

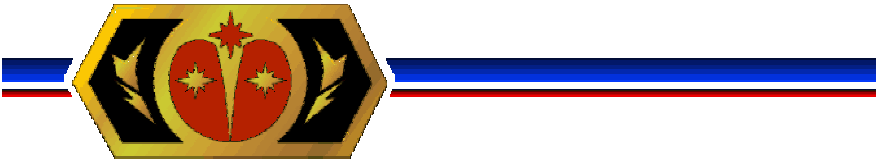
Summer 2000

The Official Publication of K&G

WINDSTARRER #59



KISSET '93'



Every now and then, the benefits of being in the world's largest Klingon fan club are brought home to us. When KAG acts together there is nothing we can't do.

Just recently, Admiral Kroesh contacted me asking for my help in finding some Klingons to perform an official function at a con in KAG's name. Since the con is in Cold Terror Fleet, I contacted Captain Qob and enlisted his aid in finding in-fleet talent for this event. He contacted the con committee, secured some perks for the KAG participants, and set about finding his talent.

Commander Tor'ka of the Demon Justice and IXL Major TaysIr Bayne of the Midnight Warrior were enlisted to bring and run a Jail & Bail at GenCon. They've assembled a crew to man the Jail & Bail with them.

All the parts of KAG--Admiralty, Fleet Commanders, Quadrant Commanders, members, working together, up and down the Chain of Command, showcase KAG's strengths, its unity, and the way its members shine when we all communicate and cooperate.



Communication and cooperation are the cornerstones of KAG and indeed all of fandom. The more we all work together, the greater the things we all can accomplish. This year, at KAG's Spring Break, Galacticon, IKEF Captain Zarcon (Tod Bowman) honored KAG by sitting in with KAG's leadership at the KAG General Assembly. He and his crew enjoyed a weekend of fun alongside their friends in KAG, supporting the joint ventures that we have all established together. By cooperating across club lines, we have enhanced the enjoyment for members of both clubs.

We are all KAG, but more importantly, we are all Klingon. Unity in our earthly Klingon Empire hurts none of our individual clubs. Unity inside KAG makes us stronger: It only makes sense that communicating and cooperating with our friends in KAG and in other clubs will make us all stronger in a united fandom.

As Admiral Kishin says, "From Strength to Strength."

KuurIIs
in service to
KAG



1332 Scott Blvd.
Covington, KY
41011-3457
kuuriis@juno.com
859.491.2930

Cover Art by K'Jett (Jett Borkowski)

NEW POSITIONS

SunDragon Fleet Deputy O - Cmdr Dun sutai-Qorgh
(Jeff Clark) <gorgh@yahoo.com>

Cold Terror Fleet XO - Capt. K'Ray sutai Dyazelya (Judi Haynes)
<Kray@neo.rr.com>

Cold Blood Quadrant CO - Lt. Colonel Khatal sutai-H'aaWK
(Chico Santiago) <khatal@megsinet.net>

Cold Steel Quadrant CO - Cmdr. Tor'Ka sutai-Triquetra
(Steve Preston <quadcomkag@hotmail.com>

Dark Phoenix Quadrant Marine Field Marhsall - Lt. Col. Kasak
sutai-Septaric (Shaughn O'Connor) <kasak@cybersouth.com>

Dark Phoenix Quadrant Marine Fencer - Major Brutar
vestai-DevnoH (Mark Wallace) <Lmrwalla@bellsouth.net>

Ecorps CO - Lt. Cmdr. seq'dogh vestai to'meD-Qelt -
Daniel Davidson <danield@kahless-ro.org>

Imperial Xeno Legion CO - Legionnaire Lt. Col. Liesl Dax
(Tina Burns) <yotlhih@fuse.net>

Marine FIST Commander - Major Kvitte vestai-DevwI'Nesh
(Mike Witt) <kvitte2@aol.com>

Sundragon Fleet Adjutant (Personell) Capt. B'leth sutai-Pallara
(Joane Mortimer) <fury@primus.net.au>

PROMOTIONS

Kwist XuDetlh (Joel 'Twisty' Nye) to Admiral zantai
<me@twisty.org>

Kerge Tachookma (Damien Burmeister) to Captain zantai
<tachookma@wg.ssnet.com>

Qor'toq DevnoH (Bill Ramsey) to Colonel sutai <sudell@voy.net>

K'hrtas sutai-Kurkura (Mary Bertleson) to Captain sutai

Kade Kurkura (Kathy Martin) to Captain sutai
<rawikade@juno.com>

Dun Qorgh (Jeff Clark) to Commander sutai
<gorgh@yahoo.com>

Qensha DevnoH (Brook Ramsey) to Lt. Colonel sutai
<selena@voy.net>

B'Etor DevnoH (Katrina Paez) to Commander sutai
<devnoh@yahoo.com>

Seq'dogh to'meD-Qelt (Dan Davidson) to Commander sutai
<daniel@kahless-ro.org>



TO THE BLACK FLEET

Cynthia McKinney, CO of the Demon Fleet ship Be'Joy, passed away in early April 2000 while on vacation in Cozumel, Mexico. Cynthia will be remembered with honor. She was 43.

Since she was a teacher of art to children, a scholarship for art students has been set up in her name at Augusta State University. The contact person is Helen Hendee (706)737-1759. Anyone wishing to contribute may make a check payable to the ASU Foundation and memo the check with: "Cynthia Ann McKinney Scholarship". The address to send contributions to is:

Augusta State University
Office of Development and Alumni Relations
2500 Walton Way
Augusta, GA 30904

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Long-time KAG member Linda Gary passed away on April 18th, 2000. Surviving Linda is her husband Steve, her son Ed, and two daughters, and several grandchildren.

Linda was a member of the IKV Tohbaak in Dayton, Ohio. Some of you may have known Linda by her uniforming and costuming abilities, as QeylIn the Tailor. Over the many years of their association with the Tohbaak, and with fandom in general, both Linda and Steve enriched many lives in untold ways. She will be greatly missed.

Justice League Qo'nos - Log 1

By Scott Driscoll <remo@hypermax.net.au>

Down through the ages Kahless has been lauded as the warrior without peer, from the 12 day battle with his brother to the overthrow of the tyrant Molor. The stories of the warriors that he chose to continue his work for Truth, Honour, and the Empire, have not yet been told. This is one of those stories.

I am Hurgh vaj'batlh and I am dying. I leave this recording so that following generations may know of our sacrifice and learn from the mistakes of their forebears. To start the story I can only tell you of my origin. It was almost 80 years ago. I was a midshipman on the IKV Hov'batlh, and we were patrolling near the Bajoran Wormhole as part of the treaty with the Federation, the war with the dominion was over and the stragglers were being rounded up and the repairs were being made to the worst hit areas. I had just retired to my shared quarters and put my head down for a refreshing 4 hours sleep when, a bright light and the sensation of transporting pulled me away from my rest.

The cave smelt of Targfat candles and the unmistakable musk of the Klingon Warrior, "you have been summoned across time and space to become a member of an elite force charged with the protection of the Empire"

The warrior was sitting on a throne carved from the very living rock, with his face obscured by his deeply cowled robe. The Bat'leth sitting on the side of the throne was the Sword of Kahless, and as I started at its appearance the warrior stood and threw back his hood,

"I am Kahless and you will be the first! You will train your body and become as a Dahar master, you will train your mind and become without peer in the mental sciences, here are your weapons and your armor"

