

KLINGON



COVERT OPERATIONS MANUAL

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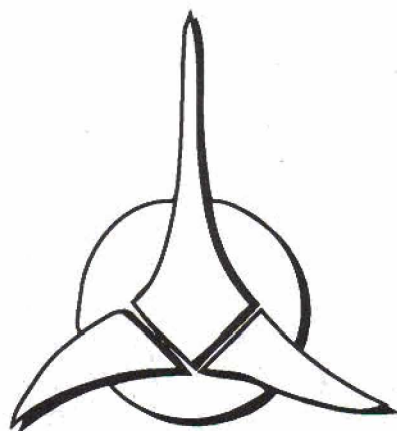
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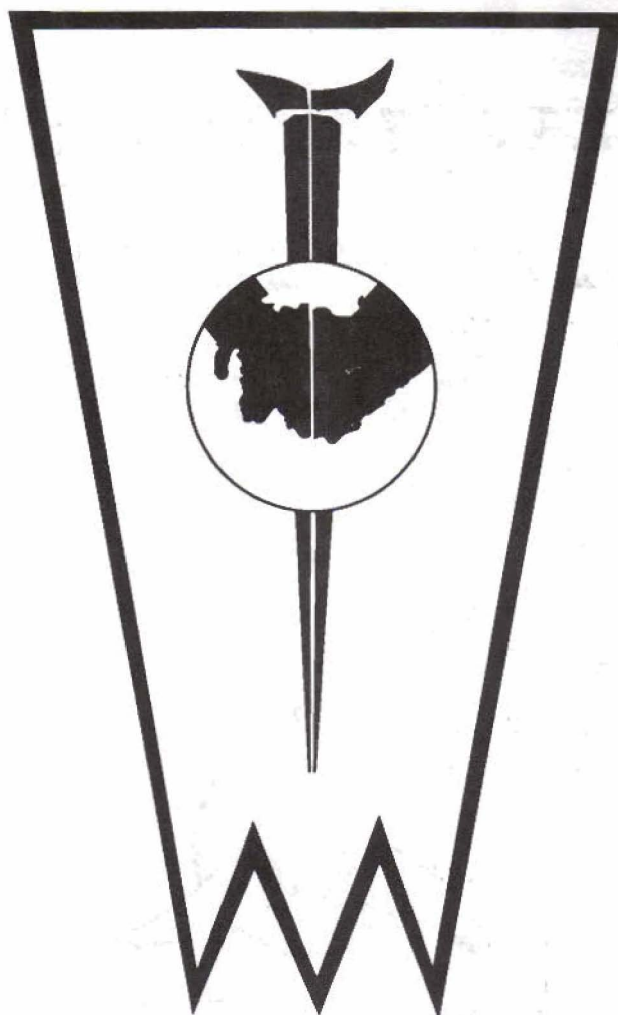
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COVERT OPERATIONS MANUAL

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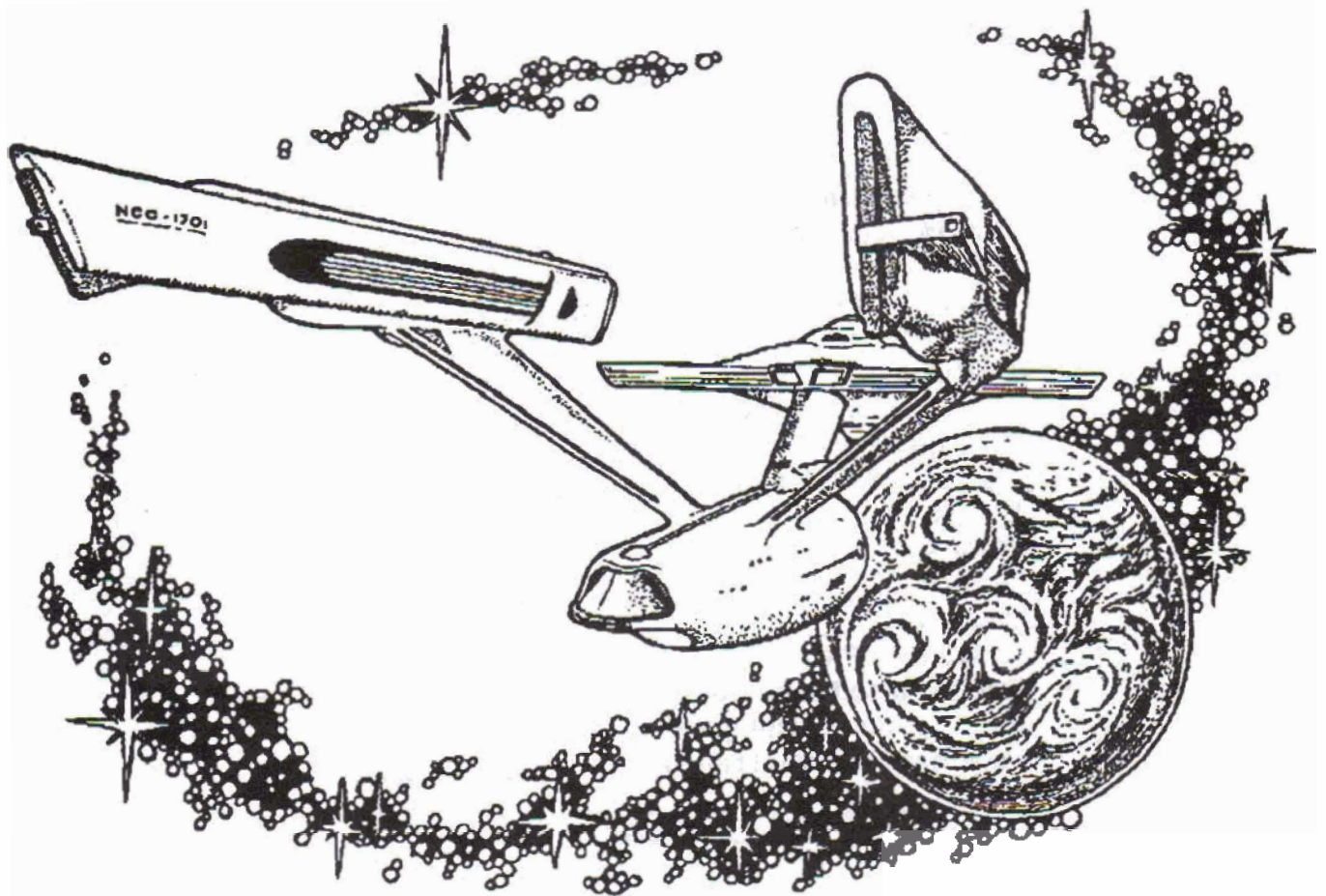
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Literature

**To the Memory of
Julie Lee
aka: Kalkris Zantal Komex
Commander - Sector 8
A Star Trek fan and a friend
whose heart and motives were beyond reproach;
who gave to others before she gave to herself.
May the stars forever watch over her.
We shall miss her wit and her dedication to the cause,
but most importantly, we shall miss Julie Lee.
Take care.....**



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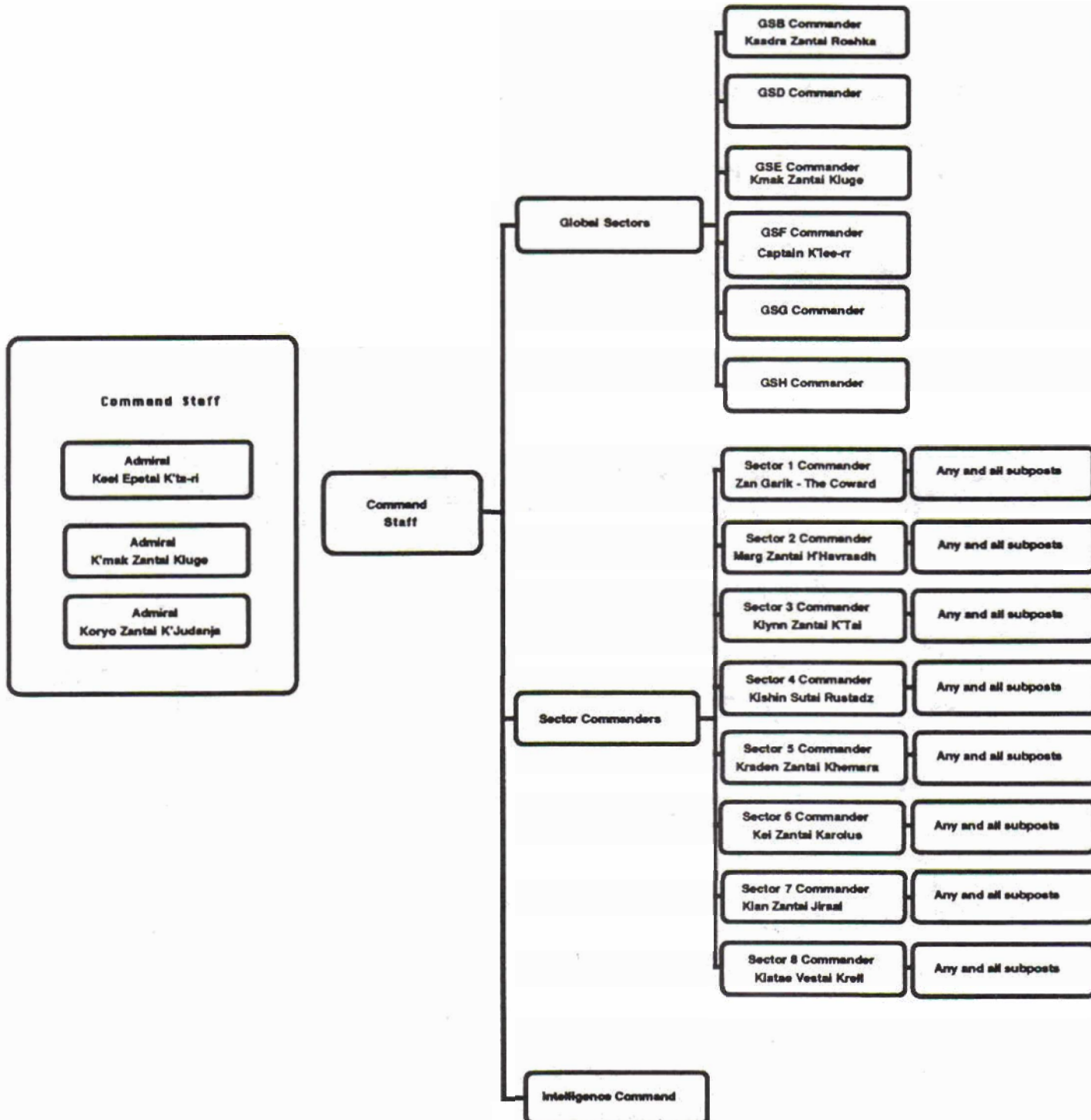
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KLINGON STRIKE FORCE

Organization Chart

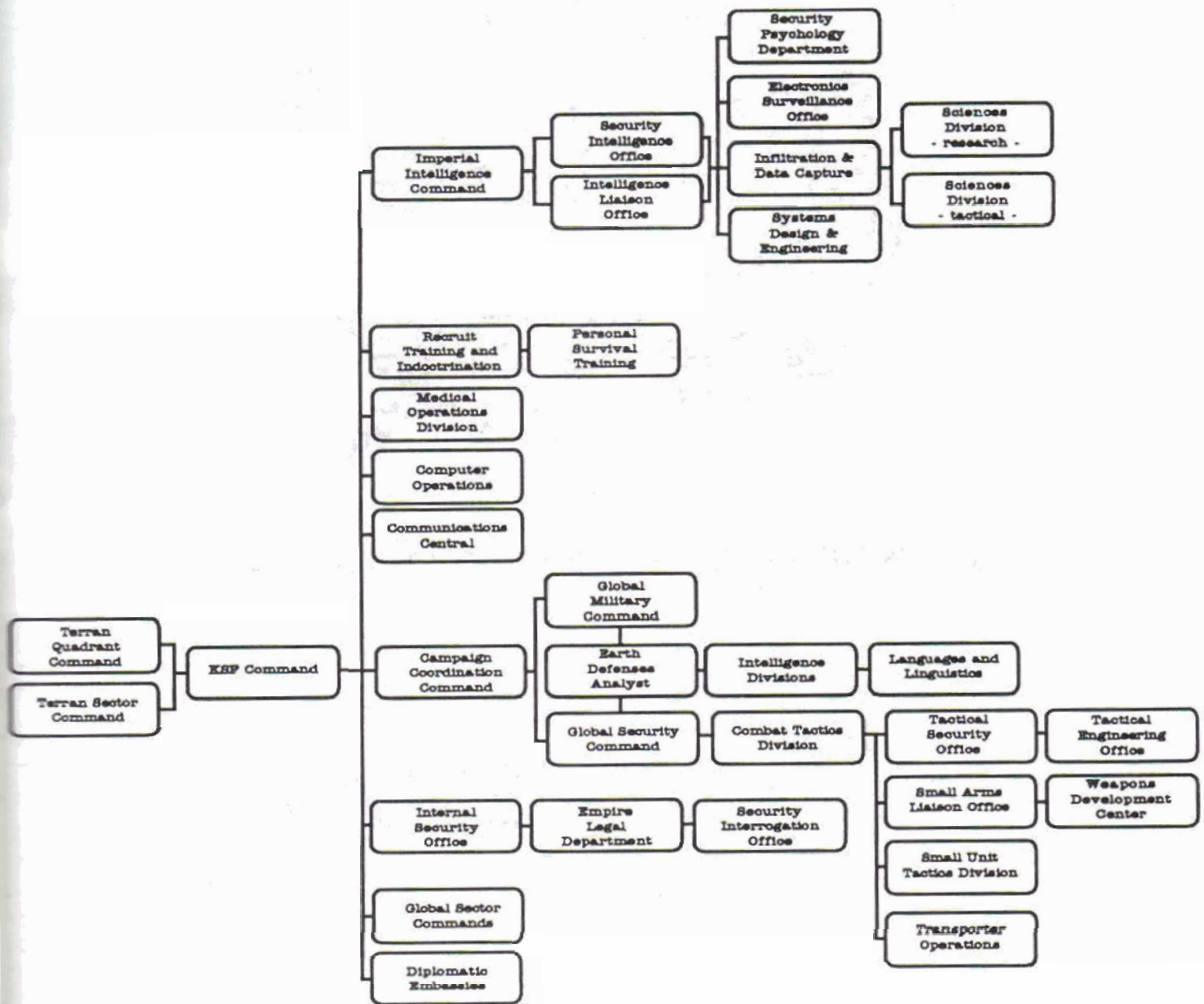
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KLINGON STRIKE FORCE

Organization Chart

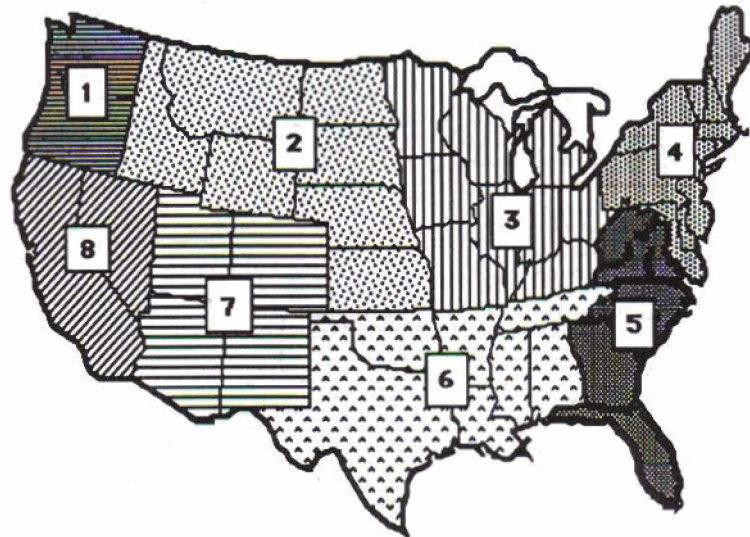
BY COMMISSIONED OFFICE



KSF SECTOR DESIGNATIONS

GLOBAL SECTOR A

INCLUDES ALASKA & HAWAII



KSF GLOBAL SECTORS



GSB

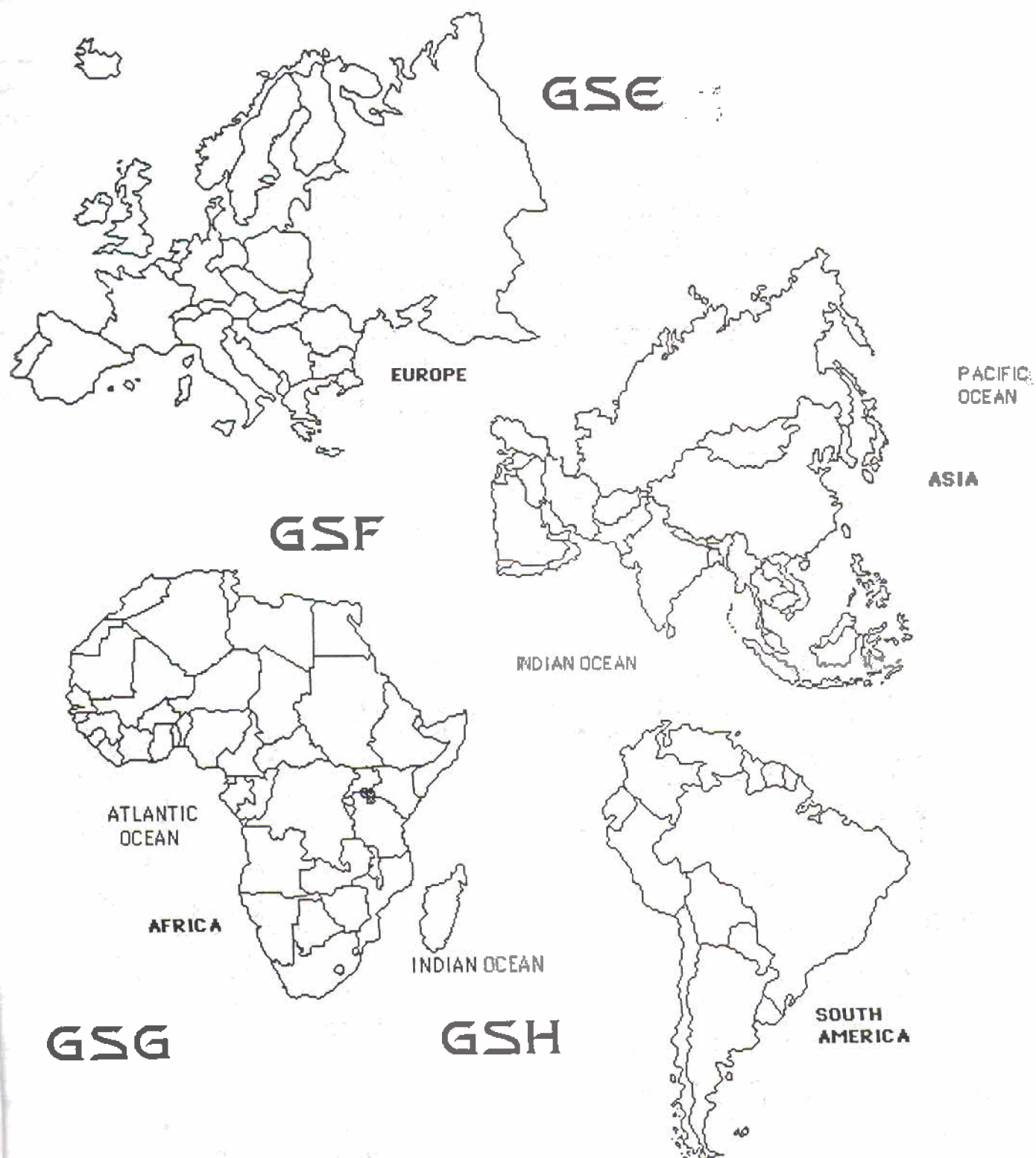
Includes New Zealand and Antarctica

GSD

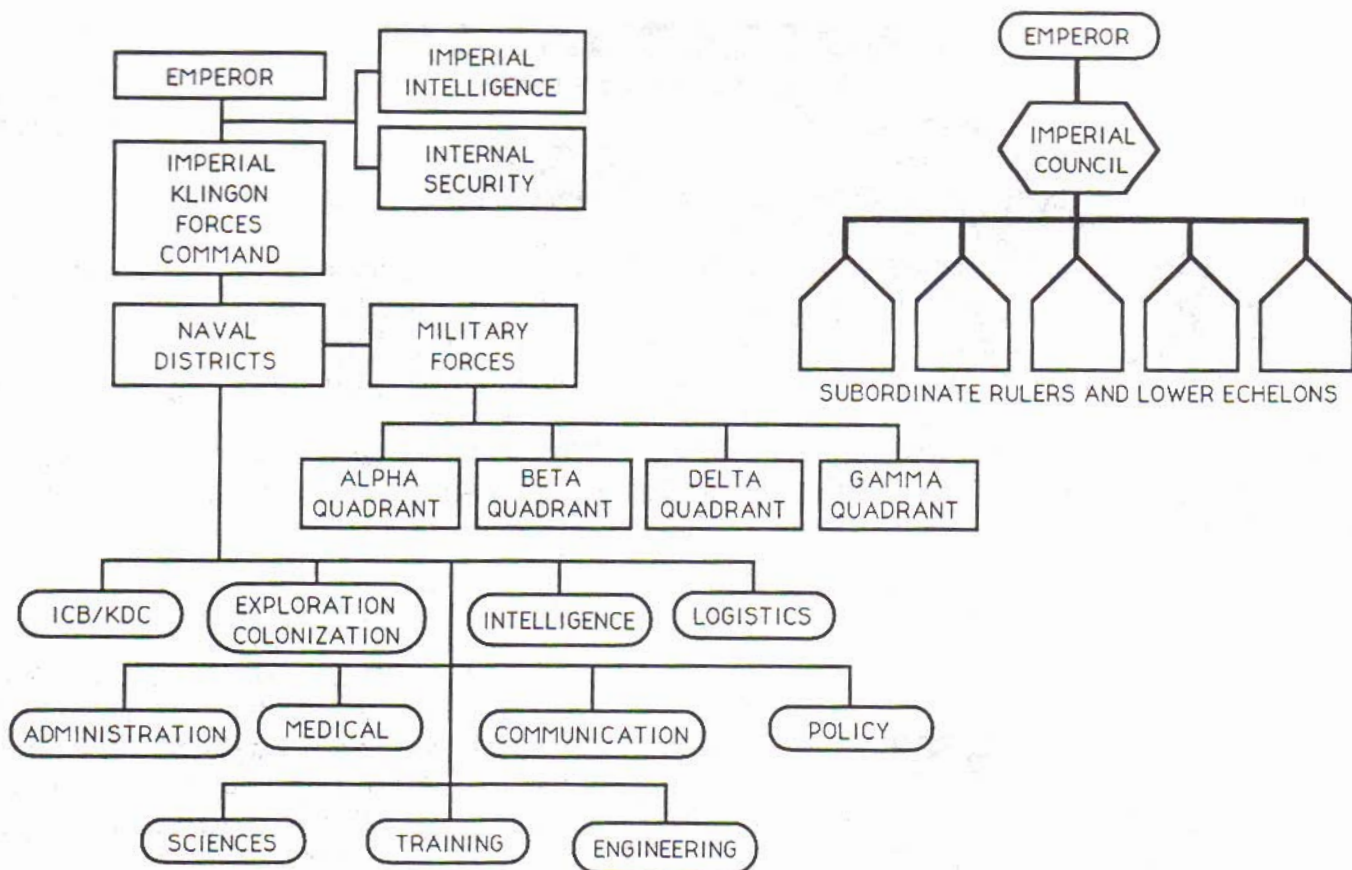
Includes Greenland, Iceland and the Arctic Icecap



⚙ KSF GLOBAL SECTORS ⚙



KLINGON NAVY ORGANIZATION



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Kahless Riskadh





KSF Membership



The membership of the Klingon Strike Force consists of soldiers from various backgrounds. Officers from different worlds, from different races and all with different ideas as to what they intend to accomplish as officers of the Klingon Empire. Each officer has had a military background of sufficiently high caliber that promotions through the ranks has been swift, gaining him or her assignments of importance that earn each the right to be called the elite of the Empire.

The officers of the KSF are these elite soldiers. A cadre of commandos, willing to continually strive for the best that they can produce; willing to pass up the glories of battle for the opportunity to be literally at the throats of the Federation, detecting information that will prove to be the downfall of our enemies. A cohesive whole, dependent on no one, working with all. This is what makes up a member of the Klingon Strike Force.

The following document attempts to provide brief information on various command officers. This membership document is broken down by Sectors. The list includes ranking officers but does not include junior officers of any individual post.

SECTOR ONE/GLOBAL SECTOR A

Admiral Kors Zantai Kmar - A third-generation human-fusion, Kors Kmar is highly intelligent. A self-motivated officer of the Empire, he has learned many technical sciences and uses them in conducting his duties within the Klingon Strike Force. A top-honors graduate of the Academy, with a double promotion by the Admiral Korh-ac, and a special scholastic commendation from the Emperor himself, Kors Kmar expects nothing but the best from his forces and tolerates no errors on the part of his staff. Kors specializes in computer operations, administration, weaponry and engineering with majors in the first two classifications.

ASSIGNMENTS

Fleet Star Academy
Weapons Officer/starship Vengeance
Command School
Captain/starship Bloody Retribution
Captain/testing of K'tinga class heavy cruiser
Commander/Klingon Strike Force-Terran Sector
Admiral/Klingon Strike Force

Kors Kmar, through the use of his intellect, found the rise to command swift and easy. His development of the extended sensor network for the K'tinga class heavy cruiser; his invention of the Ku-Zah space mines; his recognition of flaws in the Federation warp engine design, and his improvements on this design for incorporation into the Ku-Zah mines all brought justifiable rewards to his career. With the promotion of Admiral Kurkura back to Klinzhai, Kors' own promotion to Admiral was expected and prepared for - a knack for which the Admiral is commonly known.

Admiral Keel Zantai K'ta-ri - Command Staff - An Imperial Klingon, born of a privileged clan line, Keel K'ta-ri is an officer who sets his goals high and lets nothing come between him and those same goals. Under the guidance of the Admirals Kurkura and Kmar, Keel K'ta-ri has taken the Klingon Strike Force where no

Klingon has gone before. A graduate of Command School in the upper brackets, specializing in combat strategies and tactics, Keel K'ta-ri still strives to improve his position on the board of life through moving into areas of the Empire that he believes to be the forefront of future conflicts.

ASSIGNMENTS
Fleet Star Academy
Helmsman/starship Havoc
Command School
Captain/starship Ruthless-fleet status
Expeditionary Forces-personal command
Commander/Sixth Fleet Command
Base Command/Klingon Strike Force

A fighter, a soldier, Keel K'ta-ri has fought his way to the top. Developing his own techniques and strategies, always being inventive, his victories outnumber his losses by a large margin. Ever loyal to the Empire, he has kept personal opinions to himself and obeyed every order given to his fullest capacities. Assigned to the Expeditionary Forces at the then youngest age ever for an Imperial Klingon - 24, he immediately begins to win the glory he has dreamt about for so long. Along the way, he forms alliances and friendships with his superiors; and, to culminate his career, finds himself serving under the command of Admiral Kris Kurkura in the most elite of forward units - the Klingon Strike Force.

Admiral K'mak Zantai Kluge - GSE - An ardent devotee of combat skills, K'mak Kluge has consistently striven to perfect his personal physical skills and knowledge of combat techniques. A klin zha kinta player from an early age, Kluge knows well the pitfalls of battle. A graduate of the Academy, specializing in weaponry and defense systems, he uses the knowledge he has learned to win his battles with as minimal an engagement as possible. Intolerant of incompetence and quick to anger, he always achieves his goals. An early achiever of a special commendation from the Emperor and the winning of a battle sash, K'mak Kluge is no stranger to battle.

ASSIGNMENTS
Fleet Star Academy
Weapons officer/starship Executioner
Command School
Weapons Officer/starship Komo-Val
Base Command/Klingon Strike Force

A Klingon of a long clan line of Marine officers, K'mak Kluge sought to better himself by enlisting in the Klingon Navy, the top service branch of the Empire. Wishing to prove himself to his line, he fought to be stronger, tougher and more resistant to pain than any other officer. Having completed his training to his satisfaction, Kluge commands his forces as he himself would be expected to be commanded - demanding of both their time and their souls. A rather young officer to be assigned a base command position, K'mak Kluge has since proved his capabilities and was promoted to Zantai status and given a Sector Command - a worthy position for a Klingon of only twenty years.

SECTOR 3/GLOBAL SECTOR A

Commander Kuzuhl Zantai Zhod - born on Kuzan among the beleaguered Triangle worlds, Zuhl, as he is known unofficially, carries a fierce devotion to rise above his difficulties. A skilled master of small

weapons, from ancient to modern arms, he graduated with honors from the Academy and immediately began his service to the Empire. Working his way through the ranks and commands, he moved from the fleet to his own command of a new class gunboat, then a scout before showing a serious flaw - hesitation, for which he was demoted. Transferred to a starbase, he worked his way back up the chain via command of a shuttle in the Courier branch, a battlecruiser and ultimately the Expeditionary Forces in command of a K22.

Star Academy
Cadet cruise/Weapons officer - IKV Berserker
Fleet Command School
Imperial Navy/ IKV Avak
Imperial Navy/Personal Command - IKV Imperial Justice
Exploration Fleet/Personal Command - IKV Aknar
Starbase duty - Tactical Consultant
Courier fleet/Personal Command - IKV Faithful Warrior
Imperial Navy/Personal Command - IKV Deceiver
Expeditionary Forces/Personal Command - IKV Will Of Iron
Klingon Strike Force - Sector Command

Zuhl Zhod is a methodical officer, diligent in his duties and loyal to his superiors and to the Empire without a fault, an officer who plans his actions and leaves no avenue open for escape and no room for error on his part. Assigned to the KSF as a Small Arms Liaison Officer, he did his duty without question, biding his time, knowing that the day would come when his attributes would be realized and his services used.

Commander Klynn Zantai K'Tai - An officer of little patience, Klynn seeks out the dangers and glory of conflict. His desire to rise to a command position has been evident for many years and he has thus put himself in positions and places where his Klingon identity could be discovered and his death be made certain.

Fleet Academy
IKV Exterminator-fleet status
Command School
IKV Ares - personal command
IKV Little John - personal command
Klingon Strike Force - Sector Command

A desire to command is a worthy attribute but risk-taking is not. Klynn K'Tai has proven he is a survivor.

SECTOR 7/GLOBAL SECTOR A

Captain Kian Zantai Jiraal - Born on K'arith of fusion heritage in a family line long devoted to the Security branches, Kian excelled in the art of Klin Tyhr and graduated from the Academy with honors and as expected, was assigned a Security position aboard a heavy cruiser in Surveillance.

Kian observed her superiors who were believed to be IKS sympathizers. Obtaining proof, she and her immediate superior took the ship with little trouble. As reward, minor promotions were given and she was selected to serve as attache to Cmdr. Kerai within the IKS sector. Moving on to Command School, Kian excelled in Security and resolved numerous situations, gaining rank and status with each incident. Selected for Intelligence training, she spent 2.5 years within a UFP post running surveillance. Following this, she commanded an Intelligence ship investigating UFP research posts and gained vital data critical to the Empire's security.

ASSIGNMENTS

Academy

IKV Victory Cry / attache - Cmdr. Kerai

Command School

Kaath's Squadron / Security Chief

IKV Shadow Dancer / Commander

Klingon Strike Force - Captain/Sector Command

After five years and rising above her contemporaries, she is now running Internal Security for the KSF, and it is hoped that her methods and motives will suggest to others that to give their all is to be expected and to give anything less risks communication with Captain Kian Jiraal.

Admiral Koryo Zantai K'Judanja - A warrior of modest background but whose ambitions are high and who seeks the greater glory in all he does. A warrior who has achieved high rank in a very short period of time and has not let the attainment of this position slow him down. A born leader, but one whose line and self have paid the price to achieve that position.

ASSIGNMENTS

Fleet Star Academy

IKV Grim Stalker

Command School

Expeditionary Forces - three years

Exploration/Colonization Forces - one year

IKV Little Dragon

IKV Dark Horse

Klingon Strike Force - Admiral/Global Security Command

Koryo K'Judanja has seen much of the Empire and served it well thru-out his career. He has served the Klingon Strike Force for a number of years and held the position of Interrogation Officer and now works within Global Security, a position worthy of his talents and ambitions. He has risen to the rank of Admiral through hard work and a desire to see the KSF achieve the glory it deserves. His ability to work with others bodes well for the Admiralty and the longevity of the network. Koryo K'Judanja is a warrior whom all others should try to emulate.

SECTOR 8/GLOBAL SECTOR A

Commander Khaza Zantai Mek - Born to Marine officers, raised under the Marine regimen, Khaza Mek broke with tradition and joined the Navy to prove that glory could be achieved even here. This she has done extremely well, having served on numerous vessels under various conditions, in and out of war zones. Enrolled in the Academy, Mek led in her disciplinary section during years one and four, earning a commendation. Excelling in martial arts, computer and weapon systems with specialization in reconnaissance and martial arts, she strove to be versatile and graduated in the upper third of her class.

ASSIGNMENTS

Fleet Star Academy

Graduation exercise - Occupation Forces - foot soldier
Jr. Weapons Officer/starship Enforcer-Expeditionary Forces
Command School

Weapons Officer/starship Vengeance Strikes-Expeditionary Forces
Imperial Navy/starship Last Victor
Expeditionary Forces/starship Merciless
Expeditionary Forces/starship Strike Point
Base Command/Klingon Strike Force

Khaza does not wait for battle to come to her but seeks it out. Her many assignments speak highly of her prowess and skills. Her demotion back to the Imperial Navy after having served twice with the Expeditionary Forces was severe; but, true to her nature, she passed a bribe to win her a reassignment back to the Expeditionary Forces. Her physical nature has taken her career up and down in rank and assignment but she has always managed to win back what was lost and usually more. A commendation for bravery aboard the starship Strike Point for rescuing the Captain who had demoted her proves that her devotion is to the Empire first and foremost, over and above her career.

GLOBAL SECTOR B/KLINGON OCCUPATION FORCES

Commander Kaadra Zantai Roshka - The Empress Kaadra. Personnel file remains secret.

GLOBAL SECTOR E

Ambassador Kizilcay Zantai Subaiesh - A high-born Klingon from the planet Kannaga, Kizilcay was trained in the arts of swordplay, including the use of the Levek. Her skills in the martial arts proved advantageous to her career though it has been her military skills that have put her where she is today. Serving aboard so many ships and having commanded just as many, her command skills were needed to direct a Diplomatic Embassy on Terra, leaving the glories of battle to younger officers.

Star Academy

Cadet Cruise - IKV Makatuzhe

Command School

IKV Limitless Death - Security officer

IKV Merciless Crossfire - personal command

IKV Rohosghaj - personal command

Serving as our Ambassador, Kizilcay has striven to do her utmost in leading the earthers astray and in getting our officers to places normally restricted. Her devotion and commitment to the cause is unswerving and her loyalty to the Empire and the KSF is unquestionable.

Accomplished Officers from the Past

Thought-Admiral Kris Epetai Kurkura - A fourth-generation human-fusion. Highly intelligent. Strict with his minions and a loyal subject of the Empire, he has risen through the ranks faster than any officer of the Empire to date. A graduate of Command School at grade level 9.7, he specializes in Federation history and command abilities.

ASSIGNMENTS

Fleet Star Academy

Military attache to Governor Koltai/planet Tekoth

Weapons Officer -starship MENACE

Command School

Captain - Operation Force/Earth

Admiral - Klingon Strike Force

Thought-Admiral - Terran Quadrant Command

An officer who was quick to take action, regardless of the risk to himself, Kurkura took advantage of every situation during his career, actively assuming commanding positions if necessary, earning him promotion after promotion.

Knowing that the battle front would someday be between the Empire and the UFP, he made himself aware of and available to his superiors and was awarded a command position in charge of Operation Force, soon to be known as the KSF. Pulling trusted comrades with him, he immediately tackled Starfleet and forced the collapse of several regional Starfleet outposts. His strategies and knowledge of Terra force the Emperor to acknowledge his acumen and reward him accordingly.

GLOBAL SECTOR D/KSF

Captain Kar'T'il Zantai Khamir - Born an Imperial Klingon, son of a Thought-Admiral, Kar't'il felt a need to learn all things and he strove to be the best at each. Enrolling in the Academy, he excelled in many science fields, but specialized in Genetics, specifically biological engineering and testing. Rising thru the ranks, achieving positions of command authority, Kar't'il Khamir used his skills in the sciences to achieve minor wins over his opponents - all of which accelerated his advancement. Not the typical aggressive Klingon, Kar't'il stuck to his engineering studies and developed the Empire's most terrifying weapon to date - 'Blood Seed'.

ASSIGNMENTS

Fleet Star Academy

Science Officer/starship Terror

Command School

Captain/starship Dagger - Imperial Navy

Captain/starship Wraith - personal command

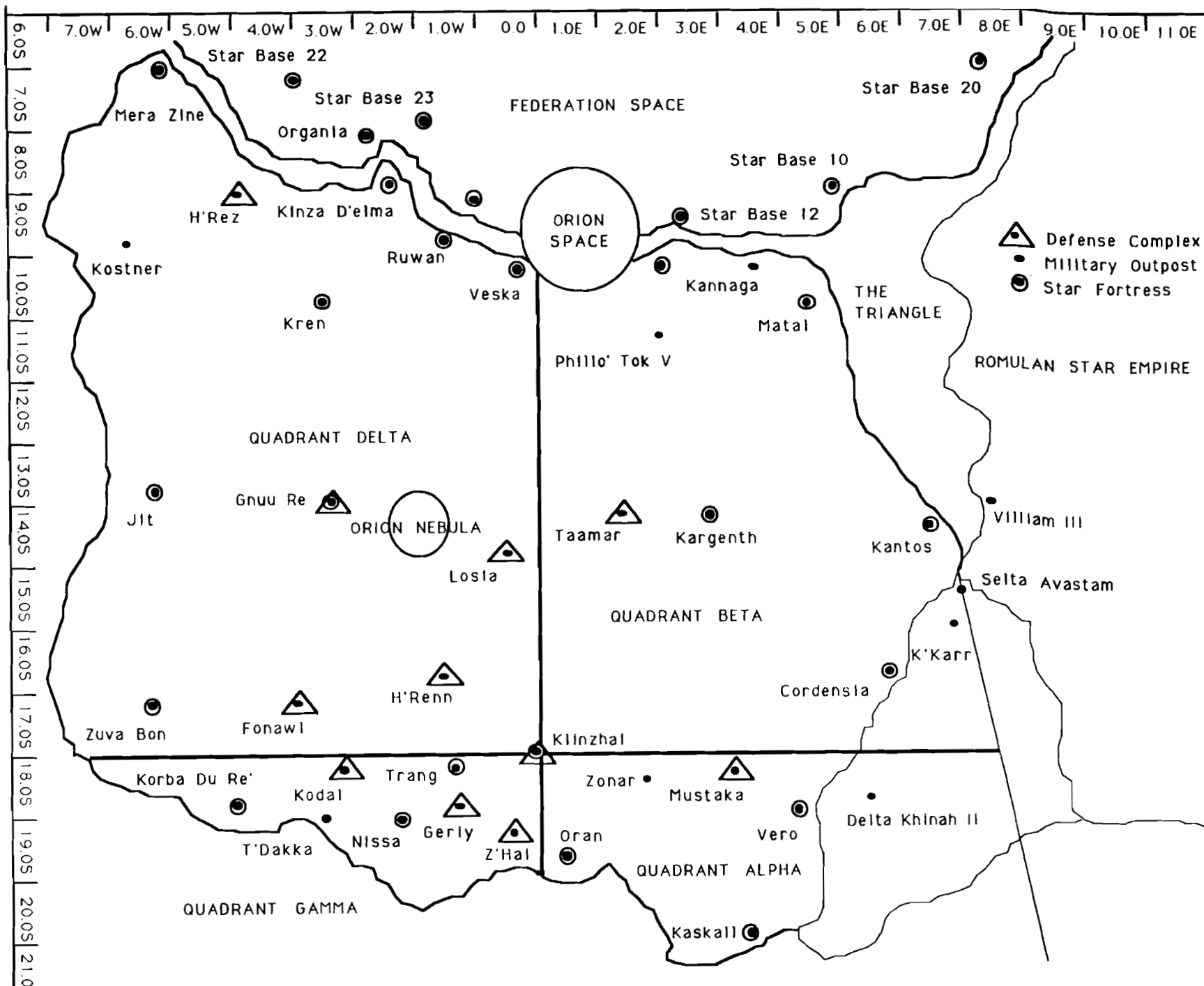
Base Command/Klingon Strike Force

The development of 'Blood Seed' has brought much notoriety to Captain Khamir. His perfection of this device/weapon brought acclaim from the Emperor and his transfer to the KSF. As a scientist, Khamir is far in advance of his peers but as a scientist, he suffers the fate of such - the abuse of his genius, the termination of his Blood Seed development program and loss of control of its future. His insights into weapon development have shown great promise and no doubt will provide the KSF with new technology to aid us in defeating the UFP.

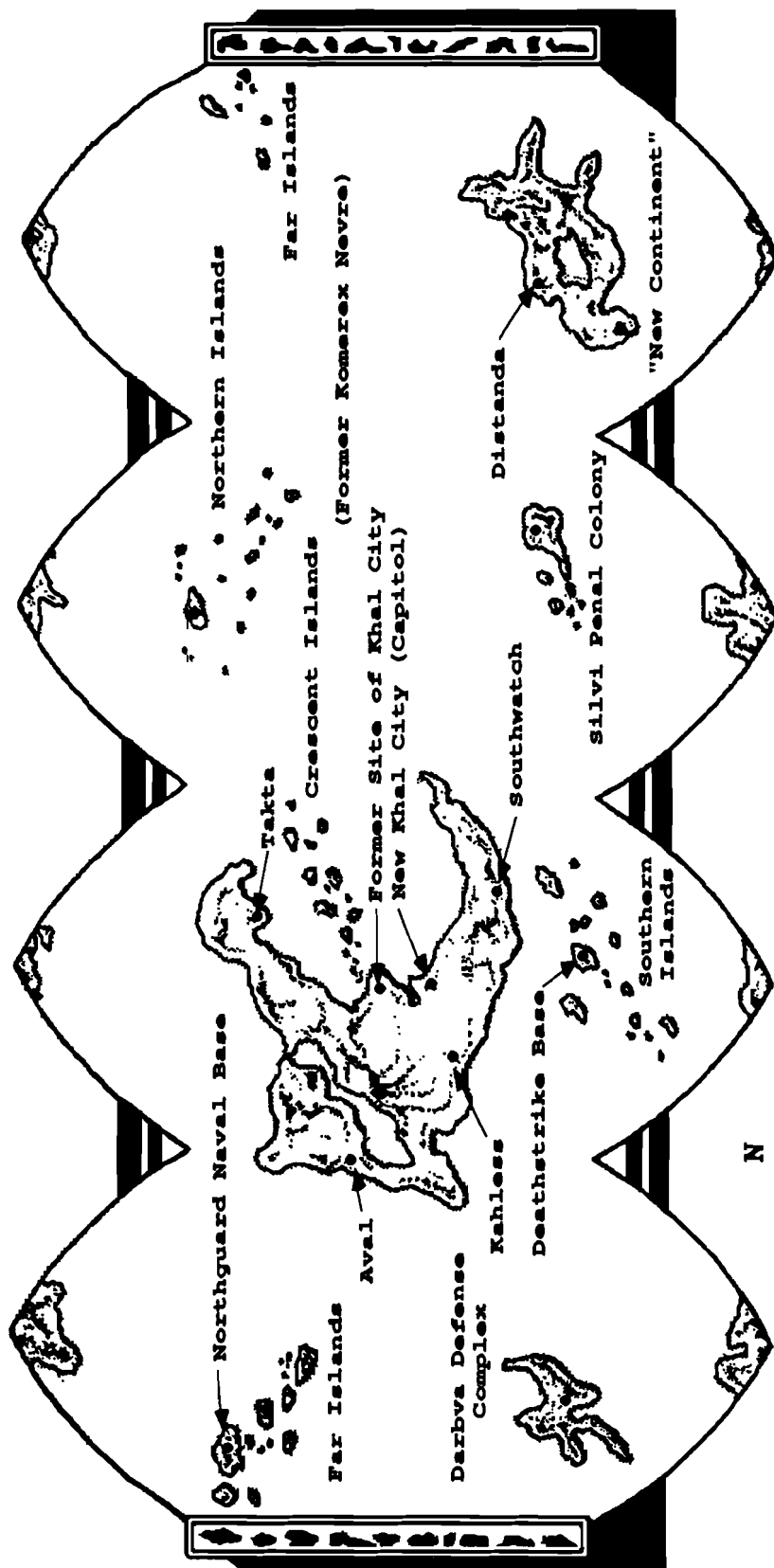


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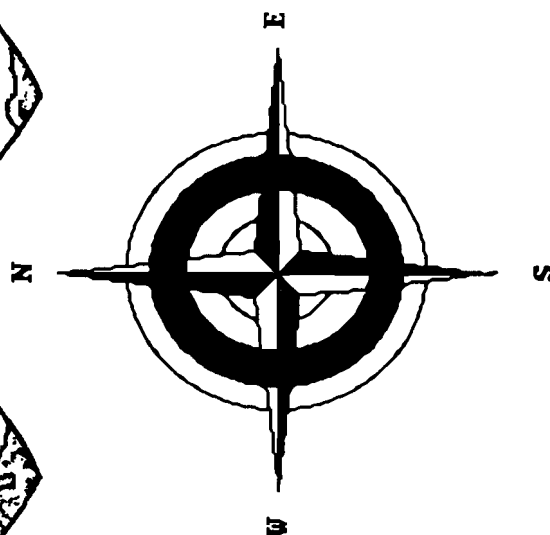
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THE SURFACE OF KLINZHAI



World Name: Klinzhai
 Orbital #: 5
 Satellites: 0
 Gravity: 1.4g
 Planetary Size:
 Diameter 18,200 km
 Circumference 56,000km
 Surface 714,000,000sq km
 Land Mass 20%
 Total Area 142,800,000sq km
 Planetary Conditions:
 Length of Day 28 hours
 Climate Tropical
 Air Density Terrestrial
 Mineral Content:
 Normal Metals
 Radioactives
 Gemstones
 Crude Crystals
 Special Minerals

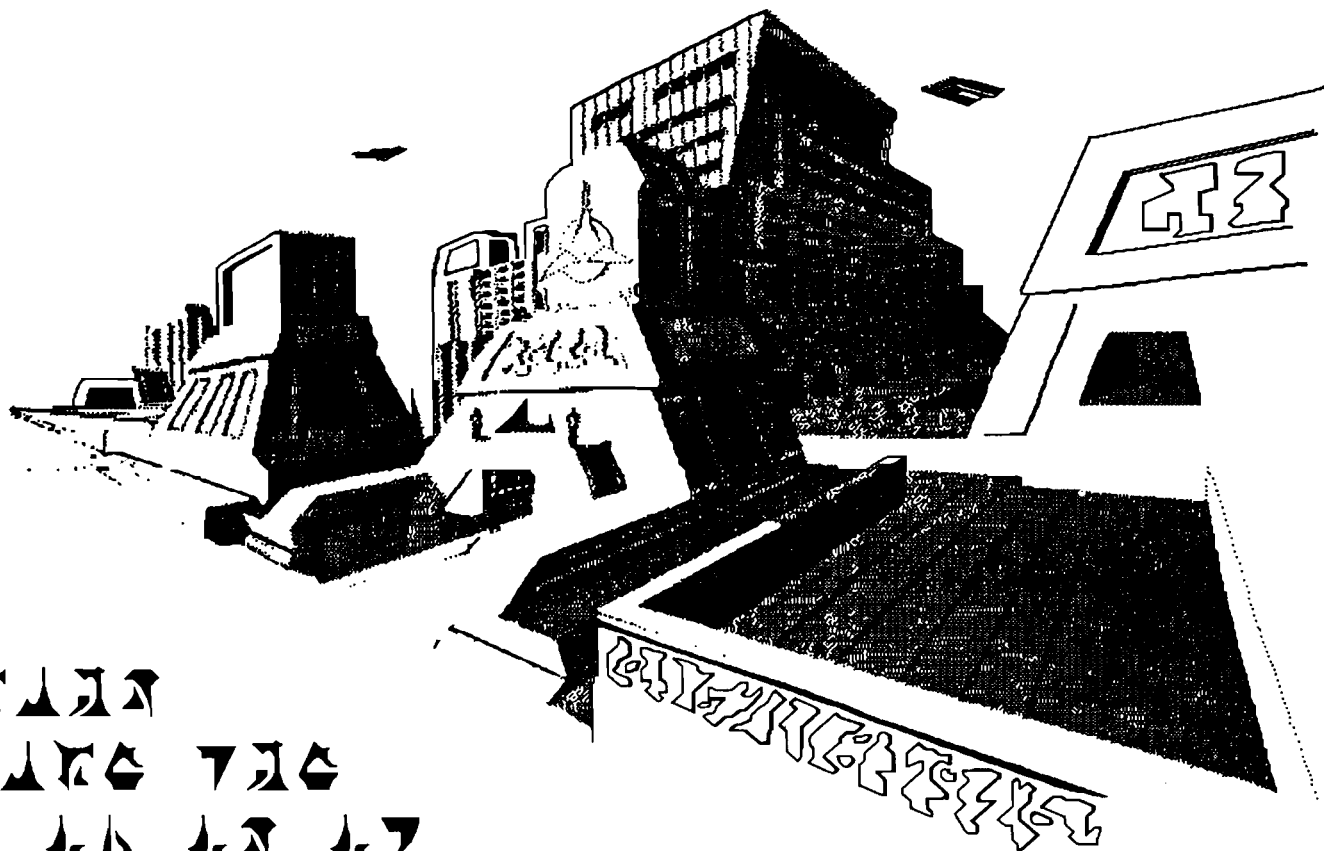


FACTS ON THE KLINGON STAR SYSTEM

The home system of the Klingon Empire is made up of a binary star-system, each of which has its own collection of planets. The secondary star, which has never been given a name, has a retinue of planets, three of which are inhabited. They are Kahz, Sif and Toman. The primary star, known as Klinzhai, also has several planets, only one of which is inhabited, this being the world of Klinzhai.

