

Beyond The Lines

The Magazine of
the Klingon
Strike Force

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Club Websites

<http://www.datasync.com/~aefsp/ksf.htm>

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

<http://www.webclone.com/sites/gaspode/ksf/>

<http://www.geocities.com/area51/corridor/8480/>

PROMOTIONS AND COMMENDATIONS

Promotions - GSA

Reyna Kor - Promotion to Commander for diligent service as Global Military Commander.

Borg K'Mpec - Promotion to Commander as Publication & Distribution officer, for recruiting efforts, financial gifts to GSA, time in service, and other services beyond the call of duty.

Khaufen Juriss - Promotion to Commander for excellent work as Sector 4 Commander, creating a KSF website, faithful service in the rpg, and recruiting efforts.

Drekar Tor-am - Promotion to Major (LtCmdr.) for taking command of and reshaping IMC, unbounded enthusiasm, numerous contributions, recruiting efforts resulting in 2 new members.

Khorghan Ghlax - promotion to LtCmdr. for faithful service, long time rpg participation, writing efforts, and time in service.

NOTE: Several GSA command posts were vacated within a very short time; these officers have now proven themselves in their respective posts. Once more: Ken Traff's club name is: Ambassador K'Ken T'relak (or qaqen tarelaq) (Sorry for the error, qaqen!)

Promotions - GSE

Robert Lydford (Ke'reth sutai Makura) to Commander for recruitment, building up the GSE side of GMC to the division with the largest number of active members in the entire club and for being XO for sector 2

Annika Ruf (K'Pril vestai O'Connor Tuvok) to Lt Cmdr for excellent work as the German XO, and for exploring ways to improve recruitment in Germany.

Linda den Hollander (Ma'na vestai Usnach) to Lt Cmdr for excellent work as the Dutch XO and for hard work in recruiting and promoting the club in the Netherlands.

Naomi Sheridan (Katana vestai Makura) to Lieutenant for her commitment to club projects and to the rpg

Gordon Ormond (Ghoreq vestai K'mpec) to Lieutenant for enthusiastic participation in numerous club projects

Gary Ormond (Qaltor vestai K'mpec) to Lieutenant for commitment to the rpg and other club projects

Robert Ormond (Syrak vestai K'mpec) to Lieutenant for commitment to the rpg and other club projects

Grahame Hemphrey (K'rahme vestai Menvoch) to Lieutenant for acting as Ke'reth's XO in the rpg and for participation in club activities

Carole Searle (Pugina vestai Bix) to Lieutenant for her work as Assistant to the High Council, copying information onto disk for use in compiling club projects

David Stephenson (Targon vestai Kiyoshi) to Lieutenant for work done as Sector 1 XO, contributions to the sector magazine and support given to his sector commander.

Susan Fairhurst (Kali vestai TammoH) to Lieutenant for excellent communications, assisting Kambei in getting activities organised in Sector 1 and for her beginners course in Klingon.

Tristram Walker (Khaji vestai K'Mpec) to Lieutenant for support given to his sector commander and for attempts made to start a sector magazine.

Kevin Clarendon (Klay tai Mor) to Ensign for participation in club projects

Commendations - GSA

Sarena Zu-Merz - Patience, recruiting efforts, renewed activity in MOC

Deseray Tor-am - Starting out well serving IMC and MOC.

Mimbral Eripnav - Indispensable service providing email contact between Global Sectors: completing Sector 6 newsletter on time and continuing to communicate in spite of family tragedy.



Commendations - GSE

Carole Heslop for helping copy club information onto disk for use in compiling club projects.

Sara Dickinson (Kara zantai Druidh) for commitment to the club in spite of personal difficulties.

Martin Ford (K'Bath sutai LoDnl) for support given to his sector commander, contributions to GMC and generally excellent communications.

Christine Preston (K'Tor Tai Krell) for support given to her sector commander and for contributions to the rpg.

Appointments

Krissythe K'Mpec ka-el zi - Reinstated as Chief Ambassador - post vacated, most likely candidate.

Drekar Tor-am - To Imperial Marine Command - Post vacated, prime candidate.

Morag L'Kor - Transferred to the Embassy where he will serve as contact to our allies and other clubs.

CADET RANKS

While GSE has had cadets for the past three years, they are a new concept to our GSA members and we have been asked to explain what is involved.

It has long been felt that having to write a profile of your persona is a disincentive to those wishing to join the club. Many feel they don't know enough and want the opportunity to learn more and to see what other people have done before creating a persona for themselves. Such people can join as cadets. They subscribe to the newsletter in the normal way, and we do now have the possibility of people getting the newsletter by email. When they feel ready, they write a profile, at which point they pay their membership dues, get their membership pack, become an officer and are assigned to a division.

Until any email members feel ready to become full members, we ask that any snail mail communications requiring an answer be accompanied by an SASE or an IRC if writing to people in another country.

FLEET ADMIRAL'S THOUGHTS: Fleet Adm. K'Zhen epetai-Zu-Merz

The KSF is a growing club; as is well known, what grows often has growing pains. My hope is for every member to be patient if they hear rumors or see apparent difficulties within the club, especially within the High Council. Be assured, the Council members are friends of one another, and all care about each and every member of our club. We are continually discussing ways to make the KSF better for all. There is much in the club to enjoy; there is room for everyone to exercise his or her talents and share with one another through our various club projects and roleplaying games. Of course your ideas and suggestions on anything are welcome; send them to your Sector Commander if they concern club structure or business, or to your Division Commander if they concern the rpg. You should get a faster reply than if you write to the Council members who are quite busy with correspondence already.

I invite every GSA and GSE member who wishes to correspond with a member in another Global Sector to write to LCdr. Morag L'Kor (GSA Sector 6) and give your name and interests in Star Trek, in the KSF, and in real life. He is preparing to help you find a penpal.

ON RESERVE

For some time it has been apparent that GSA and GSE have been applying different criteria for promotions and other matters. The KSF has a set of rules that lays down what is expected for an officer to get a particular rank but while one part of the club has been applying these rules, the other hasn't. The explanation is that different conditions apply in one sector and that they need to promote people who will help them regenerate the club. We asked that their High Council members at least write a short editorial explaining to the rest of the club what they were doing and why. They declined saying that they will answer all queries on a one to one basis. We have tried to understand and to be as accommodating as possible, but there has been no reciprocal attempt to understand, come to terms with, or address our concerns.

Accordingly, Admirals Vixis, Kara and Arizhel and Fleet Captain Khey'ra have no choice but to step down from active command and go on reserve. They will still be actively involved in conventions, meetings, demonstrations, displays and other GSE specific club functions; they will be available for member's personal problems and will produce a GSE BTL which Arizhel will continue to edit. All matters concerning club policies and decisions should be referred to Admirals K'Zhen and K'Lay. Division commanders should continue as normal with orders coming from and reports going to K'Zhen. Any contributions to GSA BTL should be sent to Admirals K'Lay and K'Zhen who will forward them to whoever they decide to be the new editor. Roleplay reports will only appear in the GSA BTL so contact K'Zhen if you want to subscribe.

Letter to the Editor by Admiral K'lay

In the spirit of IDIC I feel compelled to give an alternative view to the column in the last BTL entitled 'The Image we Don't Want'. While I agree with the author of the article on several points, including our need as fans to make it clear that we know the difference between fantasy and reality, I submit that this is not necessarily synonymous with abandoning the fantasy.

Some fans use Star Trek as an effective money raising tool for charity, and should be commended for ingenuity in soliciting contributions. Others see Star Trek as more a motivational tool, educating generations - excuse the pun - to that fact that space is out there and ours to explore if we make it more of a priority than warring with each other. These Trekkers should be commended too, for blending science fact with science fiction in a way that captures the interest and the imagination of the common man. But we also have a large number of fans who see Star Trek as nothing more than a tool for introducing a sense of fun and entertainment to their lives and I contend these Trek fans are no less worth of respect than those with loftier goals. Psychologists say that adults, as well as children, thrive on a healthy balance of work and play, and if some of us choose to 'play Klingon' instead of play civil war or medieval reenactment games, football or chess or games on the Internet for that matter, then that's a matter of personal choice. If the narrow minded can't accept individual differences without ridicule then perhaps it's time for us to realise that 'you can't please everybody all the time' and stop giving self-righteous critics control of our actions.

The reporter whose comments were quoted in the BTL article appears to have a limited and I might add 'creatively challenged' view on a number of other points. The first is the premise that Klingon - or more accurately thlingan Hol - doesn't exist. I beg to differ. Many of us use it, with varying levels of fluency, to communicate with and understand each other - a journalistic skill the reporter in question seems to be woefully lacking. The fact that the language did not evolve 'naturally' does not make it any less real. The world is full of artificial constructs that would not exist but for man's creative imagination. And yet they are as real as the primarily plastic computer upon which I enter this alternate view. As for the couple who wished for marriage in a 'Klingon' ceremony, they are no different than any other couple who want to add a bit of originality to their service by having a 'theme wedding'. The style of the ceremony doesn't make a marriage legal; the signature of the ordained minister and registering the marriage with the state does, at least here in America. And as for that couple's chances of happiness; of they can keep the sense of fun and creativity that prompted their controversial request; if they continue to share the hobby they both evidently find enjoyable; if they continue to care more for what the other thinks than for what some exploitive reporter decides to print on a slow news day; if the fantasy so evident in their

relationship never dies, then their love is as real and their chances for happiness as good as any traditionally married couple. Love is still love, no matter what language it's expressed in. A rose by any other name.



Star Trek is good for you!

Many of you will have read or heard about a psychologist's findings that some fans are addicts. The following is a much fuller account of what she said, taken from an article in the national paper The Guardian which was, unfortunately, illustrated by a still from 'Spock's Brain'!

'Star Trek addiction, says Dr. Sandy Wolfson, principal lecturer in psychology at the University of Northumbria, is good for you - often enriching fans' lives. "Even among the small group showing signs of addiction, it can be extremely healthy from a psychological point of view."