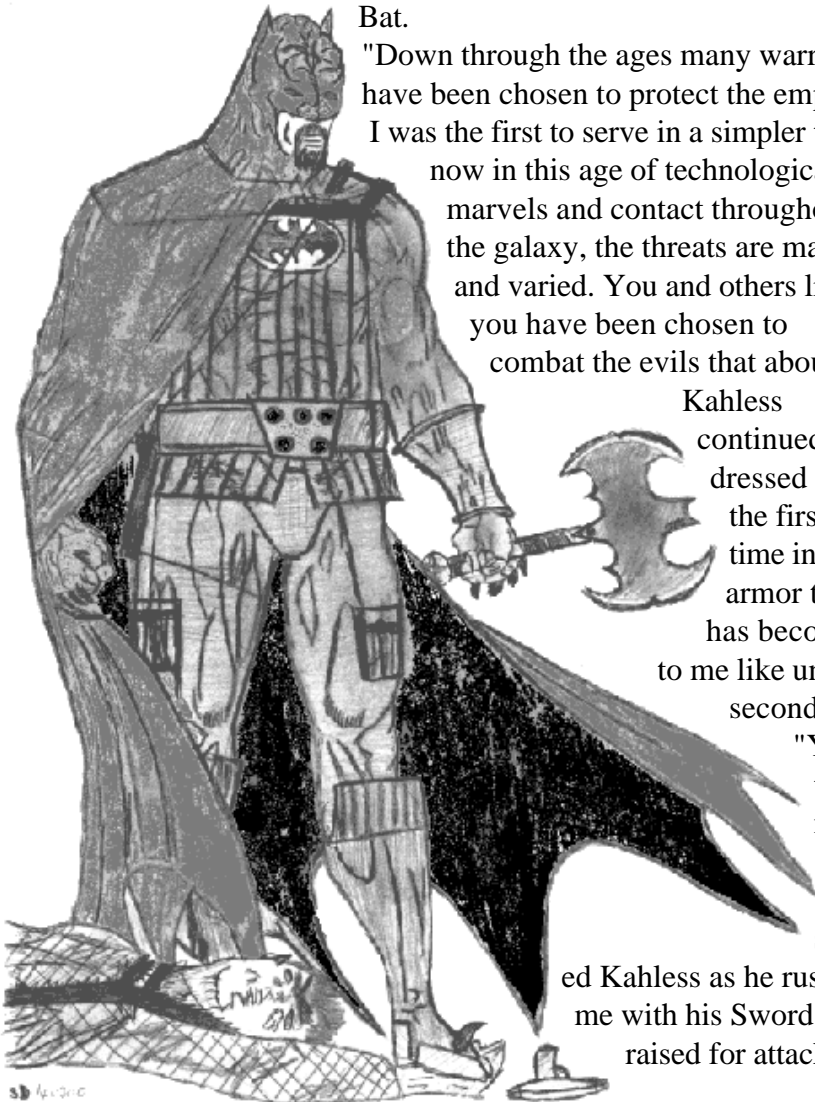
Kahless pointed over my shoulder and I turned to see a stand with cloak, tunic and boots as well as a Bat'leth and several other weapons. Each of them bore the Draclon Clan symbol of a puv'ram, somewhat similar to the terran Bat.

"Down through the ages many warriors have been chosen to protect the empire. I was the first to serve in a simpler time, now in this age of technological marvels and contact throughout the galaxy, the threats are many and varied. You and others like you have been chosen to combat the evils that abound."

Kahless continued as I dressed for the first time in armor that has become to me like unto a second skin.

"Your training begins!" shouted

Kahless as he rushed me with his Sword raised for attack.



Many months and many injuries later, I was trained in the fighting arts,. When I wasn't fighting, I was studying ancient texts and computerized records alike. My mind and body were expanding, nearing the peak of perfection.

During the time other warriors joined me and began their training, some of them were granted amazing powers, flight, invulnerability, and strange weapons that could create solid images out of willpower. Some of them were trained like myself in the fighting arts and mental disciplines, some were changed on a molecular level to be able to breathe underwater and converse with aquatic lifeforms, or be able to create ice out of thin air. This was a very exciting time for us all as we learned to function as a team. When after almost 5 solar cycles we were proclaimed ready, our first mission awaited us.

We were warriors out of time during the Hurq occupation, Kahless sent us back in order to rout the foul invaders. Our mission was at first one of secrecy, finding out the weaknesses of the enemy and exploiting them. Many battles followed with our presence becoming known to our Klingon Brothers and sisters and like a virulent disease and with the renewed vigour of the Klingon race we wiped the presence of the Hurq from the face of the homeworld.

Among our numbers we count;

| | |
|------------------------------|---------------------------|
| bIQ loD (Aquaman). | Hurgh vaj'batlh (Batman). |
| be'SIv (Wonder Woman) | Ch'taH (Cheetah) |
| SuD qul Sech (Green Lantern) | be'wamwI (Huntress) |
| be'chuch (Ice maiden) | K'ten (Kitten) |
| L'bO (LOBO) | ram'tel (Nightwing) |
| baS (Steel) | moch'vaj' (Superman) |
| be'Hom moch (Superwoman). | SuvwI' (Warrior). |

Cmdr. Kr'gahN maw'checH chan

CO - Sundragon Fleet

<remo@hypermax.ne.au>

COLD TERROR FLEET

by Bill Hedrick <billh@mail.softwares.com>

It's been a quiet week in Lake Woebegon...
opps! sorry!

This quarter in the Cold Terror Fleet has been VERY eventful! We just concluded a successful Convention at MarsCon, where the Klingons were the hit. And before I get into that I must correct an omission I made there. We promoted several people but I forgot to announce the commissioning of the IKV ghatlhwi'. DuroQ and Jo'chin (hope I spelled the names correctly!) have been tireless in their support of the empire and KAG and have put together a band of enthusiastic Klingons at the Shore of Lake Superior! Qapla' the warriors!

As for MarsCon, I must say I had many sleepless nights wondering if it would come off. I had originally hoped for 100 Klingons and while we didn't reach that number, those who did come had fun and were fun. The convention was thrilled by the efforts of Jack and Jett, Bumba, Twisty and Kerla, DuroQ and Jochin, not to mention the host ship, the RakeHell. of the 40-50 programming items, the Klingons had a hand in 16 of them! At least a third of the masquerade entries were from the Klingon hoard. Also the RakeHell had large very appreciative audiences at their performances. Twisty and I had much fun examining the Klingon psyche at panels and there was much very useful info shared in the instructional panels. The parties were superb and the GOH, Mark Allen Shepherd (Morn) has a new appreciation of Klingons and Klingon hospitality! It is our plan to make MarsCon a yearly Klingon, KAG, CTF event!

Now to business, I have had the honor to promote many people in the past, but few were so overdue as promoting K'hrtas (and her alter-ego K'ditzy) to Captain. This occurred at the CTF Assembly at Marscon to the acclaim of many, "It's about @%!^% time!"

Also I have the honor of asking K'ray (Judi Haynes) to become my Fleet XO. In addition to whatever she comes up with, her duties will include ambassadorial contacts for KAG with the many other Klingon groups that exist in Ohio, CTF area, and in general. When I took the job of CTF CO, I said I wanted to reach out to other clubs, hopefully Judi can encourage other organizations to find a way to play with us (at least!) This has opened up a position, that of Cold Steel Quadrant Commander. Judi left big shoes to fill, so I found the biggest person I could to fill them! Seriously, Tor'Ka (Steve Preston) will do a fabulous job here! As soon as he gets done running the Jail and Bail at GenCon this August!

What can I say about Stacie Cupples? She has done a wonderful job of managing Gateway Squadron and the Cold Blood Quadrant through the strifes of the last few years. But after a long phone call with her, she felt that she needed to focus her efforts on making the local Klingons the best they could be, so she is stepping down from the Command of Cold Blood in favor of one of the rising stars of KAG, Chico Santiago Lt. Col. Khatal sutai-H'aaWK.

I am very happy to say the four QCO's that are in place:

K'arla sutai-Roshka <ikvmelota@hotmail.com>

Mordok sutai-Riveek <geohard@aol.com>

Khatal sutai-H'aaWK <khatal@megsinet.net>

Tor'Ka sutai-Triquetra <quadcomkag@hotmail.com>

....are all enthusiastic self-starters that will help the ships in their quads as much as the ships would like! PLEASE get in contact with them to let them know that you are there! At the least they can direct new members to you!

Qob sutai-Hurric
Cold Terror Fleet



FROM THE COLD BLOOD QUADRANT

by Chico Santiago <khatal@megsinet.net>

To my fellow KAG members,

As of May 13, 2000, I have been given the glorious honor of assisting the KAG members of the Cold Blood Quadrant of KAG's Cold Terror Fleet as its commander.

What this means to me is that I have been given an opportunity to serve one of the best clubs in the world in a larger capacity. What that means to the members of the Cold Blood Quadrant is they have my word that I will do my duty to assist all members, above and beyond the role that has been granted me.

Please consider me your friend. It will be my honor and privilege to help in all I can. I will speak on your behalf and stand watch for the honor of the Quadrant! All I ask is that you stay in communications with me. I promise to do the same!

To those in this quadrant, or for those of you who know members in this quadrant, please email me. I need to know all members' names, emails, contact addresses and ranks. I would like to get in communication with all Ship and Marine CO's as soon as possible.

We are the heart and center of the Cold Terror Fleet! Listen closely and hear the beating of our Klingon hearts!

Lt. Col. Khatal sutai-H'aaWK,
Cold Blood Quadrant Commander
Cold Terror Fleet; Klingon Assault Group

IMPERIAL XENO LEGION

by Tina Burns <yotlhih@fuse.net>

The IXL was originally created as a military corps consisting of alien volunteers in the pay of the Klingon Empire. These mercenaries presently serve the Klingon Assault Group. Upon an alien's enlistment, the recruit takes an oath to serve not the Klingon Empire, but the Legion. An alien-born Legionnaire becomes eligible for Klingon citizenship after serving one enlistment of three years with Honor. After the three years, the alien becomes an honorary Klingon citizen.

