



# KELLY COMMUNIQUE

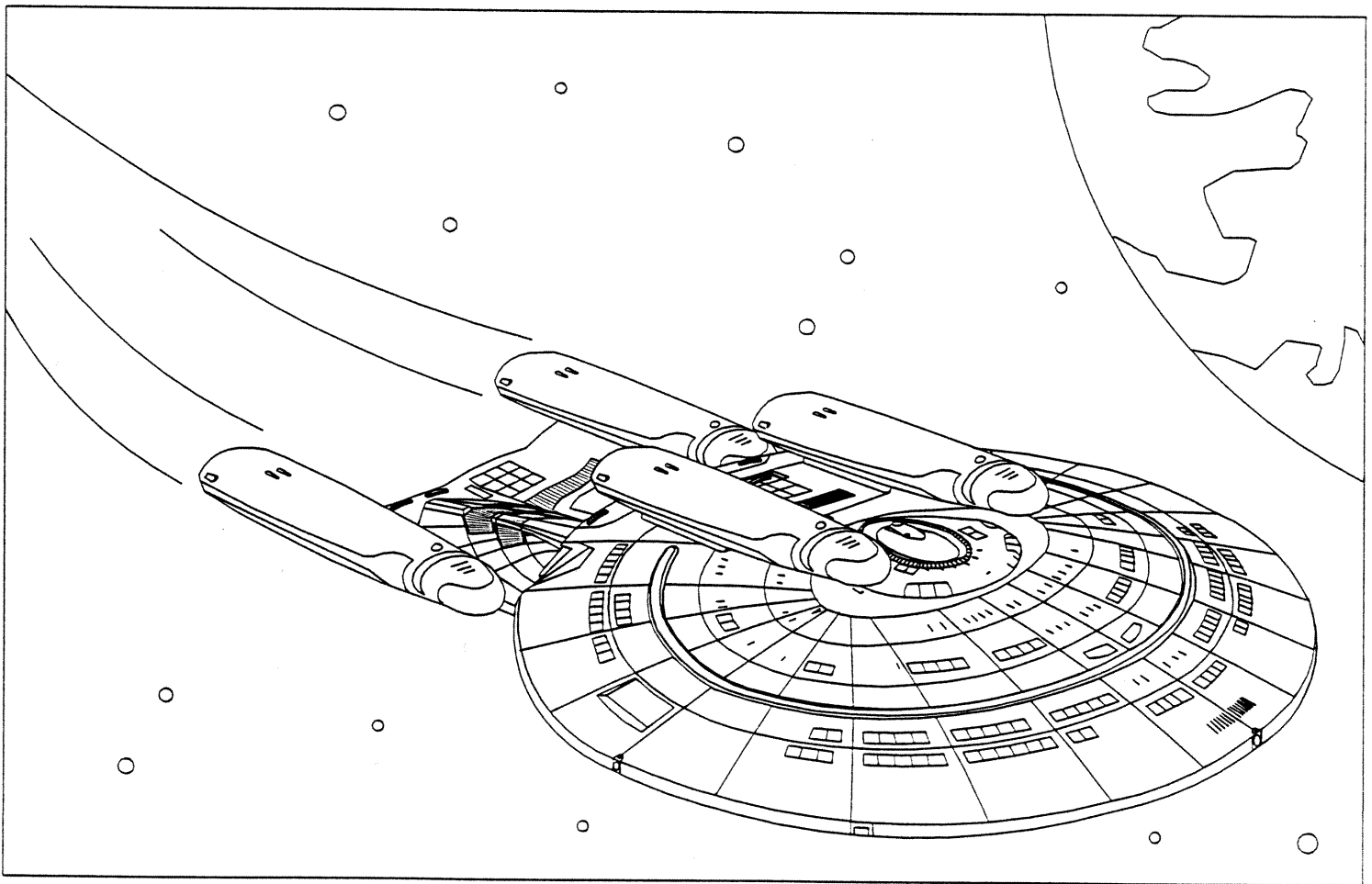
VOLUME TWENTY-SIX

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"Know your enemy... and know yourself"

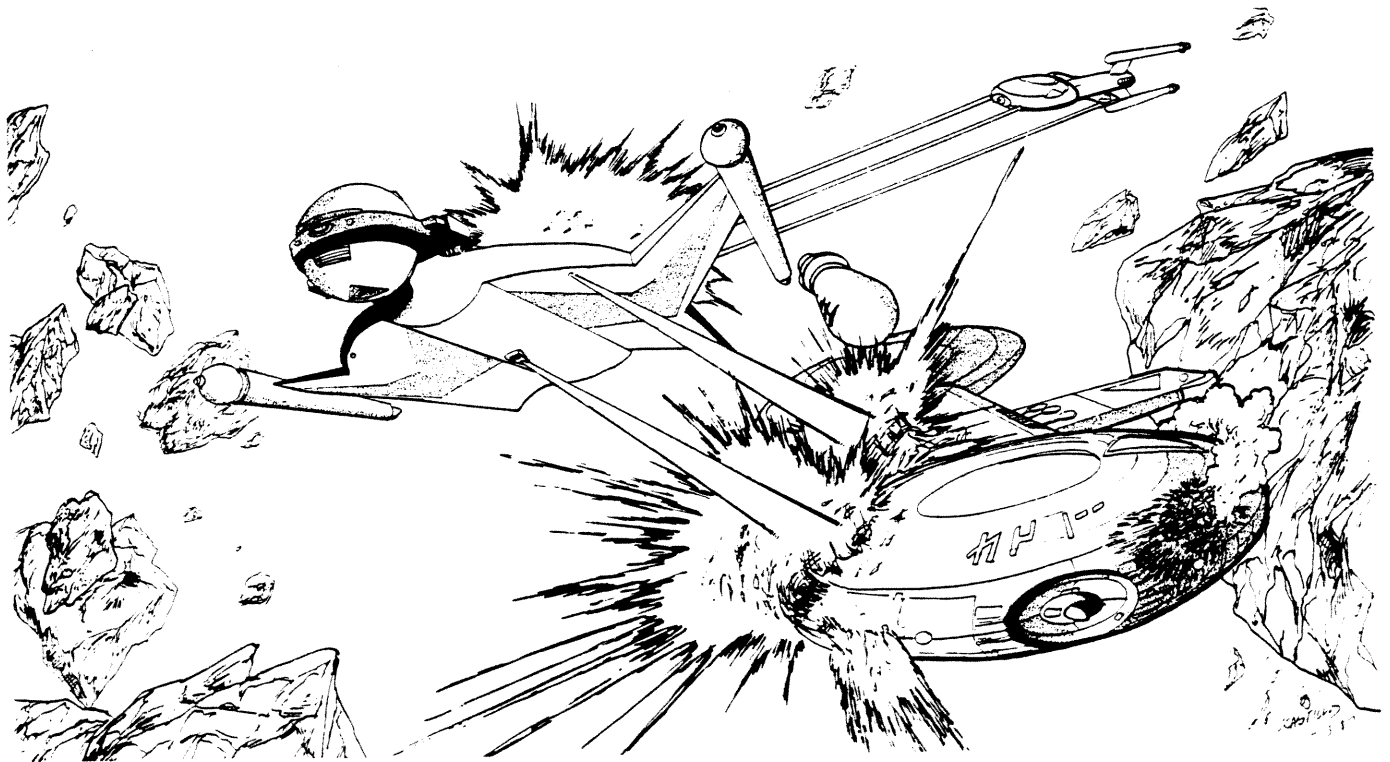


Military Division



## *Know Your Enemy, and Know Yourself and You will never be Defeated. – Sun Tzu*

**Stardate: 47010.8 Chief Tactical Officer reporting.** We have had a lot of fun this year with our friends both within and outside of the Kelly. The Klingon volleyball with the IKV Collywobble, the Paintball shootout with the USS Rendezvous, and the Trivia challenge with the USS Dominion are just a few examples of this. These are some of the highlights I see when I look back over the past year. One of the low lights was our lack of winning the softball game against the Dominion. (I am still trying to explain that one to the Captain.) We've had some great times. Each of the events mentioned above dealt with another fan club. It seems the Kelly is the ship to beat at whatever competition comes up. These competitions are done in a friendly way and help promote intership friendships and a mutual understanding between the different groups. This year promises to be even better. A new consensus of fans both Star Trek and non Star Trek are beginning to come together in common interest. We have grown closer through our association. A new 'Captain's Council' has formed to keep all of the fan clubs informed about what each other is doing. It is my hope that this new year will see a continuing of inter-club interaction. Although we do not consider these other clubs enemies, let's all strive to know them so that we might all *'Never Be Defeated.'*



Romulan Condor class Dreadnought in action

## Ask number one...

Some of our crew are curious about the other fan clubs in the area: Who they are and how they operate. There is a large number of Star Trek fans in the Utah area. You will see them at conventions, at the Star Trek movie premiers, and at stores that sell Star Trek merchandise. Some of these fans have formed associations, organizations, and fan clubs. They range from the very informal to the highly organized.

STARFLEET is an international organization that sponsors individual fan clubs, or ships, around the world. In our area there are a number of STARFLEET vessels:

U.S.S. Alioth -- Captain Keira Russell-Strong (newly elected)  
 U.S.S. Dominion -- Captain Kevin Hancock -- Exec. Kim Karris  
 U.S.S. Fahrion -- Captain Ray Montgomery -- Exec. Steve Barden  
 U.S.S. Romulus -- Captain Ann Hales -- Exec. Brad Jacobs

To serve on a STARFLEET vessel, a fan needs to join the international organization and pay dues. STARFLEET provides officer training programs and sets agendas for individual ship activities. The captain and senior officers are determined by popular vote from qualified candidates. To qualify, you must be a full member of STARFLEET, and have received officer training. The elections are held every two years.

These are former STARFLEET vessels which are now independent:

I.R.C. Ri'hannsu -- Sub-commander Janet Donovan -- Exec. Keith John  
 U.S.S. Rendezvous -- Captain Stewart Hunsaker -- Exec. Dalice Nilson  
 U.S.S. Sirius -- Captain Pam Miller

Independent groups:

The U.S.S. Thunderbird -- Captain Tony DiBella -- Exec. Gary Silva  
 is a new ship in the area and is affiliated with the Star Trek The Official Fan Club.  
 The I.K.V. Collywobble -- Captain John Woodgate -- Exec. Eileen Woodgate

is a fan association and not recruiting new crew members. They enjoy doing activities with other clubs.

The U.S.S. Red October is not affiliated with any national organization or with the U.S.S. Kelly. They run a BBS and like to have parties.

The U.S.S. Kelly is part of STARFLEET COMMAND. Command Headquarters is in Baltimore, Maryland. STARFLEET COMMAND is currently in operation in 43 of the 50 states. Captains and Base Commanders are chosen from top officers who have risen through the ranks and have shown, through knowledge and experience, that they are capable of running a fan club. Once a captain assumes command, he remains the head of the club for as long as he wants to keep it going. The captain reports monthly to STARFLEET COMMAND, and they generally leave the captain to make most of the decisions in setting up and running his club. They have a few rules and guidelines, but feel that people learn and grow more by taking responsibility for building their own club.

