heard H.R. Geiger designed some stuff for it, which would explain this.

Haven't been doing much, since apart from lurking on the Internet. Did my personality profile and discovered I am an "INTJ", which is the same type as Julius Ceasar, Hannibal Lecter (from Silence of the Lambs) and Sherlock Holmes villainous rival Moriarty!

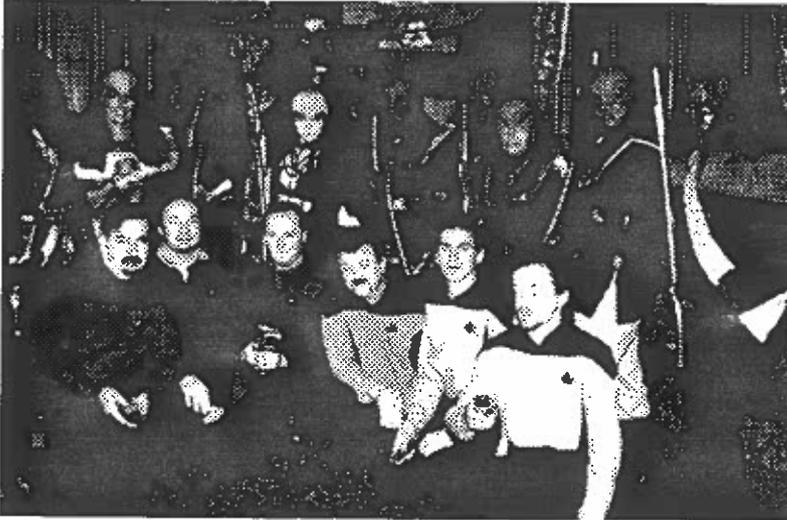
## The IKV Blackheart.

The crew are all in good health and carrying out their duties without complaint. It has been a busy time for us. We have been helping the Red Cross raise funds. We promoted "First Contact" at Warner Bros. and American Showcase cinemas for the Red Cross and helped raise £1,400. They staged fight scenes in a special roped off arena in the foyer of the cinema and in some of the attached studios.

Another ship has been formed in the Midlands (ask Kodeth Katempog for details). The Manchester group have called themselves the "Klingon Re-enactment battle group" so the name explains their activities to promoters who may wish to contact them.

The IKV Blackheart has its own (excellent) newsletter, compiled by Klemtac Katempog. Klemtac is busy as he is also responsible for the Away Teams.

Here is a photo of the crew of the Blackheart.



**Howard Callaway.** I'm still alive, no bad thing considering. Back in full time employment, a very good thing considering my almost six months of unemployment. I am currently sick as a dog, influenza gets to klingons as well. So any correspondances I haven't got to yet are because either I've been too busy getting a job, to busy keeping my job or to ill to move. Sorry.

I'll be starting on a KSF web page if I can ever get around to downloading all I want from the net first. Works dragging me down a bit. But mostly I'm still active. Finally got myself sorted with a decent Internet provider. Details are as follows (this time its permanent): email: [IMC@belafon.demon.co.uk](mailto:IMC@belafon.demon.co.uk)  
alternate: [mail@belafon.demon.co.uk](mailto:mail@belafon.demon.co.uk)  
Web Page: [www.belafon.demon.co.uk](http://www.belafon.demon.co.uk) (still under construction)

I'm busy trying to keep sane and finish my preliminary web page, although i'm already promised to start on two more for

friends (it isn't nearly as hard as I was told). Anyone who feels like dropping me a line, please do. I am having a busy time at the moment and have hardly any time to do anything, but receiving an email would force me to reply

**MARTIN FORD** I think Wallace and Grommit are ACE and I am part of a covert operation to "make" (in the way Klingons "persuade") people eat lots of the best cheese in the world WENSLEDALE!! After all Wensledale is not too far away from us. We are in Airedale, there are others such as Kingsdale and Wharfedale. Wensledale is about 15 - 20 miles away. I support "Buy British" and if it's "Buy The Local product", then so much the better!!!!

Christmas for me was tranquil, peaceful, argument free and aside from the usual pigging out we did absolutely (?) nothing and loved every moment. We went to Church on Christmas morning and the most energetic thing we did after this was to watch the snow fall gently on Boxing Day night. This soon cleared up, but then, it returned with vengeance! I had to work on Boxing Day morning, but that didn't count as I had the bulk of the festive period off. I did have to work over the New Year, but I wasn't too bothered, as it's not much of an event in our house.

**ROBIN DAY** Thanks for sending my first copy of Beyond the Lines, very impressive.

I hope I'll be able to advance my rank in the not too distant future, when I've completed further research on my Klingon background. Beyond the Lines has given me more of a "feel" for what KSF is about. I had to change my E-mail address. My new address is 'robin-ay@excalibur.u-net.com'.

**Ian Gyseman - Qo'Nes K'Mpec** I am back on the net! Working with Borg to command of IKV Stormbringer. Borg says he has made me an acting ensign (Borgs RPG only) and has received my report about our shakedown mission. The name of the planet we are orbiting until further orders are received) eludes me at the moment (I'm at work not at home where all my notes are) but the mission report seemed acceptable to Borg. My House name is now Qo'NeS K'Mpec as I have been adopted by Borg. We have been in regular contact since July and he is sending me a Klingon duQ'tagh in exchange for sixty five earth dollars.

### Sector Two Report

It has been an EXTREMELY busy quarter for us all and I for one am looking forward to a nice, quiet New Year - not! We've welcomed quite a few new members to the Sector including Naomi and Paul who've happily joined in the mayhem - Naomi was brave enough to venture forth to her first sector meeting and I've heard from her since so we can't have put her off too much.

Amongst other engagements our horde helped to terrorise Stables Market where a good time was had by all and we ended up getting hanged in a corridor! This was followed by a meeting at my house where we watched some video nasties and ate biscuits like there was no tomorrow. Arizhel finally finished unpacking the cardboard boxes and was appointed chief mince pie dispenser to the Terran population in her new village. However, she's finding the going tough in her new home, the local shops don't stock ghargh etc. and so I'm looking for volunteers to run a relief convoy through the wilds of Wiltshire. If you can't go yourself, send a tin of Spam or something for the

food parcel. Most of us seemed to be in London on 7 December although Arizhel did get carried away with the festive spirit and left her head behind. Kranze and KheyRa took over Tower Records and another group of us helped to publicise the new Starlog shop in Oxford street. As a thank you we got 20% discounts for life and tickets to the Royal Premiere of First Contact. I had to go out and buy a LITTLE BLACK DRESS and Arizhel wore a glittery gold number topped off with her pet Targ. Alison looked elegant as always but we really missed Kranze and KheyRa who weren't able to attend. To cheer them up we visited them after finishing at Starlog and showed them our tickets - I don't know why but from the look in his eyes I think Kranze was contemplating a bid for promotion. KheyRa has made yet another fantastic costume so I think she and Kranze now have enough spares to attire just about everyone in the Sector.