Perceived as being criminals, forlorn lovers, and unhappy noblemen serving under assumed names, the Legion is actually a highly disciplined professional group of warriors. Because the Legion keeps secret a volunteer's past, it has had more than its share of the above-mentioned types, but the warrior who wears the traditional tlhegh qij (black rope) is more likely to be an alien professional soldier who prefers fighting with the Legion to garrison duty with regular military forces.

The IXL was founded by Admiral Klag zantai-Kurkura of the Klingon Assault Group in 1996. The Legion aids in the controlling of Klingon colonial possessions. The Legion can have various stations or departments on a Klingon ship throughout the Klingon Empire and the galaxy. However, the Legionnaires are prohibited from being stationed on the Homeworld, Qo-noS, during peacetime.

L. Lt. Col. Liesl Dax
CO - Imperial Xeno Legion

E-CORPS

To make a Klingon Mark on the World Wide Web.
by Daniel Davidson <danield@kahless-ro.org>

There are lots of changes in the works for KAG's E-corps. E-corps has been graduated from a department under the Cyber Space Patrol, back to a Division in its own right. This is thanks to the hard work of John Tackett (K'Mel). Unfortunately for E-corps, K'Mel has stepped down as Division head of E-corps due to real life obligations on his time.

As a result, I will be taking over as Division head for E-corps. What I am asking to start with, is that the various E-corps officers out there please send me E-mail <danield@kahless-ro.org> and let me know who you are, where you are, what resources you have, and what resources you need. We need to start by getting E-corps talking again before we can move on to building a bigger and better KAG network. From there, I hope to find out which ships/divisions/etc. already have websites, which ones need websites, and who all is available to assist in creating, and updating them.

It has been said that a true leader leads by example. Before asking others to contribute time and energy to creating a web presence, I suppose it is only fair to let them know what I have been working on.

Currently, I maintain the websites for the IKV Kahless Ro', Kristak Quadrant, Ring of Fire Fleet. I also maintain a FreeBSD system that acts as the web server for the above pages, and acts as the list server that handles the Kagcounsel and Ecorp mailing lists.

As if that isn't enough to keep me off the streets, I have set up an additional server to serve web pages for KAG ships and divisions, and provide other network resources to all of KAG. As a part of that, I have obtained the kagusa.net and kagusa.org domains. At

present, I am offering the following to KAG ships and divisions at no charge:

- Web Hosting - kagusa.net can provide you with space to put up a KAG or Klingon related web site at no charge. This is limited to space available on the server. (Currently about 15 gigabytes free on each of my two servers so that shouldn't be a problem for a while)
- DNS pointing - If you have a host that you want to have DNS pointing for kagusa.net can do the pointing for you, or kagusa.net can act as a secondary DNS server for your domain. If you want to have a name in the kagusa.org domain (i.e. kahless-ro.kagusa.org), then there is no cost. Please contact me for more details.
- E-mail Forwarding - E-mail Aliases can be created for klingonname@kagusa.org that will forward to your regular e-mail account. (These are first come first served) For Details please see <<http://www.kagusa.net>>.

It is my intent to put web building resources on the www.kagusa.net website to help would-be web masters get started. For this I am asking for the assistance of other Klingon webmasters. I request that if you have any freely available Klingon and KAG related graphics that you are willing to share, please let me know so we can get them up for all to enjoy.

I challenge those that are web savvy to volunteer and assist others in building web pages for the Ships and Divisions in KAG that do not have them. It is my hope that this in some way assists in getting ALL of the ships and divisions in KAG on the World Wide Wet

Daniel Davidson

AKA

Cmdr. seq'dogh sutai to'meD - Qelt

CO: IKV Kahless Ro', Las Vegas, NV

<http://www.kahless-ro.org> or <http://kahless-ro.kagusa.org>

QUARTERMASTERS

by Jett Borkowski <kagqm@juno.com>

Greetings to all. I am K'Jett Qorvazh, and I have taken the post of head Quartermaster of KAG. I have recently acquired copies of the many and varied files of the Quartermaster Department, and have begun the long process of getting them organized so that they will be easier to access for everyone.

My sincerest thanks to K'Ray (Judi Haynes) for the loan of her copies, to Khadra (Candji Buchor) for maintaining those files, and also to ArchChancellor Klag (Mike Orock) of The Empire for his gifts and gracious help thus far!

I have also set up a new email address specifically for any costuming, mask making, etc., questions you may have. Feel free to email me at: <KAGQM@juno.com> and please allow some time for an answer, as I only check the account once every two weeks at this time.

If you have a more pressing question, you may call me at (859) 491-2930 from 10am-9pm EST. I have a voice mail account for when I am not available. Snail mail may be sent to 1332 Scott Blvd., Covington, KY 41011-3457.

For those of you who make pins, masks, costumes, etc., I WANT YOUR NAME!! I keep a list of craftspersons that I hand out, and if you want people to know about your work, please get in touch with me, tell me what you do and how people can reach you, and I'll gladly add your name to the list. If you have a catalog or website, so much the better!

That's how things stand at this time. As I said, if you have questions, I'll be happy to try to help!

K'Jett <KAGQM@juno.com>

Galacticon 2001 - KAG Spring Break

The Gowron Gambit

Some of Galacticon's Con Committee members were present at Dragon Con to pre-reg and to talk with Robert O'Reilly. Our pre-reg list continues to grow and promise another great convention!

The Special Fund to bring Gowron to Galacticon is up to \$750!! It was determined from talks with Mr. O'Reilly that another \$3250 is needed in order to meet his fee.

Donations (actual funds, not a pledge or promise) to this fund may be made out to and sent on or before September 1st, 2000, to:
John Tackett
1905 Broad Ave
East Point, GA 30344

A running total will be kept on the Galacticon web site: www.thewebfool.com/galacticon/ in order to chart the progress of the fund raising. To the ship that makes the biggest donation to the fund will go the honor of being Gowron's dinner companions at a special private Birthday Feast (see website for details).

The 'Gowron-Gambit' fund is separate from the main Galacticon fund. If the fund falls short of the total needed to bring Mr. O'Reilly to Galacticon in 2001, all donations will be returned to those who sent them.

!!INTERGALACTIC WAR!!!

KLINGON WARRIORS vs KNIGHTS OF THE ROUND TABLE

Galacticon 2001 will donate one dollar to the Make-A-Wish Foundation for every Klingon... and likewise for every SCA member... who attends the con this year. Which group will be responsible for the most donations? **HELP MAKE A DIFFERENCE IN THE LIFE OF A SICK CHILD. YOUR ATTENDANCE COUNTS.... AND EVERYBODY WINS!!**

ON BEING XENO

by Joel 'Twisty' Nye <me@twisty.org>

It's hard for me to imagine life without the Xeno Legion. That says a lot, 'cause I've got quite an imagination. But the thought of something missing, as natural as the exploration of life's complexity and diversity, is like imagining a life without oxygen to me.

We live in an Attention Economy. Web sites clamor for "capturing eyeballs." Telemarketers want a piece of your dinnertime. Commercials, TV Series, Radio Shows and Movies are all vying for the top ratings with their audience. There is no commodity on earth more valuable than human attention. Love really does make the world go around: What better way to assure success than to lavish human concern and attention on a task?

All the competitiveness over your attention results in a type of niche warfare... People begin to specialize in what you find entertaining or interesting. Everyone prioritizes their values in a unique or individual way. Thus, there are scads and scads of distinguished topics that interest us all.

Star Trek did a lot of things right. Gene Roddenberry communicated his vision of a brighter future... and those shared values spoke to us. Appreciation of diversity, equality and freedom... Triumph over disease and poverty... His show drew a huge following based on "the right thing."

Funny thing about Trek is that each species created for the series has its own unique property: its own part of the human equation it explores. The anger of Klingons, the greed of Ferengi, the dispassionate objectivity of Vulcans... we could talk for days about these races. (In fact, we do!) While the humans are depicted as the "Ken and Barbie mold" of what we wish to attain, we still need all the others just to remind us who we are.

The Imperial Xeno Legion (IXL) is at the heart of all of this. Finally we find an accepting social organization that can express its dreams and hopes through the many diverse roles of human behavior. The CHEMISTRY that stems from such a bio diversity is a delightfully rich mix: Drama, humor, a game of fantasy, and an objective study of life through the surreal eyes of an alien.

We've got quite a prize of a club. There's a lot it offers us, and a lot in turn we can offer others. Here we see a chance to remind ourselves and those around us about the victorious warrior that lives in us all. Here we can demonstrate the value of bio diversity, as seen in the talents, the passions, the insights and the personalities that comprise our ship. What a party!