Anyone who wishes to start their own club is free to do so, but in order to be part of STARFLEET COMMAND, all new ships and fan clubs come under the authority and direction of the already existing club in the state. STARFLEET COMMAND is not interested in taking on responsibility for a bunch of new clubs.

The U.S.S. Kelly has developed its own rules and regulations, and if you have questions, you should ask your Department Chief or a member of the Command Staff.

The Kelly maintains good relationships with a number of other clubs in the area. We feel that if all fans can work together, we can go a long way toward making a better future for us all.

If you would like to know more about STARFLEET COMMAND, or the U.S.S. Kelly, or if you have a question about anything else, just **ASK NUMBER ONE!!!!**

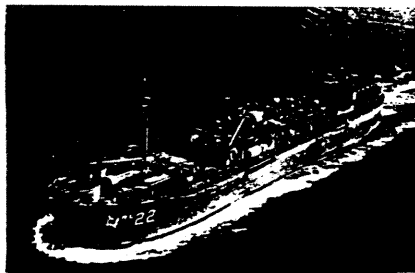
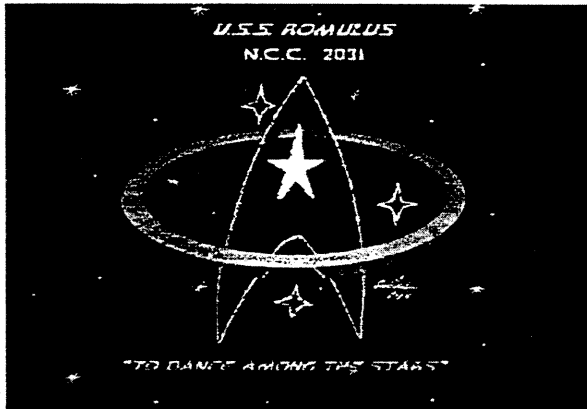
# CONGRATULATIONS TO THE MEDICAL DEPARTMENT FOR EARNING THE OUTSTANDING DEPARTMENT AWARD.

The members of the Medical Department will receive 10 PMP's they can use in any category toward their next rank advancement.

Pat Conrady  
Deanna Cunningham  
Janos Opra  
Suzanne Reading

Ruth Burns  
Paul Nelson  
Tom O'neil  
Rachel Walker

## Other clubs



USS ROMULUS

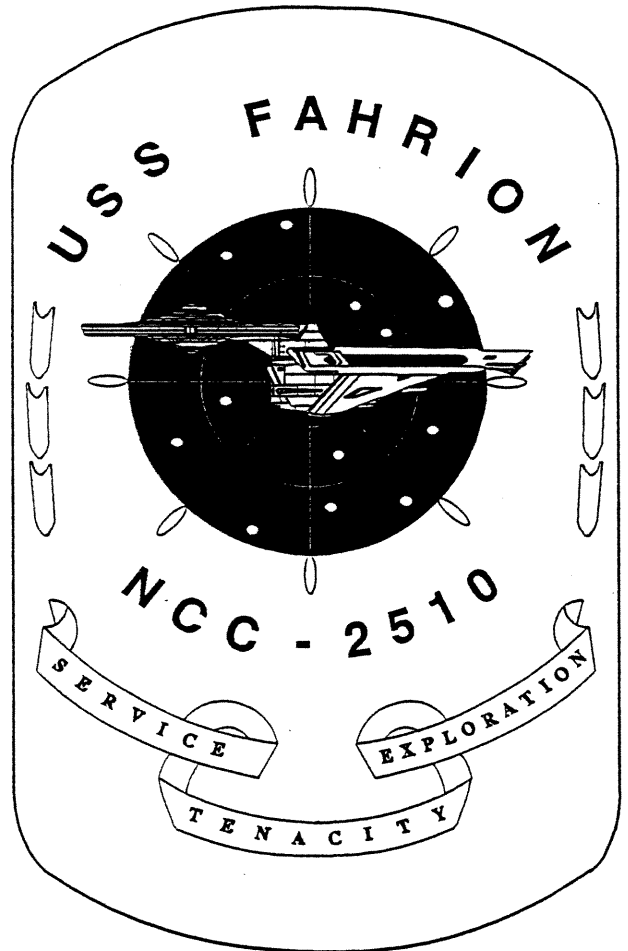


MERRY  
CHRISTMAS

USS Romulus  
Capt. Ann Hales  
776-9129

Based on the A.R.L. (Amphibious repair light.)  
Romulus a World War Two American Naval vessel.

320 ft. long  
Quad 20 mm cannon  
Two 40 mm. cannon (one forward one aft)



USS Fahrion  
Capt. Ray Montgomery

**IDIC Fan Group (last update 8/92)**

8805 E. 12th Ave. #311  
Denver, CO 80220

Membership is free. Send a self-addressed stamped envelope for more information.

**Klingon Assault Group [KAG] (last update 6/93)**

PO Box 421  
Reese, MI 48757

(no information available)

**Klingon Legion of Assault Warriors [K.L.A.W.] (last update 6/93)**

c/o Scott Kuhr  
PO Box 5302  
Winter Park, Florida 32793-5302

Membership is \$12.00 for new memberships and \$10.00 for renewals. For more information, send a self-addressed stamped envelope.

**Klingon Strike Force (last update 6/93)**

Thought-Admiral Keel Epetai K'Ta-ri  
c/o David L. Christensen  
12601 22nd Avenue South  
Seattle, WA 98168-2323

**The Picardian (last update 11/93)**

c/o Marilyn Wilkerson  
1008 S. Parker Dr.  
Evansville, IN 47714

This is a pure fun fanzine that takes a look at TNG from the lighter side of the show and pokes fun at everything. It is also considered the home of the DSPSG (Drooling, Slobbering, Patrick Stewart Groupies). One year subscription is \$10.00 (US), \$14.00 (Canada), and \$18.00 (overseas air mail). US subscribers wishing for their fanzine in an envelope add \$2.00. They also have merchandise for sale including P.S.'s literacy poster and copies of his Playboy interview.

**Romulan Star Empire (last update 6/93)**

Cheryl Whitmore (Supreme Praetor Aidoann T'Dhiemn)  
Star Empire  
PO Box 3508  
Dayton, Ohio 45401

"Romulan Star Empire" is an organization whose purpose is to bring together Romulans of the Galaxy. Like Starfleet and the various Klingon groups (KAG, Mortaas-Te-Kaase, etc.) they meet, help the community out, and in general make new friends and have fun. They develop fictitious characters for themselves and make "assignments" to one of several departments in the Star Empire. These include the Homeworld/Senate, Imperial Fleet, Office of Information Services, and more. Memberships include a handbook, membership card, and a subscription to the bi-monthly newsletter "The Star Path." Memberships, currently, are \$8 in the US, \$10 (US) for Canada or Mexico, \$12 (US) overseas.

**Star Trek The Official Fan Club (last update 10/92)**

P.O. Box 111000  
Aurora, Co. 80011  
1 year \$ 11.95/USA, \$14.00/CANADA, \$23.95/FOREIGN

You receive 6 bi-monthly magazines, a membership card, and an Official Fan Club patch. Send a SASE for more information.

**The Star Trek Welcomittee (last update 12/92)**

P.O. Drawer 12  
Saranac, MI 48881.

THE STAR TREK WELCOMITTEE, a non-profit volunteer organization, licensed by Paramount Studios, is a central information exchange. Its volunteer members answer questions and provide information about Trek fandom for only the price of a SASE. It is a service organization and NOT a 'club' that one can join. It supports itself through the sales of the "Directory of Star Trek Organizations", as well as other sales items. It also welcomes donations of salable SF/ST merchandise, as well as money gifts.

The Star Trek Welcomittee has many volunteers in the US and overseas (Great Britain and Europe). Most are "Crew Members", which answer general Star Trek questions. Others are specific "experts" in their field, such as Convention Listings, Costuming, Foreign Fans, Library Computer, News clipping, Penpals, PC Consultants, Sight-Loss services, Space and future resources, Star Trek educational programs, and fanzine acquisition and publishing. Also, the "Directory of Star Trek Organizations" strives to accurately list as many of the various Star Trek organizations as possible, including those of the major, sanctioned fan organizations such as STARFLEET, Starfleet Command, the International Federation of Trekkers, The Federation, Klingon Assault Group, and KLAW.

An information sheet, listing the addresses of the above services and departments of the Star Trek Welcomittee, is available by sending a SASE.

Written by Jim Buntjer (Downloaded from Trek Echo Fidonet)

## Ferengi

The Ferengi were originally a replacement for the Klingons. In TOS, the Klingons were the big enemy, but in TNG, they're allies with the Federation. The powers that be designed the Ferengi to replace them as the main foe. If you see "The last Outpost", the first episode they appear in, they are represented as mean, formidable opponents, but after this they quickly degenerated into fools. To replace the Ferengi, the Romulans were brought back.

The writers themselves don't keep track of the Rules of Acquisition, but Lolita Fatjo, the TNG/DS9 script co-ordinator, does. When the writers want to use one of the rules in the show, they check with her for a number not used, and she gives them one.

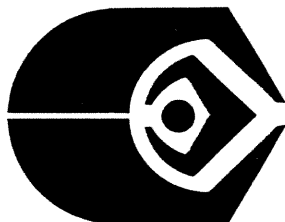
General Info: Their society is an intensely capitalistic one, with the acquisition of wealth being placed above just about everything else. They were originally designed to resemble the "Yankee Traders" of early America. They tend to operate businesses alone, not with large parties of people, as they then have full control of the operation (as well as all of the profit).

The following is from "Star Trek DSN List of Lists"....