The following weekend I made my third visit to London in a week to meet up with other members of the horde including Kwen, Naomi, her brother, Vallis, Alison, Kranze and friends and saw the film again. Everyone seemed to enjoy themselves but where did you all disappear to afterwards gang? I promise to wear deodorant and wash behind my ears if it'll help?

Happy Klingmas to those of you who couldn't come along, I hope to see you all again soon in the New Year. Hopefully our next gathering will be at the Starfleet ball in Bournemouth where we'll be giving the Klingon party to end all parties - volunteers to bottle the Romulan ale should apply to Arizhel or myself. I know we were supposed to be at war with the Feddies but heh guys were winning on the battlefield so let's show them how to party too!

Finally I'd like to say a big THANK YOU to Manny Patel Junior from Pages Bar who organised the Stables Market and Starlog events - may there be many more such fun happenings in 1997

New Addresses: Ian Tallis 16 Oxted Close Mitcham Surrey CR4 3PE

### SECTOR THREE

Vanar called a sector meeting at Cologne for the Star Trek exhibition and Wolf, K'Pril and Athene were able to attend. They enjoyed the exhibition, taking loads of photos and enjoying meeting each other. K'Pril also went to the 30th Anniversary convention in Berlin where she took the place by storm, selling her ears, lending her skirt to a male attendee, and taking 80 photos. Berlin is still recovering! The Empire will be expanding shortly as one member, whose report was unfortunately unsigned, is expecting a baby and will be getting married on 9th May.

**ECTOR FOUR** from Qorghas

here has been a crisis in the main Dutch Star Trek Club, "The Flying Dutch". Although the membership has risen dramatically, there were misgivings about the way the club was run financially and after investigation it was found the boardmembers had "borrowed" some 6,000 pounds from the club accounts. The result is that the club events for 1997 have been cancelled. Flying Dutch seem to have been replaced by another Dutch club called Tranquillity Base. They held a convention in Domburg at which Qorghas appeared on TV. He and Jani also went to their second convention and attracted press and media coverage. He reports that KSF membership in the Netherlands is growing and the complement of their ship is increasing.



**GSA REPORTS**

submitted by Fleet Capt. Katalyia K'Tore-Jiraal GSA Commander

**ector One**

filed by **Commander K'Eherang Sutai K'Shonta-Jiraal**, Sector 1 Commander Cmdr. K'Eherang Sutai K'Shonta-Jiraal: Went back to school at Western Oregon State College, and thus classes and studying have been taking up much of my time. Found a fascinating computer game for my Macintosh called ZORK: NEMESIS. Bought it on Sunday and solved it the following Thursday. Getting into the swing of having a ship command all to myself and am looking forward to the Christmas holiday.

**ector Three**

filed by Fleet Capt. Katalyia K'Tore-Jiraal, Sector 3 Commander

**Fleet Capt. Katalyia K'Tore-Jiraal:** Have completed the rough draft of the Sector 3 NL. The Delta Log will be going out soon. I had a wonderful Christmas holiday and enjoyed my New Years. I went to two conventions (George Takei and William Shatner), which leaves one original cast member to meet--Majel Barrett. I also went to see the movie Star Trek: First Contact on opening night. I had to go to the 1:15 p.m. showing as they were sold out until then. Some critics had a hayday saying that it would be a bust, but I think this proves they were talking through their hats! One last thing: For those of you that know about my RK operation on my eyes, the procedure went fine. But they will have to do some augmentating on the left eye as it undercorrected. I'll keep you updated.

**Cmdr. Koloth Sutai K'Tama:** Have spent this quarter getting settled into my new position. I've sent letters out to Candie Arnold and Brian Hewett at least three times but never got a response. I hope by including this in my report they will contact me. I finally got access to the Internet through a friend, but yet I still need to set up an E-Mail address. I'm still continuing the Roddenberry project--see last BTL report for information. Got my first letter for this project on 11-23-96. I saw Star Trek: First Contact the night after opening night. I liked it alot, the Borg looked great and there was a lot more consistency than in the last movie. Finally got a CD-ROM (8 speed) and upped my computer's speed to 133mhz.

**Cmdr. Ju'Nagh Chang:** The crew and I are taking an extended leave of absence on K'Shona to catch our breath after those long periods of battle drills. We'll be there until next quarter when we begin our new duties, especially enforcing the new cease-fire between the Federation and Klingon Empire.

**Fleet Admiral K'Zhen Epetai Zu-Merz:** I don't have a lot to report. Things are quiet at GSA headquarters--what else is new? Due to the busyness of BTL I sent out rpg orders early; most Divisions had storylines that they could continue. The "play" must go on! I drew a portrait of Ken Traft and his wife. I have a Klingon on commission; he has taken over the operation of the Interstellar Language School while Glen Proechel has gone to Russia to be an actor. I have promised to illustrate an epic Kahless poem for the ILS during this winter. Although I can see quite well now, the pressure on my eyes from glaucoma has started to rise and I am on three kinds of eyedrops for both eyes. Being an elderly Klingon is not always fun!

**Cmdr. Khen Sutai K'With:** I recently received a new shuttle design from an American member, which has been forwarded to the Admiral. Aside from this, the quarter has been pretty slow, with only the nuq'IH turn and a letter or two to pick things up. I have been experiencing a slight monetary slowdown, as they reduced the overtime I have been working. Hopefully, this will be corrected in the near future.

**ector Four**

filed by Cmdr. Krysythe K'Mpec KaEl-Zi, XO of Sector Four

**Cmdr. Krysythe K'Mpec KaEl-Zi:** I've had a lot of changes since the summer. I moved on July 1. I'm living in the residence from where I went to job training. It took awhile to get used to. Also, early in the autumn I was sick for awhile. It turned out I'm anemic, and also had an ear infection. So for awhile, I was out of touch with KSF members. But now I'm getting back into writing people. I'll also have to ask 'Sear how I can help her run the sector that she's been busy. We've just gotten a new member, who I plan on writing to later today. I'm looking forward to seeing FIRST CONTACT. Hope next BTL has some movie reviews of it. Outside of KSF, my favorite actor is Michael

Hurst, who plays IoLaus in Hercules. I was wondering if there were any fans of his in the KSF. Are there? Hope everyone has a Happy Holiday Season.