For centuries, the peoples of the inhabited Klingon worlds fought and debated over which planet was the original world upon which the Klingon race evolved. To this day, no one is certain. Currently, the navies of Klinzhai have wrested control of the Klingon Empire from those in power on Kazh and the Emperor sits therefore upon Klinzhai.

The world of Klinzhai has a twenty-eight hour day, called a Jaj in Klingonaase. There are five days in the Klingon week, each of which were named after one of the first five Emperors. They are Kahless, Keth, Kag'dan, Kagan and Kadar. The year, called a Dis, is made up of 68.8 weeks, called Hoghs; or 344.14 days. There are no months, but three seasons are observed. They are poHpochLi' - or Time of Planting; lopylnLi' - or Celebration of Life; and poHyobLi' - or Time of Harvesting. The first and third seasons last 115 days and the second lasts 114 days. Because of the odd number of days in the year, a leap-year is recognized every seventh year and a lack of a leap-year is also recognized every seventy years.



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KLINGON TIME-LINE

(using UFP dating methods)

-4/82	First reference to the Klingon Empire is made in Klingon literature. Estimated date of the wars between the Komerex Nevre and the Komerex Klingon.
-1/01	Probable date for the invention of nuclear weapons and their use in defeating the Komerex Nevre.
-1/20	First record of space travel.
-1/90	First Emperor of Klinzhai, Kahless Epetai Riskadh, is declared.
0/01	First contact with Romulan race and beginning of the Klingon/Romulan war.
0/0306.15	Emperor Kahless killed in the final battle of the war.
0/7202	First contact with the Orion Colonies.
1/0003	Keth Epetai Rivaki accepts the Imperial Throne.
1/5105.02	The IKV Devisor encounters the UFP ship Sentry near Gamma Demetrius.
1/9408.29	First battle of the so-called 'Battle of Axanar'. War is declared on the UFP on stardate 1/9409.29, eventually lasting several years to be coined 'The Four Years War.'
1/9709.10	The infamous Imperial Klingon States is formed in the bleak Triangle area.
1/9806	The Treaty of Axanar is signed bringing to an end the Four Years War.
2/0801	First contact with the Organians. Mandated peace enforced on both the Klingon Empire and the UFP by what has been called 'The Organian Peace Treaty'.
2/0911	Klingon/Romulan peace treaty/technology exchange signed.
2/2107.16	Enforcement of the Organian Peace Treaty has ceased. No explanation.





Klingon Empire Philosophy



A militarily run society, must, by its very nature, be strong and cohesive and its members willing to obey orders or instructions.

Looking at the history and physical aspects of the home planet of the Klingon Empire - Klinzhai, one should be able to see the need for a strong and cooperative society. The planet Klinzhai is a hot and very humid planet, with little in the way of natural metals with which to build a society. This was mostly the result of the atmosphere which caused almost all metals to leach out of the ground and dissipate under the heat or sink deeper into the planet's very interior.

The ability of the Klingons to develop a society with the limitations set up against them required all members to contribute to the greater whole; an idea paramount to the Klingon ideology that we know today. In the beginnings of Klingon society, various 'tribes', or groups of Klingons, banded together to form defenses against neighboring groups who, if allowed, would compete for the minimal resources available. As time and intelligence progressed, science found ways and means to defeat the leaching process, and materials necessary to found a sound society became available on a somewhat abundant scale. The scattered groups of Klingons around the planet now realized that to move into unoccupied territories required the knowledge and resources of all, thus forcing them to form alliances and pacts of cooperation.

Eventually, these many alliances worked themselves down to two competing groups, the 'Komerex Nevre' and the 'Komerex Klingon', both of which maintained very large navies. To command such large groups of men and supplies required cooperation over long periods of time. The final merging of these two groups was done over several hundred years.

The outcome was that the Komerex Klingon won the final battle but lost its identity to the Komerex Nevre in the merger of the two groups. This was a loss but also a gain, as the science of nuclear power was obtained from the adversary. This science was immediately used to develop spaceships. Almost overnight, ships were built and sent to conquer the next planet in their solar system which was known to be habitable.

The rapidity of the spaceship construction program was a policy instituted planet-wide. The rapid discovery and development of matter/anti-matter powerplants, the discovery of the warpdrive principle and the merger of the two into warpdrive engines in starships gave the Empire the means to expand its holdings. With the planets' resources stretched to the limit, a discovery of new planets to make use of was critical. Because of the harsh conditions under which the Klingon race developed, a societal acceptance of using subjugated peoples was the norm. This same outlook pervaded the continued operations of the fledgling spaceforce as they encountered alien lifeforms which aided their ability to rapidly conquer and rise above a new planet's physical attributes.

The ability to discover planetary systems and intelligent beings requires a consensus of agreement among officers of a spaceforce on direction, methods and practices of patterned search, and patience above all. After discovery, a coherent and cohesive plan must be agreed upon so that the mission is completed on schedule with little loss of manpower or hardware. A lone-wolf attitude during such an engagement would prove to be disastrous.

The subjugation of an entire race of beings is a feat beyond the capabilities of a small force of men. The mere presence of ships overhead or the destruction of the cities below would not cause an entire race to bow under. Such an operation requires the skill, knowledge, manpower and overwhelming forces of a combined fleet. An occupation force and a military governance is required. Laws must be established and order be maintained.

To make a Star Empire run efficiently once new resources are found and under control requires

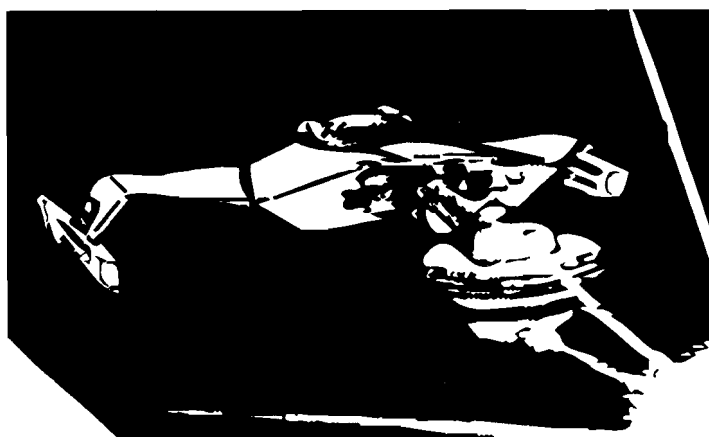
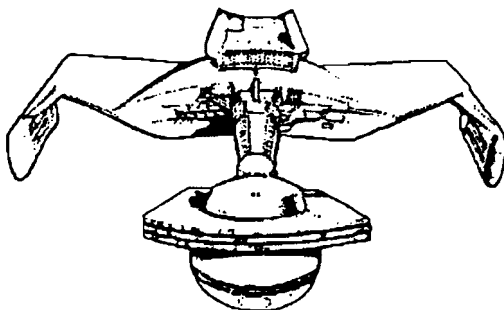
that supply-lines be set up, depots constructed and patrols put in force to protect convoys. Because of the military outlook of the Klingon race, such assignments would be an embarrassment to those assigned, but they ARE assigned and the officers DO their duty while on station as they realize that the greater glory is accomplished by abiding so.

Currently, standing fleet strength of the Federation is 17,550 ships of all classes with a yearly production rate of an additional 1,207 plus or minus 80. The Klingon Empire has a standing fleet strength of 22,354 ships of all classes and a yearly production rate of 996 plus or minus 200.

At this time, the Federation is concentrating on building larger ships with more firepower while the Empire is continuing with its strategy of massive numbers of well-proven designs carrying stronger and more deadly weaponry. Which strategy shall eventually win will someday be learned, but for now it is our belief that the impact of hundreds of ships facing the enemy in a confrontation versus one, two or three large ships can be more unsettling to the enemy and provides for the favorite Klingon tactic known as 'englobement'.

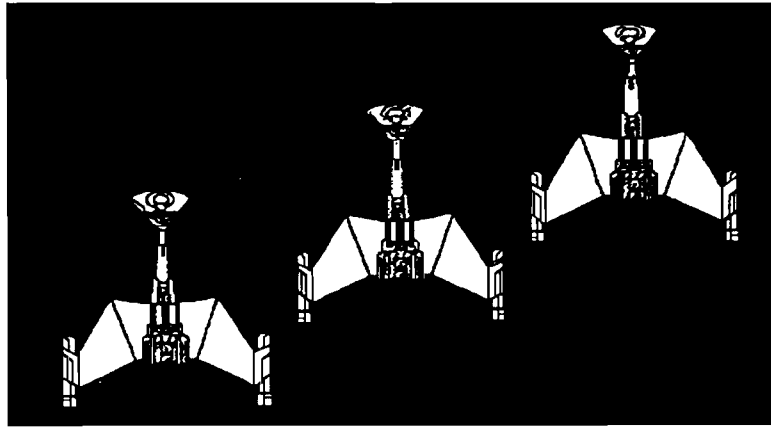
🏹 Klingon Empire Fleet Organization 🏹 all types

Independents - Made up of a single cruiser, usually of the old klolode class D7 but could also be of various smaller classes of gunboats, scouts or monitors, depending on the operation. Missions would consist of making sorties into enemy territory to beam down an infiltration squad or to simply antagonize the enemy, thus creating havoc and confusion. Mission Command Officers are subordinate to a Fleet Commander but may be entirely independent, depending on the resources of the family line backing up the officer. Commander Kluge was such. An independent officer operating under the orders of a Fleet Commander would be such as Commander Kras.



Ship Classifications

- W Warp Shuttles
- L Frigates/Battleships
- D Destroyers/Light Cruisers/Heavy Cruisers
- K Gunboats/Escorts/Parol Craft
- S Service Vessels
- T Troop Carriers
- G Miscellaneous



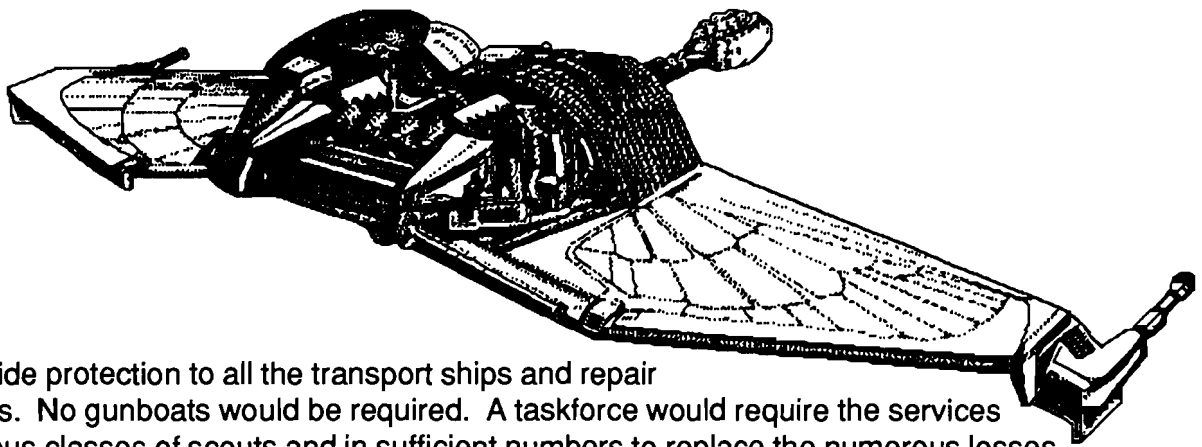
Squads - Made up of three heavy cruisers of the D7 class under the command of one lead officer. A squad is also known as a 'battle group' as most engagements in deep space take place during patrols by squads. Missions consist of border surveillance and attacks on minor targets, ie: lightly armored convoys consisting of freighters, transports and couriers to gather supplies and/or information. Other targets would be rebellious factions rising up against the Empire - in such a case, a squad would only be a prelude to an Occupation Force if the situation gets out of hand. Squads are commissioned out of a Fleet.

Occupation Forces - A fleet-sized organization of vessels under the command of a Naval Admiral but carrying Marines to a planetary engagement, who upon landing and control of the planet will fall under the command of a Marine Planetary Governor. Depending on the needs of the operation, an Occupation Force can be made up of the following vessels: One or more assault ships to carry the occupation forces necessary to the mop-up operations. Transport ships to carry supplies sufficient to last a lengthy engagement. Two scout vessels for command privilege. A number of K22 scouts for atmospheric recon and planetary strafing. A squad of escort vessels to protect the assault ships. Gunboats will also be carried to the engagement but will be held in reserve for actions needed after the Occupation Forces have left.

Fleet - A short-duration grouping of vessels for inflicting maximum damage with a limited engagement. Made up of the following: Two L-13 battleships; two squads of cruisers, any class or combination; two squads of destroyers, any class or combination; one squad of frigates. Two escort vessels per squad. A complement of six scouts and two monitors to be included. Enough transports to carry supplies for an engagement of up to two months' duration. Responsibilities lie in making crippling attacks on major strongholds and/or the infamous 'running dog' attacks against an enemy fleet of less strength.

Armada - strategic group - Swift engagements over long distances, inflicting maximum damage on planetary targets. Expendable craft if necessary. Diversionary tactics. Battlecruisers, heavy cruisers or frigates, dependent on destination and target.

Taskforce - A long-duration grouping of vessels for engagements of a planetary scale or larger with the ability to take on similar enemy fleet strengths for unlimited engagements. Taskforce responsibilities lie in the destruction of defensive spacefleets and enemy homeworlds, preparatory to the mop-up operations of an Occupation Force. Two squads of battleships of the L-13 class; six squads of cruisers; six squads of destroyers; four squads of frigates and enough escorts to

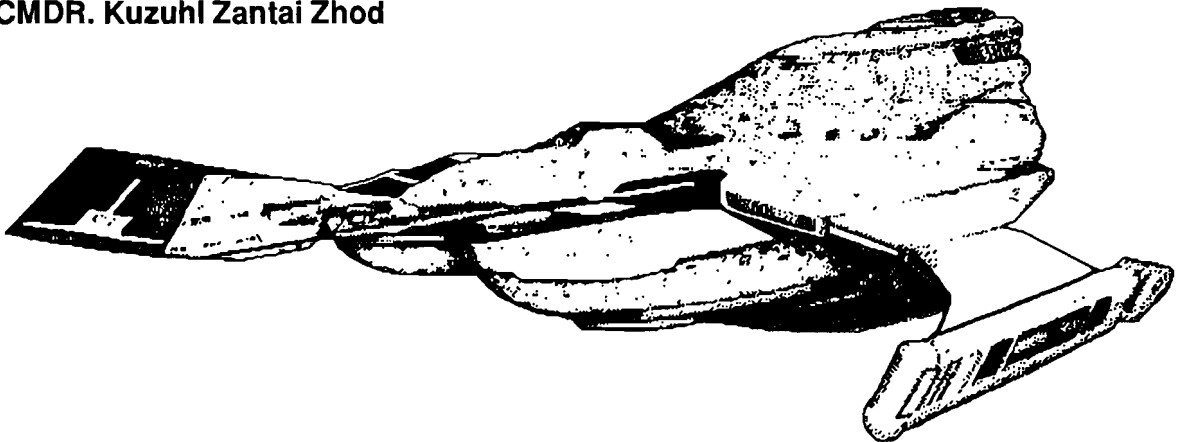


to provide protection to all the transport ships and repair facilities. No gunboats would be required. A taskforce would require the services of various classes of scouts and in sufficient numbers to replace the numerous losses expected. Recommended that ten squads be included. Two squads of monitor vessels, three squads of repair tenders and two mobile repair facilities.

Strike Force - Major engagements involving high quantities of spacecraft in unlimited engagements against similar enemy strengths. War situations. Most likely uses - 1. A single major offensive into enemy territory against primary targets to crush the backbone of the opponent. 2. A final effort to halt invading fleets of the enemy thru a massive wall of firepower. Ability to tackle battles on all fronts simultaneously. Under the command of several Admirals. Each of the two scenarios described would be the largest organized military units ever. Upon completion of each scenario, the Strike Force would immediately be broken up, per design, into various smaller fleets to continue on with the battle. A Strike Force would encompass almost a third of all the Empire's ships in an effort to complete the master design of winning the war. A Strike Force would only be authorized by the Emperor and would be a grave decision as the central home-worlds of the Klingon Empire would be semi-defenseless.

'HJYHCE HZ SHKTAT T3 GZ HK
VHKE FHCE HGA HA HZ HJHHA FSHK
FA YHAK HJHHAHA H3H HA'

CMDR. Kuzuhl Zantai Zhod



Line Names & Prefixes

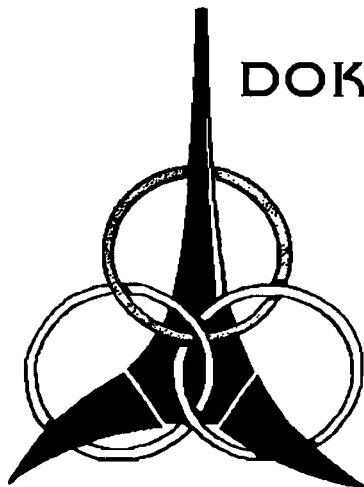
The given name is usually shown first, followed by a prefix denoting personal status and the linename. A given name can begin with any letter but upon the assumption of a military career, the first initial will be changed according to branch of service, ie: Naval names begin with 'K', Marine names with 'M' - although there are exceptions to this generality. Lineless children have the number of their house as surname until maturity.

There is no definitive rule on how to properly address another Klingon but it is always important to use the military rank and usually best to either use the full name including prefix or linename only until instructed otherwise. Nicknames exist, but it is not wise to use the name unless you are a comrade of its bearer.

Prefixes denote status within the line and society. A loose definition is given below:

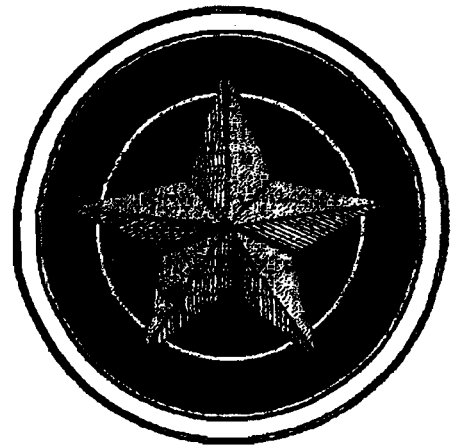
No prefix	Those who have not yet completed training.
Tai	Junior officers or enlisted who have been commended or awarded decorations.
Vestai	Lieutenant to Commander, depending on age, competency, military record, security evaluation, duty station, etc....
Sutai	Lieutenant Commander to Captain
Zantai	Commander to Admiral

Examples of Line Symbols

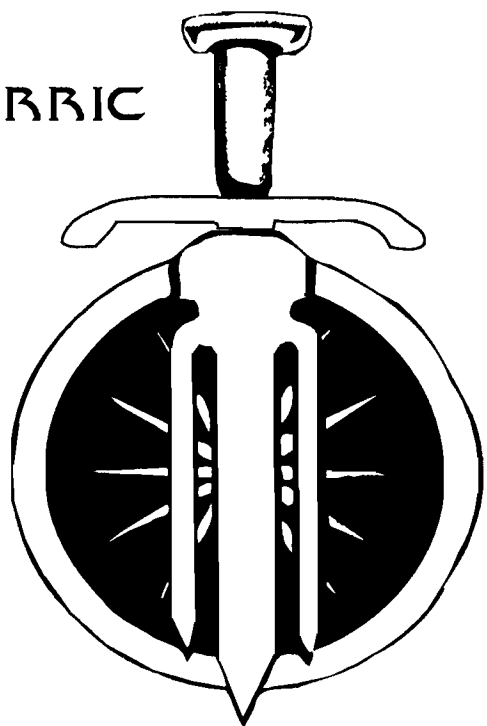


DOK' MARR

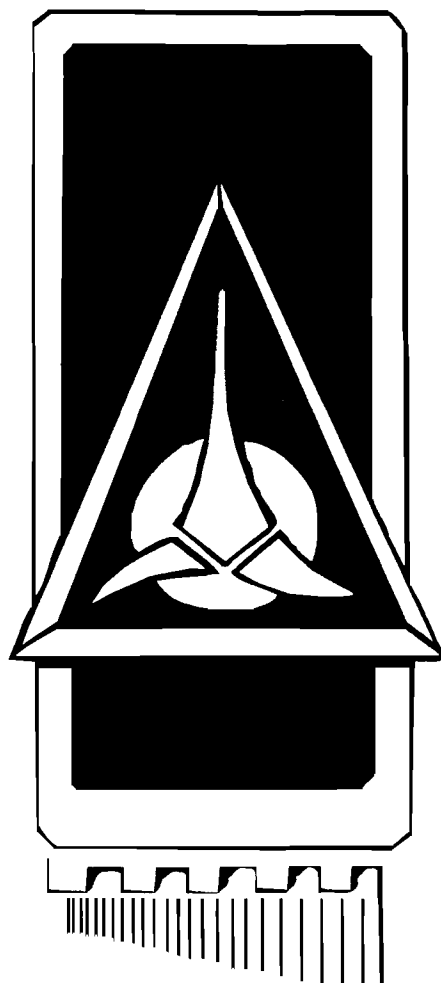
DREXA



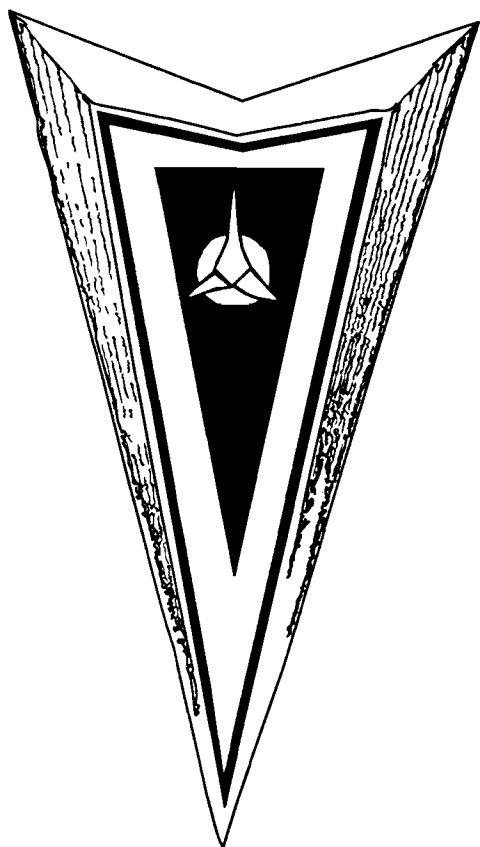
HURRIC



LIMBRII



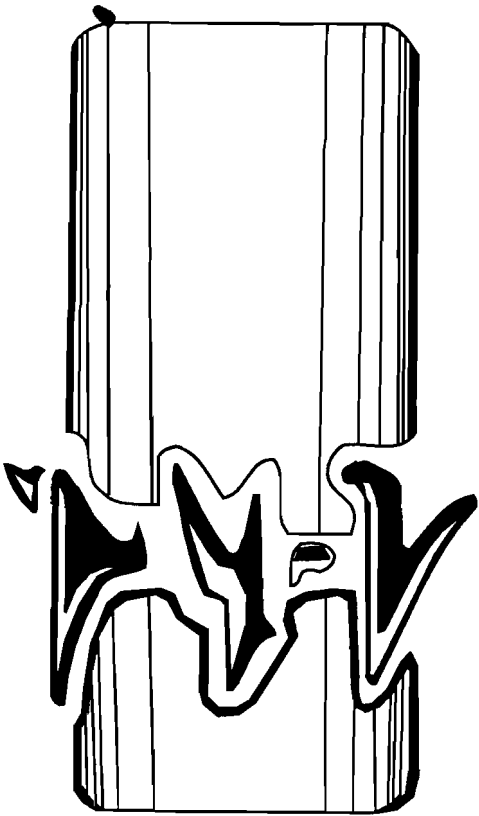
JURISS



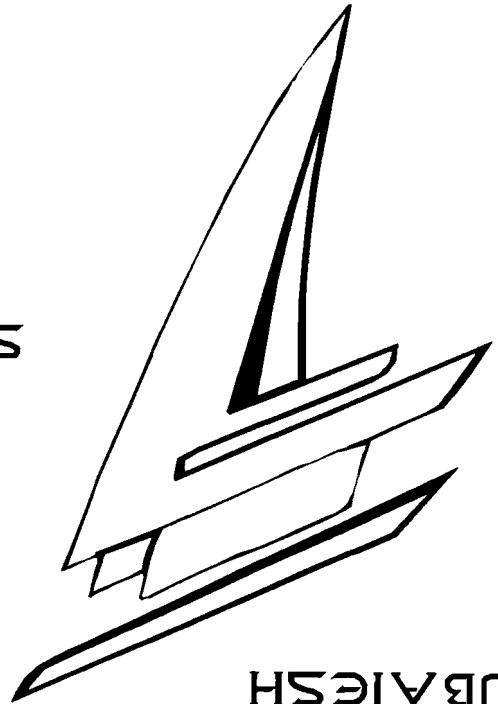
PALLARA



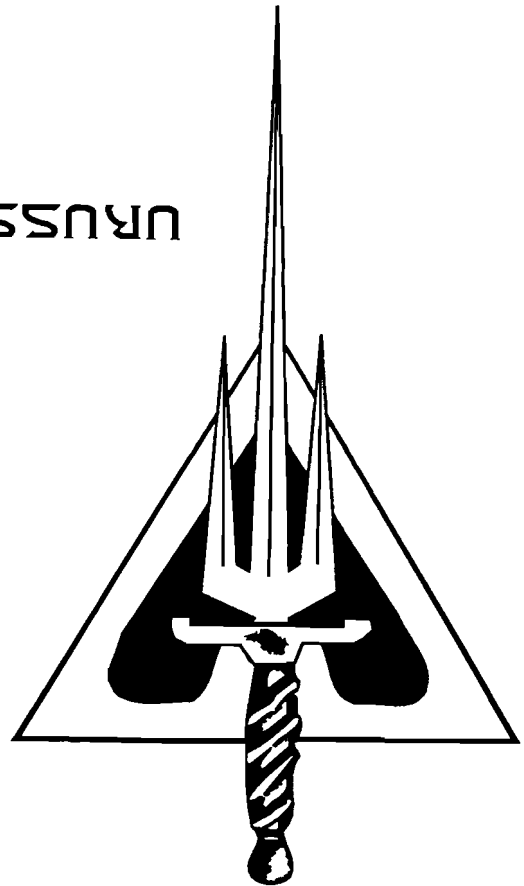
SIMPARRI



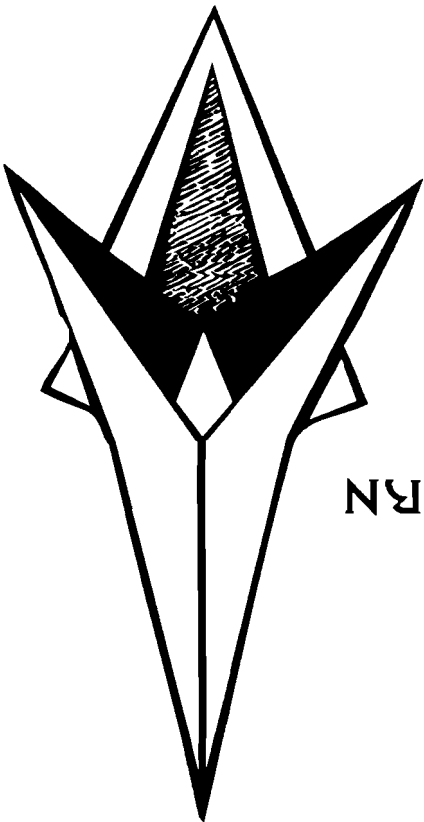
SUBAIESH



URUSSIG



SOLAZARN



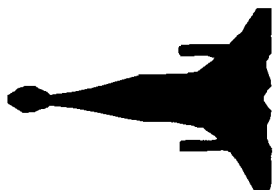


Klingon Ship Silhouettes - for identification purposes

- all classes



D-16 (Swiftwind)
CLASS VI DE-



D-14 (Stinger)
CLASS VI DESTROYER



K-15 (Unseen Creeper)
CLASS IV-V SCOUT



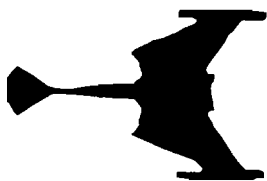
T-5 (Throne Seeker)
CLASS VII ASSAULT SHIP



G3 (Baka Re')
CLASS VII-VIII CARGO FREIGHTER



K-32 (Strong Victor)
CLASS IV MONITOR



D-7 (Various Names)
CLASS VII-IX CRUISER



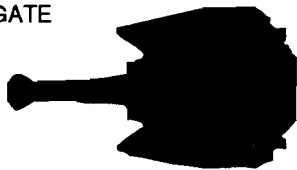
K-27 (Grim Reaper)
CLASS VI ESCORT



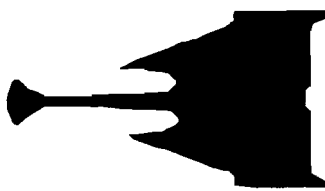
L-6 (Defender)
CLASS VIII-IX FRIGATE



W-2 (Koreba)
CLASS II-III WARPSHUTTLE



L-13 (Fat Man)
CLASS IX-XI BATTLESHIP



D-10 (Riskadh)
CLASS VIII-X CRUISER



K3 (Kalath)
CLASS II GUNBOAT



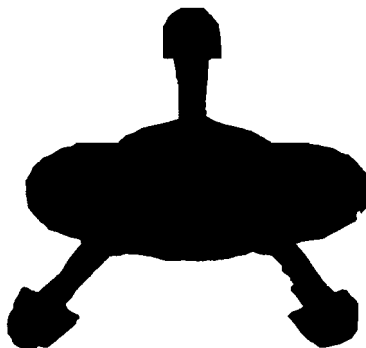
K-5 (Watcher)
CLASS II-III GUNBOAT



D20 (Death Rite)
CLASS VII CRUISER



D-18 (Gull)
CLASS VII-IX DESTROYER



Z-4 (Deathgame)
DEFENSE OUTPOST



G-6 (Catapult)
CLASS VIII CARGO TRANSPORT



K-17 (Deathstalker)
CLASS III SCOUT



S-4 (Mender)
CLASS VI REPAIR TENDER



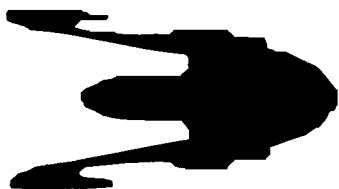
K-4 (Enforcer)
CLASS II GUNBOAT



D-11 (One Wing)
CLASS VI-VII DESTROYER



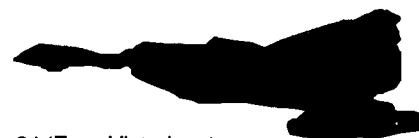
T-12 (Carrier Of Doom)
CLASS IX ASSAULT SHIP



D-9 (Seeker)
CLASS VIII CRUISER



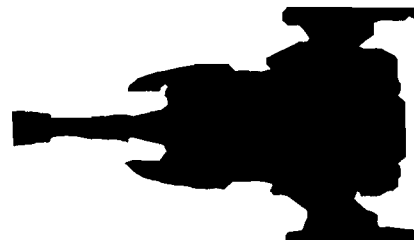
K-23 (Little Killer)
CLASS VI-VIII ESCORT



L-24 (Ever-Victorious)
CLASS XIII BATTLESHIP



W-4 (Speedster)
CLASS III WARPSHUTTLE



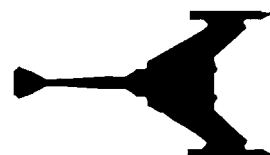
T-3 (Mover)
CLASS VI ASSAULT SHIP



K-22 (Bird Of Prey)
CLASS V SCOUT



D-32 (Stronger Bird)
CLASS VII CRUISER



D-4 (Predator)
CLASS VII CRUISER



K-30 (Luckless)
CLASS IV MONITOR



G-5 (Tugboat)
CLASS VIII CARGO TRANSPORT



L-42 (Great Bird)
CLASS IX-X FRIGATE



K-14 (Pathmaker)
CLASS IV SCOUT



S-5 (Healer)
CLASS IV TENDER



L-9 (Saber)
CLASS X FRIGATE



K-24 (Winner)
CLASS VII ESCORT



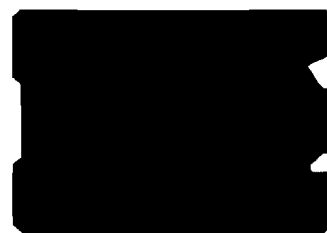
K-6 (Administrator)
CLASS II-IV GUNBOAT



G-8 (Traders Game)
CLASS IV CARGO FREIGHTER



D-2 (Stingtongue)
CLASS VI DESTROYER



S-8 (Murph)
CLASS VI MOBILE REPAIR FACILITY



D-30 "HAND OF DEATH"**Class XII Heavy Cruiser****Design By: Lt. Cmdr. Kothos Satal Khemara****Construction Data:**

Model Type: A
 Date In Service: 2/2303
 Number Constructed: 1

Hull Data:

Superstructure: 32
 Damage Chart: C

Size:

Length: 273 m
 Width: 204 m
 Height: 86 m

Cargo:

Cargo Units: 150 SCU
 Capacity: 7500 mt
 Landing Capacity: None

Equipment Data:

Computer Type: ZD-9

Transporters:

Standard 6-man: 3
 Standard 22-man: 5
 Emergency 18-man: 2
 Cargo: 2

Other Data:

Crew: 415
 Troops: 220
 Shuttles: 5
 (2 W-f, 3 W-2)

Combat Efficiency: 206.64
 D/WDF: 197.74/104.5

Engines & Power Data:

Total Power: 95
 Warp Engine Type: KTWA-1
 Number: 2
 Power Available: 36
 Movement Pt. Ratio: 4/1
 Stress Charts: D/F
 Max. Safe Cruise: 10
 Emergency Speed: 12
 Impulse Engine Type: KIF-2
 Movement Pt. Ratio: 4/1
 Total Power: 23
 Beam Weapon Type: KD-8
 Number: 12
 Firing Arcs: 8f/p/s
 Chart: U

Damage Modifiers:

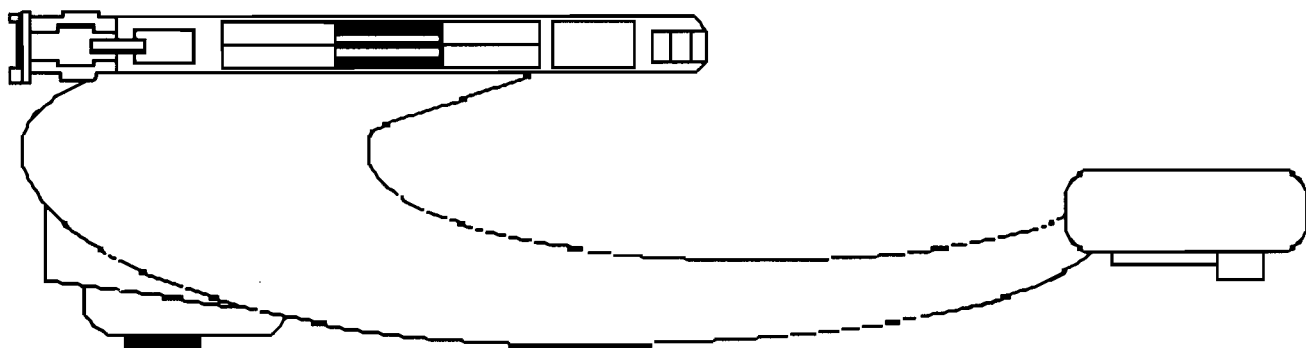
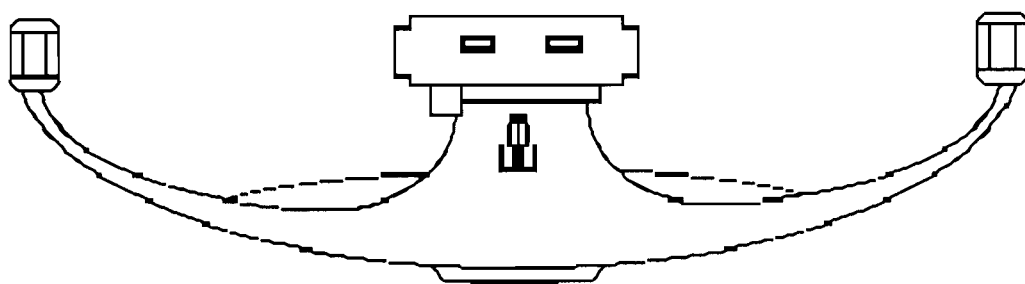
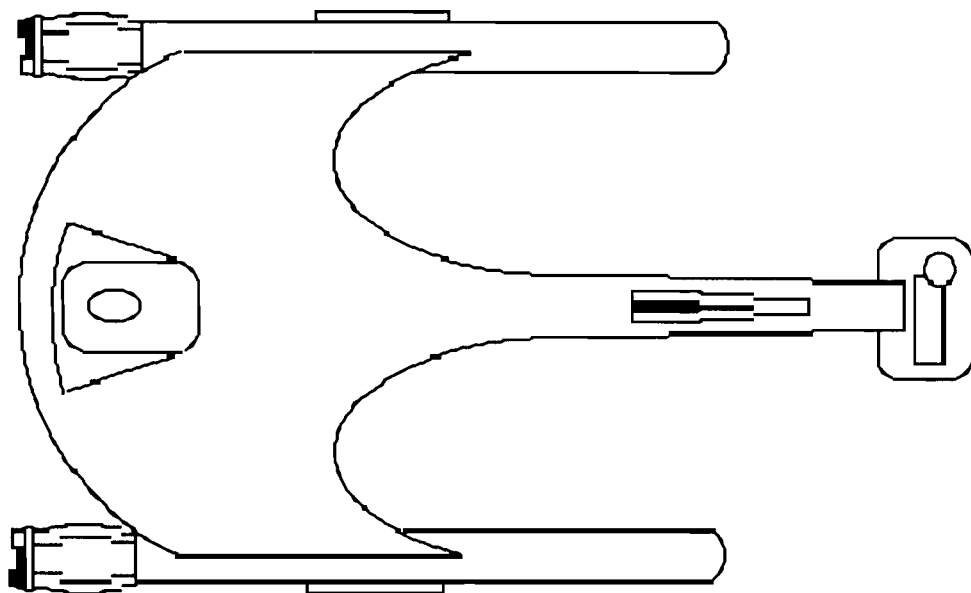
+3 (1-7)
 +2 (8-15)
 +1 (16-20)

Missile Weapon Type:

Number: 4
 Firing Arcs: 2 fwd, 2 aft
 Chart: W
 Power to Arm: 2
 Shield Type: KSP
 Power Point Ratio: 3/1
 Max. Power: 15

***KP-7 PHOTON TORPEDO DATA:**

Mass	Power	Damage	Range	Chart	Dmg. F.	SS	Avail.	Cost
650mt	2	20	20	W	6.3	1.8	iii/25	300

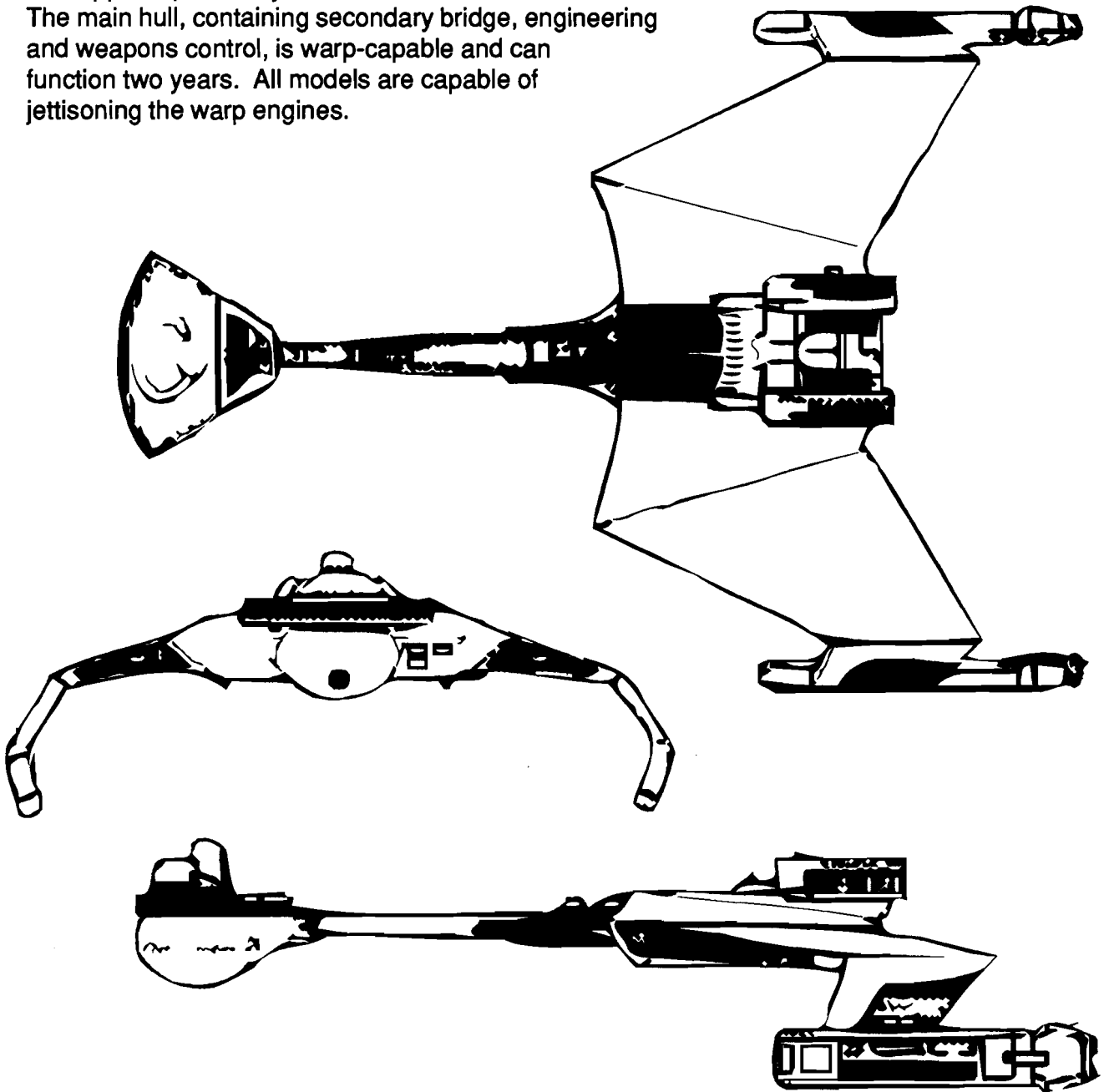


The D7 design, developed from the earlier D4, has long been a popular vessel with Klingon commanders and crews due to its high performance standards, reliability, ease of repair and strike capabilities.

