

KLINGON INTELLIGENCE BRIEFING

This adventure pits two groups of players against one another as diplomatic teams from the Federation and the Klingon Empire. The objective is to convince the population of Sheridan's World to join either the Federation or the Empire. The only problem is that this planet was settled by the Organians right after the Organian incident by 100 colonists from the UFP and by 100 colonists from the Klingon Empire. Having kept the planet in isolation for 15 years, the Organians have decided that now is the time for the colonists to decide whether they will become Klingon, Federation, or independent. Each diplomatic team must do its best both publicly and privately to convince the colonists to join their side.

This adventure module also includes a separate book, a Star Fleet Officer's Intelligence Briefing on the Klingon Empire. The briefing includes information on prominent family lines, Klingon society, and new information on the little-known, non-military side of Klingon life. This information further rounds out that included in FASA's **The Klingons** supplement.

Pictured above is the planet Klinzai, and some of its defenses.

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0-931787-48-3 FASA1200

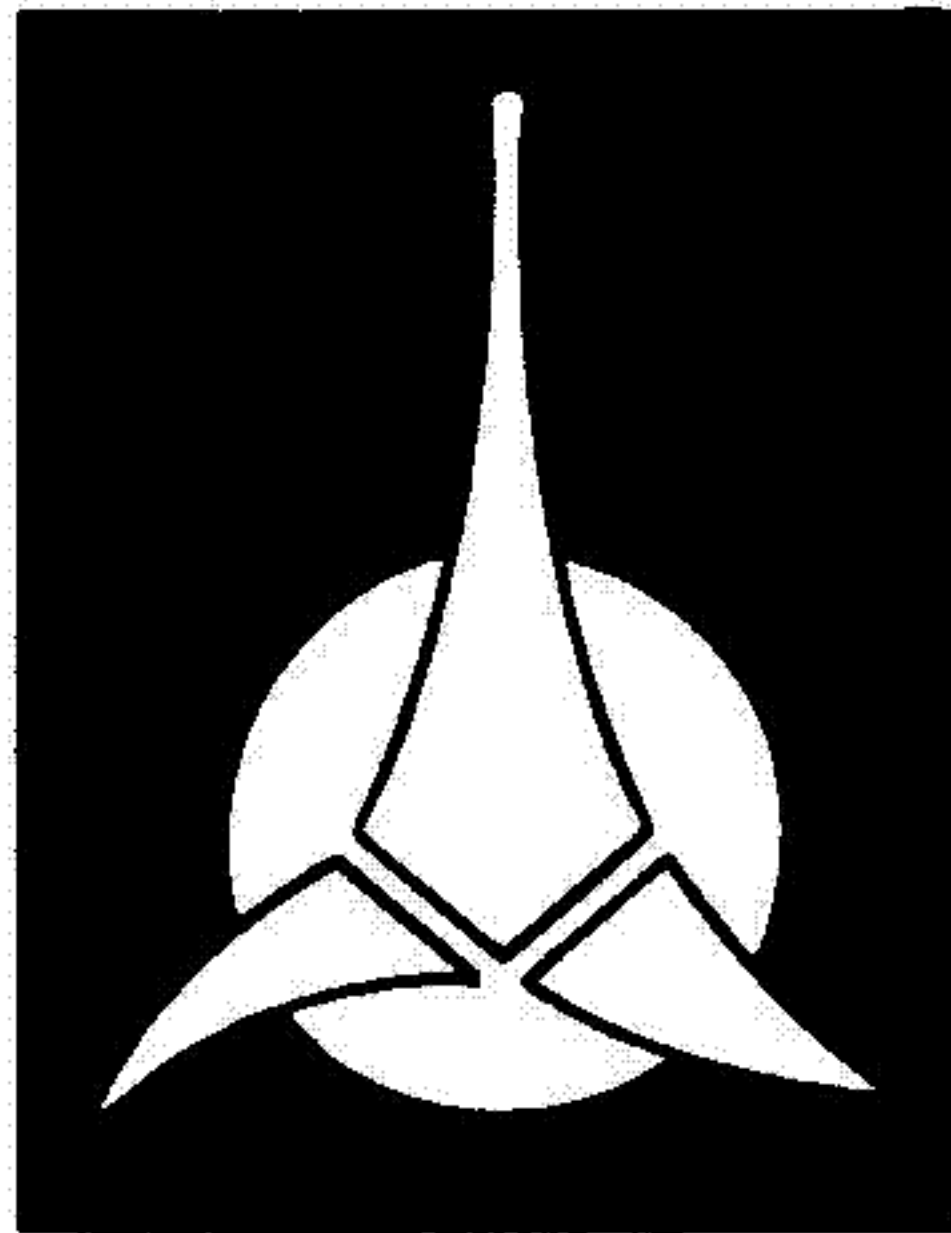
THE KLINGON OATH OF EMPIRE

Beneath the stars that drip with blood
I stand, defiant and alone. I am here,
My Emperor. Call on me, I beg of Thee.
I was nothing before this day and nothing
Shall I remain if I cannot serve Thee now.

Pain and suffering are my just rewards.
Do with me as serves Thee best. It matters
Not that I survive, only that which I
Defend.

Forfeit of life, but not of honor, in Thy
Cause, death at last is welcome. I am here,
My Emperor, ready at last to be an instrument
Of Thy will.

Ready to obey and die.



KLINGON INTELLIGENCE BRIEFING

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DEDICATION

This briefing is dedicated to the memory of those who have given their lives in the cause of advancing space exploration.

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To: Office of Star Fleet Operations
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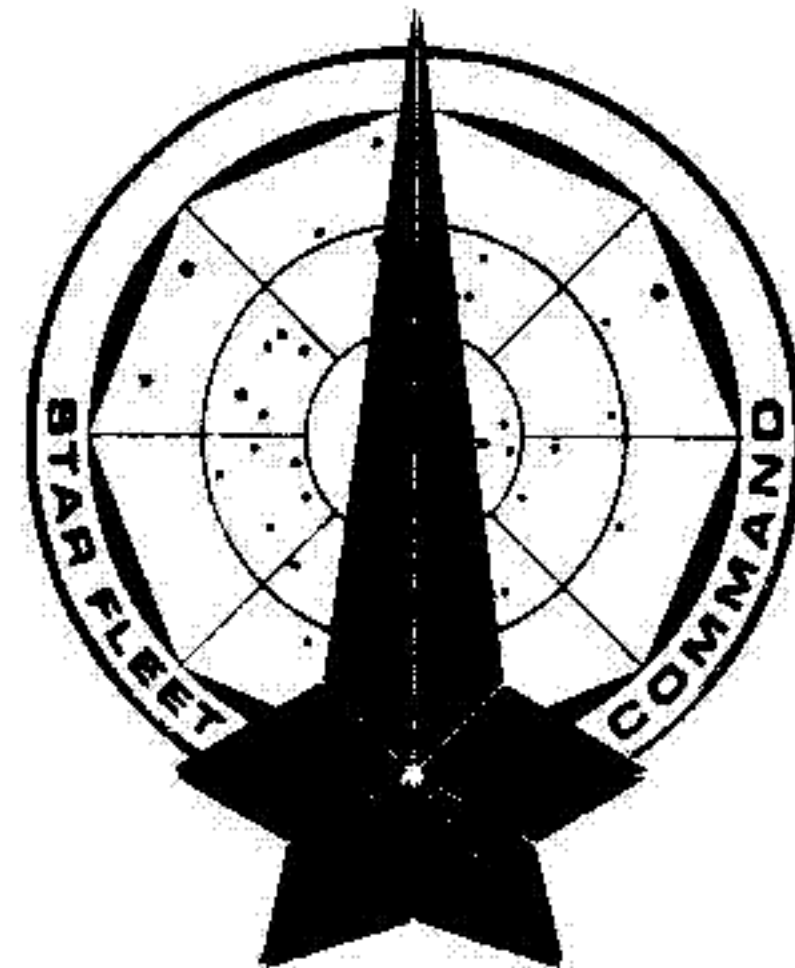
From: Star Fleet Command
Klingon Bureau
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Changes To This Briefing

The following briefing will be updated periodically as intelligence sources obtain new information. It is requested that Star Fleet officers report any observations of Klingon activity not covered by this briefing.

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INTRODUCTION

"It is not enough to destroy your enemies. You must understand them as well."

—Ancient Klingon saying, attributed to the legendary Admiral Korus, the first Klingon flag officer to be executed by his own men.

At the present time, tension and mutual suspicion exists between the major interstellar powers to a high degree. Even the most casual observer of interstellar affairs will conclude that the potential for armed conflict has never been greater. Although interstellar war may not break out, regional conflicts are likely to occur with increasing frequency. Thus, Star Fleet must prepare its officers to meet the Federation's enemies under several conditions and circumstances. In the past, the Federation has relied on its superior technology to better its opponents. The Federation cannot assume that it will maintain this technological edge, however, nor that it should remain our most fundamental priority.

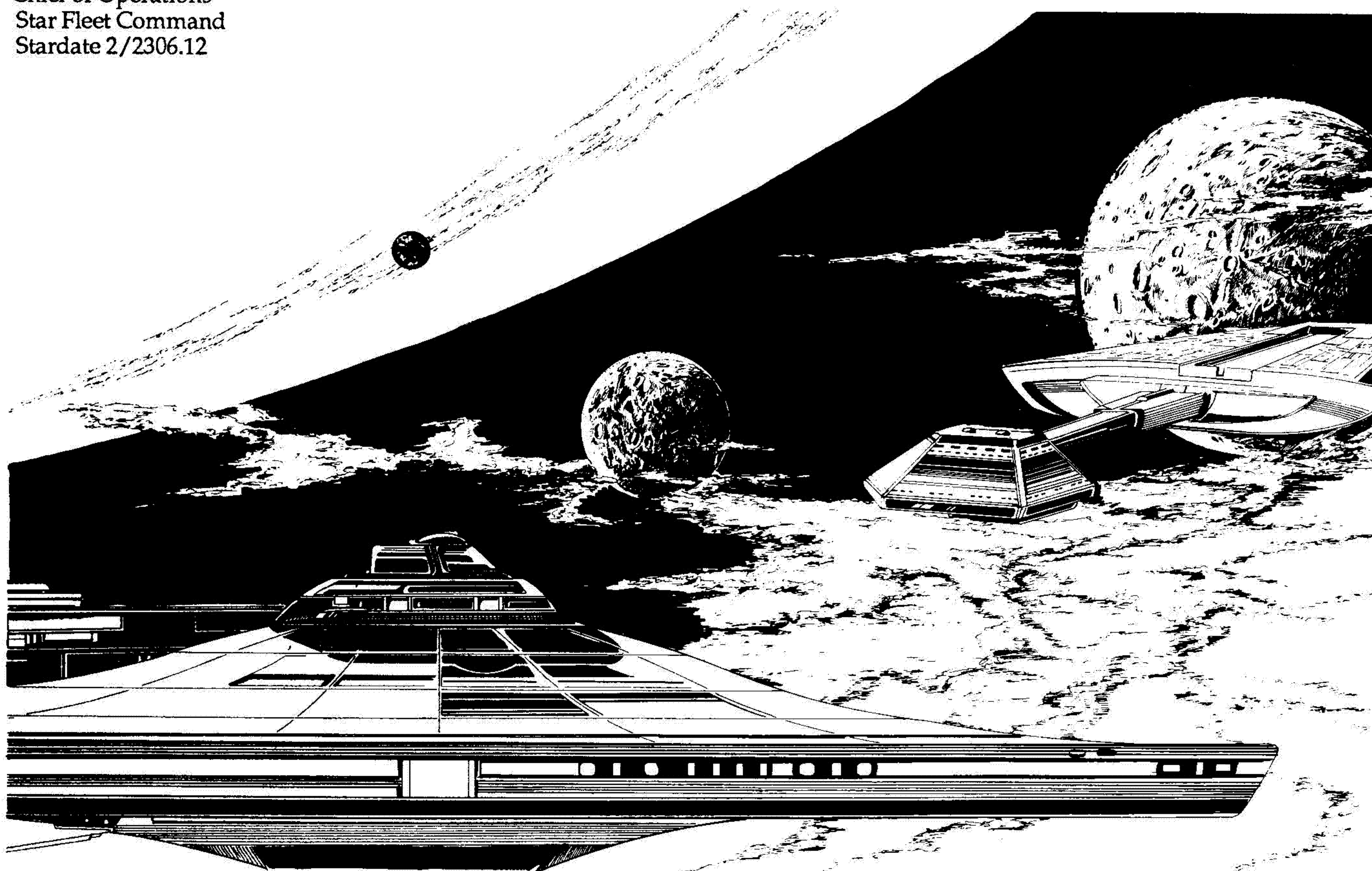
The one major advantage Star Fleet holds over its adversaries is the superior training and preparation of fleet personnel. Star Fleet must continue to maintain its high standards for well-trained and highly motivated line officers.

Admiral Horatio Comstock
Chief of Operations
Star Fleet Command
Stardate 2/2306.12

SCOPE OF THIS BRIEFING

The following intelligence briefing describes various aspects of Klingon society. It is based on both official and unofficial sources, including captured Klingon vessels, intercepted subspace transmissions, intelligence reports by agents working inside Klingon spheres of influence, personal effects of Klingon naval and marine personnel, as well as interrogations of captured Klingon personnel.

This briefing is intended for Star Fleet Command personnel serving on duty stations bordering the Klingon Empire. It documents Klingon procedures, doctrines, and thought patterns that may be encountered in a conflict situation as well as the nature of Klingon social structure, and the psychology of Klingons. This briefing also identifies significant Klingon family lines, with information on their organization. Lastly, the briefing explores the complex issue of Klingon internal affairs, in an effort to provide insights on Klingon strengths and weaknesses. This documentation should help Star Fleet Command officers make logical decisions when dealing with members of the Klingon Empire.



THE BRIEFING

EARLY KLINGON FAMILY LIFE

In the Klingon Empire, either strict custom or the higher-ranking members of the male's line control the family unit. Thus, individual family members have little or no say about the size, composition, and responsibilities of their group.

The Klingon family unit results from a prolonged period of consortship. It is not so much a marriage in the Human sense of the word as it is a contractual arrangement for mutual protection. When the female partner of a consortship decides to have children, the couple applies to the family administrator, usually a person with the rank of *vestai* or above. Making the application is a complex process, nor is there any guarantee of approval. Because the pregnancy will deprive the Empire of the services of an officer or trained civilian, the family administrator must decide whether or not society can spare the applicant's expertise.

If the application is approved and a child is born, he becomes an immediate ward of the state until the age of three. At any time during this period, and for any reason, the parents may disown the child. If the unwanted, lineless children are physically sound, they enter state orphanages resembling military training camps, which will care for them until the age of twelve. At that time, such children may apply for admission to the Imperial Star Academy for officer training, if qualified. Optionally, they may pursue a civilian career.

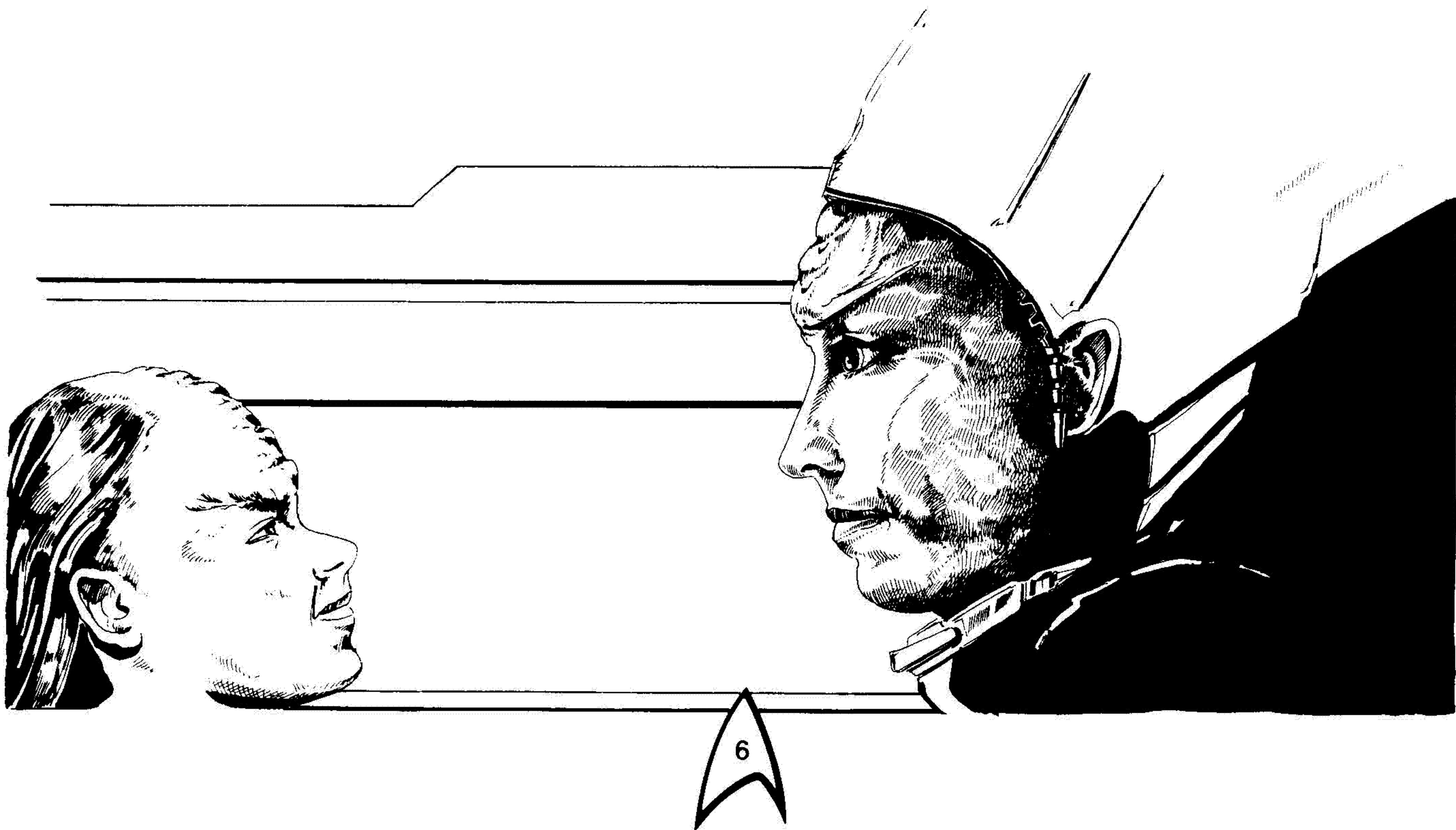
If the parents formally recognize the infant as a member of their family line, the child remains under the exclusive care of the mother until age twelve. That choice usually depends on whether the mother has her own military or political career, however. If she wishes to forgo rearing

her child personally, she would leave such duties to trusted members of the house line. The male takes little direct action in these matters.

There is little evidence suggesting genuine affection between Klingon parents and their offspring. There is also no recorded evidence of Klingon children having pets, although many adults later acquire them as status symbols. This lack of emotional attachment, so foreign to Humans, characterizes the formative years of a Klingon's life. The individual learns early not to anticipate more from life than he can seize for himself.

Literate *kuve* handle the Klingon child's formal education. Should the child's basic competencies later be judged inadequate, the *kuve* instructor usually pays with his life. In the rare event of several children in a family, the first-born child remains in the parent's household. Family line members or their servitors care for all other offspring. Formal contact with other children does not typically begin until the age of seven or eight, at which time the child must begin learning to compete successfully against his peers. That means he must take a series of rigid examinations that test his suitability for continued education. Officials from within the child's own line used to oversee these evaluations. Recent evidence suggests that Imperial Security is now gaining control of these crucial exams.