Star Trek's unresolved storylines provoke debate on serious issues, such as racism and rejudice, she adds. "Even in well written soaps like Coronation Street there is almost always a black-and-white outcome, with bad guys getting their comeuppance, whereas in Star Trek you very often find ambiguous endings with the characters themselves perturbed about their own actions." [Comment: She hasn't seen For the Uniform, has she!]

After questioning more than 1000, Dr. Wolfson believes Trekkies have been wrongly labelled anoraks. "I found that they are normally very lively, happy, well-adjusted, family type people, not deranged and lonely nerds."

"I spoke to Trekkies from all walks of life, including some very highly talented people, including lawyers and doctors, in whose lives Star Trek featured very prominently. One lawyer told me Captain Picard's dedication and passion had inspired her in her career."

Having started research as an occasional Star Trek watcher, Dr. Wolfson has become a fan and is working on a book about the psychological issues it raises. Maybe she's an addict too.'

Wolf 359 convention, Norbrek Castle Blackpool by Klemtar Katempog



We arrived in Blackpool at 09:30, and checking into the guest house, saw Kodeth and a few of the other members of the group. We were advised that we did not have to be on stage to do our Klingon battle routine until 13:00hrs, so Varsha and myself went to get our registration packs. As we walked around the hotel, we saw quite a few familiar faces so we said our hellos, went straight to the dealers rooms, and then decided to check out the main hall which was enormous. Time was now pressing on, so we went back to get into our Klingon uniforms.

Once ready we met up with the rest of the crew outside the Mariner pub. After a few pints as things were starting to get rather hot under the collar, we proceeded to the Norbreck, getting a few rather bewildered looks from passing motorists. We got to the room where we were going to perform our battle re-enactment and Kodeth sent a few of us on a recon mission to tell as many con goers as possible to come and see our show at 13:00. Those who saw us thought we were great. After the show was over, Varsha and I went to get changed into something a bit cooler, as it was rather a hot day.

We were in time to get some decent seats for Brent Spiner's guest talk. He appeared to what seemed to be a never ending barrage of flash guns going off that lasted for about five minutes. His talk was as usual great, and some plonker just had to ask the inevitable question, "where are the toilets on the Enterprise?" The only thing that marred the talk was that the acoustics in the Norbreck are a bit poor and there is a lot of echo in the hall.

For the inevitable party, we decided to go in Federation uniforms as it was quite a hot evening (we just told our Klingon friends we had been surgically altered). Whilst walking back to the con we were approached by two rather mean looking Romulans with disruptors, who wanted to know why a federation away team were in the middle of the neutral zone! Varsha (Julie) answered "we are going to a party" and they agreed that was a good enough reason so on we went. The party swung on well into the early hours of Sunday

morning, and I seem to recall hitting the sack at about 03:00hrs with a horrible little song still buzzing through my head called Star Trekking

Sunday mainly consisted of sitting through the other guest talks with a poorly headache, before we finally got our senses back to make the 50 mile drive back to Rochdale. I would like to say a big thank you to all the Wolf 359 con team for putting on this excellent convention; well done folks!

Klingon Holodecks and Holograms by Katana

(Extract from Warhead - the GSE GMC magazine)

These days holodecks are considered to be a basic requirement aboard many larger starships. The holodeck utilises two main subsystems, the holographic imagery subsystem and the matter conversion subsystem. The holographic imagery subsystem creates the backgrounds and the matter conversion subsystem creates the tangible 'props'. Under normal circumstances, when you are running a program you shouldn't be able to tell the difference between a replicated object and a real one.

Holodeck characters, particularly those who will have interaction with the participant, are composed of solid matter arranged by transporter based replicators and manipulated by highly articulated computer controlled tractor beams. You can program the holodeck to use a specific image such as a loved one or a shipmate (a rule of holodeck etiquette is not to use the image of a shipmate for the fulfillment of a personal fantasy) or you can create a more random character with only a few defined parameters, such as a tall well muscled Klingon male or a blond haired, green eyed, athletic Trill female.

The composition of a holodeck environment is the work of the omnidirectional holo diode (OHD). OHDs cover the ceilings, floors and walls of the holodeck and are dispersed at a rate of 400 per square centimeter. An individual OHD measures 0.01mm. They are powered by medium duty plasma taps and holodecks have 12 layers. The traditional black room with its yellow gridlines is just a protective cover for the OHDs.

To create a hologram, depending on the level of sophistication or interaction you require, you need to specify what you want. A simple hologram may take a mere 5 to 10 minutes to create. On the other hand, it can take engineers months to recreate a fully interactive holo-novel and have it play tested to iron out any bugs. For the right amount of latinum some companies will produce complex holo-novels or scenarios tailored to your personal needs. Say you wanted a recreation of a past event in your life taking place planetside, you would take your personal logs and feed them into the holo-program database, then access and download the planet profile from the appropriate database. For characters, you would call up their personnel profile from a Klingon, Federation

or other relevant database. It is also possible to incorporate historical figures or literary characters into your program. For example, imagine putting yourself in Kirk's place fighting the Gorn on Cestus 111, or taking part in battles like the Battle of Tong'Vey or Klach de'Kel Brakt. If you are ready to enter your program, you should get the following message from the holodeck computer "Enter when ready". Be careful when you make a program because if you stuff it up and cause a power drain, the senior officers may come down there and kill you.

The Emergency Medial Hologram (EMH) is an adaptive, interactive hologram, programmed with the medical databases of three cultures; Federation, Bajoran and Klingon. It is therefore capable of treating any injury or disease and has been programmed with a more personable bedside manner than your usual Klingon doctor. There is the possibility of adapting the EMH for other departments. The EEH (Emergency Engineering Hologram) is currently in the development stage. Any talk of replacing senior officers with an ECH (Emergency Command Hologram), a chocolate vending machine or a Mr Toasty sandwich maker will be punished with charges of mutiny and those found guilty will be put in a transporter set on wide beam dispersal.

How To Make A Klingon Head Piece by K'rahme

Only attempt to make this head-piece if you are either Scottish or very short on cash.

First of all you will have to go to your local bakery for an uncooked Cornish Pasty. If you use the cooked variety then you will find that it is extremely hard to mould when shaping it to fit the forehead. To apply the pasty you can use either Blue Tac or Superglue. I found that Blue Tac was slightly better as it could be removed easily, without having to visit the accident and emergency unit in the local hospital. You should see the looks you get when you go in with a Cornish Pasty attached to your brow.

For the hair, there are yet again a couple of ways to do this. Firstly leave the Pasty for approximately 8 months

uncovered and on the window sill. The mould that is produced does resemble hair, but has the slight disadvantage of being green (Boots supply a good range of hair dyes though). Also it does come in handy if you get any food or alcohol poisoning as you've got your own supply of Penicillin always with you. Failing that, go to your local hairdresser and get the hair that's been left on the floor, especially after a woman with long



hair has been in and wants to look like Jean Luc Picard or Sigourney Weaver in Alien 3.

The beard is straight forward - any spare off cuts from the hair can be used for a beard; just attach it with liquid paper glue or even double sided sticky tape.

For the moustache, I found letting your nasal hair run riot really does the trick. I don't use gel on my moustache as some people have asked. I just have a bad cold (sorry).

Skin tones are a bit harder. After a few experiments I found three ways of getting the desired shade Either fill the Pasty with gravy, have a bath in gravy for the all over shade or use Avocado Puree. So there you have it, the perfect head-piece which not also gives the look of the Klingon Empire, but you get the aroma as well.

If you wish to look like Gowron, try the following:- you can either use your bicycle on a cobbled street, but first remove the saddle, or (this one is a bit more dangerous) go to a convention and walk around telling everyone you meet that the Sisterhood/Feklar's Angels suck. If either Vixis or Arizhel hear this then, especially for male warriors, a well placed "DaSpu" will give the desired look to the "min".

The author of this guide takes no responsibility for any injuries caused by following the above.

Klingon Anthem

from Soldiers of the Empire

Qoy qeylls puqloD

(said as Koi keh less pook load)

Translation - Son of Kahless listen (actually hear)

Qoy puqbe'pu'

(said as Koi pook beh poo)

Translation - Daughters listen

yoHbogh mathbogh je Suvwl'

(said as Yoch bow math bow je shuv wee)

Translation -Warriors brave and loyal

Say'mo' 'ach chu' may' 'lw

(said as Say moach chu may ew)

Translation - though it is clean, battle blood is new

maSuv manong 'ej maHoHchu'

(said as Mah shoov mah nong ej ma choch chew)

Translation - we fight, are passionate, and kill well

nl'be' ylnmaj 'ach wovqu'

(said as Nee beh yin mahj ach wov, coo)

Translation - our life is short but very bright

bath maHeghbej 'ej yo' qljDaq vavpu' ma' Dimuvpa' reh maSuvtaH

(said as Bath ma cheth bejj ej yo keej dahk vav pu ma dee mov pa rech ma shoov tach)

Translation - we certainly die with honour before we join our fathers in the black fleet we will always continue to fight

Qu' mamevQo' maSuvtaH ma'ov

(said as Koo ma mev ko ma shoov tach, ma ov)

Translation - we won't stop the mission, we keep fighting, we compete.

Character Assassination

Name: KAMBEI
Rank: Very
Department: Ladies lingerie
House: BINGO
Status: Close to nervous breakdown
Position: Anything comfortable
Memorable exploit: Drinking 4 litres of Romulan Ale at a room party
Unmemorable exploit: The morning after
Ambitions: To catch the Road Runner, to get a life
Other people think I am: Insane
I got this job when: The previous commander had a nervous breakdown.

PROFILES

Last time we featured a serious profile from a new member. Profiles do not have to be serious, though, and here is a more light hearted one from one of the KSF's longest serving members.