### **Sector Eight**

Filed by Capt. K'Lay Chang, Sector Eight Commander

**Fleet Capt. K'Lay Kronsei Chang:** I've kept up with all my usual KSF duties, but Star Trek events in general have taken a back seat to real life holiday preparations and the overtime needed to pay for them! I did manage to see Star Trek: First Contact...twice. One has to have some fun....K'Lay has been busier than I, giving birth to(RPG)twin sons and getting herself arrested and interrogated by I.I.(Activities not recommended for the faint hearted.)

**Maw'qu Karizan:** I've been learning how to ride the motorcycle my Grandmother got me for an early Christmas present. Working and going out with my new girlfriend, Star. I saw First Contact with K'Lay. It was great, especially the borg.

**BullG StaVaneS:** I went to Walden Books for a 30th Anniversary Star Trek event. It made the TV news. I also went to the Renaissance Faire all three weekends as Klingon Colonel Dragon. I went to the Star Trek: First Contact premiere event and had a blast. I've also just attained my black belt in ATA Tae Kon Do.

**Borg K'Mpec:** I went to a Renaissance Faire in October as Emperor S'Mpek, leader of the Komerex Nevre. I went to a Star Trek Convention with Kate Mulgrew as the GOH. I also made Kate Mulgrew, an KSF honorary member; and I took the time to also present Kate Mulgrew with a copy of the BTL. I was on the TV news and was mentioned in a newspaper article. Have to write me for details about the TV news; It's Funny! Due to me having a very bad case of the flu, this, in itself; prevented me from doing some Klingon promotional stuff for Star Trek 8; First Contact. But I did go and see the movie. I was caught by surprise as I found out that I have gained another K'Mpec clan member--Khaji K'Mpec/Tristram Walker. Welcome! Khaji/Tristram, to the clan!! Also, the former Malakore Noraxicus is to be known from now on as Malakore K'Mpec. In character, Lt. Cmdr. Borg K'Mpec and the Trouble Shooter Task Force have been extremely busy in taking the battle to the Zmerians. Took a months leave of absence on Qo'Nos, during this time. I also did couple of top secret classified missions, all information might be released on a need to know basis. Back to the Kate Mulgrew convention for a moment. While at this convention, I ran into a former KSF member and Sector Eight Commander; Gina Reed/Koran Kvass. Gina asked me to say Hi! to everyone for her. Now on a much sadder note. The Star Trek Universe had two of its members ente Sto-Vo-Kor this year. Bibi Besch, who played Dr. Carol Marcus of Star Trek II, entered Sto-Vo-Kor in September. Mark Lenard, who is more famously known for his role as Ambassador Sarek, father of Spock, plus has also played a Klingon and a Romulan, entered Sto- Vo-Kor on November 27.

#### **Mike White.**

Promoted to LT Commander. Imperial Intelligence has added a new ship to its service fleet. An I.I. member and her daughter have moved from England to Florida. I've sent in some things for our news letter.

#### **Jeff Schmidt**

Resuming contacts lost over the past year in the club. Re-introducing a Sector Six newsletter and have built a KSF/Sector Six web page that still needs lots of work.

### **SECTOR F.**

#### **POST REPORT FROM LURSTA GALLUMBITS**

Attended three conventions - Neutral Zone, Wolf 359 and Nexus. Took over the Middle East on Earth.

Highlights included a private experience of the Zabaglione School of Torture at the House of Vixis, made particularly exquisite by an overindulgence in Terran Vodka the night before. Gowron was a charming guest and complimented myself and Vulnavia in the residents bar by referring to us as wanton women. We did retort that we were wanting for nothing.... Wolf 359 was plagued by Psycorps, who I am sure were responsible for psychically setting off the fire alarms in the middle of the night spoiling the disco and causing everyone to have to freeze outside waiting for the Ferengis (or was it firengins?) (Oh well we all know who would have the bigger hoses!!) Nexus was pleasantly situated in a far nicer location than Wolf, but was populated by some of the more inane members of Star Fleet. For example they continued playing a childish quiz even though they didn't want to, just because they were following orders !!PAH! However, the Klingon women, led by Kara, Arizhel and myself, soon forced the game to stop and the disco began - with JiveBunny of all things !!!!! Needless to say the DJ was tortured until he agreed to play the Queen CD he was supplied with.

Whilst attending the last two conventions saw an opportunity to takeover an entire region of this planet. MacHi Korvash was apparently posted in Saudi Arabia, but ended up depressed and incapable of completing his solo mission. My offer to accept him as bond mate was snapped up and as a result I have now taken over his outpost before taking the IKV K'mel onto Dubai where I have secured a post as Head of Biology at a school for females. This will of course become an Academy for Feklars' Angels as soon as I have taken full control.

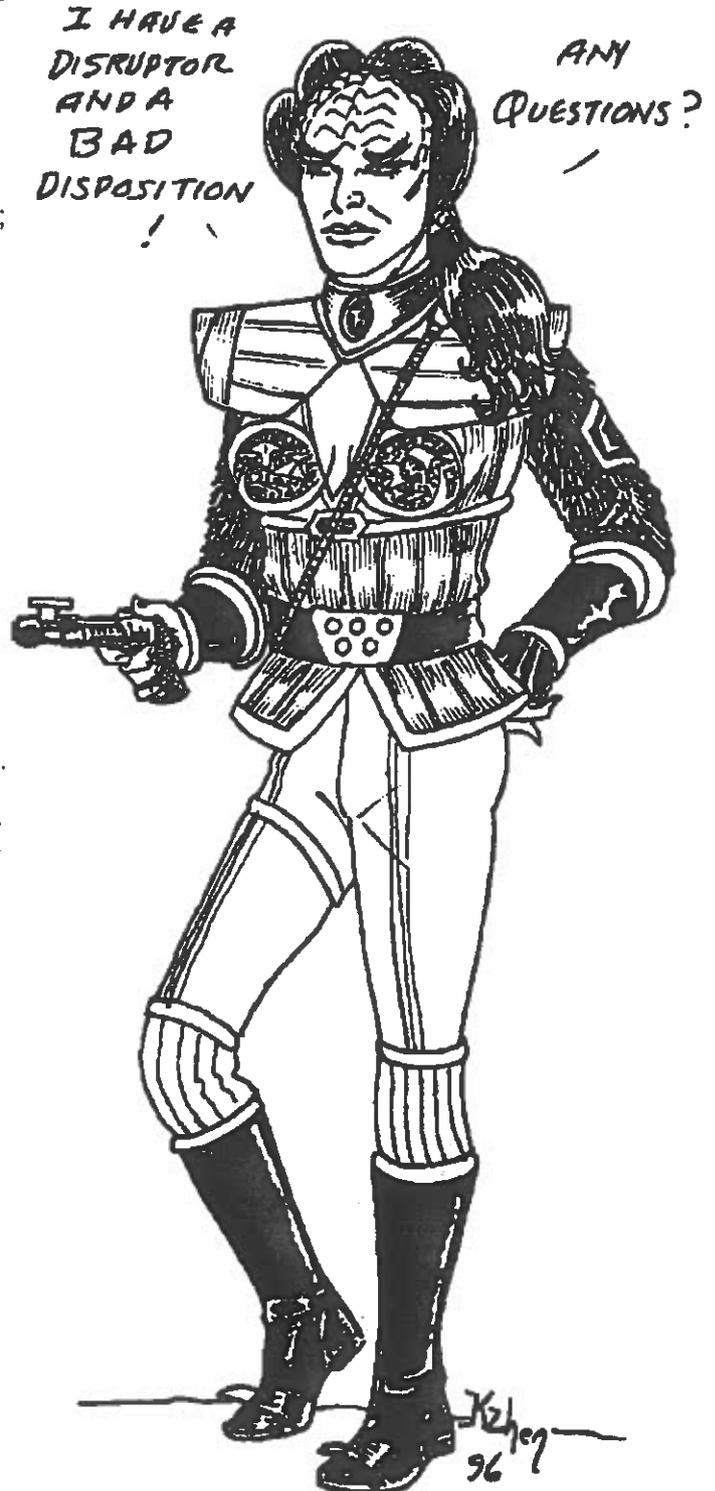
## ROLEPLAY REPORTS.