If the child proves suitable for continued formal education, he can enter the Imperial Star Academy. The Academy offers four years of grueling training in exchange for a military career as an officer in either the Imperial Navy or Marines. The child may likewise train to enter civilian life as an administrator or bureaucrat, although this is rare. More often, the state will consider such children expendable commodities to be used for various civilian tasks, such as involuntary colonization of new worlds, and so on.



UNDERSTANDING KLINGON PSYCHOLOGY

To outsiders, Klingon society remains largely a mystery, because many find incomprehensible a way of life that expresses itself as the continuous quest for power and conquest. It is also difficult to deal with a culture that believes itself destined to become rulers of the galaxy. However, Klingon aggressiveness reflects shaping by generations of absolute rulers. Viewed psychologically, the historic Klingon mission of expansion results directly from several distinct motivations in the Klingon psyche. These elements are conflict, survival, success, and unity.

CONFLICT

At the heart of the Klingon way of life lies the fundamental concept of perpetual conflict. Klingons conceive of conflict in different ways, often simultaneously. The notion can apply to threats to personal safety, challenges to the safety of an extended group, racial conflict, competition for position within the social order, and even within one's own family line.

To a Klingon, conflict is a positive mode for expressing the desire for recognition and advancement and the individual's right to exist and prosper. Conflict not only identifies friend and foe, but also advances the fittest for the good of the social order. Finally, Klingons enjoy struggle for its own sake.

The idea of conflict has also created the *komerex zha*, or perpetual game, in which all Klingons participate from birth to grave. Based on the principle of eternal conflict, warriors advance themselves at the expense of weaker rivals. The game applies as much to rival powers as it does to Klingon individuals.

SURVIVAL

Allied with the notion of conflict as a positive experience is the basic need for survival. In a Klingon context, survival does not mean simply personal safety, however. When speaking of survival, a Klingon includes the safety of his family line. Whether an action is taken by an outsider or by a family member, it can deeply affect not only the individual, but his entire line as well. Such actions translate into gains or losses of political clout in relation to other families. Clearly, the Klingon's extended survival instinct includes responsibility for countless individuals.

SUCCESS

Common beliefs notwithstanding, the typical Klingon does not fight and die simply for the sheer sport of it. The Klingon tempers desire for conflict with pragmatism. He does not seek or kill for the same values and objectives as Humans. Before deciding on a course of action, the Klingon considers three factors: loyalty to the Empire, to his family, and to himself. Success, in the Klingon sense of the term, is anything that promotes an advantage in each one of the three categories. Although an individual's spur-of-the-moment decisions may seem to his personal benefit, considerations of family and state are never far removed.

When a Klingon has done his duty to the Empire and to his own family line, he will then look exclusively to his own future. An ambitious Klingon earnestly desires to establish his own family line, not so much for wealth and influence but as a means of controlling his own destiny.

Curiously enough, there is a fatalism in Klingons reflecting a belief that each individual is allotted a finite portion of luck to be used or forever lost. If a Klingon believes that 'his time has come', he is likely to seize the moment, no matter what the consequences.

UNITY

Unity is the fourth major element of Klingon psychology. All Klingons belong to something or someone: either to the Empire, their Emperor, their family line, their individual civilian or military commanders, or their own sense of duty. This sense of belonging is evident at every level of Klingon society. Some scientists believe that the earliest Klingon *kuve* were landless workers who, over a period of time, became enslaved through a lack of mutual support. The Klingon phrase, "The weak enslave themselves", probably originates with this notion of Klingon-turned-*kuve*. (Others hold that the first *kuve* were rebellious line members who unsuccessfully rebelled against the dictates of their *epetai*.)

Although most Klingons belong to a specific group or organization, they are also property of the state, to be used or discarded according to the Empire's needs. In return, the typical Klingon can call upon a vast array of Empire-wide resources when pursuing a goal that would also benefit the *Komerex*.

The Klingon's notion of unity includes the fear of disunity, that is, the shame and disgrace of abandonment. As long as he commands respect, a Klingon receives unquestioning obedience from subordinates. Should he lose their respect through personal failure, a leader also runs the risk of losing his command and even his life.

Although the concept of unity produces a degree of discipline and regimentation seldom seen in other cultures, it also produces the Klingons' greatest flaw. A Klingon never feels completely autonomous. There are the ever-watchful eyes of fellow line members, subordinates, and superiors as well as other Klingon individuals eager to advance their own aims at the expense of another. This produces an atmosphere of fear and paranoia. Daily routine is monitored, conversations are recorded, and every Klingon action is subject to critical analysis, all in the name of maintaining the unity of one's ship, one's command, one's line, or the safety of the *Komerex*.

To outsiders, Klingons seem cold-blooded, capable of committing acts of senseless cruelty without remorse. Star Fleet officers should avoid judging Klingon morality however, concentrating instead on what any Klingon is likely to do in an encounter. It is very dangerous to expect Klingons to behave according to our ethical or moral beliefs. In fact, interrogations of numerous Klingons has revealed that they consider only one thing to be immoral and, therefore, avoided: becoming vulnerable to others.

KLINGON SOCIAL STRUCTURE

In many respects, Klingon civilization is unique in the galaxy. Unlike other races, which advanced socially through the interaction of various classes and status rankings, the Klingons consist of a single warrior class. The earliest warriors were probably nomadic wanderers who banded together for mutual protection against a hostile environment or other tribes. Every Klingon, irrespective of gender or social position, is first and foremost a warrior. He might be a trained scientist, physician, or diplomat, but when it comes to engaging the enemy, he fights with a ferocity and efficiency seldom seen in other races.

THE ESTABLISHED ORDER

Contrary to accepted belief, Klingon society allows for a surprising degree of social mobility. The individual Klingon can rise as high as he wishes in his profession, but it will help if he is also very intelligent, well-connected, and with some influence accumulated. The reverse, however, is also true. No matter how exalted an individual's position, any indication that he cannot do the job means he will probably be eliminated, often permanently.

The Klingon state is a system continually in flux. This instability leaves the average Klingon in a state of continual fear, or at least continual awareness of his vulnerability to changing circumstances beyond his control. Assuming this is correct, the average Klingon would feel inhibited about taking risks that might result in others questioning his competency.

The Klingon social order is, if nothing else, efficient and practical. Witness the Klingon/Human and Klingon/Romulan fusions that have begun to appear in great numbers. Klingon practicality suggests that the best way to defeat an enemy is to know him, and the best way to know him is to become like him. Klingon Fusions were seen as the best means for dealing with the Human-oriented Federation and the Imperial Empire's most dangerous opponents the Romulan Star Empire. No one knows when the first Klingon Fusions were first introduced, but even the Fusions consider themselves biological hybrids and artificial creations.

Various sources indicate that Fusions, though often as highly-trained and motivated as their Imperial brethren, are second-class citizens. Choice assignments and superior ships go first to Imperial officers, then to Human Fusions, and lastly to Romulan Fusions, against whom racial prejudice is especially strong. Such bigotry may indicate how threatened Imperial Klingon house lines feel at the growing power of certain Fusion lines.

There seems to be no gender prejudice against females in important positions, however. Klingon females of all racial types serve with equal distinction in a wide range of expertise. The one exception applies to females attempting to obtain command posts in military operations. One theory postulates that there were once an equal number of female and male soldiers, but that the sexes disagreed about how to maintain the social order. This may have led to an open military struggle for political and military supremacy, which the female warriors ultimately lost.

Although there is no proof for this theory, it is true that Klingon males hold almost all positions of command rank, either aboard ship or on ground installations. The average male is more at ease with a Fusion male in a position of authority than with a female, even if she is an Imperial. Tantalizing rumors of rare exceptions to this rule have surfaced, although Star Fleet intelligence can neither confirm nor deny whether females of particularly high intelligence, superior skills, and social connections have achieved positions of high military authority.



THE TIES THAT BIND

A Klingon social group may appear to be a contradiction in terms. Nevertheless, there are two institutions offering the average Klingon citizen friendship, and, on rare occasions, intimacy. These are the family line and the institution of consortship, which together form the bedrock of the Klingon state.

Family Lines

Some observers have characterized the Klingon family lines as pillars of the Empire. Nowhere else in the galaxy is there anything so grand and chaotic as the framework of a Klingon family line.

As used by Klingons, the term 'family' includes much more than the offspring of a group of individuals. Each line also carries an economic status, political affiliation, military and civilian obligations to the Empire, and claims to be exercised and advanced against the Empire. A given Klingon family line typically encompasses hundreds, even thousands, of individuals, many of whom have no direct biological connection to the house leader, the *epetai*. At

present, Star Fleet Intelligence has no clear idea just how many Klingon family lines currently exist. Best estimates give as few as 89 and as many as several hundred formally recognized family lines. Twice as many unofficial lines (those lines lacking recognition by the Empire) may also exist.

Evidence suggests that all Klingon lines are one of two types: extended lines or closed lines. Extended family lines are social/political groups in which Klingons of different racial backgrounds interact freely with one another for the benefit of all concerned. In these lines, Fusions and Imperial Klingons coexist in relative harmony, at least with regard to routine affairs of the line. Closed lines are groups composed of only one racial type, irrespective of that person's rank or social station. Presumably, the extended line allows a greater flexibility, and, thus, greater political influence. In the closed arrangement, members have banded together for mutual protection against racial prejudice or for the preservation of the racial 'purity' of the original line's founders.

No one knows how many original family lines there were. Present-day family lines are probably less powerful and less stable than those of earlier times. When the Imperial line ascended to the throne, the other family lines were most likely shorn of so much power and prestige that many never fully recovered. Even today, numerous lines are preoccupied solely with survival. Apparently, the Emperor can eliminate a family line if a majority of the ruling council approves. Though this is rare, there have been cases. If a house line falls into disfavor for any reason (including political expediency), the Emperor has the power to order the line's extinction, with little protest from the councilors. Evidence suggests that such a maneuver recently allowed the Imperial house lines to regain prominence at the expense of the Fusion lines.

In times of strong emperors, various lines band together to reduce threats against their power. The lines make formal and informal alliances by which one house will come to the aid of another. Such a system breaks down when house lines with multiple alliances find their loyalties conflicting. The situation resembles Terran feudal alliances, but on a much more complex scale.

Individuals become part of a family line through either birth or adoption. While the customs for ratification vary from line to line, apparently any family member can sponsor another individual for adoption into his house line. If the newcomer offers the line some advantage, he is usually adopted. Ambitious individuals often offer handsome gifts and bribes when requesting adoption with a line that could offer many benefits in return.

Changing lines, however, is a serious business because a Klingon becomes an outcast in the eyes of his former brethren. Former line members may consider the matter a personal betrayal, a grievance to be satisfied only by the death of the betrayer.

An individual can rise in his line primarily through a reward system that acknowledges acts of heroism or special deeds in the service of the *Komerex*. By accomplishing such a deed, the individual proves himself worthy of greater social status, and receives the title of *tai* from his immediate superior. Similar actions may elevate him further in the line, subject to the approval of the line *epetai* or a senior house member with the rank of *zantai*. (In this way, the line's ruling bodies can prevent individuals from gaining too much influence too quickly).

The average Klingon hopes to gain advantages from alliance with a family line, not the least of which is protection. In this context, protection ranges from the money to buy off potential enemies to the provision of trustworthy personal bodyguards. In addition, the individual benefits from the reputation and social status of his new family. With such status, he can secure aid when beginning his career and gain support in obtaining favorable postings and promotions.

The family line provides a safe haven for those few individuals who, after years of service to the state, live long enough to enjoy the Klingon equivalent of a quiet retirement after years of service to the state. Finally, the family line promises continued support for a Klingon's immediate family and offspring.

As might be expected, Klingons have their own concept of friendship, which is quite different from the Human view. Thus, two Klingons may be of the same house line, but not necessarily on friendly terms. The most any Klingon expects from a fellow line member is mutual respect and support in matters pertaining to competition between rival houses.

The individual line member must contribute to the welfare of the house. Contributions include donations of wealth (with which the line can maintain its far-flung interests), loyalty to the line and all its members, defense of line members against other line members, and adherence to the justice imposed by one's line rulers. These obligations are considered normal and are in force throughout the line member's life.

The *epetai* of a house line is more than just the patriarch of an extended family group. He combines the power and the responsibilities of a financial comptroller, political spokesman, corporate magnate, legislative coordinator, and ultimate judicial authority for each and every line member. In some cases, house law laid down by an *epetai* will even take precedence over formal Imperial law. Such cases, however, may exist only in times of weak emperors. In any event, line rulers can expect line members to submit to 'house justice' if so ordered. Line members often deliver malefactors to the justice of their own line brothers instead of to the authorities. A member who performs some service for the Emperor may face the wrath of his own house *epetai*. Imperial edicts may not protect such a member.

Consortship

Despite social conditions that leave little room for positive emotional experiences, not all Klingons lack the capacity for genuine affection. The typical Klingon realizes, however, that to express emotional desires is to leave himself vulnerable. Displaying any sign of vulnerability is to invite attacks against himself, and so Klingons avoid the outward show of intimacy typical of some other civilizations. Nevertheless, a Klingon is fully capable of experiencing personal devotion, self-sacrifice, and a sincere caring for his mate.

Klingons do not have husbands or wives in the Human sense. Klingons use these terms only for the purpose of communication when dealing with another race. What Klingons do is enter into a mutual arrangement known as consortship, which can be formed by either gender at any time. Klingon consortship is something more than a betrothal and less than a marriage, with deliberate business overtones.

Having determined that an individual is suitable for consortship, the suitor (usually the male) applies to the line member who serves as the intended's family superior. He must secure permission before pursuing any further contractual arrangements. The intended's family superior does not consult her wishes at this time. The line *epetai* must carefully consider the political ramifications in any prospective consortship, especially when the suitor comes from another family line. If the suitor does obtain the *epetai's* approval, he can now approach his intended and present the matter in a formal, businesslike manner. Often, genuine affection between the two may already exist.

If consortship status is acknowledged, each can expect certain advantages from the arrangement. The individual initiating the consortship can demand that his intended repudiate connections to former line members. Both parties commonly enter into a formal pledge of mutual security, in which each commits themselves to the defense of the other against any and all enemies. In other words, either consort may be called upon to lay his life on the line at a moment's notice, or to fight against former friends, line members, or persons of superior rank. At the start of the consortship, both individuals often ask for and receive immediate benefits, such as promotion within one's department, the promise of reappointment with one's new mate to a better service station, increased wealth, the granting of specific rights within one's new family line, the elimination of a personal rival, or any combination.

Curiously enough, there is no mandatory, or even minimal, length of time required for a consortship. At any moment, either consort may renounce his obligations to the other, immediately nullifying the arrangement. However, such instances are no doubt rare because the injured party would immediately retaliate. Moreover, consortship is based on the mutual trust between the two parties, a rare commodity in the *Komerex* and one that few Klingons experience in any other relationship in their lifetime.

These conditions for 'matrimony' may seem mercenary, yet they are perfectly in keeping with Klingon psychology. Consortship of Klingons from different houses may initiate a long-standing conflict between the two houses as the consorts seek to further their own interests while minimizing their own and their offspring's immediate vulnerability.

Klingons appear to place considerable value on this institution. In particular, the typical Klingon male will consider it his duty to be protective, even overprotective, of his mate. Any action that might be interpreted as insulting or hostile to a female consort is likely to bring the male to instantaneous aggression. Failing to react this way would not only make him lose face with his mate, but might encourage others to act insultingly. If the male gives the impression that he is too weak to defend his 'property', he invites danger upon his own head. Thus, whenever confronted by two Klingons who are known to be mutual consorts, Star Fleet Officers are advised to act cautiously.



Status Symbols

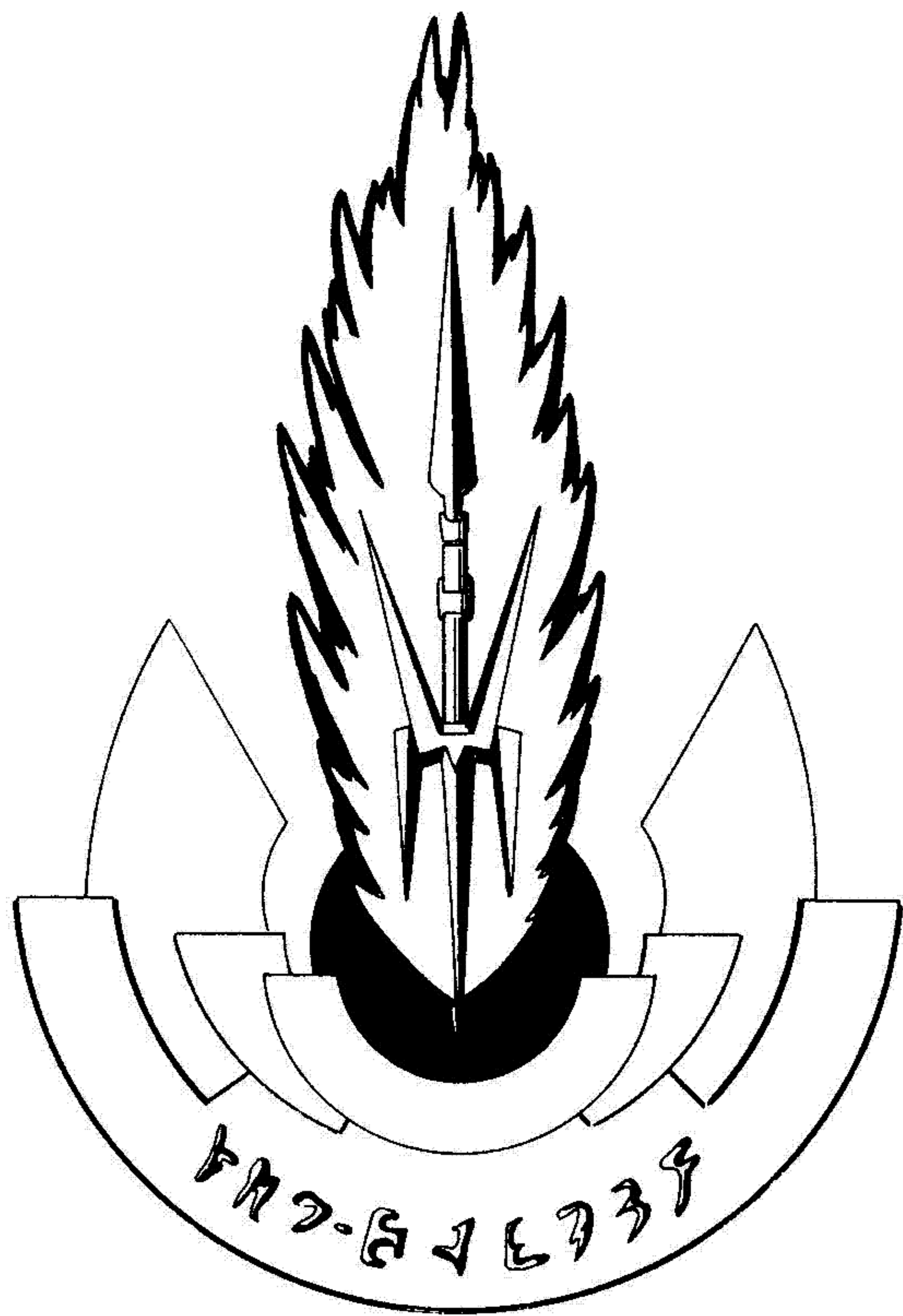
While Klingon society does not award medals and commendations to the extent that other races do, they are just as status-conscious as their enemies. Although Klingons do not deck themselves out with bright decorations, it is possible to recognize (and properly evaluate) a Klingon by signs other than the official status symbols. Some of these unofficial considerations are described below.