### Rules of Acquisition

- ~~~~~
1. Once you have their money, you never give it back. - The Nagus
  6. Never allow family to stand in the way of opportunity. - The Nagus
  7. Keep your ears open. - In the Hands of the Prophets
  9. Opportunity plus instinct equals profit. - The Storyteller
  16. A deal is a deal. - Melora
  21. Never place friendship above profit. - Rules of Acquisition
  22. A wise man can hear profit in the wind. - Rules of Acquisition
  31. Never make fun of a Ferengi's mother. - The Siege
  33. It never hurts to suck up to the boss. - Rules of Acquisition
  47. Don't trust a man wearing a better suit than your own. - Rivals
  48. The bigger the smile, the sharper the knife. - Rules of Acquisition
  59. Free advice is seldom cheap. - Rules of Acquisition
  62. The riskier the road, the greater the profit. - Rules of Acquisition
  76. Everyone once in a while, declare peace. It confuses the hell out of your enemies. - The Homecoming
  103. Sleep can interfere... - Rules of Acquisition
  109. Dignity and a empty sack is worth an empty sack. - Rivals
  139. Wives serve. Brothers inherit. - Necessary Evil

According to Rules of Acquisition, there are 285 rules in all, plus there are various commentaries on them.





# Information on the Rihannsu People and Culture

## The Empire: basic facts

The Rihannsu system is composed of a pair of sister planets revolving around a binary star system. ch'Rihan is the 3rd planet in the system. The capital of ch'Rihan is Dartha, other major cities are: i'Ramau, Iurvth, Ra'thleihfl, Rateg, Ihhliae, and Rhehivje. ch'Rihan's sister planet is ch'Havran. Eism is a dwarf K star of the Rihannsu system. The Romulan neutral zone is the 1 light year thick shell surrounding an egg-shaped area of space, 90 light years in length by 40 light years in width, which has as its center the 128 Trianguli system (the star system ch'Rihan is part of). The zone is marked by and guarded by defensive and monitoring satellites of the Rihannsu and the Federation.

## The People

This handsome, dusky olive skinned people is a passionate race. They are fierce in war, love, and play. They enjoy good food and trustworthy companions. Their love of life is seen in the stunning vitality, clarity and ferocity of their art.

Traditions play an important part in the life of the Rihannsu, whether it be in the subservience to superiors or the proprieties of wine pouring. There are many rules governing how to greet guests, barter for goods, even for conversation.

Family clans are bound with ferocious cohesiveness. Above all, family comes first. All clans are united in their devotion to the Rihannsu Empire as a whole. (However, there is a growing Movement in the underground. Many clans are dissatisfied with the direction the traditions are going. Led by the Vulcan Spock, the Movement is growing. [Rumor has it that Spock's wife is of Rihannsu blood.]) It is a high honor to die for the glory of the Empire. Disgrace and dishonor require a Rihanha to take his own life. A worthy opponent is treated with respect and honor; the challenge of testing skills against such an opponent is entered into with much enthusiasm. There is a tradition called *mnhei-sahe*. It cannot be translated into Federation Standard accurately. It involves choosing where your loyalty and honor lie. Sometimes it creates problems in ethics.

The Rihannsu consider the Universe to have borderline sentience. It craves attention, and responds to such (or the lack of it) with affection or annoyance. Existence of a "thing" gives it the right of nobility - to be honored and appreciated, to be named (and hence to be able to respond to that name). The Rihannsu language is rich with phrases that acknowledge the sentience of the Universe, such as: "Oh Elements!" or "Elements be thanked!" Obedience by subservients may be gotten through enraged shouting or a coldly purring voice. Spitting at another's feet is a vile insult, as is cursing one's ancestry.

The Rihannsu are rather proud of their names and heritage. First and middle names are usually given with reservation, usually to friends and family. The last name is the family clan name. A fourth name, a very private and personal name, is rarely spoken and only known by those who are lifelong intimates. A woman's clan name is preceded by (t') and a man's clan name preceded by (tr').

Examples for women's names: Thue t'Radaik, Arrahae ir-Mnaeha t'Kehllian, Ekkhae t'Thusaith.

Examples for men's names: Tomalak tr'Annhiwi, H'daen tr'Aimne, Tiercellus tr'Fhnaimnae.

Ship names are also important. The Universe responds to names, and a poorly named ship can become a ship of woe.

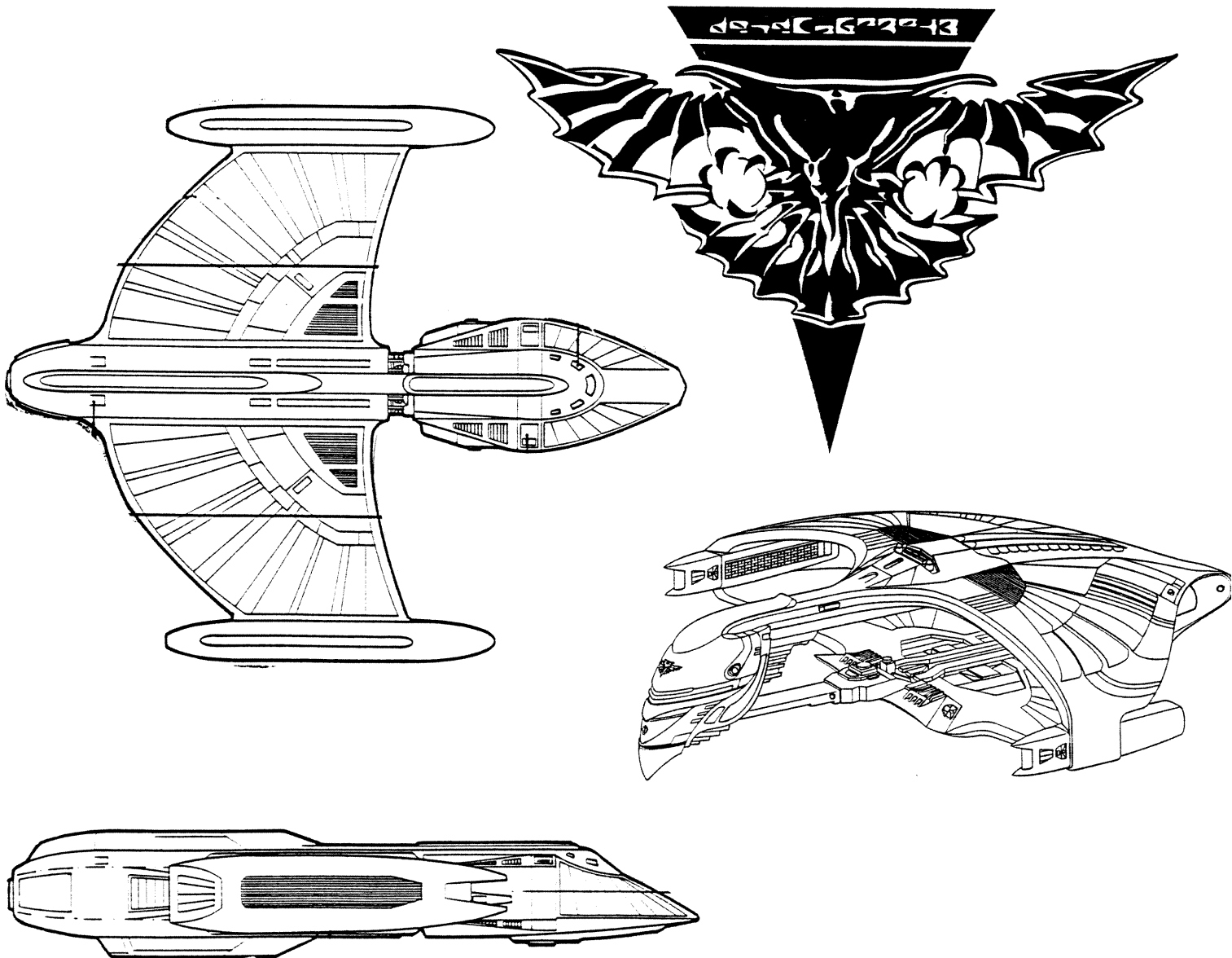
Examples of Rihannsu ship names are: Avenger, Raven, Raptor, Talon, Warbird, Star Catcher, Bloodwing, Lance, Firestorm, Vengeance, Battle Queen, and Wildfire.

## History Outline

The Rihannsu people originated from the planet Vulcan during its early warring period. Clans fought for survival, land and water in the arid Vulcan deserts, often to the point of near annihilation of the race. A philosopher/teacher named Surak gained many disciples as he sought to better the lives of the inhabitants of Vulcan. S'Task was perhaps one of his closest and dearest



students. However, in time, Surak and S'Task's views began to diverge. When Surak began to move towards peaceful existence through logic and the quelling of emotions, S'Task could not be silent. He could not bear to see Vulcan lose it's "heart". S'Task gathered Vulcan scientists to build many ships for his followers to leave Vulcan in search of a new world. This event is known as the 'Sundering.' When they landed on what is now called ch'Rihan, the ships were in no shape to fly again, and in the long space journey, all the holders of the technologies had died. Space technology was lost for centuries. Early Rihannsu life was difficult. They based it on the ancient Vulcan ways, but they wanted to distinguish themselves from the 'New' Vulcans back on their planet of origin. So they developed a new language and a new form of government. Having met with treachery from alien races on their journey, the Rihannsu became distrustful of others. One of the first areas of space technology to be developed by them was the planetary defense systems. It took over 2,000 years from planet fall until the Rihannsu came into contact with inhabitants of the Federation planets. The most recent event in Rihannsu history was the invasion of ch'Rihan and ch'Havran by a species known as the Borg. On Stardate 6411.22 a single Borg cube entered the 128 Trianguli system and began assimilating the Rihannsu people. After the invasion was over the survivors began rebuilding the Empire. It took decades until the Empire reached it's former glory. To this day the Rihannsu continue to prepare for the next battle against the Borg. Now, they suffer from within as a Movement, led by Spock, splits their once-great empire. The Federation has been receiving information and many refugees. It is not known whether or not the mighty Romulan Empire will survive.

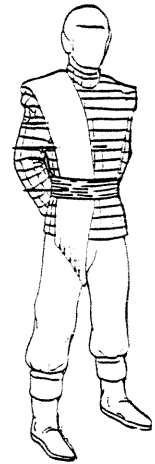


## Rihannsu Dictionary (partial):

Areinnye	Rihannsu Hell
aefvadh	Be welcome
aehallh	"Monster Ghost" similar to nightmare, or doppelganger.
afw'ein	reason, as in use of one's faculties, rather than as the 'excuse' one contrives to explain one's behavior.
aihai	plains, flat country
aihr	`this is' indicative noun prefix or infix
arrhe	worth in cash, used for servants
au'e	Oh, yes!
auethn	advise me, answer a query
ch'Rihan	Romulus - Homeworld - Planet of the Declared
ch'Havran	Remus - Sister world - Planet of the Travelers
daise	prefix: chief, senior, foremost
Rihannsu	Romulan (plural) commonly used
Rihanha	Romulan (single) not so common
Havrannsu	Remulan (plural)
Havranha	Remulan (single)
Deihu	A member of the Senate
Eisn	The sun of ch'Rihan and ch'Havran
Galae	Fleet (Galae Command is equal to Starfleet Command)
fvai, fvaiin	Child's riding beast and house pet. Similar to the Great Dane
fvillha	praetor Cf. fvillhaih, Praetorate
hna'h	Fire!, Go!
hteij	Transporter
haerh, haerht	cargo hold
haudet'	fr. haud, writing, and etrehh, machine. Computer printout, sometimes, screen dump.
hnhaudr	data transfer
hnafirh	see, but not as an active verb
hnafiv	hear, but not as an active verb
hrrau	at/on/in, general locative, similar to Klingon Daq
hteij	transporter
hhoi	cease, finish, off
Ie	yes
Jolan tru	Hello, Good Day, Good Night
kill'inghann	Klingon
lloann'mhrahel	United Federation of Planets
lloann'na	A Fed, usually a Starfleet officer
lloqnnen'galae	Federation Fleet
lhhei	ma'am
lhhaekh-ae'rl	'laughing murder' kata forms of a common Rihannsu martial art
khellian	hunter, archaic
khoi	cease, finish
mnek'nra, mnekha	Well, good, correct, satisfactory. Inferior-superior, and superior-inferior modes, respectively.
mnhei'sahe	The Ruling Passion, involving honor and courtesy
nuhirrien	a quality of general charisma