Personal Background Profile of Kishin zantai-Rustadz

I am a child of clan Shawan, and proud of it. My family was founded twenty generations ago by order of Thought Geneticist Abarzh. He is the closest thing we have to a personal god. He selected the two hands of Human-fusion pairs who were sent to colonize our M-class home world, Turishakan, in the M'zulaayi system. They settled in one corner of the temperate, smallest continent. Over time, they increased in numbers and wealth and colonized every region of our world, even the frozen midlands.

Abarzh had left us a document which quickly acquired sacred status, containing a rule of life for the colony. While most of its children would be needed at home to build the social infrastructure, a larger-than-average percentage was to be sent to central Imperial worlds for military training. These would keep the link to Empire vital. They were expected to return home covered with glory, but also accompanied by as many consorts as possible of whatever compatible races they met or took as prizes.

Abarzh's dream had been to establish a seed colony with totally mapped DNA, and then watch it diversify as new elements were introduced. He was interested in what he called "little surprises." (He wouldn't have had much patience with Earthers who fretted over "miscegenation." Well, maybe enough patience to take aim and fire.) Each of our clan families had, in fact, turned up its anomalies. Some were grotesque, some just too odd to venture off our wide-open non-conformist world, and some were wonders of nature—personalities and abilities never met before among Klingons, marvels of hybridization. Children of our world have reached the pinnacles of their professions and created new ones.

I can't say I was one of these, though there is a bit of green something in my chromosomal chart. (It was mother's



great grandfather, the adventurer and pirate we still sing about, who brought home the Orion. My humble thanks to Abarzh—for nothing! Instead of making me irresistible, my Orion heritage seems to exert some paradoxical effect. It is pheromonal. Once in a nova, I'll encounter some character with a particular chemical makeup which khests my coordination as long as we are in spitting range. The worst example was at the Academy, but that's for later...)

My line-family had been on the conservative side in its breeding program. Except for the

occasional Imperial "engagement", my ancestors preferred to seek Human-fusion consorts from off-world.

I was born Tishin, the child of Kimur sutai-Rustadz and Vasht tai-Mendish. My line-father and his second consort had had three sons (the most obnoxious being Mudj, family embarrassment and good-for-nothing I am now saddled with caring for) before she took her third spouse—a one-season adventure—and produced me. When, a year later, she came home from a visit to Klinzhai with an Imperial race consort to add to the family, she produced another child, a male. The boy and I were raised together like twins.

If I possess any eccentric family traits, they include a tendency to take things easy and make peace. But these are modified by a glory-hungry ambition and a desire to make a bright mark before I go to dust. Even when I was a child, I thought a lot about death—"which is, simply, death, and the end," as Father would remind us. It made me determine never to postpone desires. As a five-year-old, I knew that I wanted to attend Star Academy and serve the Empire. I also knew I wanted children but did not want to stay home watching them grow. (I still haven't got that one worked out.)

My mother trained me in the human art of boxing. I could handle myself from early on. I also showed a good memory, an ability to sing, an aptitude for gunnery, and ability in languages. My favorites were the long dead alien ones with exotic literatures and obscure dialects. This was one of my survival-negative peculiarities: a love of the useless for its own sake. I shall probably die caught off guard by Roms while hunting up some obscure Greek term for insect droppings.

But I was lucky when it came to meeting good teachers and comrades. First and best was little brother, Durm. He was an excellent gamesman, always pestering me for a round of klin-zha or (worse and worse!) human chess. I had no skill, but played to enjoy his company. It taught me patience and endurance. I learned to keep playing, to keep coming back, even when I was repeatedly beaten. It trained in a sort of doggedness and a determination to do my best even when I knew I couldn't be the best.



During my early school years, my finest mentor was the local instructor in marksmanship. He had an entire philosophy to convey along with solid advice like "Never sit on a charged disruptor." He taught those of us who had the capacity to get the lesson how to concentrate. By the age of twelve, I could pick a target the size of a serpent worm fifty body lengths away and then

nail it with my eyes closed. It was like a secret weapon. No one looking at me would have guessed the different ways I could threaten his physical integrity!

When it came time to decide my future, my teachers looked into my record and concluded that while I was a bit odd, I seemed to "back into excellence". They would recommend me for Space Academy training on one of the central worlds.

A trait that would serve me well didn't express itself loudly until I reached Kalima Star Academy. I found that I could set the tone of a group. In our communal living situations and group exercises, I could keep the mood light and sharp. Disputants allowed me to break up fights.

As I pursued my studies, I wished I could chart a career course toward command in the field of security. I could probably save the Empire more lives by helping a ship run smoothly than by bombing things. My hero and role model was Maktai, Security Chief of a deep space diplomatic vessel in by-gone days- a character from an insightful Earther novel about us Klingons. (John M. Ford's *The Final Reflection*.)

But I was just a wretched female human-fusion plebe, and my peers pointed out in a good natured way that there was no way Empire would make an exception and let me take that path. I think this was the first time I had limits thrust on me which I couldn't remove. I'd never be able to change my name to Mishin and hear my troops calling me 'old Mishin Impossible' on the sly. Too bad. It would have to be 'Kishin Tell'-if, that is, any of those Navy types could work up a joke in Galacta.

Academy life had its initiatory trials for one of my race and gender, but I could beat any of my fellows by sheer persistence. I played a quiet game and let my abilities show when occasions made it reasonable and not showy.

And I soon found my best friend (after Durm) and destiny in Upperclassman Tumadj. We met for the first time, face to face, as I, a first term plebe, dodged the wrong way (this one's for you, Abarzhi!) to avoid bumping him in passing.

That our hands were full of food trays added to the glorious gloppiness of the encounter.

Our comrades tensed with joyful anticipation, waiting for the ranking student to mop me up. Instead, we both recognized the danger and laughed till we cried, canceling it. (We still crash into each other. No one can explain it. He just does something to my green internal gyros. 5' 10", brown eyes, a lopsided snarl, a forehead for flattening targ mites- what can I say?) We saw a lot of each other until he left Academy on his cadet cruise. I didn't hear from him for years after that, but Kumadj was out there, waiting.

I chose navigational training. It may have been my number two preference, but I gave it full klin. Instructor Kajari made his trainees lives miserable with endless simulations of course charting problems. What none of us had the wit to realize at the time was that he was stocking our minds with all the hard knowledge a student could acquire. Only later, on my cadet cruise, did I notice how my instincts had been joined to solid expertise. I have never yet lost a ship or gotten lost.

My cadet cruise was not all glory, however. In fact, after that embarrassing debacle over Jurish IV, when our jumpy gunner anticipated her captain's call for photon torpedoes and sent her misaligned dummy missiles into the D4 on our bow, (her luck--they ignited flammables by sheer force of impact) it's a wonder we weren't all washed out of the service.

Yes, I have Admiral Kalm's charming, scatterbrained daughter to thank for a relaxing extra cadet year steering a supply freighter among outpost worlds on the Kinshaya frontier. At least the black mark came off my record. I learned a lot about threading the straits between a rock and a hard place, but I didn't enjoy it. I did, however, acquire a nickname. When I managed a sweet little back switch in time to enable an escape from englobing Kinshaya vessels, Captain Kamida gave me a full-fang grin and said, "Kai, 'Sulu!'" So, 'Sulu' it has been, whatever that means.

My cruises complete, I was promoted to Ensign and tapped for command school. I guess I could trust them not to waste me after all. Command School was an eye opener. I was becoming mature enough to exhibit leadership potential.

I served four terms on four different vessels, in four different regions of space. No one can say I took the fast track. I finally obtained a long term berth on a D6 refit, with that old veteran, Captain Kzoli. He had asked for me! So it was 'Zoli and 'Sulu' and Security Officer Mijit. We all gave Weapons Officer Kaffi a hard time, but it was really our way of saying "thanks" for her dead-eye dealing with Romulan surprise attacks. We survived together for seven



years -- and succeeded well enough in our ongoing charge, which was to keep the Federation guessing where we'd turn up next, deep in its space. My Galacta continued to improve.

I was at line-home on leave for my thirtieth birthday when my transfer orders arrived. A Captain Kumadj needed a seasoned Chief of Navigation with good Galacta. Familiarity with Navaho and Greek would not be held against me. His mission, a top priority assignment for which a highly maneuverable lightly armed information-collecting vessel had been commissioned, would take us to Earth--and service with the Klingon Strike Force.

My career in this sector of space has fulfilled my dreams of adventure, amorous and military together. And I am satisfied that I am positioned well to make a bright mark for Empire and victory.



POST REPORTS

GSA Sector 6

Mimbral became a father. On Saturday May 10th at 11.30 am Jessica Erin Schmidt was born weighing 6 pounds, 10 ounces and is doing just fine. Both parents were down with the flu the two weeks prior to her arrival and that made things a mess. Then on May 17th tragedy struck. Mimbral's wife lost both of her parents in a terrible accident. Due to the impersonal speed and efficiency of the news services she first heard of it watching the news that night. Five minutes later her sister showed up to let her know. So Mimbral spent his time off work taking care of funeral arrangements and so on. These

two events, so close together, will affect their family forever.

Morag has been very active in various clubs and has been corresponding on different episodes of trek shows dealing with tribbles. He was injured on the job but is recovering nicely. Khorghan has been very busy in the club rpg. Captain (Marine) Drekar has created both a T-shirt emblem that sector members can have ironed onto a shirt and also a sector id card.

Kavach and Sarena moved quarters after their apartment was flooded. He made contact with his division commander about a mission. In character, Sarena was bonded to K'Bath LoD'ni and accepted consortship from Drekar Tor-Am and had a child. She sent in articles for the Klingon Medical Project, and collaborated with Global Security.

Lt Deseray and Drekar with their pug formed an away team to go to a human Star Trek convention. Because it was a human we felt it was safe for our pug to go with us. While there they met several klingons and one of them Drekar had met last year. Deseray and Drekar both went in uniform and had the honor to be part of the honor guard for the guest who was John de Lancie. "Q". The honor guard had both klingon and starfleet officers in it. Both got Mr de Lancie's autograph, then Drekar made him an honorary member of the KSF. A lot of KSF flyers were distributed. It was a great one day convention although not big, but the KSF was very honorably represented.