Personal Bodyguard

Neither military nor civilian Klingons may use personal retainers as bodyguards. However, the more important a Klingon's position and responsibilities, the more he runs the risk of threats to his life. Thus, high-ranking officers and officials usually surround themselves with an entourage of 'staff assistants' or 'command staff personnel'. Though these assistants may have other, limited duties, they act principally as their leader's personal guard. It is possible to determine an individual Klingon's clout, either aboard ship or in one-on-one confrontations by the quality of his bodyguards and the size of the group.

Personal Standard

Sometimes a Klingon will commit an act that is so brave or daring that it warrants some special consideration or concession from the Imperial throne. In such cases, the Emperor may grant the individual the privilege of creating a personal standard, an emblem to be displayed on his uniform or about his duty station. When the Klingon in question is a naval officer with the rank of Captain or Admiral, he may be allowed to remove one (and only one) Imperial trefoil from his ship and replace it with his own emblem. The personal standard marks the individual as someone possessing not only extreme courage, but also the Emperor's favor, a considerable advantage.



Private Ship

On rare occasions, the Imperial navy transfers ownership of a number of warships to the private service of a house line. Such vessels are typically (though not always) early model craft that have been superseded by more advanced designs. Often, such a transfer of ships is carried out to foster independent, and unofficial, privateering actions, which the *Komerex* can disavow if necessary. The house epetai generally controls these vessels, although he may distribute one or more of them to gain internal support or to buy off potential opposition. Any commander so honored is considered an extremely powerful personage within his given family, irrespective of his official rank or title.

More Than One Consort

In Klingon society, there is no stricture against having more than one consort. The only practical limitation is the number of competitors a consort will tolerate before blood is spilled. The possession of more than one officially recognized consort is a measure of personal power and influence among those few willing to accept the risks involved.

Pets

During their adult lives, Klingons often acquire pets, which are always vicious to some degree. This practice is a measure of status as well as a practical consideration, as the pet is often trained as a guardian or attack beast. Significantly, Klingon children cannot have pets, for fear they will form counterproductive emotional attachments to them. Adopting pets in later years may be a reaction to such early deprivation.



Line Marking

The Imperial Council may occasionally recognize individuals who have furthered Council interests but not necessarily those of the Emperor. Without invoking privileges reserved to the Emperor himself, the Council may allow the individual to create a specific emblem or marking. All members of a person's line in perpetuity can wear such a marking. (See the notation on symbols for the Solazarn family line.)



Self-Title

A house ruler may grant a line member the honor of a specific appellation to accompany any official correspondence, orders, or decrees to other house members. Such titles as "Defender of the Empire" or "Protector of the Drexia" are applicable only in communications with other house members. Affecting such titles in official dispatches is likely to provoke negative responses from other house lines or to raise questions of loyalty to the *Komerex*.

KLINGON POLITICS

Klingons are as political as they are military. Politics is a way of life to the typical Klingon, who is bound by loyalties to Emperor, state, family, and self. No evaluation of Klingons would be complete without touching upon the various political considerations that affect his decisions in the field.

The most pressing issue with respect to both internal and external Klingon affairs is the question of reconciliation with the Federation. In this regard, the Subaiesh family is recognized as leader of the new peace movement within the *Komerex*. The Subaiesh maintain that the Organians do not intend to permit a renewal of armed conflict, for whatever reason. They contend that it is unreasonable to prepare for a war that, in all likelihood, will never occur. Men and material on station along the Organian Neutral Zone could be employed with crushing effectiveness against the traditional Klingon enemy, the Romulans.

The opposition centers around the powerful Reshtarc line, who counter the Subaiesh argument by pointing out the Romulan treaties already in effect. Although Klingons will break treaties when it is convenient to do so, the Reshtarc believe it is more important to eliminate the Federation, by whatever means possible. Otherwise, the UFP will continue to grow militarily and economically until it becomes impossible to destroy them.

At this time, the political infighting could go one of two ways, resulting either in a genuine peace initiative or serving to buy time for the militarists to regain the initiative. In any event, expect members of these respective houses to be somewhat antagonistic toward each other. If half the rumors concerning the infighting over this issue are true, these rival lines hate each other deeply.

In the past, the Orions and the Klingons have maintained a tacit neutrality based on the fact that both prey frequently on Federation spoils. While there is no direct evidence linking the large corporate houses of the Rigellian worlds with the Klingons, there is little doubt that both sides have been helping each other covertly for years.

All this may, however, be coming to an end. For the first time in many years, sentiment is swinging against continued affiliation with the Orion merchant guilds. The Drexia, a Klingon/Human fusion line, seem to be leading this movement. It is not clear whether the Drexia advocate complete separation from the Orions or if they are simply alarmed by a growing Orion presence on planets within the Klingon sphere of influence. The Klingon Empire is also apparently displeased about increased Orion activities within the Triangle Zone, despite the fact that Klingons and Orions have occasionally acted together in defiance of Federation interests.

In recent years, the Imperial Klingon States have gained influence among the independent worlds within the Triangle Zone. The Klingon Empire previously denied the existence of these renegades. Later, the Empire denounced them as traitors suitable only for target practice, fair game for any commander wanting to make a name for himself. Recently, however, the existence of these dissident Klingons has become more than just an embarrassment to the *Komerex*. The renegades' power base has grown at the expense of their parent empire, and, in particular, at the

expense of the current Emperor. The IKS has successfully blunted Klingon expansion within the Triangle. IKS agents are presently waging a propaganda campaign aimed at discrediting the harsh totalitarian rule of the present regime in favor of the presumably more flexible and democratic alliance of family members in the IKS.

Tales of freedom of action, rapid promotion and lucrative plunder have motivated many talented officers to join the IKS. By setting themselves up as a rival *Komerex*, the IKS is inviting the Empire to retaliate. So far, the Empire has taken no direct military action, probably because they do not want to give the UFP an excuse to enter the Triangle in force under the guise of 'peace-keepers'. Intelligence sources suggest that several houses are considering forming special hunter-killer squadrons with the sole mission of destroying IKS men and material. Among these house lines, the Juriss have apparently committed themselves wholeheartedly to the idea. They are reported ready to pledge their entire line holdings to eliminate the traitors as soon as the Emperor grants permission.

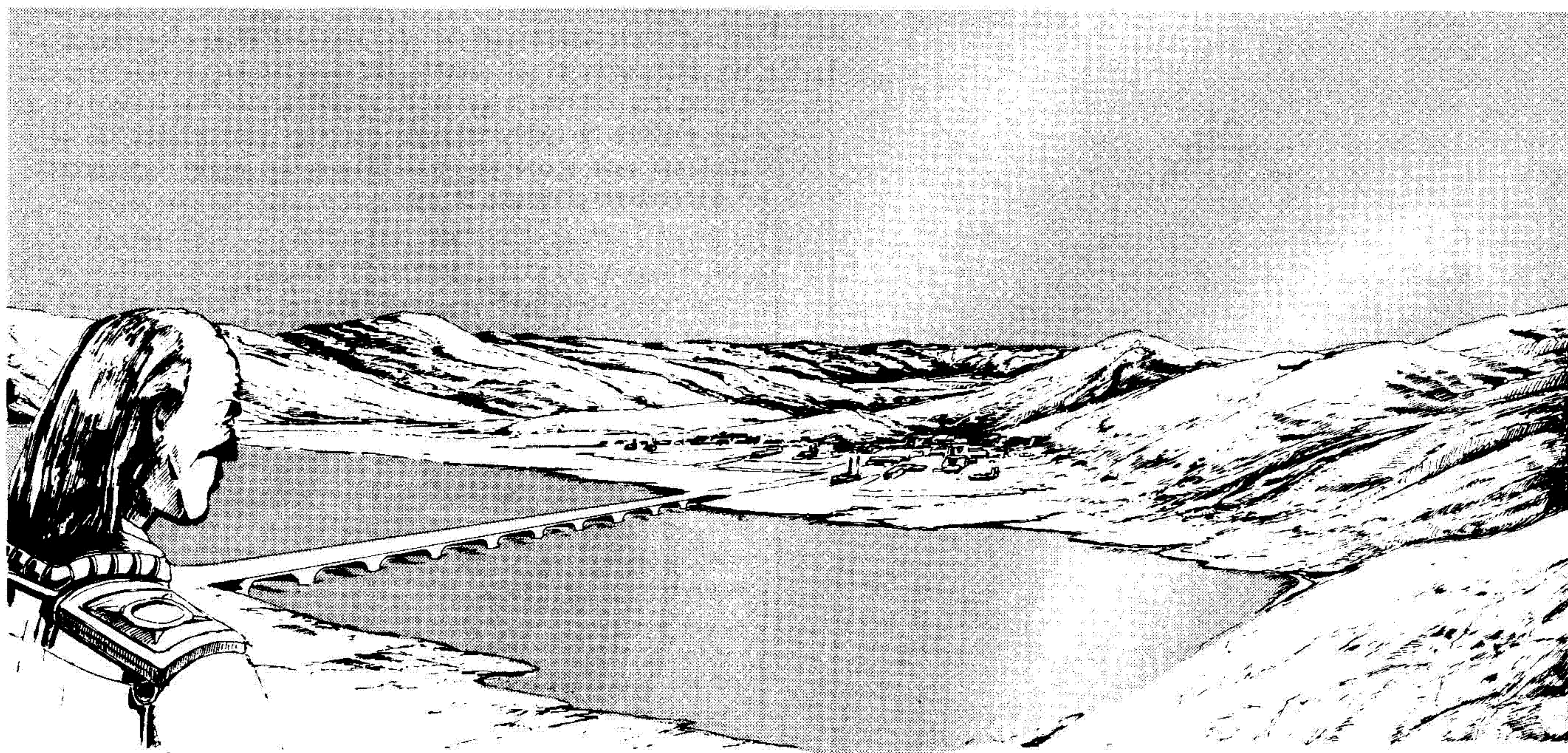
The fact that these actions originate from lines dominated by Klingon/Human fusions may indicate the considerable power of these houses. Despite efforts to reestablish their dominance, the Imperial Klingons may be forced to form an alliance with the Klingon/Human Fusion lines. If this does happen, rest assured that the Fusion lines will extract a high price for their assistance.

THE APPEAL OF EMPIRE

To understand the mystique surrounding the Klingon Empire requires an examination of the living conditions of the majority of the independent worlds and their populations. Focusing on a handful of major powers will not determine the general level of technology and quality of life among the stars. The majority of the galaxy's sentient races, new and old, are not as advanced as those of the Klingon Empire, the Romulan Star Empire, or the United Federation of Planets. Many races are at the mercy of pirates who have few qualms about exploiting inferior races. Under the watchful eyes of the Imperial trefoil, the Klingon Empire offers protection and a sense of communal safety. Given the atrocities committed by many pirates, this is a major consideration for many small worlds.

Once its offers of protection are accepted, the Empire then furthers its own ends by sending in advanced weaponry or cheap labor, often in direct violation of interstellar treaties. On many occasions, Klingons introduce goods and services (including modern weaponry and slaves) that wreak havoc on a planet's social order.

Klingons will go to great length in the game of interstellar power politics, and they are just as capable of fighting their battles with propaganda and subterfuge as they are with swords and disruptors. Their propaganda very effectively portrays them as a source of unity and order, as well as providers of spaceflight technology and eventual incorporation into the *Komerex*. The Klingons do not care that the presence of new technology (and the attendant military base) will irrevocably disrupt the natural evolution of the allies they are enticing. For many, the Klingon way is a road to quick power, a chance to avenge personal wrongs or to satisfy personal desires for dominance. However, the cost in individual freedom lost is high and Klingon benevolence short-lived.