na	no
oira	starship bridge
qiuu, qiuu'n	(oaii) all, 'the lot'
rekkhai	sir
rhae	On, activate, go
siuren	minute
ta krenn	Look here!
th'ann, th'ann-a	prisoner
tlhei	given word, promise, order, bidding, command
Vor'ta'vor	Rihannsu Heaven
wagi	a Rihannsu bush with many thorns

## Military Ranking system

Khre'riov	Admiral	(Admiral)
Khre'riov-J	Vice Admiral	(Admiral)
Galae Khre'riov	Fleet Admiral	(Admiral)
Galae Enarrain	Fleet Captain	(Admiral)
Enarrain	Captain	(Commander)
Erei'riov	Commander	(Sub-Commander)
Erei'riov-J	Lt. Commander	(Centurion)
Erein-L	Lieutenant	(Trinam)
Erein-J	Lt. Junior Grade	(Secundam)
Erein	Ensign	(Equatorium)



A Commander of the RES Raptor 1201, would be Enarrain tr'Jorak.

(-Writer's Note: As Lieutenant junior grade of the USS Kelly, I would be known as Erein-J Ael t'Arrilau.)

### RANK

Rank structure within the Romulan Imperial Navy is less stratified than that of a star Fleet. Those serving their required 5-year service form the lowest echelon of the Romulan armed services. All above this level are considered officers, though many perform duties that would be given to non-commissioned officers or enlisted personnel in the UFP services.

The lowest officer rank, called Equatorium, comprises the second largest group of officers in the naval ranks and performs functions equivalent to an Ensign in Star Fleet. Most officers at this rank are in on the job training for their duties as leaders. Those who are not really leadership material will never rise higher.

Officers at the second rank (Secundam) and third rank (Trinam) have responsibilities roughly equivalent to lieutenants, JG, and full Lieutenants respectively. They have responsibilities in operational subdivisions onboard ships and actually command lower-ranking officers in combat.

Officers at the fourth rank ((Centurion) comprise the bulk of the officer corps in the Romulan Imperial Navy. This rank encompasses a broad category. Some Centurions are barely more than security guards, taking orders more than giving them both from higher ranks and more importantly placed fellow Centurions, whereas others head up the major departments aboard ship. For example, the second in command of a major ship of the line will be a centurion, and the guard outside his door may hold the same rank. Even so, the Romulan seem to recognize the various strata of this rank. No officer rises above the rank of the centurion until he is given a command of his own, and so the rank of the Centurion is as high as most Romulan officers can hope to rise.

A Sub-commander is actually equivalent to the rank and position of Captain in Star fleet. Every Romulan fighting vessel, no matter how small, is directly under the command of a Sub commander. This indicates that Centurion who are Department Heads of larger vessels.

The Romulans seem to have no higher military rank than Commander. A Commander actually commands a greater responsibility than just one ship, roughly equivalent to the responsibility of an Admiral in Star Fleet. A Commander may have control over a small group of his ships, an entire region. The supreme military commander of the Romulan Imperial Fleet would seem to be no more or less a Commander than the officer who calls the shots for a battle group of 3 Birds of Prey.

Compiled by Enarrain tr'Jorak RES Raptor 1201

Edited by Erein-J Ael t'Arrilau USS Kelly NCC-3400

# Romulan Language

Classical Romulan Script

by Tim Babulski ("The Opened Channel")

Present day Romulans are descendants of the original Rihanssu who were followers of the Vulcan philosopher S'Task. At the time of the great reformation on Vulcan, two philosophical views divided the people of Vulcan into two opposing camps. One of these philosophies was based on logic and the other was based on emotion. S'Task, a proponent of the emotional school, was a pupil of the famed Vulcan philosopher Surak, himself the foremost proponent of the logic school. There were tremendous differences in the philosophies of these two Vulcans concerning the future of the Vulcan race.

S'Task believed that the key to the mind was not the strict controlling of it as prescribed by his teacher Surak, but rather the concept that personal passions and ideals should govern actions. This conflict led S'Task to reject the philosophy of logic and to leave Vulcan with 80,000 of his followers, the Rihanssu. The creation of a "New" Vulcan based on the ancient traditions was the initial goal of the Rihanssu.

The trip from their home world of Vulcan was long and fraught with peril. Upon planetfall several millennia later, only 18,000 descendants of the original Rihanssu remained to conquer this new, untamed world which they named Ch' Rihan. In the short span of 2,000 years the population grew and Rihanssu influence spread to become the present-day Romulan Empire.

At the time of leaving Vulcan, the Rihanssu scribes were given the immense task of preserving ancient Vulcan culture and knowledge. Originally, Rihanssu script was lettered or printed vertically and from right to left, similar to its Vulcan parent language. However, over the long millennia, on the way to ch'Rihan, the written language evolved into a script that was written horizontally and from right to left.

Although the Rihanssu scribes originally fought to preserve the ancient Vulcan written language, Rihanssu script eventually made a complete departure from its parent form. Vulcan, which is based on a matrix of sounds, was deemed far too inefficient and was altered to an alphabet of 32 characters and compound character sounds. A lengthy alphabet was needed in order to express the new concepts which emerged on the long journey to ch'Rihan.

## Sentence Structure

The written Romulan language follows the sentence structure of Object--Subject--Verb. However, in more recent times the structure of Subject--verb--Object has become increasingly popular in Romulan literature. This has created a mixing of the two types in the Romulan culture, but because a structure of Subject--Verb --Object is so similar to Terran forms we will only show the former.

For example, in standard Terra-Anglo you would write:

*I love guns.*

In Rihanssu you would write:

*Guns I love.*

All adjectives and adverbs directly precede the noun or verb it modifies.

For example, in Terran you would write:

*I pulled the big gun's trigger.*

In Rihanssu you would write:

*Trigger big gun I pulled.*

A question is indicated by the vanhe which is a symbol, resembling the Romulan v, added to the last word of the sentence and is pronounced vah.

For example, in Terran you would write:

*Are you trigger happy?*

In Rihanssu you would write:

*you happy trigger vah.*

## Nominative and Accusative cases

Subjects and direct objects are context derived and are identified simply by their location within the sentence.

## Accentuation

In Rihanssu, stress will usually fall after the first consonant sound. However, this is not to exclude instances where stress is found later in the word. This stress is indicated by a kism or two dots placed above the character (:). The kism is written but never voiced as sushi.

## Punctuation

In Rihanssu the end of a sentence is not denoted. Instead, the beginning of a sentence is indicated by a curve above the first character of the sentence. In single sentence cases the symbol is often left out, as in the first sentence of a chain of sentences.

# The Gorn Alliance



SFIC Data Information File  
 Subject: Gorn Alliance Update  
 SFIC-DIF 9475956586 SD 47121.0  
 SECLAR: ONE

The purpose of this Data Information File is to keep members of Starfleet Command informed of the current state of affairs between the United Federation of Planets and the Gorn Alliance. Any changes in this document should be sent to your local SFIC Office.

## Section I - First Contact

On Stardate: 3044.6 the Gorn Cruiser Gress'sril attacked and destroyed the Federation colony on Cestus III. When the Federation Cruiser U.S.S. Enterprise (NCC-1701) discovered this they pursued the Gorn vessel into an area of space under control of the Metrons (See SFIC-DIF 159343610) who intervened in the encounter. Luckily this encounter which introduced the Gorn Alliance to the United Federation of Planets did not lead to war. However it remains constant with the state of affairs today.

## Section II - A Rocky Start

After this event the UFP sent diplomats to the Alliance to start talks aimed at preventing another incident like Cestus III from happening again. These talks took place at Clanhaven near the UFP/Alliance border. After several years and different negotiation teams the Frontier Accord of Stardate: 8873.3 was finally signed between the two governments. The lengthy negotiations came from the fact that the Gorn culture was keyed to such values that were vastly different from Federation interest. Just understanding the Gorn (and getting them to understand the Federation) took quite some time. Problems in translating concepts and ideas have led to several near-breakdowns in the negotiation process.