\*CAMPAIGN COORDINATION COMMAND\* ROLEPLAY REPORT:  
 Edited by Fleet Admiral K'Zhen epetai-Zu-Merz

### IMPERIAL INTELLIGENCE GSA (wo' lInDab) - LCdr. Morag L'Kor:

Cmdr. K'Eherang K'Shontan-Jiraal: The IKV Do'HoS is at the Romulan border of the Triangle under CCC orders; K'Eherang was concerned about encountering the Zymerian destroyer FARDORAGH and its captain, Dubhghall again when, as he said, they had "come too close to Zymerian space. They waited till they were hailed by a decloaking Romulan scoutship. Subcommander Lekar of the TARN spoke of Romulan Riov Tomek who had reportedly gone renegade and wished to make a pact with KSF forces. Not being authorized to negotiate with Lekar, K'Eherang cut him off. Another message had come through concerning her line sister which disturbed her greatly; she ordered the Do'HoS to head for Qo'noS over her First Officer K'Reksha's objections. "We had proof of Tomek's defection; Morag will have to be satisfied with that right now. This is far more significant to me than this mission." They were soon on their way home, where she would face 'Riz and her father and learn all the truth...

Adara K'Shontan, President; MAGNA Industries has completed a ship built to specifications found in stolen Federation security files. I volunteered to test this Warrior class ship in an isolated sector near a class L planet named Unruhe (oohn ruu hay). The cloaking device is able to shield the ship from all Federation and Empire scanners. It maneuvers quickly and easily; weapons are standard Federation, except one: by using an isoelectrical burst buffered through Duchovnian crystals, it should destroy a planet. We were testing it when a ship approached at high speed, followed by two more dropping out of warp. They were Jem'Hadar warships. How were they able to detect us through the cloaking device? I hailed them and demanded to know their identity. Two Jem'Hadar warriors appeared. "You are human; how is it that you have Zymerian technology and a Klingon name?" I demanded their reason for being here. They wanted the weapon we had been testing. "If it is a fight you're looking for you have found it," I replied, and ordered evasive actions. Then we decloaked and fired the Zymerian weapon. I called Capt. Arizhel and told her I was sending a chip containing pertinent information to a safe place, and my line-sister could tell her where it could be retrieved. "Today is a good day to die," I said, loading up a pack of explosives and heading to the transporters. I told my crew to self-destruct if anything went wrong, so the SACREMENT would not fall into the wrong hands, and beamed over to the port Jem'Hadar ship with the explosives. I set them and ordered to be beamed to the other Jem'Hadar ship. I was surprised by two enemy warriors. On the SACREMENT, Tactical suddenly reported their shields gone, and the enemy locking onto them. They informed me they must self-destruct. "Then we die with honor!" I answered, struggling with the enemy warriors. My ship fired on the Jem'Hadar, and initiated self-destruct. The crew of six turned to the viewscreen as the last Jem'Hadar ship fired photon torpedos; the Zymerian weapon burst from the SACREMENT and hit the enemy. Both ships exploded simultaneously filling the starry night with a spectacle much like Earth's fireworks.



**IMPERIAL INTELLIGENCE- GSE:** Ft.Capt. Arizhel Kehoz:

Ba'el worried about the information she had passed on about Ft.Capt. K'Lay but felt she had no choice. If she was wrong, the ramifications would be terrible. Meanwhile, Lusciouslips had orders to intercept and arrest Ba'el and Barc'ToQ and return them to K'SHONA for questioning. She used her Adepti powers to put the pair of them in a trance and board their ship. She then returned them to K'Shona as ordered. Arizhel had ordered their arrest as she wanted to officially interrogate her niece before beginning the interrogation of Captain K'Lay. Having satisfied herself that Ba'el's report could have an entirely innocent explanation, she had K'Lay tortured and interrogated. Convinced of her innocence, she secretly planned with her that the Fleet Captain should go renegade in order to find out more about the Dominion. She dared not use any known member of II as shape shifters could have infiltrated even her section and her agents might be already known to the Dominion. She arranged for K'Lay to be sent on a shuttle to the Homeworld for further interrogation and for her to make her escape in the asteroid belt.

On the Romulan colony of Sparta IV Zo'Annis Adion continued to cultivate the governor but she was caught downloading files from his computer and had to kill him. A Romulan officer helped her escape but she had her suspicions about him. She injected him with poison and later DNA analysis of the blade she had used showed he was not a Romulan but a shape shifter. He had helped her to prevent an alliance being formed between the Romulan Empire and the Federation.

Pugina Bix was to rescue her former employer, T'Erica the Romulan, who has access to the Praetor himself and is therefore a most useful source of information. The Romulan beauty was on a hunting trip on a dinosaur infested planet. The trip went wrong and she was badly injured. The hunting party was rescued by the Federation who eventually returned the Romulans to their Homeworld. T'Erica was returned to detention in Castle Drasna so Pugina still had to face the task of how to rescue her.