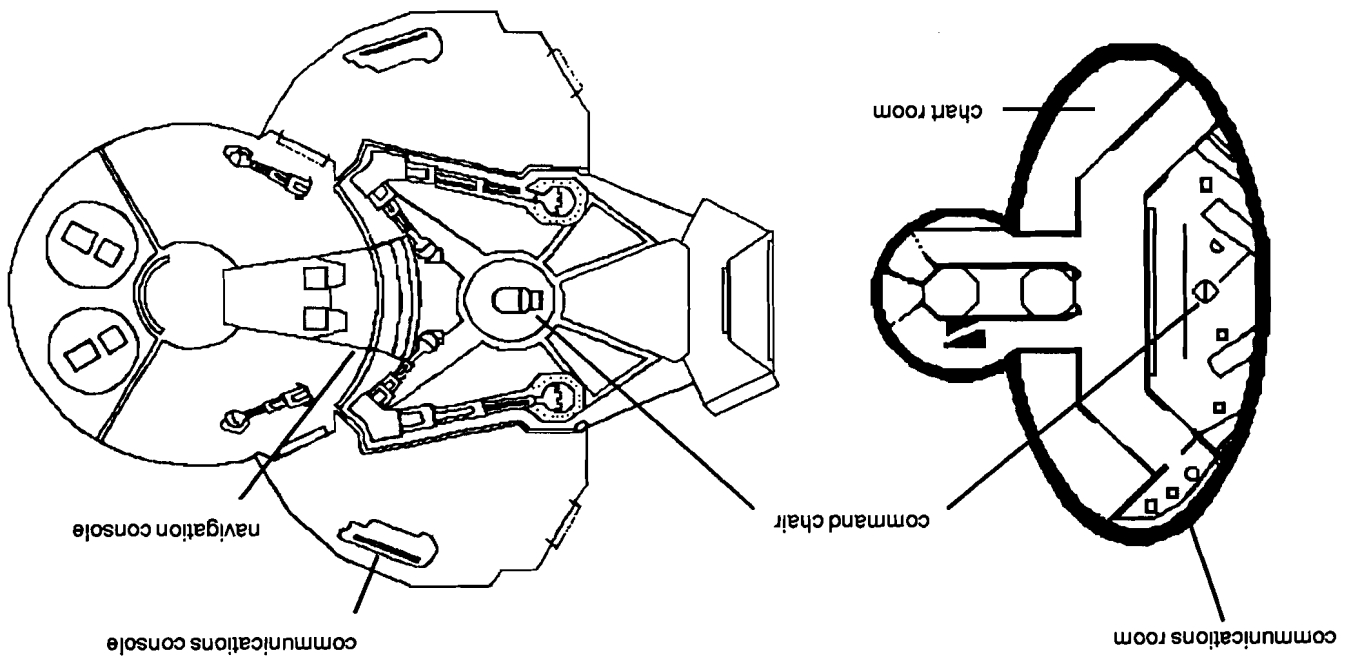
The Command pod on all models may be separated from the ship in an emergency. Equipped with impulse drive and disruptors, the pod can maintain power and life support up to one year.

The main hull, containing secondary bridge, engineering and weapons control, is warp-capable and can function two years. All models are capable of jettisoning the warp engines.

**D7, classes A-M
K'tinga displayed**



D7 Bridge Design Improvement Class A to Class M



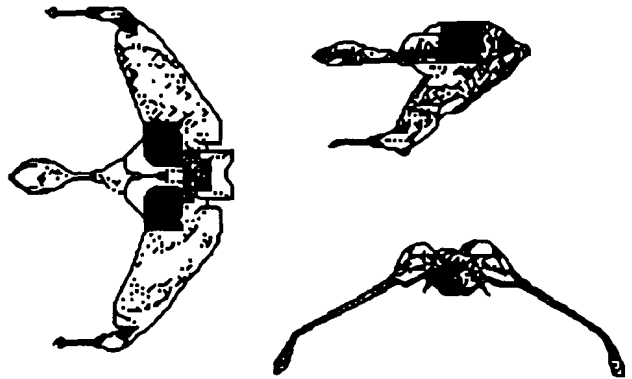
K't'ingga (Bringer of Destruction)
K't'rika (Bringer of Agony)
K't'mara (Bringer of Justice)
K't'kara (Bringer of Destiny)
K't'allia (Truthbringer)

Model #	Ship Class	Length	Width	Height	Weight	Landing Cap.	Transporter 6 per.	combat 22	emergency 18	Cloak	Warp Eng.	Max Speed	Emerg. Speed	Beam Weapon	Photon or other	Deflectors	Crew	Troops	Shuttlecraft	Cargo Cap.
A	VIII	216m	152m	55m	100,300mt	none	3	5	1	no	2	6	8	4	-	yes	352	220	5	6,000mt
C	VII	216m	152m	55m	89,000mt	none	3	4	1	no	2	7	8	7	-	yes	352	180	5	6,000mt
G	VIII	218m	152m	55m	100,400mt	none	3	4	1	no	2	7	8	4	1 plasma	yes	360	110	5	5,000mt
M	IX	221m	156m	62m	135,000mt	none	3	5	1	no	2	8	9	4	2 photon	yes	373	220	5	6,000mt
R	IX	218m	152m	55m	134,900mt	none	3	4	1	yes	2	8	9	6	1 plasma	yes	378	110	5	4,000mt
S	IX	221m	156m	62m	139,900mt	none	3	5	1	yes	2	8	9	6	2 photon	yes	375	220	5	8,000mt

Ship Recognition and Documentation Klingon Navy

K-22 (Bird Of Prey) Class V Scout

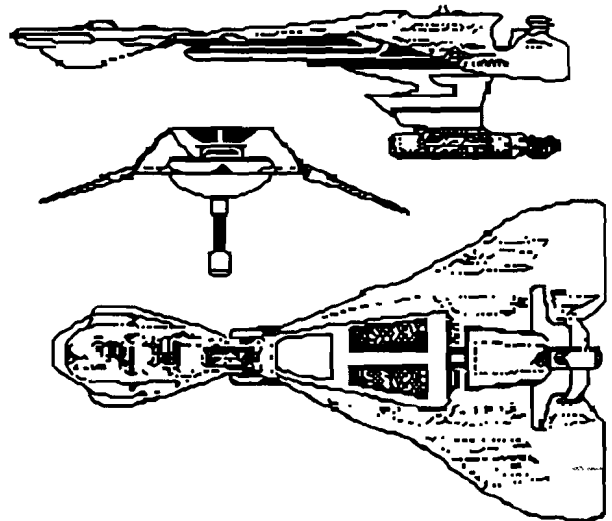
Model #	B
Length	88m
Height	16m
Width	130 m
Weight	47,000 mt
Cloaking Device	yes
Landing Capability	yes
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	14
Troops	-



Equipped with cloaking device and maneuverable wing mechanism; capable of atmospheric flight. Command pod and warp engines non-jettisonable. Based on the Romulan S-11 acquired through treaty exchange. Along with excellent battle maneuverability, they boast impressive offensive weaponry and may be found anywhere.

K-15 (Unseen Creeper) Class IV-V Scout

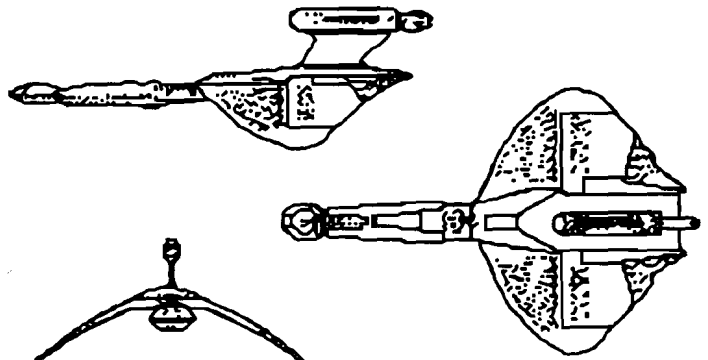
Model #	F
Length	110 m
Height	50 m
Width	155 m
Weight	46,300 mt
Cloaking Device	-
Landing Capability	No
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	126
Troops/Passengers	2

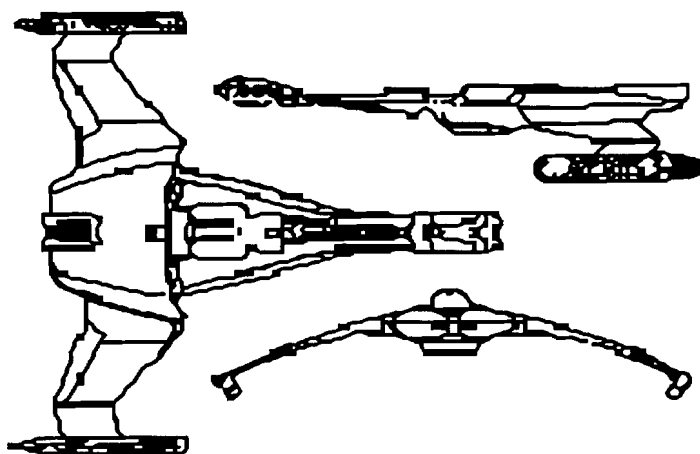


Extensively used in all Empire territories as well as frontier areas.
Well accepted by officers and crew.

K-27 (Grim Reaper) Class VI Escort

Model #	C
Length	160 m
Height	55 m
Width	110 m
Weight	60,650 mt
Cloaking Device	Yes
Landing Capability	No
Max. Cruising Speed	Warp 6
Emergency Speed	Warp 7
Crew	157
Troops/Passengers	20

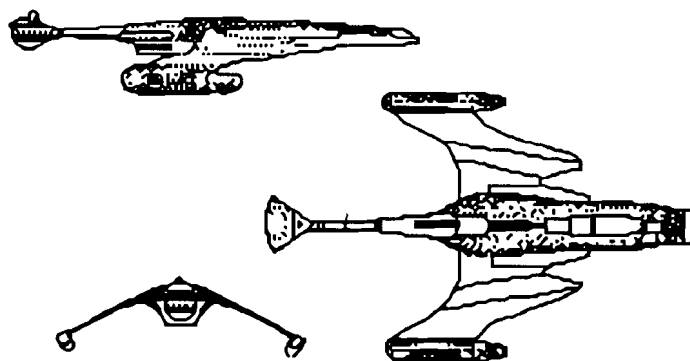




K-24 (Winner) Class VII Escort

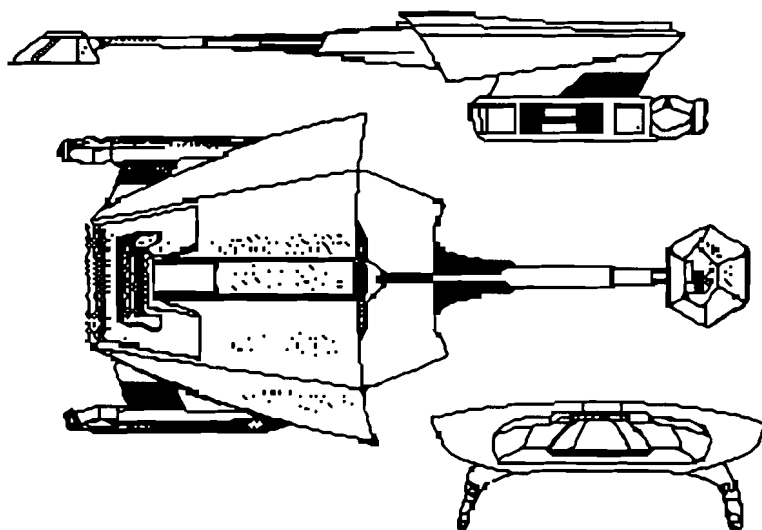
Model #	A
Length	98 m
Height	24 m
Width	100 m
Weight	81,000 mt
Cloaking Device	-
Landing Capability	Yes
Max. Cruising Speed	Warp 8
Emergency Speed	Warp 9
Crew	160
Troops/Passengers	20

A highly maneuverable craft with defensive systems taking priority, these ships are normally assigned internal Empire patrol routes.



L-6 (Defender) Class VIII-IX Frigate

Model #	I
Length	200 m
Height	42 m
Width	120 m
Weight	123,000 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 6
Emergency Speed	Warp 8
Crew	335
Troops/Passengers	320

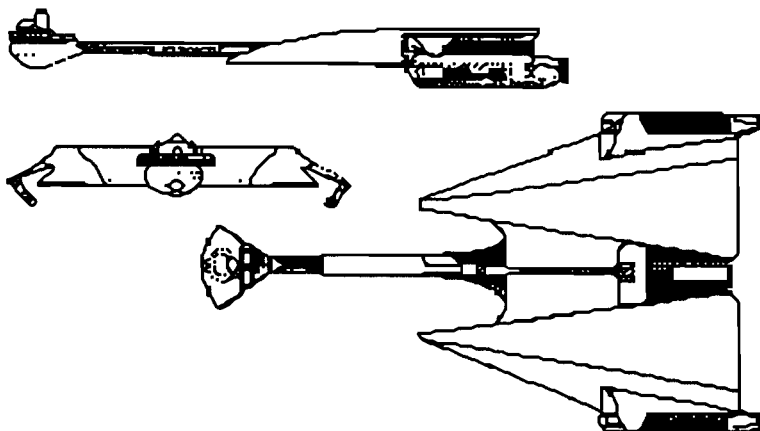


L-9 (Saber) Class X Frigate

Model #	G
Length	230 m
Height	50 m
Width	106 m
Weight	152,100 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	450
Troops/Passengers	240

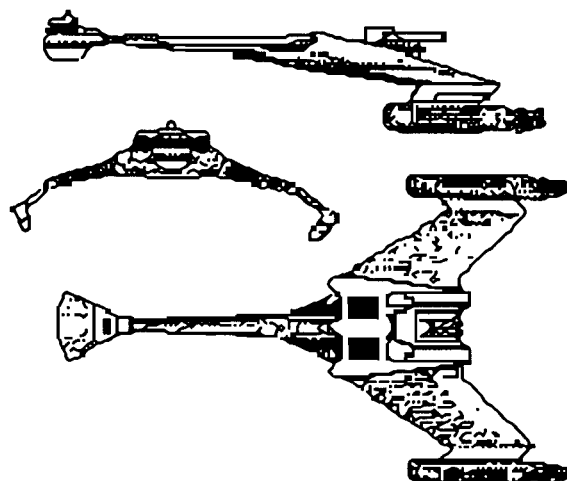
D-10 (Riskadh) Class VIII-X Cruiser

Model #	H
Length	264 m
Height	30 m
Width	157 m
Weight	154,250 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	530
Troops/Passengers	20



D-4 (Predator) Class VII Cruiser

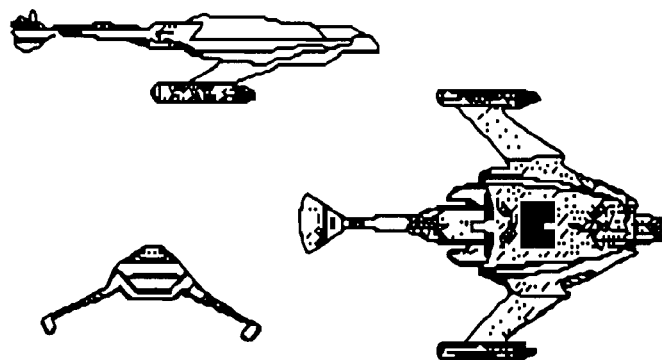
Model #	E
Length	205 m
Height	45 m
Width	130 m
Weight	84,600 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	305
Troops/Passengers	-



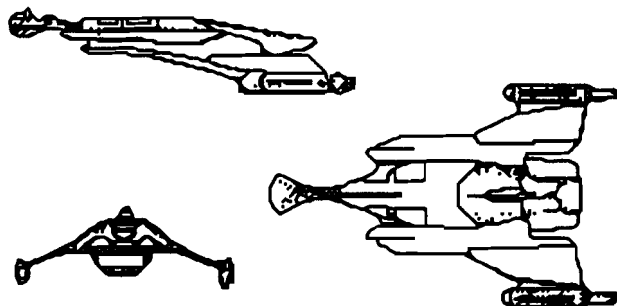
The D-4 pioneered the non-standard command-pod forward design. Having performed well, this class ship is now serving in the reserve fleet.

T-3 (Mover) Class VI Assault Ship

Model #	A
Length	250 m
Height	50 m
Width	150 m
Weight	73,800 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	62
Troops/Passengers	800



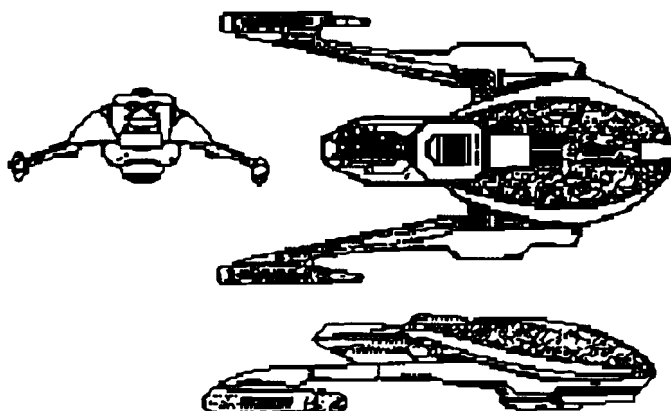
No longer in production, the T-3 was a large-volume production class and nearly 300 still remain in service.



T-5 (Throne Seeker) Class VII Assault Ship

Model #	B
Length	270 m
Height	60 m
Width	165 m
Weight	88,200 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 6
Emergency Speed	Warp 8
Crew	76
Troops/Passengers	1,400

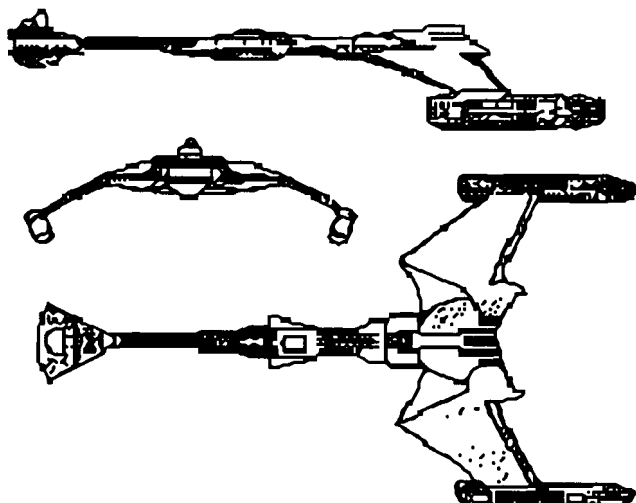
The T-5 is capable of transporting up to 1,400 men and related assault vehicles inside of ten minutes, making this craft a formidable opponent in ground warfare.



T-12 (Carrier Of Doom) Class IX Assault Ship

Model #	A
Length	300 m
Height	65 m
Width	170 m
Weight	126,200 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	82
Troops/Passengers	2,400

A doubling in troop capacity over the T-5 and the ability to transport that number of troops in only fifteen minutes makes this craft and its complement something to be wary of and appreciate.



D-16 (Swiftwind) Class VI Destroyer

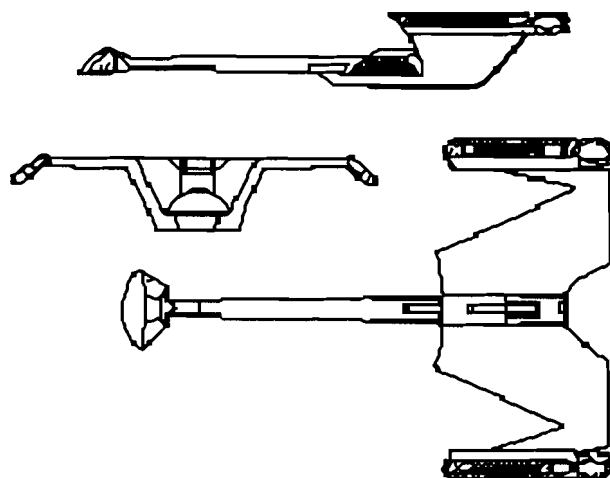
Model #	A
Length	190 m
Height	28 m
Width	100 m
Weight	70,800 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	180
Troops/Passengers	10

Of the 192 ships of this class built, most have been lost in battle. Only 27 remain in the fleet as reserve craft.

D-18 (Gull) Class VII-IX Destroyer

Model #	C
Length	212 m
Height	38 m
Width	159 m
Weight	125,800 m
Cloaking Device	Yes
Landing Capability	-
Max. Cruising Speed	Warp 8
Emergency Speed	Warp 9
Crew	280
Troops/Passengers	20

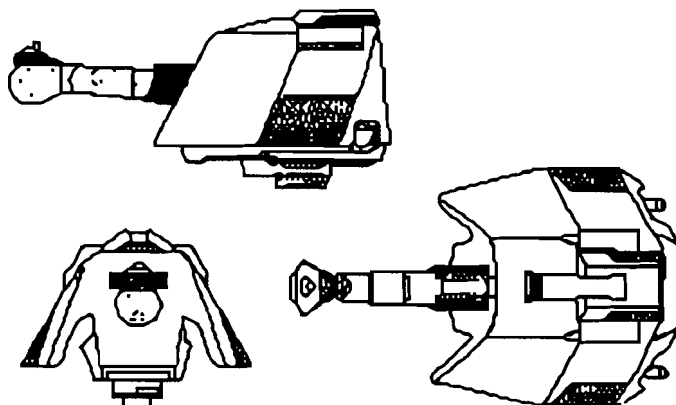
The most widely used destroyer in the Imperial Navy - found in all regions.



L-13 (Fat Man) Class IX-XI Battleship

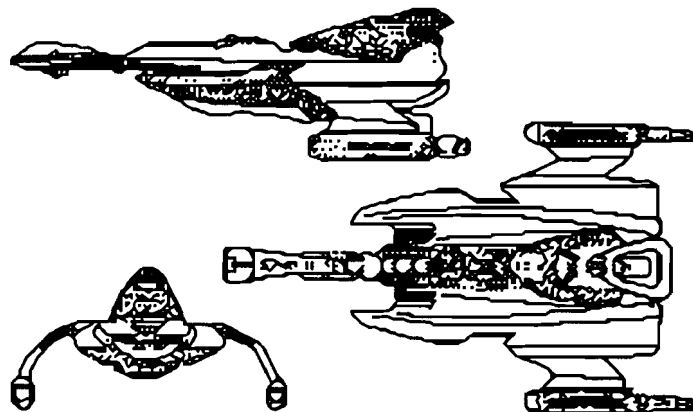
Model #	D
Length	244 m
Height	110 m
Width	147 m
Weight	164,300 mt
Cloaking Device	Yes
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	1,062
Troops/Passengers	420

First battleship design of the Empire. Proven to be no more effective in combat than older vessels of other classes, only a limited few were ever constructed.

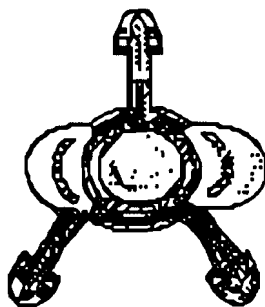


L-24 (Ever-Victorious) Class XIII Battleship

Model #	A
Length	320 m
Height	105 m
Width	190 m
Weight	214,000 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 6
Emergency Speed	Warp 8
Crew	1,070
Troops/Passengers	480



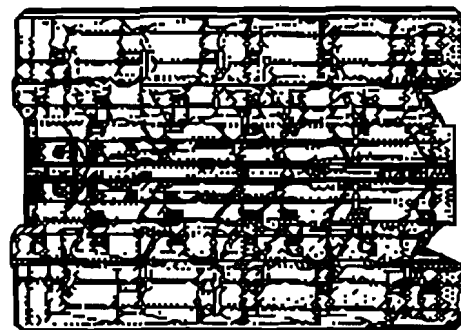
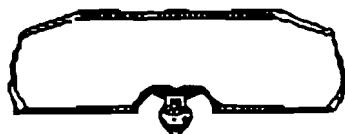
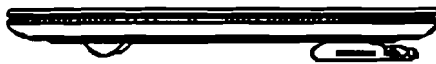
The L-24 is the largest warship so far constructed by the Empire. Powerful as well as maneuverable, it features compartmentalization for greater structural strength. Impulse engines in the Command Pod are an innovation. Deflector shielding and the warp engines are the most advanced and powerful systems the Empire has currently developed.



Z-4 (Deathgame) Defense Outpost

Model #	C
Length	320 m
Height	110 m
Width	300 m
Weight	1,850,000 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	-
Emergency Speed	-
Crew	455
Troops/Passengers	260

The Z-4 must be built in space and towed to its location in sections. With a formidable array of defensive weaponry, the Z-4 could withstand a small force of enemy craft.

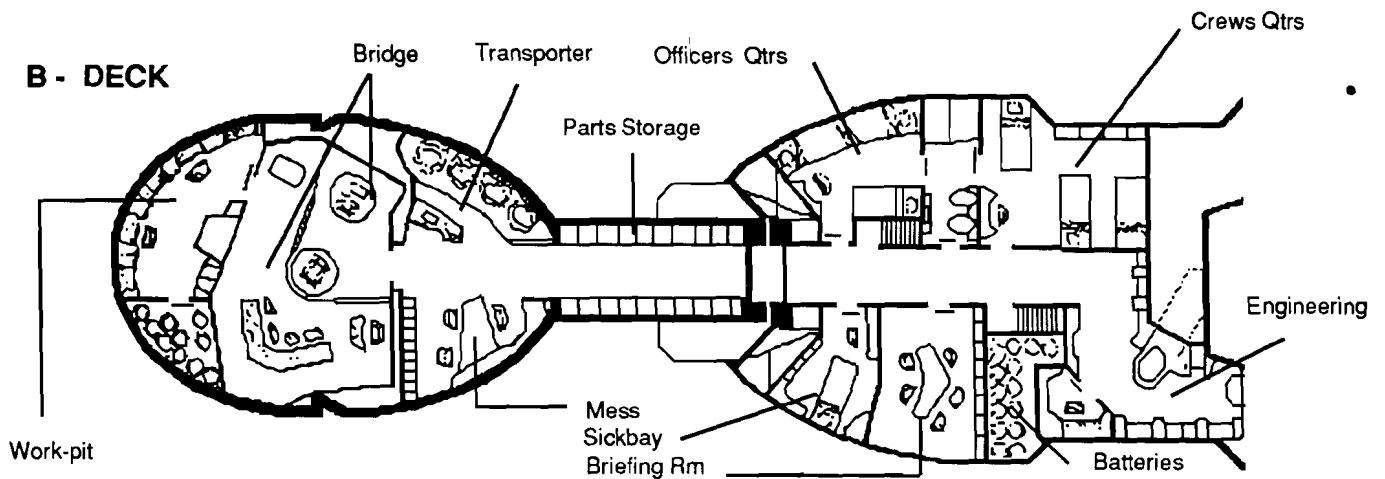
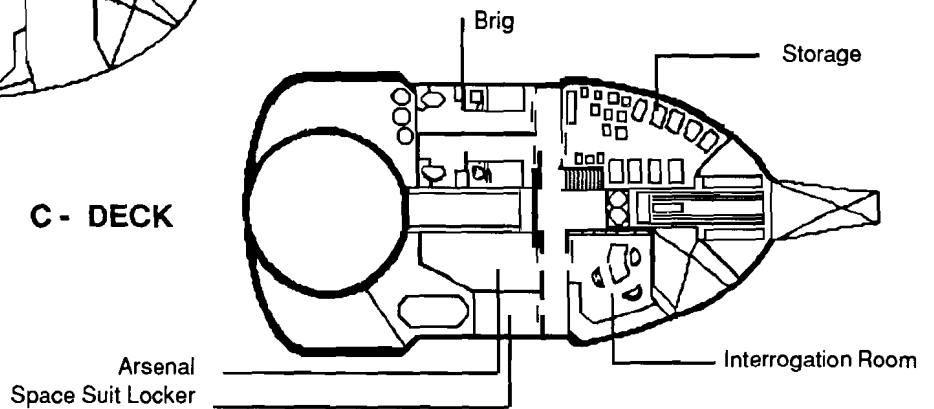
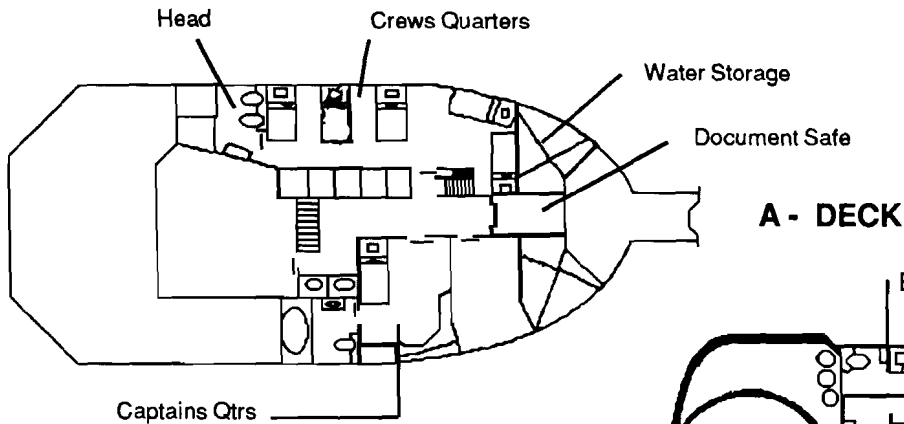
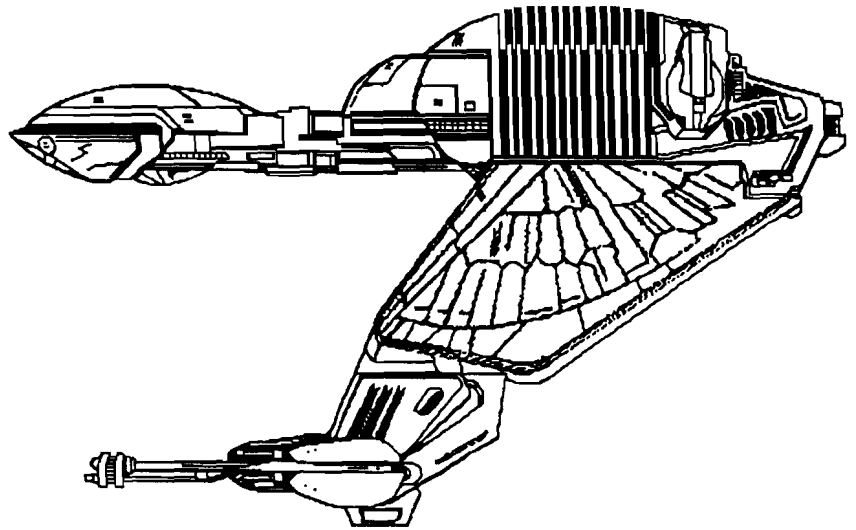


S08 (Murph) Class VI Mobile Repair Facility

Model #	B
Length	259 m
Height	76 m
Width	191 m
Weight	76,900 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	166
Troops/Passengers	80

The S-8 was the first mobile repair facility in space by any known race. A need for on-site minor repairs was seen by the Empire and the MRF has filled that niche.

K-22 Bird Of Prey
Cutaway
Decks A-C



Imperial Klingon Starship Tactics

The following is a short explanation of some basic ship-to-ship combat tactics.

Squadrons are usually compiled of three vessels, in one of three basic formations. One is formed with the flagship in front, trailed by the other ships to either side (fig. 1) - this is known as the "The Brave Wedge" or K'tazi formation. When the flagship trails the others (fig. 2), it is called the "Open Mouth." When the vessels are formed in a diagonal line, with the flagship leading (fig. 3), this is called the "Ladder of Assault."

A common tactic used when aft-firing weapons are needed is called "Striking for the Spleen" (fig. 4). You approach off to the side of your opponent, and as you pass, fire forward arcs, then flanking arcs, and finally striking with rear arcs. This is usually followed by taking a high-stress turn and bringing forward weapons to bear on the enemy's rear shields.

If you are facing an enemy with a greater weapons range, it is best to use a tactic known as "Relentless Fury" (Fig. 5). As you approach, fire at a range which will afford you a buffer zone, firing as many weapons as you can, sacrificing power for numbers. By firing early, you may inflict enough damage to at least disable him; then as soon as you can re-power your weapons, to finish him off.

Another tactic is known as the "Running Dog" (Fig. 6). When attacking convoys, stay to the rear at all times, firing at the rear-most ships, disabling one at a time. This allows for a leisurely pace of attack and provides for maximum protection from whatever firepower the forward starships are carrying.

Fig. 1

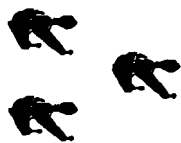


Fig. 2

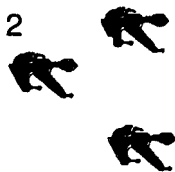


Fig. 3



Fig. 4

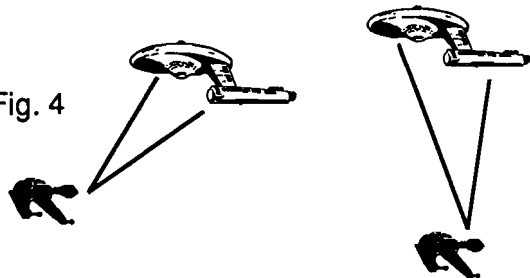


Fig. 5

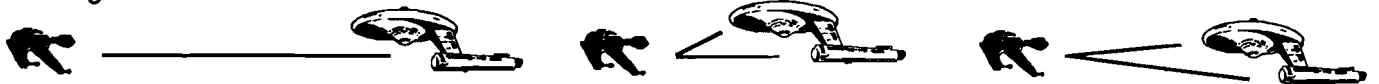
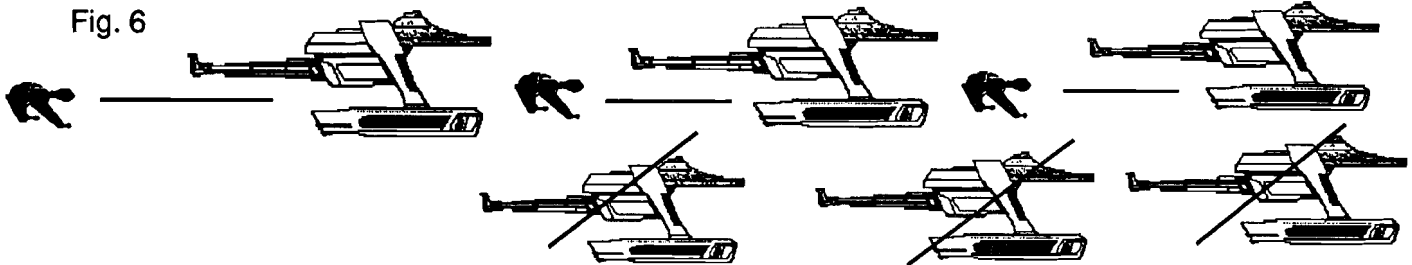
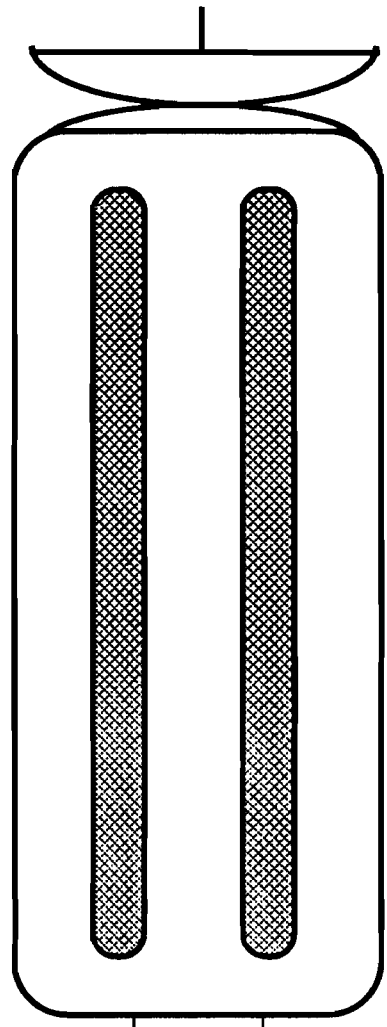
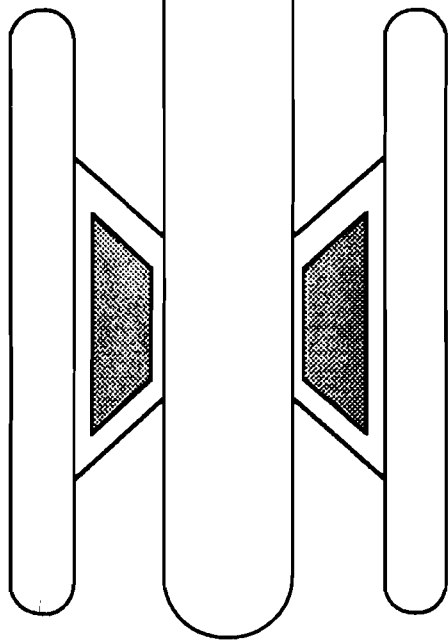
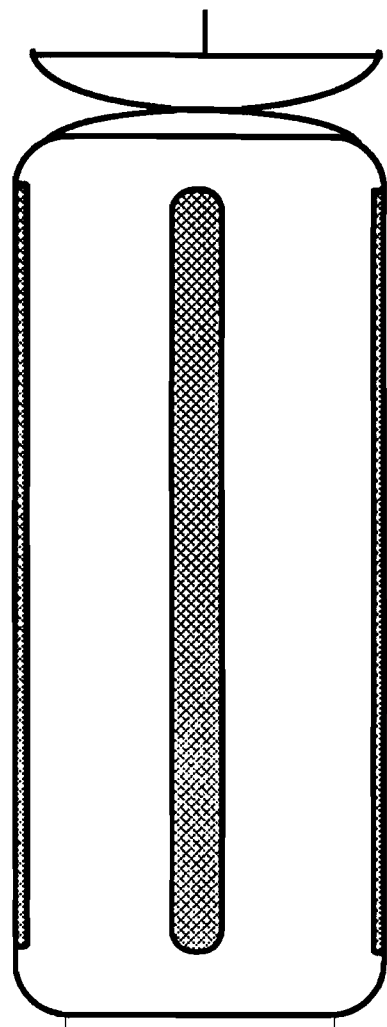
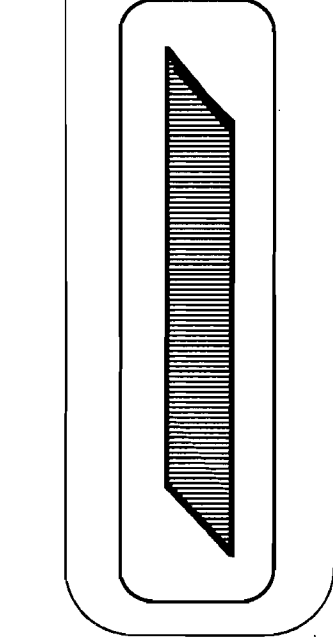


Fig. 6



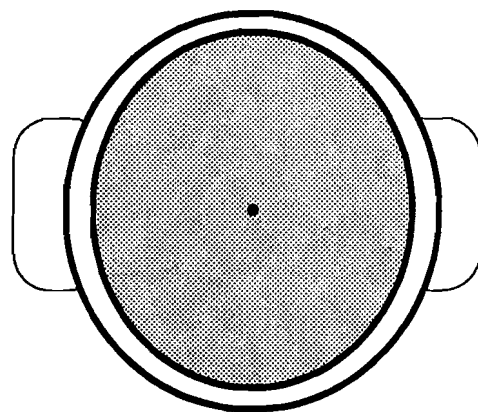


TOP VIEW

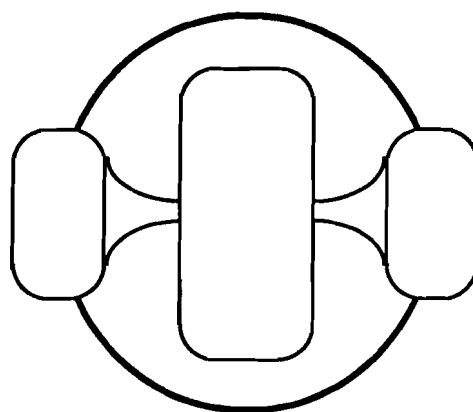


PLAN VIEW

- | 9
- | 8
- | 7
- | 6
- | 5




FRONT VIEW



BACK VIEW

MATTER/ANTI-MATTER MAGNETICS PER K-5400
 TRANS-WARP DESIGN PER K-9000
 HULL DESIGN PER K-2451
 COMPUTER DESIGN PER K-4300/2
 FULL SIZE DRAWING ON FILE

TOP SECRET

 KLINGON IMPERIAL NAVY		WARP DISPLACEMENT SEEKING TRANS-WARP MINE
WEAPONS GROUP/KLINGON STRIKE FORCE		
DRAWN BY KORS ZANTAI KMAR	APPVD BY KA EPETAI KEAAS	
DATE 8605.09		
PART NO. 700-9000-01		PAGE 1 OF 2

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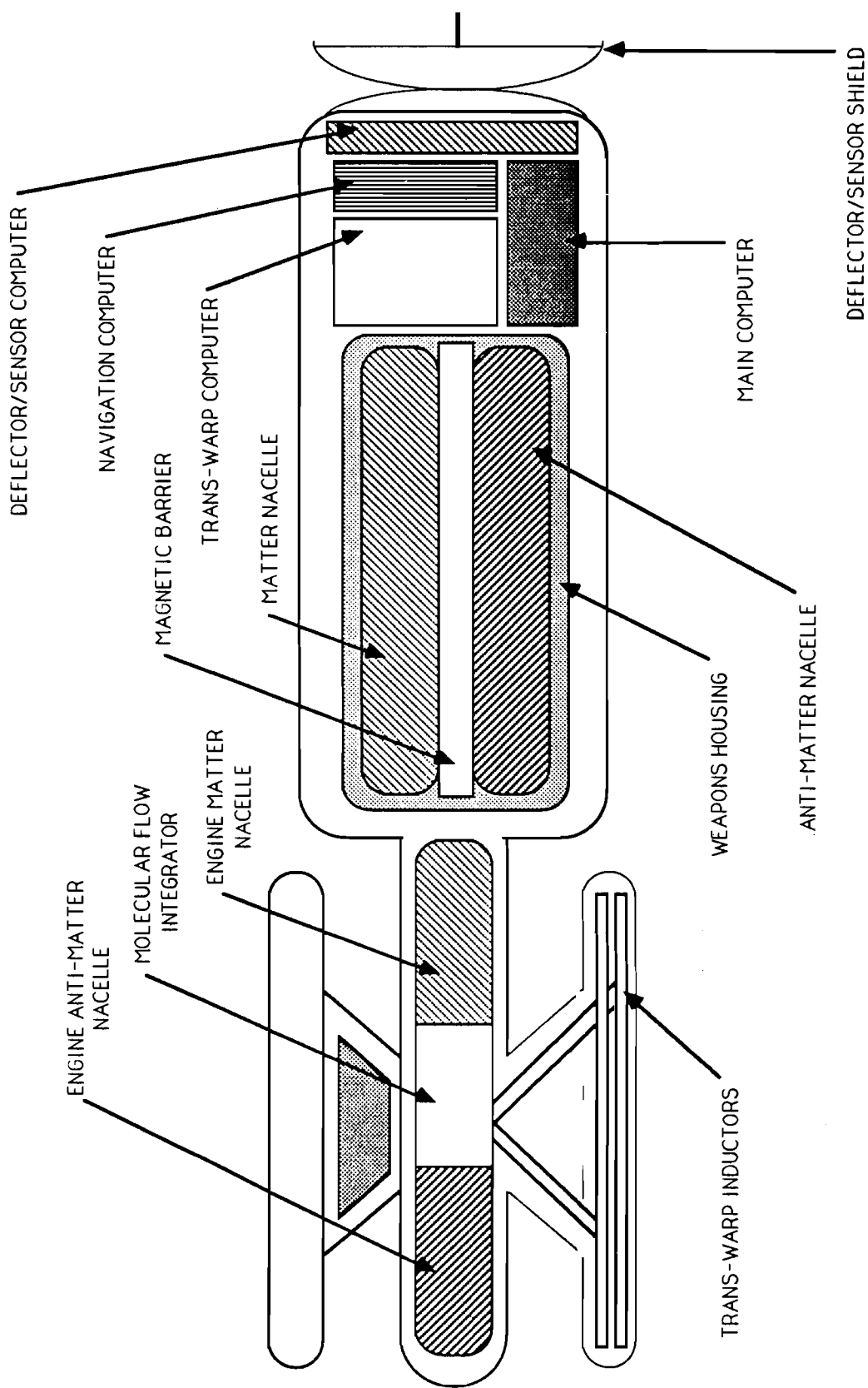
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C

B

A



CUTAWAY OF TOP VIEW

KU-ZAH MINE OVERVIEW

- C

The function of this weapon system is to provide a quick way to destroy an enemy that has you at a disadvantage. The main feature of the trans-warp engines is that it can overcome all but the newest experimental Federation craft. The primary detection system is the trans-warp computer used specifically to seek out external warp displacement. The usual Federation tactic when confronted with an overpowering situation is to escape, which ties in well with this weapon's capabilities. The tracking system locks onto the nearest displacement of space caused by a warp engine, and then guides the mine towards that disturbance. The launching of the mines would seem to be dangerous for the craft dispatching them, but through the use of a timed delay and a reduction to sub-light speed, the mother craft remains invisible to the scans and averts any danger.