Due to these differences in the two cultures led to several conflicts. Such as Marines from the Chandley Class Frigate, U.S.S. Hanson (NCC-2309), boarding two Gorn MA-12 Cruisers attacking a Liberty Class Freighter. The Maltharin II incident. The loss of 33 crew members of the U.S.S. Stark (NCC-3208) when two Gorn Destroyers fired upon it on Stardate: 7955.5. And the destruction of a Betazed Private Yacht near Gamma Neil II to a Gorn Battleship.

## Section III - Gorn Homeworld, Philosophy and Government

The Gorn evolved on the planet S'sargon in the Tau Lacertae System. They developed a culture which, by and large, stressed the virtues of strength and courage, as well as the natural dominance of those who demonstrate their fitness to rule through those virtues.

Ussegssirr, most often translated as 'Manifest Destiny,' has long formed one of the basic tenants of Gorn philosophy. Since before the Gorn reached into space for the first time, it has been believed that the strong have both the right and the duty to extend their dominion of the weak. It has been considered wrong for the strong to be limited or denied.

Ussegssirr, balanced by Gessegrissgir and usually rendered as 'Honor', is a complex code of behavior and thought understood by few non-Gorns. Basically, the weak are expected to serve the strong (in an almost feudal hierarchy of rising power beneath a single ruler), but the strong, in turn, are expected to adhere to the Warrior's Code of Gressegrissgir. Superiors must be obeyed, inferiors treated with justice, and a complicated pattern of obligations and responsibilities must be followed governing all aspects of Gorn life. As one Federation observer has said, "Gorn 'Honor' makes the giri and gimu of Old Japan look like something just short of sheer anarchy!"

The Gorn expanded rapidly in space, colonizing several new worlds and conquering at least four races who failed to prove themselves strong enough to resist. Individual colony worlds began to struggle for precedence in the Gorn social order in the time-honored fashion and there was soon a civil war threatening to shatter the entire Gorn Empire.

A particularly powerful colony eventually won sufficient dominance to rival S'sgaron itself, leading to a massive confrontation. This dangerous state of affairs was resolved by the Graaka, the

Autarch of the Race. Realizing that continued constant strife as demanded by the old interpretations of Ussegssirr and Gessegrissgir conflicted with the higher destiny of the Gorn race, Graaka chose the new over the old and sought a massive reform. He successfully defeated the rival fleet, and then did something no Gorn had ever done before: he offered the vanquished a share of the government. Graaka persuaded the various Gorn worlds to look upon themselves as independent but equal. A council was formed from among all the worlds in Gorn space. Graaka's new government became known as the Gorn Alliance.

At the head of the Alliance were the Dual Autarchs. One Autarch continued to be the most powerful leader on S'sgaron. The other was selected from the colonies, a concession so that the colonies could see they really did have an equal voice. This split in the power is actually one of the problems presented to the UFP. The Autarch from S'sgaron tended to be conservative, cautious, and traditional; the colonial Autarch usually commanded the council's 'actionist' faction. Several Gorn clans make up the council. Certain items of conflict, such as Alliance/UFP borders, change from clan to clan. Due to this the Federation is never certain of what will happen in any given situation. This current state continues with the Alliance relations towards the Tholian Assembly and the Romulan Star Empire.

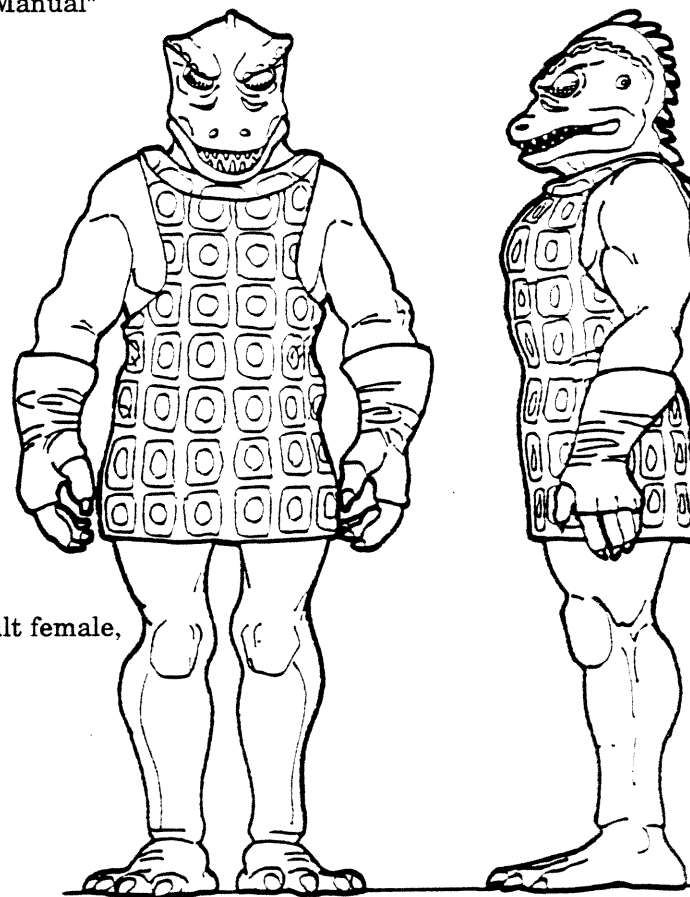
Section IV - Further Information

The Gorn make token appearances in several novels, comics, articles and RPG source books. The following items contain significant information in this subject.

- TOS Episode- "Arena"
- FASA source book- "Demand of Honor"
- Pocket Books- "The Worlds of the Federation"
- Ballantine Books- "Star Fleet Medical Reference Manual"
- Fanzine- "Gorn Guidebook"

**Relevant Data**

Avg. weight	200 kilos (male) 100 kilos (female)
Avg. height	2.0 meters (male) 1.4 meters (female)
Temperature/ Pulse/Respiration	40/10
Blood Pressure	80/50 (male) 75/45 (female)
Life Expectancy	55 years (male) 21 years (female)
Family size/structure	1 Adult male, 1 Adult female, 5 to 7 children



(Children reach maturity and leave the home at 12-15 years of age. Due to the difference in male-female lifespan, it is common for males to be widowers and remarry, fostering a complete second family.)

## Tenctonese

### U.S.S. Kitty Hawk NCC 1754-B

#### Captain's Log, Stardate 47051.2 13:47 hours. Captain Julian K. Harker

While on a routine exploration mission deep in Alpha Quadrant, our Chief of Ops (Lt. Commander Benjamin Shaw) discovered an unknown vessel. The first time I saw it, it reminded me of classic "U.F.O." serial entertainment broadcasts of the 20th century: nearly a saucer shape, with a raised center and flat bottom. Odd, that it should strike that image with me, but it did. Unfortunately, by the time we had seen it, it was already breaking up in the atmosphere of a nearby M class planet.

From the reports I've seen, the inhabitants must be an intelligent species nearly equivalent in technology to our own. I have decided to make contact. I am sending an away team including my First Officer, Comm. Jiru Takahashi, my Chief of Security, Lt. (J.G.) Perigrin Oliander, and my CMO, Comm. Kenneth B. Lethbridge. I also ought to send a linguist to study their language for the Universal Translator. T'Klan seems to be the most qualified for the job.

I think this is going to be a most interesting day!

#### Chief Medical Officer's Log, Stardate 47051.3 07:00 hours. Ken Lethbridge reporting.

There are many wounded among the survivors of the crash. My staff and I are treating them the best we can, but without a detailed description of their anatomy it is proving somewhat difficult. Fortunately, there seem to be some medically trained survivors who are willing to help.

The aliens seem to be very intelligent, and are definitely humanoid. Outwardly they appear human except for the spots they have on their heads instead of hair. From what I could scan of them, they have two hearts in the center of the breast area (one on each side of the sternum). Their skeletal and musculature systems seem to be very compact. In fact, I think their strength would be more on par with a Vulcan than a Human. They seem to thrive in conditions that a human would consider uncomfortable. Perhaps they need the UV Radiation? For some reason, there also seems to be more males than females in the population. I want to find out why.

This is going to be a fascinating study!

#### Security Chief's Log, Stardate 47051.3 07:00 hours. Peri Oliander reporting.

So far the aliens don't seem to constitute a threat to either the Federation or this ship, but they do seem very cautious of us. I hope it continues to be peaceful.

#### Linguistics Log, Stardate 47051.3 07:15 hours. Lt. T'Klan reporting.

I have been listening very closely to the alien's speech patterns. There seem to be many clicks among the words, and a definite depth of meaning. What intrigues me the most is how fast these people are picking up Standard speech without the Universal Translator. One of them, Stangya (their spokesman), is working closely with me to help me understand their language. Unfortunately, their written language (I am enclosing an example) is much harder to learn than their spoken one. Stangya tells me his people are called Tenctonese. Where Tencton is or how far away he will not tell me. I do not know whether this is because he cannot tell me, or if does not know.

#### First Officer's Log, Stardate 47051.3 07:20 hours. Commander Takahashi reporting.

After reporting to the Captain of our findings, I suggested he send Veronica down to look at the ship. Perhaps we can find a way to fix it. Besides, I know she is dying to study their technology. So far the Tenctonese seem to be keeping in small groups of 30 or so, as if they know they can trust only the people near them.

I must admit, this is becoming a very complex and interesting puzzle.

#### Security Log, Stardate 47051.3 09:50 hours. Lt. Oliander reporting.

T'Klan informs me that the Tenctonese are a slave race. Apparently this ship was either lost, or the slaves revolted from their unseen masters. If so, this will explain some of their hesitancy to us. Perhaps Counselor Quinn can help us understand them better.