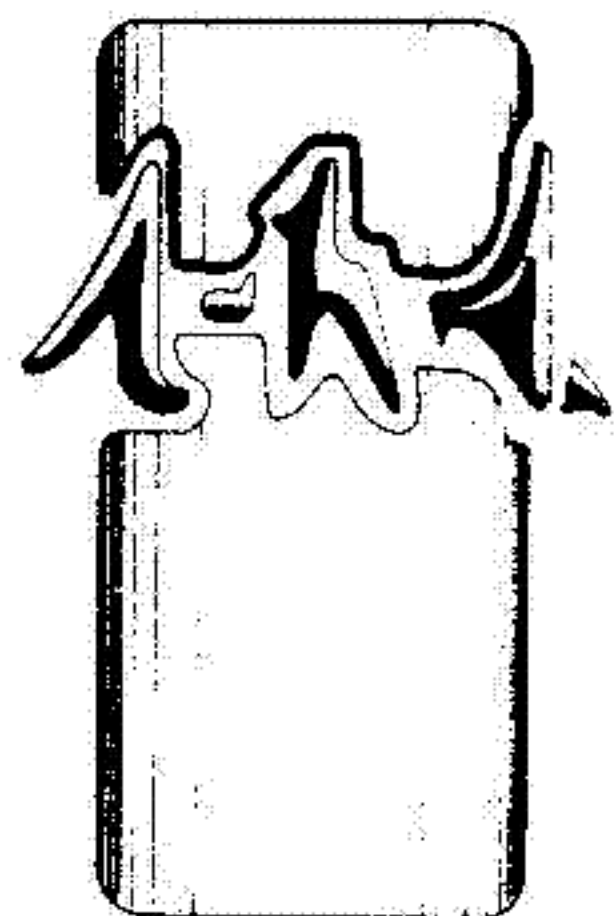
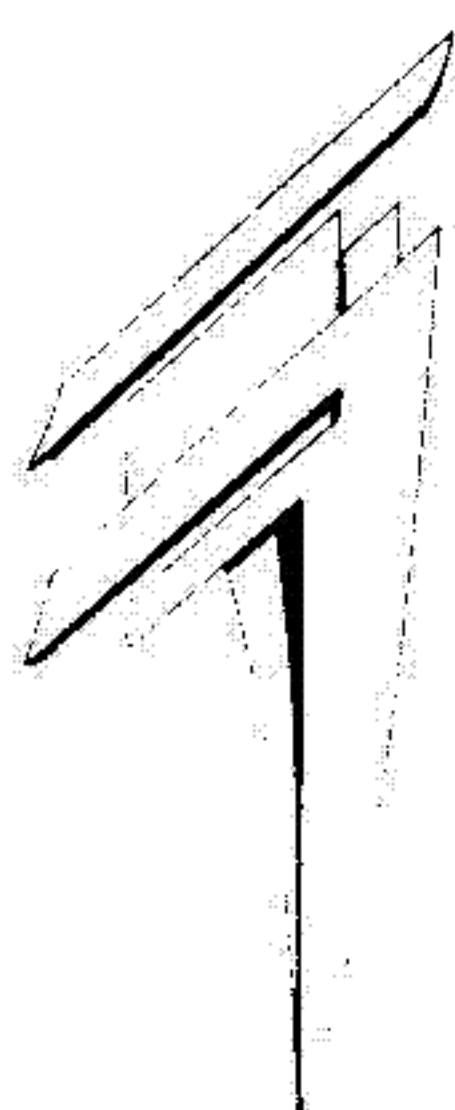
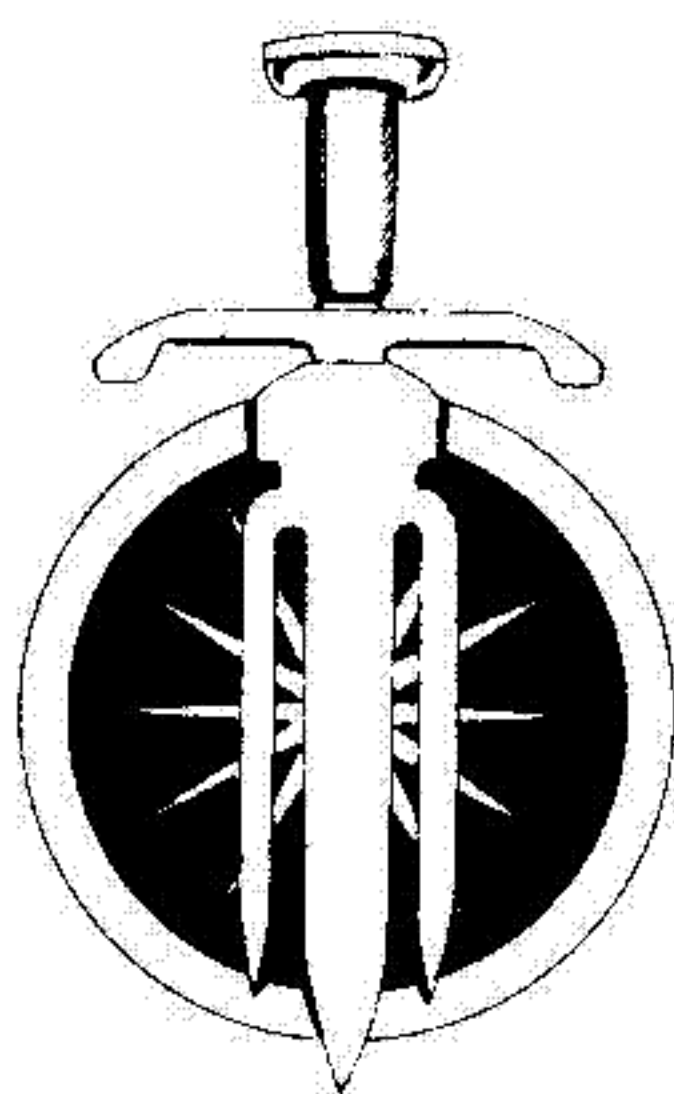
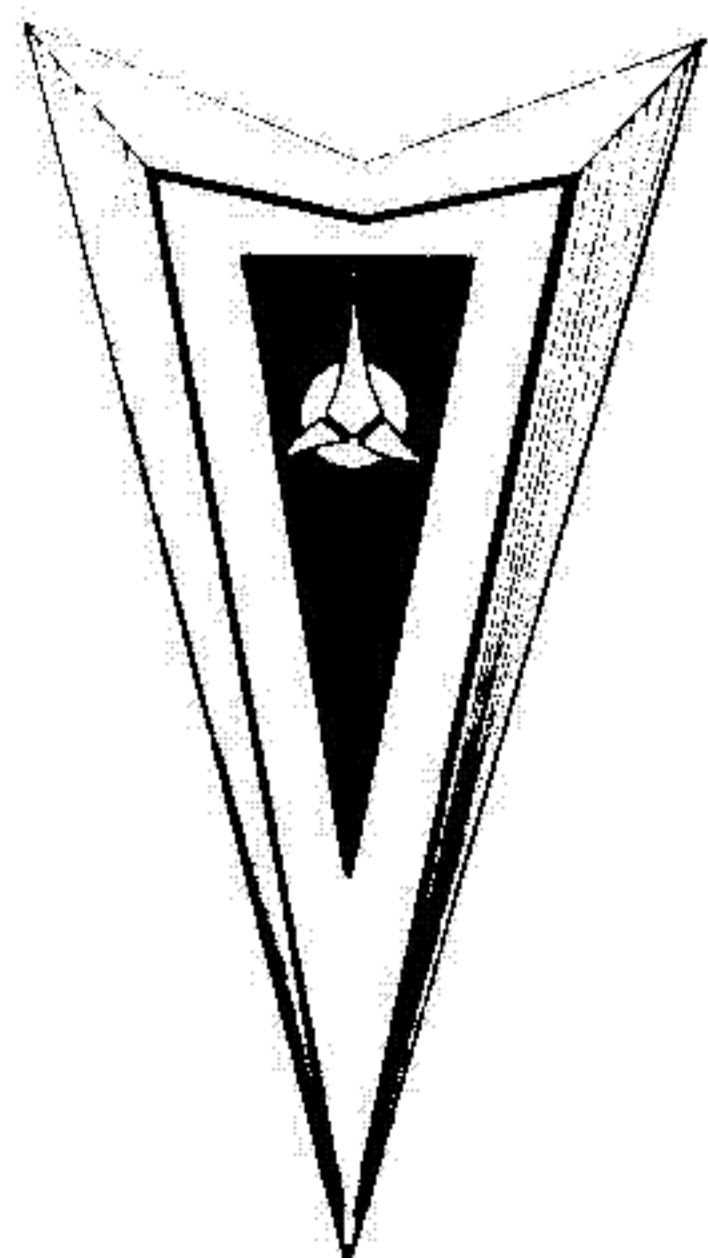
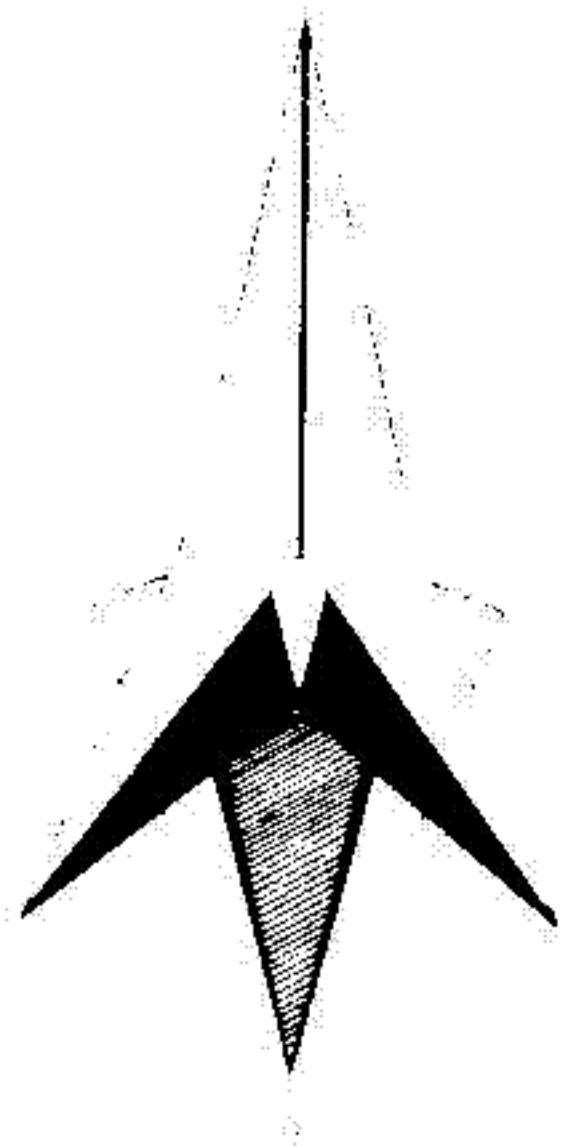
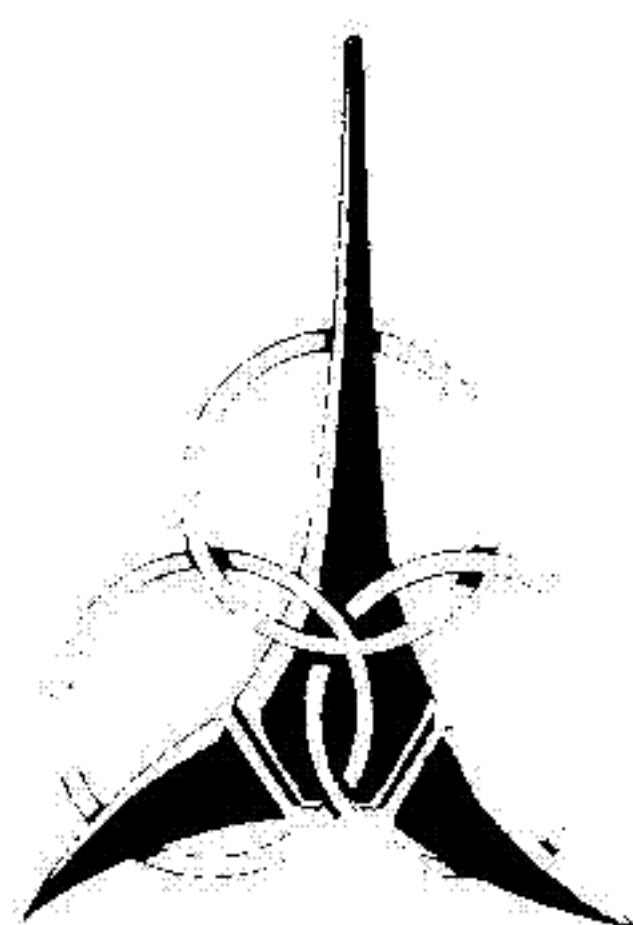
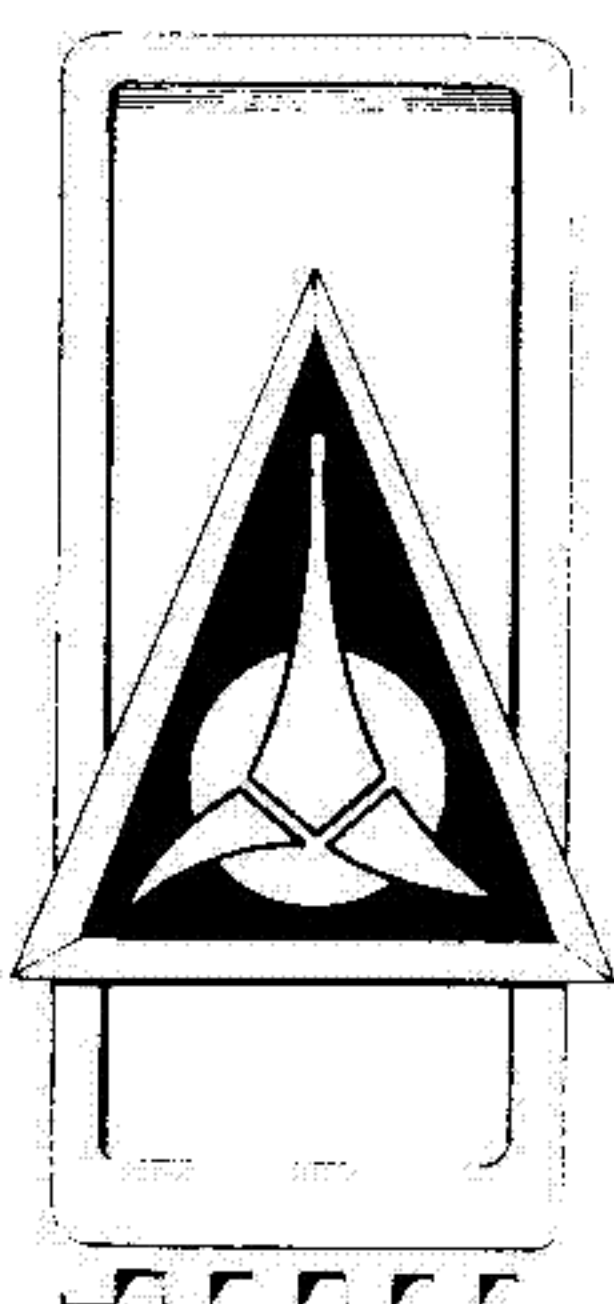
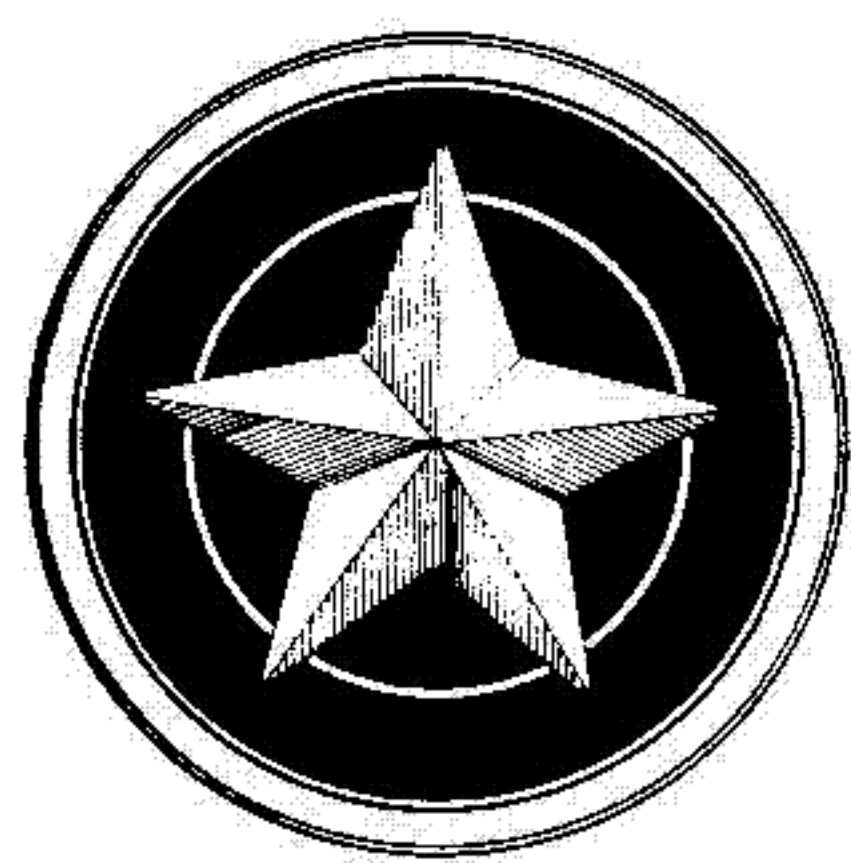


SELECTED FAMILY LINES

The following section provides information on selected Klingon family lines known to have personnel serving along the Organian Neutral Zone and, in some cases, the Triangle Zone. Although other, equally important lines no doubt exist, the ones described here represent a good cross-section of line traits and characteristics.

Star Fleet classifies the lines as either major or minor family houses. This distinction is made from estimates of current political influence within the Empire. The house type refers to the racial type. The political index is a quantified value representing potential political influence on a scale of 0 to 1000.

Star Fleet personnel should be aware that recent events within the Empire may have radically altered the estimates given here.



MAJOR FAMILY LINES

HOUSE NAME: DREXA

House Type: Closed

Composition:

Klingon/Human Fusions: 100 %

Imperial Klingons: 0 %

Klingon/Romulan Fusions: 0 %

Size: Estimated 5,000 - 7,000

Age: Estimated 20 - 55 standard years

Epital: Azaram, Governor-General

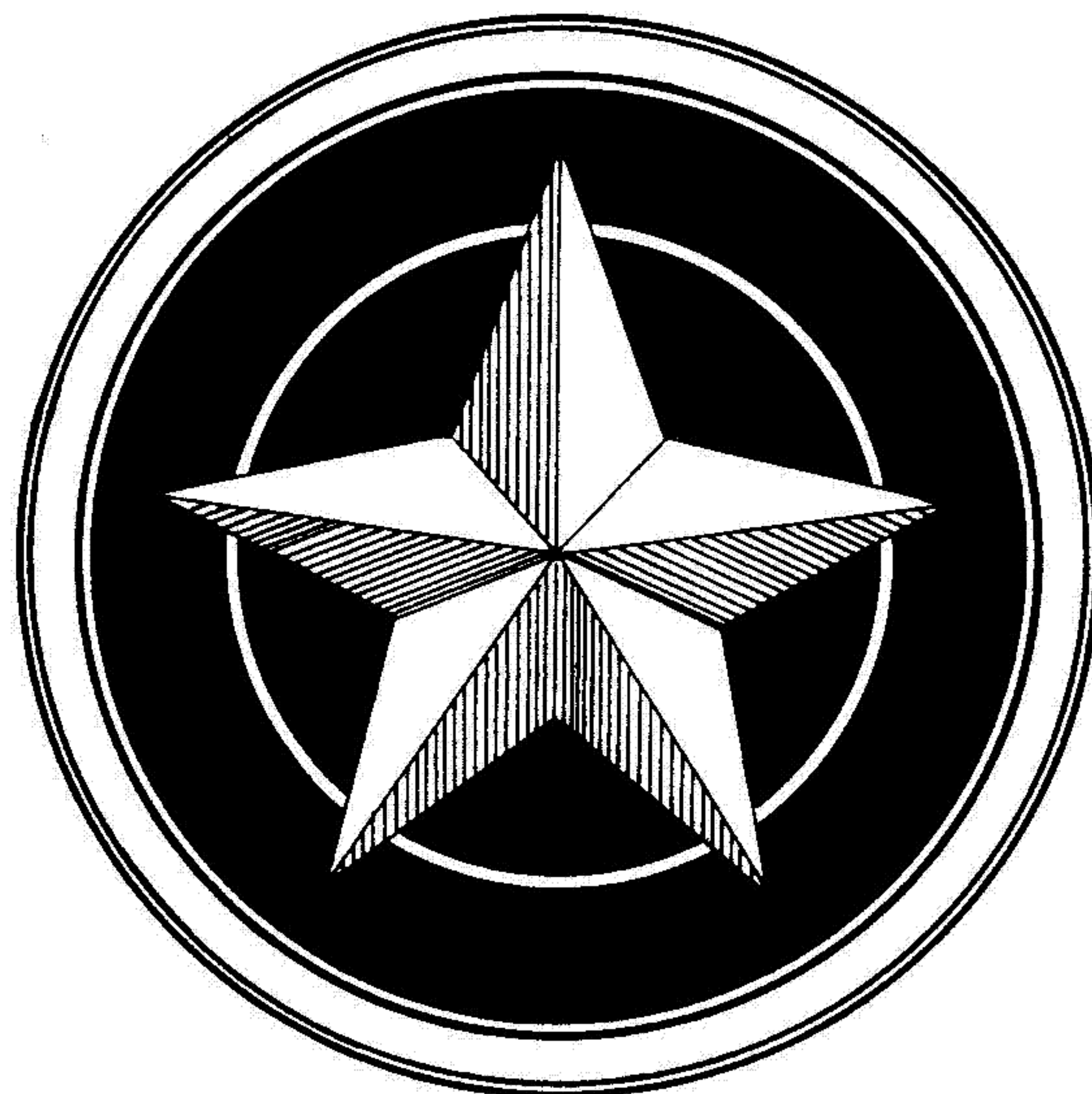
Political Index: 835

Symbols/Signs:

Some female house members wear a hollow five-pointed star within a circle tattooed on the palms of their right hands. This design appears to be both ornamental and identifying, though it remains uncertain whether wearing the mark is mandatory for the line.

If not the first family line to do so, House Drexia appears to have been among the first family lines to include Klingon/Human Fusions. It is currently the spearhead of the Human-Fusion cause within the *Komerex*. The line was probably open to all racial types at one time, but has apparently undergone a bloody internal reorganization resulting in the expulsion (or elimination) of its Non-Klingon/Human Fusions. This line is one of the most influential in the Empire, as indicated by the large number of Imperial warships acquired from the Imperial navy. Drexia's private fleet is fully capable of enforcing the interests of both the line and the Empire.

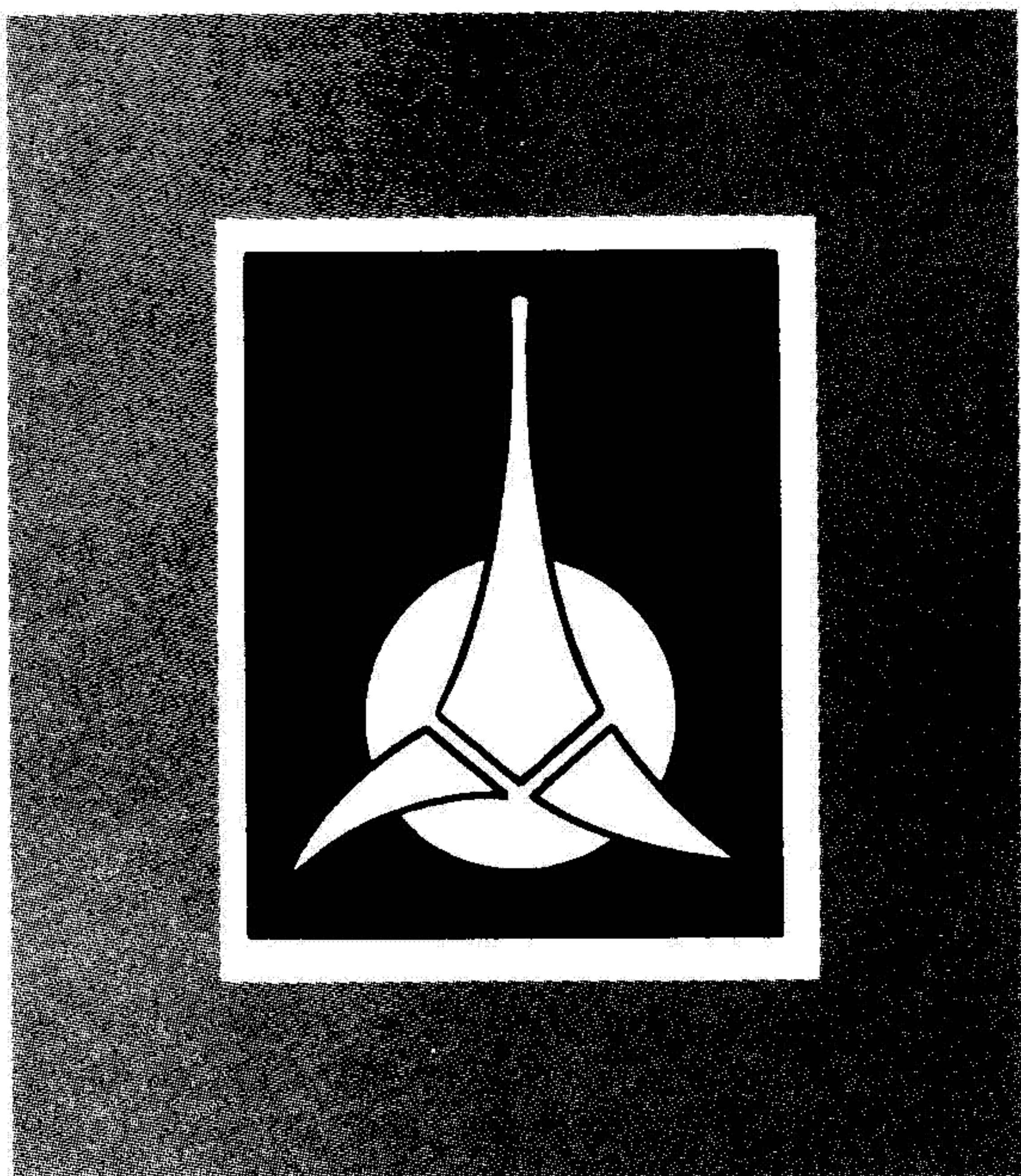
Expect Drexia Klingons to be resourceful, competent, and particularly sensitive about their genetic origin. Entire ship complements may be composed of Drexia members, to the exclusion of all others. Whenever large numbers of Drexia line members are working with Imperials, anticipate a fair degree of racial tension beneath the surface. In any circumstance, exercise extreme caution when dealing with line members of House Drexia.