- B

The new trans-warp engines are also of interest. Warp speeds up to warp 15 are attained by engineering the matter and anti-matter molecules into a precisely aligned stream, injected at precisely timed intervals which produces a higher rate of flow of molecular matter into the integrator resulting in a higher energy conversion rate.

45

TOP SECRET

- A

MATTER/ANTI-MATTER MAGNETICS PER K-5400
TRANS-WARP DESIGN PER K-9000
HULL DESIGN PER K-2451
COMPUTER DESIGN PER K-4300/2
FULL SIZE DRAWING ON FILE

KLINGON IMPERIAL NAVY	
WEAPONS GROUP/KLINGON STRIKE FORCE	
DRAWN BY KORS ZANTAI KMAR	WARP DISPLACEMENT SEEKING TRANS-WARP MINE
APPVD BY KA EPETAI KEAAS	
DATE 8605.09	
PART NO.	700-9000-01
PAGE 2 OF 2	

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Blood Seed

A Weapon of Distinction

Blood Seed is a biological weapon on a planetary scale, designed only to be used after all other alternatives have been exhausted. It is chemically-based and is stored in air-tight canisters.

Blood Seed is deadly to all types of carbon-based life forms. Also, it has been proven against silicon lifeforms in concentrated doses.

The implementation of Blood Seed is basic. Introduced into a planet's atmosphere by an unmanned probe or missile from a starship, it immediately vaporizes and searches for life. At the molecular level, electrons are highly accelerated, which results in quick dispersion. An orbital dispersal helps to allow the weapon to spread. Upon finding carbon or silicon life, it enters through a respiration process, bypassing any outer skin. NOTE: Chlorine laden atmospheres require Blood Seed be strengthened by a factor of 20 to achieve equal results. **WARNING** - Blood Seed should never be released by Klingon operatives since it would cause immediate death.

Inside the organism, the chemical enters the cells. There, it acts as a catalyst, causing the cells to produce an over-abundance of waste products that the lifeform is unable to remove fast enough. After a cell is too laden with waste, it ceases to function, causing the death of the organism. After this occurs, the cells destroy any trace of Blood Seed, leaving no evidence for future research. Should no evidence of life be found within a ten minute period, the chemical self-destructs.

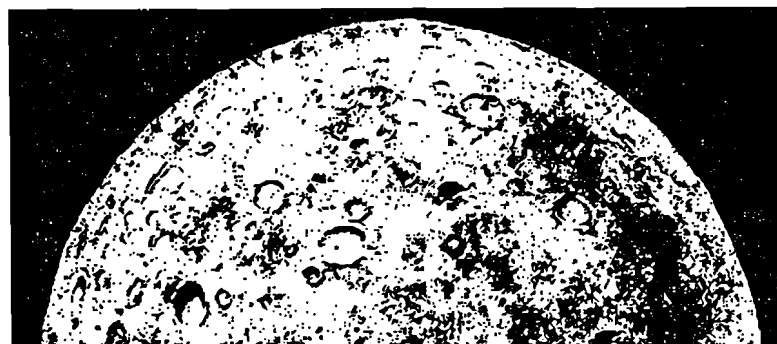
In its current state of development, Blood Seed chemical makes no distinction between animal and plant life, destroying both upon contact.

To clearly understand the effects of this weapon, a theoretical discussion is in order. If Blood Seed were released in Terran orbit, Terra would be a desolate and dead planet within thirty standard minutes.

Blood Seed can only be obtained by Admiralty order. This document and all others dealing with Blood Seed are classified TOP SECRET.



Before



After

Weapon Specifications

Type - Biological
Range - Planetary
Dosage - 50 litres
Incubation period - Five minutes
Implementation - Atmospheric release
Defense - None known, none foreseen
Targets - Carbon/Silicon lifeforms
Classified - TOP SECRET

Duotronic Disruptor

A Classic Covert Weapon

The Duotronic Disruptor works on the principle that computers based on the duotronic system can be slowed and stopped through repeated bombardments of certain waves of radiation.

The device itself is powered through a small battery and is attached by suction cups to a computer memory bank or mainframe. The battery emits the power necessary for the radiation and magnetic wave producers. The radiation and magnetic producers generate transversal waves and send them through to the amplifier. There, the wave is boosted and transferred to the transmitter. The transmitter focuses the waves into tightly coherent beams and sends them into the object the device is attached to. The device can affect any size of computer system, though its effectiveness is proportional to mass of system affected.

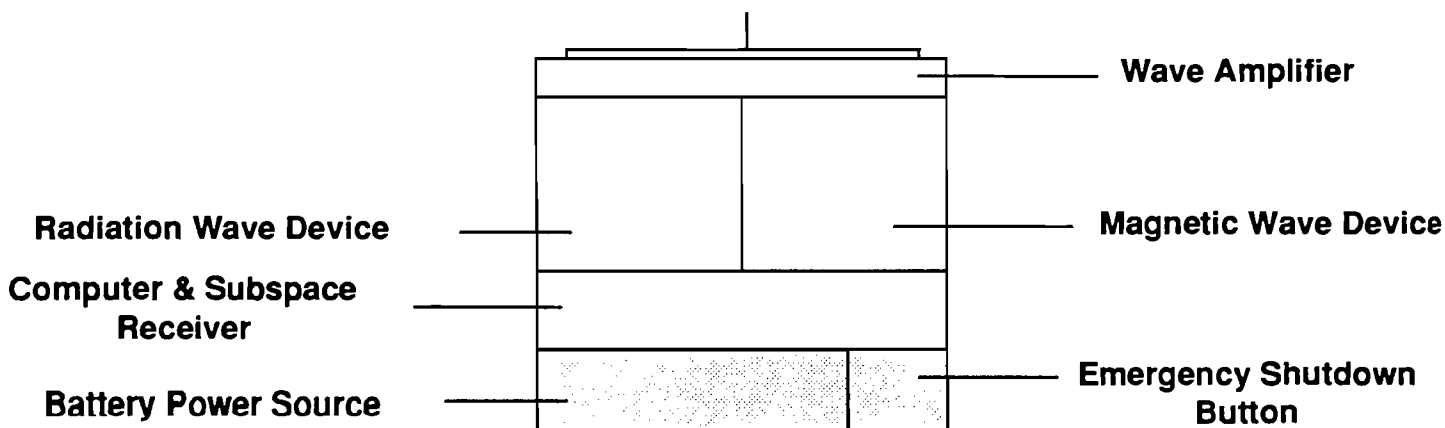
Repeated exposure to these waves affect duotronics profoundly. First, the radiation slows the electron movement within the duotronics, creating a work slowdown in all systems. Secondly, the magnetic beams bend the duotronic cells and begin to create errors in the system by rerouting molecular pathways. Continued exposure warps the duotronics out of shape, rendering them inoperative, and slows the particles down until they completely stop and 'freeze' in one position.

The disruptor is controlled through one of two options. 1. It can be programmed to activate after a certain time lapse or 2. It may be given the order to start through remote control from a subspace frequency. The disruptor's computer cannot be shielded against these waves because of the bulky shielding which would be required. So, once the device is activated, its computer will be destroyed while putting the other machinery into automatic mode. There are two methods by which the device can be shut off; either by the complete usage of the battery source (taking about one standard hour) or by shutting it off manually at the source.

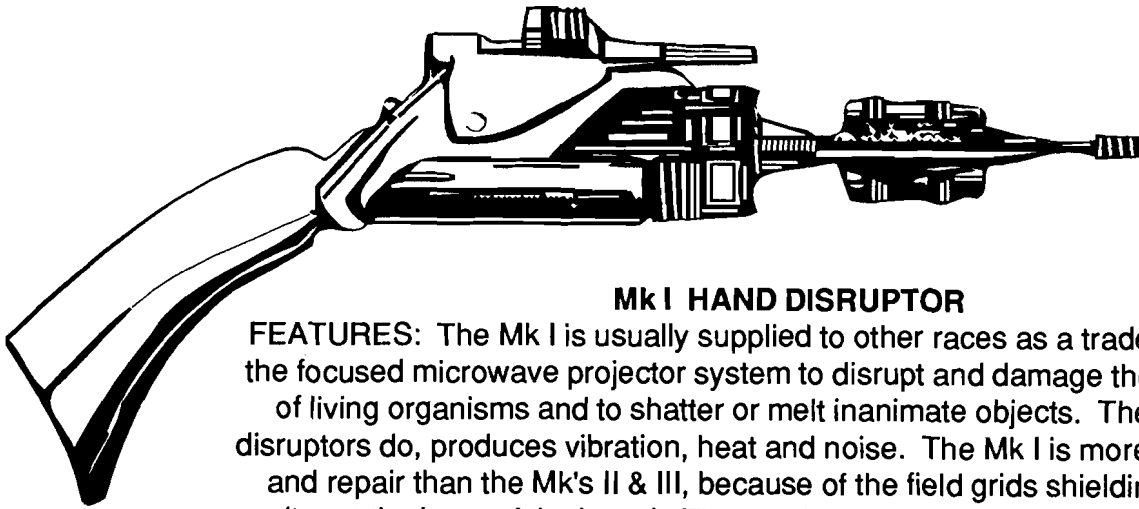
A self-destruct mechanism has been implanted within the battery. If the device is removed without pressing on a pressure-sensitive area of the device first, a surge of power is shot to the producers. This creates enormous amounts of lethal radiation. Anyone within a ten metre diameter will instantly be killed. Besides this, the radiation will melt the Disruptor into a small slag of plastics and metal. When the device uses nearly all its power under normal operating conditions, it also engages self-destruct to prevent discovery.

Possible usages of this device include the disruption of a central computer as in a starship or defense installation. Smaller computers can also be destroyed using this device. However, since they can be replaced, it should only be used at a crucial moment when the enemy does not have time to replace the inoperative equipment.

Wave Transmitter

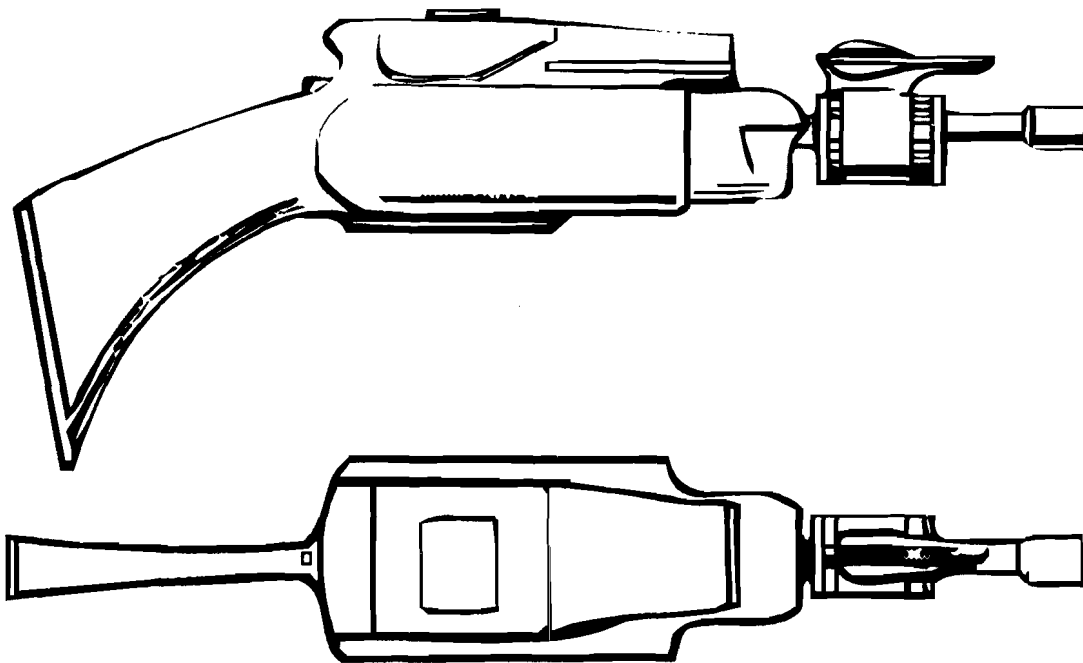


Hand Weapons



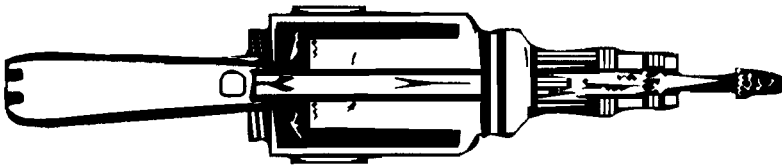
Mk I HAND DISRUPTOR

FEATURES: The Mk I is usually supplied to other races as a trade item. It uses the focused microwave projector system to disrupt and damage the cell structure of living organisms and to shatter or melt inanimate objects. The Mk I, as all disruptors do, produces vibration, heat and noise. The Mk I is more difficult to use and repair than the Mk's II & III, because of the field grids shielding the beam-exciter at the base of the barrel. These grids are easily mis-aligned (for example - dropping the weapon or using it as a club), making for inaccurate firing and shortened range.



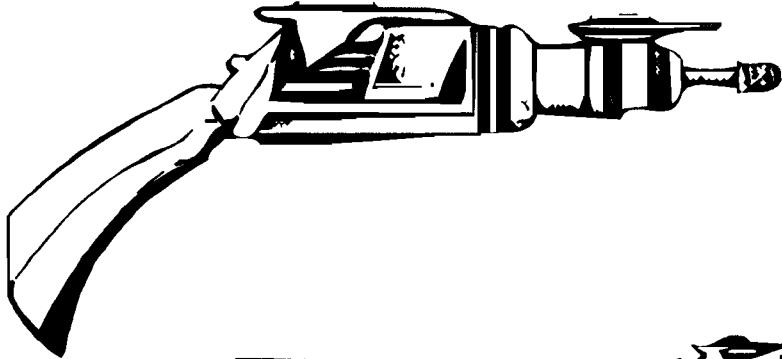
MK II HAND DISRUPTOR

Features: Originally appearing as ships' battery weapons, the Mk II was refined to a portable level. It suppresses molecular binding forces by operating in a pulse mode to cause oscillating stress and contraction in the target. Cellular disruption, shattering and melting, disintegration of man-sized targets is possible, but extremely wasteful. The Mk II does not use field grids and is thus less delicate.



Mk III Hand Disruptor

Features: An improvement over the Mk II in terms of range and power pack capacity. The Mk III can also disintegrate targets but the power cost is high.



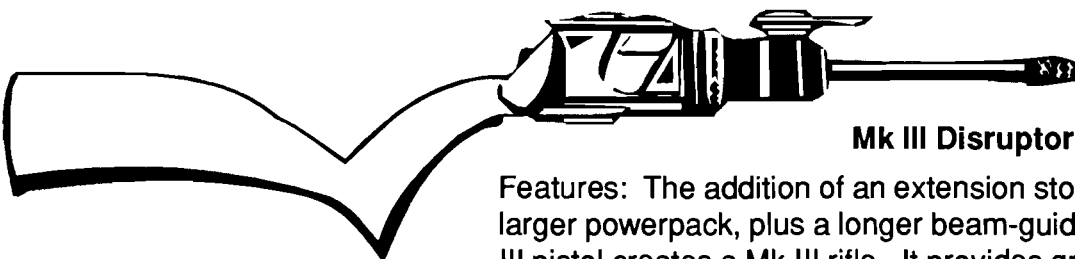
Mk I Disruptor Rifle

Features: Developed after the Mk I pistol, the Mk I's advanced focusing design led to the development of the Mk II pistol. The rifle does not use field grids and is a durable weapon, able to withstand heavy use and



abuse. Greater range and larger powerpack than pistol. Same microwave system.

NOTE: There is no Mk II rifle.

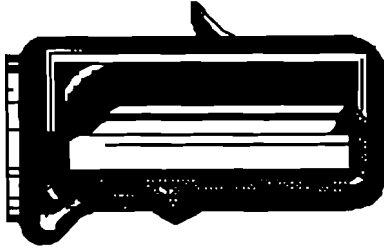
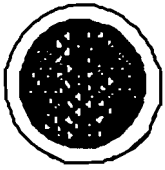


Mk III Disruptor Rifle

Features: The addition of an extension stock containing a larger powerpack, plus a longer beam-guide barrel to the Mk III pistol creates a Mk III rifle. It provides greater range, accuracy and power and is also a very sturdy weapon.



Agonizer

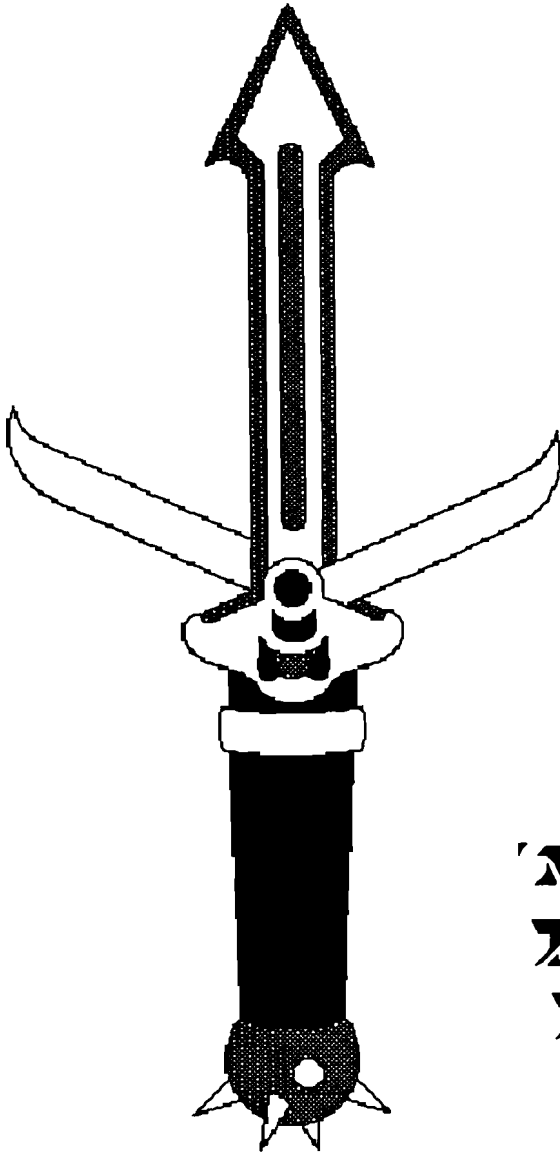


Features: Not a combat weapon; used mainly for discipline and interrogation. Carried by commanding officers aboard ship/base and some marine officers as well. It is applied to a major nerve center, usually the left shoulder/upper chest. The grid can make contact through light clothing. By holding the agonizer with the finger grip on the bottom and controlling the intensity level with the thumb slide on top, the user can induce pain, from mild discomfort to excruciating agony. Direct neurological stimulation prevents loss of consciousness.

Shakra

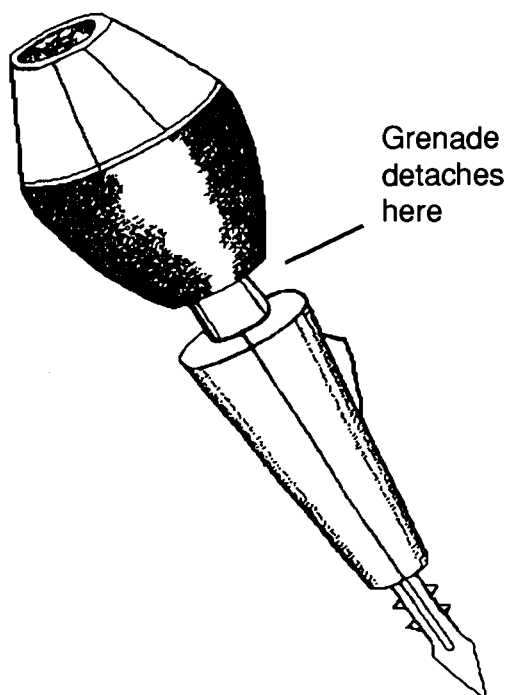
A tri-bladed combat blade.

Features: This knife is the favored bladed weapon of most marines and many naval personnel. The two side blades, spring-loaded, are released by pressing a button near the hilt. The blood-slot in center blade, razor edges on both sides of all three blades and the force of the spring release makes this a formidable knife. Spikes on pommel make this weapon a dangerous bludgeon.



'A5A FADA F3H5
 2F3H7 5A2 A5A
 26H12A 17H1+

Old Proverb



Grenade - Diffusion

Used more often by Klingon marines, this class grenade releases a cloud of reflective/absorbing particles that tend to scatter the emissions of any beam-type weapon, reducing the effectiveness of such to close-quarter combat engagements.

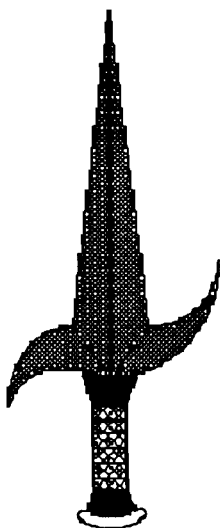
Grenade - Sonic

Again, used more often by marines, this class grenade explodes in a massive wave of ultra-high sound causing sonic disruption in very localized areas.

Grenade Launching Mortar

Delivering a longer range to the use of Sonic Grenades, this device has proven its effectiveness in incapacitating large populaces.

Trefoil



The trefoils are an ancient weapon of the Klingon race. The exact origins of the weapon are lost in antiquity. It is not known whether they inspired the current symbol of the Klingon Empire, or if they are simply a copy of said symbol.

The user is trained to use the trefoil as an extension of his own hand. Few weapons are as capable of parrying blows. Used in differing configurations, the trefoils can produce several unique forms of attack. Effective use of the trefoil requires some degree of specialized training. Trefoil dueling is a graceful art, one which requires the user to develop a fine sense of balance and poise.

Weapon name: **Technical Data**

Weapon Type:

Primary origin:

Length:

Mass:

Attack type:

Parrying ability:

Trefoil

Small Sword

Klingon

.6 meter

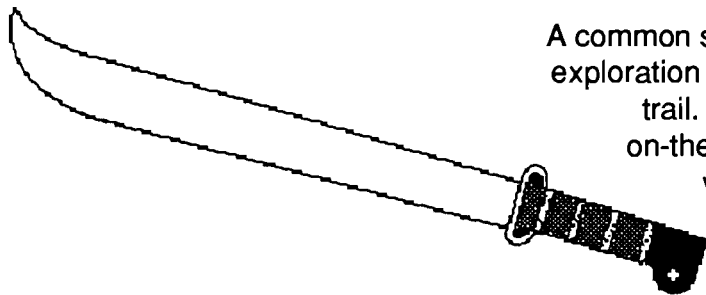
.8 Kg.

Chop/Thrust

Excellent

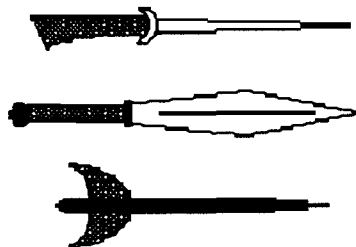
Machete

A common single-edged item carried by some marines and exploration teams. The machete is usually used to clear a trail. It is also a popular and effective tool for on-the-spot executions, hence its name. Some versions have sawteeth on the back of the blade.



Throwing Knives and Assassins' Darts

These are usually small, functional and non-decorative, designed for maximum velocity, accuracy and penetration. Always kept razor-sharp, most darts and personal knives have an inner compartment filled with poison, which is injected upon impact. Some darts can be fired from a launcher for greater range.

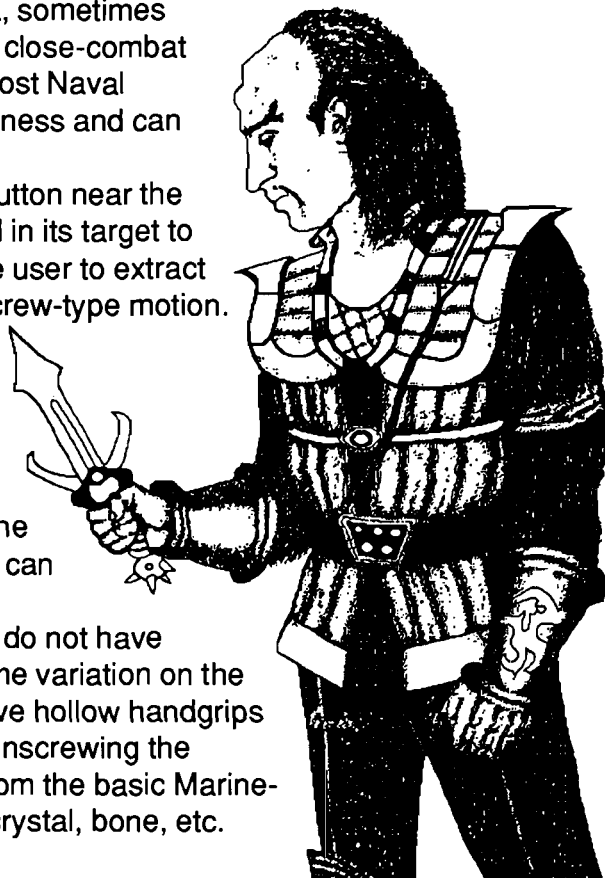


The Klingon Empire actively maintains its dueling tradition. Edged weapons are a facet of everyday life; indeed, a Klingon would feel naked and vulnerable without his personal knife. Those of higher status often carry swords, in addition to other weapons. These swords, hand-forged by master craftsmen, are often centuries old and are tokens of the respect the bearer commands within his line and society.

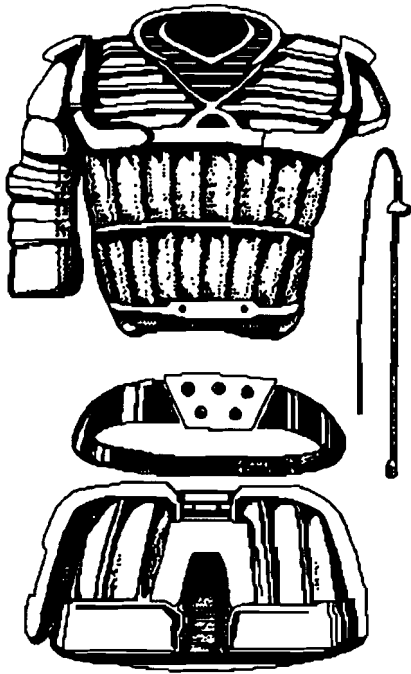
Despite Federation claims to the contrary, the Shakra, sometimes called a 'Levek' or tri-bladed knife, is a durable and efficient close-combat weapon. These knives are standard issue to Marine and most Naval personnel. They are designed for awesome killing effectiveness and can stand up to hard field use.

The side blades are spring-released by means of a button near the hilt. This is usually done after the center blade is imbedded in its target to achieve maximum damage. Training technique advises the user to extract the Shakra after releasing the side blades, utilizing a corkscrew-type motion. Victims of a Shakra attack are advised not to attempt removing it if the blades are out, as the resulting carnage usually ends in death. Surgery is usually required to save such a victim. The central blade, with its barbed point, is generally used for stabbing motions. The side blades lock into position and thus are good for slashing and cutting. The pommel spikes make for an effective mace or hammer and can be coated with poison.

VARIATIONS: Shakra are made in all sizes, some models do not have barbed points and others have differing blade shapes. Some variation on the length of the side blades and grip exists. Some models have hollow handgrips which contain survival tools, access to which is gained by unscrewing the pommel. In addition, materials used in construction vary from the basic Marine-issue military product to rare and valuable metals, jewels, crystal, bone, etc. Blade engraving is popular as is grip decoration.

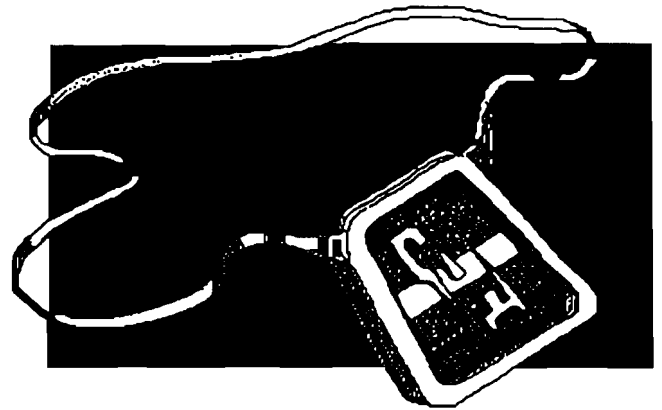


Uniforms and Equipment



Black jumpsuit over which is worn the battle armor (usually made of leather), shown at left. Collar is worn around neck; rank insignia on its left side. High black leather boots and some form of gloves or gauntlets plus battle sash are worn.

VARIATIONS: Shown below are variations of the standard (Imperial) uniform; however, the racial designations do not preclude those of non-Imperial race from wearing the standard uniform. The uniform worn can depend on personal choice, duty station, orders, etc....



Identification Card

Usually attached to a chain and worn around the neck. Marines are sometimes issued two for body I.D. in event of major bodily destruction, one being attached to the utility belt.

Human Fusion



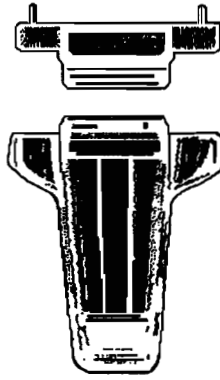
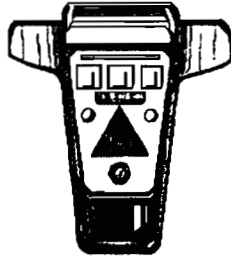
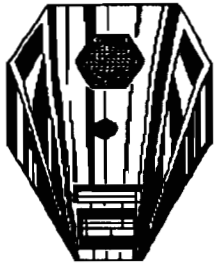
Romulan Fusion



Imperial



Hand Held Communications Devices



TRANSLATOR

COMMUNICATOR

‘**କ୍ଷତ୍ର ପ୍ରଜାପତିମାନେ ପଞ୍ଚଜନ ମିତ୍ରାକ୍ଷରମାନେ
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Keel K'ta-ri



IMPERIAL KLINGON STAR ACADEMY

INDOCTRINATION AND TRAINING

Only the best - the strongest and fastest who display strong leadership qualities - go to the Star Academy to be trained as officers for the Imperial navy. Having passed years of scrutiny, as well as the Academy's rigorous entrance requirements, the accepted officer candidate will begin what for many will be the most demanding battle of their careers. It is said that he who conquers Star Academy can conquer anything.

Cadets begin the four to five year program at the age of twelve, with the exception of the occasional naval enlisted/NCO who has shown, through especially commendable actions at an earlier age, that he is suitable Academy material. Marine officers are also trained at the Star Academy. At entry, cadets become wards of the state, with all line privileges/hindrances suspended. Cadets are formed into academic training battalions, under command of a senior security officer and various training officers known as taskmasters. The Training Battalions are split up into disciplinary sections of twenty cadets, under command of a fourth-year cadet. (Since the senior cadet is being graded on his leadership of the section and its performance under his supervision, this cadet is usually the hardest taskmaster the cadets will face as his future depends on them following his orders.)

Cadets are trained and quartered together with no separation of gender or race. Rations provide the minimal nutritional requirements. No provision is made for taste or aesthetic appearance. If a punishment is in effect, meals can be denied. The training day usually begins at 0300 and continues for about eighteen hours (recalling that the Klingon 'day' is twenty-eight hours in length.) All privileges, such as rations, medical attention, study time and sleep must be won each day by proper performance of duties. Inspections and timed exercises must be passed or repeated again and again until the section's Commanding Officer is satisfied. (These things instill attention to detail, quickness and the obedience to orders.) Often, to inspire political inspiration and group loyalty(teamwork), an entire section or battalion will be punished for one cadet's mistake. Cadets learn quickly to put out maximum effort for their section; those who do not, or cause punishment by their mistakes, suffer brutally from their classmates. Those with superior strength and intelligence quickly become the un-official leaders of their sections. Those whom the battalion C.O. deems unsuitable are either sent to a special motivational section where discipline and regimen are even more difficult for one last chance or to the Marine enlisted training camp, depending on the needs of the Empire and the cadets' abilities. Usually the motivational sections salvage these cadets, but a percentage do fail the Academy.

Cadets are introduced to the agonizer booth and hand agonizers during their first day at Academy as a reminder of authority. Both are used for punishment, as are frequent beatings, compulsory exercise, sleep/meal deprivation, etc.....

Cadets must memorize the many regulations and during the first year are not allowed to speak unless first addressed by a senior officer or cadet. The response will of course be prefaced by 'My Lord' and cadets who forget this most basic courtesy will be severely punished.

During the first year, cadets undergo rigorous physical conditioning as well as academic studies which they are expected to do well in. The intense pressure exerted on first year cadets is intended to weed out those unsuitable for further training, which saves the Empire time and resources. Cadets are put through a series of aptitude and placement tests near the end of the first year to determine the duties they are best-suited for. The results are correlated with the Empire's needs and cadets may find their service designations switched from Naval to Marine and vice-versa. If this occurs, a cadet will be allowed to keep his given name as it is despite service generalities if the cadet wishes to do so. Thus, a certain number of Marine officers have names beginning with 'K' and Naval officers names beginning with 'M'. Objection to assigned service branch results in dismissal.

In the second year, cadets continue with intensive physical and political indoctrination, but greater emphasis is placed on academics. Specialized training for the branch the cadet has been assigned to begins. Second year cadets have won a few privileges by surviving their first year. They may address fellow cadets (but not officers) without prior permission, are allowed limited amounts of recreational time, and are given a plain battle sash. By the end of the second year, cadets will have received instruction in the skills listed below.

Prime Learning Skills

Administration
Computer Operation
Interrogation
Languages (Federation Standard)
Leadership
Marksmanship, modern (disruptor)
Personal combat, armed and unarmed
Social sciences/ Klingon culture, history & law
Space sciences/Astronomy
Sports

During the third year, skill application is tested, through small unit combat training (live-fire exercises), planetary survival exercises, shipboard procedures (incl. combat and emergency drills), unarmed combat drills, etc. Many of the Academy casualties occur during these exercises, but the value of realistic training to prepare cadets for future action, where their decisions may affect hundreds of thousands of lives is worth a few lives lost during training. It is here that instructing officers find out if the cadets have the warrior spirit necessary to a Klingon officer. Political loyalty tests are also administered regularly to test cadet stability.

Exceptional third year cadets are granted limited off-duty time away from the Academy. Some use the time to visit their homeworlds or perfect optional skills.

During the fourth year, cadets undergo further specialty training in their assigned field. At this time, each senior cadet is put in charge of a new disciplinary section (under guidance of a taskmaster, with whom the cadet may speak freely). As noted previously, the senior cadet is responsible for his section's satisfactory progress and is under constant evaluation. Poor section motivation and performance or a high number of dismissals, casualties or deaths will reflect badly on the senior cadet and incur punishment. The idea is to test cadets' abilities to lead in a controlled environment where little actual damage to the Empire can be done.

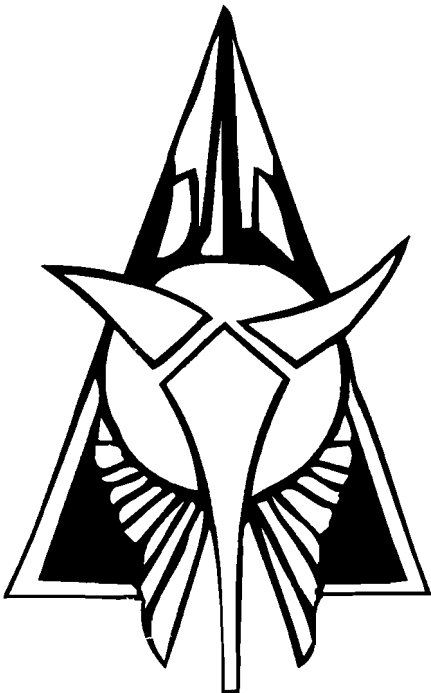
Before graduating and going on to their one-year cadet cruise, cadets must pass one more test - the Graduation Exercise. These are conducted on a group basis, with a duty taskmaster in command to monitor performance. He will not provide any assistance, however, unless it is to salvage the mission from becoming a diplomatic incident. Favorable recommendation from the taskmaster will have some bearing on the cadet cruise assignment.

Upon completion of the graduation exercise, cadets return to Academy for their formal graduation ceremony, which usually takes place at night, under the watching stars. At this time, cadets receive their Imperial commissions as midshipmen, rank insignia and officers' battle sashes.

After graduation, midshipmen are assigned to vessels for a one-year cadet cruise, where their performance and loyalty will be monitored by security and superior officers. The rank of midshipman carries real authority and the officer will have opportunities to demonstrate his abilities. Successful completion of the cruise wins the midshipman a promotion to Ensign; exceptional performance may earn an Imperial commendation and promotion to Lt. Jg. Failure will require the midshipman to take the cruise over, as well as putting a negative mark in his security record. Failure can occur for many reasons, usually over poor performance or improper remarks and actions. Some try to bribe their way to a good report, but inexperience at such matters makes this a risky and usually failed method.

Ensigns judged to be exceptional material now attend Command school, where further military skills are learned (see box next page). Command school lasts two years and graduates are promoted

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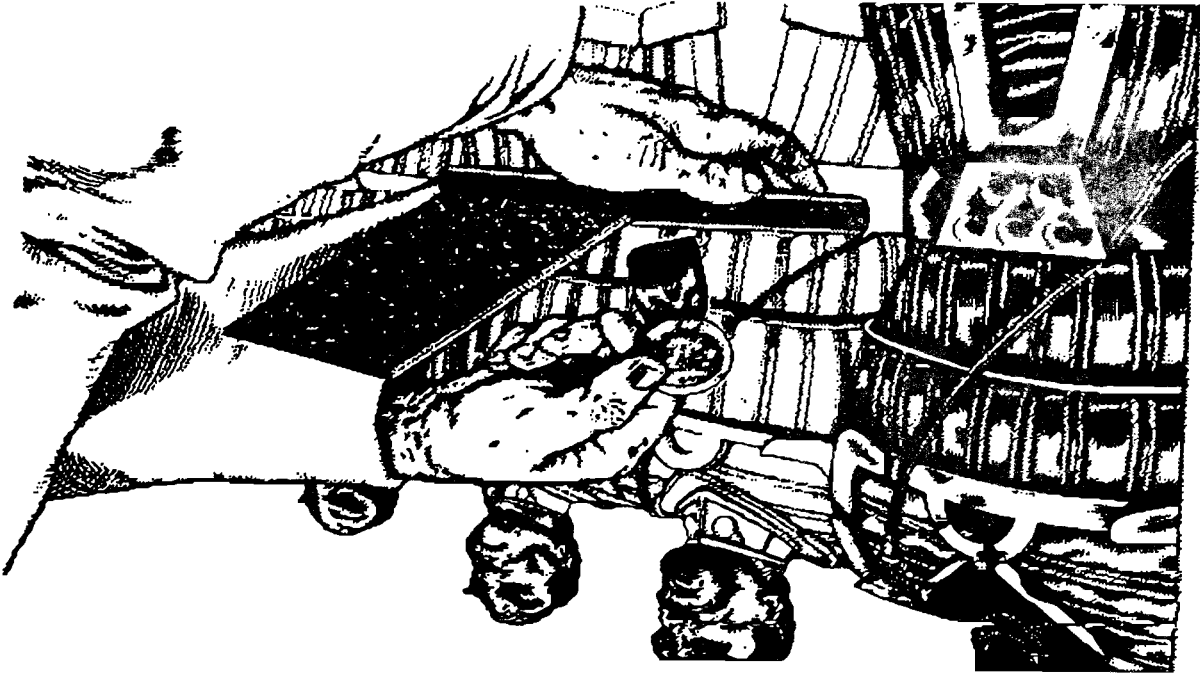


Administration
Interrogation
Klingon Law
Federation Law
Leadership
Starship Combat Tactics/Strategy
Starship Security

one step in rank. Depending on Empire needs, an exceptional Ensign may be assigned duty on a ship where it is thought he will learn the same skills as taught in Command school, but at the same time gain useful real experience. Thus, Command school is not a required necessity towards further advancement.

LCDMR. Gambit Cetacean





Naval and Marine Rank

Admiral (General)	Captain (Col.)	Commander (Lt. Col.)	Lt. Commander (Major)	Lt. (Captain)

SECURITY

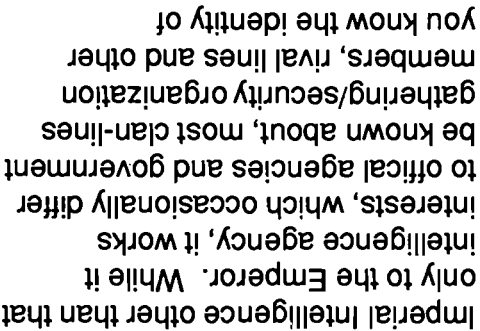
"Internal Security has a place apart from the line of command. It is above even the Imperial Forces Command, which answers directly to the Emperor. Therefore, the organization has no power to change the status quo, since it is outside it. Nor does Security intervene in the operations of the political machine at any level. Their concern is that the status quo remains. If change is inevitable, say, if the Emperor is found to be corrupt, Security will work behind the scenes to assure the smoothest and most efficient changeover possible. Security dislikes mess. Their goal is the safety of the Empire, their chief weapon not so much actual torture as the fear that they might act against one." **Keren Sutai Isenli**

'Do you know why we are so strong? It is because we are a unit. Each of us is part of a greater whole, always under surveillance...' **Cmdr. Kor**



Security organizations exist to protect and maintain the Empire and to promote its growing strength and domination, not, as Federation propaganda claims, to maximize its agents' own power over others. Abuses and scheming do occur, but no security organization will tolerate any one Klingon, or group, within its own ranks, gaining too much power. Civil war, between any such upstart and the established order, would be disastrously disruptive to the Empire and would invite attack from outside enemies. Therefore, the various security systems balance each others' powers and act as a constructive force to hold society together.

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Internal Security is responsible for protecting the Empire against threats from within and without. To do so, it maintains constant surveillance on all members of Klingon society and collects data on hostile military and civilian structures, looking for exploitable weaknesses. Internal Security maintains both overt and covert (deep-cover) agents in all areas. Depending on his orders, an I.S. officer may, in some cases, take over command from military personnel; however, the reasons had better turn out to be justified and the results positive. Rarely does this type of situation occur; in most cases, Security's wishes and the military's coincide, or can be negotiated without an embarrassing and sometimes lethal removal from

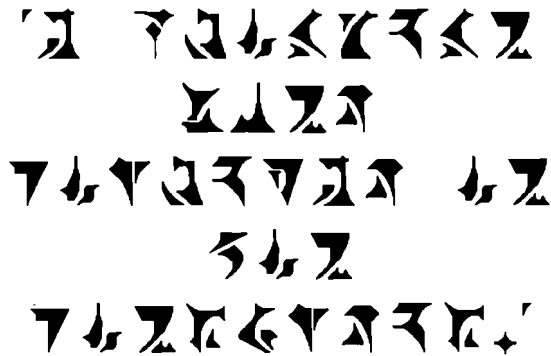
Internal Security

Imperial Contacts Branch/Klingon Diplomatic Corps

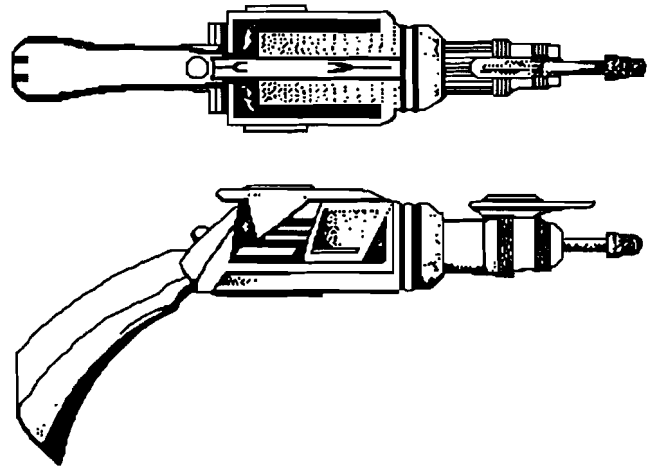
The duties of the ICB/KDC are to represent the Empire on independent worlds and with major interstellar powers and to bring newly discovered worlds under Empire control where forceful takeover is deemed inappropriate or a violation of the Organian Treaty (where imposed). This is done through use of staged incidents, bribery, psychological manipulation, etc. and some actual diplomatic activity. The KDC's duties also include the creation, organization, supply and maintenance of activities to undermine the stability of enemy societies, often through increasing tension between political and religious factions, acts of terrorism and sabotage, etc.