#### Chief Medical Officer's Log, Stardate 47051.3 15:30 hours.

After meeting with Stangya, I have been able to have some of my questions answered. Tenctonese cannot eat cooked animal protein. For some reason it makes them ill. Their diet seems to consist of a nearly Klingon or Ferengi diet (I wonder if they would like Klingon ghargh?). Fortunately, our replicators can produce nearly anything their metabolism requires.

Something else of interest to me occurred in my conversation with Stangya. He asked me where our Binnaum were. After a while, I understood (with a lot of help from T'Klan) that he meant a third gender. He seemed to be afraid that our species had lost our Binnaum and wanted to steal theirs. After explaining our two gender reproduction (carefully), Stangya explained that Tenctonese must have this third gender as a sort of catalyst. The Binnaum -- outwardly male -- prepare the female for insemination. Also I understand that although the female carries the fetus for several months, it is actually the male that gives birth to the new child. How the fetus is transferred, I don't know, but it makes a very interesting study. Hopefully, the Tenctonese are learning just as much about us as we are about them.

#### **Counselor's Log, Stardate 47051.3 15:30 hours. Lt. Commander John W. Quinn reporting.**

Many difficult problems arise in dealing with the Tenctonese. Most of the outward culture of Tencton has disappeared, having been suppressed on the slave ship. Only religion seems to have survived heartily. Some believe in "Celine" and "Andarko", what I gather is an Adam and Eve type pair. Others seem to be worshipping more of an inner deity. If I'd had any doubts before, I know now that these are a very hearty and adaptable people (perhaps due somewhat to genetic tampering, Stangya tells me). That's probably why their masters chose them for slaves.

One more thing. The Tenctonese I've talked to seem to be terrified of someone they call "Klisansun/" (the "/" representing a click on the end of the word). This is one word the Universal Translator has had trouble dealing with so far. For some reason, they believe the Klisansun/ are among them, hidden.

#### **Chief Engineer's Log, Stardate 47051.4 00:15 hours. Lt. Veronica Stimpson reporting.**

The Tenctonese have graciously let me inspect the outside of the craft, but have refused to let me inside. It seems that most of the people don't know how to run the craft, but left that to their masters. They also seem to be afraid of getting it started again, although I don't know why. (Personally, I doubt if this thing could ever fly again.)

From what I could see, the Tenctonese don't have warp drive as we know it, but something similar. I'd love to get my hands in their engine room and tear it apart!

#### **Linguistics Log, Stardate 71051.4 06:55 hours. T'Klan reporting.**

I believe I know now what "Klisansun/" means. When I was with Stangya, he noticed a tattoo on the wrist of one of the Tenctonese. Someone shouted "Klisansun/" and a mob of people surrounded and cornered the man. The only thing I can think of that would bring this sort of reaction to an obviously sophisticated race is one of the slavers, or perhaps overseer would be a better term. One who is a glorified slave themselves. When I asked Stangya about the tattoo, he said that only the tattoo held power over the slaves. He told a story of games they would force the slaves to play. Sort of like Russian roulette, but instead of a gun and a single bullet, there were six pressurized jets, 5 of air, and one of distillation of sodium chloride. Apparently, salt water is a deadly acid to the Tenctonese.

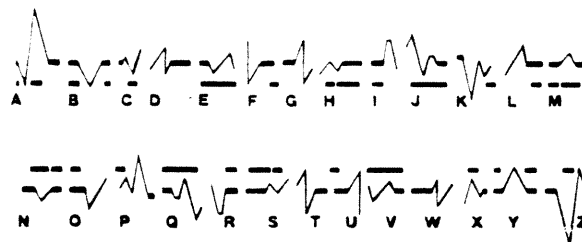
#### **Captain's Log, Stardate 71051.4 11:00 hours.**

These "Overseers" sound like a deadly threat to the Federation. Apparently, they will take any opportunity they can to contact their masters. This Stangya believes they will also try to enslave other intelligent and adaptable species.

I find myself torn between wanting to help the slaves and being careful of the Overseers. After careful consideration, I recommend giving help to the survivors until they can sustain themselves on this planet, then leave them alone to rediscover their own culture or create a new one. I've discussed this with Stangya and he seems to think this is best also.

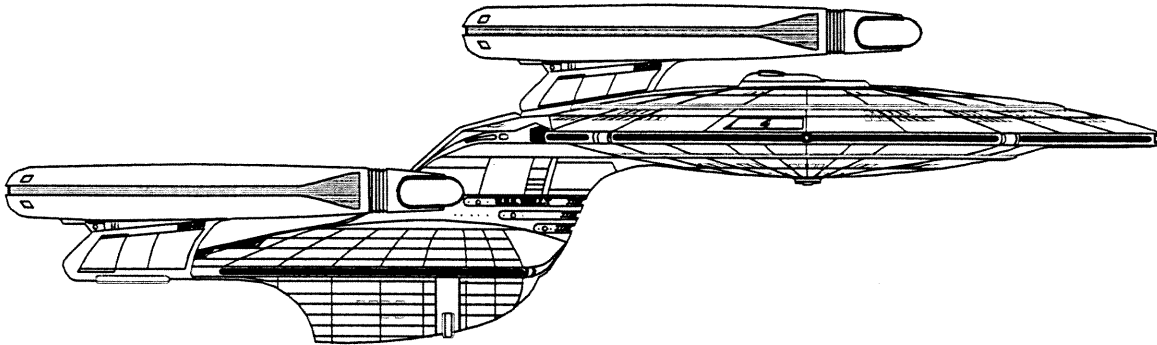
One interesting note, though. Stangya and his family have requested asylum from us, as well as a few others. I can't in good conscience deny their request, yet I am concerned about Overseers being mixed in the group of refugees. T'Klan, Lt. Oliander and Dr. Lethbridge seem to feel that these few people are trustworthy, and if I couldn't rely on my officer's good judgment, what could I rely on?

## **Tenctonese Alphabet**

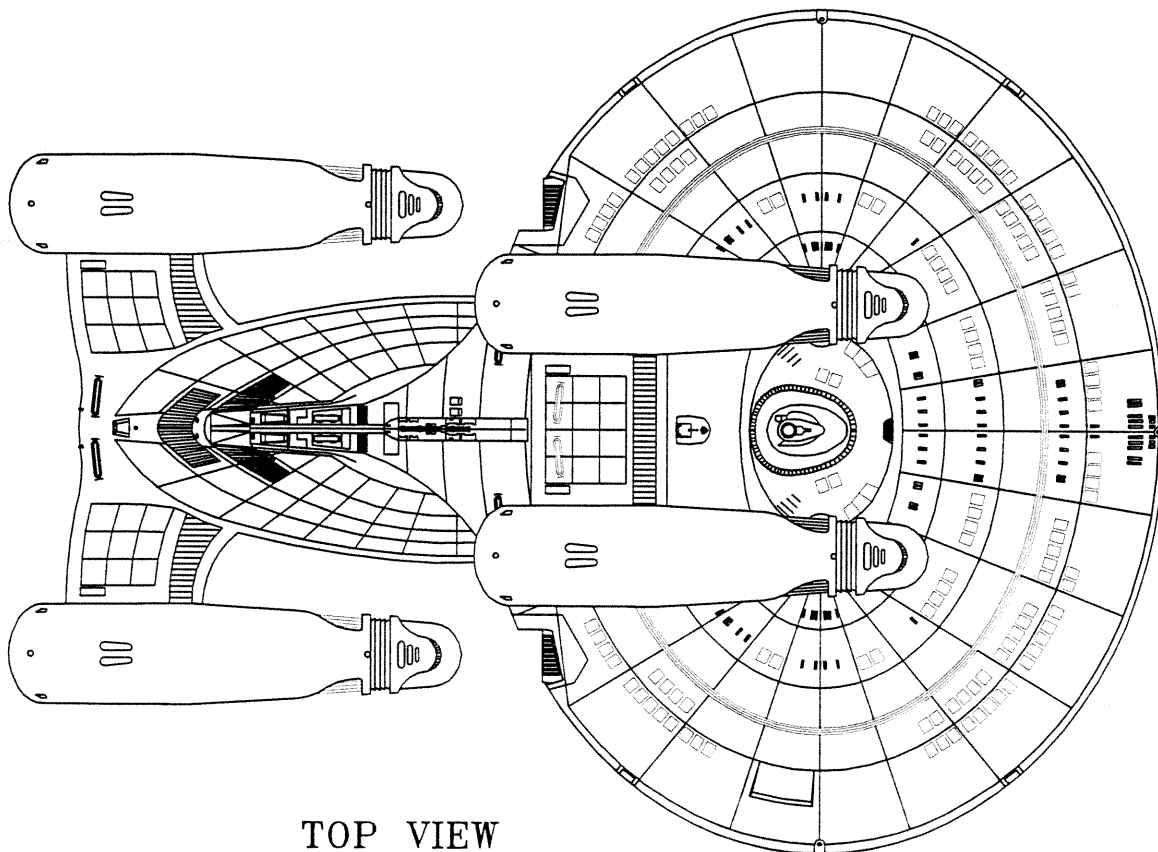




## ***Ships of the Galaxy: USS Kelly***



STARBOARD PROFILE



TOP VIEW

The USS Kelly (NCC-3400) is a Kelly class Super Dreadnought. She is designed primarily as a combat vessel. Her intended field of operations will place her in the thickest of combat situations. To fulfill her duties she was built to take more punishment than the average Starship. She has been suitably reinforced to compensate for the stresses she will encounter. She ably exemplifies the class motto "*Defending the Final Frontier*".

## General Statistics

Dimensions:	
Overall length:	641 m
Overall height:	519 m
Overall width:	133 m
Displacement:	
Standard	6.4 million metric tons
Duration:	
Standard patrol	3 solar years
Ship's complement:	
Officers:	230
Crew (including Marines):	1,350
Maximum capacity:	5,000
Emergency capacity:	20,000
Performance:	
Cruising speed:	Warp 6
Maximum speed:	Warp 9.5
Emergency speed (12 hrs):	Warp 9.92

## Systems

### Propulsion:

- (4) 6<sup>th</sup> phase dilithium controlled matter/anti-matter ultra warp drive
- (1) YPS 8063 fusion impulse drive (Stardrive section)
- (1) YPS 8060 fusion impulse drive (Saucer section)
- Impulse velocity: .89c
- Quasar particle beam maneuvering thrusters

### Weapons:

- (12) Type X Phasers. Electro plasma system
- (2) 200 LiCu 518 emitter collimator rings, 5.1 Megawatts.
- Range: 300,000 kilometers
- Firing endurance: 45 minutes
- Recharge time:  $\leq$ .05 seconds
- (4) Photon torpedo launchers
- Standard inventory: 500
- Range: 3,500,000 kilometers
- Simultaneous launch: 10 per tube

### Defense:

- EM polarized deflector shields
- (2) KCG cloaking generators
- New "Blackship" hull for scan resistance

### Computers:

- (3) Multitronic IV, LCARS system

### Navigation:

- Warp celestial guidance

### Transporters:

- (6) 6-person quantum resolution
- (8) cargo molecular resolution
- (9) 20-person emergency/Marine deployment (300 persons in 4 minutes)
- Range: 40,000 kilometers

## Uniforms

We will now wear both our Kelly Communicators and our rank pips on our uniforms. Both rank will match. (i.e., do not wear a Lieutenant's pips with Captain's bars on your communicator.) The standard uniform of the day for all Kelly crew, is pips and Kelly communicator on your departmental colored uniform. The Engineering department is beginning construction of new communicators. Place your order now.

### A Death in the Family

The ship shuddered from another impact.  
"Damage report!"  
"Hull breach deck 22 section 12, 9 casualties. Shields at 43%"  
"Nine more letters to write home to nine more grieving families." thought Captain Taggart. He looked down at the body of the Federation Envoy laying at his feet. "Fool." Turning back to his crew he said, "Bring those emergency generators on line!"  
"They are already on-line and operating at 110% sir, it's not enough!"  
The Romulan Warbird swung about making another pass.  
"Are those photon torpedoes up yet?"  
"Working on it sir!"  
"How long?" the frustrated Captain yelled back.  
"I don't know sir!"  
Two more explosions caused the ship to rock and shake. The sound of the Amy's return phaser fire was soft in comparison. The third Romulan took a hit to one of its warp nacelles.  
"Major damage to Romulan 3's warp drive sir." shouted the young Tactical officer. He then frowned and reported, "She's still able to maneuver and fire on impulse."  
With that the ship rocked again.  
"Can we fire with the rear torpedo tubes?" the Captain asked his Tactical officer.  
"No sir. They are out too."  
"What about separation to free up the saucer's rear tube?"  
"Negative sir, the separation protocols are not functioning!"  
"Cloaking device is sabotaged, all photon torpedo launchers have no power, shields failing, and major damage to the primary warp coils!!! Doesn't anything work around here!"  
"Warp power back on line!" shouted the chief Engineer from behind him.  
"Excellent, can we out run them Ensign Barrows?"  
"Not in our present condition sir." The disappointed Conn officer reported. "We'll be lucky to reach warp 6 without shaking apart."  
"Channel all power to the phasers for multiple blasts and then transfer it to the shields for their return volley!"  
"Main phasers receiving power. Multiple target lock engaged."  
"Fire!"  