HOUSE NAME: RESHTARC

House Type:	Closed
Composition:	
Klingon/Human Fusions:	0%
Imperial Klingons:	100%
Klingon/Romulan Fusions:	0%
Size:	25,000 - 30,000
Age:	Estimated 125 - 150 standard years
Political Index:	945
Epetai:	Kullor, Governor and High Council member
Symbols/Signs:	None recognized

Just as the House of Drexia leads the cause of Klingon/Human fusions, the Reshtarc head the movement for the racial purity of the Imperial Klingon. In addition, they advocate continued hostility toward the Federation, which has intensified the differences between Houses Drexia and Reshtarc in recent months. The Reshtarc, always ready for direct action, are attempting to replace Fusions (particularly Drexia and Subaiesh) in positions of military power with their own representatives, forcing their opponents to seek other avenues of influence. Presently, the Reshtarc seem fully capable of extending their influence at the expense of Fusion lines, although this could change if key Reshtarc personnel do poorly in their new assignments. Left unchecked, the Reshtarc may be able to swing foreign policy into direct conflict with the Federation, or force a *Komerex*-wide civil war between the lines for a redistribution of power.

**HOUSE NAME: SIMPARRI**

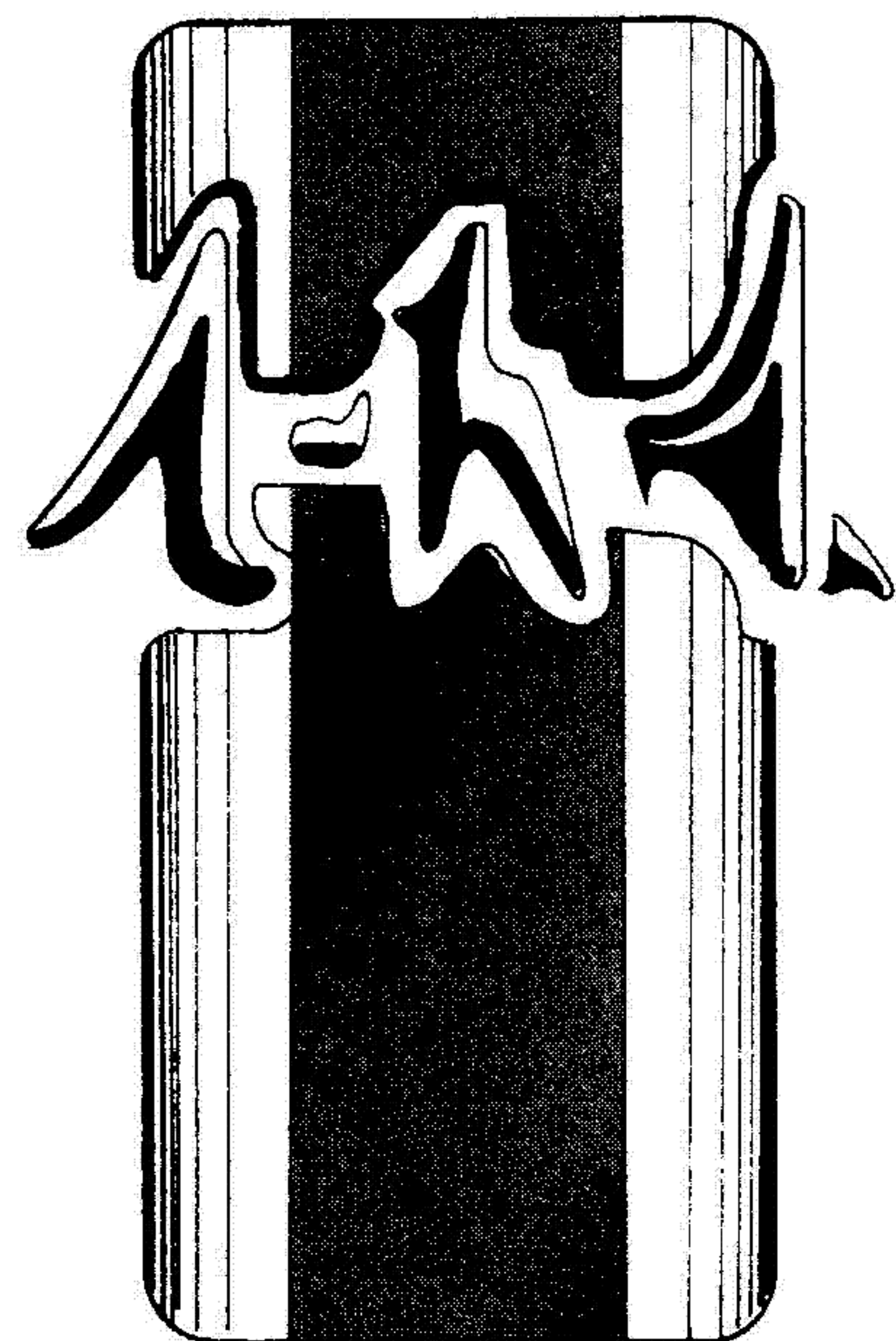
House Type:	Extended
Composition:	
Klingon/Human Fusions:	75%
Imperial Klingons:	15%
Klingon/Romulan Fusions:	10%
Size:	Estimated 25,000 - - 35,000
Age:	Estimated 20 - 25 standard years
Political Index:	580
Epetai:	Kabaronn, Admiral, Imperial Navy (Retired)
Symbols/Signs:	

The Simparri generally wear dark red colors as part of their uniform.

House Simparri is a traditional ally of the Drexia. Though a newer house line, these Klingon/Human fusions have an advantage the Drexia lack. Being an extended house line, the Simparri can draw upon the talents and skills of thousands of members, regardless of their racial origins. This makes the Simparri a well-respected and very popular line affiliation.

The Simparri are, for some reason, devoted exclusively to the service of the Imperial Navy. Whether by tradition or by the direct order of the house *epetai*, no Simparri has ever served in a non-naval capacity. As might be expected, Simparri naval officers are among the more dedicated officers.

Although House Simparri includes a great number of Klingon/Human Fusions, the line is violently anti-Federation. This may be because of their considerable holdings in munitions and war materiel manufacturing centers throughout Klingon space. Simparri line members are often involved in overt or covert anti-Federation activities. Star Fleet personnel should assume that any Klingon aggression directed against the Federation is commanded by Simparri line members, until proven otherwise.



HOUSE NAME: SUBAIESH

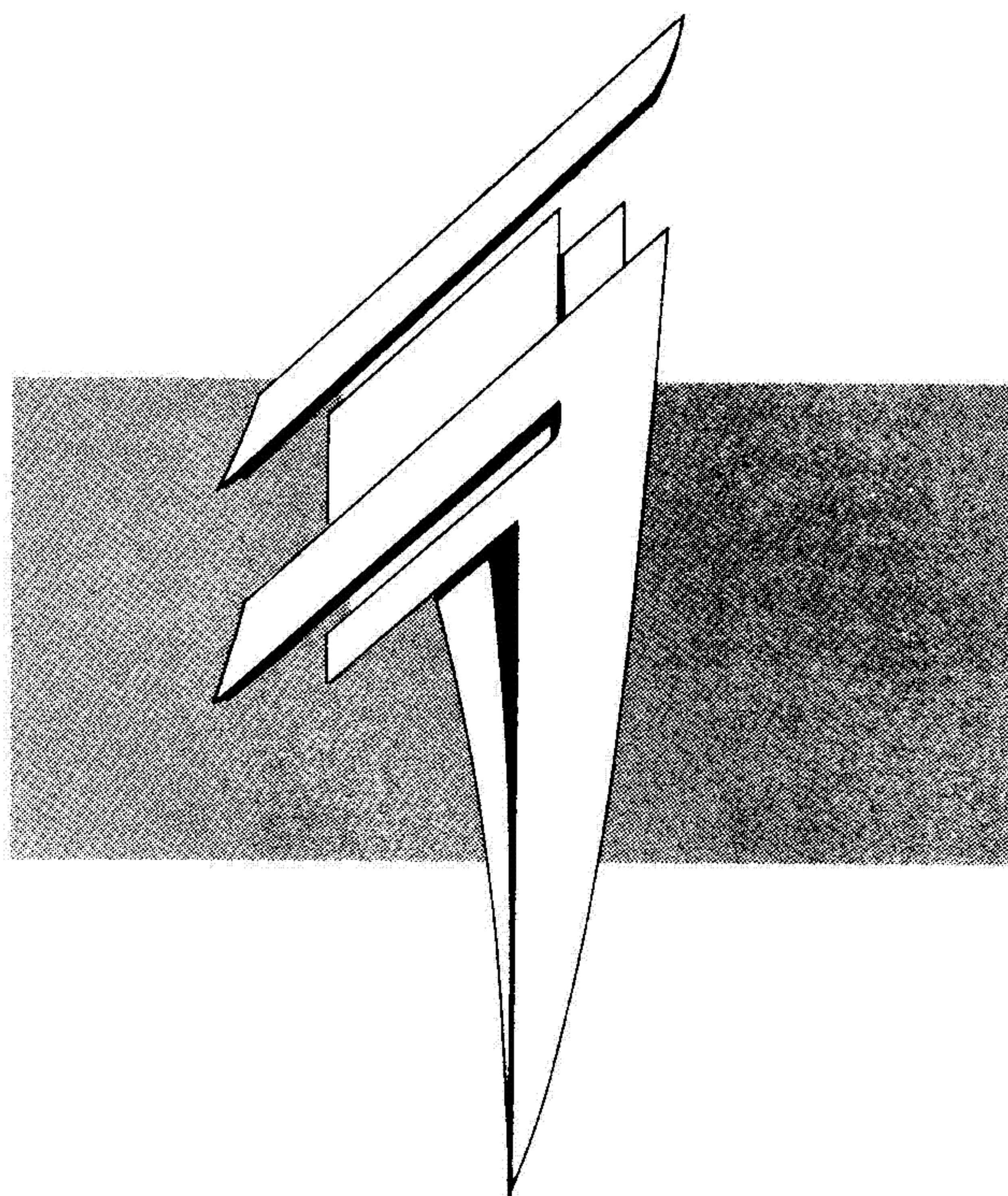
House Type:	Extended
Composition:	
Klingon/Human Fusions:	65%
Imperial Klingons:	0%
Klingon/Romulan Fusions:	35%
Size:	22,000
Age:	Estimated 10 - 12 standard years
Political Index:	820
Epetai:	Kemarrin (rank and position unknown)

Symbols/Signs:

Two parallel scars two centimeters long somewhere on the line member's person.

The Subaiesh have been attempting to make changes within the *Komerex* for the last decade. By persuading the Fusion houses to form an alliance for the good of all, they have managed to secure a fair degree of political power within the *Komerex*. The Subaiesh are leading a growing movement for improved relations with the Federation, which most Imperial family lines vehemently oppose. Having survived the initial political backlash of their peace efforts, the Subaiesh are determined to place as many of their line members as possible in the Klingon Diplomatic Corps, whatever it costs. From a strong position there, the line hopes to gain sufficient clout to put their plan into operation.

Despite their desire for peaceful coexistence with the Federation, Subaiesh commanders are not above raiding Federation outposts in the Triangle Zone. Such actions are consistent with Klingon concepts of perpetual conflict and also serve to refute the charges that they are soft on the UFP.

**HOUSE NAME: URUSSIG**

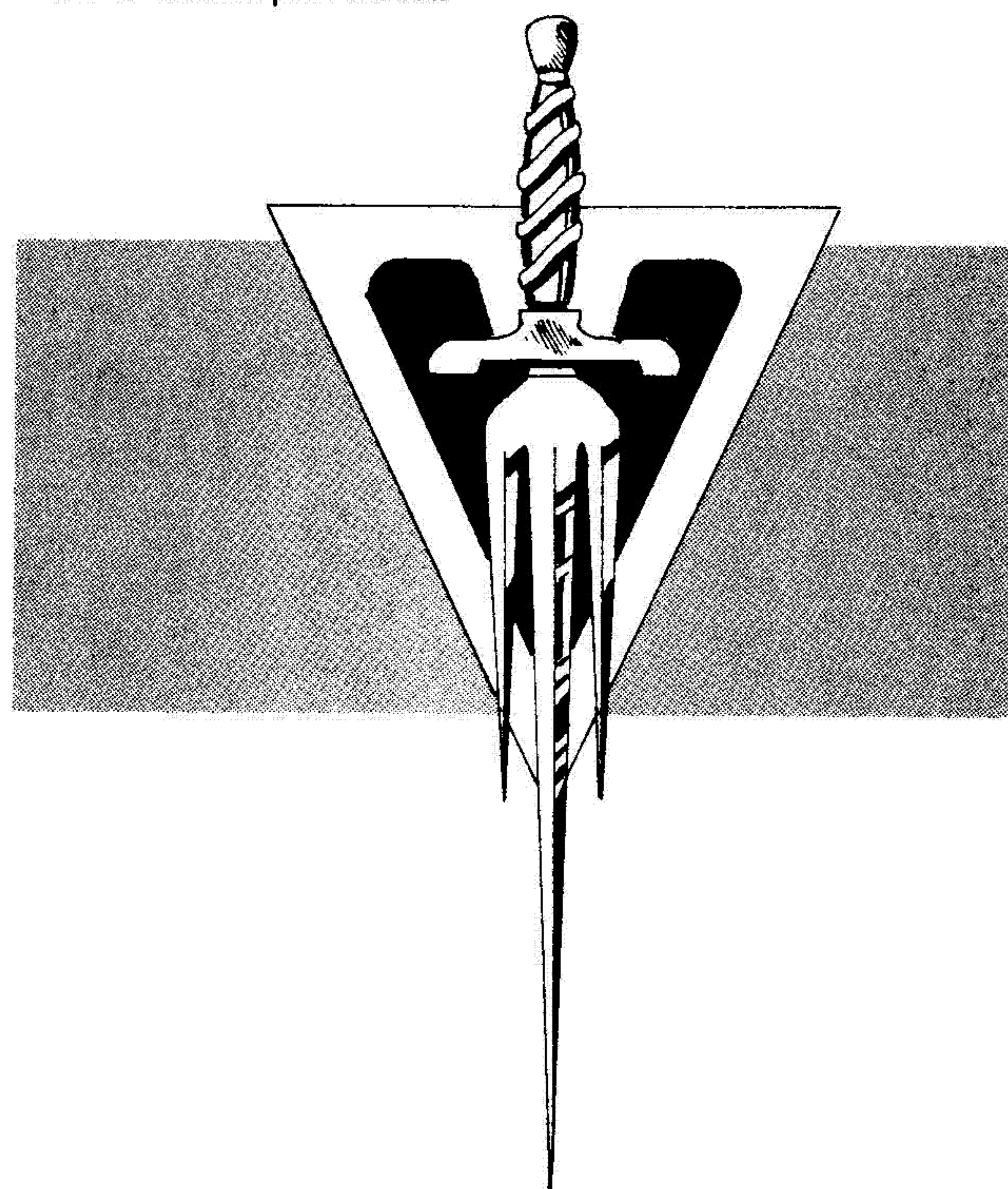
House Type:	Closed
Composition:	
Klingon/Human Fusions:	0%
Imperial Klingons:	0%
Klingon/Romulan Fusions:	100%
Size:	10,000 - 12,000
Age:	Estimated 40 - 50 standard years
Political Index:	675
Epetai:	Kallaor, General of Marines

Symbols/Signs:

A tri-bladed sword is sometimes worn as ornamentation.

Urussig is the one major house devoted to the political interests of the Klingon/Romulan fusion. Closed to all but these, the Urussig have championed the cause of their line members with considerable success over the last few years. This may indicate that the Imperial Klingon lines are not as powerful as formerly believed. Conversely, it may also indicate that the Urussig have created their power base at the expense of other Klingon/Romulan Fusion lines. This line's influence may be restricted to the area of space bordering the Romulan Empire, although increasing numbers of Urussig Fusions are entering the Triangle Zone.

The Urussig are more sensitive about their biological heritage than any other family line, perhaps because of the social prejudice against them. In any event, the Urussig do not work well with Imperial Klingons. When placed under the command of Imperials aboard Klingon vessels, Urussig have been known to mutiny. They do not take part in the traditional rivalry between naval and marine personnel that is so common in the Klingon Navy. In fact, the Urussig have elected a marine as house *epetai*, an unheard of event. Whenever Urussig officers are on the scene, Star Fleet personnel can expect utmost cooperation between their naval and marine personnel.