Since the Federation and Romulans are aware of the ICB/KDC mission and tactics, both are sometimes used to divert attention from a more important operation or group, to concentrate monitoring on only the ICB/KDC and as a trap to catch counter-spies attempting to infiltrate the Empire's intelligence network.

Uniform: Naval version, in black and light blue, with no insignia. Ranks are the same as naval.



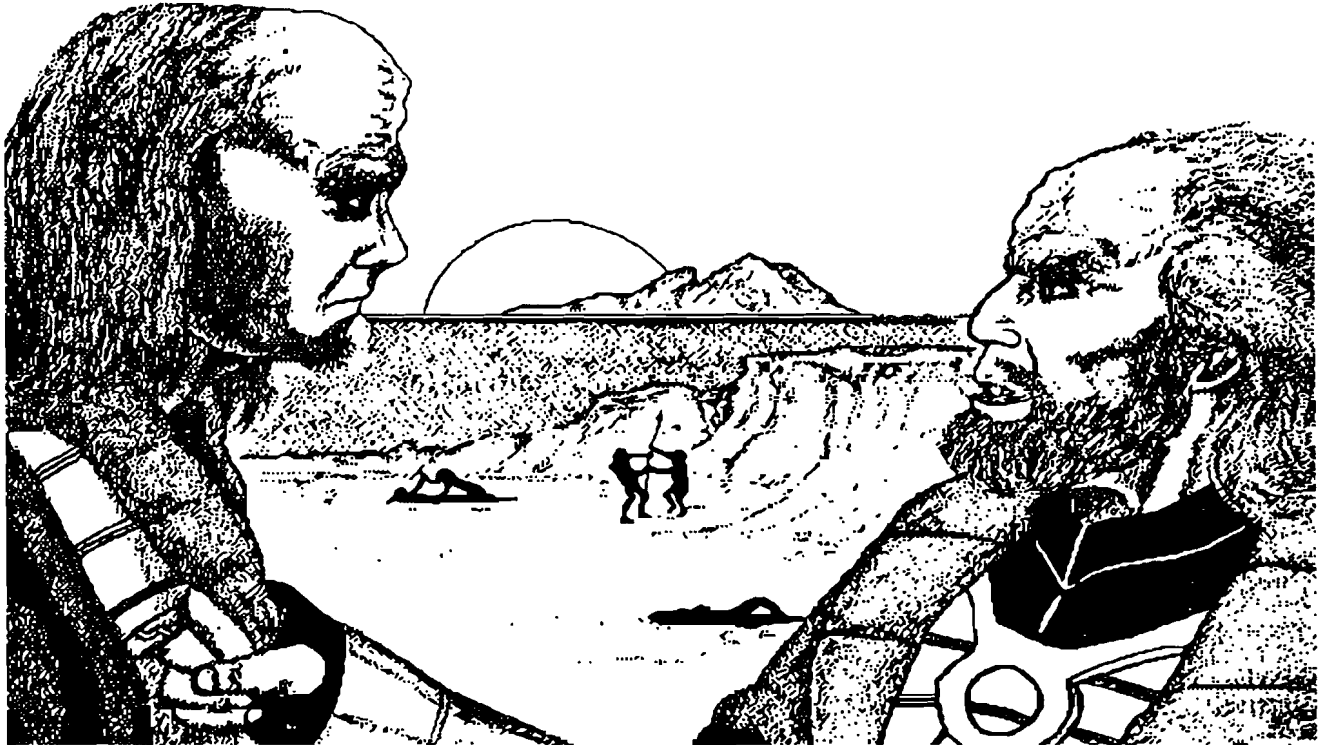
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NCO/Enlisted Marine Training Schedule

Wk. 1	Indoctrination
Wk. 2-4	Basic Training
Wk. 5-7	Weapons Training
Wk. 8-11	Small Unit Tactics
Wk. 12-15	Modern/Technological Warfare
Wk. 16-18	Advanced Weaponry
Wk. 19	Artillery/Ships Weapons
Wk. 20	Final Testing/Passing Honors

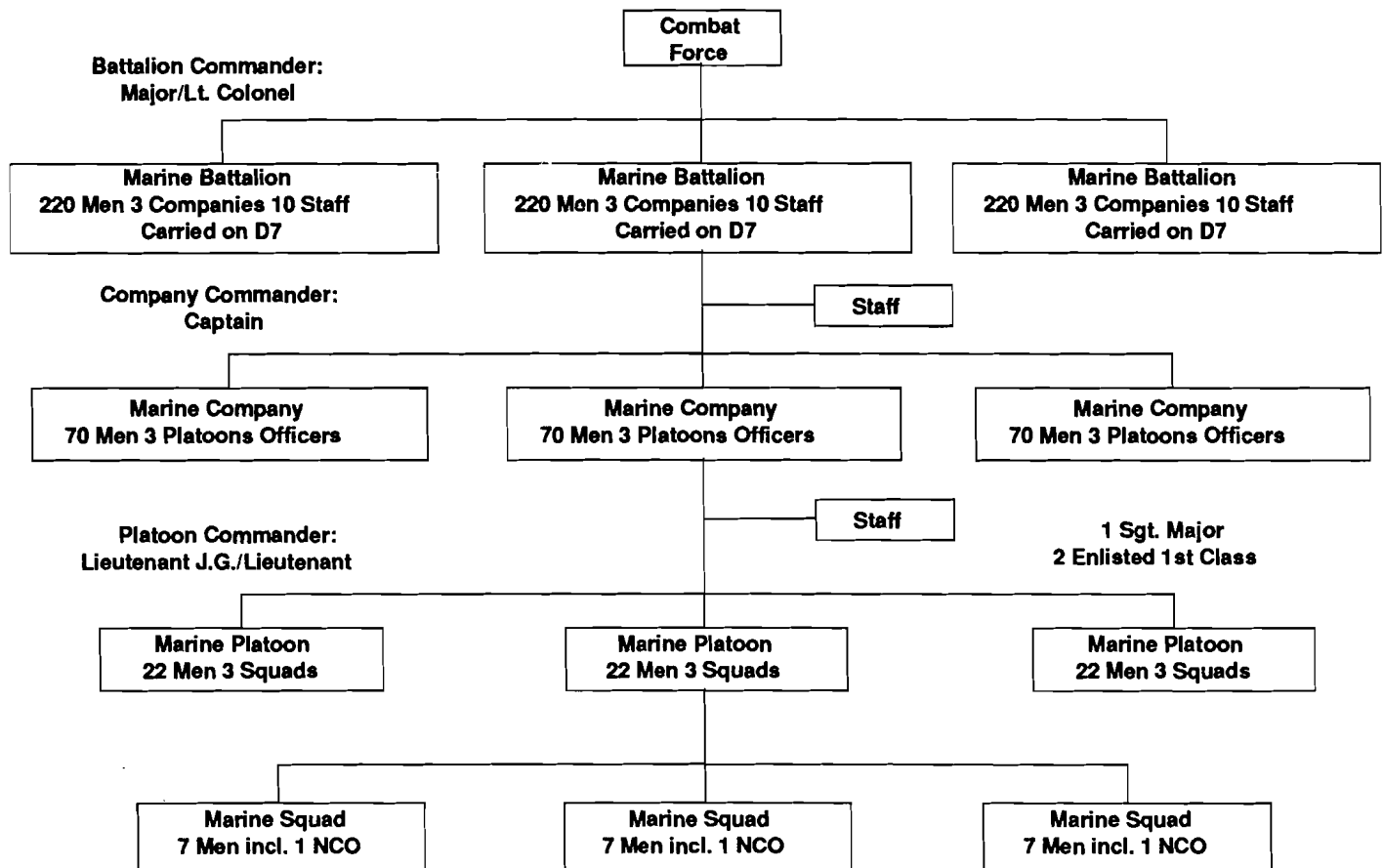
During war-time, the last five weeks will be dropped and the remaining time condensed to a twelve-week total. In actual emergency, the Empire can turn out (battle-proven) effective marines in eight weeks.



Each naval district is responsible for training marine recruits under the following schedule. While local planetary conditions may vary, effort is made to train all marines in a similar manner. Training is conducted at several marine recruit training bases within each district. These training bases are situated in the midst of all-military areas, in order to isolate recruits from previous 'civilian' life.

Recruits are accepted at age twelve, providing they meet physical and mental requirements. The upper limit is usually twenty-five, but older recruits will be accepted if they pass the rigorous qualifying tests. Contrary to Federation opinion, Klingon marines are not the dregs of society, nor are they the failures from other military academies. The Empire will not waste time on an un-trainable individual. Dismissals from Star Academy are sent to recruit training bases, even if they have completed some training already. This is done so that all marines will have the same indoctrination. Final assignment, whether to a hypothermia-type unit, a garrison force, special-operations unit, etc. makes no difference. All enlisted/non-commissioned officer marines receive the following training.

KLINGON MARINE ORGANIZATION FLOWCHART



Wk. 1 Indoctrination: This week, called 'Endurance Sifter', introduces recruits to marine life and discipline. The underlying principle is to break the recruits, strip them of individuality and remold them to Empire requirements. Upon arrival at the base, recruits are divided into platoon-sized groups, where they then swear loyalty to Empire and Emperor. All personal belongings and clothing are taken away. After receiving uniforms and equipment, they meet their platoon leaders, usually one sergeant and two or three corporals, who direct them to barracks. The next week is spent under continual harassment as the recruits re-learn how to live the marine way. Drill and physical training are paramount, as is military courtesy. Any mistake is severely punished, and, as at any time during training, the platoon C.O. may dismiss any recruit. The Navy will find some use for these unfortunates, often as colonists. It is not uncommon for recruits to die, but this is discouraged as it is a waste of material.

Wk 2-4 Basic Training: More drill and physical training(PT). Discipline is instilled through drill, which also forms the basic ideas of team-work and co-operation with squad-mates. If one recruit makes a mistake, the entire platoon will suffer; this encourages each recruit to put out 100% effort (the 'problem' recruits often suffer more abuse from their angry fellow recruits than from the platoon leaders). The recruits are also instructed politically and learn Klingon history and law, emphasizing marine achievements and military regulations. Inspirational media is viewed (compulsory) throughout training.

Wk. 5-7 Weapons Training: Recruits are issued disruptor rifles and combat blades. After training in weapons disassembly, repair, maintenance and proper firing technique, recruits must qualify on the firing range (failures are either dismissed or sent to a newly formed platoon to re-train). Recruits must knife-fight satisfactorily with the platoon leader; killing the C.O. is subject to death. Recruits are also given a short course on the disruptor pistol, though it is not usually marine standard issue. PT is still emphasized, as is drill with weapons.

Wk. 8-11 Small Unit Tactics: Recruits learn un-armed combat, survival techniques, rappeling, climbing, map-reading, orienteering, recon and ambush. They undergo several three-day and week-long patrols with full equipment where they practice what they have learned.

Wk. 12-15 Modern/Tech. Warfare: Recruits learn basic zero-G techniques, boarding party tactics, transporter/planetary assault vehicle procedures, free-fall/grav-pak jumping, advanced swimming and underwater operations, chemical/nerve gas/radiation weapons procedures.

Wk. 16-18 Advanced Weaponry: Recruits are trained on many different Klingon weapons, from archaic gas-powered assault rifles to sonic, diffusion and fragmentary grenades, sonic mortars, area disruptors, electrically powered machine guns and laser weapons, including a course on fashioning weapons from available materials (spears, slings, etc.). After they are familiar with most Klingon weapons, recruits are instructed in enemy weaponry. At the end of this stage, recruits must be able, while blindfolded, to identify seven different weapons, dis-assemble each, naming parts, and re-assemble correctly.

Wk. 19 Artillery/Ships' Weaponry: Recruits learn how to call in planetary artillery and ships' weapons, and to qualify in the proficient use of such.

Wk. 20 Confidence Course Test/Final Drill/Passing Honors: Final emphasis on drill and PT. Platoon leaders emphasize fierce competition between platoons, further instilling unit cohesiveness. The final test is the endurance/confidence course, which must be completed within a set time. The platoon with the best average time on the course, best drill-precision and overall performance is awarded a three-day shore leave. The recruit with the best time on the course in each platoon gets to pick his duty assignment.

Other than the top recruits who are allowed to pick their assignment, the new marines are sent wherever most needed. Generally, the high-scorers are kept out of hypothermia situations, unless those ships are immediately needed in combat areas. The best recruits go to shocktrooper battalions or special training. As at Star Academy, males and females are quartered and trained together.

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Karus the Ubiquitous

Stormbringer Assault Battalions

SAB's are special-operations forces on a battalion level. They generally are not used for strict covert-ops (meaning operations untracable to the Empire), but instead follow the outline given below.

Mission: Inserted to invasion target several hours before main assault for purposes of:
 Recon
 Seek/Destroy
 Diversion

SAB's are organized similar to regular marine battalions, with total personnel being 215 at top strength. Battalion C.O. is a Major, the XO a Captain, with a Lt. over each of the three companies. Battalion staff is twelve, duties mostly in communications.

Comprised of volunteers from:	Imperial Expeditionary Naval and Marine Forces Naval Intelligence Internal Security Imperial Contacts Branch Klingon Diplomatic Corps
The entry requirements and testing are both demanding and intensive.	

Uniform: Same as regular marine
 Kill sash is dark brown with red circle near shoulder
 Camouflage gear and helmets with visual recorders/transmitters are sometimes used.

Weapons: Mk III disruptor rifles (all men)
 Mk III hand disruptors (all commissioned officers)
 Agonizers: Battalion C.O., XO and any company leader involved in a mission to capture or interrogate
 Battle blades (all men)
 Battle computer (one per company)
 Grenades, anti-personnel mines and other explosives
 Sonic mortars
 Pocket scramblers
 Portable shield generators

SAB's are usually the first chosen to test new weaponry. While the SAB soldiers are provided with the best in equipment/technology, the emphasis is still on physical conditioning and superior strategy. An often repeated axiom is 'Better to have a quick mind than a quick weapon.'

Origin: Throughout history, there have been many similar units to the SAB, but this current version originated in the four-year Axanar conflict. On stardate 1/9111.04, Admiral Kone picked Major Metkor to form one battalion of elite warriors for use against Federation forces. Major Metkor set the standards, mission goals and structure for the first SAB, plus gave it (and the many to come), its name (after victory), 'Stormbringer' from a line in his favorite war ballad, '...We will bring the storm of battle to you and force your surrender at swordpoint...'

Below is a listing of currently operating SAB's and their names:

Bn. 1	(first) Stormbringer	Bn. 15	(disbanded-reformed as the
Bn. 2	Blood-letter		23rd)
Bn. 3	Fire-In-The-Hole	Bn. 16	Stalker
Bn. 4	Fire From Sky	Bn. 17	Vengeance
Bn. 5	Blade's Edge	Bn. 18	Diplomacy of Disruption
Bn. 6	Skullcrusher	Bn. 19	Stealth-killers
Bn. 7	Lightning Destruction	Bn. 20	Battlestorm
Bn. 8	Phantom Warriors	Bn. 21	Attack Unexpected
Bn. 9	Death Talon	Bn. 22	Romulan Nightmare
Bn. 10	Meneti's Terror	Bn. 23	(From death we) Fight Again
Bn. 11	Iron Guardians	Bn. 24	We Who Laugh at Death
Bn. 12	Silent Victory	Bn. 25	Undefeated
Bn. 13	Decimator	Bn. 26	Unnamed
Bn. 14	The Wrecking Crew	Bn. 27	Unnamed

For further information, contact Commander Khaza Zantai Mek

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Aernath



Tactical Security Squads

Tactical security squads are used to infiltrate enemy territory for purposes of terrorism, sabotage, intelligence gathering and recon, assassination, kidnapping, etc. and to prepare for larger invasion forces by effectively limiting/destroying major obstacles. TSS's are also useful in counter-insurgency situations and for inciting indigenous populations to rebellion.

Organization:

Tactical security squads commanding officer: **LCDMR. Marg Sutai H'Havraadh**

Each TSS contains:

Combat Operations Specialist (C.O.) - One from each sector; rank of Naval Lt./Marine Cpt.

Demolition Experts

Combat Engineers

Chemical/Germ Warfare Weapons Specialist - He is to prepare knock-out gas for prisoner-taking, poison for assassination, etc. and have extensive knowledge of germ warfare, nerve/blood agents, chemicals, poisons and 'medical' narcotics/serums, etc.

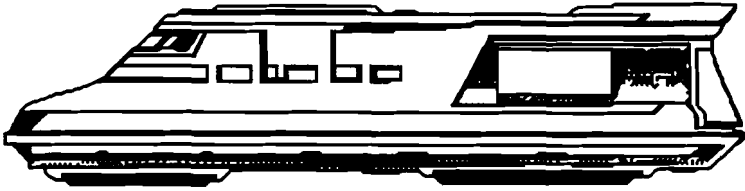
Internal Surveillance - Responsible for installing surveillance devices in targeted locations and gathering data from such, as well as for providing the TSS with a secure base of operations and any other required security procedures. While the combat operations specialist always decides who will interrogate prisoners, the I.S. Specialists are expected to be proficient in this field also.

Requirements: - All personnel must be proficient in the use of Klingon personal and squad support weaponry, artillery and mortars, as well as unarmed combat/martial arts, plus the weaponry of the enemy they are to infiltrate. Human-fusions are preferred but some positions may be filled by Imperials, as long as they are never seen. Suicide is compulsory in event of capture. The senior officer will insure that no squad member be taken alive. If the entire squad is cornered, all squad members will overload disruptors and blow up all equipment and documents; any prisoners taken will be killed first. Any attempts at using TSS members for shields/hostages by attacking enemy will bring death to both. Unless specifically ordered otherwise, any Klingon who lets himself be captured deserves to die with his captors.

TSS Motto: "Die with your teeth
in your enemy's throat
and your name on his tongue."



Military Vehicles

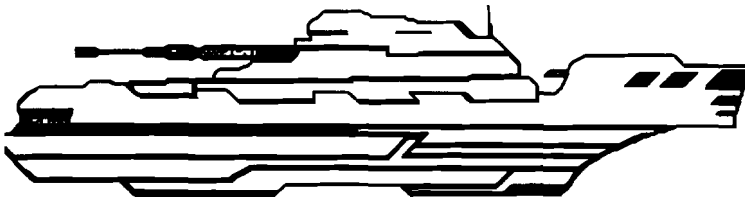
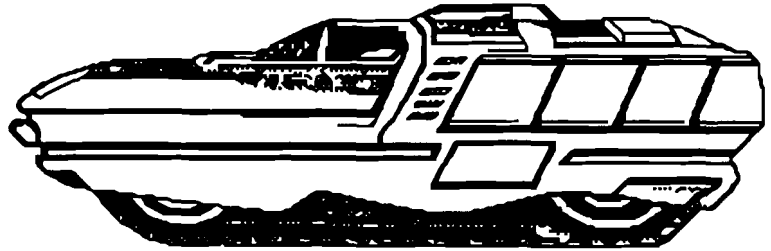


AGV-32 Gravitic Personnel Carrier

Crew of 2 - (Gunner, Driver)

Twelve marines and gear

ASC-20 Scout Car
Crew of six - (Driver, five agents)
Heavily armed and able to
cover rough terrain



AGV-60 Gravitic Disruptor Tank

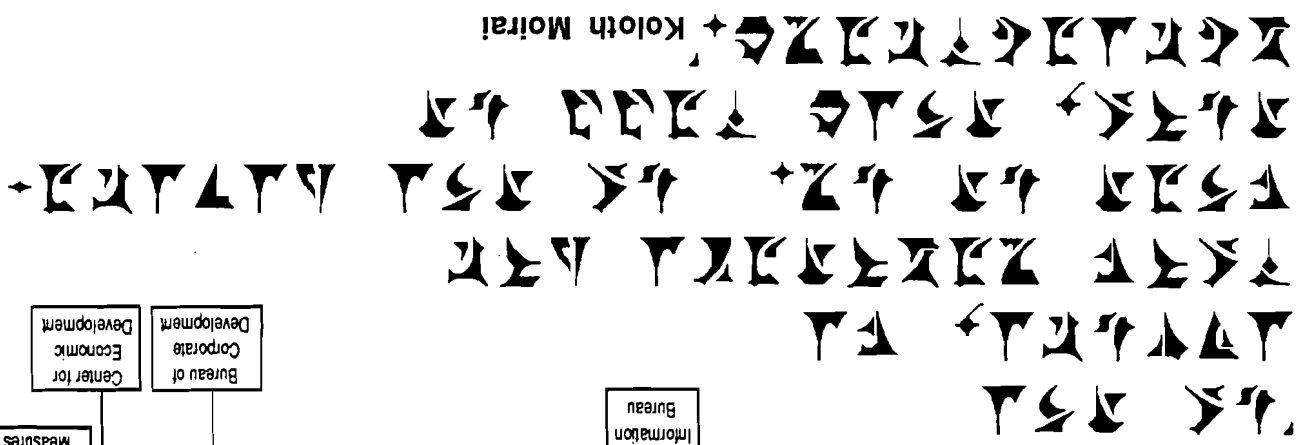
Crew of three - (Cmdr., Gunner, Driver)

Other military vehicles include the GP-6 Utility Van - a six-wheeled, six-wheel drive vehicle, used for carrying working materials, food supplies and other mundane items of everyday military life to the front lines. Lightly armored. The GP-12 Scout car which is a lighter and faster moving all-terrain vehicle, similar to the ASC-20 and which is also an amphibious vehicle. Lastly, the PAV-2, Planetary Assault Vehicle - used for transporting a company of marines and two to four small ground vehicles. This craft is a high-speed, low-altitude ground skimmer able to get in and out of critical areas in a hurry. Armed with two KD-1 disruptors, the craft does not generally get involved in battle as it is not armored.

Galactic Map of Known UFP Explored Space showing major systems

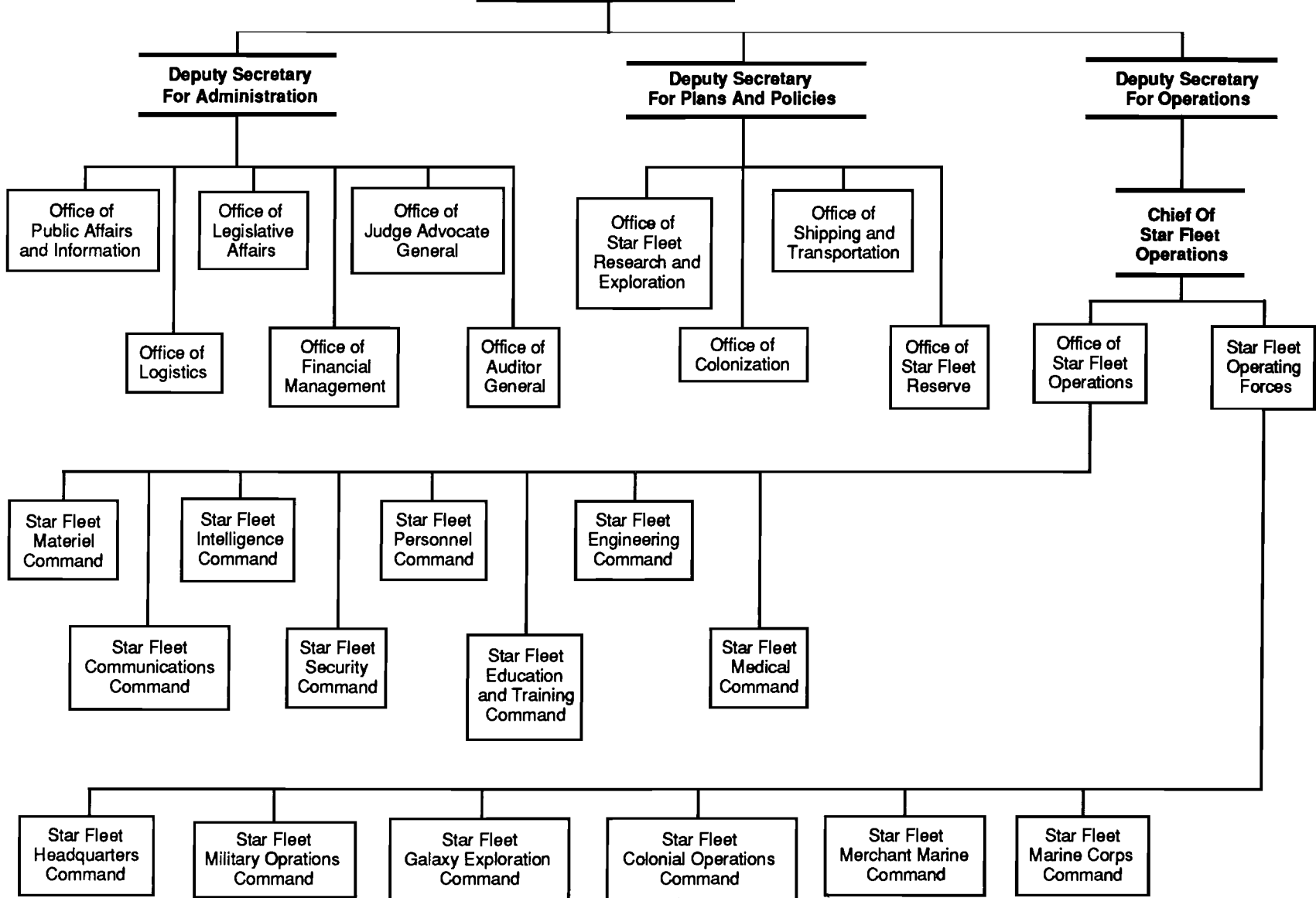


71

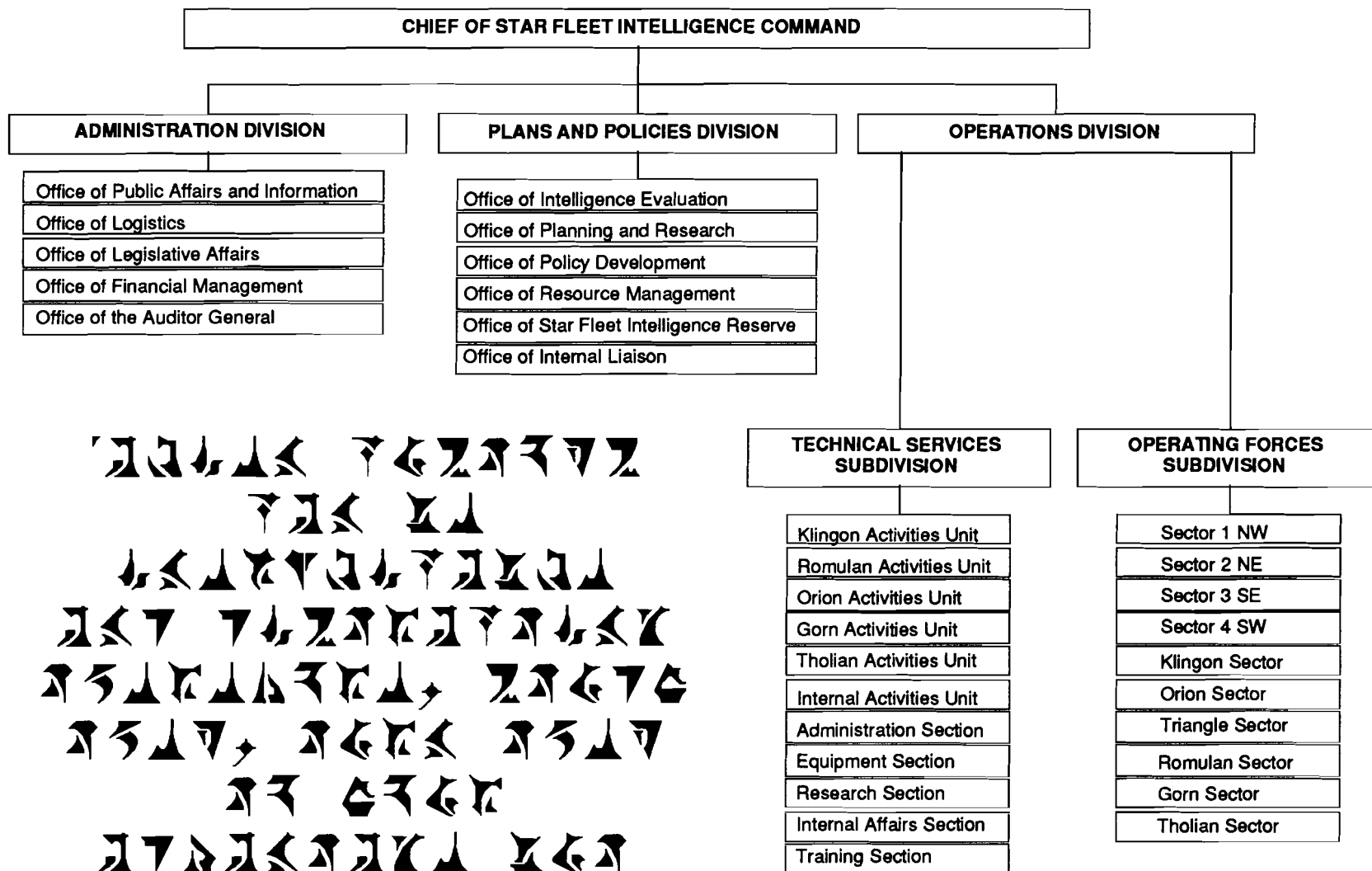


United Federation Of Planets

Secretary Of Star Fleet



STAR FLEET INTELLIGENCE COMMAND



'AqLk fGZn3vZ
 fAk zA
 kLkZvqL fAqLk
 kLk fLZnqA fAqLk
 n5LkLk3kL, ZnG7G
 n5Lk, nGkL n5Lk
 n3 G3Gk
 n7nLk nAqLk zGn
 kLkLk zA f3vA
 kLk nAqLkLk7 kL
 n5Lk, Torg.

Federation Ship Silhouettes



Constitution
Class XI Cruiser



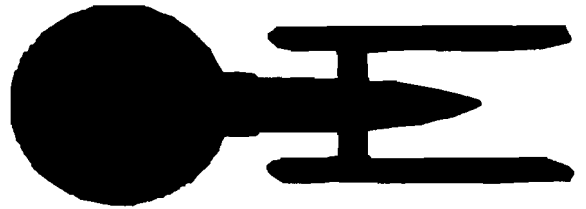
MoKal
Class X Transport



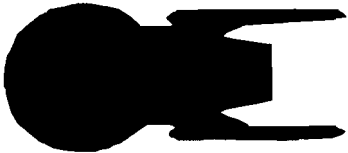
Excelsior
Class XIII-XIV Battleship



Cle Dan
Class VI Repair Tender



Reliant
Class XI Cruiser



Baker
Class IX Destroyer



Anton
Class X Cruiser



Larson
Class VII Destroyer



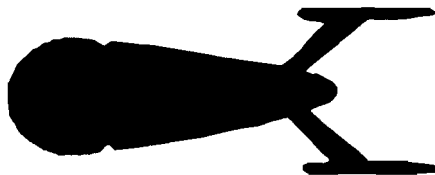
Liberty
Class VII Freighter



Derf
Class Mk IX Buoy Tender



Lenthal
Class IX Destroyer



Babcock
Class XI Frigate

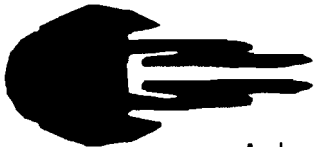
Greyhound
Class I Warpshuttle-Courier



Pearl
Class VII Mobile Repair Facility



Thufir
Class VIII-IX Destroyer



Andor
Class IX Cruiser



Griffon
Class VIII Escort



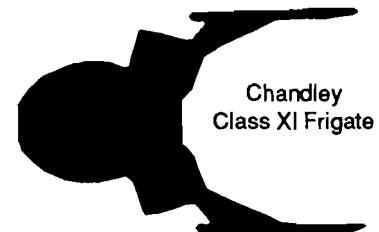
Continent
Class IX Assault Ship



Northampton
Class X Frigate



Durrett
Class VIII Cruiser



Chandley
Class XI Frigate



Fenton
Class V Monitor



Ranger
Class V-VI Scout



Keith
Class VI Scout

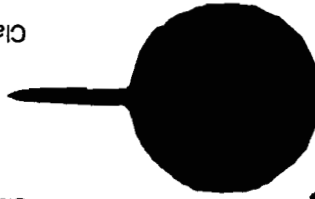


Solar
Class III Cutter

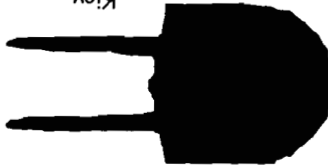


Kethkin
Class IX Transport

Alamo
Class Defense Outpost



Wilkerson
Class IX Destroyer

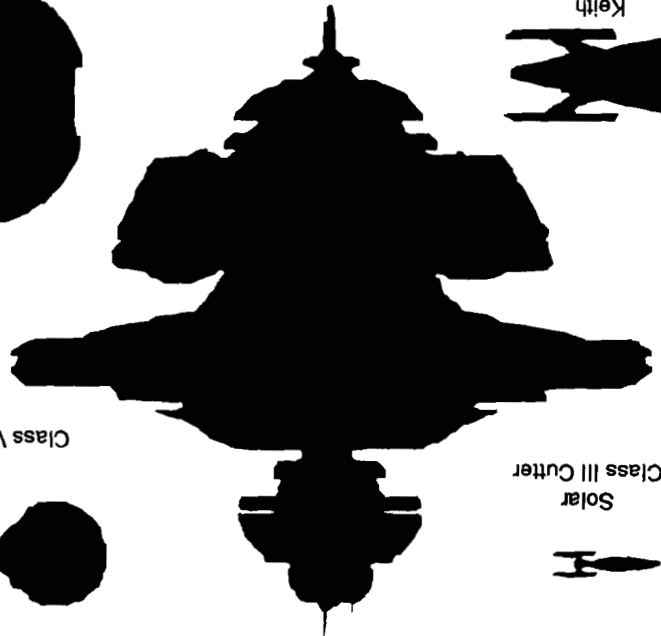
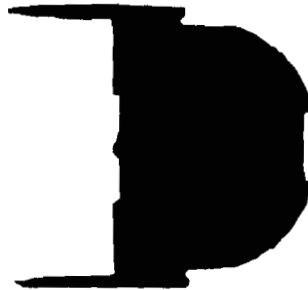


Kiev
Class XI Frigate



Cochran
Class VI Colonial Transport

Brenton
Class XI Cruiser



Makin
Class VII Assault Ship



Scorpio
Class II Corvette



Aakenn
Class VI Freighter



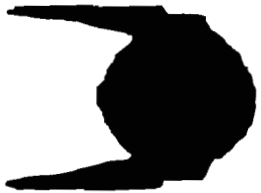
Epsilon
Class III-IV Cutter



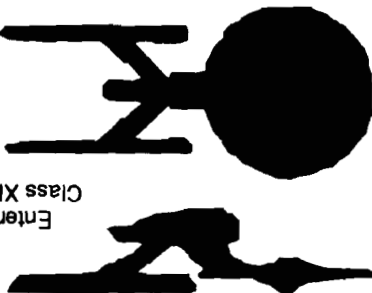
Pulsar
Class II Warpsuttle



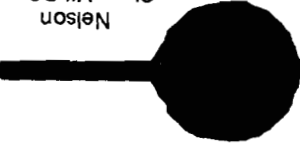
Bader
Class VIII Scout



Enterprise
Class XI Cruiser



Nelson
Class VII Scout



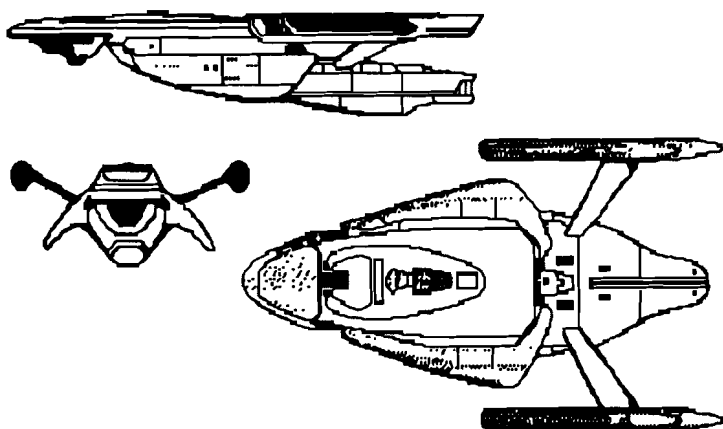
Genser
Class IV Escort



Remora
Class VI-VII Escort

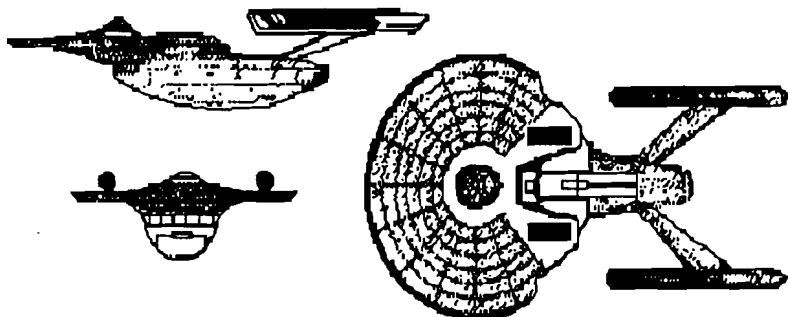


Loknar
Class VIII-X Frigate



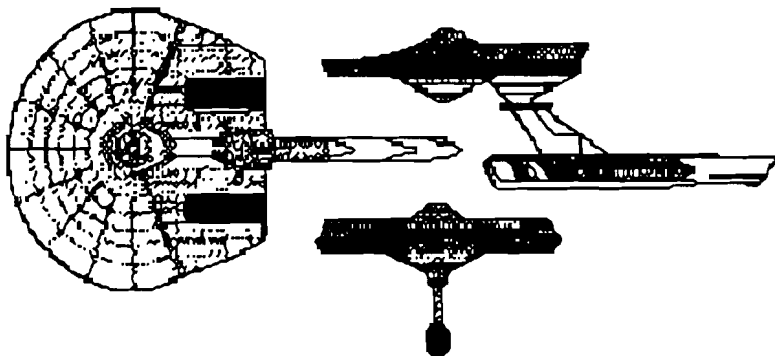
Continent Class IX Assault Ship

Model #	MK 1
Length	245 m
Height	45 m
Width	175 m
Weight	129,900 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 5
Emergency Speed	warp 7
Crew	62
Troops/Passengers	3,200



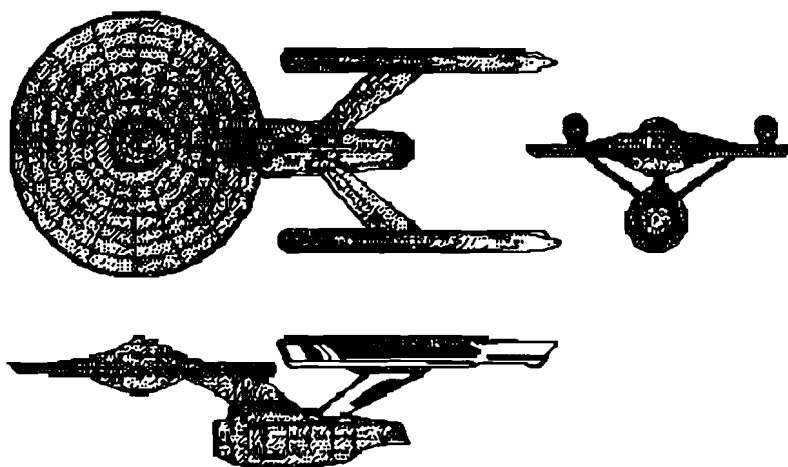
Makin Class VII Assault Ship

Model #	Mk II
Length	180 m
Height	35 m
Width	95 m
Weight	102,200 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 7
Emergency Speed	warp 9
Crew	38
Troops/Passengers	1,800



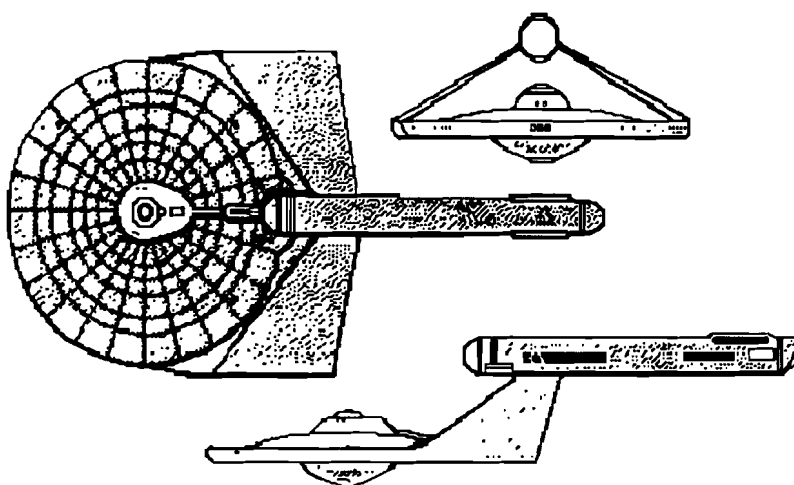
Durett Class VIII Cruiser

Model #	Mk I
Length	240 m
Height	75 m
Width	131 m
Weight	101,400 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 6
Emergency Speed	warp 8
Crew	320
Troops/Passengers	10



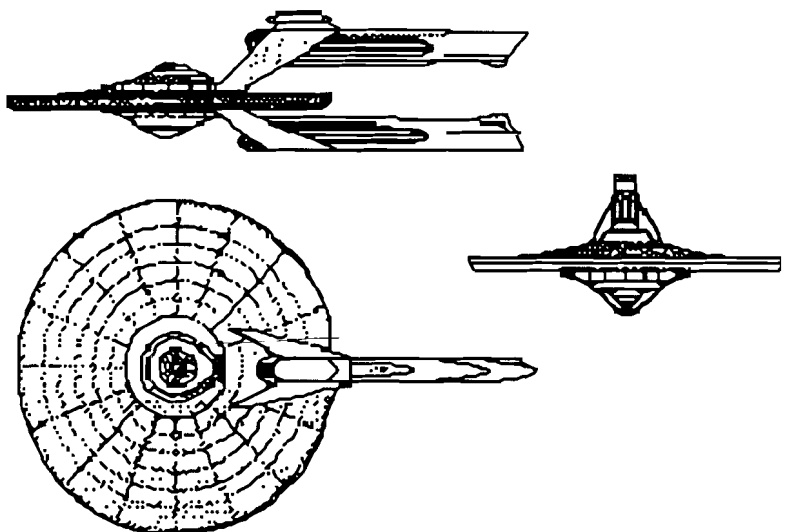
Enterprise Class XI Cruiser

Model #	Mk III
Length	302 m
Height	74 m
Width	131 m
Weight	171,008 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 8
Emergency Speed	warp 10
Crew	416
Troops/Passengers	60



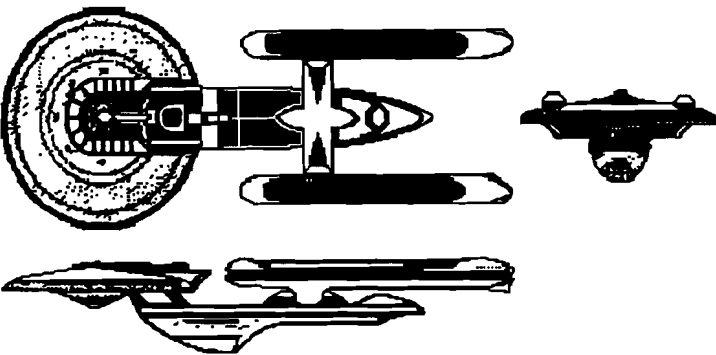
Larson Class VII Destroyer

Model #	Mk VII
Length	272 m
Height	62 m
Width	134 m
Weight	88,600 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 7
Emergency Speed	warp 9
Crew	200
Troops/Passengers	10



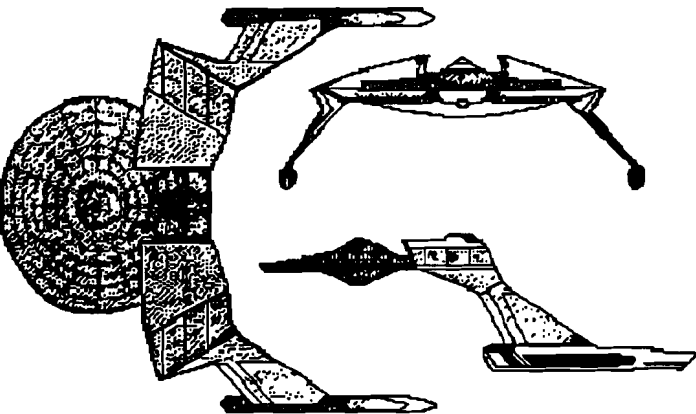
Wilkerson Class IX Destroyer

Model #	Mk I
Length	240 m
Height	60 m
Width	150m
Weight	112,500 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 7
Emergency Speed	warp 9
Crew	200
Troops/Passengers	20



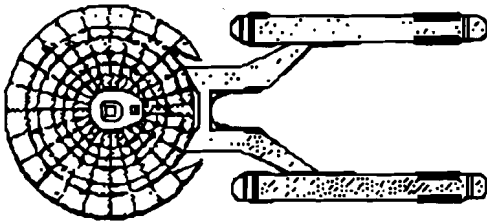
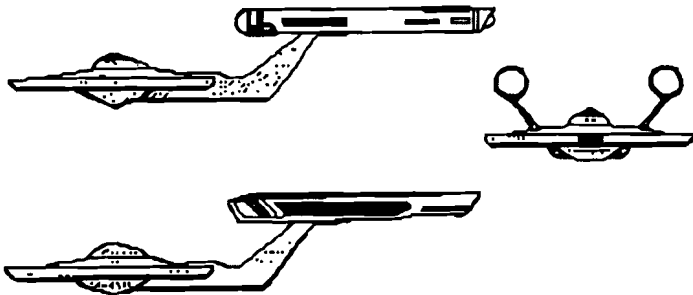
Excelsior Class XIII-XIV Battleship