GSA Sector 8

K'Lay Kronsei-Chang says that other than High Council business, which seems to be gobbling up time as tribbles do grain, she's been working on the Klingon Medical Project, writing editorials for the BTL, recruiting new members and surveying members on ideas for recruitment (volunteers wanting to help please contact me), coordinating GS RPG efforts with other DivComs, commissioning a new flagship, the IKV CHANG'S REVENGE II, a vor'cha to replace my old Bird of Prey (inadvertently destroyed in a misunderstanding with my bondmate) and last but not least, finally getting a "new" computer and getting on-line with AOL.

Borg K'Mpec is now on the Internet at borgkmpec@webtv.net. He will be attending two conventions, Comic-Con International in July and then FantastiCon in August where he hopes to meet GSA Sector 1 member T'Ernama Dok'Marr. GSA Sector 8 have been challenged to do an MDA bowl-a-thon charity, and he is trying to put together a bowling team. As some of you may know, he has adopted several KSF members into his House. The following people are members of his line Malakore K'Mpec, Qo'NeS K'Mpec, Krysythe K'Mpec-Ka-El zi, and Khaji K'Mpec. If anyone wishes to be adopted into the noble House of K'Mpec they may contact him directly, or may contact any of the above mentioned line members and they will contact him.

Maw'qu Karizan has been taking finals at school, looking to find a summer job so he can get a car, changing

girlfriends and trying to find time to get into a chat room when K'Lay isn't on line doing E-mail.

BullG STaVanES didn't do anything really exciting this quarter, just working. He will be attending Comic-Con International in July and Fantasticon in August. He is preparing to host a Star Trek MDA Bowl-A-Thon in July.



New Klingon script discovered by Ma'na's four year old daughter

GSE Sector 1

A very quiet quarter from sector one this time. People still seem to need time to adjust after the sector changes and there still seems to be confusion over what a sector is. Issue two of the sector newsletter has gone out on time and has had a very positive response as well as a high standard of submission. Thanks to all who are sending articles. Kambei has been very busy trying to get the sector running properly and sorting articles for the newsletter and the zine. Targon is proving to be a valuable executive officer and is currently writing to various cast and crew members trying to obtain interviews with them. We have had some good results so far.

K'rahme has a recruitment drive going in Scotland, so hopefully we will see a better representation of members north of the border soon, as well as trying to kill off most of the English members with his ideas on costuming! Kali has become our Klingon language tutor and is producing some very good work on this. She has also just finished making a Klingon headpiece and will soon be working on the costume. K'Bath has produced some very well written pieces for the zine and is continuing work on his character. Honourable mentions also go to the rest of the sector for good communications. There are one or two who seem a little about reluctant to contact Kambei, but he's sure there are reasons. Apologies to anyone not named, but a large pile of letters went missing recently and Kambei wrote all of this from memory.

GSE Sector 2

Firstly, Kara would like to apologise if she owes anyone letters. She is still trying to come to grips with the marvellous world of cyberspace and is about to add new software to speed things up. Everyone seems to have been very busy with more and more members going on-line.

Richard Sussex ventured forth in May and met up with Kranze and Riz at a treasure hunt organised by the USS Excalibur who called in the Klingons to 'help' participants obtain clues. He's also learning Klingon with Jon Brown and passing on his knowledge to several pupils at the school

where he works. Ian Tregale is working on his profile and has just bought the latest DS9 video which he thinks is very good - he's also ordered the forthcoming Frontier books. Vallis, Kara and Riz (and valiant consort John) ventured forth to Barnstaple very early one morning in April where they attended a local Sci-Fi fair and caused quite a stir whilst buying lunch in Tesco's. Vallis is also busy getting her uniforms ready for the Nexus convention in July. K'Wen attended a one day B5 con where she met Richard Biggs and Jeff Conaway and also attended the London Trek Group meeting where she met up with K'Nary (Sweetpea) Worf and Kara. K'ratlar has been live role playing recently - naturally, he was victorious. He persuaded some nice person to look after his children during half term so that he and bond mate Karen could have a rest and explore Brighton etc. He left flyers for the club in Brighton but as the Starlog shop in London has closed down he was thwarted when he tried to do the same there! Is currently recovering from war wounds (sprained ankle). Ke'reth has overseen a shipment of weapons and a weapons generator (energy weapons recharger) to the Maquis on Dorvan V. Also the IKV Restless Shadow, its sistership the IKV Kor's Proud Victory, and the MOC flagship encountered a Romulan supply convoy, destroying the escort vessels and are now taking the convoy to Kamato.

Khey'ra has taken over the command of Imperial Intelligence and is busy costuming again and communicating with her many friends whilst preparing for Nexus - three Druidh's in one place at the same time - head for the hills now! Some of you may wonder where Tashlar Druidh has been recently - studying hard in Winchester where she's completing Year Two of her degree in History & English. Her lecturers are handing out work with unfailing regularity and she's planning to study the relationship between tourism & literature in Cornwall this summer. K'Nary (Sweetpea) Worf was commissioned to make a video for the Wolf 359 and helped out behind the scenes earning praise for all his hard work. He also got on well with Brent Spiner and has the photos to prove it.

Gizmo has been busy with real life work and female trouble! He is into body piercing and has had a



few bits done (we won't ask where) and he is busy arranging for another Trek club night at work. Pugina Bix has had considerable problems with her computer - doubtless the result of a Romulan plot! During the last quarter, she enjoyed a short holiday in the Blackpool sector on Risa, where there was a celebration of the Borg's defeat at the Norbreck Hotel. She also attended a concert which was part of the Leominster Fringe Festival, where the main band were clones of the Blues Brothers, a Terran group circa 1960.

GSE Sector 3

Vanar has been out of contact with everyone this quarter, possibly partly as a result of her holiday in Turkey, so K'Pril has been keeping things going. She has been busy with her studies and is hoping to get a vacation job so she can afford to visit Wolf in July at Kurgon for the feast celebrating the 200th anniversary of Poel Island. She visited Athene and her cousin and they spent their time watching videos, drinking tea and eating chocolate. She has also been learning to eat with chopsticks.

Mara has written three times to Boris Krittel and Jurgen Schelling but has had no replies. She has plans for sharing out responsibilities in the sector to involve everyone more and she has been of great assistance to the GSE Commander and to K'Pril in formulating plans for a German speaking branch of the club. We are all convinced this will help recruitment in Germany. Mana has also been looking after new members and advertising the club.

A great part of Kernn's time goes on his university work. His next exam has been postponed because the professor is not available. Too bad! The little spare time that is left is used to reply to emails. He thinks it would be a wonderful idea if more and more KSF members could be reachable by email on Internet. It's a fast and economic way to communicate! He hasn't had enough spare time this quarter to maintain normal mail correspondence so he apologises for any inconvenience he may have caused!

Despite great personal sadness, Malakore bravely attended the first con held in Switzerland where the guests of honour were Robert Beltran and William Shatner. She also recruited Robert Beltran as an honorary member of the club - Q'apla!



GSE Sector 4

QorghaS took over as sector commander but was very busy in his real life job as a coach driver. He contacted qoS in GSA and introduced his new sector members to the sector ship, *qut puvwl*. He drove his 'Bird of Prey' at speeds exceeding 143mph and was the star of the show at a car rally. At Kling-Con he met up with Ma'na and her father,

Norska, Kral and Chani and was able to promote Kveld's Klinzha game and other art work. He and Norska were photographed and interviewed for the local press. He was particularly impressed with the banners Ma'na made for the con. He'd like to thank Flying Dutch for the award to him of a Klingon communicator for his help in last year's crisis. On 28 June he hopes to attend Ma'na's club gathering in his Bird of Prey.

Ma'na has recruited some new members, including Norska who has already started to promote the club and is asking for approval in shops to distribute folders. She has plans to work with Ma'na to make Dutch folders and is working with her as her line-sister to work out their story and their own Dutch rituals. She helped promote the club by arranging an official promoting stand at the Kling-con and did volunteer work for The Flying Dutch, dressed up as a Klingon! Ma'na's husband (Hans den Hollander) wants to join too... his name is Agis and he is a Cardassian. He is writing his own story and he has plans to make the Mirror Universe symbol his house crest. changed in a most wonderful way.

Mana also got the approval of two other shops to distribute folders and planned a great feast for sector 3 and 4 together with allies at the 28th of June. Her collection of weapons is growing; she has her own iron battleH and the gin'taq spear is in production as her own d'k tagh - all made by her father to her drawings.

On the club front, Ma'na took over the position of XO from QorghaS who became sector commander. Alberto has made a new model of a Bird of Prey with lights. Kral has joined Flying Dutch and did his bit to promote the club at Kling-Con. He has communicated with members in Germany, England and America and has been hanging up club posters all around his neighbourhood. He is having an aluminium battleH made. He's working with Ma'na on the 'Klingon strong house' project.

GSE Sector 5

The crew of our battle re-enactment group the IKV Blackheart are working very hard at the moment putting on displays at

7 June - Sci-Fi shop promotion Area 51 Manchester

14 June - Pub Opening - The Cinebar, Harrow

15 June - Family Fun Day, Houldsworth Hotel

22 June - Ditto - Green End Hotel

29 June - Ditto - Beech Tree Hotel

5/6 July Sci-Fi Weekend Charity Show, Wythenshaw Park, (KSF Major Event)

12 July - Family Fun Day, Roebuck Hotel

20 July - Arboretum Charity Weekend, Walsall

Kodeth apologises to some of his sector members who he has not written to yet. He's sure you will understand that as soon as he can, he will correct any tardiness in writing to you. He congratulates Klay on his promotion to ensign and says he'll be recommending some other members for promotion when things quieten down a bit.