Long live the Klingon Empire,
long live the Xeno Legion!



- KwISt / G'Wist / Vwhoosh / whoever
XO of the X.L.V. Midnight Warrior
"Who Do You Want To Be Today?"

Greetings Fellow Warriors

As of May 10, 2000, I have been honored with the new position of CTF Executive Officer. I will do my best to help in every way I can. Feel free to contact me if I may be of service.

My Blood is My Honor!!!

Captain K'Ray sutai-Dyazelya, CTF XO
Judi Haynes <kray@neo.rr.com>

==GALACTIC DEBRIEFING==

by Carol Bockelman <kerlal@juno.com>

Galacticon was a blast! There were lots of stunningly outfitted Klingons, free beer, and the con suite just kept cranking out the yummys. Adm. K'Shin (Sue Frank) was a guest panelist and all-around inspiring presence. Her helping hand was everywhere. 'Shin is truly a great and gracious Lady.

At the KAG General Assembly, chaired by the Epetai, many promotions were conferred on the club's various movers and shakers, including the promotion of that Twist-tie guy. Qapla' to Admiral KwISt zantai-XuDetlh!

Marine Commandant Qor'Toq (Bill Ramsey) received a well deserved promo to full Col. Kai, Qor'Toq! Leisel Dax (Tina Burns) of the ILV Midnight Warrior, was appointed the new Head of the Imperial Xeno Legion. Congrat's Leisel, I know you and that worm will do a fine job!

The Demon Fleet ship Dragons' Heart did our thing and set the stage for parties in the Jacuzzi Suite throughout the weekend, complete with massage table, conversational pit, dramatic banners and blacklights, and the red lighting that so flatters the Klingon visage.

Opening the door of the party room meant being enveloped in a heavenly cloud of chocolate scent. Bel-Tar (Brenda Cash) of the Demon Fleet ship Be'Joy served up an astounding cargo of chocolate of all kinds. Chocolate coffee perked in the pot, chocolate-scented candles winked from every corner, chocolate cake, cookies, cheesecakes, chocolates of every conceivable form and variety were heaped upon golden trays within easy reach everywhere. (I won't be able to LOOK at another piece of chocolate for a month!) Bel-Tar, you went above and beyond the call of duty! Very well done!!

Demon Fleeter KC Charland sponsored the Bloodwine Tasting, complete with an assortment of cheeses and veggies to clear the palate between samplings. The award went to MobGhar (Chris Hoffbauer) of the Demon Justice for his lethal brew in a gas-can. Meanwhile the frozen bloodwine drinks kept coming, cranked out by KC's magical bloodwine machine. KC herself caught all eyes in a short and stunning black-patent- leather strappy number.

The Xeno-Legion ship Midnight Warrior sponsored the Jail&Bail. Taysir (Jeremy Burns), the CO of the 'Warrior, took no guff from resistant prisoners. Kjo-Kjo (JoJo Moore) of the IKV Fek'lhr's Fury took the 'passive resistance' approach, but was hauled off anyway by four guards, one on each limb...shedding studs, chains, rivets and trinkets all the way. Much revenge was engaged in to the delight of all present, and the benefit of the Make-A-Wish Foundation.

The Demon Fleet ship Demon Justice sponsored the Saturday Night Slave Auction, emceed by CO Tor'ka (Steve Preston). This also raised money for Make-A-Wish. The bidding was often fierce. Top dollar was brought in by the dynamic duo of demonesses, Qensha (Brook Ramsey) and K'Jett (Jett Borkowski), both dressed in black leather and full of saucy attitude.

JubChal (Garland Young) of the Demon Fleet ship Dragon's Wrath sponsored the adults-only wet T-Shirt contest in the jacuzzi-suite, which was won by Leisel Dax (Tina Burns) of the xeno-ship Midnight Warrior. All of the contestants were 'outstanding' thanks to the strategic application of ice-water by Thought Admiral Kuuriis. It was c-c-c-cold but strangely exciting!!! Thank goodness there was a nice hot jacuzzi to stand in while this was happening! Best line overheard in the dressing-room prior to the show: "I'm not fat, I'm just fluffy!"

A riotous good time was had by all. I can hardly wait to go back next year!! Galacticon 2001 is on the Days of Honor weekend, March 23-25. For info contact Clara Miller <galacticon@vei.net>

*Kerla of the Dragons' Heart,
KAG's Demon Fleet*

DEMON KNIGHTS

by Marvin Dotson <rat_pac_88@yahoo.com>

The Demon Knights became the first KAG Imperial Marine role-playing group that was set up to promote having fun and team work amongst the Marines through e-mail. Soon after approval from the Marine Commandant (Col. Qor'toq DevnoH), Lt Col. Khatal sutai-H'aaWK (Chico Santiago) began recruiting for the Demon Knights.

Khatal knew there were Imperial Marines out there without ships to serve on, regardless of what Fleet they were in, and this would be one way for them to be active in KAG. So the Demon Knights was officially founded on 09/23/99 after it was approved by Marine Commandant Qor'Toq. The first public announcement was made in the Mindscanner, the KAG Marine list, and the KAG Counsel list in November of 1999.

The Demon Knights is structured so that it is possible for participants to be members of local KAG ships and also be members of the Knights. The Knights do not assume the role or duty of any ship member's local ship CO. However, there are members without a ship in their area whose only participation in KAG is through our unit. As commanding officer of this group, Khatal assumed the "CO" role for these persons so that they may obtain rank promotions and awards as any other KAG member. At no time will the Knights conflict with any KAG ship's interest or command structure.

We are KAG members observing the "Have Fun" rule! Like the aviator commandos of SPACE: Above and Beyond ("Wildcards" Squadron), the Demon Knights are ground and space fighting warriors! Be it ground assault, attack missions, or close-combat support, the Demon Knights kick ass just as well as any other infantry, armor or artillery unit of the IMSF! One can read a little more about the Knights at:

<http://www.geocities.com/Area51/Vault/2594/page5.html> (the page needs to be updated). To join up, one must be already be a

member of KAG and an Imperial Marine first. We also have a third squadron that is forming soon for KAG members under the age of eighteen. This will become operational sometime in July. If you have any Questions feel free to e-mail me @ rat_pac_88@yahoo.com or marvind@birch.net

THE DEMON KNIGHTS ARE LOOKING FOR A FEW GOOD PILOTS!

Do you have what it takes to be a DEMON KNIGHT if so go to <http://www.egroups.com/group/KAGDemonKnights> and sign up today!

The Demon Knights Senior Command Team consist of the Following Officers:

Lt Col. Khatal sutai-H'aaWK Demon Knights Fighter Wing Commanding Officer

Lt.Col. Baalaq 1st Squadron Commander of the Demon Knights (DK-101).

1st Lt MarQIS tai qul Executive Officer of 1st Squadron (DK-102). Lt. Taa' Leth vestai barD' 1st Squadron Liaison and Intelligence Officer (DK-103)

Lt. ChargwH' is 2nd Squadron Commander (DK-201).

-----1st Lt. Marqis tai qul-----

Security Chief of THE 'FIRESTORM'

KAG CTF CBQ IMF DK DF

DEMON KNIGHTS

Red Flight Leader

DK 104

http://www.geocities.com/rat_pac_88/MarqisHomePage.html

FOR THE IMPERIAL MARINE FORCES

by Mark Wallace <Lmrwalla@bellsouth.net>

Greetings to all fellow Klingons. As you know I am the new Quadrant Fencer for Dark Phoenix Quadrant and I want everyone to know that I am here to help each and everyone of you. To strengthen the Marines in this quadrant, I need your loyal support.

We need people to communicate with us, I need people to talk to me and tell me what is going on. Remember, cutting off the lines of communication is a strategically dumb move. We want to be victorious in our efforts to help everyone.

Major Brutar-Sutai DevnoH

Quadrant Fencer

Dark Moon Fleet

Dark Phoenix Quadrant

THE WEDDING

by Joana Mortimer <fury@primus.com.au>

Well, it's all over and done with now! Sundragon FLEET commander Krg'ahN and his lovely Bride Keh'lahr did the deed in lavish style on Saturday Afternoon! ... to the hearty cries of Qapla! Qapla! Qapla!

Krud, the best man, did his best to make the poor groom as nervous as possible ... just doing his job ... he even swapped the wedding ring for a skull ring, sending the groom into a slight heart attack when he reached over to Krud for the rings!! hahahah!! ... (don't worry, he had the real one with him as well!)

The bride was stunning!, only photos will do justice to the dress! and the cake had figures of Lursa and Worf on the top! The Wedding pics are online! thanks to B'Elos!

http://www.geocities.com/scott_amy_wed/index.html

-B'leth of House Pallara

RAIDERS

<FranzKK@nnsy.navy.mil>

Chapter the Third: in which rogue dispenses with the sugar coating....