Model #	Mk II
Length	467 m
Height	78 m
Width	186 m
Weight	243,610 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 12
Emergency Speed	warp 14
Crew	802
Troops/Passengers	40



Chandley Class XI Frigate

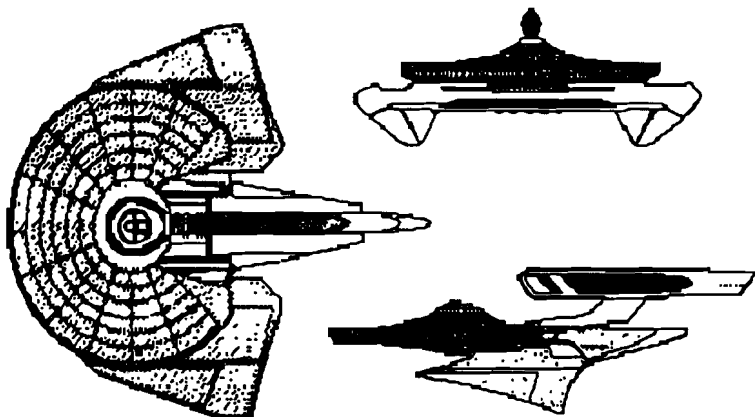
Model #	Mk IV
Length	320 m
Height	92 m
Width	264 m
Weight	177,500 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 7
Emergency Speed	warp 9
Crew	370
Troops/Passengers	250



Loknar Class VIII-X Frigate

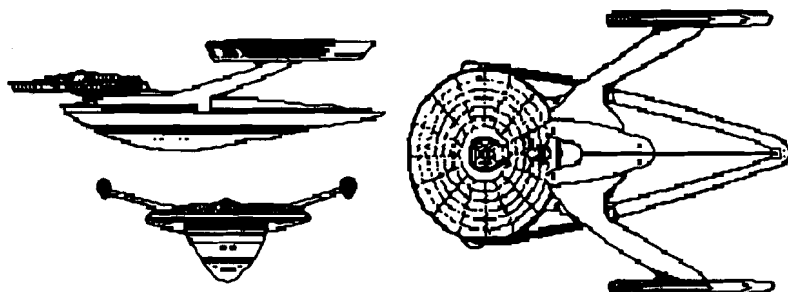
Model #	Mk V
Length	290 m
Height	56 m
Width	127 m

Weight	145,975 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 6
Emergency Speed	warp 8
Crew	84
Troops/Passengers	4



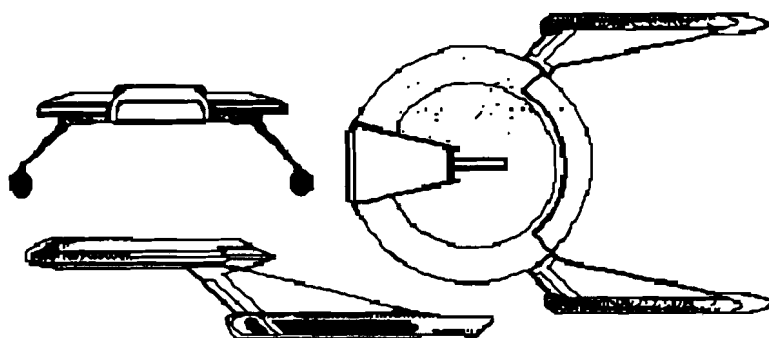
Remora Class VI-VII Escort

Model #	Mk III
Length	210 m
Height	60 m
Width	170 m
Weight	88,450 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 7
Emergency Speed	warp 9
Crew	162
Troops/Passengers	20



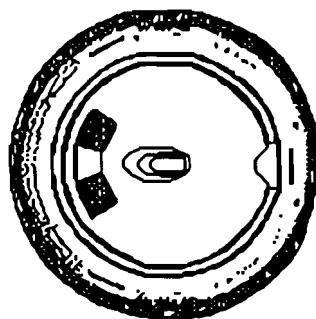
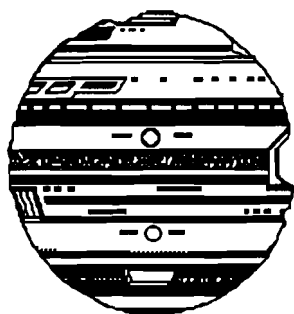
Genser Class IV Escort

Model #	Mk II
Length	180 m
Height	45 m
Width	120 m
Weight	32,300 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 6
Emergency Speed	warp 8
Crew	80
Troops/Passengers	10



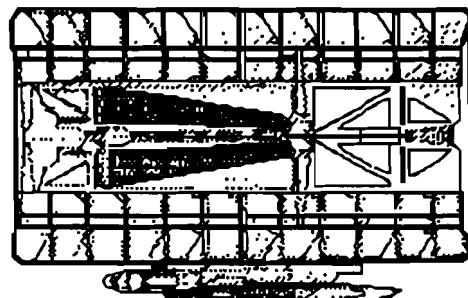
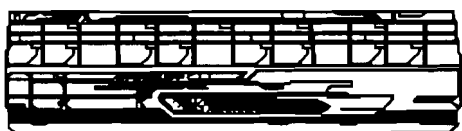
Ranger Class V-VI Scout

Model #	Mk III
Length	87 m
Height	21 m
Width	57 m
Weight	63,325 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	warp 8
Emergency Speed	warp 9
Crew	77
Troops/Passengers	6



Fenton Class V Monitor

Model #	Mk IV
Length	120 m
Height	120 m
Width	120 m
Weight	48,335 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	-
Emergency Speed	-
Crew	76
Troops/Passengers	20



Pearl Class VII Mobile Repair Facility

Model #	Mk I	Weight	79,445 mt
Length	360 m	Cloaking Device	-
Height	85 m	Landing Capability	-
Width	200 m	Max. Cruising Speed	warp 6
		Emergency Speed	warp 8
		Crew	220
		Troops/Passengers	140

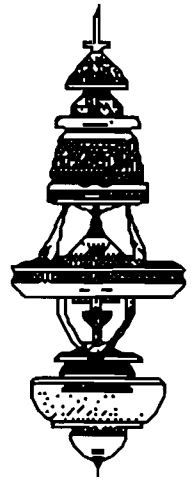
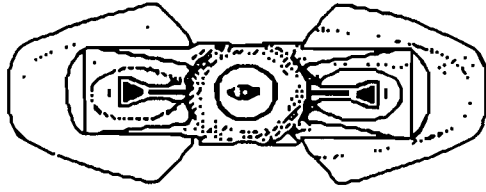
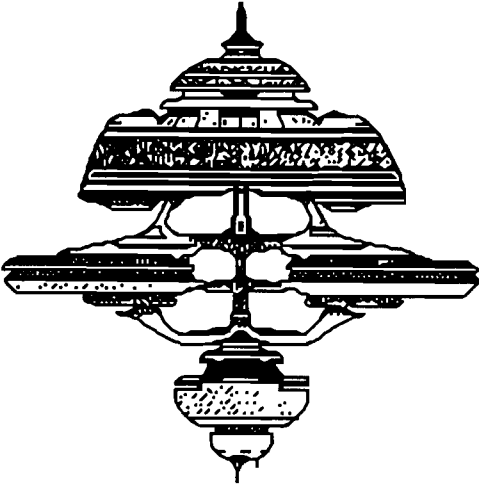


"The universe belongs to those brave enough to share it in peace."

Harmon Axelrod
President-Federation Council

Model #
Length
Height
Width
Weight
Cloaking Device
Landing Capability
Max. Cruising Speed
Emergency Speed
Crew
Troops/Passengers

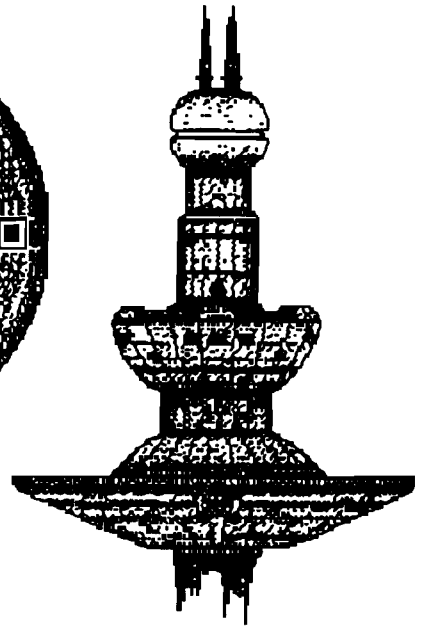
MK IV
560m
510 m
195 m
2,500,000 mt
-
-
-
-
-
460
300



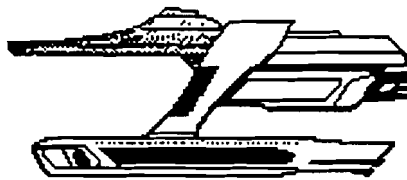
Model #
Length
Height
Width
Weight
Cloaking Device
Landing Capability
Max. Cruising Speed
Emergency Speed
Crew
Troops/Passengers

-
4,700 m
-
3,800 m
110 million
-
-
-
-
-
50,000
124,500

Space Dock



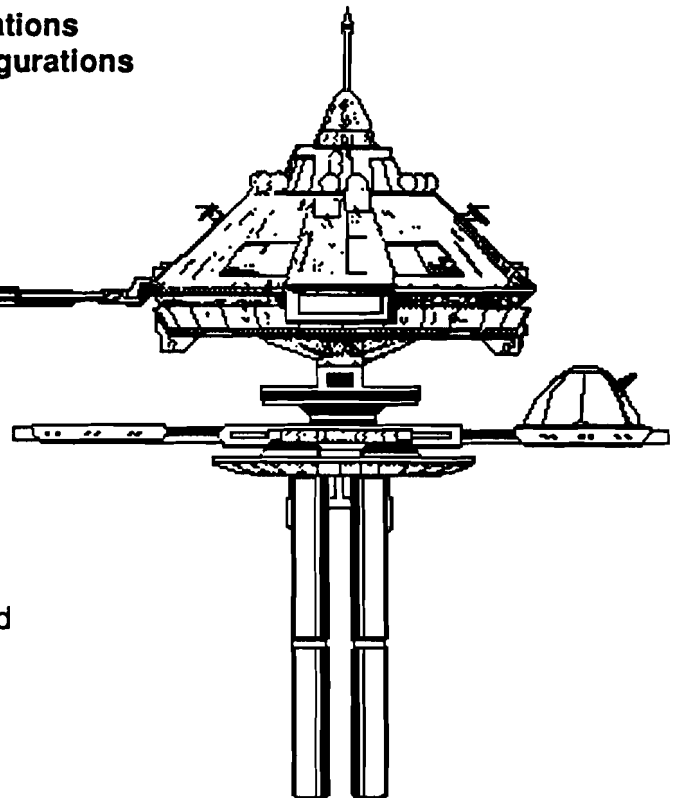
Space Stations various configurations



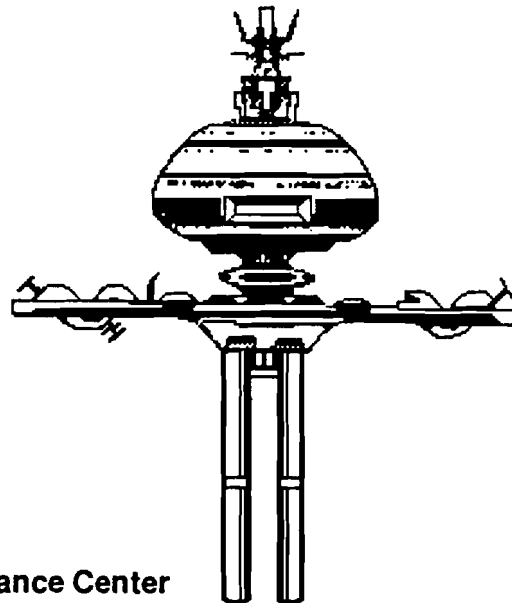
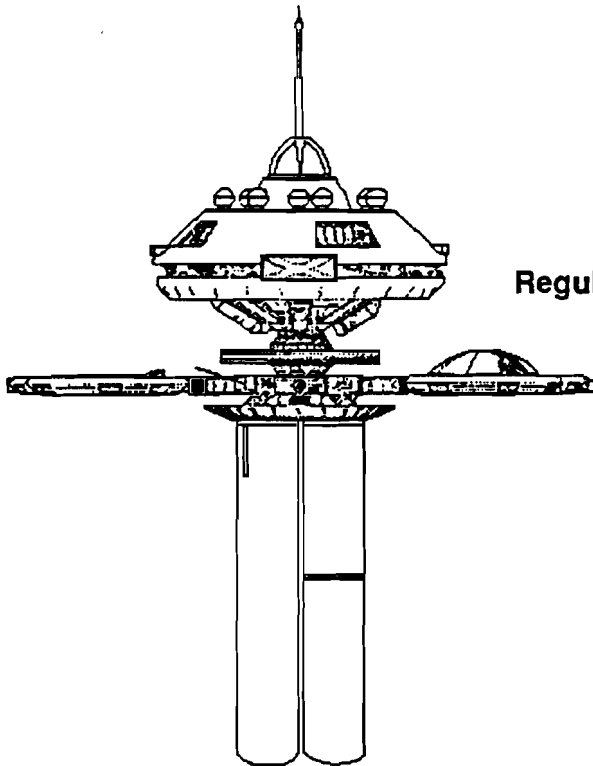
Samson class Warp-Tender

Mk I

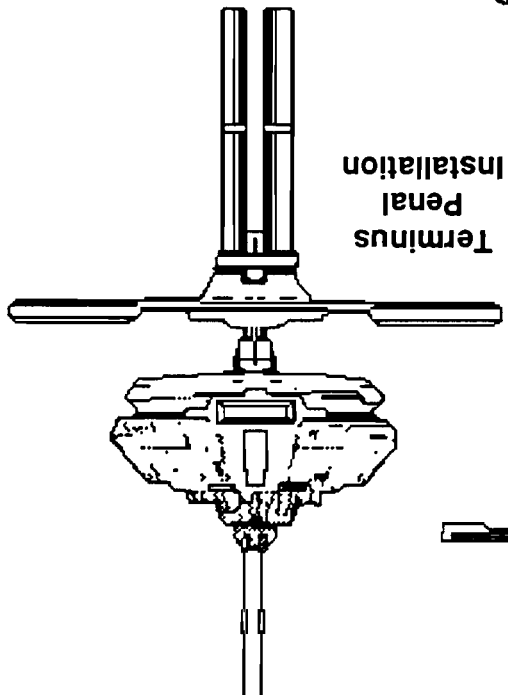
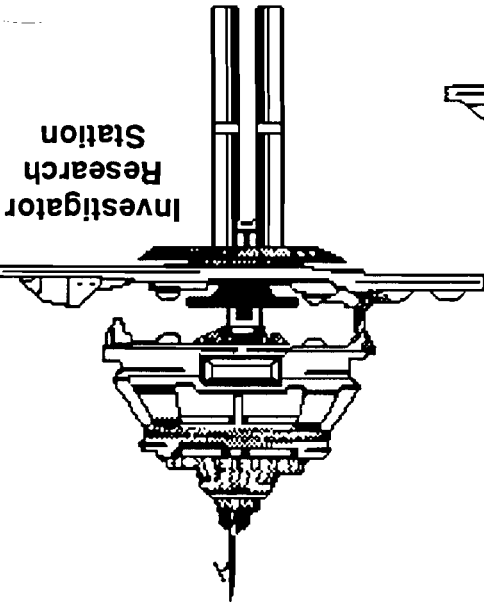
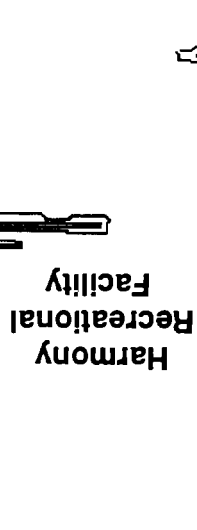
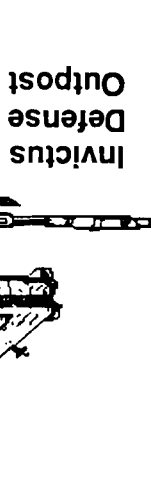
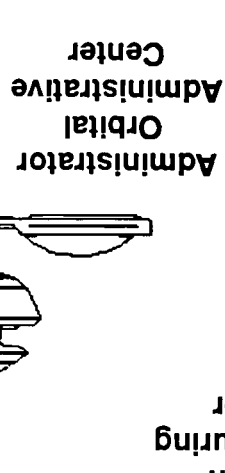
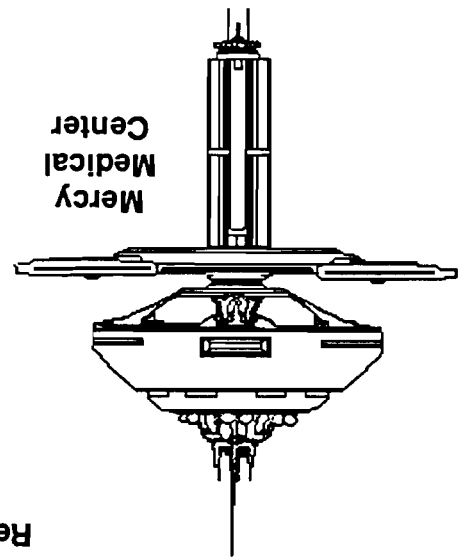
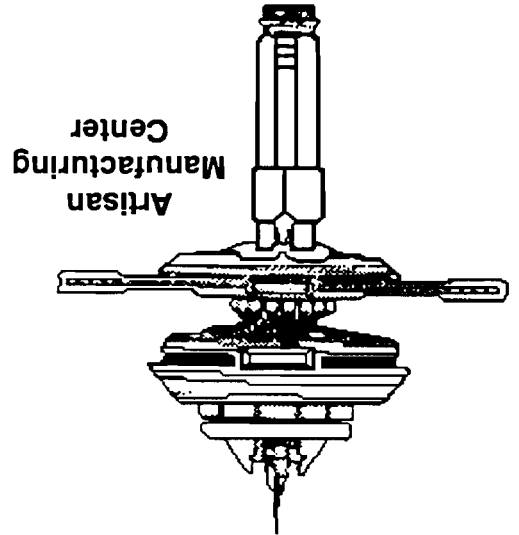
Length	200 m
Width	140 m
Height	60 m
Max. Speed	Warp 6 unloaded Warp 3 loaded



Regula Space Laboratory



Informant Type Deep-Space Surveillance Center



Hand Weapons / Phaser 1-A (Hand Phaser)

The phaser 1A is a small, palm-sized weapon. It has a power grid, setting wheel, charge indicator dial, warning light and rectangular trigger button. Starfleet personnel usually wear it on the belt, hidden under the uniform tunic. Both the 1A and 1B models are small enough to conceal in a variety of places.

Settings are: **Stun** - affects nervous system, resulting in unconsciousness.

Wide Angle Stun - for more than one target.

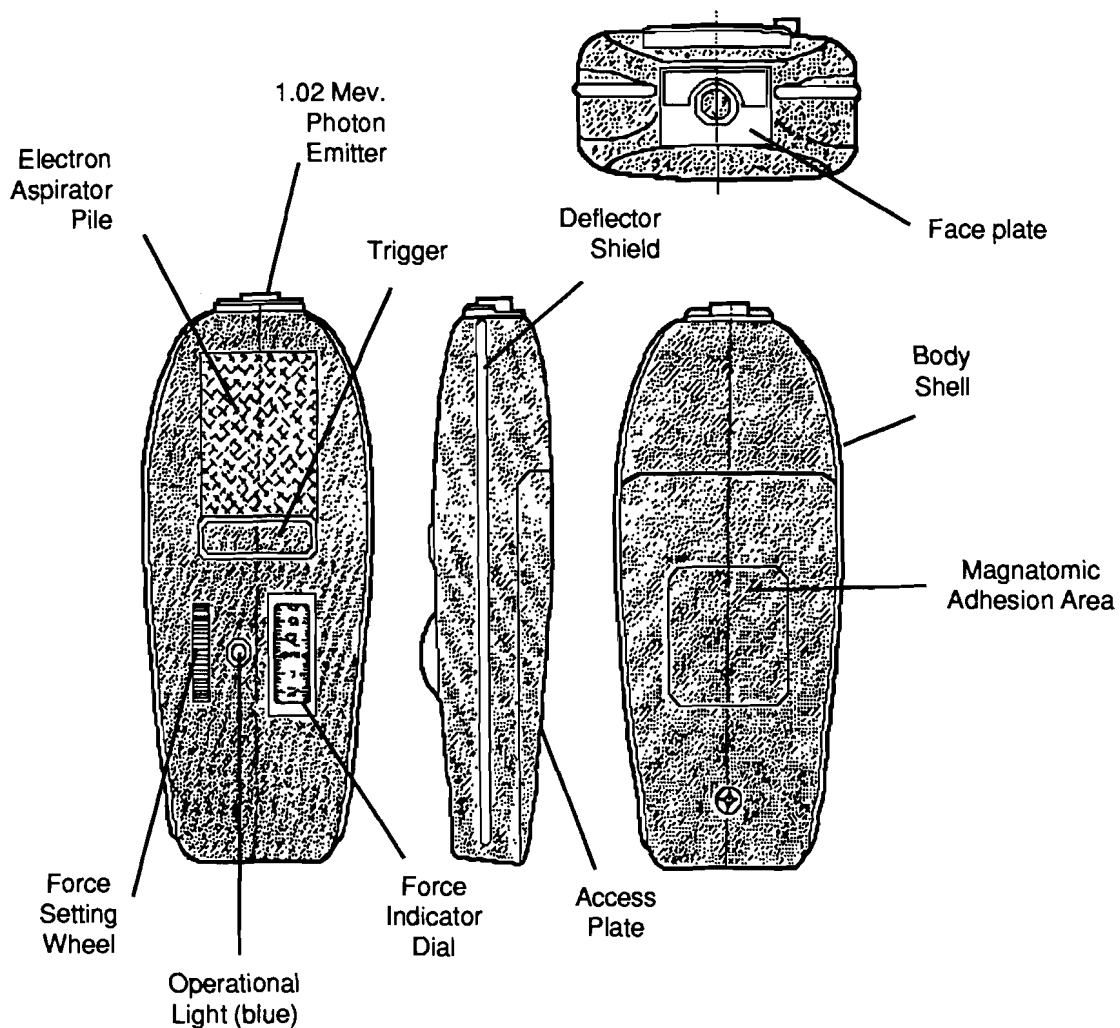
Heavy Stun - non-lethal, longer effects than normal stun setting.

Heat - excites molecular motion within object, causing it to rise in temperature.

Disrupt - disrupts nervous system, causing death or the ability to shatter object.

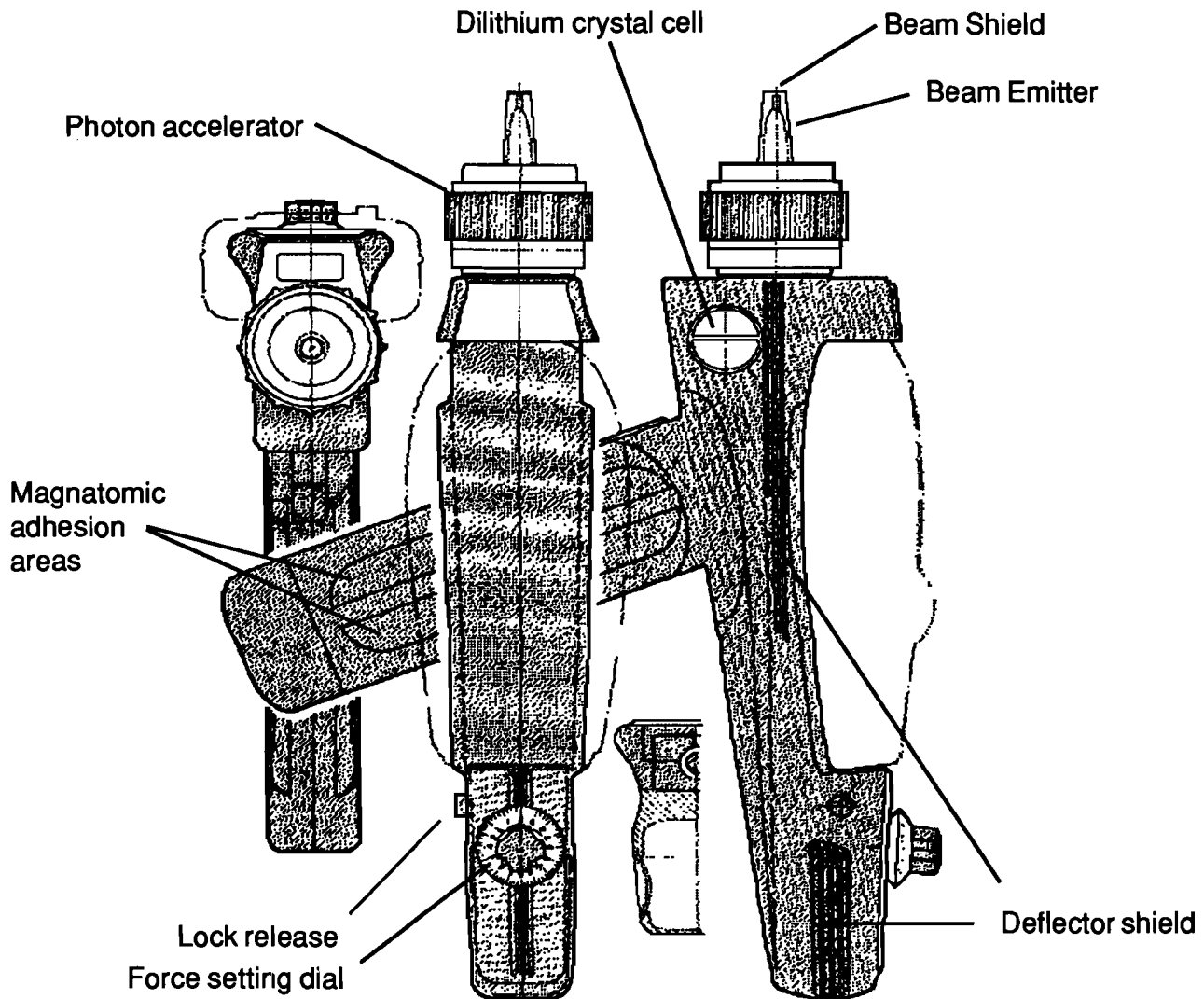
Disintegrate - totally breaks down molecular cohesiveness of an object.

Overload - releases all stored power in one burst, causing an explosion. Once set, it emits a loud whining noise and detonates sixty seconds later. Blast range is approximately 45 meters.



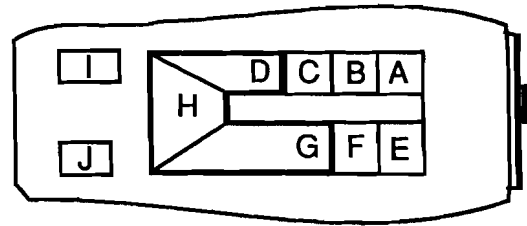
Phaser - Type II

Standard issue weapon for landing parties or a security force beaming into an unknown or hostile environment. Similar settings as in previous phasers with the exception of a combination force setting and force indicator wheel. These early models had built-in deflector screens to ward off radiation emitted during firing. The power capacity of this model came from a dilithium crystal cell rather than the eventual inclusion and longer lasting capacities of the power paks built in to the hand grip of newer phaser models.



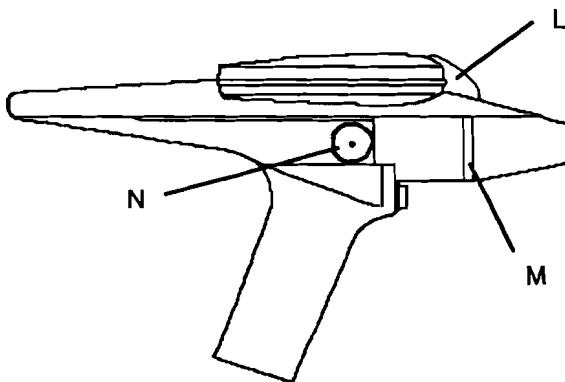
Phaser 1-B (Hand Phaser)

Features: Same as 1-A but with simplified, color-coded, touch-sensitive controls. Slightly more powerful than 1-A also. Pushing all four buttons (A,B,C,D) at once activates overload feature. This can be aborted within the first ten seconds by pressing the pad J. Blast range of 45 meters.



Phaser II-A (Pistol)

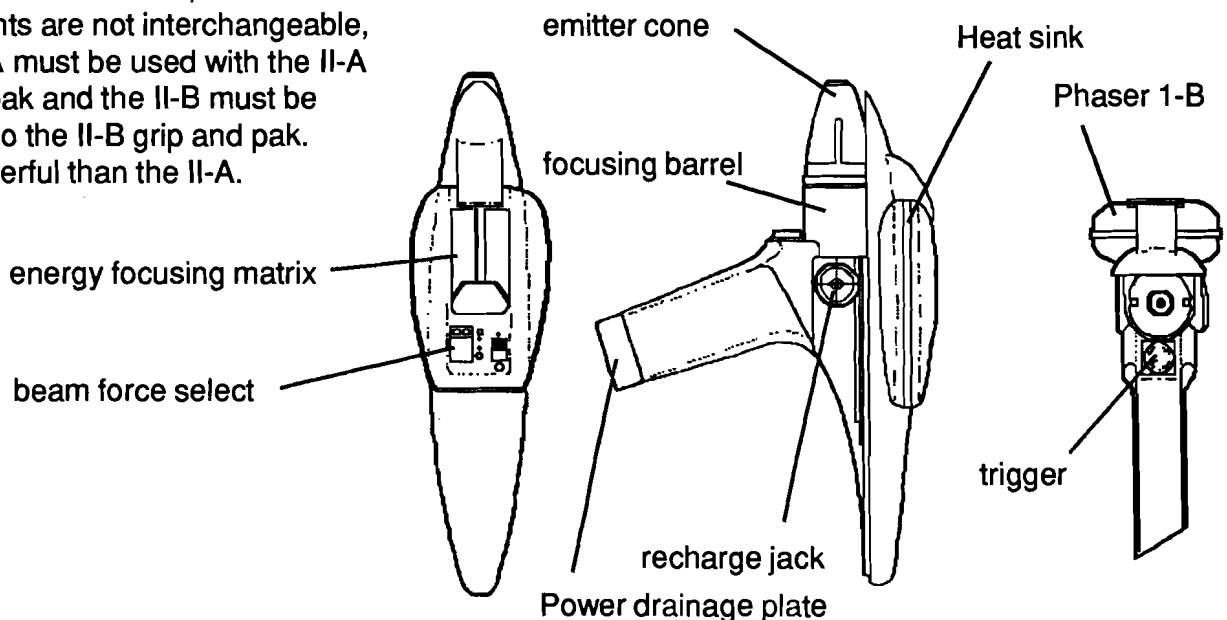
Features: Consists of a 1-A unit attached to a pistol grip which provides a larger powerpak, better control, range and stability. Operates at all settings with increased range, including overload blast radius.



- A) Stun
- B) Heat
- C) Disrupt
- D) Dematerialize
- E) Narrow Beam
- F) Wide Beam
- G) Power Level Indicator
- H) Trigger
- I) Arm
- J) Lock Release
- K) Nozzle
- L) Forward Lockplate
- M) Beam Width Setting
- N) Recharge Jack

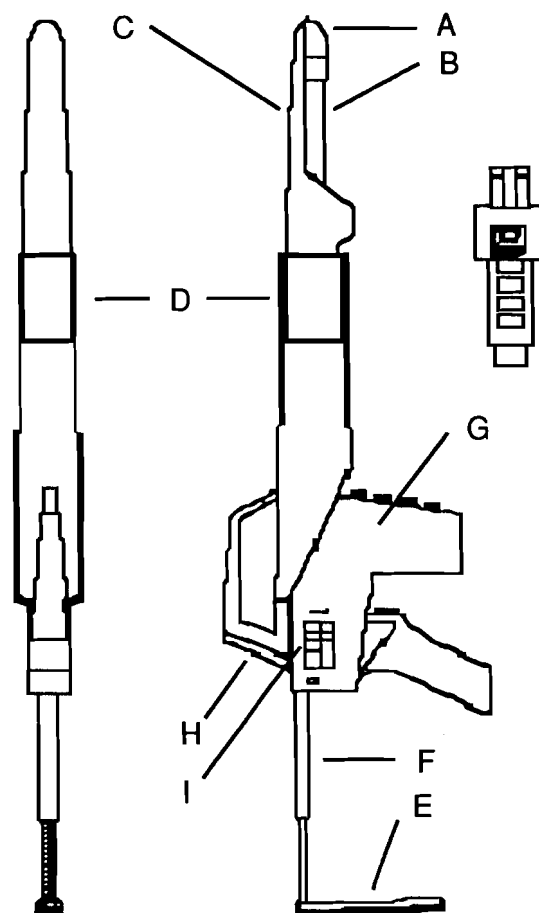
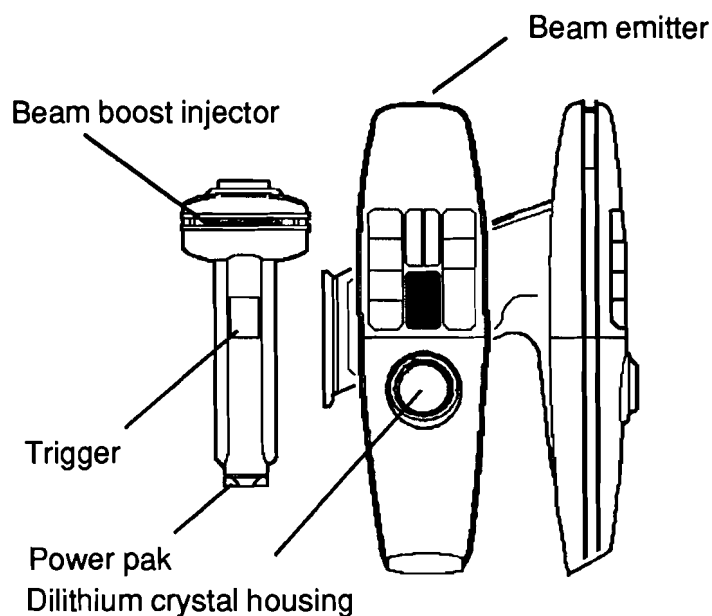
Phaser II-B (Pistol)

Features: Same as II-A, but the components are not interchangeable, ie: the 1-A must be used with the II-A grip and pak and the II-B must be attached to the II-B grip and pak. More powerful than the II-A.



Phaser IV

The phaser IV came into prominent use when aesthetics overcame strict military traits in the armament of Star Fleet and streamlining brought major changes.



Phaser rifle

Features: The phaser rifle is a combat weapon, Federation Marine standard issue. Used rarely by Naval personnel except in boarding party actions and landing parties escorted by Security personnel. It consists of a phaser II (A or B) pistol fitted into a rifle mount containing an extended powerpak, which increases range and power of all settings.

- A) Nozzle
- B) Sensor Array Niche
- C) Insulating Sleeve
- D) Hand Grip
- E) Stock
- F) Telescoping Stock Support
- G) Powerpack
- H) Targeting Screen
- I) Control Panel

Phaser Carbine

Features: Similar to phaser rifle but has a shorter mount, making it easier to carry, aim and fire. However, range and power are less than the rifle version, making the carbine more a weapon for specialty use than heavy combat. Uses standard rifle power pak.

Grenade Launcher

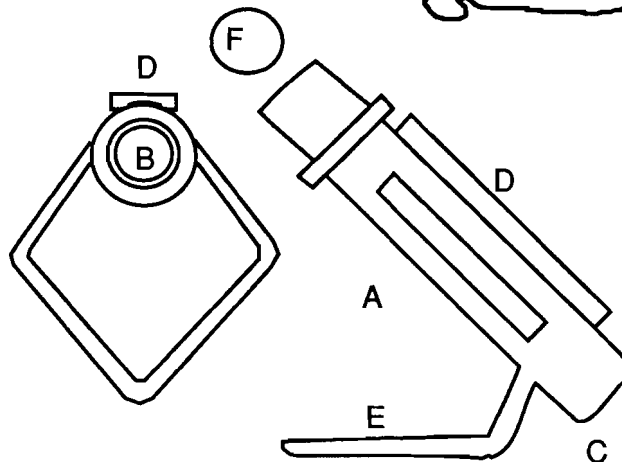
The 75 mm grenade/mortar launcher is the basic squad-support artillery weapon of the Starfleet Marine Corps. Larger tubes of 90 mm to 120 mm are carried by company to battalion sized units. Any mortars larger than 120 mm are generally fired from artillery bases in secure areas for support of troops in the field.



- A) Launch Tube
- B) Muzzle
- C) Breech
- D) Power & Control Unit
- E) Base
- F) Projectile Grenade

Dimensions:

Length of tube	600 mm
Diameter	100 mm
Bore	75 mm
Range	2,000-5,000 m
Blast radius	1,000 m



Hand Grenades



Various types of hand grenades are available, some of which include diffusion, fragmentation, gas, thermal, illumination, smoke and sonic, with various further divisions for gas grenades.

'First, they told me that life was complicated.
Then, they told me that business was complicated.
Finally, they told me that the government was complicated.
But no amount of forewarning could have prepared me
for Star Fleet Intelligence Command.'

Anonymous

Star Fleet Academy / Officer Training

Star Fleet maintains both Star Fleet Academy and various officer candidate schools (OCS). Graduates of both can be assigned duty in the preferred Galaxy Exploration Command or military operations, but the majority of officers in those two branches are from Star Fleet Academy because Star Fleet Academy has higher entrance requirements and therefore produces a higher caliber of officer.

The OCS training lasts one to two years, depending on the specialty the candidate has chosen and consists of intense physical conditioning and a compressed academic program. (See below)

Physical training is administered by Marine Corps instructors but is not as demanding as Marine Corp training, except in the Security specialty. Courses marked by a * indicate a choice in subject studied.

Star Fleet Academy 4 years

Computer Operation	}	core curriculum
*Language		
*Life Science		
*Physical Science		
*Planetary Science		
Federation Culture / History	}	Space Science
Federation Law		
*Space Science		
Damage Control Procedures		
Environmental Suit Operations		
Starship Sensors	}	Officer Training
Transporter Operations		
Zero - G Operations		
Instruction		
Leadership		
Marksmanship, Modern (phaser)	}	Officer Training
General Medicine (first aid)		
Small Equipment Systems		
Personal Combat, Unarmed		
Personal Weapons Technology		
+ five elected subjects		

Officer Candidate School 1 - 2 yr

Leadership
 Personal Combat - Unarmed
 Marksmanship (phaser)
 Personal Weapons Technology
 General Medicine (F.A.)
 Small Equipment Systems
 *Space Science
 Damage Control
 Environmental Suit / Zero - G
 Starship Sensors
 Transporter Operations
 Computer Operation
 Federation Law



Because of the Federation ideals of peace and exploration, not as many military skills are taught during officer training as are taught in the Empire nor is the pressure on cadets anywhere near as intense. However, Federation officer training should not be thought easy nor its graduates incompetent. The major stresses on Academy cadets and OCS trainees are the high academic standards and the honor system in which a cadet may be dismissed for violating its ethic that a cadet does not lie, cheat or steal.'

After completing Academy / OCS and selecting a specialty course of study, they go on to Branch school. While free choice is allowed, hopefuls must do reasonably well on the aptitude testing for their chosen specialty. During Branch school, the competition intensifies, for their showing here will determine where they take their cadet cruise of six months and what their future posting will be. Drop-on-request / dismissals have a choice at this point to either leave the service or accept an assignment with rank of enlisted 1st class or petty officer 2nd class depending on the point they dropped or were dismissed.

Branch school graduates take a six month cruise with the rank of midshipman, where they will be observed and graded on performance. Upon successful completion they are promoted to ensign and given a duty assignment. Some cadets will be required to take a second or third cruise, but this does not count against them. (Officially, it may have some bearing on future assignments.)

Star Fleet also conducts department head school for those promoted to section command and Command school, for top command personnel. Each lasts one year and is attended by officers prior to assuming their command position, unless incidents such as war or demonstrated proficiency intervene.

Department Head

Administration
Computer Operation
Leadership
Advanced training in specialty

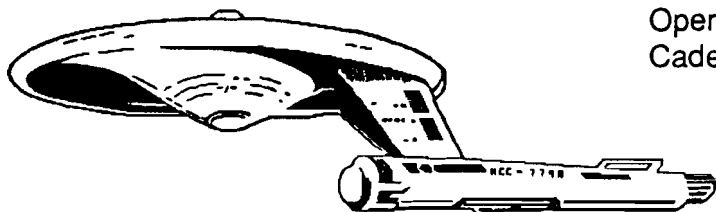
Command School

Leadership
Negotiation / Diplomacy
Federation Culture / History
Federation Law
Starship Combat Strategy / Tactics
Advanced Specialty Training

During department head and Command school, officers are subjected to various training scenarios to analyze any weak spots and psychological faults, as well as to prepare them for the pressures and realities of command. D.O.R.S. / dismissals are sent back to duty assignment and may, depending on the reason for incomplection, take the school over again if approved for acceptance. Completion of each school includes a single step promotion in rank.

Departmental Uniform / Tunic Color Designation

Branch	Branch color
Command	White
Sciences	Light Blue
Engineering/Helm	Gold
Medical	Green
Operations	Gray
Cadet / Trainee	Red



Star Fleet Rank insignia

Enlisted

1st Class



2nd Class



Recruit



Chief Petty Officer



Petty Officer 1st Class



Petty Officer 2nd Class



Master Chief Petty Officer



Senior Chief Petty Officer



Warrant Officer

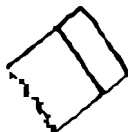


Warrant

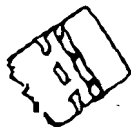
Officer



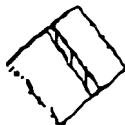
Chief Warrant Officer



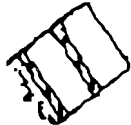
Lt. Commander



Lt.



Commander



Departmental Positions Aboard a Starship

Commanding Officer (Captain)
First Officer

Command Department Heads

Chief Engineer

Chief Navigator

Chief Helmsman / Weaponry Officer

Chief Communications / Damage Control Officer

Support Department Heads

Chief Science Officer

Chief Medical Officer (Surgeon)

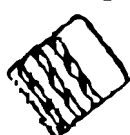
Security Chief

Chief Supply Officer

Captain



Commodore



Admiral



Cadet



Midshipman



Academy

Federation Marines (Ground Forces)

The Federation Marine Corps is organized along similar lines to its predecessor, the Terran United States Marine Corps. Unit organization is similar to that of the Klingon Empire as well, with one very important difference: The basic fighting unit, the squad, contains thirteen marines versus the Klingon seven-man squad. These squads are further divided into fire teams of four each. Thus, on a company level, the Federation has 124 men to the Empire's complement of 70 men, which is not an insurmountable advantage. However, when regiment and division sized forces are compared, the disparity grows. Therefore, it is best to keep in mind the numerical 'advantage' when planning campaigns.

In addition to this type of combat squad, the Corps also maintains its own support and administration departments. To this end, the UFP Marine Corps is divided into three major components, plus a reserve which can be ca'lled up in time of emergency.

Administration / Headquarters

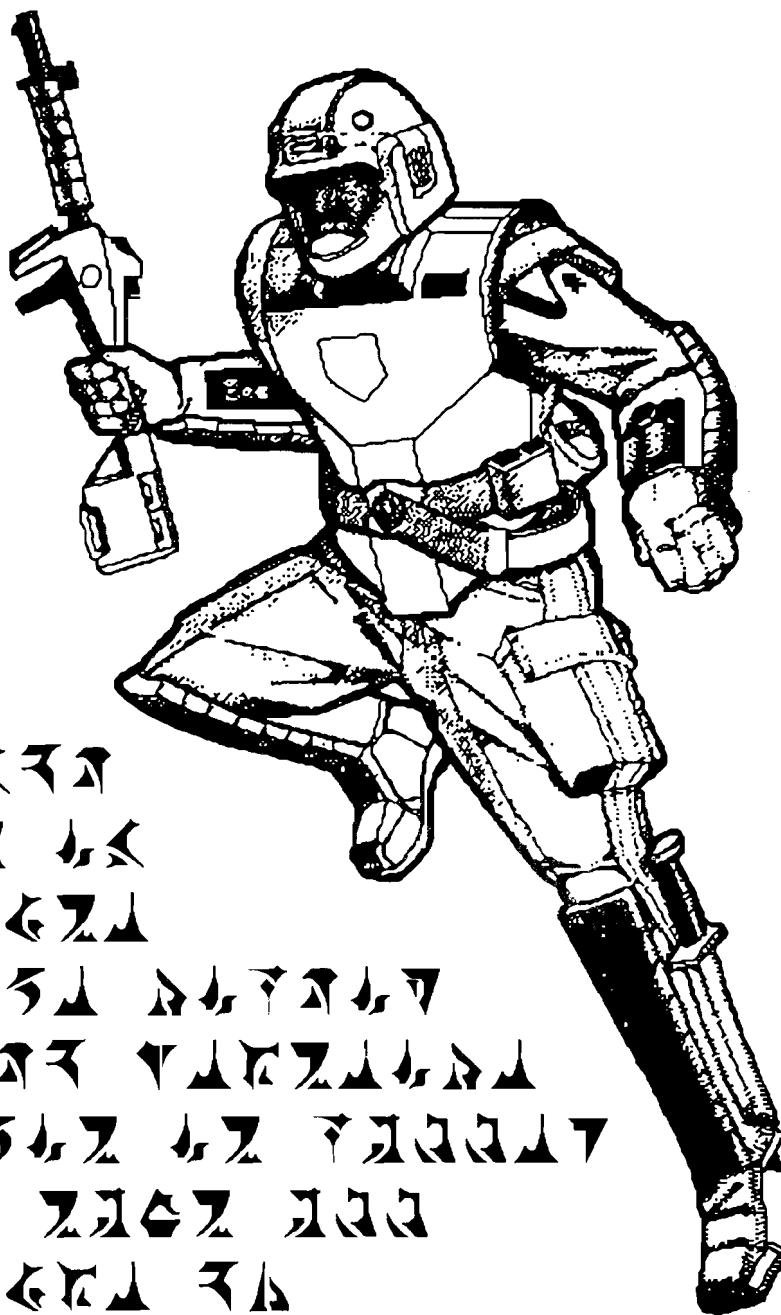
Overall Marine Corps control, planning, organizing, orders and Intelligence.