A number of the crew went to the Wolf 359 con in Blackpool and gave a demonstration to attendees. Daris Kal is continuing with his A Level studies as well as contributing to the GMC newsletter. His social life is going well and he hopes that a friend will also join the KSF soon. He's also looking forward to the next release in the Customizable Card Game and wants to get more involved in club matters

GSE Sector 6

The sector rpg is getting up and going with a number of members now taking part. Khaji is doing a first class job of his sector newsletter but could do with more support from other sector members. Like his commander, he is determined on making this the best sector. Kruge says that while distances make it difficult to arrange sector meetings, he would like to see more use made by his members of postal communication. He thanks those who have given support this quarter.

Kruge is still working on monthly contracts with no job security. He had a good time in the USA with his bondmate Admiral K'Lay. He would like to hold a mini con in Wolverhampton but would need help from the membership if this is to happen. Ian Tregale had a good quarter with things going well for him at college. He is helping out at the Charles Burrell museum which deals with the history of engineering and the company that once made steam engines. He was active for the Lib Dem party at the election and is trying to recruit for the club. K'Tor suffered severe battle damage in a fight with the Cardassians and was still recovering from her wounds at the time of Fantasticon so she gave her registration to Kodeth. She is now out of the medical facility and ready to do battle again.

T'prish has taken over recruitment in her area. Results have not come up to her expectations but she will persevere. She has completed her first rpg report. Syrak has completed three rpg reports this quarter as he is liaising with GS. He sent Ma'na a copy of the II crest for her Flying Dutch con and he has designed a new one man fighter. He has been helping in the redesign of club certificates and in the profile project. Qaltor transferred to GMC and did an 18 page ship and crew manifest. He has written two rpg reports this quarter and helped with designing division labels and the profile project. Ghoreq has written three rpg reports this quarter, worked on the profile project and the house and division crest projects. He has converted the crests to labels, watermarked paper, posters and other formats. In real life he and Qaltor have also had a very busy concert season. He also did a talk on local radio in which he plugged the KSF.



Role Playing Game CAMPAIGN COORDINATION COMMAND

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



Imperial Intelligence (wo' llnDab) - Fit Capt. Khey'Ra sutai-Druidh:

Arizhel left K'Lay to free herself and commandeer a shuttle but discovered the Admiral was on board the Cold Revenge, therefore the other K'Lay was a shapeshifter.

Arizhel decided against warning

G.S. as she thought more of the G.S. Command Staff could be shapeshifters. Instead she went ahead with her plan to send an agent to the Maquis. Syrak was assigned an old BoP, adapted for one-man operation. He planted a computer virus in his ship's computer core that would cause a massive core system failure and crash the ship's computer systems making any ship's logs irrecoverable. The virus spread into the Maquis ship's computer and caused systems failures. They had to return to the secret Maquis base in the Badlands instead of dropping Syrak off at DS9. He was interrogated, but the Maquis couldn't shake loose his Klingon connection. Later, Syrak set up a warp core 'incident'. The Maquis ship's engineer was killed. It was blamed on the mysterious ship's failures. Syrak was accepted as a member of the Maquis crew after he had repaired the damage. After returning to the Maquis base he set up as an arms dealer and met K'Lay in a bar after completing one of his arms runs.

With the continuation of the war against Cardassia and the Alliance that Empire has made with the Dominion, active intelligence agents were needed in that sector. I.I. will be moving more agents into the area especially in view of the alliance with the Federation. I.I. needed an experienced commander who was already established in the area. Captain Khey'Ra of Global Security had just come back from the Gamma Quadrant and agreed to take over command of all intelligence forces presently located in the Bajoran/Cardassian area and reinforcements are urgently being sent, to report directly to her. Khey'Ra cut her shore leave short on DS9 and took command of an old BoP fitted with the latest spying equipment, preparing for her first mission for I.I. Luciouslips, the newly appointed Captain of the Frisky Claw, set course for the Gamma Quadrant but not before mustering her new crew members, who were the good, the bad, and the ugly. She stopped for a recreational break at DS9, where she also collected Ba'eI. Prior to Lushy's arrival, Ba'eI divorced Kraxus, her bondmate and had hours of fun in Quark's holosuites. She took the opportunity to get to know Quark better but this was cut short when he was taken into custody by Odo. Ba'eI is 'eagerly' awaiting the arrival of Luciouslips.

LTJg. T'Prish vestai-K'Mpec made preparations to set up an observation post inside Cardassian territory in the Orias

sector, and decided that Orias Prime, currently deserted, would be the perfect place for such a base. She organised the men and equipment to transport there and begin to build the installation as soon as she arrived at her destination. During the journey the convoy rendezvoused with a Bolian ship. After all shipments had arrived and the equipment had been installed, T'Prish declared the observation post operational.

Lt.Zo'Annis vestai-Adion was intercepted and fired upon by a cloaked ship, which turned out to be a Jem'Hadar warship, during her journey to the Cardassian border. She took evasive action; however she couldn't be sure who was actually on board the ship. After the encounter she continued her journey, avoiding DS9. She restored her supplies at a Maquis base in the Badlands and moved on into what used to be Cardassian territory. Upon arrival, Zo'annis monitored busy communications between Cardassian military bases and came to the conclusion there is something afoot, more so when she compared the communications with the signals received from the previously encountered Jem'Hadar ship and found they are identical. She will investigate further.

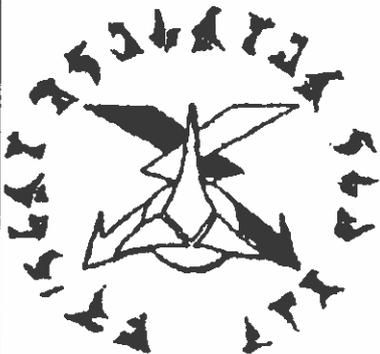
Cmdr. K'Eherang sutai-K'Shontan-Jiraal was contacted by Ft. Adm. K'Zhen. After expressing condolences regarding her line sister Adara, K'Zhen informed K'Eherang about the Command changes in I.I. K'Eherang contacted Khey'Ra to introduce herself and get her mission orders. Without delay she went on her way to the Cardassian border under full cloak in order to avoid detection and began to seek a location for our main I.I. base and observation post on an uninhabited Class-M planetoid within throwing distance of the border. K'Eherang is currently investigating a suitable site.



Internal Intelligence:
(both InDab ra'ghom):
Admiral Kara zantai-
Druidh:

N.I. has
assigned agents to DS9 to

monitor the activities of Klingon officers stationed there as part of the Allied Defence Force; particular attention is being given to General Martok in view of his recent history. N.I. intends to seek assistance in debriefing Martok when he next returns to the Homeworld. Until this is completed satisfactory officers should exercise caution in their dealings with him.



Imperial Security (wo'
Hung)

GSA: Cmdr. Koloth
sutai-K'Tama:

I spent most
of my time on my
homeworld of Seniom
overseeing final
preparations on my
ship, IKV HovveS
carried out. Made time

to oversee some of the council's decisions since my family is the ruling family on Seniom; my grandfather heads the Council while I'm away. It was great to get home only if it was till my ship was completed. There was a big celebration in the capitol city for my promotion to I.S. Commander of GSA in the Terran Sector, while on my homeworld I was asked if the rumor about training Maquis was true. As this is not to be common knowledge at time I had to deny the rumor.

Lt. Kosh Palara left the planet Cristar on the IKV qulbe' after being informed of his promotion to full lieutenant. After a short stay on his home planet of T'Dakka he was told his step-father had been missing since his (Kosh's) last mission along the Romulan border. He is currently at Starbase K'Shona awaiting further orders after he meets with Adm.Katalyia, the Starbase Commander.

GSE: Cdr. Kruge sutai-Kronsei:

Kruge entered the House of Tuvok, enquiring for K'Pril. In the Great Hall he found a green-skinned Orion girl dancing to exotic music. "Where is K'Pril?" he growled. He didn't recognize K'Pril in her disguise. She revealed herself and they spoke of the mission, to kidnap a Cardassian Ambassador for information. K'Pril brought Tribbletrouble, her pet tribble, along; over Ireland, on Terra, she began to tell of its beauty and wonders, and vowed. "I'll save the alliance. I am a Child of Peace (Rojpuq jilH!) With crewmembers Kurgon and Mairs, they waited outside the Embassy until the Ambassador came out. Then K'Pril began to dance to sweet music, causing him to hesitate. Kurgon knocked him out and they beamed him aboard the ship as K'Pril ran off to a bathing house, where she removed her disguise and emerged as a Bajoran and a Starfleet officer.

On board the ship, the Cardassian talked within half an hour. K'Pril rejoiced, "Gul Marious is in our hands!" Then she suggested that Kruge be given his left arm to replace the one he had lost. Like a silver jewel Kruge's Starbase stood out bright against the backdrop of the Rainbow Nebula. Kruge paced back and forth in his quarters. This new mission he and his team had been given by Kamile zantai-Kamara disturbed him. The thought that the Changelings could have penetrated the High Council! He had already charged K'Pril with her task, a mission to the Cardassian Embassy. Hmm, and of course my old friend Ka'at, a post of aid to Kamile on the High Council. But he also held an ace in the hole. To agents whose identity is known only to him, but he will know them only as Dark Angel and Intruder. Both undercover.

The intercom rudely interrupted his train of thoughts. Long range scanners had picked up a squadron of ships, possibly Jem'Hadar. They had just crossed the border. The first thing to do was ready his ship and put the station on a war footing. "While I am away," he told Maltz, "you are station commander and no one leaves or comes onto it". Less than an hour later the Revenge of Kahless slid away from the station, heading on an intercept course to the Jem'Hadar and death or glory!

Hovjaj 9706.04. She is on the O.E.P. and has been on board the Restless Shadow 6 months. I look forward to an opportunity to evaluate/exploit this Earther for the good of the Empire. Qapla'!