With that order six different rapid nadion pulses lanced out from the Amy. The first to reach its target breached its forward screens. The second pulse hit the unprotected Warbird at its upper bridge support. The ship's full power poured through that stream of particles and cut through the support. The vessel's own movement was sufficient to rip the entire forward section of the damaged Warbird off, neatly decapitating the starship. The third and fourth blasts hit the second Warbird amidships. The added power was enough to overcome her shields and cause major damage. The fifth and sixth beams targeted the farthest vessel. Because of the distance and her previously undamaged state they were only sufficient to cause minor damage.  
"Shields at maximum power. Romulan 1 is severely damaged and temporarily out of action. Rom 2 has major damage to warp drive and secondary hulls. Rom 3 took only minor damage." the Tactical officer reported.  
Just then a light came on his panel. "Main Saucer photon torpedoes are back on line. 5 torpedo pattern available!"  
"Hallelujah! Prepare for phaser dimpling! Target that undamaged Warbird!"  
"Aye sir! Target locked!"  
"Fire!"  
The Amy's phasers leaped across the void to the Romulan ship. The beams encountered the other vessel's shields. As the power of the phasers contacted the field, the pressure of the beam forced a dimple in the otherwise rounded energy shield. At that moment a volley of 5 photon torpedoes fired at that dimple. The altered shield shape allowed the first photon torpedo to penetrate the shields. It detonated on contact with the Romulan ship's nose, vaporizing the forward section. The shields collapsed and the following four torpedoes left nothing but bright flickers in space. A cheer broke out on the Amy's bridge.  
"One down two to go. Excellent shooting Mister Mullany! Excellent!"  
"Sir Rom 2 is coming about! She's firing!"  
Multiple beams struck the Amy, tearing off the Saucer's port warp nacelle.  
"Major damage!" "Casualties all over the ship!" "Saucer section warp power off line, but the Stardrive section's is still operational!"  
Flames started behind the aft control panels  
"Fire suppression system is down!"  
"Tactical! Weapon's status! Someone get that fire out!" cried the Captain.  
"All phasers are functioning at 50% efficiency. The main saucer photon launcher is available with individual launch capability. Aft and forward launchers on the Stardrive are still non-functional. Shields at 23%."  
"Very good. Now this is what we're going to do..."

The Romulan D'Daridex Class Warbird turned about and circled its prey. Its commander knew that her enemy was resourceful, but that would not be enough. Although they had taken out one of the Romulan ships in a single volley, sensors now showed they had only one photon torpedo loaded. Their phasers are only at half power and they are very badly damaged. They don't stand a chance!

"Open communications." She said to one of her officers. "Federation vessel, Amy, Drop your shields and prepare to be boarded!" Surely this Starfleet Captain knows when he's beaten. "I'll take her home to be dissected!" She thought in triumph.

"Their shields are dropping!" called the Pilot.

"Excellent! Move us within transporter range. Ready all boarding parties!"

"Now within transporter range."

"Drop shields and transport."

"Shields dropping, Transpo...Commander! They still have their weapons tar..."

The Amy fired their one photon torpedo with a fierce volley of phaser blasts and cut the Romulan to pieces. Most of the Romulan boarding parties died when the transporter that had been dematerializing them suddenly disintegrated. Those that did materialize were instantly cut down by the Amy's Marines.

Once again cheers rang out through the smoke on the Amy's bridge. And again their joy was cut short as the Amy was rocked by disruptor beams.

"The third ship has re-engaged sir!" Said the Tactical officer. The view screen showed the headless Romulan Warbird firing again.

The Amy was jarred badly and started to list.

"They must have figured out who is in charge, because here they come again."

Once more blasts wracked the Amy. This time they hit an unprotected area near the Stardrive nacelles. Gaping holes appeared in the hull where the disruptors destroyed supports, or collapsed bulkheads. The lights flickered and then went out on the bridge.

"Damage report!"

"That last salvo took out the main power conduits near main engineering. The Stardrive section has lost warp capability. Many casualties reported" *More letters to write* "...cannot raise the aft section of the ship. The Structural Integrity field has collapsed, All defensive systems are off line..." The list continued.

"Sir, I have a new target bearing 236 Mark 12.... It's two more D'Daridex class Warbirds" The Chief of Operations bowed his head.

"That's it then. Signal our surrender." said the Captain.

"What?! We can't give this ship to the Romulans!" yelled the First Officer.

"I know that!" the Captain shot back. "Number One we have one last duty to perform." He pushed a small button on his command chair.

"All hands this is the Captain. We are in a desperate situation. We have lost all means of maneuvering back to Federation space. We have one Romulan Warbird circling us waiting for a chance to finish us off. Two more Warbirds have just entered sensor range. We know how important it is, that the technology in this vessel not fall into enemy hands. We also know that our chances of coming out of this situation are very slim. I want everyone on board to know how proud I am to have served with each one of you. Because of our distance from the Federation and our location within the Neutral Zone, aid from a Federation vessel is unlikely. The saboteur that escaped in our shuttle craft has done his job. Our lovely ship has been knocked around until she cannot even be recognized. We still were able to put up a good accounting of ourselves. We have destroyed two Warbirds and blown the head off a third. We will continue on, until we can no longer fight. Then we will make sure that they pay dearly. You know your duty. I know mine. All that is left, is to do it. Prepare for the final fight of the USS Amy...That is all." Turning to his Communications officer he said, "Lieutenant, send a coded message to Starfleet as follows: Starfleet Command, USS Amy, Captain John Taggart reporting. The USS Amy has been sabotaged while on a special contact mission. We have been attacked by three Romulan Warbirds. Two have been dispatched the third is circling. We have suffered major damage to both warp drive systems and most ship's systems have collapsed. We have minimal phasers and no photon torpedoes. Two more Warbirds have just entered sensor range. In order to prevent the loss of the technology built into the Amy I am ordering the self-destruct system activated. It has been my pleasure to serve on this ship with this crew. I request that they all be awarded the Starfleet medal of Honor. They are the embodiment of Starfleet. USS Amy out. I guess that I won't have to write those letters after all.... Jim," he turned to his first officer "you know what comes next."

"Yes sir. The most difficult order a starship Captain can make."

"Computer, identify Taggart, John J. Captain."

"Acknowledged."

"Computer recognize Ramirez, Jim A. Executive officer."

"Acknowledged."

"Set self-destruct sequence"

"Does the First Officer concur?"

"Affirmative, computer, set self-destruct sequence."

"State sequence timer."

"Set for 10 seconds"

"Acknowledged. Self-destruct sequence has been initiated. Awaiting final code sequence."

"All right you bastards, come and get it." The Captain said with fire in his eyes.

The two Warbirds chose that moment to arrive. They assumed an attack posture and brought themselves within disruptor range.

Captain Taggert gave the final code sequence. The Computer started counting down.

10...

9...

8...

The Romulans charged their main disruptor bank to 120%.

7...

6...

5...

They targeted the Amy.

4...

3...

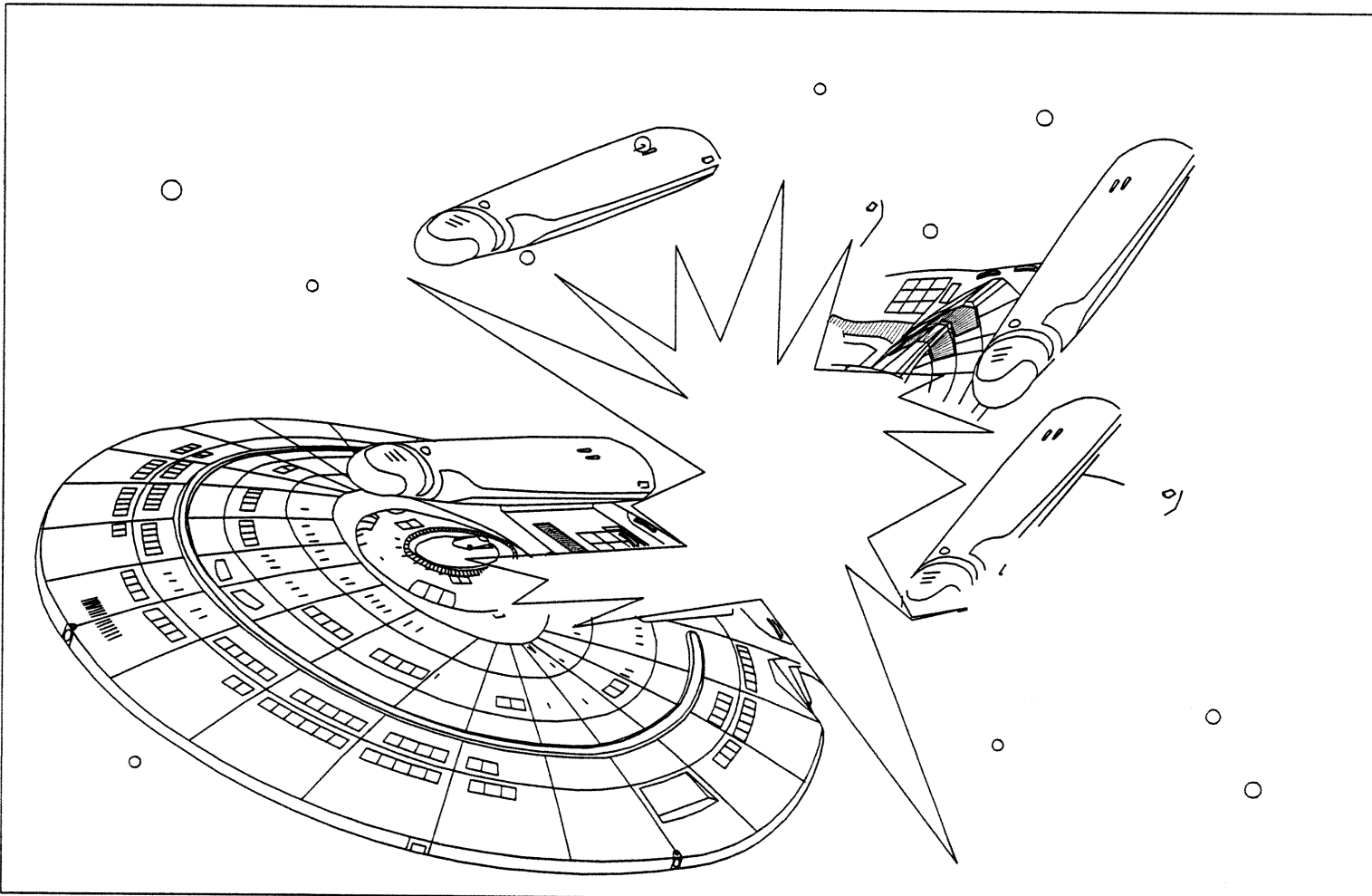
2...

The Romulan wing Commander gave the order to fire.

1...

The Romulan disruptors fire a half second too late. As both warp engines implode, the Matter and Anti-matter mix uncontrolled. The Amy becomes a small supernova that envelopes all four ships. Nothing survives, even the damaged Warbird that stayed back. A blazing fire cleanses the Galaxy of any trace of the battle that had just taken place.

Twenty years later the light from that explosion is recorded on a small and insignificant planet. A planet at peace. A planet of shape-shifters. The planet that was the Amy's destination. The planet Vendor IV.



## Upcoming Episodes

Note that this information was pulled off various Bulletin Boards and is highly suspect. Take it with a pound of salt.

Jan 1 94 Jan 3-Jan 9 Rivals  
 Jan 8 94 Jan 10-Jan 16 The Alternate  
 Jan 15 94 Jan 17-Jan 23 Invasive Procedures \*REPEAT\*  