Support Services

Recruit depots, specialization schools, supply depots, maintenance of bases and barracks, research and development of weapons and other support services.

Operating Forces

Further divided into security forces, ship-board detachments and fleet marine forces.

[illegible]

Star Fleet Marine Detachments

Security Forces

These are security detachments found at Star Fleet facilities, starbases, and Federation embassies and consulates. Some penal colonies, Star Fleet prisons and war-prisoner facilities also use Marine security. Those assigned these duties are all volunteers and must meet strict security clearances and psychological requirements.

Shipboard Forces

Provide additional gunnery crews and internal security on starships and participate in boarding party / landing party actions, honor guard details, etc. as deemed necessary by ship's captain.

Fleet Marine Forces

The major combat group of the Corps. Some have their own transports or are assigned to the military operations command of Star Fleet in battalion sized units to starships, while others are planetary based or on garrison duty at starbases. The FMF regularly conducts fleet exercises to ensure its ability for rapid deployment to trouble spots. The FMF also conducts its own special operations training and deployment of several elite-type units.

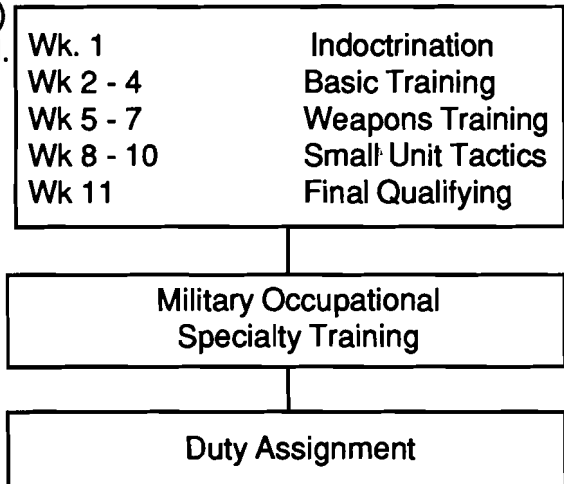
Training and Entry Requirements

Federation marines are all volunteers and must meet high physical and mental entry requirements. The most intelligent are sent to Officer Candidate School (OCS) or the Marine Academy, unless they insist on remaining enlisted. Training at both OCS and the Academy is as tough as enlisted recruit training but the officer candidates are also instructed in leadership skills; and, at the Academy, receive a full curriculum of military science, mathematics, engineering, physics, etc. that is equivalent to the instruction at Star Fleet Academy. The Academy course is four years; OCS, one year. OCS graduates receive rank of 2nd Lieutenant; Academy graduates are 1st Lieutenants.

Recruit basic training has not differed much since USMC training in Terra's 20th century; the main difference being the Marine Corps' weapon of choice (currently the phaser rifle). Specialty skills, such as technological warfare, zero-gravity maneuvers, artillery, armor, etc.... are taught in advanced infantry training, which all combat military occupational specialty (MOS) marines attend after basic. Therefore, recruit training lasts only eleven weeks, with a cut to six weeks during wartime (as detailed in chart).

As with Klingon Marine training, the idea is to separate the recruit from civilian life, break him down and re-form him to military specifications. The major difference between Federation and Klingon training is the intensity of the discipline. Federation drill instructors (platoon leaders) are not allowed to injure or kill their recruits nor are they allowed to deprive them of meals. The training regimen is tough, but great emphasis is placed on safety. A recruit's personal motivation is high, since all are volunteers; and, like Klingon marines, the Federation Marine Corps has a long tradition to uphold.

After basic training, marines apply for a military occupational specialty. While some attention is paid to their choices, final assignment will depend on each recruit's aptitudes and the Marine Corps' needs. All those with combat MOS then attend advanced infantry training before going on to further specialty training or line unit assignment. Besides regular marine MOS such as combat, support, administration, intelligence, etc..., qualified marines are eligible for training in naval operations such as atmos



pheric craft or shuttlecraft piloting, helmsman / navigation, starship engineering, weaponry, fire-control and the highly competitive fighter program.

Tactics and Strategy

The Federation Marine Corps trains for combat utilizing its basic element of a rifle squad, further divided into fire teams. Expect most marine activity to be in the form of coordinated squads, platoons and companies. Battalions, regiments and divisions are used only in large-scale conflicts. Their slogan "The few, the proud, the Marines" is somewhat true, in that small units are expected to do the job of larger ones, on little re-supply, for a long time. Holding territory to the last man and calling in artillery on their own position if being overrun are likely. Also, expect prisoner escape attempts, suicides and refusal of surrender offers. Non-commissioned officers are trained in leadership and in an average platoon the real authority may be the experienced top sergeant despite the platoon commander outranking him. In combat operations, officers will usually not wear rank insignia, to discourage snipers.

Before a full force assault, Federation marines will usually reconnoiter the area with squads or fire teams. Do not underestimate a Federation marine just because he has an inglorious assignment. Even the non-combat MOS marines have at least qualified on weapons and hand-to-hand combat during basic training.

Federation marines do not use hypothermia capsules as they consider them too risky; therefore, their troops may be more alert or physically conditioned versus marines coming out of deep freeze. Also, some Federation ships, such as the Chandley class frigates, have extensive training and recreational facilities for continual practice at boarding actions, assaults, etc.... The luxury of Federation quarters can be a disadvantage however, as marines can get too comfortable.

Federation marines exist because the Federation requires a strong combat force and thus are not indoctrinated so heavily as naval personnel on the prime directive / peaceful intentions, though they are required to obey it as operations allow. The combat ready mentality of most marines naturally causes some friction between naval personnel (who see marines as war-hungry savages and call them 'grunts') and marines (who regard the navy as a pack of ineffectual diplomats whose only purpose is to get them to the action), but both services are trained to work with each other and can do so effectively.

Special Forces

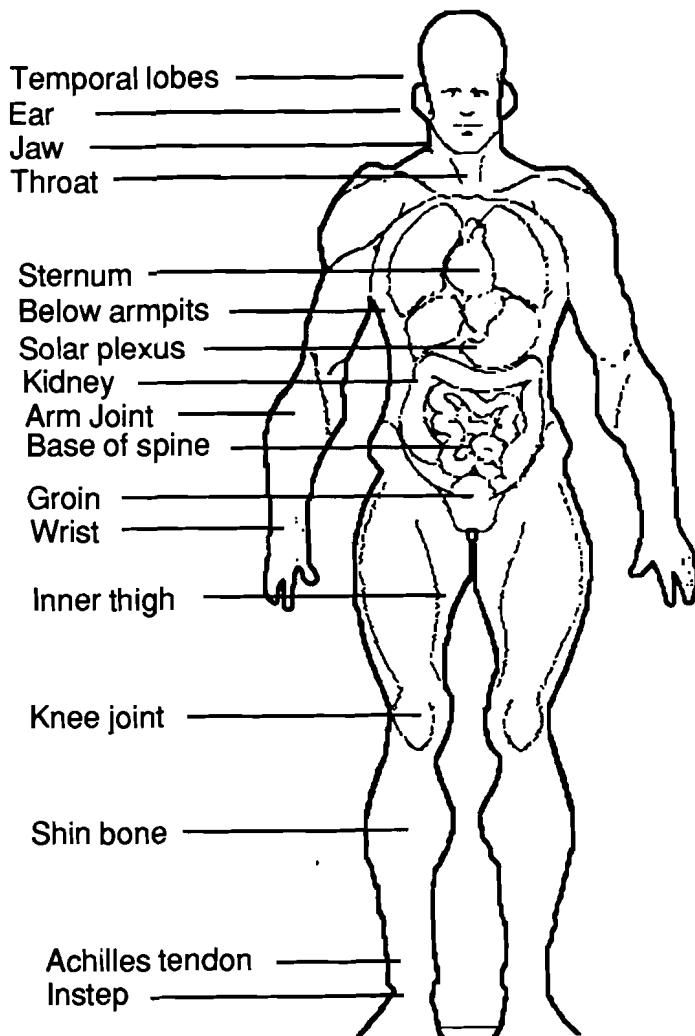
Force Recon: This type of unit has at least two different forms - Divisional Force Recon and Regiment / Battalion Force Recon. On a smaller level, each company will have one platoon trained and advised by the battalion recon company. Force recon is a separate MOS, but personnel must have served for two years in a line combat unit. Applicants are put through extensive screening emphasizing strength, endurance, leadership, intelligence and the ability to make decisions and adapt to situations. After passing this one month regimen, the remainder are accepted into a six month course where they learn recon skills such as infiltration, survival, surveillance, escape / evasion, sabotage, sniper and other assassination skills, tracking and the skills of putting together what they have observed into a usable report. Officers and enlisted men are all trained the same with no respect to rank privileges. Graduates are assigned to regular recon units and are evaluated by the unit C.O. after a three month probation period; at which time, if passed, they are entitled to wear the force-recon insignia.

Force-recon's mission is to "see without being seen and get back alive to tell about it", with the enemy remaining unaware of the surveillance. Recon teams rarely initiate combat, but if detected, they must be able to silence the enemy before he can report to others.

I Teams

These are called I-Teams for their mission description: Insertion behind enemy lines to gain intelligence and cause insurrection against enemy by inciting the indigenous population. I-Teams often work with Star Fleet Intelligence Command. The personnel come from all areas of marine service but a minimum of three years' time in service is required and most I-Team members are on their second or third

Strike Points & Vulnerability areas



The human form shows basic vulnerability points, many of which are applicable to other life forms.

In addition, striking the eyes will briefly incapacitate, making counter-attack difficult. There is a method of using the flat of one's hand to strike the nose; if done correctly, the impact will drive a bone into the brain, causing near instant death.

Humanoid species are generally susceptible to heavy blood loss and death after attack to main arteries (throat, heart) or limb loss. Paralysis and death will result from spinal and skull injuries. Abdominal wounds are not immediately fatal, but provide much pain. Humans and similar life-forms have been known to survive massive trauma; if your intent is death, be certain, or the death may be your own.

The following charts show internal arrangement with specifics indicated - ●

All other marked points are areas in which to disable your opponent



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Krug Vastal

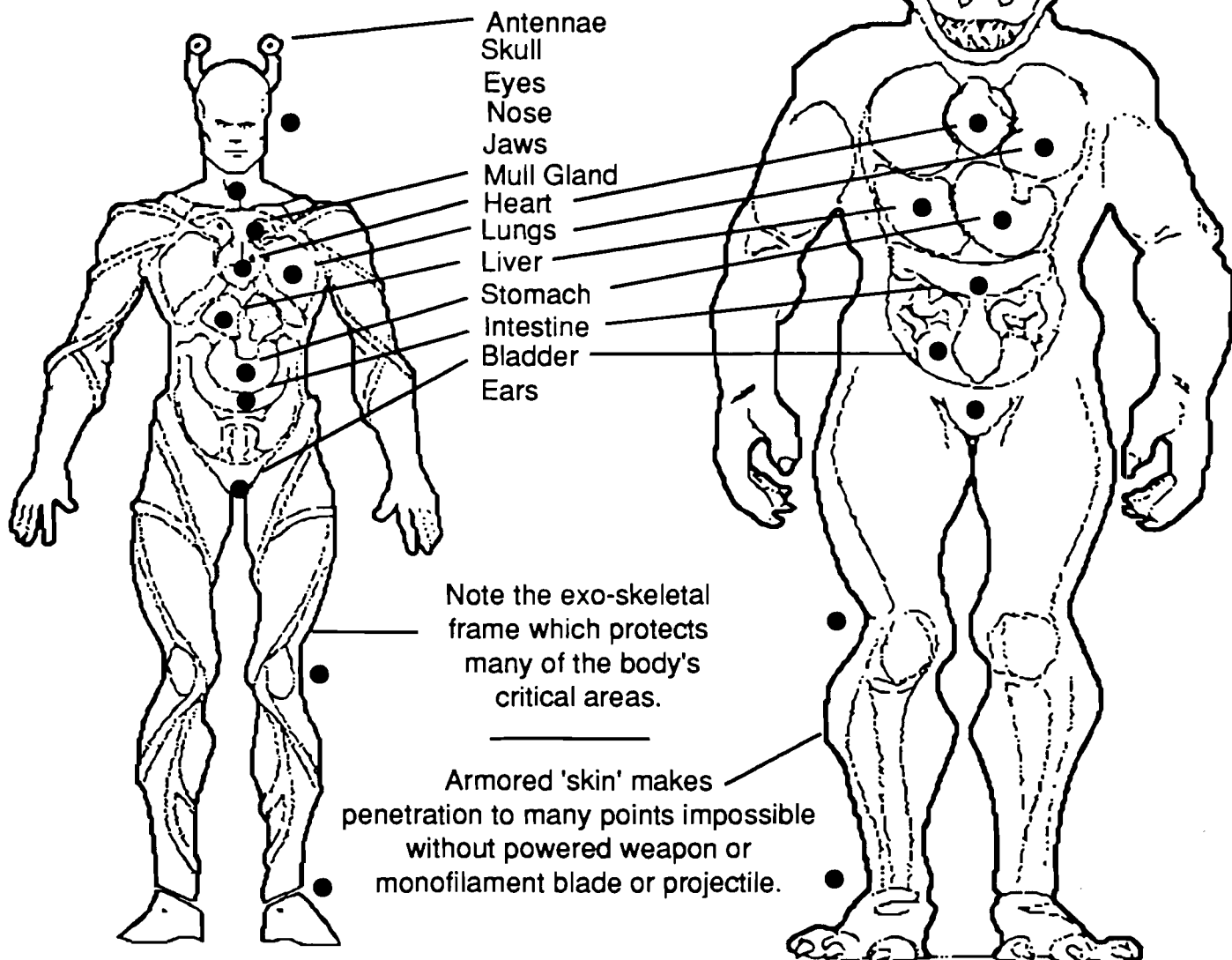
- Various Alien Life-forms -



Andorian
Insectoid Bipod (Homo Indi)



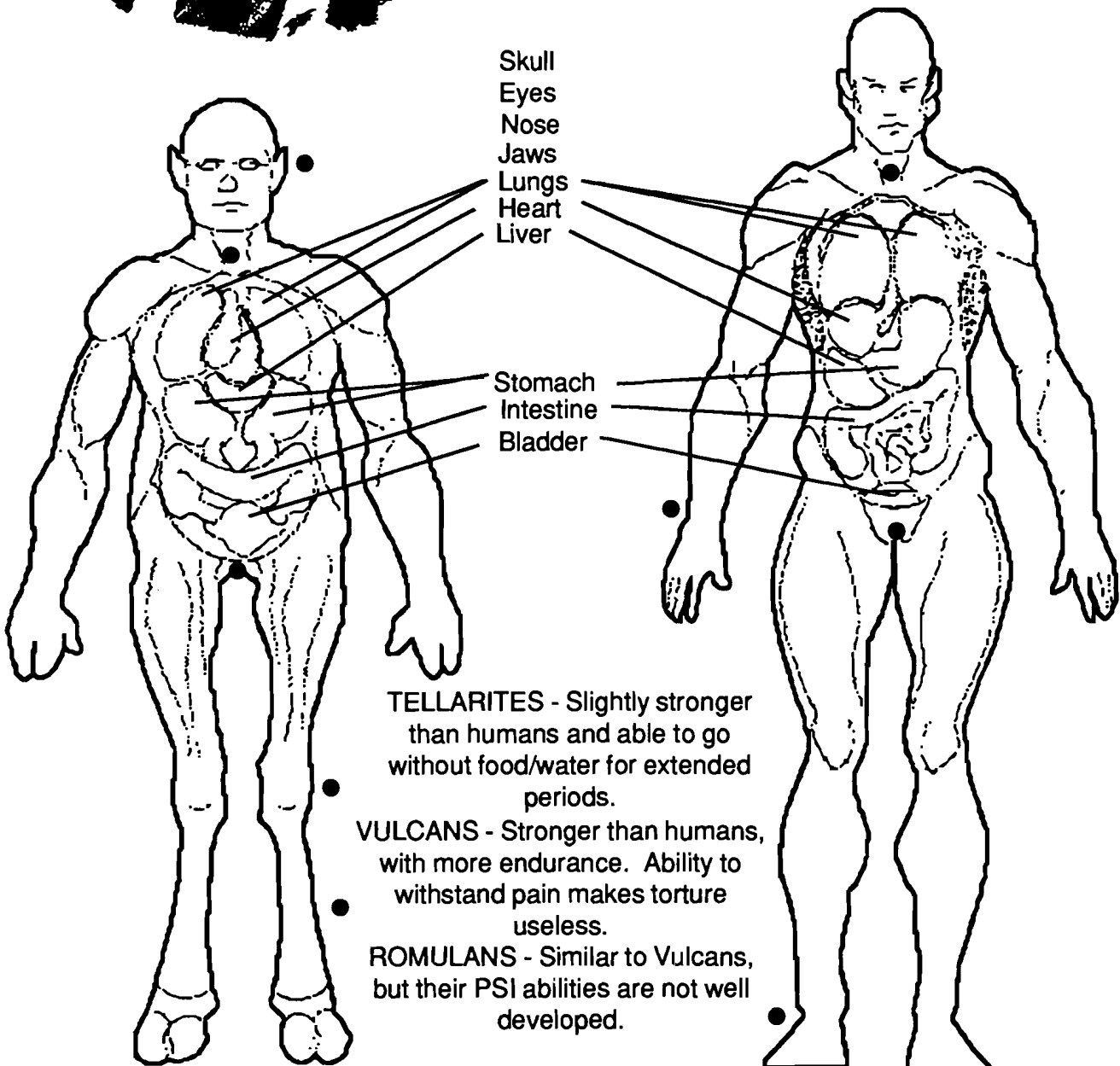
Gorn
Reptiloid Bipod
(Homo Lacertae)





Tellarite
Artiodactyloid Biped (Homo Cygni)

Vulcan / Romulan
Vulcanoid Biped (Homo Eridani)

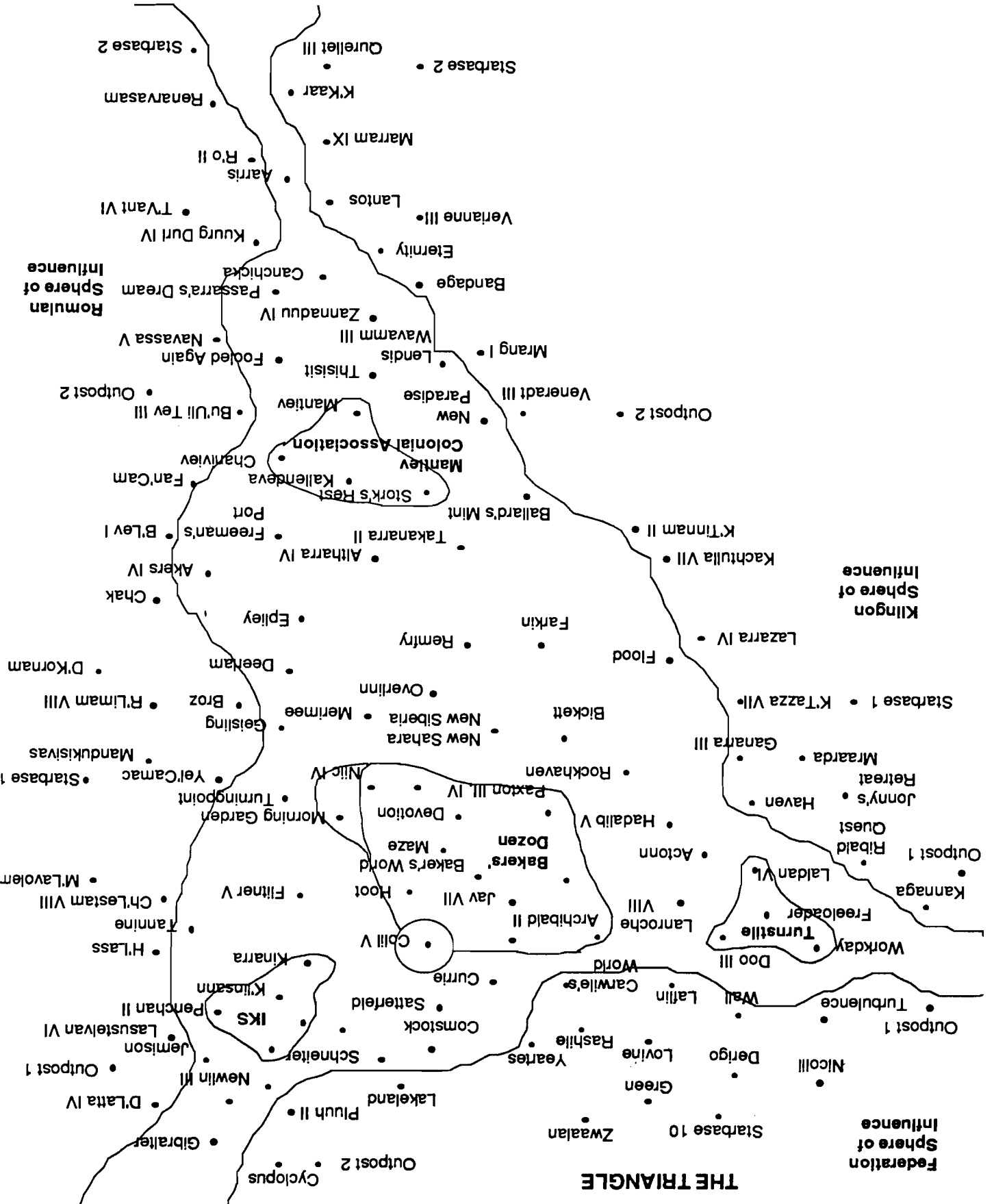


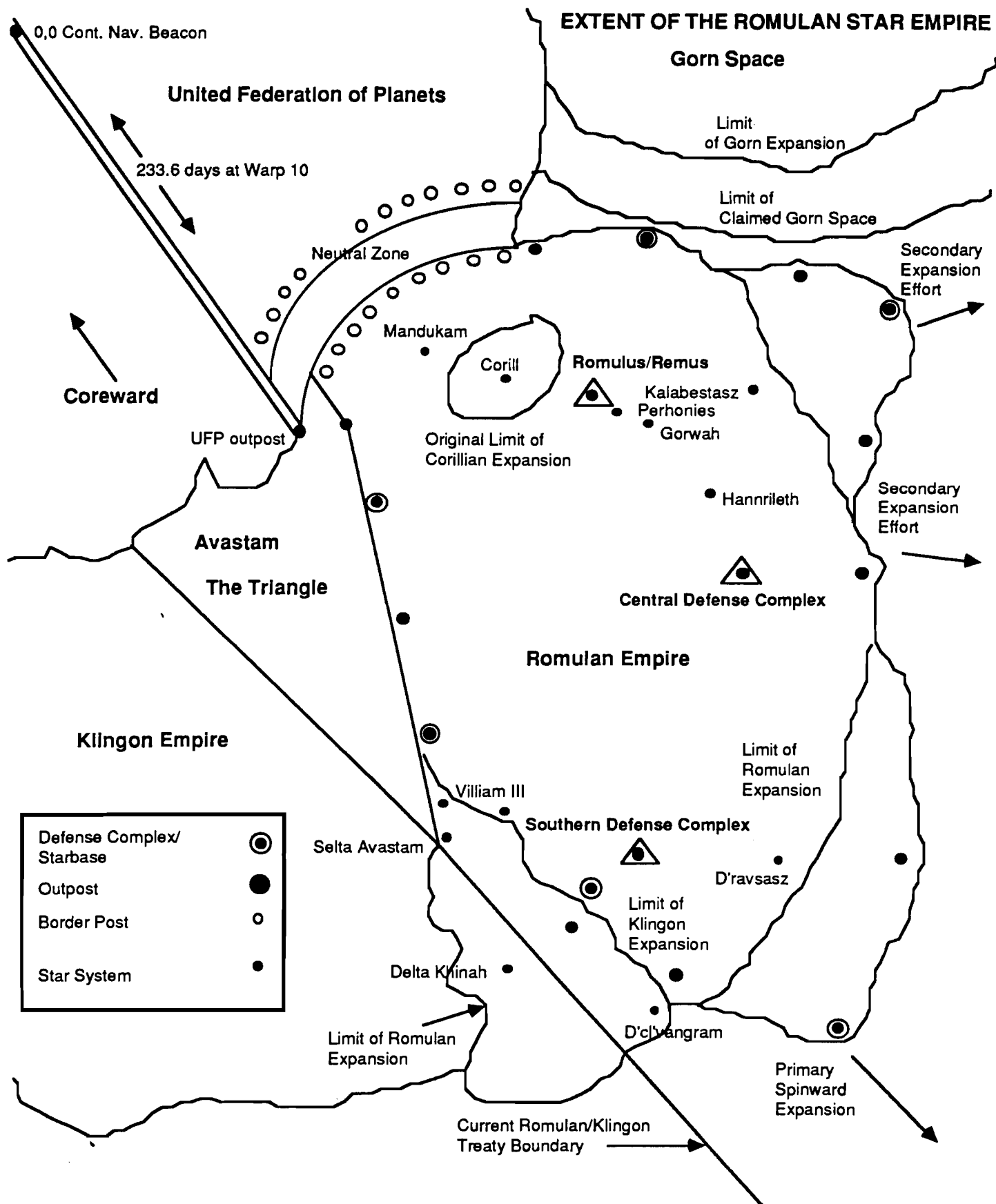
THE TRIANGLE

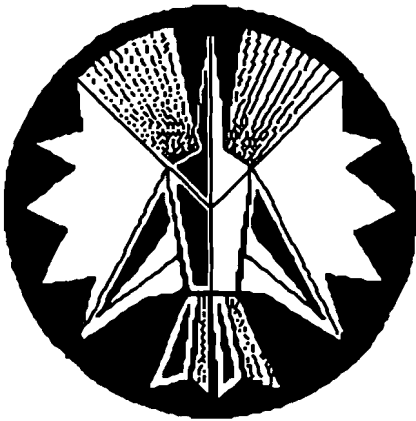
**Sphere of
Federation
Influence**

**Sphere of
Klingon
Influence**

**Sphere of
Romulan
Influence**

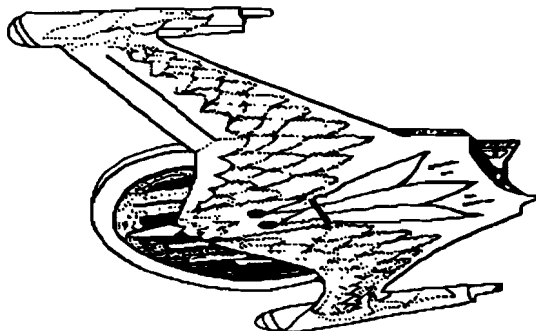
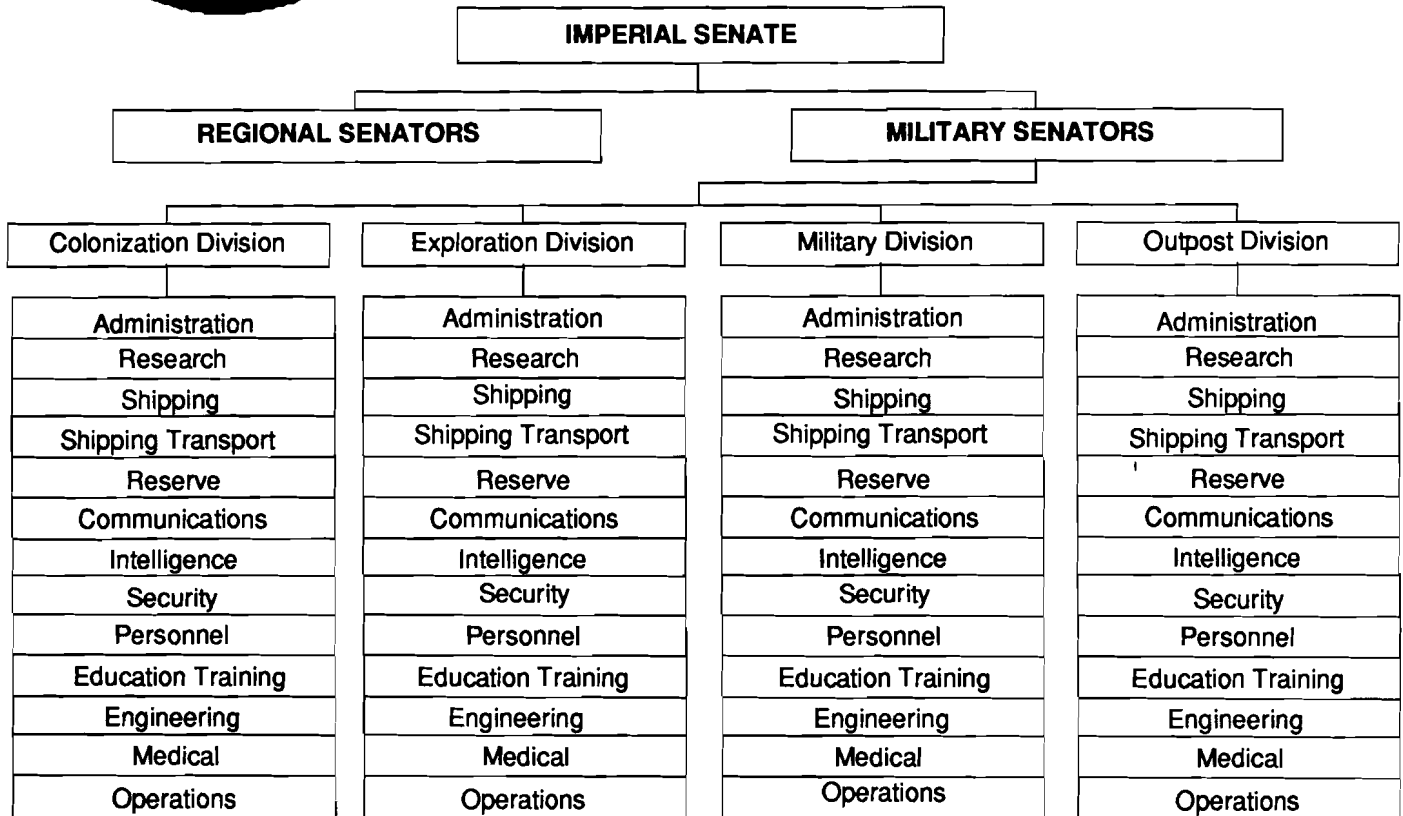




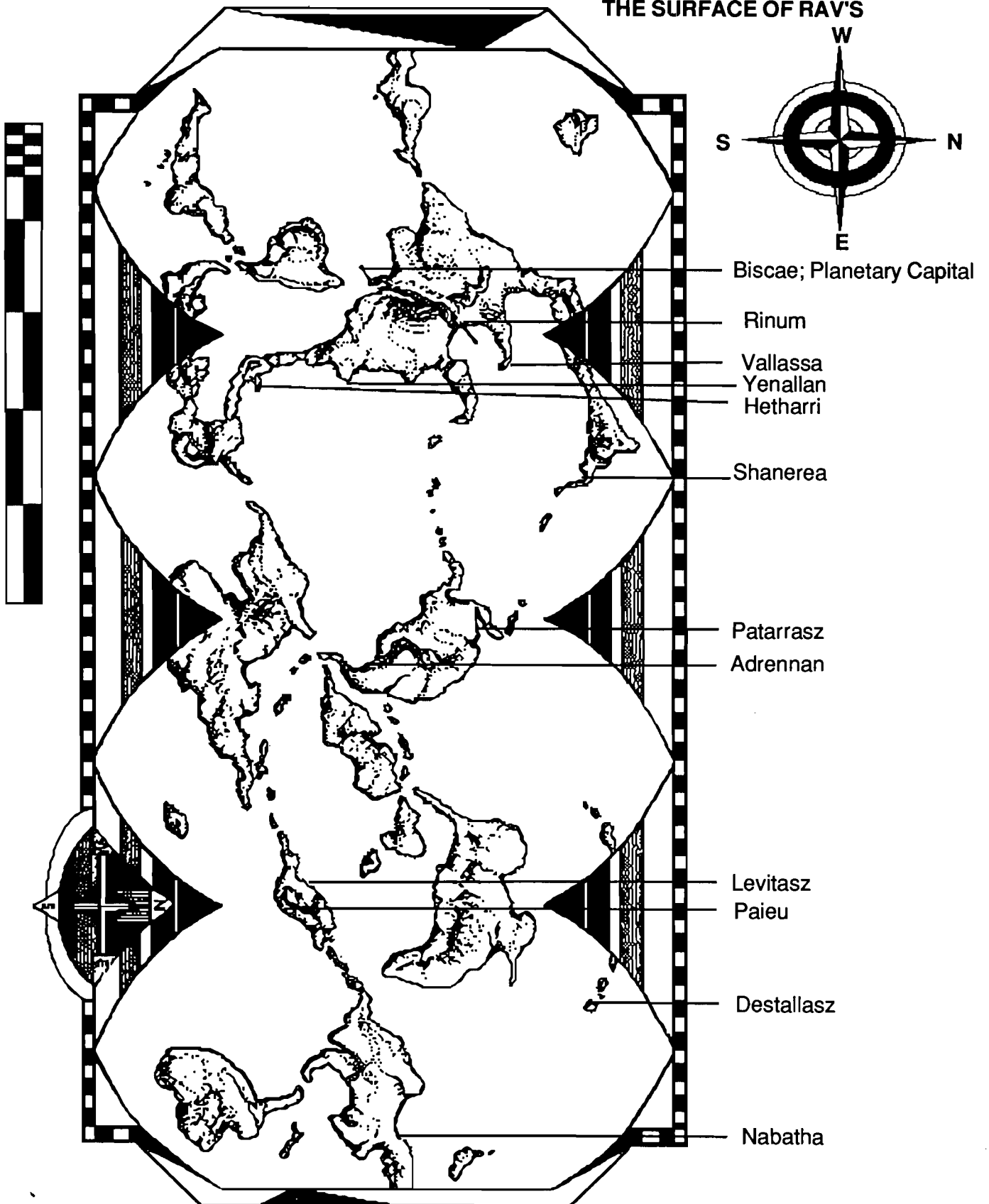


Romulan Star Empire

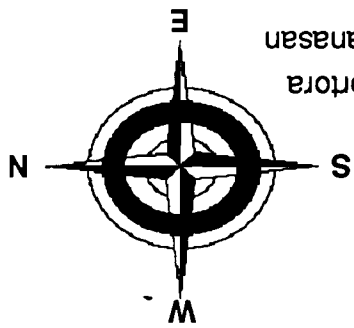
'Beware the Romulan, for he revels in finding death near the heart of his enemy.'



THE SURFACE OF RAV'S



THE SURFACE OF ROWLASZ



Portora
Manasan

Kanassarum
Dinalla

Ranassa
D'Sivas; Planetary Capital
Calanista

Timuraasz

Pulla'd

Labasasz

Caranam

Farrad



T-10 (Bright One)
Class VI Destroyer



S-11 (Bird Of Prey)
Class V Scout



T-5 (Fire Swarm)
Class V/VI Destroyer

H-4 (Praetor)
Class II Warpsuttle



M-8 (Nightwing)
Class VIII Assault Ship



Q-4 (Protector)
Class IV Monitor



V-9 (Night Flyer)
Class VI Cruiser



S-9 (Wind Carrier)
Class V Scout

S-3 (Free Flight)
Class III/IV Scout



P-12 (Comilius)
Class II Cutter



N-8 (Mandukam)
Class II Gunboat



J-8 (Moorabbin)
Class IV Transport



J-4 (Baydron)
Class V Transport

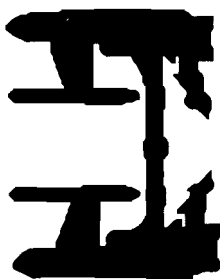


Q-1 (Great Defender)
Class III Monitor

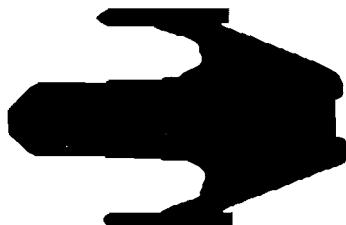
V-8 (Bird Of Prey)
Class VI Cruiser



J-3 (Starlifter)
Class VI/IX Transport



M-4 (Wings Of Justice)
Class IX Troop Transport



T-2 (Death Talon)
Class IV Destroyer



H-5 (Ras Lovah)
Class I H-5 Warpsuttle



S-4 (Swift Wing)
Class IV Scout



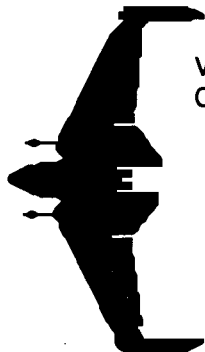
V-1 (Starglider)
Class V Cruiser



V-2 (Hunter)
Class VII Cruiser



V-30 (Winged Defender)
Class XII Cruiser



I-7 (Vespin)
Class XI Freighter



V-7 (Whitewind)
Class IX/X Cruiser



P-3 (Caladan)
Class II Cutter



P-2 (Ranajmar)
Class II Cutter



V-6 (Gallant Wing)
Class X/XII Cruiser

V-20 (Star Seeker)
Class VII Cruiser



I-4 (Graffler)
Class VII/IX
Freighter



R-4 (Mularr)
Class VI Escort

E-5 (Little Nest)
Class VII Repair Tender

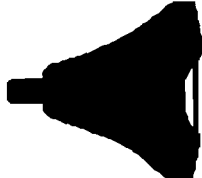


I-4 (Graffler)
Class VII/IX Freighter

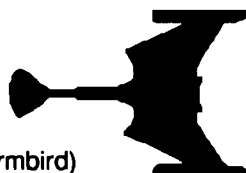


V-4 (Wing Of Vengeance)
Class VI Cruiser

CS-2 (Graceful Flyer)
Class V Courier



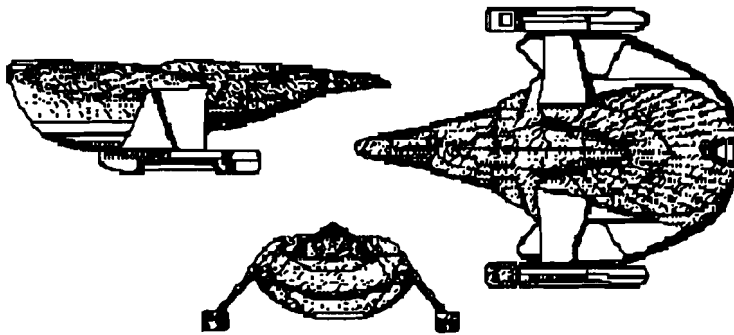
V-11 (Stormbird)
Class VII/X Cruiser



V-27 (Comet of Destruction)
Class XII Cruiser

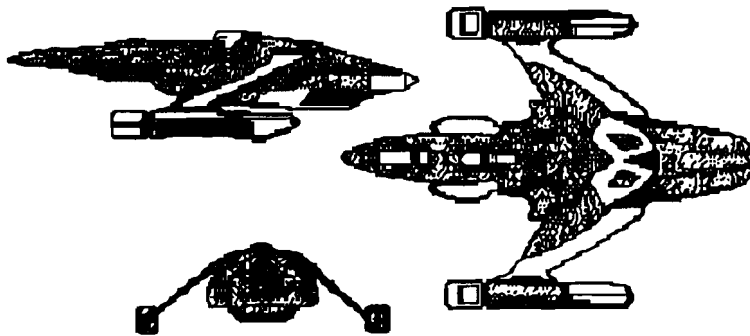
V-5 (Skyfire)
Class VII/VIII Cruiser





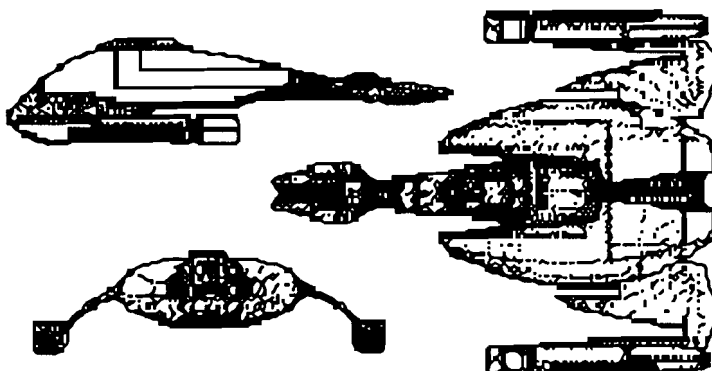
M-8 (Nightwing) Class VIII Assault Ship

Model #	Type 1
Length	260m
Height	72 m
Width	172 m
Weight	103,500 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	62
Troops/Passengers	700



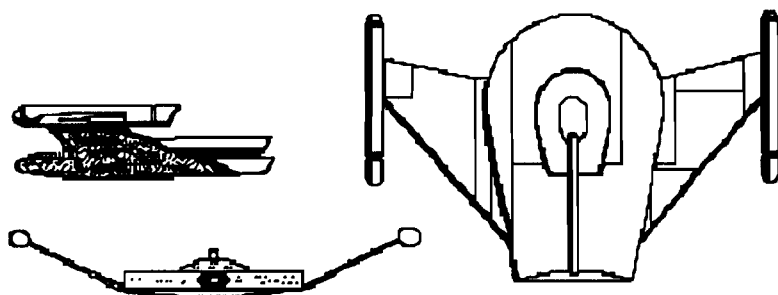
Z-1 (Nova) Class XIII Battleship

Model #	Type 1
Length	400m
Height	80 m
Width	240 m
Weight	212,000mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 6
Emergency Speed	Warp 8
Crew	550
Troops/Passengers	-



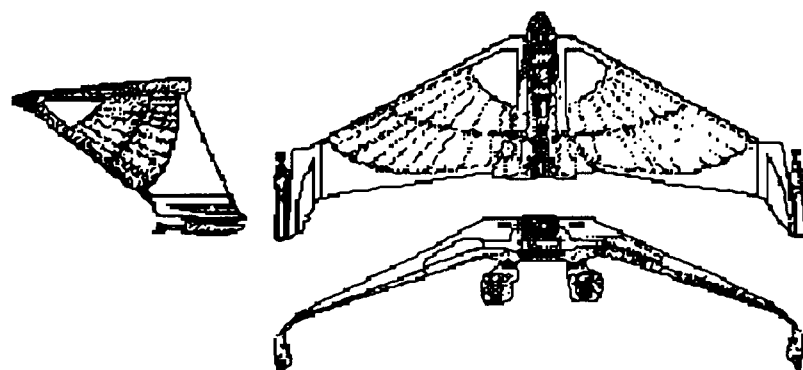
T-5 (Fire Swarm) Class V/VI Destroyer

Model #	Type 4
Length	180m
Height	40m
Width	140 m
Weight	68,200 mt
Cloaking Device	yes
Landing Capability	-
Max. Cruising Speed	Warp 6
Emergency Speed	Warp 7
Crew	118
Troops/Passengers	-



V-9 (Night Flyer) Class VI Cruiser

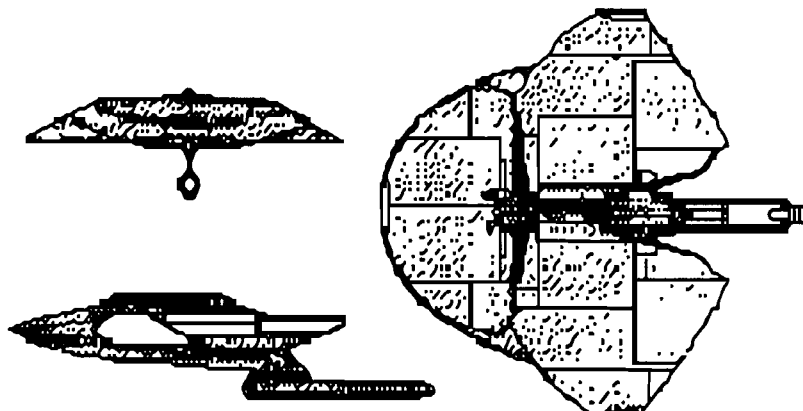
Model #	Type 6
Length	135m
Height	57m
Width	190 m
Weight	70,900mt
Cloaking Device	yes
Landing Capability	-
Max. Cruising Speed	Warp 6
Emergency Speed	Warp 7
Crew	162
Troops/Passengers	-



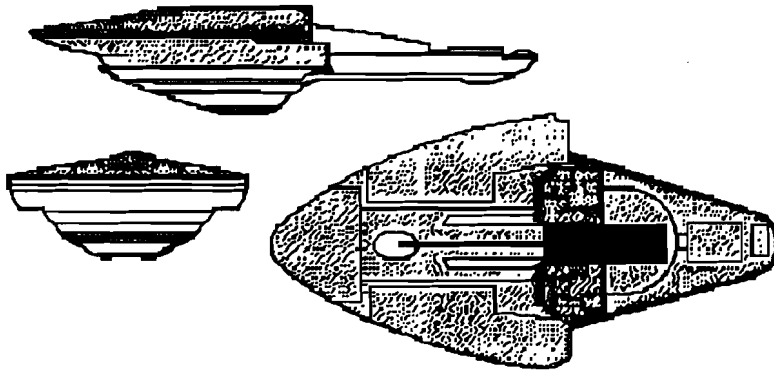
V-4 (Wing of Vengeance) Class VI Cruiser