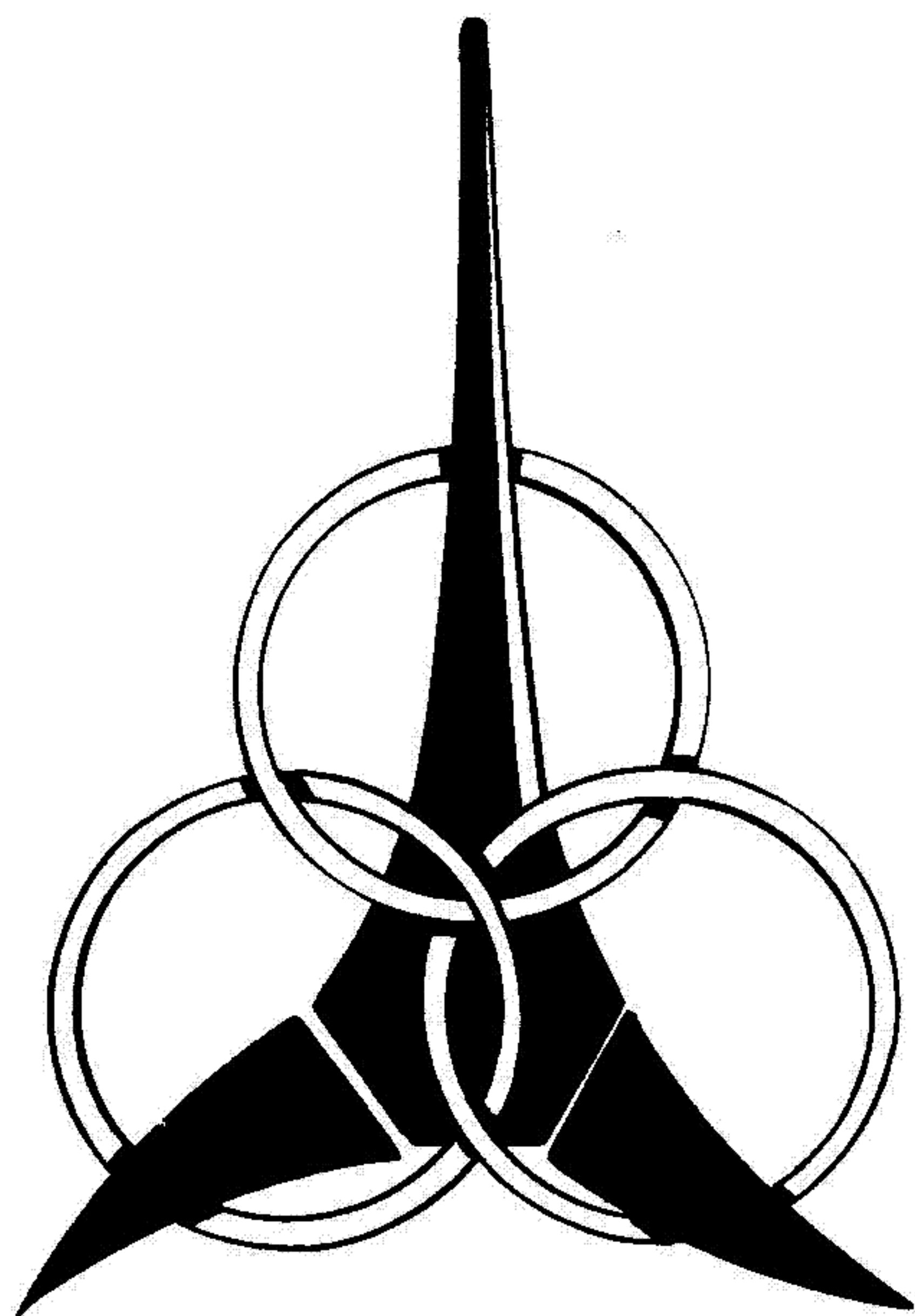


MINOR FAMILY LINES

HOUSE NAME: DOK'MARR	
House Type:	Extended
Composition:	
Klingon/Human Fusions:	30%
Imperial Klingons:	70%
Klingon/Romulan Fusions:	0%
Size:	16,000 - 20,000
Age:	Estimated 5 - 10 standard years
Political Index:	450
Epetai:	Kaa'lac, Admiral Abaran, Position Unknown
Symbols/Signs:	
Three interlocking circles	

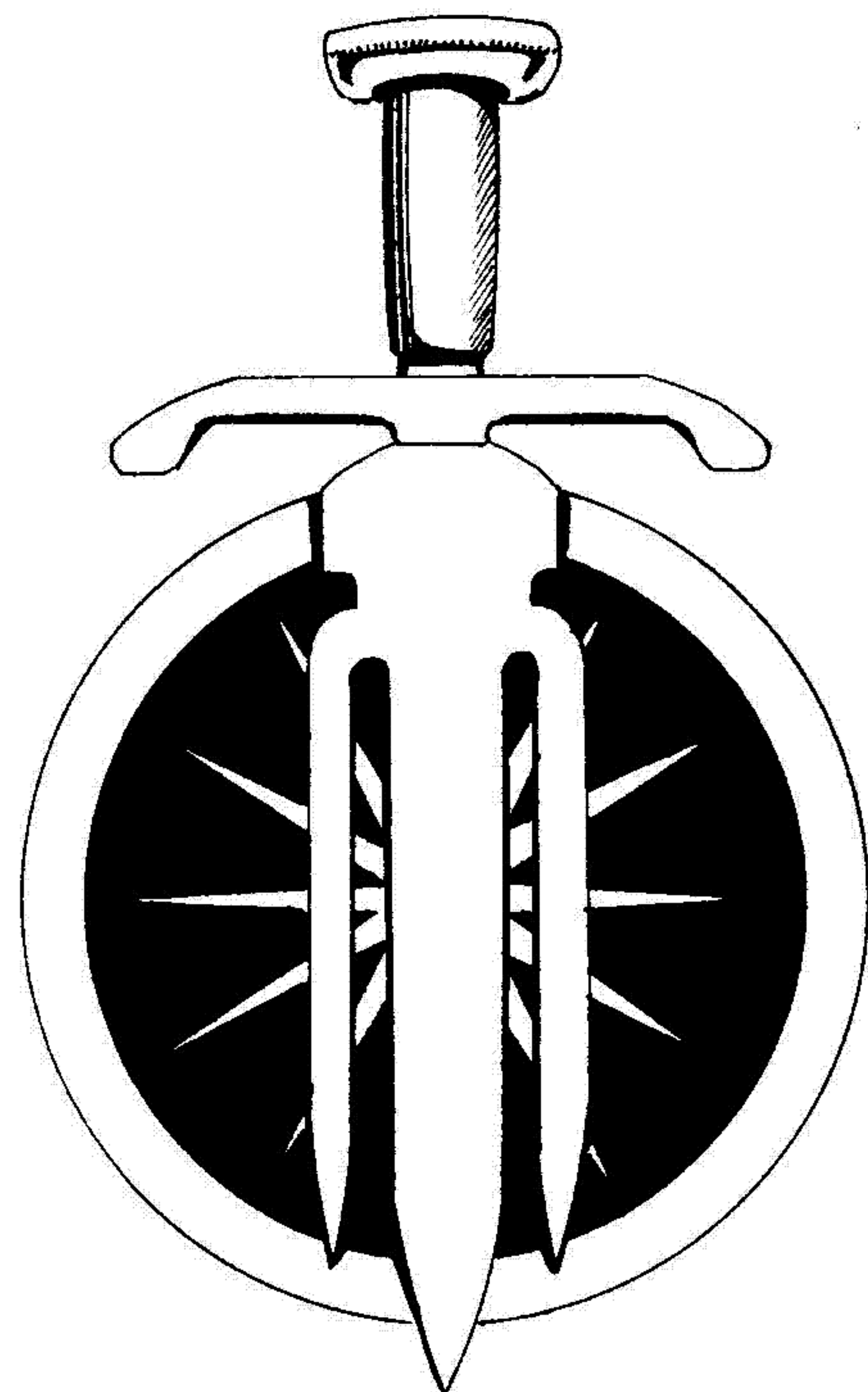
The Dok'marr is one of the most recently recognized Klingon house lines, having been formed at some time following the Organian Conflict. The line has become very strong in a relatively short period of time. This line was probably born in response to the humiliation the Klingons suffered at the hands of the Organians (and, by extension, the Federation). The Dok'marr's sworn political position is vehement opposition to reconciliation with the Federation.

The Dok'marr are also unique as the only house line with two ruling *epetai*. This may be an internal arrangement by which the Dok'marr hope to appeal to both Klingon/Human Fusions and Imperial Klingons. Despite their line's relative newness on the scene, Star Fleet personnel should consider all Dok'marr as potentially hostile until proven otherwise.



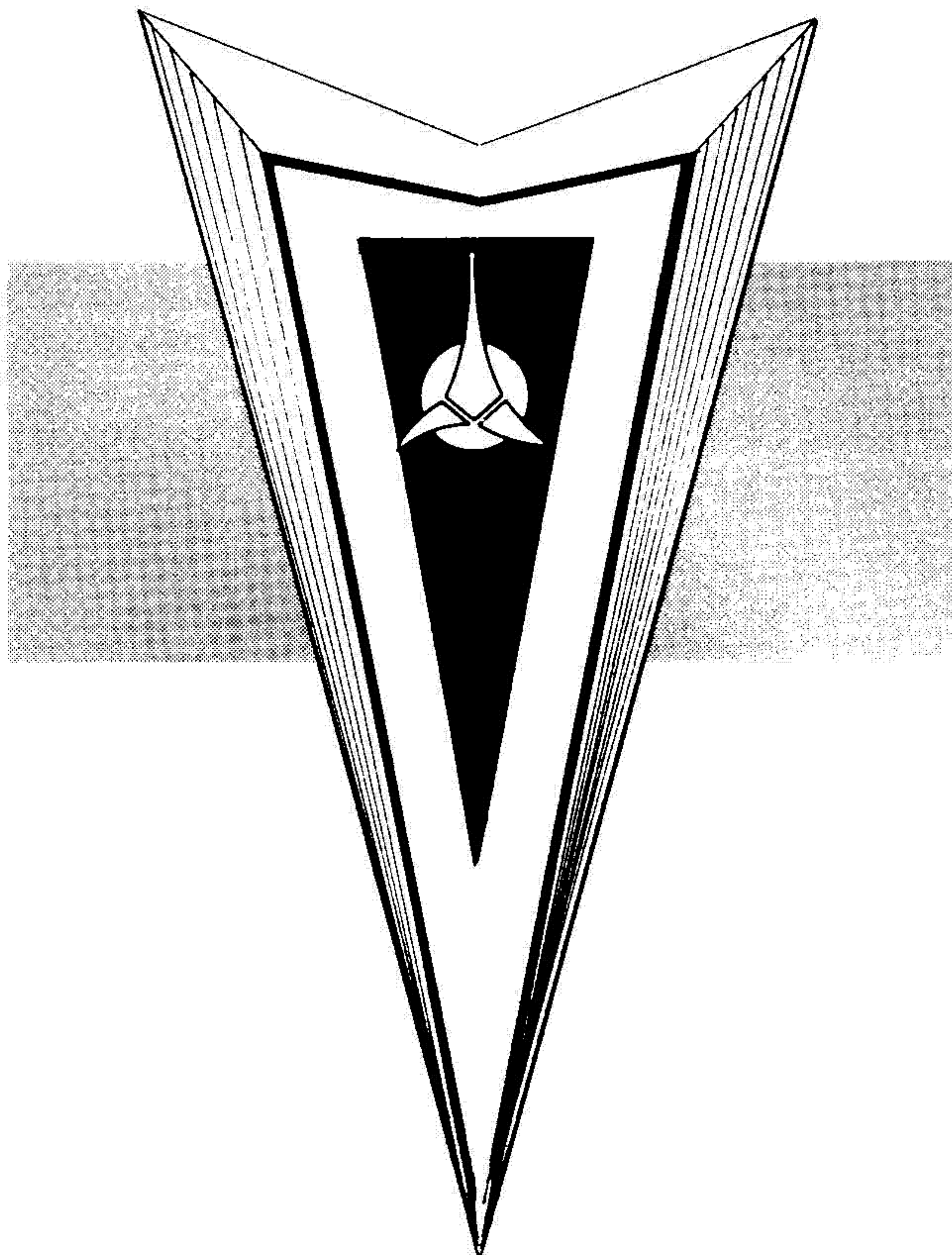
HOUSE NAME: HURRIC	
House Type:	Closed
Composition:	
Klingon/Human Fusions:	0%
Imperial Klingons:	100%
Klingon/Romulan Fusions:	0%
Size:	7,000 - 10,000
Age:	Estimated 50 standard years
Epetai:	Unknown
Political Index:	650
Symbols/Signs:	
A small tri-bladed combat blade.	

The Hurric family line has acquired a fair amount of political influence over the last half-century by doing one thing and doing it well. They have supplied the *Komerex* with several generations of the most competent (and blood-thirsty) marines ever to serve in Imperial contingents. This family line is also distinguished by both the highest number of battle casualties and the highest number of battle honors. Hurric marines are the best the Empire has to offer, as well as among the most loyal as well. Many commanders will go to great lengths to have Hurric marines transferred to their charge as 'tactical advisors', because of their reputation as bodyguards.



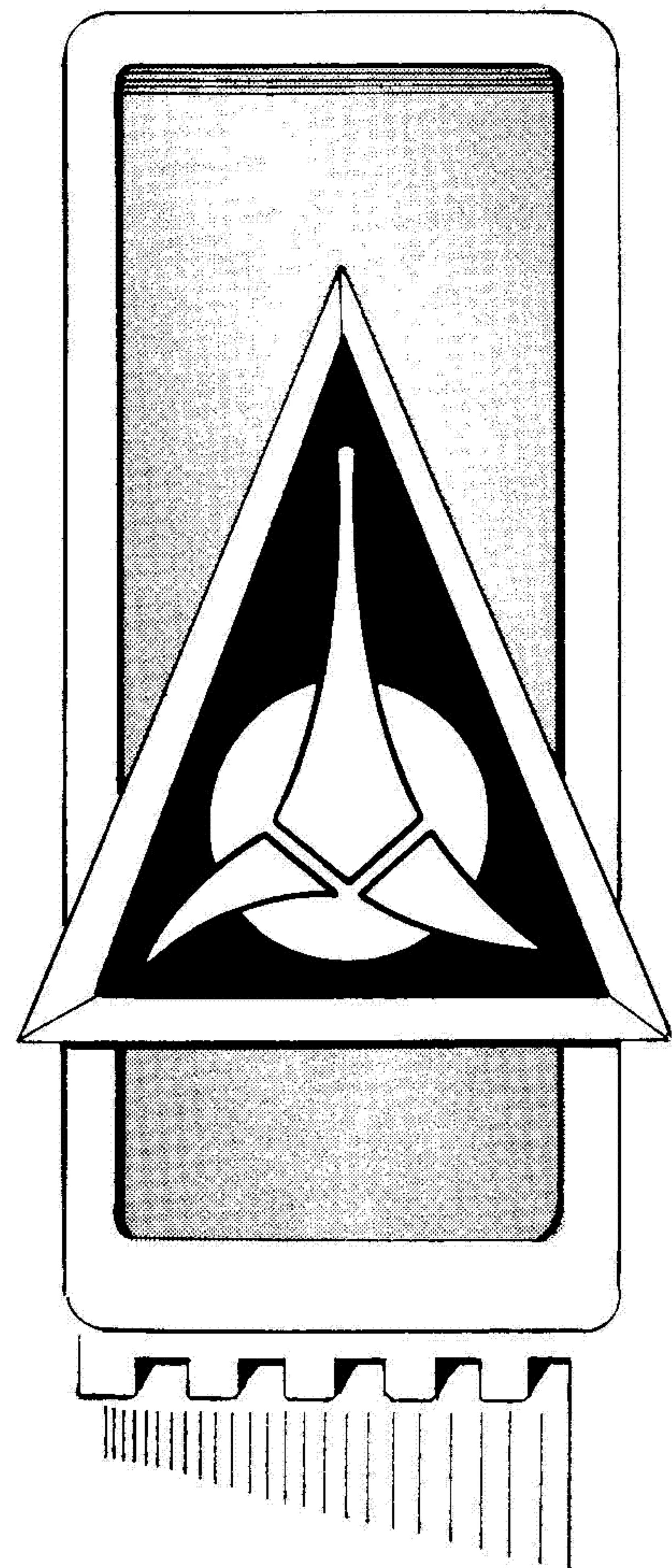
HOUSE NAME: JURISS	
House Type:	Extended
Composition:	
Klingon/Human Fusions:	50%
Imperial Klingons:	0%
Klingon/Romulan Fusions:	50%
Size:	25,000 - 30,000
Age:	100+ standard years
Political Index:	400
Symbols/Signs:	
Signet ring or pendant with a platinum skull.	

At first glance, the Juriss family appears to be a somewhat ordinary line of no great political significance. However, the Juriss have carved out a strong social niche for themselves as the Empire's ablest administrators for over a century. Juriss officials serve in every corner of the Empire, especially on diplomatic contact teams and as special envoys to other interstellar powers. The Juriss have earned a reputation of scrupulous devotion to duty combined with unquestioned fealty to the Empire (if not to the present Emperor). If the term can be applied to any Klingon, the Juriss are known for personal integrity.



HOUSE NAME: LIMMRII	
House Type:	Extended
Composition:	
Klingon/Human Fusions:	30%
Imperial Klingons:	40%
Klingon/Romulan Fusions:	30%
Size:	10,000 - 12,000
Age:	Estimated 20 - 30 standard years
Political Index:	460
Epetal:	Unknown
Symbols/Signs:	
An Imperial Trefoil inside a triangle.	

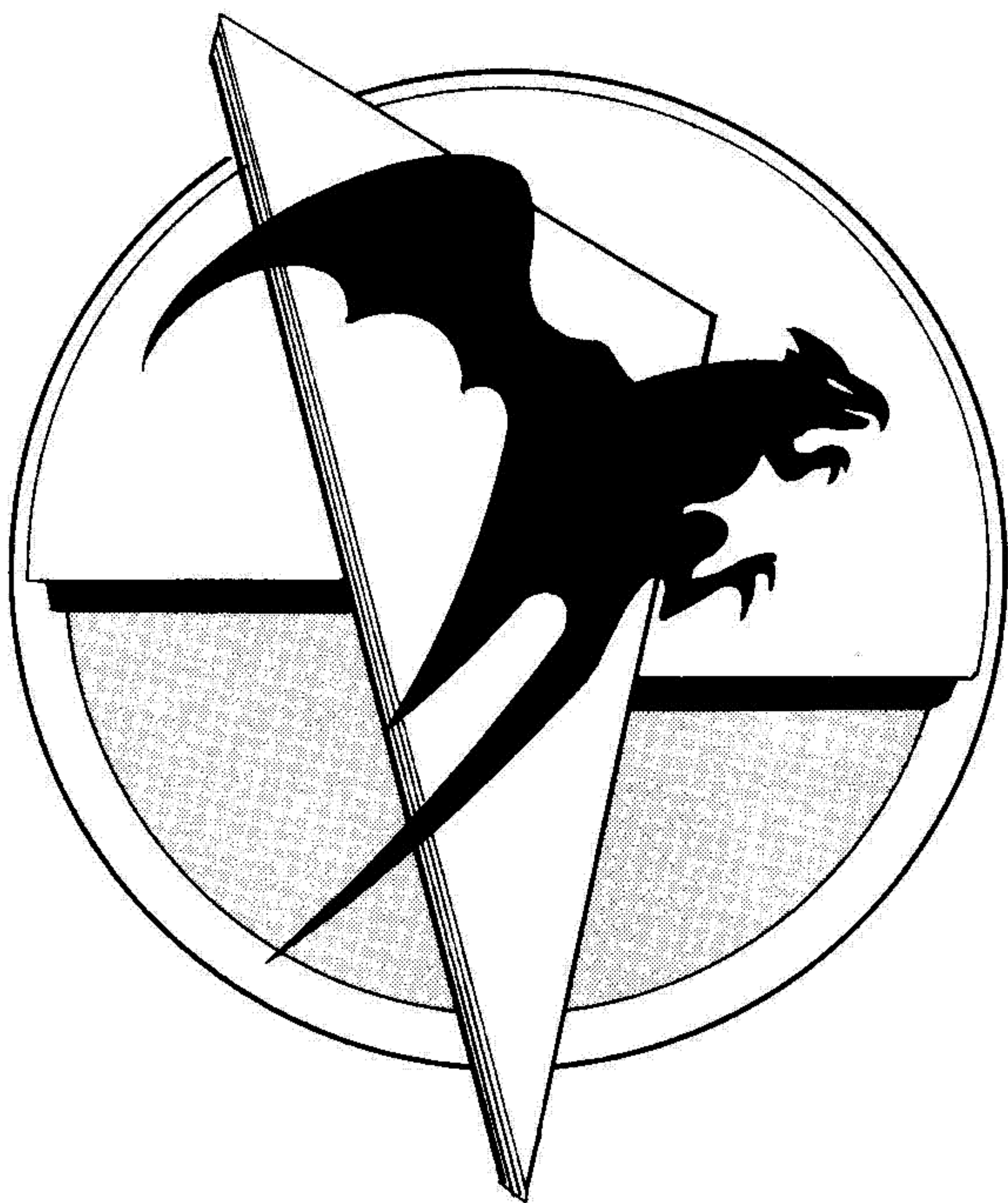
Another newcomer to the *Komerex*, the Limmrii come as close as any Klingon line to maintaining an equality between the various racial types. Although Imperials possess higher-ranking positions in the family line, all line members share in the spoils gained through influence and position. The Limmrii have not made any impact in the debate over Klingon interstellar relations. Much of the line's attention seems directed instead toward maintaining internal controls and balances.