Troubleshooters' Taskforce Command: LCdr. Borg K'mpec: To replace the loss of two ships, I have chosen two Destroyer class ships, IKV Phantomstalker and IKV Fek'lar' Terror. We are patrolling the Federation/Cardassian border, over several weeks we engaged and destroyed 3 Galor class Cardassian warships and three Jem'Hadar warships while on the lookout for a Cardassian convoy of freighters. We came across a Federation Defiant Class destroyer, painted black, one of twelve, I learned, part of StarFleet Intelligence. They have cloaking devices.



Imperial Marine Corps (wo'blq'a' ghom): Maj. Drekar Tor-am: To all members of I.M.C.: You are to report to the new Commanding Officer of IMC for reassignment and change of duty. This goes for all members in GSA and GSE as

well as any on attached duty with IMC. Maj. Drekar has written a document on Marine training, drawn up plans for two training camps which have been set up on a planet in our new area of operations. These are now ready for full operation.



Medical Operations Command: (plvmOH ra-ghom) - GSA: Cmdr. Sarena sutai-Zu-Merz; GSE: LCdr. K'batth sutai-loDni'- C.O. IKV Hegh qaD (Death's Challenge):

Evidence provided by IKV Hegh qaD officers, with time discrepancies in duty rosters, proved my suspicions that two of staff were Dominion sympathisers were accurate. We "interviewed" these

shapeshifters using several methods; one proved to be too much for one of them, who "withdrew from the interview" permanently. Paron, the other, was more cooperative, though he had deceived us for some time. I managed to persuade him to turn to our cause, allowing him to obtain an amount of the Jem'Hadar drug Ketreceel White, and after much research, established a way for him to be dependent on it. As we traveled along the Fed/Cardassian border we came upon a crippled K'Tinga class cruiser and naturally went to the aid of our comrades. They had been attacked by a dozen Cardassian ships. T'Nessim, the captain, had to withdraw, as "fools do not fight in a burning house", and more importantly, he had to contact I.I. with crucial information.

During our evacuation of the K'Tinga we came under heavy fire from three Cardassian ships; they seemed perplexed that we simply took their fire while we rescued the survivors. They knew nothing of our new classified shielding.

They hesitated, and since we'd finished evacuating, we cloaked. Fearing an attack they formed a three phase formation, ready to attack us when we decloaked. I ordered to attack their command vessel. They managed to get off a volley as we decloaked, but underestimated our shields; they had depleted their armour in their earlier attack against T'Nessim's ship, and took too long to recharge their weapons--this proved to be a fatal error; we fired torpedos into their warp core and blew them to a trillion pieces. When the other two ships came to bear on us we cloaked; they broke formation, expecting us to move off to attack again. Instead we simply decloaked and trashed them both with disruptors and torpedos.

I was summoned to the main Surgical Theatre; Captain T'Nessim had deteriorated and needed immediate surgery. I had to go in "blind", and he was much worse than I had thought. Both his livers were badly damaged and one of the eight chambers of his heart had ruptured; one rib had broken and pierced his chest. It was one of the longest and hardest operations I've done; but after seven hours he was sitting up and demanding fresh qagh and pipius claws! After many tests, I declared him fit the next day. The day after we returned T'Nessim to Qo'noS for his debriefing with I.I. I am pleased to report that this modified ship has so far continued to impress me with its special features. It is a testament to the skill of Klingon Imperial engineering. I salute you all! Qapla'!



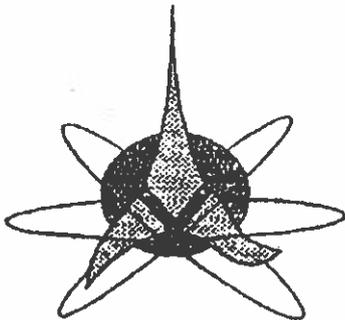
Starbase K'shona: Admiral Katalyia zantai-K'Tore-Jiraal:

The incidents among Base Personnel involving suspected Changelings have diminished. There have been no new incidents and those confined to the brig have returned to duty. Security has been informed to remain alert and report any suspicious actions to me or Lt. Killon. Having received word that my shuttle has been repaired, I headed into the bay. Lt. StaVaneS personally gave me a report on the repair status. The ships damaged in the recent altercation with the federation will be ready for departure in a few days. The slight damage caused to the bay by a minor welding malfunction will be repaired in two hours. I nodded, telling him I would be taking the Silent Shadow for a

test run, and return in 3 hours. I watched the instruments as I piloted the shuttle through the course I laid out. I tested the weapons system, communication system, and when far out of sensor range, the warp drive. My pride increased with each test successfully completed. I returned to base, Silent shadow having passed its flight test.

A message awaited me. A group of Fed personnel had penetrated our territory; Gowron had been accused of being a Changeling and was attacked by Worf. I snarled slightly as I read they had found the Changeling in the nick of

Dark Angel report: Disguised as a Rom fusion, I went to the Labour Centre on Cyclopus, where Cardassians had been granted mining rights, I saw Cardassians everywhere. I signed up, noting the Cardassians were keen to learn of my Klingon heritage. They asked if I'd ever served in the Defence Force. I believe they are trying to learn about our planetary defences. We were scanned before boarding the transport ship, but they missed the beacon, cased in Tranite, a substance that defies most scanners. On the "Cardassia Pride" I shared a cabin with 5 others, a Klingon, Kagh, a Bolian, and two Orions. Kagh had once been in the Defence force. I overheard the Orions wondering why Klingons come to Cyclopus but then seem to disappear. I metamorphized into my gelatinous state and oozed through the ship to snoop on the crew. During a game of Qaem'Witmai, some members spoke about what they had learned from Klingons, which was nothing of strategic importance. They were more interested in a brothel on Zannadu, joking that they were glad they were moving into Klingon space as the Feds would probably shut it down. I'm sure the Cardassians are preparing for invasion.



Global Security (qo'Hung): Admiral K'Lay zantai Kronsei-Chang

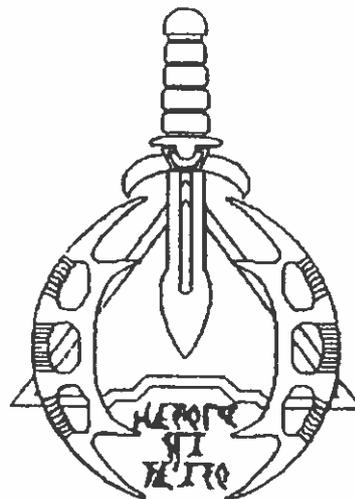
The Empire has gone into high gear now that the Cardassians have joined forces with the Dominion and their kuve Jem'Hadar to

fight us and our, at least temporary allies, the Federation. We are under new orders, and everyone is scrambling to switch gears.

Lt Commander Khorgan Ghlanx, with Commander Khaufen Juriss' help has returned from the rift leading to Founder territory, sealing the opening with antimatter bombs. We can no longer use it to launch a strike against them, but they won't be able to access it to get at us either, and right now, we must protect our flank. Lt. K'Mar Kurka is enroute to Deep Space 9 to learn what information Starfleet possesses about our Jem'Hadar and Founder enemies that we do not have, and to learn from them, if he can. Lt. Ju'ngah Chang has already arrived to contact the deep space station's resident former Obsidian Order agent, Garrack, to see what he might know of dissident Cardassian groups. We will need all the allies we can get if the battle begins in earnest, and an active Cardassian underground would of great aid to our cause. We already have one lead on such a group from GSE/IS Commander Kruge Kronsei, whose Cardassian operative "Intruder" has told us of one group who might want to join us in our fight.

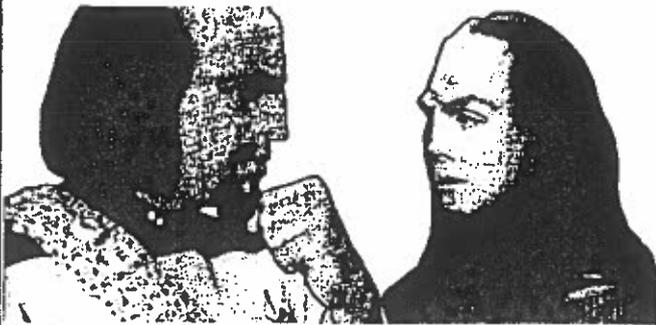
The one group we cannot allow the Federation to know we are recruiting is the Maquis, for Starfleet would never

allow it; nor would the Maquis agree to work with us if they knew we were representatives of the Klingon Empire. They trust no one who is allied to the Federation. And yet we cannot throw advantages away, and so Admiral K'Lay Kronsei-Chang has gone under cover in the guise of a renegade mercenary commander, in the hopes that the Maquis, who need to have training as much as weaponry and ordnance, can be convinced of the advantages to be gained from forming a working alliance with the bortaS beq, the "mercenary fleet" cover identity GS will use. If operative Syrak K'Mpec, who has already established himself with the Maquis as an arms dealer, will be arranging the initial meeting between us, and will provide most of the weapons the Maquis are to use. But we will provide the training, and in order to convince them that we have the skills they need, we have arranged for Commander Borg K'Mpec and the Troubleshooters to provide a show of force, one that the Maquis will be impressed with. In the meantime, the bortaS beq must be provided with weaponry also, to help with the Maquis training. It is ironic that one source of the weapons we have gotten to train the Maquis with is the Federation itself, courtesy of Commander Reyna Kor, who has been given the weapons to assist our Federation allies....and us, from time to time, though if we are lucky, Starfleet will never know that. I have also made arrangements for my GSA XO, Commander Juriss and Lt. K'wen B'Nzall, to provide the bortaS beq and me with a back up cache of weaponry, in case the Federation finds a discrepancy in their weapons manifests. This would not be a good time to run short of supplies. In either case, however, before our task is done, we will all see combat, and in preparation for that, MOC Commander Sarena Zu Merz is setting up a medical ship to stand by for our use as soon as the battle is joined.