Troopers, there's no nice way to put this: some of your uniforms smell bad! Think about it-- you proudly, oh, so stoically, sweat your brains out in them all summer long, you run around in them at those crazy conventions where adrenaline, alcohol, bad food, lack of sleep, room stacking, and Kahless knows WHAT else create a toxic cocktail oozing out of you and into your uniform. And the majority of uniforms out there are impossible to wash!

WHAT YOU CAN DO ABOUT IT:

--Pay extra attention to personal hygiene at conventions, where things can get funky pretty fast. Use deodorant!

--Wear a washable layer of cotton clothing under your uniform: t-shirts, bike shorts. People who are prone to perspiration may want to think about dress shields. These are like little sponges you pin into the underarm area.

--Sun wash your uniform! This is an old circus trick: pick a bright sunny day, turn your uniform inside out and let it hang outside in the sun all day. The UV radiation will kill bacteria. IT WORKS.

--Disinfectant spray products such as f'breez, but you might want to make sure you don't have a skin reaction to the product. I would consider this a last resort, as some of those products have their own (unique) odor.

And now, on to something more pleasant:

A big Raider tip-o-th'ridge to Amar sutai-Koloth (Kevin Parker) for organizing TEAM KAG in the robot battle competition at Dragon*con in Atlanta over the July 4th weekend. Know that his noble robot, the Jadzia's Revenge, though but a mere ten pounder, did hold its own throughout the entire first round of the Battle Royal with the 25 and 50 pound class robots, it's silly string tangler fending off baskets of women's lingerie and spinning barb-wire rollers of certain death, until the blue behemoth known as "the Hatchet" did smash the Jadzia's circuit board, at which point the assembled klin did howl for the brave little robot. Kai, Amar, for holding the name of KAG high in this unusual (and famous) competition!

HISTORY OF HOUSE PALLARA

by Steve Mortimer <sundragon@primus.net.au>

PART 1 - The Ancient Story

It was after the 'Iw poH/time of blood' 7300-3300 B.C (before the founding of Empire). The warlords of the Valley of sSar were defeated and Korth/Qorz, and had just founded the first kingdom of the Qorzian. It was after the birth of what can be called the Klingon people, and after we had 'broken' the cradle of that birth. (The fall of the Valley of sSar is often referred to as the broken cradle of Klingon society). And it was before the Empire and Kahless.

A people started forming away from the Qorz during the late second or third Kingdom of Qorzain (2750 B.E). This was after the 'last slaughter' of the 'Suv'acan', the last remaining band of marauders that were the third, First King(dom)'s 'pestilence'. They called themselves the 'Qayluur', and became the cancer that would destroy the First King Twelfth.

As a small band they started, literally darting from shadow to shadow under the growing tyranny of Qorzian. It is said that many a warrior faced steel with steel and that these were the first days that the honor to die in battle had true meaning. As many a warrior gave his life so that the cause could live, it is said these were the ones that stayed.

The 'Qayluur' finally swore vengeance against the Qorz line. They broke free from the Kingdom of Qorzain on the death of the First King Fifth, whose name is not recorded, as he let the coming of the end (the Qayluur) escape.

Interestingly the fifth King's name was not removed until the eleventh kingdom of Qorz, it seems the final king's 'father' saw where the beginning of the end had started.

The Qayluur quickly spread into the high mountains to the south and northeast of Korth's (First King) 'foremost' town, now a country by today's standards. What could be called "Korthtown" was the only existence known at the time to the original people of the sSar Valley, and therefore the Qayluur found it difficult to

survive. Those ancestors who can trace their lineage back to "Korthtown" say that nothing more became of the warriors of the mountains but their legend. A legend that was kept alive by the warriors they left behind.

Under Kan, the First King Sixth, who succeeded to power in around 2000 B.E, a basic political system was developing. Whilst there was never any formal opposition to the King, the resistance to the regime of the Qorzian had a voice. Called the "par" or the dislike (disliked of the King).

They, through dissent and small 'gangland' wars, formed a resistance to the throne. Using the hearsay of the Qayluur, they became the 'Thorn in the side' of the King, continually reminding all of the growing oppression that was engulfing all of the foremost town.

Eventually when they could no longer hide their numbers, the 'Par' proclaimed themselves Clan Pallara, under the strength of the name of 'Qayluur'. Having numbers reporting to be one third of the 'city' of Korthtown, (it is from this time onward that it ceased to be thought of as Korthtown by the inhabitants) they eventually brought about the destruction of the Sixth Kingship through the violence and destruction of conflict.

House Pallara was formed then, around 2060 to 2000 B.E from within the Qorzian, before the rule of K'leek, First King Seventh, of the Kingdom of Qorz.

A cold but violent struggle continued under the yoke of the Seventh Kingdom. It succeeded despite a long and bloody urban battle with the Pallaran resistance to the traditional lineage of Korth/Qorz.

House Pallara had never intended to rule, however they continued to be the torment to K'leek's and the Seventh King's rule, continuing the legend of the 'Qayluur'. All the time allowing their brothers to gather in numbers over 700 years of the mystery that was outside the line of Qorz.

After three Kingdoms of anarchy and violent directed oppression, House Pallara numbered little more than 100 Warriors. The centuries of 'cold war' fighting had taken its toll on both sides and had left 'foremost town' a shadow of the grand 'linehold' that

Korth/Qorz had established.

In the Early hours of one morning, that is not even recorded, after a month's active siege of the Pallara stronghold, the King ordered the Army of The Seventh Kingship to obliterate the line of Pallara. Weak and malnourished the proud few of the Pallara Clan crumbled under the might of the King's soldiers.

It is a night remembered by all that can tell, for above the advance of the King's soldiers was heard the chanting of the Pallara line "It is better to die on your feet, than live on your knees!"

One lone child survived the massacre of the Seventh King (this King's name will never be spoken by the Pallara Clan). This survivor would prove instrumental in the downfall of the Twelfth King.

History reports that in the year 1490 B.C Karrath, the First King Eighth, began to conquer the world. His 'explorers' found the Empire of Klinzhai with its ruler Kol, "lord of Klinzhai and the skies above it". Kol honored them with a feast and presented gifts to the King Karrath, to be returned by Karrath's 'explorers'. He promptly followed these soldiers and started the glorious 600-year war of unification.

Clan Pallara believe that the survivor of the Massacre of the seventh King was among the 'explorers' that met with Kol. It was this man that secretly informed Kol of the weakened state of The Kingship of Qorzian. And that seeing this also, the Qayluur returned over this next century in great numbers to join with Kol in the 600 year war. This war ended with the defeat by Kahless the unforgettable; of the First King Twelfth Kingdom, of the line Kursa/Qorz. Molor.

Krud Epetai of House Pallara

THE INVASION OF MARS

by Carol Bockelman <kerla1@juno.com>

The Klingons really rocked at MarsCon in Minnesota in May. This was a really good time...drum jams, belly dancers, room-party row, a great con-suite, lots of interesting panels and a hot-tub the size of some swimming pools in a luxurious and beautiful hotel.

The lovely belly dancers not only performed on stage, but also got caught up in the hypnotizing rhythm of the drums and danced the night away in the drum circle. They also hosted a panel lesson on belly dancing, which was well attended by interested parties of both sexes. Notable attendees were Thought Admiral Kuuriis, Captain Qob, and Admiral Kwist who took instruction in how to shake it. I hope somebody took pictures!

The RakeHell put on numerous great live dramas and held a showing of their latest Battleship Vengeance video.

"Room-party row" was active with parties Friday and Saturday nights in the cabana area near the pool. The RakeHell won first place on Friday for their party which was themed as revolutionary headquarters, personified by Qe'Pa (Laura Thurston, CO of the RakeHell) whose alter-ego is Qe'Pasa the Revolutionary, complete with cammos, beret, and crossed bandoleros, leading the chant of "Free Mars!!".

The Demon Fleet won a prize for their Saturday night room party...a darkly red-lit pirates' lair where the rum and mescal flowed in abundance. Uncle Satan himself attended the bar, along with the lovely and charming demoness K'Jett. Media Guest Mark Allan Shepard (Morn) seemed especially to enjoy the protocol of licking salt, tossing back shots of mescal and chomping into a lime slice.

-Kerla

KAG's Demon Fleet

Kamp Praxis 2000: The Wrath of Krud Or (Par'maq in the Paddock)

by Katrina Paez <devnoh@yahoo.com>

The most ambitious away mission for the Sundragon Fleet started at 3:30am Good Friday, 21st April 2000. Given that this was a 5 day long weekend, we thought that we would beat the traffic and hit the road early. McDonalds at Movie World was the target for the first invasion. Flying along the hyperspace highway (M1) we soon discovered that they had closed our exit and we would have to take the round about route. Finally, we all arrived and after partaking of the ractajino, we surveyed the map and hit the road in a convoy of cars, vans, trailers and a mobile fridge. Oh, and Kim's day old sports car!