**GLOBAL SECURITY (qo'Hung) GSA:** Captain K'Lay zantai Kronsei-Chang:

Chief of Security Hurgh K'Mer reporting: Fleet Captain K'Lay Kronsei-Chang has been arrested on suspicion of treason and taken in for interrogation by I.I., her command duties falling to her XO Commander Sarena Zu-Merz. Suspecting a plot, possibly of Founder design Lieutenant K'Mar Kurka was assigned to safeguard Sarena for the duration of the crisis, a wise precaution it now seems, for a changeling in Sarena's form has lured Khorghan back into the rift, and though Lieutenant Ju'ngah Chang tried to hail Khorghan's ship, all contact with the GLORY SEEKER has now been lost. Without K'Mar's protective presence, the true Sarena's life would surely have been forfeit, and her command taken over by the changeling. To prevent further incidents of this kind, K'Mar has overseen the installation of security devices on all other GS ships to neutralize any changelings which might remain, rendering them unable to revert to the liquid form.

Lieutenant Khaufen Juriss has been ordered to begin investigating, particularly Khorghan's mysterious disappearance. But before embarking on his official assignment, the Juriss has undertaken a secret mission of his own, contacting the bortaS beq and others unnamed known to be loyal to the House of Chang, in an attempt to secure K'Lay's release, by whatever means are necessary.

**GLOBAL SECURITY/GSE:** Cmdr. Khey'Ra sutai-Druidh: Date 9612. 06

Captain Khey'Ra Sutai Druidh met Lt.Cmdr. Karghosh vestai-B'Tan at prearranged coordinates, to search for Khaufen inside the time rift in the Triangle. Khey'Ra detected subspace signals and distortions that could originate from cloaked Romulan ships. Triangle Command was informed and asked to monitor the situation. Khey'Ra and Karghosh entered the time rift. After a prolonged search they received Khaufen's vocal transmissions but due to unusual subspace conditions it was impossible to locate him and the use of an unusual frequency made it impossible to communicate with him. After checking all available data we can only conclude he was caught in a time bubble within the time rift. While Karghosh investigated further, Khey'Ra was caught in a rare phenomenon called a wandering wormhole and sucked in. Due to the mobility of the wormhole she cannot use it to make her way back and is currently in Founder space. It will take her many months to reach Klingon space again using conventional methods of space travel.

Lt. K'wen vestai-B'nzaii-Trekkan was reunited with her sister Kay'ron on the IKV DEATH BIRD after her escape from Starbase Zero. During their return to base the ship was attacked by a craft similar to a Klingon BoP that turned out to be a Federation spy craft. A small craft was seen leaving the ship. The larger craft later auto-destructed, but not before K'wen was able to board it and take a prisoner who revealed the existence of a shapeshifter called Ordale. He cunningly shape-shifted into a disrupter and is currently loose on board the DEATH BIRD. Data evaluation reveals a lifeform, possibly another shapeshifter, on board the smaller vessel, which set a course for the base in an attempt to infiltrate it. We think the intended target may be Kor'Sheth, who has valuable Federation knowledge. K'wen's communications are down; she is heading for base at warp 9 to try to prevent the worst.

Lt. Cmdr. Jacen vestai-Kas-Chang rescued Fleet Captain K'Lay zantai-Kronsei-Chang from Terra in an undercover rescue mission. All went well.

**INTERNAL INTELLIGENCE:** (both IInDab ra'ghom): Fleet Capt. Kara zantai-Druidh:

From Kilara Subaiesh: Within seconds armed guards came running into the laboratory followed shortly by Captain Koral. How could he have arrived so quickly when the officers' quarters were located five decks below, and when he was not on duty? She told Koral what she had found; he immediately sent teams of armed guards and scientists to scan the whole ship. She declined his offer of med-

ical assistance and ordered her personal guards to accompany the leading team.

In his quarters Koral listened with disbelief to Kilara's report as they waited for the results of the searches. As she expected they found nothing. She returned to her quarters to get some sleep, but injected a transponder under the skin of her arm then sent a coded message to her captain aboard the IKV KAHLESS instructing him to beam her back to the ship when she sent the appropriate signal.

After a restless night she went to the bridge. Using Captain's Koral standing order she copied the navigation and security logs from when the KLATHAS had returned from the gamma quadrant. She had finished interrogating all the suspects and spent the day in her quarters studying the logs she had copied. There were major discrepancies in the ship's logs, most notably that the cruiser had spent ten days in the gamma quadrant after escaping from the founders' planet. Suddenly she knew why someone had tried to kill her. She sent another message to the KAHLESS and hid her disruptor in her belt. She called Captain Koral and told him what she had discovered but he did not seem interested. Grinning broadly he confirmed her findings and told her that the founders had already thoroughly infiltrated the Klingon and Cardassian empires and were ready to move against the Federation. Anticipating Kilara's reaction, he attacked her with a batleH. She tried to summon her guards but when they entered, she found herself looking straight into the typically lean, arrogant faces of founders. Pulling her disruptor from her belt, she set the weapon on full and fired at all three guards. Then pressing the transponder under her skin, she sent the emergency signal. From within the sparkling transporter beam she saw Koral and her guards revert to their liquid state. After giving a brief report to the captain, Kilara was escorted to a meeting of the ship's senior staff. The captain ordered a full spread of photon torpedoes into the whole squadron. Watching the spectacle in silence on the bridge's main viewscreen, Kilara thought, 'You will be remembered with honour Captain Koral. May the blessings of Kahless be with you forever!'

**IMPERIAL SECURITY/GSA** (wo' Hung): LCdr. Koloth K'Tama:

Lt. BullG Stavanes informed me of a Zymerian ship he encountered while on patrol. After 12 hours of battle he was able to take out their shields. The Zymerians cloaked and BullG high-tailed it to the nearest defense base with moderate damage. I started the ball rolling to investigate where the Zymerians got cloaking devices, whether from Romulans or developing it themselves. Because of the discovery of the Zymerians, I made several investigations into ships that were destroyed under mysterious circumstances, or that had disappeared. By coincidence my mother's ship, the bath naS was one.