Global Military (qo'QI' ra'ghom): GSA Cmdr. Reyna vestai-Kor; GSE: LCdr. Ke'reth sutai-Makura: Rendezvous with Adm. K'Lay Kronsei-Chang and her vessel, IKV Chang's Revenge, occurred without incident. IKV Restless Shadow was also in attendance. Federation arms and ammunition, Ferengi latinum and two Romulan freighters were delivered on schedule at the pre-arranged rendezvous point. After an

exchange of mutual greetings among vessel commanders, IKV Qor yay Hem and Restless Shadow departed for Deep Space Nine area to continue their respective missions. Lt.Cmdr Ke'reth sutai-Makura updated me on his meeting with Lt. Katelyn Casey, daughter of Starfleet Adm. Sean Casey, on



Klingon Mating Rituals and the Role of Women in Klingon Society

by Kambei

I have had many people ask me either: "Do Klingons take human mates?" or more frequently, "How come Kambei gets so many consorts?" S'easy. I ask 'em where they keep the chocolate.

Until the Next Gen came around, the joke was: Humans make films about it, Vulcans do it logically, Imperial Klingons ritualize it and classic Klingons don't talk about it, except in the dark, *all alone in the night*.

In John Ford's *Final Reflection*, we are told that a Klingon may take one mate or many. From what we have seen so far with the Worf/K'Ehleyr, Worf/Troi, Worf/Dax relationships, there is a lot of ritual involved, and once mating has occurred, the couple are bonded for life through Klingon law and tradition. This is not usually as permanent as it seems. Klingons in the military have a low life expectancy, so it would not be unusual for someone to take four or five mates over a lifetime. Also, as assassination is a way of life in the empire, polygamy would be a way of breeding large families and ensuring that at least one son survived to carry on the line or clan. Can we assume from this that Worf and Troi never actually consummated their relationship and that it remained platonic? Another explanation would be that Worf had to make allowances for her race and lack of knowledge of Klingon custom and tradition, although I feel that this is a rather poor explanation. Another contradiction is from the episode: 'The Dauphin': Worf's explanation that the Klingon woman throws heavy objects while the male reads love poetry is at odds with what we see later in the series and especially in DS9. In 'Looking for Par Mach', the rituals are shown as being very passionate and violent, allowing the Klingon exuberance for life to come out. There also seems to be room in a warriors life for romance as shown by Grilka's response to Quark's holodeck program.

From Worf's comments in 'Looking for Par Mach...' customs and rituals do seem to vary from not just region to region and planetary location, but within households also. It also appears that it is accepted to take a mate from another race. This could explain the differences in Azhetbur and Chang from 'The Undiscovered Country', with the latter looking particularly like

a classic Klingon. This being the case, you can make up basically anything you like about your own clan's customs and rituals.

In the Classic series, and in the novels 'Pawns and Symbols', 'The Final Reflection' and 'Tears of the Singers', even in the military, women are seen to play a subservient role, the exception being in 'Pawns' where the right of succession is through the sister. This is reflected in *The Next Generation* in the Duras sisters' comments about being unable to serve on the High council. This is contradicted, however, by Gowron's offering K'Ehleyr a seat on the council. Also if you look carefully at 'Sins of the Father', women can be seen taking an active role in the decision making process. Also, if this was the case, then how *did* Azhetbur become chancellor. Again on the subject of K'Ehleyr, in 'The Emissary', there was an obvious correlation between violence in battle and the act of love. The phrasing 'jiH dok!' 'my blood' followed by 'maj dok!' 'our blood' symbolises the completion and sealing of the marriage vow. It is brought into further perspective as Worf crushes K'Ehleyr's hand and draws blood from it, and by the sniffing of each others scent.

It was stated in 'House of Quark' that a female cannot run a house except by special dispensation from the Leader of the High Council. This appears to be granted only in special circumstances. From this, we can assume that unless this privilege is granted, then the house and all its property reverts to the closest male blood relative.

Women have been shown to take an active part in military life. In 'A Matter of Honour', we see at least two Klingon females in the mess hall of the ship. In 'Day of the Dove', Mara is not the only one seen. Look carefully at the scenes on the transporter pad. Also, in 'Apocalypse Rising' we see a female being welcomed into the *Brotherhood* of the Sword, one of the highest honours that can be conferred on a Klingon. Having said this, apart from Lursa and B'Etor we have yet to see a Klingon woman in charge of a battle cruiser. In this case, their crew and troops would not necessarily have had respect for the Duras sisters as warriors, but would most certainly have followed them anyway out of loyalty to their house. Vixis, however, in 'The Final Frontier' was first officer of the *Bird of Prey*. I would also rate her as being one of the most cunning of the new breed. In fact, most of the females of the Imperial race that we have seen so far appear to be more intelligent than their male counterparts. Must be all the blood wine. You don't see any of the women head-butting androids.



time. My communicator beeped; someone on Risa wanted to know why a Capt. K'Lay left a tribble behind and they wanted to speak to me. I informed Lt. Killon, muttering what would happen to the officer who brought the furry parasites onto the Base.



Diplomatic Corps / Klingon Embassy (thlingan rlvSso') - Cmdr. Krysytte K'impec Ka-el zi:

LLJg.Kali vestai-TammoH's first report: As instructed I travelled to DS9 on the BoP IKV Raptor's Claw. Overtly I was responsible for the safety of any DipCorps staff on board to help hammer out details of the restored Khitomer Accords and aid mutual understanding between the Empire and the Federation. I was really there to ensure the Empire was kept up to

date on latest developments, especially if the Federation considered them secret; also to discover the extent of any Federation/Romulan alliances. On the station I presented my papers to the KDC Officer and submitted to the required blood test to ensure I wasn't a Changeling. The sting of his D'ktagh proved I was who I said I was; my blood was a small price to pay for the Empire.

I met with Capt. Benjamin Sisko and found him an interesting individual. I was invited to a formal function that night in honour of the new understanding between our two peoples. It would be interesting to see his staff relaxed and hopefully off their guard. My quarters were degradingly large and comfortable; even in wartime the Feds believe in luxury. I swear even Kahless doesn't have sleeping quarters so large! I found a spot on the floor and slept, to be fresh for the torment that was a "Federation formal dinner". I knew how tedious they were: polite chat, weak drink and food that didn't move, always obscenely bland and disgustingly "nice". I would heed all advice and be boringly polite; if you want open mouths, qagh is better than a betleH - or as Terrans say, you get further with a carrot than a stick.

The evening was as cultured as I feared; no cursing, headbutting and very inactive food. I learned of a small Romulan presence on the station, and that there is as yet no formal treaty between the Romulans and the Feds. I spoke with a Ferengi named Rom who told me his brother had gained information from a Yridian that the Romulans were feeling vulnerable after the destruction of most of the Tal Shiar by the Dominion. They are wary of alliances they couldn't fight their way out of. I met Dr. Julian Bashir; I went to speak with Major Kyra Nerys; she seemed concerned that the Klingon base of operations may not leave. Next day I opened the Klingon Diplomatic Corps for business, made contact with the Bajoran government and offered help of Imperial Environmental scientists to help repair damage from the Cardassian occupation. I am pleased that they agreed; this is

a good chance to get a close look at the planet and get some I.I. operatives in place.

At the bar I learned from some crew of the IKV Feklhr's Breath that the Federation doesn't seem to be holding anything back from us; that could always change. It seems the Dominion are playing a waiting game. Worf, son of Mogh had defeated several Jem'Hadar warriors in hand-to-hand combat; it seems they are not unstoppable after all. I will now concentrate on infiltrating the command network, becoming a familiar staff member, to be in the right position to further the Empire's cause.

Campaign Coordination Command Headquarters (Dupjli ra'ghom both) - Fleet Admiral K'Zhen epetai-Zu-Merz:

The IKV Shadow Striker accompanied the fleet of KSF ships moving up to the battlefield; we were hailed but not challenged by several Federation ships along the way. I ordered Imperial Security and Global Military to scout along the Federation/Cardassian border to spy out Cardassian and Jem'Hadar activity there. These patrols will continue. After making a pass over part of the border, we headed for Deep Space Nine to meet with General Martok, the official Klingon representative there. I found him a strong and impressive individual, and of good humor. Lt. Worf, son of Mogh was there; I learned he had recently accepted membership in the House of Martok. I presented the new orders given the KSF to both of them; there are some details to be negotiated with Capt. Sisko of the station, who represents the Federation. There is a noticeable unrest on board the DS9; many fear, not without good reason, an imminent attack upon DS9 by the Cardassians and Jem'Hadar. I shall remain in the vicinity in case this occurs, it should be grand and glorious battle!



Calling All Marines

I, Capt Drekar, have been given the go ahead to start the Klingon Legion for the KSF and have already built two training bases. One is Camp K'Zhen and the other is Camp Vixis. I have also assumed command of the Imperial Marines of the KSF due to Major K'Dahor retiring. As of this moment all Marines are hereby ordered to report for rebasic training and assigning.

Also because of the Dominion threat represented by changelings, all marines coming from the Gamma Quadrant will undergo blood testing on K'Shona and other areas. Any marines refusing testing will be turned over to Global Security and/or Imperial Security. I suggest that all KSF members undergo testing for changeling spies.

KLINGON STRIKE FORCE CLUB PROJECTS

KSF CLAN HISTORIES - Katalya K'Tore-Jiraal (GSA Sector 3). Write your line's clan history; ask Katalya; ask for hers for an example if needed. (A number of these appeared in the Budget Guide to the Klingons.)

WORLDS OF THE KLINGON EMPIRE - K'Zhen Zu-Merz. (GSA Command) Create your own Homeworld, or a section thereof, a new Klingon world, (perhaps just conquered!) Describe geographical features, cities, inhabitants, exports, flora and fauna, etc. Maps would be most helpful.

KLINGON FAUNA AND FLORA - K'Zhen Zu-Merz. Describe animals, insects, birds, fish, and plant life of Klingon worlds; make sketches; even rough ones will do. Ask Adm. K'Zhen for sample and form to follow. First issue near production.