We managed to stay together and arrived at the Moo Moo cafe... only to find that it was closed. After a quick nappy change (we have babies.. real ones!) we swapped passengers, next stop Kamp Praxis.

The Kamp was actually a dairy farm, owned by one of our members, do'wanI (Pete Sigley). An area along the creek bank, 400 m from the house, had been mowed for us, the best shower in the world (yes hot and cold running water!) had been built, 2 porta-loos we parked, we were ready to Kamp!

Tent City was up in no time, with everyone pitching in to help put up the] more complicated and larger tents. Then came the kitchen and Big Top. A series of tarps went up to give us shade and shelter.

Dehgems had kindly offered the use of his marquee ("The Swamp") as our Kitchen. So up it went, tables for food prep washing up, oh yes and 7 boxes of food and cooking gear to keep the 25 Klingons fed for the next 5 days.

Then started the non-stop eating fest. Lunch soon gave way to

dinner, as we relaxed in idyllic surroundings, soaking up fresh country air and the occasional cow pattie.

Then came milking time! The excitement on the children's faces when they saw the cows and had a tour of the dairy. Ilya the little princess, was the most overjoyed, stomping around in the mud, stepping in cow pats, helping "Farmer Pete" put the suction cups on. Rain or shine, morning or night, Ilya never missed a milking the whole time we were there! She even beat Pete to the dairy one morning!

Then the female toilet starts leaking nonstop! If you know anything about portable toilets, too much water is a bad thing. So Krud drained the flush tank and set up a bowl and bucket solution. Pour a bowl of water in when done. Then the pump in the men's toilet

As the afternoon wore on, the KAG JAG was yet to arrive. Know to be perpetually late, we started taking bets on his ETA around 4:30pm. As the sun sunk behind the horizon with alarming speed, Up the long driveway rolls the orange Volvo. Just as dinner is ready!

Gas lamps, BBQ torches and candles are lit as we sit down to the first pigout. After dishes were done, we adjourn to the fire. At first sitting quietly, we start telling jokes, chatting, then from the darkness come "My name is Jack, I'm a nec...." Well, from there, we are regaled with songs and little ditties from the JAG, Krud and Morf.

The last to arrive at the Kamp was K'ragahN and Kehy'lar and I'doj. At 10pm headlights popped up in the horizon. We were all present, the fire was roaring, the stars blazing, the booze flowing.

Then a little voice pops out of the fire light. "I sing at a restaurant and am president of a theatre society in Longreach". I'doj has traveled furthest to be with us. So we encourage her to sing us a little song. The strength, the power, the beauty of her voice!

She should have joined Popstars! After her first song (Drivers Boy) we encourage her to sing another. This time it is We Are Australian. so when it came time for the chorus, we joined in..... softly.

After such an early start, we all headed off to be early (for us).

Well except for Morf who we suspect to be a vampire!!

Saturday dawned bright and sunny. Most of us actually saw the dawn!! Kamp brings out the early bird in some of us. After a breakfast fit to stuff a targ, wewell....didn't do much of anything for a while. A quick trip into town to replenish supplies was the most we could manage. So we all ducked into K-Mart. Kurghy and Morf were followed by security (yes they are that scary without Klingon make-up on). A funny thing happened on the way out of K-Mart! Nearly everyone picked up a 30 can box of mixed soft drinks. So not only did we stuff our faces with food, but we had 180 cans of drink as well. Thank Kahless for the (even faulty) portaloos.

The afternoon settled into a lull, and Kim, being bored offered to paint toenails. Only Morf volunteered, but somehow Qorgh was roped into it and still has a lovely shade of blue toe nails!!

Aside: It is at this point we will introduce you to Kim, Erin and Sarah. An old friend of B'leth's, Kim, had picked up a brand new sports car on the Wednesday before Kamp. Praxis was also her first camping trip EVER! When we first pulled up, she asked where she could plug in her hairdryer! She was wearing high heels! Her car was so low that we had to get out and walk for it to just make it over the country tracks. And on Saturday afternoon, our single Fleet Adjutant Qorgh caught her eye.

Dinner was full Klingon dress. A banquet of roasts and tubers was laid out. The official part of the weekend was about to begin. KAG Australia ands out awards and promotions twice a year, Christmas and Praxis. The ceremony was officiated by Fleet Commander K'rgahN. And the winner is...

Borgbits to Master Seargent

Hov to 2nd Lt

Hak Daval to Lt vestai

Klagg Pallara to Lt Cmdr

Seng to Lt Cmdr

B'Etor to Cmdr

Dun Qorgh to Cmdr

Phoenix Awards presented to Klagg and do'wanI

The Dragon Star was presented to the Sundragon Institute of Engineers. This was accepted by now Commander B'Etor, who was so surprised and honoured that she started crying!

After the official events were ended, we sat around the camp fire and started another rendition of " My name is Jack....."

Sunday morning dawned....overcast! As the mini warriors headed off to the dairy to help milk, the Easter Bunnies set up an egg hunt around the lagoon. Chocolate bunnies and all types of eggs were up for grabs and as the children headed back to camp, the Easter Bunny hopped away over the hill. You could just see his tail bouncing in the distance.

As Daq led the happy campers around the hunt, we prepared a breakfast of Hot Cross Buns. Every type imaginable... plain, sultana, mixed fruit and even choc-chip.

The only "planned" event of the week was to be a game of Killer: Circle of Death. Being the relaxed Klingons we are, no-one really wanted to run around for 2 days killing each other. So Kim came up with the idea of a one weapon Killer game. Each person was presented a poison felt pen. The object of the game was to mark your victim without them noticing. They had 10 mins to come up with the antidote (a colour). Kim, meeting us for the first time, thought the game would last for at least 24 hrs. Well, the first kill was about 15 mins later. The next 2 hours were mayhem! Morf was declared open season. Every member of the game, dead or alive was after him. In the end he was more pen than man.

The game finally came to an end when the remaining 2 warriors, B'Etor and Seng, decided in a first tag, first dead fight. With scenes reminiscent of West Side Story, a pen fight ensued. With the luck of the Irish, they hit each other at precisely the same moment and declared the game a draw. Lunch was served to a very colourful group of campers that day.

After lunch, despite the clouds, some warriors decided to head to the local waterfall for a swim. Taken the long way around by Kurgy (he wanted to show us where he used to live), we were beaten by do'wanI, who had left 10 mins after us! The falls were a beautiful sight. For the brave (or stupid) the only way to see the

falls was to jump off them. The smart ones stayed in the rock pools above while Kurgy, Daq and Dehgems took the plunge and jumped the 25m to the swimming hole below. As the sky darkened with storm clouds, we started the walk back to the cars.

At this stage, we got bored... really really bored!! Qorgh decided to have a shower. Our shower was 4 logs pounded into the ground, wrapped in a tarp about 5'6" tall, with a real shower head and shower basin. Due to everyone putting their towels on the side closest to camp, it had drooped a little. Someone, we think Amy, suggested that we take our chairs over and watch Qorgh shower. The rest of us decided this was a GREAT idea, and Shower Theatre was born. What colour's red Qorgh??

Daq entertained us with hair puppets and Ledei did Tarzan impressions. Many photo's were taken..... of us watching.

As we battened down the campsite in preparation of rain, a game of Lantern Stalk was organized by the gamer members. After dinner, in a rain soaked paddock, a glow stick and a torch was all that could be seen. Despite the onlookers "help" the game was declared a success!

The bonfire was lit and the campers sat around the fire to dry out. Steam could be seen from some members' clothes!

Then the heavens opened. Being determined (or just stubborn) umbrellas were opened. What else can you say! We were sitting around a camp fire in the pouring rain holding umbrellas over our heads! The fire didn't go out!

After a long day, we all headed off to bed early.

Only to get up early. B'Etor and LeDei had a leaky tent, the kids wanted to go to the dairy and the babies couldn't sleep. Kurghy, Keh, I'doj, Seng and Borgbits started packing up Monday morning in preparation for heading back to civilization.

After a leisurely breakfast of yet more bacon (I think we kept the pork industry going with that week's camping alone) we waved goodbye to the happy campers and settled back to watch the sky. Tents were made water resistant, wet clothes hung undercover to dry, some of the left over campers grumbling about the weather and should we go home.

Parmaq in the Paddock.