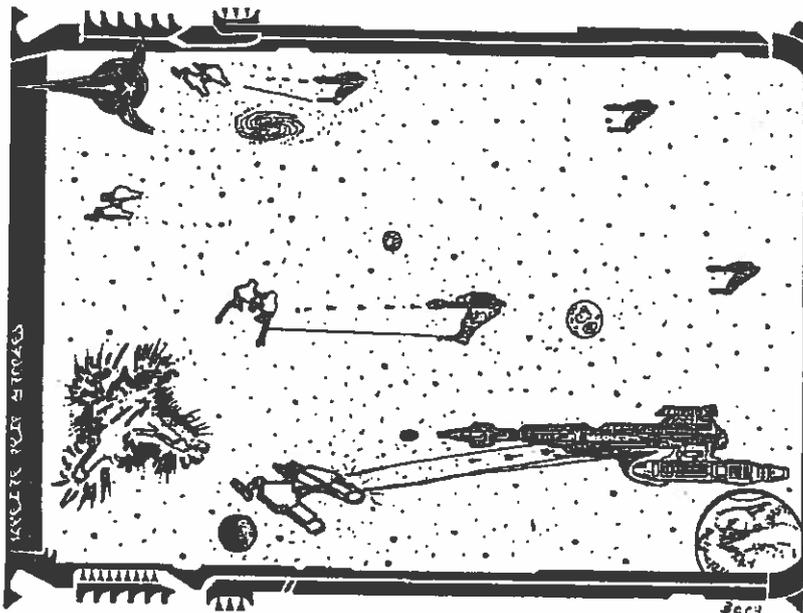
Ens. Kemplor vestai-S'Ntzu: the bath naS was a Class IV Scout model F carrying an exemplary crew of 126. K'ven sutai-K'Tama headed a complement of 10 communications experts, sent out for one month of routine planetary mapping exercises. The CO requested a one-month extension, but not the time to dock and replenish basic supplies. Sensor sweeps show the bath naS was not in the vicinity, but rather an unidentified vessel was performing routine communications exercises in the Triangle. The naS bath was found destroyed nearly three quarters through its mission near Laiden VI. No bodies were found, no sign of a destroyed escape pod, suggesting at most five to ten crew members escaped; if so they would be members of the communications detail. The CO and crew would have perished with the ship. Floating debris indicated a return course had been plotted originating from the Turnstile, the destination of the bath naS. LCdr. Koloth has sent a search team to Laiden VI. Three more such investigations are going on.

**IMPERIAL SECURITY GSE:** LCdr. Kruge Kronsei:

Against the velvet blackness of space, Space Station PW 12, now known as HAWK'S LAIR, loomed large and white, made more so silhouetted by its backdrop of the rainbow nebula. Far to its right lay the class M planet, all blues and whites: Rockhaven; its two moons swing around it in lazy circles and very different from both, a bright orange in hue. Kruge took all this in and sighed deeply. A new command, a new ship, a Vor'Cha class heavy cruiser,

the IKV REVENGE OF KAHLESS, had just completed a successful mission in the Magnus Star system. It had been touch and go for a while but all was well now. Now, about 30 standard minutes till docking. The station was only manned by a skeleton crew, awaiting its new commander. I ordered the security officer to take a fully armed team over to check it out. There were renegade Romulans in the Triangle, and the Zymerian threat about whom we knew very little. The young female just promoted to Security Chief and her team found no life forms at all! Just then a high energy beam sizzled over her right shoulder so close it singed her long dark hair. "Move!" she screamed; they fanned out, returning fire; for a short time the air around them was white hot with disruptor fire. "Hold Fire!" Darkness closed around them, cold and damp as death. "Security to KAHLESS, come in!" Kruge hit the button on his command chair. "Tell me all is well!" "We are under attack from unknowns!" Kruge ordered battlestations and cloak; the cruiser came about in a wide orbit of the station. "Scan the immediate area, then work outwards from the station." Then, "Security, I believe we're facing Zymerians. Have you seen anything?" "No, my lord, we





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over them, engulfing them like a huge hand. The force knocked them to the floor. "Return fire, damn you!" The gunner scrambled back to his post and from the Revenge spat two beams of red death lancing through space. "Two hits, sir, no damage. Shields holding." "We can't take too much of this; Helm, move 2,000 kelicams away, bring us around 180 degrees. Quantum torpedos only! Form a boarding party of Marines, it's about time they worked for their pay." The great Vor'Cha came around in a looping arc, but the Zymerians seemed to know their every move and fired again, clipping their leading edge and rocking them badly. Kruge then ordered a strange tactic to loop them over the dark bird and place them right on its tail. "Now, fire torpedos!" The torps hit, exploding the engines and half the rear of the vessel. "Beam over the Marines!" "My lord, they are about to self-destruct!" "Can we stop them?" "No, sir, not enough time." Then it all lit up with a blinding light. "Check for life pods, I want prisoners!" There were none. An hour later found Kruge and his escort in the center hub of the wheel of the space station. It was all a bloody mess. "Just corpses, sir", the Security Chief reported. By now the ship's medics and doctors were busy filling up the station morgue. Looking at all his staff Kruge narrowed his eyes. "We have a lot to do, and our task is just begun--but well done, all of you."

STARBASE K'SHONA: (ejyo'waw' K'Shona) Fleet Capt Katalyia zantai-K'Tore-Jiraal: Report not received.

**COVERT MILITARY COMMAND GSA** (vangmey pegg ra'ghom): Lt.Cmdr. Reyna vestai-Kor:

Lt. Kor Vren Kurzark reported he contacted our Romulan operative Blood's Revenge at Alana 3. He transferred to us an alleged Zymerian data pod containing ship coordinates, recent movements and maneuvers in the southern Triangle, as well as possible outpost locations, plus weapons and defense systems details. He was attacked by Orion mercenaries while returning from his mission in one of the Qor yay Hem's shuttlecraft. He and his science officer were wounded, but are recovering. The data pod is being analyzed. Ens. Maw'qu' tai-Karizan: Everything is dark and I am in a lot of pain. I don't know where I am, but it might be Sto-vo-kor; last I remember was escaping from the Zymerian ship in a stolen shuttle, hoping I could send a message to my CO before they blew me up. I had something very important for High Command but I can't remember what it was... I awoke again in sick bay with bandages all over my head from wounds when the Zymerians blew up the shuttle. Luckily I was beamed back aboard the cloaked Command ship before it was destroyed--but it was close. They wanted to keep me from telling that they have Klingon prisoners of war; some are VIPs and some are ship's Captains that had been missing in action. They had tortured one for information about us; I sent him to Sto-vo-kor with honor but I couldn't help the others before I had to escape. They have to be rescued. (Reyna Kor notes it is possible that Ens. Maw'qu' might have been exposed to a type of Zymerian mind control.)

CMC Troubleshooter Taskforce Command; LCdr. Borg K'mpec:

The ships of the Troubleshooters set course for Passarra's Dream; enroute they received a distress call from a Klingon ship in the vicinity being menaced by a Zymerian vessel. The taskforce made short work of the lone enemy, hitting hard with disruptor fire and full photon torpedo spread. Continuing on, the taskforce remained cloaked while I played Cat 'n' Mouse searching for the 3 Romulan warbirds. The first was destroyed by the IKV Sengbachwl' and IKV STORMBRINGER; the second by the IKV DREADNAUGHT, and STARBURST DISPLACER BEAST, and the third by the IKV BLOODLUST. With Romulan Squadron 9 destroyed, I ordered the Troubleshooters Taskforce to recloak and set course for Canchicka at maximum warp. There once again the taskforce destroyed Romulan Squadron 7, then set course for the Mempa Sector. There we had our first major battle against Zymerian forces, destroying 7 Zymerian vessels and capturing 3 with crews intact. These have been towed to a secret location for examination. (I think I like the sound of Admiral Borg

shield strength of the other ships protected it as the first shockwave hit. Then a second, and a few moments later, the third wave hit. We survived with comparatively minor damage. Just then the sensors picked up several floating hulks of two D-7 battlecruisers and a K-22. Scans found no lifeforms on them; I allocated personnel from our ships as temporary crew to bring them back to port as soon as they could be made ready. When all arrived home, the three vessels were turned over for repairs and will be kept in reserve for use by the Troubleshooters or other KSF forces. What happened to their crews remains a mystery...