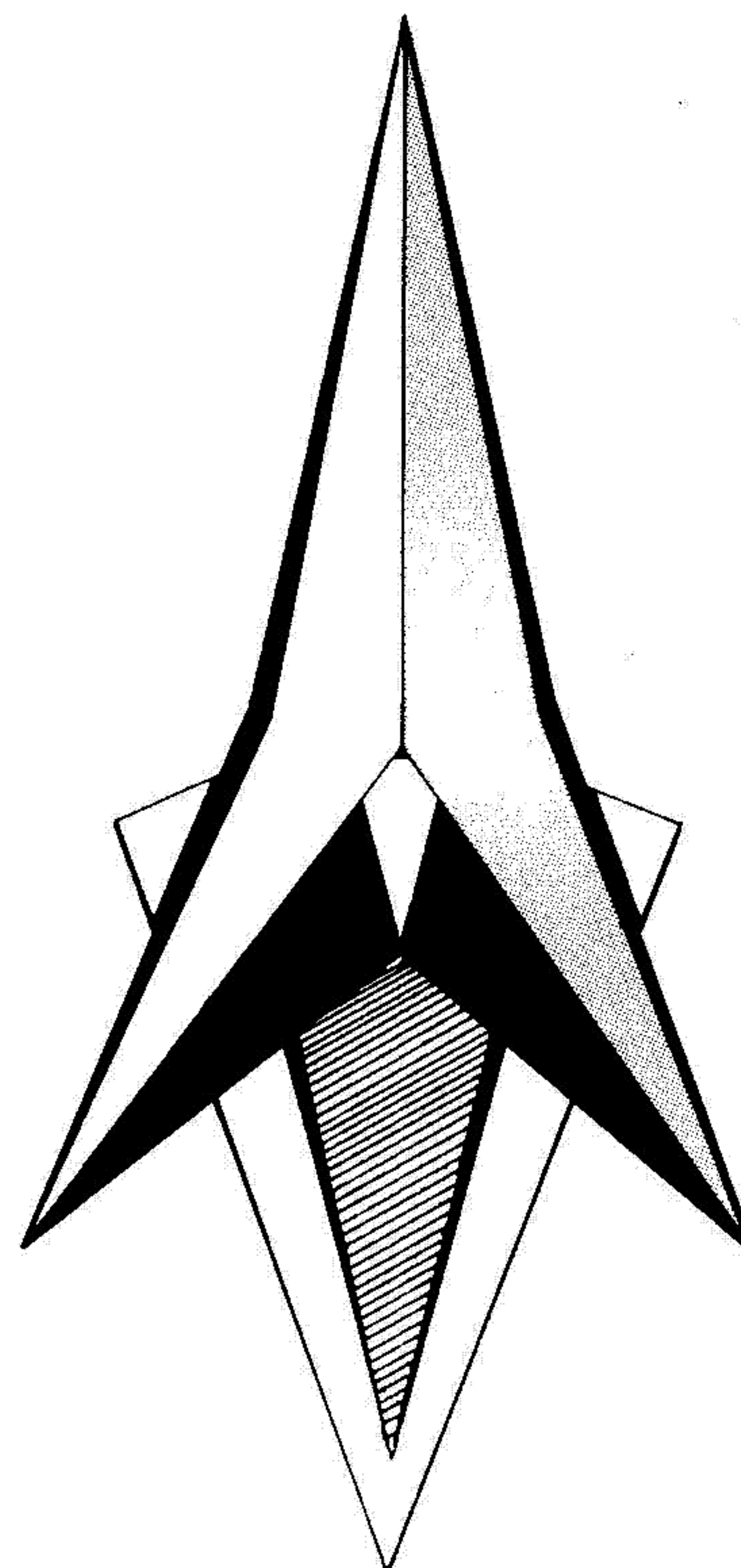
HOUSE NAME: PALLARA**House Type:** Extended**Composition:****Klingon/Human Fusions:** 40%**Imperial Klingons:** 55%**Klingon/Romulan Fusions:** 5%**Size:** 20,000 - 27,000**Age:** 100 + standard years**Epetai:** Kurrivis, Admiral
(Retired)**Political Index:** 395**Symbols/Signs:**

An insignia of a flying reptile native to Klinzhai.

The Pallara line is one of the more moderate elements within the Klingon Empire. They have established a reputation of service to the Empire (if not the actual Emperor). The majority of Pallara have entered Imperial Security, and seem to have established a hard-fought niche for themselves there. The Pallara are extremely loyal to fellow line members, and just as predictable in their hatred of any who abandon the line in favor of another.

**HOUSE NAME: SOLAZARN (various spellings)****House Type:** Closed**Composition:****Klingon/Human Fusions:** 0%**Imperial Klingons:** 100%**Klingon/Romulan Fusions:** 0%**Size:** 45,000 - 50,000**Age:** Estimated 300 - 400
standard years**Epetai:** Unknown**Symbols/Signs:** A star-shaped marking generally tattooed on the line member's left cheek. This emblem commemorates a famous victory by a member of House Solazarn over the Romulans about century ago.

The Solazarn are one of the oldest family lines to maintain its racial integrity. According to best available estimates, no non-Imperial Klingon has ever penetrated this family line. The Solazarn also have a reputation for ruthlessness and cruelty. When Klingon detractors refer to the race as oppressors, they use the Solazarn as an example. Star Fleet personnel should expect nothing but hostility from any officer of the Solazarn line.



POTENTIAL ENCOUNTERS

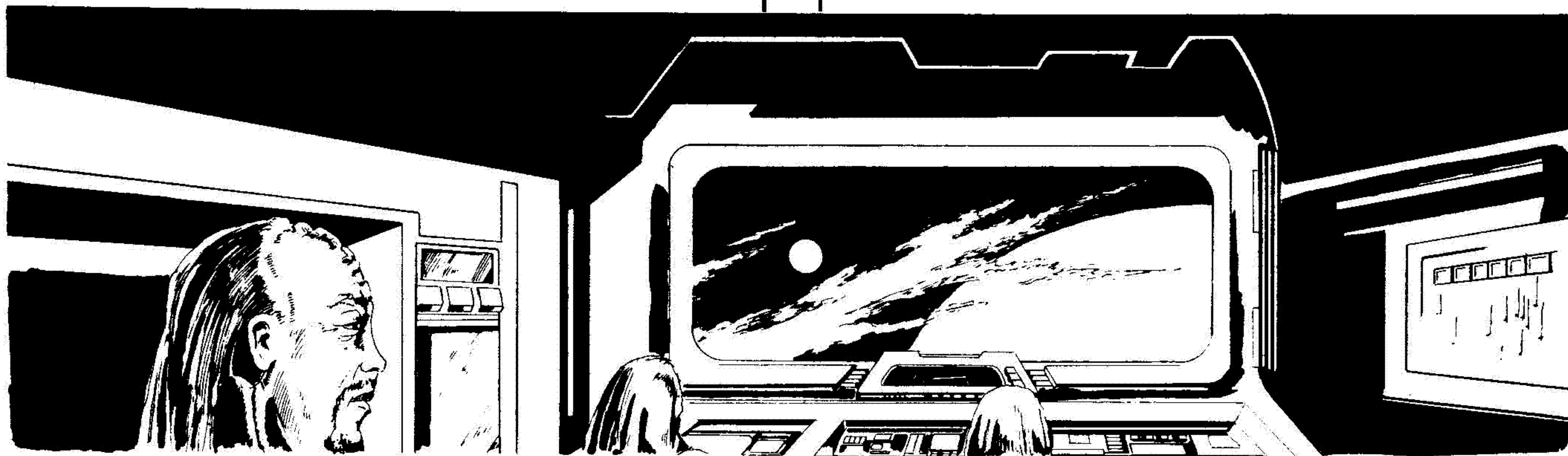
Star Fleet officers can expect to run into the following branches of the Imperial *Komerex* in any sector of space. There is little cooperation between these organizations, as they hate and fear each other.

THE KLINGON IMPERIAL NAVY

The organization and disposition of the Klingon Imperial Navy have been described in other sources. Presented below is a general overview of shipboard life in the Imperial Navy for comparison with that in Star Fleet. This section also discusses known standard battle tactics used by Klingon warships.

The majority of Klingon vessels lack the necessary space and trained specialists to provide adequate care for the sick or injured. Cramped living quarters shorten crewmembers' tempers, and combat challenges are commonplace. During the course of an assignment, the typical ship's captain will lose about three to five percent of his crew to personal combats.

In summary, vessels in the Imperial Klingon Navy are prime examples of *komerex zha*. Once ship combat becomes imminent, the captain whips his men into a frenzy by using a specially designed battle language. Klingons view every combat as a potential life and death situation, and so failure to respond to a command is tantamount to treason, punishable by immediate execution by the captain or his designated subordinate. Some captains employ special female command staff solely for this purpose.



Shipboard Life

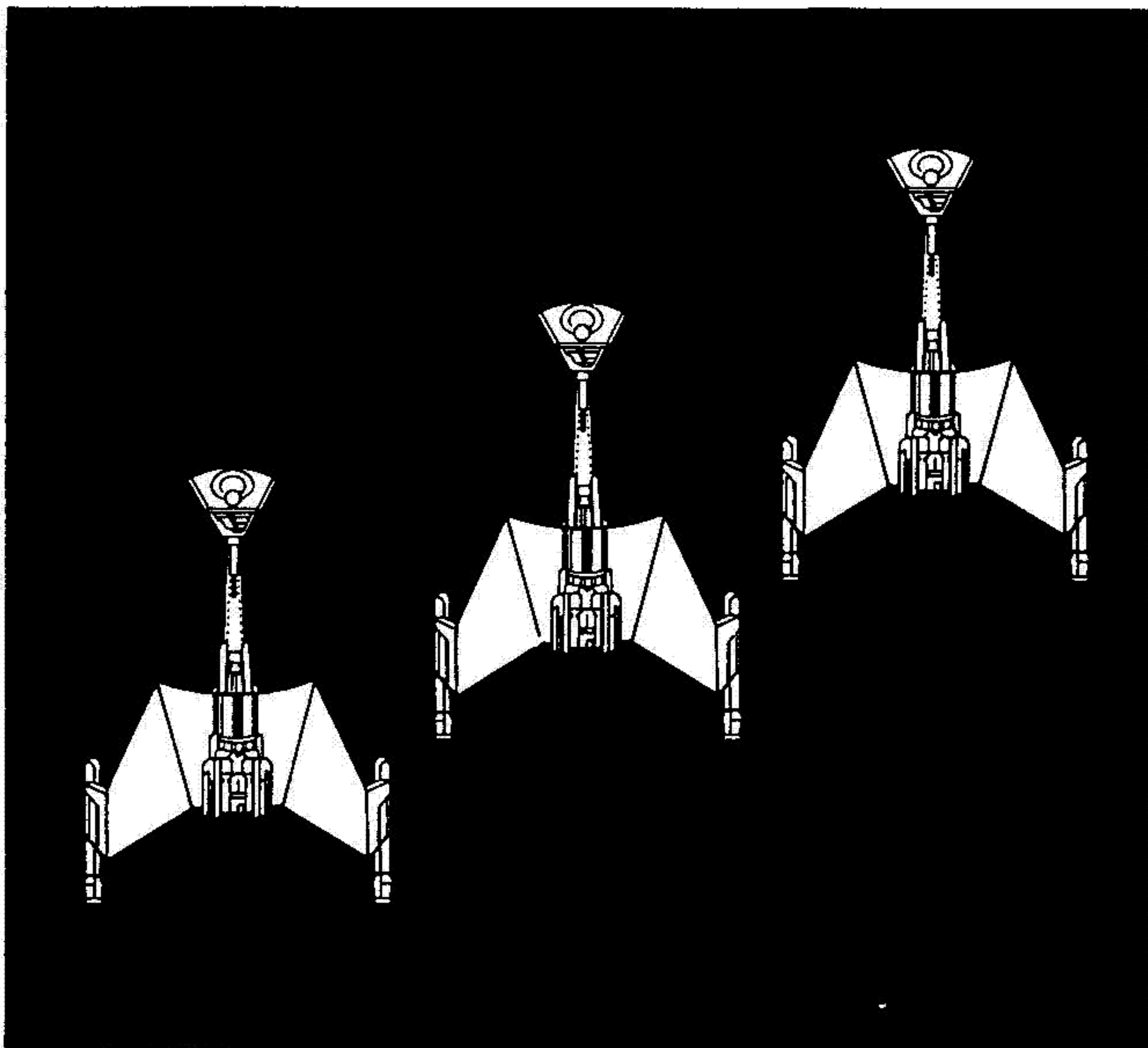
Life aboard a Klingon warship is far from the controlled yet flexible environment that characterizes Star Fleet vessels. This is because Klingon naval infrastructure lacks the clear division of responsibility that comes from a well-defined chain of command. Though such a table of organization exists on paper, there are three distinct 'powers' aboard Klingon vessels, each jockeying for advantage at the expense of the other two. This triumvirate is composed of the ship's Captain, the ship's Chief Security Officer, and the ship's Marine Commandant. When these personalities conflict, one party may take action to eliminate one or both of his opposite numbers. Regardless of whether he succeeds or fails, the result is a divided crew and the risk of mutiny.

Even under the best of circumstances, there is always an underlying level of tension among Klingon crewmembers. In addition to interracial hostility, conflicts can erupt over real or imaginary insults between houses, division of duty assignments, crowded living conditions, and lack of proper recreation. Further, ship's security carries out constant surveillance of all officers and crew, regardless of rank or gender, and they are only too eager to report anyone who is not 'sufficiently motivated' politically.

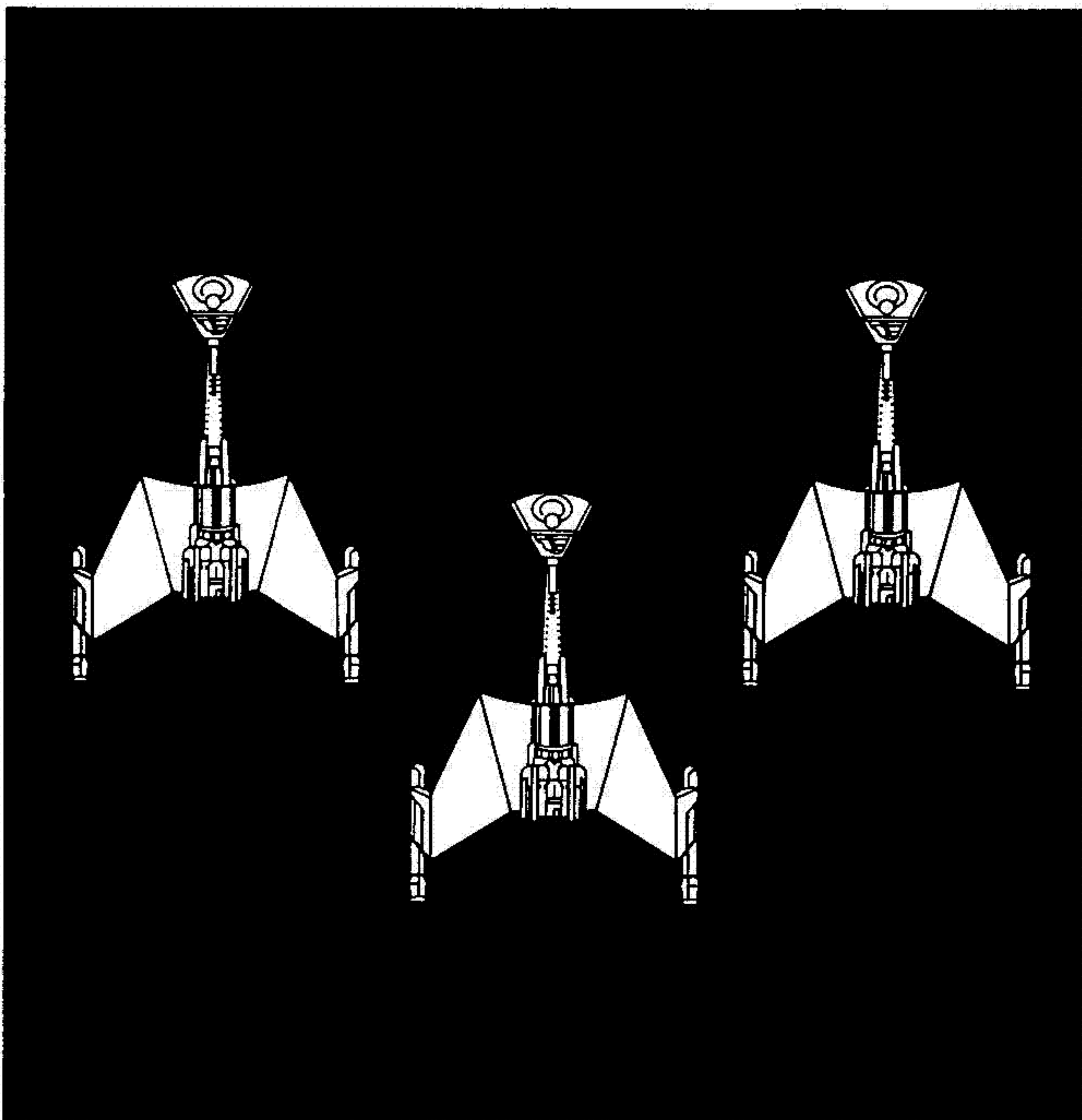
Klingon Naval Strategy and Tactics

Star Fleet officers can expect Klingon warships to operate either individually or as a loosely-knit group of three ships under a nominal squadron commander. The Klingons are excellent tacticians in fleet actions involving small numbers. Conversely, Klingon tactics lack the coordination necessary for large fleet elements and long-range planning, because individual Klingon commanders prefer independent action to working with other fleet units.

When a squadron of three Klingon ships encounters a lone target, the squadron will most often employ a V-formation. The flagship takes point position and leads the attack, with the remaining wing subordinates behind and to either side. If they intend to capture the vessel intact, the Klingon vessels will fire against a single shield. As soon as the shield collapses, combined marine-naval boarding parties in life support gear immediately beam over. If they are not taking prisoners, Klingons will beam theragen nerve gas canisters into the target ship, effectively eliminating all passengers and crew almost instantaneously.