Model #	Type 2
Length	85m
Height	60m
Width	195 m
Weight	66,800mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 6
Emergency Speed	Warp 7
Crew	160

R-4 (Mularr) Class VI Escort

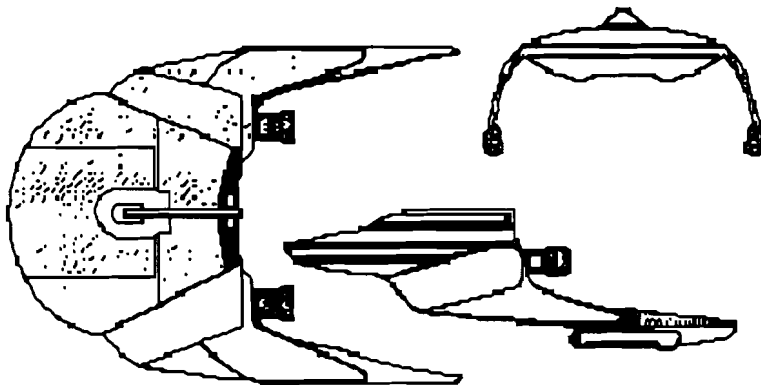


Model #	Type 5
Length	186 m
Height	38m
Width	147 m
Weight	71,900mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	122
Troops/Passengers	-



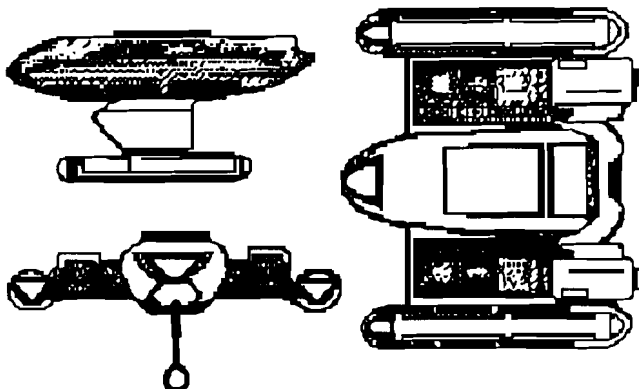
Q-4 (Protector) Class IV Monitor

Model #	Type 9
Length	152m
Height	32 m
Width	70 m
Weight	29,000mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	-1
Emergency Speed	-1
Crew	34
Troops/Passengers	-



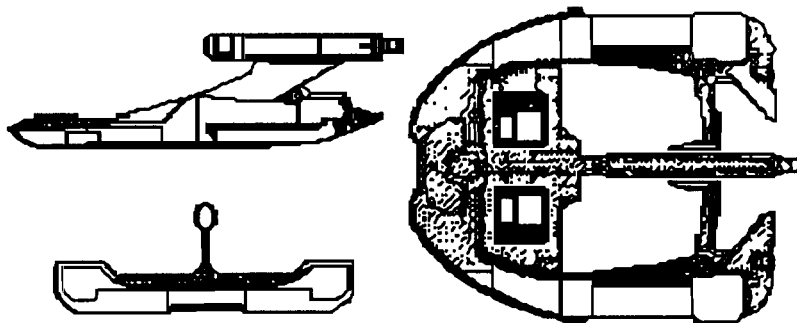
Q-1 (Great Defender) Class III Monitor

Model #	Type 1
Length	130m
Height	35m
Width	80 m
Weight	15,300mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	-1
Emergency Speed	-1
Crew	32
Troops/Passengers	-



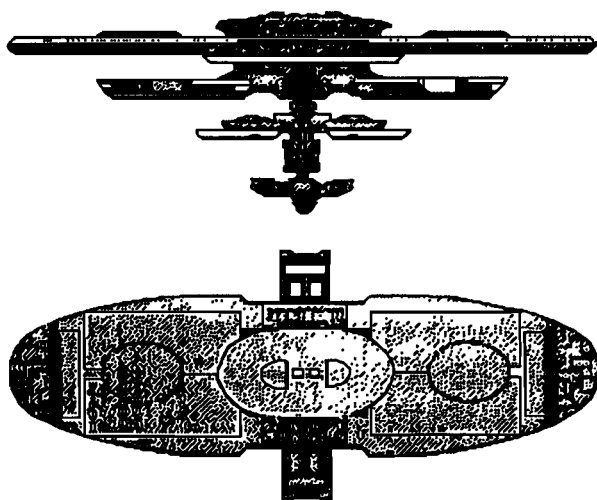
E-5 (Little Nest) Class VII Repair Tender

Model #	Type 1
Length	102m
Height	50 m
Width	110 m
Weight	46,100mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	114
Troops/Passengers	-



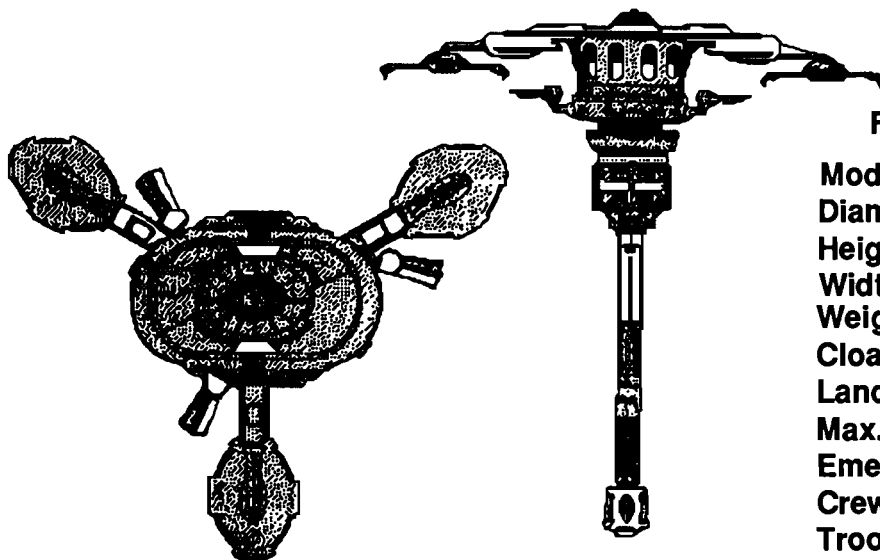
J-8 (Moorabbin) Class IV Transport

Model #	Type 1
Length	201m
Height	52m
Width	152 m
Weight	35,700mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	Warp 7
Emergency Speed	Warp 8
Crew	67
Troops/Passengers	-



X-3 (Aviary) Border Defense Outpost

Model #	Type 7
Length	498m
Height	170 m
Width	208 m
Weight	1,310,000 mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	-
Emergency Speed	-
Crew	296
Troops/Passengers	240



F-2 (Nestar) Class Repair Facility

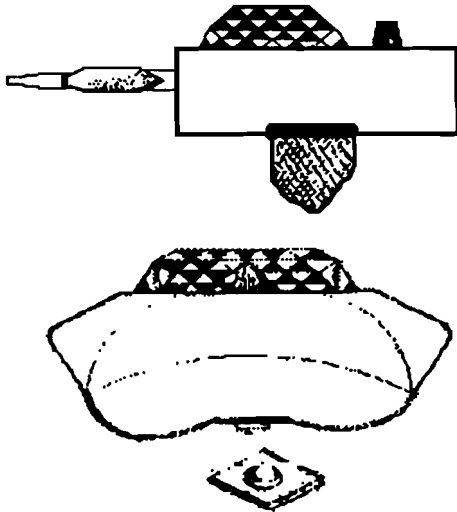
Model #	Type 7
Diameter	780m
Height	800 m
Width	-
Weight	141,000mt
Cloaking Device	-
Landing Capability	-
Max. Cruising Speed	-
Emergency Speed	-
Crew	178
Troops/Passengers	220

Romulan Hand Weapons

Dueling Stick



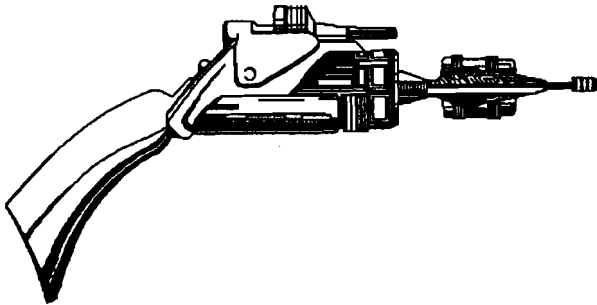
25 cm long. Two different settings - one energizes only the tip and the other energizes the whole stick above the handgrip. Mild stun shock. Further contact increases the force and longevity of stun.



Hand Disruptor

Features: Principal powered hand weapon of the Romulan Star Empire before trade treaties with the Klingon Empire. This weapon is strapped to the back of the hand and fired by pointing the fist at a target and pressing a firing stud on the buckle. A small knob tunes the beam. This weapon is fragile and clumsy to work with. Has the same working principle as the Mk I Klingon disruptor.

Hand Disruptor, Mk I



Features: Purchased through trade treaties with the Klingon Empire. Romulan-produced versions are nearly identical, with a few cosmetic changes and an improvement on the field grids, making them less vulnerable.

'Z533A HLEZAA, ALV AS F36ST.
 ASAK C36 FLADA ALDA AS7 ZALADA
 5ADA AS7 34AL3K 3A AZALAK
 F6AZAL3KZ.'

Koloth Moirai

Cloaking Device

Information about the Romulan Cloaking Device is closely guarded. Very few Romulans know how these devices are constructed or how to disarm their defense mechanisms against tampering. Those few technicians and scientists knowledgeable about the Cloaking Device's inner schematics are not only well-protected but also mentally conditioned through hypnotism not to reveal any information, whether willingly or through interrogation. Any attempt will result in the immediate death of the scientist, the cause of which is usually mentally-induced heart failure or brain hemorrhage.

Romulan crews are trained in operating and minor servicing procedures. It is claimed that all Cloaking Devices on Klingon vessels are installed by Romulan technicians (through treaty provisions); this does not preclude the possibility of a Klingon designed and built Cloaking Device.

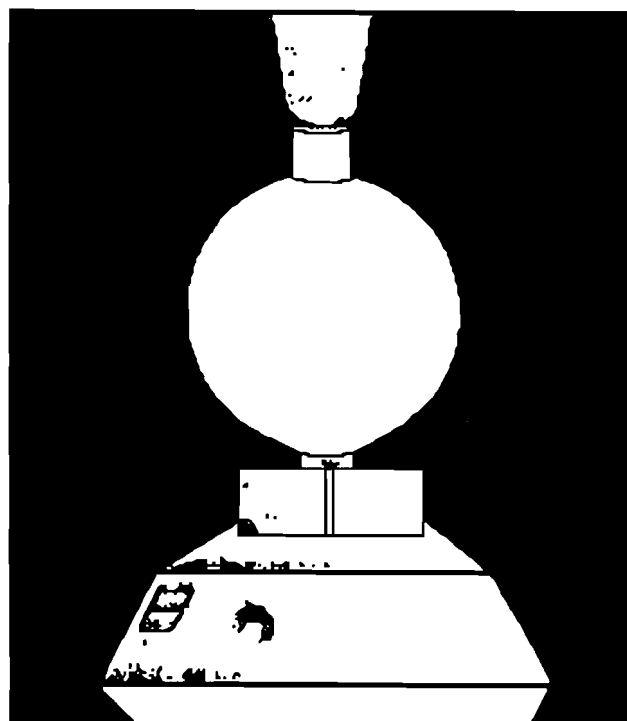
The illustration shows one type of Cloaking Device. It must be assumed that there are other shapes and sizes. In general, most CD's will detonate or fail to work if removed from their mountings.

When activated, a Cloaking Device makes a ship invisible to sensors and visual observations by bending light waves, sensor scans and other types of electromagnetic waves around the ship. However, a cloaked ship can be detected when in motion by scanning for deBroglie-type motion waves. This will only tell where the ship was and in what direction it is headed. DeBroglie scans can be confused by evasive action into areas disruptive to sensors (comet trails, ion storms). A cloaked ship is also detectable at the point it de-activates the device: visually by a wavering of the stars beyond it, and by energy fluctuations on sensors. This is usually done prior to attack and immediate action must be taken while the ship is still vulnerable.

Cloaking Devices require an enormous amount of power. While cloaked, other systems such as shields, weapons and transporters may be inoperative. Thus, a ship must de-activate the CD to fire on another ship, use the transporter or raise shields. During the few seconds' transitory period between visual and cloaked status, the ship is extremely vulnerable, as its power is in flux. Shields on some ships are nonexistent until completely visible; thus, if the opposing ship recognizes the effect and fires, damage will be great. Even if the ship re-activates the device; firing patterns, tactical maneuvering and course projections can counter the cloaked advantage. This is not to say that the Cloaking Device is a useless weapon. On the contrary, the recent penetration into Federation space by Lord Kruge demonstrates its effectiveness on such covert, quick-strike missions.

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Krantz Tatoebanashi



Orion Colonies

The Klingon Empire tolerates the presence of the militarily-weak Orion Colonies because of their usefulness as a conduit for intelligence-gathering on both the Federation and the Romulans, and also as a source of high-demand trade items and other exchange. Also, the existence of Orion pirates makes a convenient cover for Klingon privateering operations.

Orion government is somewhat of a flux between weak 'official' institutions such as the Botchok Planetary Congress, Orion Colonies Intelligence and the Orion Space Navy; and the more powerful corporations and family organizations.

Despite public denial, the institutions of piracy and slavery are prevalent in Orion society. Green Orion slave women exist, usually for purposes of 'entertainment' for their owners and for espionage/coercion. A slave woman may be instructed to use her beauty, skills and pheromones to seduce a targeted victim to elicit information, entrap him, and/or assassinate him.



Orion Colonies

Morales •

Holcomb's Planet •

UFP Space

Volta V •

Rhinate • Providence •

Tempe •

Ing •

Laxala •

Bensonnia •

TVam •
Star Base 27

Gabok •

Spike •

Namezk

Thirat

Rigel •

Syrenya •

Qualf •

Ayirn

Takers •

Star Base 12 •

Ukrainia Novya •

Elas and Troyius •

Zchol

Vem'lr

Kammzdast •

Volgas •

B'Morgia

Ttni •

Rex Dacut

Kolm-an

Alaris •

Veska •

Faant •

Kelm •

Khalas •

Nood •

Kannaga •

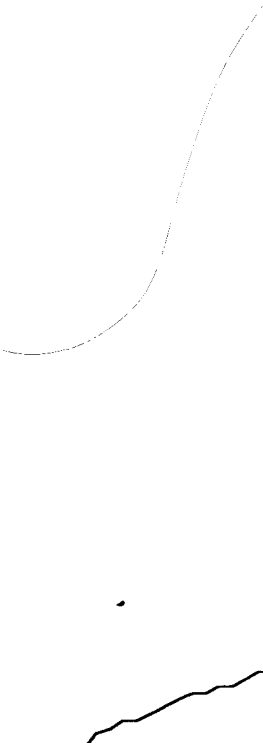
Workday •

Mastocal

Precipice •

Turbulence

Klingon Space



Pirate Tactics

Pirate attacks differ from regular military action in one important way: the motivation is for maximum profit and minimal losses. Pirates prefer to attack when the odds are in their favor and dislike extended battles because of the damages to their own vessel and the cargo of the victim.

Most attacks occur at either of two times: when the ship is far from help in open space or when it is in sublight velocity (approaching or departing a planet or base) and vulnerable to a high speed attack. However, the planet or base may be able to send other ships after the pirates.

Pirates often use deception to get within close range of their victims, and will usually attempt to beam a boarding party aboard to eliminate shields and weaponry before a larger force is sent over. Some pirates will open fire without warning or even ram the victim.

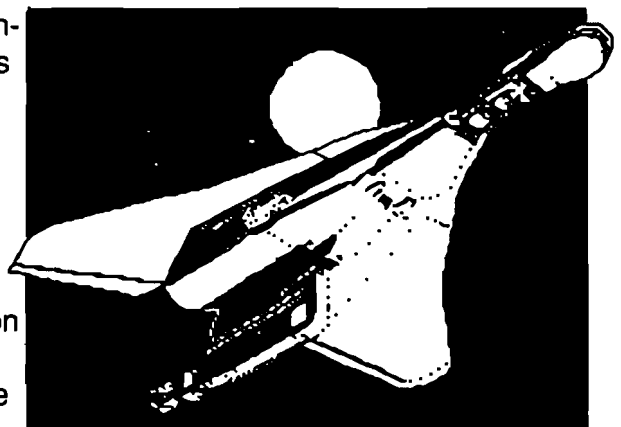
Sometimes pirates will take the captured ship back to their base (if any) if it is undamaged and can be controlled by the boarding party. If this is not feasible, the ship will be rendered harmless by destroying weapons systems and the fire directional control computer, communications systems, shield mechanisms and navigational displays. Depending on the pirate, crew members will be left alone, taken captive, given the chance to join the pirates or killed. Most pirates do not commit atrocities; the resulting pursuit and reprisals make life difficult for all pirates and a pirate with a ruthless reputation may find himself a victim of his associates. Finally, some pirates will engineer an explosion aboard the plundered vessel, to destroy all evidence.

After disengagement, pirates usually evade pursuit by taking a random course heading, sometimes traveling home by use of a circular route. Near planets, pirates will try to put the planet between themselves and their pursuers. Some skim the atmosphere to make it appear they are going to land then go to warp speed while in atmosphere; this is, of course, a dangerous tactic but will certainly throw off any pursuit. Planets, space outposts and asteroids offer pirates certain advantages (better plunder, a target that cannot run away), but the disadvantages of stronger defenses and communication systems must be overcome, as well as early-warning defenses and patrol ships. Again, most pirates use deception to gain entry past the defenses. Often, captured ships are used with simulated damages and faked pirate attacks.

Deception works better against Federation vessels because of their willingness to respond to distress calls and seemingly damaged or helpless ships. Orion pirates playing these types of deception games will usually flee upon the arrival of a Klingon ship, whose captain will most likely not be amused at the trick or who, upon boarding with a sizeable force, may confiscate any cargo the pirates possess. Ambush by a second (or more) pirate ship while the first is being investigated is not unheard of, and caution must be taken to insure that greed does not overtake common sense.

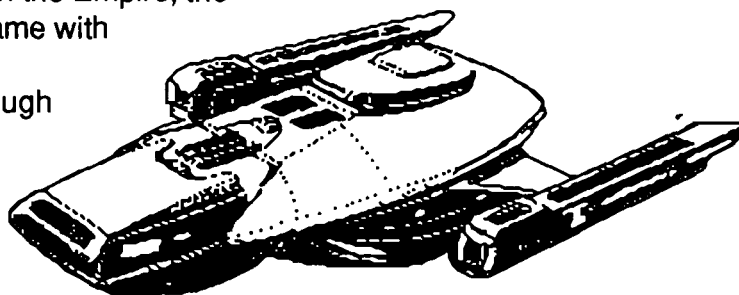
Pirates will occasionally mount fleet actions, usually against a common threat such as a warship, monitor, listening post or other military target. If organizational difficulties can be overcome, the results can be devastating. These actions are most effective when there is no booty to be fought over. Any such action naturally invites a stern response from the target's government.

The Federation, the Romulans and the Klingon Empire have, at times, used fake pirate attacks to either escalate border tension, eliminate targets without the action blamed on the responsible government, or provide an excuse for retaliatory action. Thus, what appears to be the



work of Orion pirates may not be so. It can be argued that Orions may also be responsible for attacks blamed on the Empire, the Romulans, and the Federation. Piracy is a game with few rules and many players.

The Orion colonies have acquired, through legal and illegal means, a wide variety of space vessels. Expect modifications and combinations of varied technology, and almost all can be expected to be armed with heavy phasers or weaponry capable of opening a ship to the vacuum of space.



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 FJ T3 <3J VJJZJ JSC JN6ZJ J<
 JN'Z J3<K JNJV JJJJ7JLJN<JZJ,
 J3N J5JN JN J3 J3<JZJ
 JNJJJ3N'ZJ

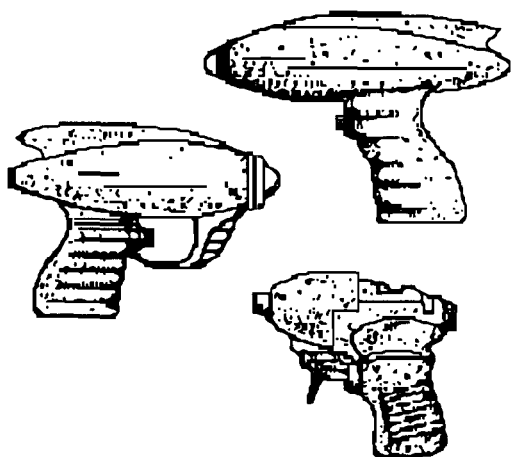
Kahless Riskadh

Orion Hand-Weapons

Description and History

Orion hand lasers were developed in direct response to the Orion colonies' first contact with the Federation. As the more versatile phaser and the more powerful hand disruptors became the sidearm of choice for various races, the Orions continued to produce the cheaper hand lasers. There exists a wide variety of these weapons now, too many to document or classify. As such, they are simply referred to as Orion Hand Lasers. While there are a great many brands available, there are certain common characteristics. Nearly all hand lasers are very compact and are ideal for covert action. Many criminal elements use them, as they are inexpensive and easy to conceal. They also have a very short life span. After 100 shots, a particular weapon will begin to lose accuracy and after 200 shots, the focusing element burns out and the damage produced by the laser drops drastically. The Orion hand laser is a

weapon for spies, criminals and covert operations. It is a poor choice for a military sidearm due to its poor accuracy and lack of power. Available in all corners of the populated Galaxy, Orion hand lasers can be found in any setting.



**- KLINGON STRIKE FORCE -
SECTION ON
COMMANDO REGULATIONS**

Operation Planning and Execution

The purpose of this work is to familiarize the reader with the military approach to planning, supplying and executing an average operation. These are guidelines, not a set of rules and regulations that must be followed to the letter.

Mission Planning

Not counting rehearsal, this is the most important part of an assault. Follow these guidelines while planning:

Don't launch the operation directly from your headquarters.

Always retreat in a different direction than your base.

Don't plan any operation too close to your base; the enemy may discover your HQ while searching for attackers.

Make and follow an exact timetable.

In case of treachery, create, prior to mission, an alternate plan; details of which are known only to the team leader, but are simple enough for easy dissemination.

Keep plan details secret from anyone who does not have a legitimate need to know.

Screen and choose associates and suppliers.

Don't cluster equipment / personnel in one place prior to assault.

Don't issue equipment to anyone until necessary.

Filter personnel carefully into final positions.

Beware of the following; they could signal discovery:

Loose security in your superior's organization, or that of your suppliers and recruits.

Repeated requests by superiors / suppliers for meetings on their terms; this could mean you are being watched. Call any meetings in noisy locations and don't give location until the last minute to prevent bugging.

Directed questions / comments from suppliers, etc. that would connect you to illegal items or acts. Find out precisely what is available and how it can be gotten, decide what you want and give the supplier a list prior to the minimum time required for procurement, without answering any of their heading questions.

'QJAJ AJ LB C3G AJA ZAJK
3ZJAJAJ7 AK7 V3ZA TACZ C3G
FJAJ ZJ F3AJAJA.'

Karus the Ubiquitous

Even the most secure operations are infiltrated. If you feel security has been compromised, abort or delay the mission. If it is imperative the mission be accomplished, re-plan the entire operation, to the point of selecting new personnel, a new schedule, supply list and supplier, embarkation points, etc.

Personnel

After forming the assault team, break it down into several 2-6 man squads.

Each squad should have a specific purpose; generally three types are involved:

1. Main assault force - responsible for actual mission performance.
2. Security - lead assault squads to target and exercise post-assault control (disarm and check weapons, re-arm assault squads, take responsibility for captured material and prisoners, provide medical aid, conduct final search and remove evidence of assault, including destruction of target.)
3. Perimeter security - control target perimeter, keep unauthorized personnel out and enemy within from escaping, provide snipers / sappers for pre-assault harassment and assault cover-fire, take out guards / look-outs, and perform pre-assault reconnaissance.

Each squad member must be briefed as to mission specifics and his area of responsibility. Explanation must be thorough and specific; make each soldier memorize it. Each soldier should be assigned and aware of his field-of-fire when employing weapons and know how to change it if a squad member is lost or added, to properly cover all areas of attack, yet not fire on each other.

Equipment

To select appropriate equipment, consider:

Time needed to stay in the field for an extended mission. Local resources and re-supply points must be considered for the very fact that a covert mission cannot be carried out by packing in three weeks' rations.

Type of mission - whether it is a covert or open assault will decide what special weapons and transportation are needed. Environment plays a part, ie: rocket-propelled projectiles and scuba gear are inappropriate for an infiltration of a corporate office building and small hand weapons would be ineffective in a large scale boarding party zero-G action. Examples:

1. Recon / infiltration-type will require care taken to be silent / unobserved and as little damage done to target as possible.
2. Assassination-type will require swift, powerful, accurate weapons that will not hinder escape; or, if it is a suicide mission, simply very powerful weapons.
3. Sabotage-type will require heavy weapons, explosives, etc. to cause as much damage to target as possible. Snipers need high-powered weapons with vision-enhancement for accuracy / speed.

Rehearsal

The operation should be rehearsed as many times as possible. This way each person knows exactly what to do and what the leader wants. Any problems will be discovered in time to correct them. Use live-fire in later rehearsals. This builds confidence in the teams and each other's abilities, and any poor performers can be instructed. It also gives team members a chance to familiarize themselves with others' responsibilities, in case they must take over for a wounded / killed member.

Mission Execution

Pick the time the target is most vulnerable. Following is a list of such times:

The night before the expected attack.

The night after the enemy has done extensive physical labor.

Some time after the enemy sends out patrols; the attackers may be mistaken for returning patrols.

After the enemy has sustained heavy losses.

After a long, fruitless confrontation.

After an enemy victory; their celebration and high spirits will make them sloppy and unaware.

Before actual attack:

Observe and recon the enemy area.

Learn patrol, guard-changing and communication schedules.

Sever enemy communications during assault.

Hit quickly and retreat.

Always carry the initiative; attack, do not react / defend.

**ଝରାବିଆଁ ସମୟେ ଲହେଇଗଲାଣି ନନ୍ଦକୂଳ-
କୁଳେ ଯୁଦ୍ଧ ହେବା ପରେ କେବଳ ସମୟ ଅନୁସାରେ
ସଫଳତାପ୍ରାପ୍ତି ବା ନାହିଁ ତାହାକୁ ନିଜ ନିୟନ୍ତ୍ରଣରେ
ନେଇଥାଏ କି ନାହିଁ ନାହିଁ। କେବଳ ସମୟ-
କ୍ରମେ ସମସ୍ତ କିଛି ଘଟଣା ଘଟଣା ଅନୁସାରେ
ଘଟଣା ଘଟଣା ହେଉଛି।**



"The eyes and ears of the Klingon Empire"

"Loose lips sink ships": an old Terran saying that originated during one of their earlier world wars. Its basic meaning is quite clear. "Loose lips" not only "sink" ships, but careers and-clan lines as well. To avoid such a catastrophe, it is necessary to understand Security's surveillance techniques.

Surveillance is one of the many ways to ensure loyalty to the Empire. No one, but no one, from the Emperor himself to the lab-bound scientist, is immune to traitorous friends and well-placed 'bugs.'

'Bugs' can come in many forms. Strategically located and undetectable, audio and/or visual pick-ups are most common. The unenlightened fall easy prey to the presence of such devices attached to inanimate objects or people. Tracking devices for the purpose of following suspects while on shore leave are risky but also popular among surveillance personnel.

Trust no one. This is extremely important! Keep up with family events and politics that will affect you. A person doesn't necessarily have to be assigned to Security to be gathering information and making reports. People will often worm their way into others' lives on the pretence of friendship with the hope of being taken into their confidence. It is up to the individual to discern paranoia from true motive. In short, your best friend could be your worst enemy, answering to a Senator, Commander, rival clan-line or just the highest bidder out to get you, for whatever reason.

Bribery and blackmail can be quite advantageous in gaining information about others, if done properly; if not, the results are disastrous. Many a Midshipman has found his/her career 'sucking the vacuum of space', so to speak, due to an unsuccessful attempt. Common sense tells you that to pull off a successful bribery, you must have something of heart-wrenching value to offer, such as money, political clout, etc; and for blackmail, you must have something devastating to wave under an individual's nose and be willing to carry out your threat should the deal turn sour. Reputation is everything should one wish to tempt fate in this manner again.

Investigate the background of the person you wish to bribe or blackmail before finalizing plans. The leading cause of failure is the lack of careful planning. Can the person be bribed/blackmailed? How loyal are they to friends and family? What are the chances of you, yourself, being reported by this person? To proceed without the desired answers to these questions is foolish.

A word of caution: People tend to react adversely to being blackmailed. Things may work out well at the time, but keep a wary eye out for trouble in the future. Revenge is not a thing to be taken lightly.

Remember: The 'eyes and ears' of the Empire are upon you, so assume that you are being monitored at all times, either electronically or physically.

[illegible]

Reconnaissance Procedures

Purpose: To gain intelligence on the enemy without the enemy knowing; in other words, to see without being seen. It is imperative that the recon operative return alive with the information quickly, before it changes, or at least transmit the essential details. Recon missions are different from sabotage missions or raids, in that little combat takes place. However, a recon specialist must be able to kill or incapacitate enemy personnel at any moment, lest the mission be compromised by discovery. Bodies can be hidden/destroyed but if confrontation can be avoided, it should be, as there is always the problem of the enemy noticing missing personnel.

Techniques: The following skills are prerequisite for any successful recon operation:

- Infiltration/stealth
- Observation/memory
- Improvisation
- Patience
- Endurance

Of these, 'observation' is probably the most important. The ability to draw conclusions by piecing together bits of seemingly unimportant data to make a picture of the enemy's strengths, weaknesses and plans is of vital importance.

Some general observations apply to recon type ops as well as other types of covert actions.

1. **Travel light.** Don't take anything but essentials. If possible, your equipment should be something other than standard Klingon gear so that you will not leave tracks or other evidence that would identify you immediately. Since you will be moving as quietly as possible, do not wear things that will snag on bushes or rattle. Beware of half-filled containers - the contents will slosh or rattle noisily. If possible, get camouflage clothing appropriate to the terrain. The idea is not cowardly. You are simply picking the time to reveal yourself to the enemy instead of letting yourself be ambushed or surprised.
2. **Swift, Silent, Deadly.** Move quickly and silently and be ready to kill at any moment. Keep alert and be aware of your surroundings, know where you are going and where you came from.
3. **Observe and recall.** Take notice of as many details as you can. Remember them and tell the truth about what you saw and did as the Empire is depending on you. Save the war story exaggerations for later. Make a habit of noting details and describing things later when you are away from them. This will help you observe on missions.
4. **Movement.** While on the march, travel single file, leaving as few tracks as possible - then the enemy can't tell how many are in your team. Keep several meters apart so one round or burst won't get more than one of you. Arrange hand signals to communicate without noise. These signals will order the team into pre-arranged action.
5. **Holding position.** When encamped, half the team should establish a perimeter and guard it while the other half eats or sleeps. Avoid cooking and lights. If enemy movement is sighted, the team goes to full alert, but wait until the enemy fires(attacks) first before responding because their attack will often give away their positions. Often, enemy forces will fire at random in a probing action to try to scare you into responding. They may not even be sure of your presence. Do not fire unless you have an actual target.
6. **Prisoners.** Inadvisable, but if you do take prisoners, keep them separated from each other so they can't make up lies or a story.
7. **Return.** Always take a different route to and from the objective or to and from the insertion point, to avoid ambushes. If you think you are being followed, make a circle, so as to come back on your tracks and ambush the pursuer. If in a team, the main squad can keep going while a small group carries out the ambush.

8. Terrain. Stay off of regular paths and trails as they will be either patrolled, under surveillance or booby-trapped. Don't get lazy and take the easy route; the enemy will be expecting that. Avoid bridges and easy river fords. Swim instead.

9. Point and Scouts. Send an advance scout or point several meters ahead; and, if possible, scouts to either side and at the rear so the main group won't be surprised by the enemy.

In this age of sophisticated sensor and surveillance equipment, many may question the need for scouts and recon teams. Machines cannot always draw conclusions or know what certain evidence means in relation to a battle. Nor can sensors make on-the-spot decisions and carry out effective covert action against the enemy.

Standard Recon Report

Below is an example of the transmission sent to base. Words will be pre-arranged to indicate A) What type of information reported. B) Adjectives to describe info and/or describe numerals included in report. Sometimes the numerals will be in code, meaning something else.

Below is the 'translation.' This is a short version of a recon report telling all the essentials. More detail will come from the actual debriefing once the scout(s) return from the mission.

MIQTA' 040012 1805 19

Time of recon, from 0400 of the 12th to 1805 of the 19th.
Other numbering systems can be used.

VAGH 9601 4027.9

Coordinates of insertion point

KAWMOH 80499.1
80394.2
960183.1
770435.4

Coordinates of perimeter of area covered (not always 4); on a map a line would be drawn between points to show area scouted. Sometimes the info would be given in a length such as 5 kilometers, which would mean that all areas within 4 km of insertion point were covered.

NGAT 3000 X 4000 Y

Further description of area, in length and breadth. Additional info such as gradient can be added.

JACH HIP 6 HAR DAS

Condition of surface with prearranged code words.

DEB 76012.3 X 80891.9 X

Coordinates of obstructions to landing vehicles, etc.

GHIM 80392.1 X 90842.9 X 5

Coordinates of enemy sightings with letter codes as to what size/type of enemy sighted.

KOB KUCH 44 X QEM
NGEP 40
MEV 1500 K
BACH 25

Weather description. Wind speed and direction, percentage of cloud cover, visibility and temperature

DEGH 80132.8 QEM
77034.9 POQ

Coordinates of recommended attack routes



Interrogation Procedures

"As you well know, interrogation is an art, the art of drawing secrets from those who keep them. This entails many facets:

1. Ensure that your prisoner doesn't die until you have all the information you want.
2. Make him understand that the release of death will only come when he cooperates.
3. Give him a sense of use, betrayal and abandonment by his superiors (Star Fleet Command, Romulan Imperial Headquarters, etc.). Make him feel he owes them nothing.
4. Ensure his understanding that nothing he says or does will save him. Only if he cooperates will he know the peace of death.
5. Find his worst fear and, in his weakened state, bring him helplessly face to face with it. No one has ever withstood this.

The use of agonizers and mind-sifters has its place, but these alone are not enough to break many well-trained humans and others. Applied psychology, combined with pain, is the only sure method."

Lt. Cmdr. Marg Sutai H'Havraadh

'ṚḂḂḂṚ ṚḂḂḂḂ ṚḂḂṚ ṚḂḂḂ
ḂḂḂḂḂḂ ḂḂḂḂḂḂ ḂḂḂḂ ḂḂḂ
ḂḂḂḂḂḂḂḂḂḂ ḂḂḂḂ ḂḂḂḂḂḂ
ḂḂḂḂḂḂḂḂḂ, ḂḂḂḂḂḂ ṚḂḂḂṚḂḂ

Old Klingon Proverb

If several prisoners are captured, always separate them for use against each other. One may be told that the other has defected and told all, so he might as well answer the questions or one or more may be executed in front of the others, to speed confessions. The execution may even be faked, so the supposedly executed prisoner can be used later.

Humans in particular derive strength from each others' company, especially while in captivity, thus another reason for separating them. Escape attempts are generally more successful and more often attempted by groups of prisoners. Holding out a promise of contact with the prisoner's comrades is a powerful inducement.

The senior officer or NCO, administrator, family member, etc. will feel great responsibility for the well-being of the group, and guilt over its capture. This can be used by offering trades of safety/release guarantees in exchange for information or performance of sabotage, etc. Of course, the bargains need not be fulfilled. If a lone prisoner is captured, he can possibly be made to believe that others he cares about or is responsible for have also been captured, or are under Empire surveillance. The threat of being turned over to scientists for medical experiments is quite effective.

A prisoner may be threatened with being revealed as a traitor/collaborator if he does not reveal information; in which case he may as well give in and stop the pain, since his comrades will believe him a defector anyway.

Certain prisoners will not give in to any amount of interrogation. Once recognized as that type, it is best to terminate them as an example to other, weaker prisoners (but in a painful and terrifying manner so as not to encourage death-as-escape).

Never trust one who has betrayed his own people. Once a traitor, always a traitor; for once he has broken his own culture's morality and code of honor, he will have no objections to breaking ours.

Mind-Sifter

Description: Also known as the mind-ripper or mind scanner, the mind-sifter is a useful aid in interrogations as well as psychiatric treatment. There are ten levels of force (see chart). The machine probes the subject's thoughts, memory and knowledge; storing these on tape for review and interpretation on a small viewing screen. As the force-level is increased, more information can be obtained, but at the cost of emptying the subject's mind and destroying rehabilitative thought processes. Thus, caution must be used in operating the machine; information can be wrested from a valuable prisoner but any future benefits from his (former) intelligence, such as scientific developments for the Empire, will be wasted once the brain is sufficiently damaged. It is also possible to use the mind-sifter to implant suggestions in a subject's mind, with a pain-response resulting if the suggestion is not carried out. The force level



necessary to do so varies with each subject, thus the operator needs to become familiar with the subject before attempting this. Generally, the area between level six and eight is best; past eight the subject will be too brain damaged to carry out much of anything. The lower force levels (1 to 5) are not intended for serious interrogation use, although most prisoners are given a taste of what they can expect if they refuse to cooperate (usually up to force 4). Sometimes the mere mention of the mind-sifter can work to elicit a full confession without the power-consumption the machine requires. Medical personnel also use the lower levels in psychiatric treatment to help individuals recall blocked memories and incidents leading to psychological disorders.

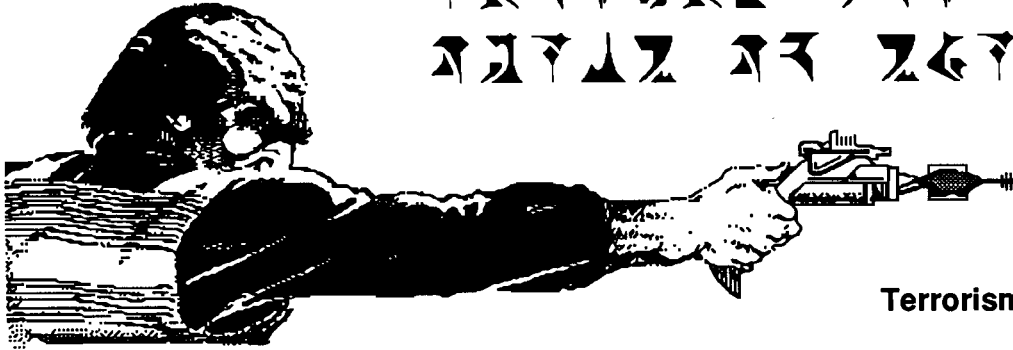
It is possible to deceive the mind-sifter on the first three levels, but as force increases, the machine records deeper thought patterns. It is debatable whether psychopaths can lie to the machine. And of course, certain races with psionic abilities (such as Vulcans) can shield their minds from the machine's effects. This ability sometimes varies, depending on the age, condition and training of the subject.

Operation: Operator must have some skill in interrogation and psychology. Familiarity with the subject's language is helpful. A complete scan (at the designated level) takes a minimum of five minutes. The process is usually uncomfortable to agonizing, so the subject must be restrained or he will most likely attempt to escape and/or destroy the machine.

Force Level	Effect	Damage
01	Records surface thoughts only	None
02	Records memory up to plus or minus 14 hours	None
03	Records memory up to plus or minus 14 days	None
04	Records memory up to plus or minus 14 months	None
05	Records memory up to plus or minus 14 years	Temporary discomfort, possible psychotic outburst.
06	Memory to childhood, technical knowledge up to plus or minus 14 years	Intelligence reduced up to 20% + effects of force 5.
07	All memories, technical knowledge to puberty	Intelligence loss up to 40%, disorientation, poor coordination plus effects of force 5.
08	All technical knowledge	Intelligence loss up to 60% plus all above effects + irrational behavior
09	Above and including basic motor skills	Intelligence loss up to 80% + above effects + convulsions + loss of motor skills.
10	Mind emptied	Zero intelligence. Subject suitable for medical experiments only.



'2672122 7141472 34
 743444 534 4344 14
 11712 13 2672117'



Terrorism & Mercenaries

Terrorism is a useful tool which can best be used in societies where the following are true:

- Confidence in existing authority is weak
- Loyalties faded or nonexistent
- Laws seen as arbitrary and cruel
- Respect for superiors felt as humiliating
- Government seen as distant and uncaring
- Enmity between social classes
- Little sense of community/unity.

In such societies, acts of terrorism will further polarize factions, especially if the violence can be blamed on or tied to different groups. A study of the society will lead to proper 'naming' of the 'terrorists' claiming responsibility. For an example, different acts claimed by 'socialist jihad brigade', 'free separatist movement' and 'Federation supremacy league' (all names fictitious), would set large numbers of people against each other, in this case, socialist religious fanatics vs. democratic nationalists vs. agitators for Federation intervention. Once the society's political situation is examined, it is simple to create names for fictitious groups who will take credit for Klingon-engineered acts of terrorism. The names must closely resemble actual groups to effectively polarize the different political parties. Of course, it is always possible to aid real terrorists. There are inherent dangers, the first of which is the risk that the sponsorship will be discovered, causing embarrassment and problems for the Empire. No one believes a Klingon is working on his own, without Empire approval. In such a situation, if you become involved with native terrorists, security must be a priority. Suicide-upon-capture, for you and those who know your true identity, is required. The method should, ideally, destroy the body. Religious fanatics are most malleable to these measures, but they exemplify the second danger: that your native terrorist will turn on you and kill/expose you, either out of a lack of trust (you are not a 'true believer' in the cause), common greed for your supplies and weapons with no obligation, or suspicion of your motives and a sense of being used to further Klingon interests vs. his own.

Terrorism needs publicity to be effective. Bombing a small village's town hall is not nearly as 'impressive' - so far as shock value and attention to 'the cause' go - as an attempt, even if unsuccessful, on a metropolitan target. Assassinating hated officials will bring much attention as will high-value robberies. Atrocity-type acts, such as killing children, will not be effective; as these will lose the support of everyone, even your own group's political sympathizers. A good tactic if you want to destroy one faction. A final note: terrorism is not very useful in a strong, united, security-conscious society such as our own Klingon Empire. Instead of dividing the whole against itself, terrorism will so enrage the society that all

members will unite to hunt down and kill the terrorist. Other bad places to try terrorism are the Romulan Empire and monotheist societies or strong one-faith religions - unless of course, you want to be openly operating as Klingon, in which case the operation would be a raid versus terrorism.

Like terrorism, mercenaries are a useful device and some of the same dangers apply. Refer to the section on mission planning and execution, plus keep these items in mind:

1. Make certain what their ultimate loyalties are, whether to fulfilling the contract (you), saving themselves by backing out at a tense moment (their own lives), having a change of heart (planet/gov't of origin), selling out to another offer (more money).
2. Expect capture, desertion, mission failure, double-cross, etc. and make contingency plans to deal with them.
3. Run proper security checks to insure you are not being infiltrated.
4. Pick the proper mercenaries for the target. Mercenaries will fight better if they have a reason for hating their opponents. Avoid using the same life forms against each other; earthers in particular are known to be sympathetic and sentimental in regards to their own.
5. Make certain the mercenaries cannot be connected to you or the Empire. As with terrorists the use of suicide devices is advised. You may want to terminate the mercenaries after mission completion. Besides preventing later security-leaks thru drunken bragging to acquaintances, this will save you money. However, it might result in a bad reputation as a client, or in revenge attempts from friends of the dead.



RECOMMENDED INSPIRATIONAL LITERATURE

THE FINAL REFLECTION - John M. Ford

KATRA fanzine - Lana Brown - Box 30-905 - Lower Hutt, New Zealand

FASA CORPORATION gaming supplements - available at most games stores
or Box 6930 - Chicago, Il. 60680

PAWNS AND SYMBOLS - Majliss Larson

STARDATE Magazine - now defunct. Early issues are hard to find but worthwhile

In addition, DC Comics 'Star Trek' occasionally contains Klingon information

Secrets of the Ninja - Ashida Kim

A Book of Five Rings - Miyamoto Musashi

Heartbreak Ridge - Movie novelization by Joseph C. Stinson
Various military publications

Various military publications

[illegible]

Kahless Riskadh

Meditation Pool

by

Kian Zantai Jiraal

Still water black as assassin's steel
Receives my mind, and deeds float up
Like drowned men from the vacuum sea
Which once in a hundred nights shows clear.

Once in a hundred nights the stars
Do not forget, or not enough.
Blood vows defiled by time return
To twist their knives in long-scarred wounds,
And victories of life alone
Raise coward voices to the sky.

Still water black as my last command
Reflects the stars in a soldier's face
Where eyes impaired by memory
Hold more than will alone can change.

**Empire
by
Sue Isle**

We are the empire that stands behind the tales.
Spawn of our single story that through all night, prevails.
We are the darkness that dwells behind your eyes.
Ghosts of past and present that rule a thousand skies.
We are all you've feared, and nightmares are for sleep
Ghosts of past and present, and also what will be.
With sword and spear and starship to strike in innocent guise
We stand behind the stories and the legends come behind.

The new day heroes see us with weak, imperfect sight.
But we are the darkness that dwells behind your eyes.
We are the spawn of sun fire, a pattern yet to come.
But you can feel our presence in the vastness of Beyond.
For the deadly secret, look within your minds.
We are the ancient legends that woke in you such surprise.
Your race needed heroes, something for which to strive.
A state that was a thousand suns, of glories and armed might.

From there we spawned your stories; they the shadows are.
And one day you'll truly meet us, in bloody and final war.



– Old Klingon Proverb