It was noticed that Kim and Qorgh were "accidentally" sitting next to each other. Being bored as we were, we were too lazy to walk the 600m round trip to the fridge, someone decided to drive out to the house freezer and get the left over icecream for lunch. We had ordered 22 lts of ice cream 11 of Chocolate Macadamia and 11 of Strawberries and Cream. So there was plenty left over. Krud spilt some chocolate on Kim's top, and somehow Qorgh and Kim started feeding each other icecream. Then rubbing hands on ankles...then the disappeared for a walk in the paddock.

While they were gone, we decided, this being the last full day, that a game of skirmish was in order. Water pistols were filled, camouflage paint applied, and we were off to the old koala reserve. On the driveway, we passed the smitten warriors, asked if they wanted to play skirmish, but, funnily, they declined and headed in the direction of camp.

Dehgems, Ledei, do'wani, Daq, Krud and Morf split into two teams and headed into the scrub to soak each other to the skin. The kids decided to have a wander through the reserve. Unfortunately, they came back one short. After much shouting and wandering, Sarah was discovered as a covert operative for the blue team.

We headed back to the farm, damp but happy, after pumping up a flat on B'leth's car and finding a hole in E'ninaj's muffler.

Kim decided to brave the shower. Being shy (nearly choked on that one) she slinked in with towel in hand. We grabbed our chairs and off we went. She took off her overshirt. She took off her jumper. she took off another jumper...how may layers of clothing did she have on????? After finishing her routine, we clapped and cheered as she started showering. As she was rinsing her hair, we quietly picked up our chairs and snuck back under the big top. The look on her face was priceless!!!

The BBQ had been moved under the edge of the big top to provide the cooks with a little shelter. So had the drip can. Luke, son of Krud, aged 1.5 decided he was a well oiled man, and dumped it over his head!! Poor little boy, didn't like the taste and couldn't understand what the fuss was all about!

Dinner was steaks the size of dinner plates, marinated, then it

was off to the bonfire with umbrellas in hand for more booze. We got slightly more than we bargained for when the fire started sending off sparks, lighting up Krud, B'leth and Morf's night.

Tuesday morning was cloudy and WET! After a quick breakfast, we started packing up. We were messy little warriors! 10 bags of rubbish, squished banana and 120 empty cans lay in a heap as the cars and trailer was packed, ready for us to head home.

Finally, around 1pm (it was hard to get Qorgh and Kim, now B'ElaQ, to help. You had to get them more than uumm.. well...apart first) we all lined up for a final photo around the tractor, did a final survey of the site and headed home.

As we all needed petrol, we pulled into the nearest service station, grabbed petrol, snacks and the key to the toilet. Flushing toilets!!

Despite cranky kids, a near accident between convoyers and heavy traffic, we all made it back safely. There was soooooo much frozen meat left over that a BBQ was arranged for a few days later to finish it all off. To show our gratitude to do'wanI, a few of us got together and made him a new uniform. He came up from Lismore for the barbie, and it was presented to him, along with a forehead.

We look forward to returning for many years to come.

=====

Commander B'Etor sutai-DevnoH
CO IKV Dragon's Honour
CO SunDragon Institute of Engineers
We won the SunDragon Award!!
SunDragon Fleet

Warrior Heart

by Kevin Mounce <ktully11@aol.com>

The Truth, the Just, the only way to have a Warrior heart.

The Strength, the Courage, is the first place to start.

To Train, to Fight, build the body to impart.

The Struggle, the Pain, growth in knowledge for the mark.

To Instruct, to Explore, spreads glory against the dark.

Tis to honor your heritage, your house has foremarked.

Warrior Heart, Woe Warrior Heart, beat strong and true for your part.

Ktully Trekkian

WARRIOR'S SONG (part 3)

by JuDmoS of the House MaHcha'
(Bob McFaddin) <acb@airmail.net>

Ko'var and Turg began to bolt for their stations almost before they had solidified from the transporter. They covered the short distance between the transporter room and the bridge in an instant. Entering the bridge, Ko'var reported for duty and simultaneously manned the Tactical console. A few rapid console diagnostics, then he began analyzing what his sensors were trying to tell him.

Turg, meanwhile, had assumed his post on Lord Va'ktcha's right. "Report!", he bellowed. Kamala at Science was first to respond. "The contact remains unidentifiable as yet, sir. Sensors are only able to determine its size, course and speed...unable to make any sort of sense of the composition."

"It maintains a direct intercept course. It will be within weapons range within 15 minutes, present speed. Charging weapons now.", Ko'var informed the Captain. "The contact is entering visual range." "On screen, maximum magnification!", Va'ktcha' snarled.

All were awe-struck as the contact appeared on the front viewscreen. It was easily twice the size of a standard orbital station. It was dark...almost a shadow. An enormous, malevolent shadow. Little if any light was reflected from its surface. It's boundaries were defined only by the starfield visible behind it.

"Helm, get me lateral separation. Attack vector 172 mark 4." QupqeH manipulated his console controls and replied, "172 mark 4, aye, HoD." The contact responded to their course change with one of its own. Move and counter-move, it continued, as both maneuvered for an advantage.

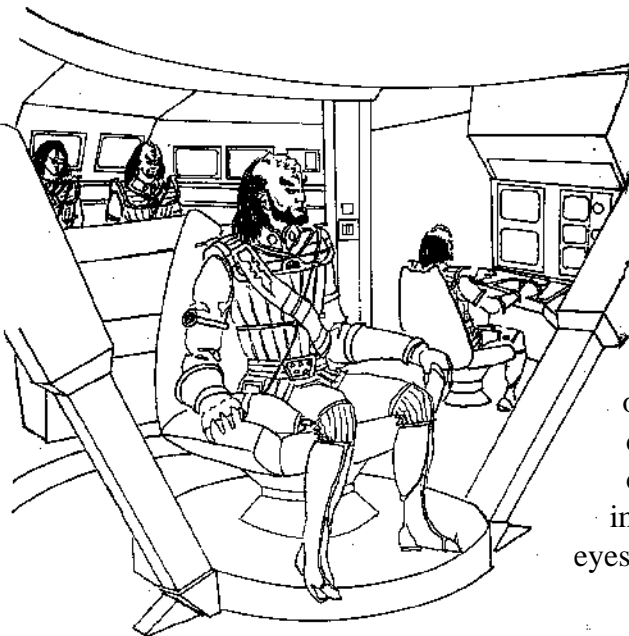
"Science, have you been able to discern any weaknesses we can exploit?" Kamala responded immediately, "No sir. I cannot."

But...it ...sir, power levels are going off the scale! I think it's preparing to attack!"

Va'ktcha' shouted, "Give me full power to forward shields! Keep our nose pointed at that thing!"

Suddenly, the very deck beneath their feet shuddered as a blast of incredible power slammed into the forward shields. The viewscreen flickered, then stabilized. Kamala called out, "Shields down to 60 percent, but holding HoD...no other damage reported, but the shields won't take much more of that...whatever it was!" Then Va'ktcha' leapt to his feet and screamed, "RETURN FIRE!"

Ko'var was unable to get much in the way of a weapons lock, but orders were orders. What he had would have to do. He adjusted the controls for narrowest possible beam, and maximum power output. Then he pressed the "FIRE" key. Twin bolts of energy leapt out at the intruder. On their impact, the shadow made a barely perceptible shudder, then ceased forward motion.



"Sensors are telling us nothing, HoD. Impossible to determine if it is injured, dead, or ...just watching us." Kamala's report had an unsettling effect on the bridge crew as they considered its implications. All eyes turned toward the man in the center chair.

Art by Kian Kazenthi (Claude Rollins)

"We must assume that we have gotten each other's attention then. Tactical, how long to fully recharge those disruptors?", he responded to the question none dared ask. Ko'var spat out, "Another thirty seconds, HoD. But I have prepared a full spread of photon torpedos for launch on your command."

Va'ktcha' replied, "majQa' (well done), Tactical ! Prepare to launch them simultaneously with the disruptors as soon as they are available. Let's see if we can ..." And then Kamala interrupted, "Power readings are rising rapidly , HoD ! I think it is preparing to fire again !"

"Disruptors online, HoD!" Ko'var quickly reported. The response from Va'ktcha' was immediate. "FIRE ALL WEAPONS!" The weapons discharges lit up the area around them as they spit from the qulSuS. Another shudder from the shadow...was it more perceptible this time? Kamala reported, "Power levels have stopped rising, HoD. It appears to be...waiting." "It seems that it will take far more firepower than we possess to destroy that...thing. Get me communications with Defense Force High Command. Helm, lay in a course for the nearest starbase at maximum warp!" Va'ktcha' was quite good at barking out orders rapidly, and his bridge crew was equally adept at following them.