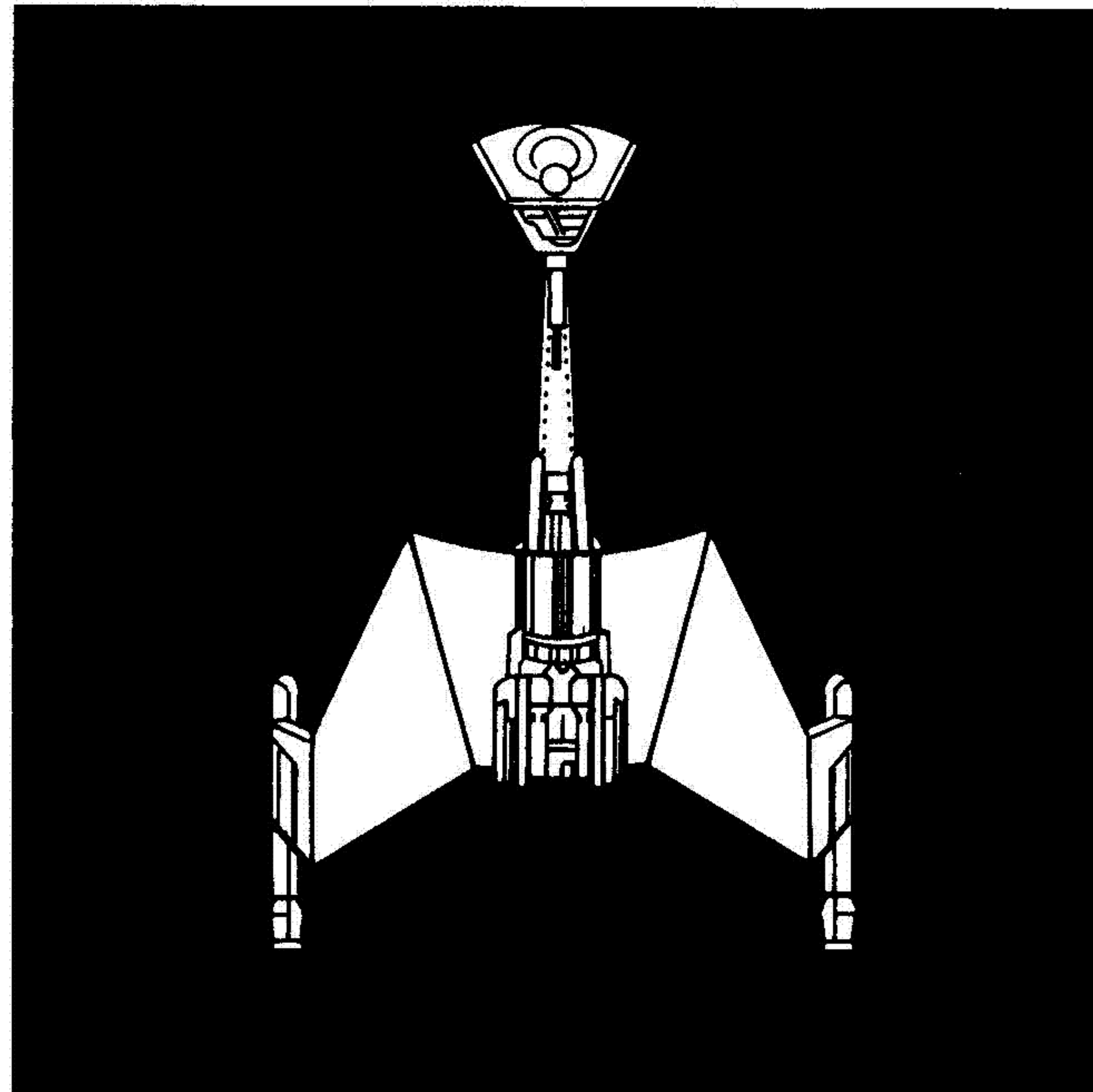
On rare occasions, Klingon squadrons have operated in a diagonal formation, with the flagship in the center position and subordinates to the front-starboard and rear-port. Intelligence theorizes that such a formation allows the Klingons to distribute fire over a maximum area of space should their opponent attempt to disengage. This formation also allows the flagship commander to keep control over unruly subordinates.



When combat squadrons engage warships of equal size and strength, they assume an inverted V-formation, with the subordinate ships slightly ahead and to either side of the squadron commander. Although each vessel is supposed to maintain a defensive fire path around his neighbors, the Klingons will either break off the engagement (if outclassed) or disperse into a free-for-all. Klingons have trouble coordinating even small groups of vessels, and their fleets are likely to be composed of vessels with little or no mutual combat experience. For this reason, they lack the cohesiveness of Federation (and even Romulan) combat teams.

The Klingon warship excels when acting as a lone wolf. In many respects, the Klingon navy is not so much a combat fleet as it is a collection of heavy, medium, and light commerce raiders. In a one-on-one engagement, therefore, the individual Klingon warship is generally more than a match for any single commerce vessel or its escort.

In one-on-one skirmishes, the Klingon warship will usually attack head-on, with full frontal weapons to bear. After completing the initial attack run, the Klingon vessel will veer sharply to starboard or port, and continue to make high-warp passes along the same side. Thus, the Klingon can inflict maximum damage against one or two shields as quickly as possible. Apparently, IKV vessels and crews cannot execute emergency decelerations and close turns, which can often expose them to fire against an unprotected portion of an enemy ship.



In general, Klingon commanders favor using traditional disruptors over photon torpedoes. (A more 'liberal-minded' Klingon/Romulan Fusion commander, however, will opt to use the torpedoes, probably because he has had such weapons used against him in greater strength and numbers before.) On the average, the skill of a Klingon weapons officer is higher than that of the typical Federation Helmsman. This is because Klingon warship crews are involved in many battles, and there is no better way to hone weapons skills. Thus, a Klingon vessel will often execute targeted fire against selected portions of an enemy vessel: the bridge, weapons control, engineering, etc. If he can inflict a critical hit, the Klingon will close to within minimum range, and attempt to overwhelm his victim's shield with concentrated fire (even to the point of overloading his disruptors).

If he loses the engagement, the typical Klingon commander has lost the right to command in his subordinates' eyes. Conditions are ripe aboard ship for a change of command, usually by force. Under such circumstances, Klingon captains have been known to take drastic measures to prevent the loss of command to another. No matter how battered a defeated Klingon ship may be, Star Fleet vessels should maintain a discreet distance from it until the Klingons have settled their internal affairs, one way or the other.

IMPERIAL INTELLIGENCE

The Klingons believe that the stars remember the deeds done beneath their light, but Imperial Intelligence sees what the stars cannot. The mission of Imperial Intelligence is to collect and analyze information concerning forces hostile to the Empire, be they external or internal.

This service branch was first organized under the direction of the Klingon Emperor Karagg (known as Karagg the Black) over a half-century ago. At that time, Karagg was a new emperor with an unsteady power base. He formed his own intelligence service to function officially as a central bureau for coordinating civilian and military intelligence agencies. This service became a watchdog agency reporting on the activities of rival house lines, while maintaining absolute allegiance to Karagg. Working with complete authority from the Emperor, the organization quickly became the power behind the throne.

Following Karagg's deposition some years later, his successor had initially planned to withdraw the agency's imperial mandate. These plans were quickly thwarted by Imperial Intelligence operatives who threatened to deliver certain information to the Emperor's rivals, which could have sparked a long and bloody civil war. The message was clear: Imperial Intelligence supports the Emperor that supports Imperial Intelligence.

In the years since it solidified its position, Imperial Intelligence has worked to strengthen various emperors' (and Imperial Council members') positions as well. A symbiotic relationship now exists between Intelligence members and most high-placed Klingon officials, military and civilian. In many respects, Imperial Intelligence promotes Imperial policy as much as do the figureheads in power.

Beyond that, Star Fleet knows very little about the Emperor's intelligence corps and its operatives. We surmise that the organization is widely dispersed throughout the *Komerex*. The Emperor's Watcher/Director and his close assistants on the Klingon homeworld are the only visible evidence of the organization's existence. Intelligence operatives are presumably entrenched throughout the various service branches (including Imperial Security), acting in loosely-grouped cells reporting solely to contacts on Klinzhai. Rumors suggest that operatives fall into two categories: static and fluid. The former are training and command elements, and the latter field agents move from operation to operation.

It is certain that intelligence operatives are hated and feared, and more than once, a suspected agent has been the victim of an unfortunate 'accident'. Our own agents do not know to what extent an Imperial Intelligence operative can impose his will on other civilian and military leaders. What is certain, however, is that a negative report filed against a commander in the field is that Klingon's death sentence if the report comes to the attention of his superior.

IMPERIAL SECURITY

Imperial Security is charged with internal protection of the *Komerex*, and maintains constant surveillance of all members of Klingon society. They are alert to any sign of disloyalty or cowardice on the part of the military or insufficient individual commitment to the *Komerex* by civilians. Although the mission of Imperial Security officially has not changed, the agency has been attempting to broaden its power base in recent years.

In the last decade, for example, Imperial Security has gained control of naval and marine training through their jurisdiction over the Imperial Star Academy Training Command. In fact, Security is making its presence increasingly felt at all levels of the social structure, from implementing special youth training programs to using agonizer booths for testing citizens' loyalty. In the near future, Security may even make efforts to supplant Imperial Intelligence as the mainstay of the Emperors.

A largely autonomous agency, Imperial Security exists somewhere outside the existing framework of Klingon military and civilian organizations. Do not expect Security operatives to act in strict accordance with established chains-of-command. Assume that Security agents will be present at every level of the Klingon military, willing and able to challenge the authority of an officer if they decide that the situation warrants his replacement. Star Fleet personnel should also expect outright hostility from Security operatives.

KLINGON DIPLOMATIC CORPS

Though not encountered as often as members of the Imperial Navy or the Klingon Imperial Marines, the Klingon Diplomatic Corps plays a vital role in furthering Klingon interests (though by indirect rather than direct methods). The KDC is a major component of the Imperial Contacts Branch, which acts to increase tensions among various groups on independent worlds whenever such political infighting is in the Empire's best interests. The KDC's overt mission is to represent the Klingon Empire on various independent worlds, and with the major interstellar powers. Covertly, the KDC is charged with creating, organizing, supporting, and maintaining those activities that may undermine the stability of pro-Federation or pro-Romulan factions outside the *Komerex*. The primary tool of these various operations is the KDC liaison team.

The KDC liaison team (sometimes referred to as a contact team) goes into operation once a Klingon survey party has determined that a planet is of economic or military value to the Empire. As soon as the survey party persuades the local populace to welcome a Klingon deputation, the liaison team arrives to promote the advantages of relations with (and, eventually, union with) the Klingon *Komerex*. (Obviously, they downplay the military heavy-handedness often associated with Klingon expansionism.) KDC liaison teams are made up of specially selected, highly-trained individuals willing to sacrifice personal pride and honor in the interest of the Empire.

The typical liaison team is composed of four to ten Klingons, and rarely exceeds this number for fear of creating a 'false' impression of Klingon militaristic tendencies. An Imperial ambassador or assistant ambassador (depending on the importance of the target world), usually heads the team. He is appointed by and reports to the Imperial Council. The standard liaison team has at least one covert Imperial Security and one Imperial Intelligence agent among them. The former keeps watch to ensure that the team works for the best interests of the Empire. The latter's mission is to identify and make contact with any local opposition forces who could be useful in promoting the Klingon cause. Expect at least one member of any liaison team to be acting in an intelligence-gathering role, in addition to any stated roles. While serving on a diplomatic mission team, Star Fleet personnel should treat members of the KDC as dedicated professionals who are, in reality, the nucleus of a large propaganda-intelligence apparatus willing to take any risk to further Klingon interests.



KLINGON ADMINISTRATIVE ELEMENTS

In addition to military and civilian intelligence personnel, the Klingons maintain two distinct types of administrative elements that Star Fleet officers may encounter in and around the borders of the *Komerex* and the Triangle. These civilian administrators are discussed briefly below.

Imperial Coordinators

Drawn from among civilian administrators and retired military personnel, Imperial coordinators are the second type of appointment made by the Imperial Council. The title comes from a Klingonaase phrase that implies maintenance of the status quo. As de facto 'keepers of the Imperial order', Imperial coordinators are fact-finders with plenipotentiary powers. They have no specific jurisdiction or length of service, but are appointed as needed to deal with any immediate crisis. They may inquire into charges of poor administration, investigate charges of treason against high-ranking personnel, or act as intermediaries in a dispute between two family lines.

In each instance, the Council assigns a coordinator only as much power as a given situation requires. His power remains effective until the current problem is resolved, successfully or otherwise. The coordinator's appointment then ends immediately, and the individual returns to his earlier status. Do not be deceived by first impressions when encountering Imperial Coordinators. Although lacking military rank or a large entourage, these Klingons usually command considerable power, with corresponding resources at their disposal.

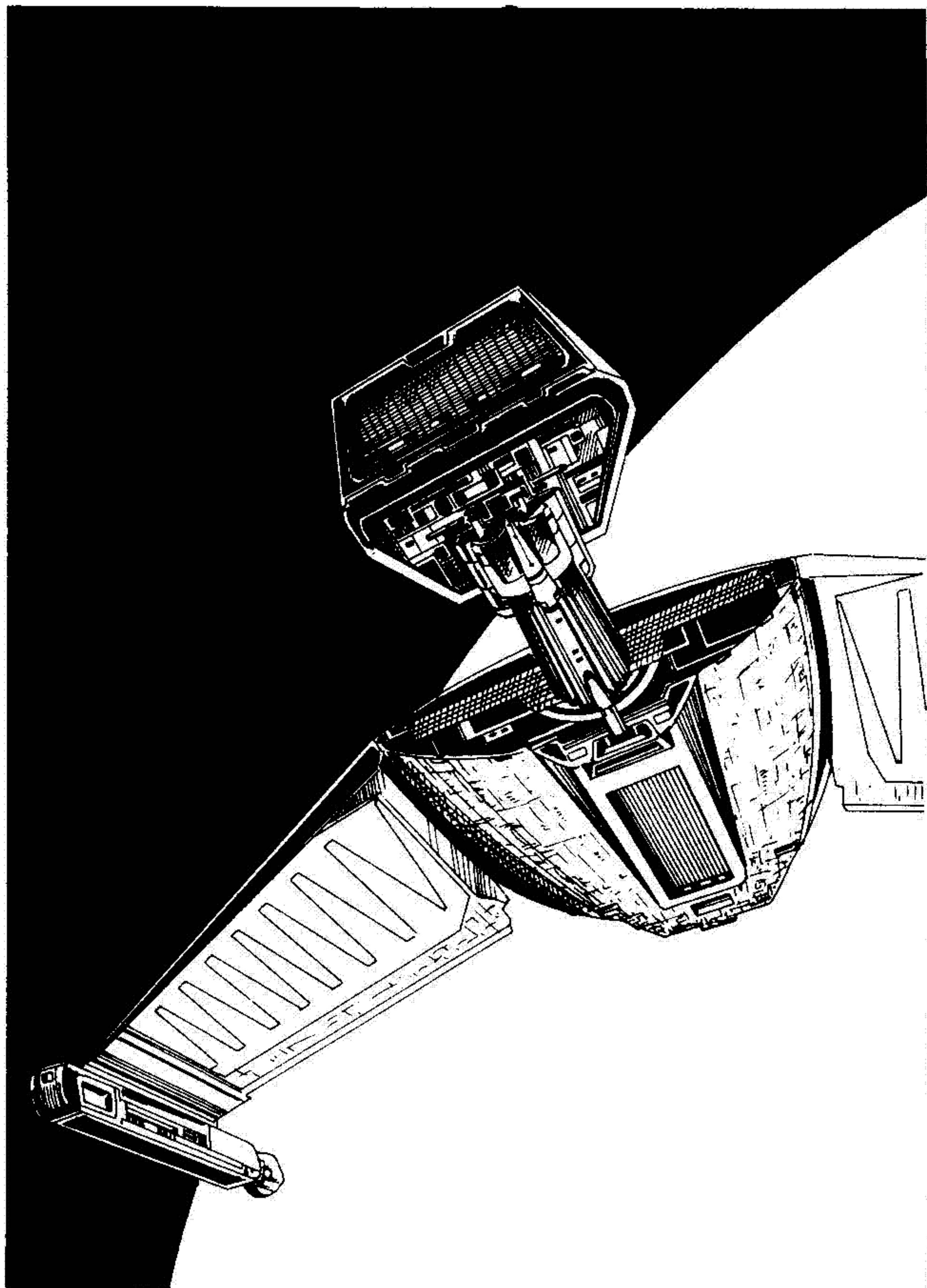
Imperial Governors

Imperial governors (as opposed to military governors) are sovereign rulers over individual planets or entire star systems. The Council jealously guards their prerogative for appointing officials (and civilian governors, in particular), and often uses this power to counterbalance the influence of the military and the Emperor himself. Appointees hold these positions for life, or until the Council decides to appoint a replacement. It is uncertain whether or not the Emperor can remove a governor appointed by the Council. However, charges of incompetency or treason levelled by Imperial Intelligence are usually sufficient for the Emperor to nominate a successor, using the marines to enforce an orderly 'transition of office'.

Once appointed, Imperial governors have absolute control over their respective jurisdiction, including the emergency use of military forces on hand. Imperial governors have the power of life and death over their subject populations, controlling every aspect of a planet's economic and political development within the Empire.

KLINGON MERCHANTS

Though not as common as their Orion or UFP counterparts, the Klingon Empire does include merchants who engage in commercial ventures among the stars. These merchants, however, are not independent operators working for private gain. Instead, they are strictly controlled operatives subsidized and maintained by the *Komerex* in the interests of the Empire. Klingon merchants typically double as intelligence agents and couriers, and their ships have sufficient firepower to act as privateers when opportunity arises.



Such merchant ships can flood a market with low-priced goods at the expense of a competitor, serve as rescue vessels in an emergency, or act as expendable blockade runners in time of conflict. Along established trade routes, Klingon merchants operate in small groups. The individual captains share in the profits after the Empire receives its 'fair' share. Nevertheless, after discovering a virgin market on some backwater world, the Klingon merchant captain can be as ruthless as any Klingon military captain in defending his profit margin. To such a merchant, conflict and competition are synonymous.

Though considered merely as an extension of the Imperial Klingon Navy, these Klingons are the most independent within the confines of the Empire. It is noteworthy that fewer Imperial Security agents operate among private merchantmen than in any other sector of the *Komrex*. This may be due to the fact that Imperial Security operatives serving on merchant ships suffer the highest known accident rate during assignment than in any other service area.

SUMMARY

What can a Star Fleet officer expect when coming into contact with a Klingon vessel? What specific considerations should he keep in mind when dealing with Klingons in general, and what can be said about the way Klingons will react under given circumstances? The following conclusions attempt to summarize a typical Klingon officer.

Point 1: The typical Klingon has a genuine love of combat and conflict situations. He will readily initiate conflict if circumstances permit because he has a deep need to prove himself a member of a superior race.

Point 2: A Klingon will seldom act out of impulse or blind passion if a situation permits time for rational thought. A Klingon prefers to first consider every possible tactical option available. Having selected a course of action, he will pursue that course until its completion.

Point 3: Expect the average Klingon to be suspicious of Federation motives. He will automatically assume Star Fleet officers are acting for reasons other than those presented. The average Klingon is extremely distrustful.

Point 4: A Klingon is always under observation by superiors and subordinates alike. Thus, a Klingon officer is under considerable pressure to appear aggressive and menacing toward potential opponents, even if it goes against his personal desire. Make some allowances for this official posturing.

Point 5: Klingons have a deep sense of personal honor, with respect to Empire, Emperor, family, consorts, and fellow officers. Take care to avoid offending this sense of honor. Failure to do so will likely result in immediate hostility.

Point 6: Klingons dread showing cowardice, even under circumstances where discretion would be advisable. If a Klingon believes his bravery is in question, he will act in a predictably irrational manner.

Point 7: Klingons despise any evidence of weakness, whether physical, emotional, or social, both in themselves and in others. When dealing with members of the Klingon Empire, Star Fleet officers must always maintain a position of strength.

Point 8: From a Klingon point of view, an action is desirable if it results in an increase in authority or influence. Klingons will act to gain immediate influence over others, rather than operate with long-term objectives in mind.

Point 9: Given inter-family disputes and rivalries, Klingons work better as individuals than in large groups. Whenever Klingons are engaged in actions requiring cooperation, there is always the potential for friction and disunity.

Point 10: A typical Klingon commander is never completely in control of his environment. He will always have to contend with rivals. Star Fleet officers can exploit this paranoia to their benefit by considering who would profit by a Klingon commander's disgrace or removal. It would be possible to create disharmony aboard a Klingon vessel through the use of such an officer.

In conclusion, the average Klingon is a competent leader and warrior fully capable of engaging in any form of military act. Nevertheless, the average Klingon operates best when working alone. Klingons may be tactically superior to their Federation counterparts, but they lack expertise in strategic planning and execution. Klingons are formidable foes and efficient opponents. Treat them with caution and respect.