**COVERT MILITARY COMMAND GSE, LCdr. Ke'reth Makura:**

The RESTLESS SHADOW is patrolling the Triangle; we destroyed one Romulan science/scout vessel, then were challenged by a Romulan Warbird. We crippled its systems and towed it to Kamato. Our new Chief Engineer, Katana Makura has replaced many of the Shadow's computer cores with Bio-neural circuitry designed by her mother, an Imperial scientist, resulting in an improvement in computer response times of 7.5% I supplied K'batlh LoDnl' with a medical evacuation shuttle which he named IKV DEATH CHEATER, sending him to a small Klingon listening post that had been infected by B'rek nal Fever. He risked his life to cross the Romulan border to reach planet Hacia IV to retrieve a rare plant needed to cure them. He also destroyed the post as ordered. Kraxus Ka'tan went to a bar to perform a double assassination for me: a Ferengi information broker and a Klingon traitor. They were dispatched with great style and panache. He is currently on a secret mission to Romulus. K'Tesh Keashi has been on extended patrol; his D-16 cruiser, IKV UNCONDITIONAL SURRENDER, has been out of communications. Daris Kal, one of my Bajoran operatives successfully retrieved two of my agents and then acted as cleanup man, which put him in a position where he is trusted by the Maquis. He also managed to return a Cardassian War criminal back to Bajor. He's currently my "ear" on the Federation station Deep Space Nine. Kull Jonos Kashgar was last heard from working on the K'vok Institute, an advanced R&D division. pe'vll muqadmey tibach! (curse well!)

IMPERIAL MARINE COMMAND - (wo'blq'a' ra'ghom): Lt. K'Dahor vestai-P'Kallara: Report not received.

**TRIANGLE COMMAND - (wejweH yIS ra'ghom): Lt.Cmdr. Vanar sutai-Boddi-Kallisto:**

I was eager to meet K'Pril on Passara~ Dream. I scanned the planet-s surface--no result. I told Mara "I will have to beam down; she might be in danger." She agreed knowing how dangerous the planet had become in recent years. I wore the robe of a supervisor of the Klingon Empire; I entered a bar where K'Pril was last seen. "Barkeeper! a Romulan ale!". He smiled. "Are you sure?" The bar was not one of the best! lots of gangsters and killers were here, just the kind of bar -K'Pril likes the most. Suddenly I saw two men fighting. I was amused! but then I saw an Orion who hit a Klingon--then the crowd was in the way. When I saw him again he was carrying the young man out of the bar. The fight ended and everyone went back to their drinks. I was sure this was how K'Pril had disappeared so I followed the Orion; he entered a house; after a minute I decided to go in. No one was there. Then I got a message from Mara that two lifeforms were coming down the street. It was too late to get out the door opened and I jumped behind a table. They didn't see me! but unfortunately I couldn't see what they did! but heard them open a door. I jumped one of them and killed him; the other one drew his knife. At that moment Korrogan beamed me back to my ship. "What are you doing~" I was angry, but my first officer said: "We got a message from Cmdr. K'hey'Ra of G.S. She wants to meet you as soon as possible. Her ship is already in the Triangle and ready to take you aboard." So I took a shuttle and Korrogan beamed down to the planet to search for K'Pril. K'hey'Ra told me that she wanted to work with Triangle Command; I was glad, since TC must control such a big area! and the Division is so small. Together with my two clan sisters! K'Lay and Khey'Ra it will be strong again.

**FEKLARS ANGELS..Thought Admiral Vixis Epetai boddi**

Vixis said her goodbyes to Ixion as they set off on their individual missions. Both were dangerous. As she watched him walk off into the gloom, she hoped they would meet again - a sense of loss flashed through her mind.

She picked up her bag of materials and set off down to the pool once more. Here, she removed all her clothing apart from a bodysuit. She put all the necessities she would need for her spying mission into a small bag and strapped this around her waist. Clamping her knife between her teeth, she dove into the pool and swam towards the opening of the underground tunnel. She had studied plans of the city and calculated that this tunnel would link up with the drainage system supplying the Proconsuls residence. She held her breath and entered the small opening. She swam fast, her lungs beginning to feel seared by lack of air. Soon, she could sense a small pocket of air above her head, so she moved up to it. It was an opening to a pot hole, so she trod water there for a few minutes, re-energising her body with oxygen. Like a seal she ducked back under the water and continued her long swim, stopping every so often to draw breath. After what seemed like an age, she noticed that the rough hewn stone of the tunnel walls was becoming brick. The tunnel was getting wider too and the water shallower. She continued on and eventually was paddling instead of swimming. Eventually, the water dried up altogether and she was walking through what she took to be an emergency overflow channel. She tucked her knife into her belt and examined the walls using a small fusion-torch. Ah - hah, there was a line of spikes driven into the brick, climbing upwards into the gloom. She began to climb, mentally thanking the Physique Masters back on Klinzhai for the extensive fitness training she had received. Even so, her legs began to ache with the long ascent. Thankfully, she soon came to an opening, blocked by an iron trap door. Using what remained of her strength, she gave it a gigantic push. It flew open and she climbed through the opening into the room above. She looked around, using her small torch. It appeared to be some kind of basement .....she nearly jumped five feet into the air! There was a rattling of chains. She shone her torch in the direction of the sound and saw movement. There was a prisoner chained up in the corner....she shone the torch into the prisoners face - and with a shock, recognised her. It was she who was known as "The Wormtongue". She was dressed in stinking rags and her eyes glistened and rolled in the filth that blackened her face, a give away of her insidious, creeping insanity. Vixis spat at this prisoner and continued



on her way. She was certainly not going to release that one and wished all the curses of Feklar to befall her. In the corner of the basement were some wooden steps. Vixis climbed these onto the next level of the dwelling. The walls of the corridor she entered were clad in white marble veined with grey. Marble Doric columns framed the many doorways along its length. It was deserted and silent apart from the padding of her own bare feet upon the marble floor. She continued along the corridor and it opened out into a hallway. In the centre of the hallway was a fountain, whose crystalline waters splashed and played with a pleasant relaxing sound. Vixis stopped for a few moments to admire it and heard footsteps approaching. She darted behind a pillar as an important looking Romulan entered, flanked by two body guards. She assumed, from his stately air, that he must be the Proconsul himself. Stealthily she tailed the small party, dodging behind columns, until he disappeared inside one of the offices. She prepared herself for a long wait. Waiting, however, was never a hardship for Vixis, as she could spend hours at a time lost in her own thoughts. Eventually, the Proconsul emerged from the office once more. Vixis nipped in smartly, turned on his information storage device, inputting the forged pass code Imperial Intelligence had issued her with. The data the Empire required flashed up promptly and she transferred it quickly to her own device which she carried with her.