KAHLESS' BOOK OF TASTELESS JOKES: K'Zhen Zu-Merz. Convert jokes or anecdotes you like into Klingon jokes. Make fun of Romulans, Ferengi, Cardassians, Pakleds, etc. Make funny sketches, too! But keep it clean.

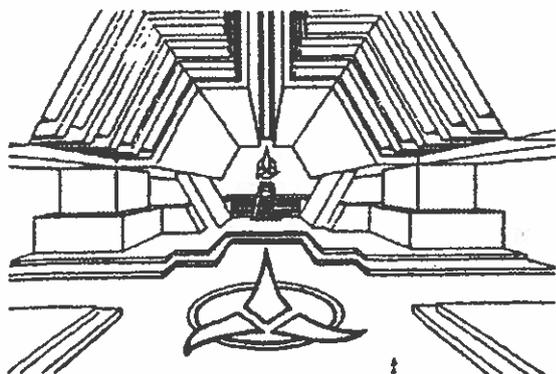
KSF WRITING PROJECTS: Adm. K'Zhen. Your original poetry, short stories, articles or anecdotes can be published in a USA fanzine. You'll get a free copy of the fanzine if your submission is published.

KLINGON MEDICAL TEXTBOOK:- Cmdr. K'batth LoDnl' (GSE Sector 1) - A project to catalog diseases, cures, medical procedures and practices, drugs, etc.

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

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

- a. Name of the type of architecture
- b. Who developed it (can be a fictional character)
- c. When it was developed (stardate)
- d. A diagram of the architecture
- e. What materials were used.



Projects needing someone to take them over: Enquire, or send submissions to K'Zhen.

HISTORY OF KLINGON WEAPONS
KLINGON THEOLOGY
UNTOLD TALES OF KAHLESS
HISTORY OF THE KLINGON PEOPLE

New Club Projects - A Fanzine of Profiles and a Fanzine of Stories

Wanted Member Profiles & Clan Histories on disc - or a volunteer to type up for our Web Site. Files need to be in TXT File or Word for transmission to John Medany in Dubai. John runs the web site and more contributions are always welcome - fiction, poems, reports on club events, rpg excerpts etc. We are also considering putting together a fanzine of club profiles. If you would like your profile to be considered for inclusion, please send a copy to Gordon Ormond. Ideally he would like this on a 3.5" PC formatted disk in Word, Word Perfect, TXT or RTF formats, but if your profile is handwritten or printed, he will do his best to include it.

David Mason (Commander Kambei) is hoping to produce a 'zine of the stories, articles, artwork and poems etc. we haven't space to include in BTL. If you have any work you would like published, send it to him. He is not a copy typist so anything over 1000 words MUST be on a PC formatted disk. It can be in ASCII (.TXT) format or in .RTF or Word Perfect formats. He also asks that anything written in Klingon comes with a translation. When he has got a good enough selection to produce a 'zine he'll see about getting it printed and bound and will make an announcement about the price and how to order.

WEB SITES

"K'Mel's Guide to Klingon Cyberspace" for information on Klingon clubs and happenings. The address is <http://www.geocities.com/area51/1908/kurkura.htm>

"Star Trek Photo Gallery". It's far more than just pictures, and there's also an email newsletter you can subscribe to. The address is: <http://clgray.simplenet.com/strtrk/stpg.html>

KAF website is www.calweb.com/garyklingon.html

Pacific Warriors website is at <http://www.pacificwarriors.com>

For an extensive Klingon encyclopedia and information on Klingon metal objects, try Kordite's website at www.fyi.net/~kordite/dochmey.htm

Aurora (Renaissance Society) has now got a web page now <http://www.geocities.com/Area51/1908/aurora.htm>

A new Trek website is being established. The address is:
<http://members.aol.com/startrekuk/winsf.htm>

Getting BTL by Email

If you have email you can get a text only version of BTL and save yourself your annual subscription which is to cover the costs of printing and posting the paper version. You just have to let us know that you would like us to send it to you. For this quarter, if you have the PC versions of Word 6 or Word 7 we can email you the complete newsletter (with illustrations etc) for you to either view on screen or print out. We don't know the format in which next quarter's newsletter will be published. We have been experimenting last quarter and the only problem we have found is that some providers like MSN can't read the file correctly as it is sent in MIME format. You can overcome this by downloading a program called "Wincode" from the Internet. The software decodes various types of transmissions, including MIME. You can get Wincode by doing a web search for it, and then downloading the zipped file.

New Email Addresses

Carol Heslop - 106524.270@compuserve.com
 Omar Portillo - kmar.barkley.omar@mailcity.com
 Matthew Lemos - SwordGamut@aol.com
 Ron Moore - strmwilker@aol.com and strmwilkr@hotmail.com
 Ma'na (Linda den Hollander) - 0denholland05@almere.finet.nl
 Kernn (Andria Sanavia) - kernn@iol.it
 Karghosh (Donijs de Vries) - D.deVries@stud.let.ruu.nl
 Ian Shuttleworth - ianshutt@aol.com
 Bill Putman - qothari@aol.com
 Chris Gable - volarkzota@aol.com
 James Miller - shadow_walker@juno.com
 Robert van Doorn - millway@knoware.nl

New Rank & Divisional Assignments

Sue Fairhurst - Lt. Jg. Kali Vestai Tammoh, Diplomatic Corps,
 Military Attaché

Stephen Humphrey - Ensign Stephen Vestai Humphrey -
 Imperial Security - Electronic Communications Specialist

Roger James Smith - Ensign Kilsek Katempog - Medical
 Operations Command, Triage Co-ordinator

Stuart Williams - Lt. Jg. Kybec vestai Mord, Global Security,
 Fleet Surveillance Officer

Nelleke Maljers - Ensign Norska Vestai Usnach, Global
 Security, Fleet Surveillance/Security Officer

Robert van Doorn - Lt. Jg. ThomaS Vestai TiconDahr, Global
 Military Command, Squadron Commander

New Members - GSA

Matthew Lemos
 101 Middlesex Tpke, Suite 6-372
 Burlington, MA 01803

Christopher A Torak / LoDnl'(Brother) QIS vestai-toraq
 (DipCorps - Warrior Monk)
 2561 Rosenberry Road
 Gilbertsville, PA 19525-9767

NOTE: Brother QIS is shortly going to Peru (in GSH) to work,
 but will use his USA address.

Chitiaka Hagewood / Trevka Tor-Am (Trainee)
 1130 Kirkland Avenue
 Nashville
 TN 37216-3114

Chris Gable / Volar K'Zota
 P.O. Box 1138
 Venice, Florida 34285

Bill Putman / Q'othari (no last name at this time)
 6470 West 82nd
 Los Angeles, CA. 90045

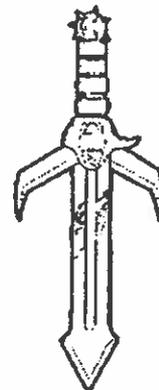
New Members - GSE

M Dean
 51 Bishopsteignton
 Shoeburyness
 Southend on Sea
 Essex SS3 8AF

David Fernandez
 Falagan
 Gordoniz No. 536'E
 148002 Bilbao, Spain

Stephen Humphrey
 17 Sutton Hall Road
 Carr Vale
 Bolsover
 Derbyshire S44 6JJ

Stuart Williams
 59 Long Arrots
 Gadebridge
 Hemel Hempstead
 Herts. SS3 3EX



Nelleke Maljers
Kapteynweg 49
3318 ET Dordrecht
The Netherlands

Robert van Doorn
U.S.S. Milliways NCC-4163-A
c/o Robert van Doorn C.O.
Nortierstraat 11
4163 LL Osterwijk
The Netherlands

Hans den Hollander
Fugaplantsoen 23
1312 TG Almere
The Netherlands

Philip Norris
Fairways
Bells Lane
Zeals
Wiltshire BA12 6LY

Change of Address

Gill Curry and Hasina Ferioli
460 Hibiscus Lane N
Duneden, FL 34698

Ron Moore-Pohlen
37 Uhlig Road
Middletown, N.Y. 10940
Phone # 914-341-0878

Debbie Green
3215 Lakland Road # 49
Fort Worth, Texas 76116

Returned members

Robert Wilson / Kain Kentoo sutai-Zu-Merz (G.M. liaison G.S.)
200665 S. Telegraph
Trenton
MI 48183

Les Ramsdell / Kavach vestai-Kavach (G.S. Infiltrator-Assassin)
3215 Lakland Rd. #49
Ft. Worth, TX 76116

James Miller / Koryn Vor'QIS
Box 264
Pollock, ID. 83547-0264

New Honourary Members

Robert Beltran (Chakotay) - recruited by T. Anne Heyer-Schmidt (Lt. Malakore) at the first convention held in Switzerland

John de Lancie (Q) - recruited by Captain Drekar

OFFERS

Trading Cards

Qonos Collectables, suppliers of trading cards, are offering a 10% discount to all KSF members. They stock most trading cards from Star Trek, Babylon 5, X-Files and other sci-fi cards to Disney and fantasy cards. Price lists and new release updates are sent out every two months to customers on their mailing list. To go on their mailing list send in a card with your name, address and phone number to Qonos Collectables, 119 Hinchcliffe, Orton Goldhay, Peterborough PE2 5SS or call them on 01733 75908. If you are on the Net you can contact them on 101601.41@Compuserve.com or Cards@qonos.demon.co.uk Don't forget to tell them that you are a KSF member for your discount.

Starfleet Padds

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

Ring 01364 643688 after 5.30pm for further details

Covert Operations Manual

Admiral Kara has several copies of this KSF produced book - invaluable for those who want to know more about the Klingon way. It costs £10 including postage for UK members.

Midcon - Klingon Party

We KORRDially invite you to the party to be held at Midcon probably late on Saturday night/Sunday morning. Please bring a bottle or two.

GOWRON, give it a go. It could be WORF it!

(At least it will be B'ETOR than these jokes!)