As the Communications Officer attempted to break through the subspace static to reach DFHC, QupqeH consulted the database, located coordinates for the nearest starbase, and laid them in. After engaging the warp drive, some quick calculations and he reported, "Estimate arrival at our starbase at T'qesta' III in four hours, HoD." Va'ktcha' nodded.

And then, Kamala called out from Science, "HoD, it...it's following us."

(to be continued...)

LINE REGISTRIES

KAG Line Database

c/o Bree Commins

veqtah@yahoo.com (Australia)

<http://www.geocities.com/Area51/Labyrinth/2442>

DemonFleet Archivists Guild

Line Registry

c/o Jason McGuire

kilmarac@klingtonempire.net

The line registry is available in the klingon section of

www.klingtonempire.net

KAG Line Registrar

Beth Shook

90 Queens Dr.

Warren, OH 44481

Rgnorrakk1@prodigy.net

The Independent Klingon Line Registry

c/o Lt Cmdr Karn Heck'Lher

karnhecklher@home.com

<http://www.netvista.net/~mmaksel/iklr/index.htm>

SOME CONVENTIONS

July 21-23 - Klingon Year Games in Ft. Ancient, OH
<kuuriis@juno.com>

July 28-30 - Fantasticon in Los Angeles, CA
<<http://www.vulkon.com>> <LadyKellien@aol.com>

August 11-13 - GenCon in Milwaukee, WI
<<http://www.wizards.com/gencon/GC2K/welcome.asp>>

August 19 -20 - MidSummer's Night Feast in Heritage Hills,
Indiana <jubchal@msn.com>

November 2nd to 5th - Beach Bash in Myrtle Beach, SC
<kijo@apcnet.com>

December 2nd - 3rd - Feast of the Long Night in Heritage Hills,
Indiana <jubchal@msn.com>

March 23 - 25, 2001 - Galacticon, KAG Spring Break in
Chattanooga, TN www.thewebfool.com/galacticon/
<galacticon@vei.net>

RESOURCE LISTING

The following is a list of just a few of the many warrior-costuming resources available and is by no means a complete listing. If you would like to be listed, please send your information to the editor at 628 Buckeye St, Hamilton, OH, 45011-3449 or by email to [<kerla1@juno.com>](mailto:kerla1@juno.com).

=====

Stacey Bailey - Custom made warrior's tunics, boots and uniform accessories - snail mail: 22A Duck Lane, Haddenham Nr Ely, Cambs, CB6 3UE, England or e-mail: kheyra@tesco.net

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Jett Borkowski - Custom costumes, headpieces and masks - snail mail: 1332 Scott Blvd., Covington, KY, 41011-3457, phone: (859)491 - 2930, email: kjett1@juno.com

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Damien Burmeister - Head pieces unpainted without hair, custom headpieces, cast for custom dentures - snail-mail: PO Box 59162, Pittsburgh, PA 15210, phone: (412) 431-7681, email: [<Tachookma@wg.sssnet.com>](mailto:Tachookma@wg.sssnet.com)

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Noah Gross - Custom tunics and accessories, weapons, KAG logo pins, rank insignia, snail-mail: - 1251 SW 134th Way apt 205, Pembroke Pines, FL 33027, phone: (954) 435 - 0681, email: [<ked@msn.com>](mailto:ked@msn.com)

=====

Roger Hanser - Custom leather belts & holsters - snail mail: 420 Lehmer St. Covington 41011, phone: (606) 291 - 0562 baalaq2@juno.com

=====

Dean Lewis - Custom batlehs - snail mail: 609 McGuire Dr,
Camden, OH 45311, phone: (513) 420 - 1808

=====

Suz Mianowski - Custom uniforms, prosthetics, jewelry &
accessories--snail-mail: 1040 N 3rd Ave, St Charles, IL
60174-1220, phone: (630) 513-1636,
website:<<http://www2.cybercities.com/q/qidar/>>
email: <qidar.tfx@inil.com>

=====

Steve Murtaugh - Latex headpieces, resin medallions & buckles,
pewter bat'leth necklaces - snail mail: 5654 Sandra Dr., Pittsburgh,
PA 15236-3332, email: <MurtauSM@MSHA.gov>

=====

JP Crazy - Aluminum belt buckle, 3" black leather belts, Hide in
buckle belt bath'la, Solid brass rank pips, baby warrior belt buckle,
snail mail" 236 Park Place, Des Moines, Iowa 50312-5416, TL
(515)282-8212, <jpcrazy@uswest.net>

=====

Clint St. Laurent - Pins and props - snail mail: 6505 Mecham Ave,
Las Vegas NV 89107-1216, email: <clint@stlaurent.net>
<www.StrikeTeamProps.com> (the props/accessories site)
<www.skylink.net/~klingon> (theKostuming project)

=====

Lance Wood - Steel Bat'leths, email: <Thirdmetel@juno.com>
ICQ 42989274, snail mail: 1407 Aspen Dr. Hopkinsville KY 42240,
phone: (270) 889-0166.

FROM THE MINDSCANNER STAFF

After holding the line at a low \$6 for four issues for as long as we could, KAG's MindScanner has had to raise its hard-copy subscription cost to \$10 for four issues. We hope this won't pose a hardship to anyone who likes to read their MindScanner while seated on the 'throne'!

MindScanner is now also available FREE at the KAG Website
<<http://www.kag.org/ms>>

MINDSCANNER SUBMISSION GUIDELINES

Brevity - Try to keep the length of submission to less than two pages.

Clarity - Try to keep your wording plain and clear.

Entertainment - Try to focus less on matters of locality, minutiae, and formality. Try instead to entertain with items that should interest Klingons around the globe.

This should improve your chances of getting spotlighted in our growing publication and improve the quality of the overall publication.

Submissions to MindScanner may be sent to:

<Kerla1@juno.com> (text only) or

<Me@Twisty.org> (attachments)

To Subscribe to MindScanner send \$10 (check or money order) to

Joel Nye

628 Buckeye St.

Hamilton, OH 45011-3449

Adm. Kwist (Joel 'Twisty' Nye) - Producer

Capt. Kerla (Carol Bockelman) - Editor

- MindScanner -

A Letter to the Editor

Subject: NuqneH!

Date: Mon, 22 May 2000 13:57:32 EDT

From: Captdpdarr@cs.com

Kai KAG, KwISt, I am LTjg. K'Darr-Veska, Ship's Security aboard the IKV Iron Pride in the Kri'stak Quad. I bid you greetings. It is because of seeing your works of computer artistry as well as the wording that bid me join KAG, a year & a half ago, This warrior thanks YOU, and, ALL who've inspired new warriors with this WebDomain. Again I say thank you, majQa KwISt, and ALL who contribute to Mindscanner and the KAG Domain, majQa!

Thanks, K'Darr... It's always refreshing to receive words of encouragement!

PROCLAMATION

I, Ming, Ruler of Mongo, Master of Mars, Beloved Despot and Lord of Terra, do hereby take this opportunity to welcome my newest subjects, the Klingons, into my realm. Obey me and live, disobey and wish for death

Hail Ming!!

We have decided to assume control of your former Empire for the following reasons.

- o Serious infighting among your command staff has weakened your ability to resist, but thankfully not yet affected the warriors' lust for battle.
- o The Attractive battle cleavage of the Female Klingon Warriors
- o In these times of sectarian violence that pits the mindless minions of orthodoxy against the seriously soulless rebels of change, someone must step forward to put the Fun back in Funeral.
- o The Attractive battle cleavage of the Klingon female.
- o Your puny weapons are no match for the power of a fully operational Deathstar!

Hail Ming!!

As many of you should be aware the Klingon Empire, Martian League, Terra and Mongo have already preceded you into the Benevolent Bondage that is Ming's rule. They have learned that yes, there is an Iron hand inside the velvet glove, and that hand rocks the cradle, rules the world, which is but a stage and all the people merely players, so what if it's a bit part, be the best damn spear carrier you can be! Oh, did I mention the attractive battle cleavage of the Klingon females and the fact that Mongo is the biggest producer of chocolate in the universe?

Huh? Ming!!

Hey, I don't explain Imperial decrees, I just write them. As a very wise person once said "Ambiguity is the spice of diplomacy and at 350 degrees for 4 hours that will cook almost anyone". I will wed your women, have hot sex with all and a new era of prosperity, honor, glory and fun will sweep across the galaxy

Hail Ming, Hail! (then rise to chant same in unison slowly making your way to the weapons lockers).

Ming the Merciless

aka Mordok sutai-Rivvek (George Richard)

Cold Death Quadrant CO

<GeoHard@aol.com>



Ming, a.k.a. Mordok, will be the KAG Fan Guest of Honor at Galacticon 2001 - KAG Spring Break (March 23-35) in Chattanooga, TN.

MINDSCAMPER

Joel Nye

628 Buckeye St

Hamilton OH 45011-3449