Mission completed, she turned to go and was horrified to see the burly form of a Romulan guard blocking the exit. She made a rush for him and pushed past as he made a grab for her. He missed and she pelted off down the corridor with the guard in hot pursuit. She burst through the double doors at the end of the building and out into a busy marketplace. Being light of build, she was exceedingly quick on her feet and she wove in and out through the crowds, easily escaping the heavily built guard. She knew now though, that Security would be on the lookout for her. She spotted a stall selling long black cloaks and dresses. She sneaked round to the back of the stall and slipped one of the cloaks off the table, still covered in its packaging. She ran into a nearby doorway and pulled on the voluminous garment, covering her head with its large hood. Thus clad, she made her way back to the lodgings she and Ixion were renting without incident. He had returned before her and his slender Bajoran form was sprawled out on the settee. She smiled and said "Long time no see".

**MEDICAL OPERATIONS COMMAND - GSA (Hergh ra'ghom) - Cmdr Sarena Zu-Merz:** Ordered to the southern Triangle to treat the injured, including several wounded Romulan prisoners who must stand interrogation. I am frustrated that Drekar

Tor-am and I had to cut our visit at K'SHONA short. The IKV KOMO VAL transferred the three most seriously injured prisoners to me, one of whom needs a massive transfusion. Two have been treated for serious plasma burns and are recovering. I had two marines brought out of cryogenic stasis; I hate to thaw them out for this, but this Romulan has to live! (Note to personal and medical files: after transfusion is complete all information on this procedure is to be wiped clean from all computer files. I don't want Governor Drekar to know I used his Marines in this manner!) I ordered them to be heavily sedated so they have no memory of what took place. All signs indicate the prisoner will be ready to move in about 6 hours. After the transfer of the prisoners is complete I have ordered my ship, the BARA KUDA' to make best possible time to Kamato!

**KLINGON EMBASSY (tlhIngan rIvSso') -**

The post of Chief Ambassador has been vacated and a new Chief is being sought.

Ambassador Athena tai-K'Ehleyr: I traveled to Fooled Again to find out what their government thinks of us and about Romulans coming around their world. I enjoyed a trip to a beautiful place with a lake and field of strange trees. I sat down on the edge of a lake where I started to doze; something hit me. It was only a boy with a ball. I became hungry and took a walk in the forest. It became misty; suddenly an old man stood in front of me. He told me he was surprised to see a peaceful Klingon; he said Romulans had told him we were very bloodthirsty and treacherous. I told him not all Klingons were so, that I liked the fields and woods and believed in Cyruele, the god of goodness and fertility. I showed a stature of Cyruele from my jacket; he was fascinated, and so I gave it to him. He invited me to have a drink with him, and we went to a little village near the forest and to his home. He gave me the national drink of his planet; I drank it and asked for more. He showed me some personal things of his. I told him things about my homeworld and time went on. I had to go, but I promised him we would meet again. I used my badge and beamed away to the starship, where I reported my findings to my superior.

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**CAMPAIGN COORDINATION COMMAND HEADQUARTERS**

(Duplji ra'ghom) - Fleet Admiral K'Zhen epetai-Zu-Merz: Nothing has been heard from the renegade Romulans who had contacted us since last report. There have been confirmed reports of disturbances in the Romulan Empire, resulting in the sudden pullback of their forces in the Southern Triangle. Reports of sightings of Cardassian vessels suggests they are intruding into this sector. The IKV SHADOW STRIKER will make a new venture into the area soon to assess the situa

**END MUSINGS.**

Can anyone tell me wich race, the Klingon or the Jem'Hadar, is a better warrior. I havn't been able to watch any DS9 lately (the DSS satilite system dosn't have one channel with Star Trek on it!) but now that Worf is on, I figured he may meet up with a Jem'Hadar some time and get into a fight. I personally think that Klingons are tougher bu I would like to hear what you guys think.

Well, let's see. The Jem'Hadar will of course brag that They would win, but IMHO the Glorious Race of the Klin would be victorious, for we are warriors with honour, and Jem'Hadar are naught but slaves to the Founders, tokhe's-traav! Jem'Hadar have better arms and technology, but th one questions whether they possess the True Heart of a Warrior.

Needless to say, I think if it came down to a war between 1st Klingon warriors and Jem'Hadar warriors, both sides would take unimaginable losses. The toll would be very high with few if any survivors.

At some point it may come to this. The one does not fear this, for to die in such a battle will assure one a place in Sto'Vo'Kor, \*or\* the lack Fleet -- truly it would be a Good Death.

Another important aspect may be the short lives of the Jem'Hadar. It is what 15 yrs? How experienced can a warrior become in that hort of time? I am not referring to actual combat skills, but to leadership and strategy which is much more important for large battles and wars. The Jem'Hadar would need someone to be their generals.

I believe that here you have touched upon the heart of the matter, brother. For leaders they have the Founders, and their immediate superiors, those black-haired telepaths. Neither of these races has displayed the Heart of the Warrior, to date. The Jem'Hadar fight fiercely and well, but again, have no choice in the matter. It is the one's opinion that free men will always fight better than slaves. The one would be most honoured to face an unaddicted Jem'Hadar in battle; the contest would no doubt be glorious!!

Just from what I've seen on TV, IMO I think the Klingons have a slight edge, and here is my reasoning. The Klingon in general has trained his or her entire life to be the perfect warrior. They are masters at strategy and battle, skilled in both tactical and close, confrontational war. They are very honorable (well most of them) and to die in battle for something they believe in, is what most Klingon hope for. compare them to much like the Japanese samuri from their midieval period.

Actually, with their extreme loyalty to the founders, I would say the Jem'Hadar are also very much like Samurai warriors, who were fiercely loyal to their masters. If anything, Klingons have a lust for battle that the less emotional Jem'Hadar are lacking. This could be good or bad. Being too anxious to fight can have its disadvantages as well as advantages.

The Jem'Hadar are trained foot soldiers for the Dominion. They are >very skilled fighters that have no problems with dying as

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