 Jan 22 94 Jan 24-Jan 30 Cardassians \*REPEAT\*  
 Jan 29 94 Jan 31-Feb 6 Armageddon Game

[Unconfirmed]

Feb 5 94 Feb 7-Feb 13 Whispers  
 Feb 12 94 Feb 14-Feb 20 Paradise  
 Feb 19 94 Feb 21-Feb 27 Shadow Play

REMEMBER: All information in this section is rumor, and comes from various sources, including Usenet's rec.arts.startrek.info. Most of the information below has appeared previously on the electronic networks. Also, all information is subject to change.

Rivals - Quark feels threatened when a charming swindler arrives on Deep Space Nine and opens a competing bar, complete with a new game. O'Brien and Bashir plays that space racket ball game that was seen on a previous ST:TNG episode.

The Alternate - Odo's mentor arrives on Deep Space Nine intent on resuming his search for Odo's true origin.

Armageddon Game - An alien from the Gamma Quadrant is hunting for Bashir.

Whispers - O'Brien story.

Paradise - Sisko story.

Shadow Play - Odo and O'Brien try to save a village of living holograms.

Watch later in the season for the introduction of and an expanded role for the mysterious "Dominion."

Kira and the Bajoran religious leader/Sisko are possible but not likely for the fact that the writers does not want to get caught into a corner.

Big Keiko and O'Brien episode in the works.

Colm Meany will not be appearing in several episodes due to filming on CBS mini-series "Scarlett", the sequel to "Gone with the Wind."

### STAR TREK: THE NEXT GENERATION"

Sat. Date Week Of Episode Title

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=====
Jan 1 94 Jan 3-Jan 9 Interface *>REPEAT<*
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Jan 8 94 Jan 10-Jan 16 The Pegasus  
 Jan 15 94 Jan 17-Jan 23 Homeward  
 Jan 22 94 Jan 24-Jan 30 Phantasms \*>REPEAT<\*

Jan 29 94 Jan 31-Feb 6 Sub Rosa  
 Feb 5 94 Feb 7-Feb 13 Lower Decks  
 Feb 12 94 Feb 14-Feb 20 Thy Known Self

The Pegasus - Riker is torn when his former commander, now an admiral, orders him to hide the real purpose of a risky mission from Picard. It involves the Romulans, and explains why the Federation doesn't use the cloaking device. Riker reunites with his first Captain (who he doesn't get along with) and the USS Pegasus, the ship he first served on after graduating from the Starfleet Academy. The USS Pegasus disappeared. Now Riker and his formal Captain must prevent the Romulans from finding the Pegasus. Directed by LeVar Burton.

Homeward - Worf's foster brother, Nikki, violates the Prime Directive in an effort to save a doomed alien race. Nikki is a Federation cultural liaison officer who violates the Prime Directive by getting involved with a planet that is not part of the Federation. Worf is surgically altered by Dr. Crusher, and is supposed to rescue/capture his brother.

Sub Rosa - Dr. Crusher returns to the terraform colony where her grandmother of 102 years old still lives? This episode is supposed to have some racy scene with Dr. Crusher in some nightgown. Not a family episode. Extraordinary sets. Great range of acting for Gates McFadden in the episode. Directed by Jonathan Frakes.

Lower Decks - "Day in the life" story about a junior Enterprise officer during a battle with the Cardassians. Possible connections with "Star Trek: Voyager"

Thy Known Self - Data loses his memory. Troi will take her commander's exam.

Season Finale - While it has not been written yet, it involves Q. May be two-hour movie.

Gates McFadden will be directing an episode of TNG.

Spot will have kittens.

Lt. Barclay, Alexander, and Wesley Crusher will be returning.

There are no plans for the return of Thomas Riker.

From: Dean Adams

## Upcoming Conventions

### Creation Conventions:

January 29, 1994:

San Jose at the Convention Center with William Shatner.

January 29-30, 1994:

Los Angeles at the Airport Hilton with William Shatner.  
Spokane, WA at Cavanaugh's Inn at the Park with Michael Dorn.

March 18-20, 1994:

Pasadena at the Pasadena Center with Nana Visitor, Colm Meaney, James Doohan,  
Nichelle Nichols, Armin Shimmerman, John DeLancie, Siddig El Fadil and many,  
many more.

For information on any one of these conventions, send a self-addressed, stamped envelope to the address below. One request per envelope please.

Creation Entertainment  
530 Riverdale Drive  
Glendale, California 91204  
(818)409-0960



### Denver Convention:

February 25-27, 1994:

Aurora, Colorado. StarFest '94. To be held at the Holiday Inn (I-70 and Chambers Road). Guests include Patrick Stewart, Dave McDonnell and Jeff Walker. Events include: The Starcon Player Play Parody, movies, Sci-Fi TV shows, costumes (contest?), a talent search, autograph sessions, Hollywoodcollectors auction, an art show, a dealer's room, giveaways and more. Event hours are Friday: 6pm to 10pm, Saturday: 8:00am to 12:00am (midnight), Sunday: 8:00am to 6:00pm. Call (303) 671-TREK (8735) for ticket information. For hotel information, call (303) 371-9494.  
Denver Museum of Natural History. The newest exhibition, to open on February 4, 1994, is the "STAR TREK: Federation Science" exhibit!

This exhibition promises to utilize "the popular phenomenon of STAR TREK in all its forms to promote science and technology literacy among people of all ages."

The exhibit will be divided into several areas of the Enterprise: the bridge, engineering, life support, sick bay, the rec deck, and a simulation of the transporter room. There will be widespread use of interactive devices for educational purposes.

Along with the exhibition is a new planetarium show entitled "Orion Rendezvous: A STAR TREK Voyage of Discovery", which will include travel to galactic wonders and the scorching radiation of an exploding star, among other things. This presentation is narrated by LeVar Burton as Geordi LaForge.

The exhibition starts February 4, 1994, with a premiere party (costumes welcomed!) Feb. 3. Tickets can be ordered by calling the DMNH at (303) 322-7009 no later than Tuesday, Feb. 1.

(This exhibition is created and circulated by the Oregon Museum of Science and Industry and is supported locally by Quark, Inc.)

### Other Conventions:

May 27-29, 1994:

Portland, Oregon. OMNICON to be held at the Red Lion Jantzen Beach. Guests include Robert O'Reilly (Gowron), AC Crispin, Ellen Guon, Bjo Trimble, Cindy Glenn, Betty Bigelow, Jody Lynn Nye, Heather Alexander, and Michael Capobianco (not to mention Starfleet [omniconference]). Activities include the Friends of Filk, and presentations by OMSI (Oregon Museum of Science and Industry) and NASA. Other events include: an art show, a charity auction, a dealer's room, panel discussions, workshops, costume contest, dances and more. Registration is \$30.00 in advance until February 23, 1994 and \$35.00 thereafter and at the door. Room rates are \$55.00 per night for single, double or quad. Call (503) 283-4466 and ask for the OMNICON rate. To register or receive a flyer with all the current details, send a SASE (legal size) to: OMNICON, PO Box 6251, Vancouver, WA 98668. For more information contact, Andrew Montgomery at The Overworked Dragon BBS, (503)256-8451

June 25-26, 1994:

Riverside, Iowa. Trekfest. A an annual gathering of Trekkies/Trekkers celebrating the future birth of James T. Kirk (and Trek) in his one day to be hometown. There will be a parade, talent contest, cowchip bingo, vendors' tents, a street dance, and other wonderful things. For more information, (I'm saying this on my own) write the Chamber of Commerce in Riverside.

# Puzzles

Unscramble the word or words

All are about the Kelly.

- |                         |                     |
|-------------------------|---------------------|
| 1. nregienigne (1)      | 9. latictca (1)     |
| 2. bscaiky (2)          | 10. grbdei (1)      |
| 3. tglarothiopian (2)   | 11. none (1)        |
| 4. lseluyks (1)         | 12. Rcseiuyt (1)    |
| 5. pilumse (1)          | 13. nptroatresr (1) |
| 6. mlomidhnaenerenc (2) | 14. caelmdi (1)     |
| 7. hpis (1)             | 15. niesece (1)     |
| 8. tcmuaioimcsoinn (1)  |                     |

Submitted by Lt. (j.g.) Cindy Claytor

## Star Trek/Kelly Crossword

4 Letters

Conn  
Grill  
Stun

5 Letters

Human  
Kelly  
Probe

6 Letters

Bridge Rescue  
Empire Treaty  
Orders Voyage  
Phaser Vulcan

7 Letters

Bajoran  
Ferengi  
Impulse  
Klingon  
Hennine  
Medical  
Mission  
Romulan  
Shields  
Sickbay  
Uniform  
Unknown  
Warbird

8 Letters

Alliance  
Andorian  
Betazoid  
Holodeck

9 Letters

Arboretum  
Combat age  
Hollinger  
Interface  
promenade  
Starfleet  
Tellarite  
Tricorder

10 Letters

Cardassian  
Ten Forward

11 Letters

Chronometer  
Engineering  
Neutral Zone

12 Letters

Communicator  
Undiscovered

13 Letters

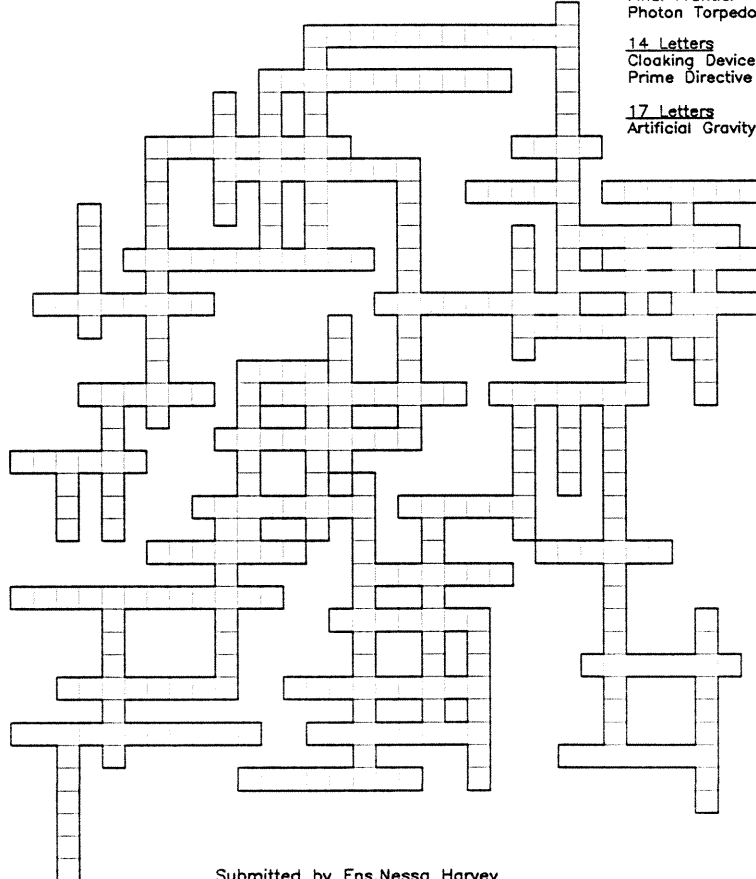
Final Frontier  
Photon Torpedo

14 Letters

Cloaking Device  
Prime Directive

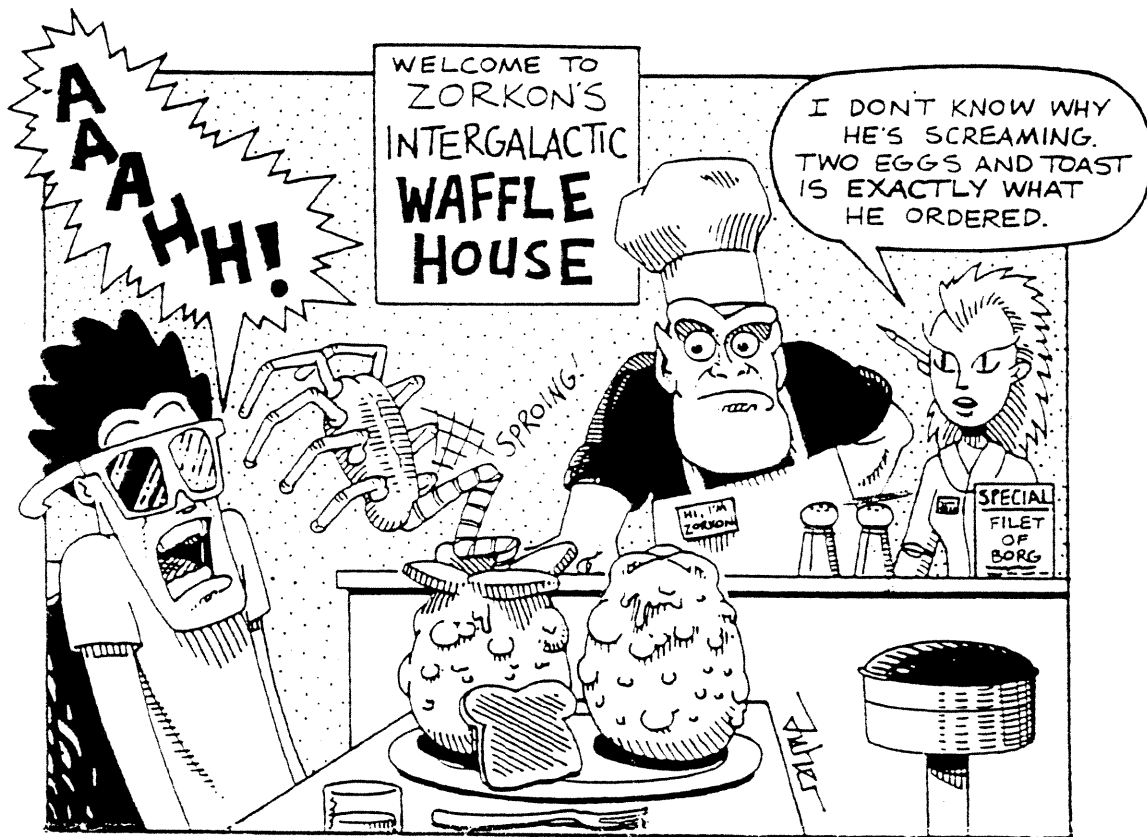
17 Letters

Artificial Gravity



Submitted by Ens.Nessa Harvey





# Vulcan Emotion Recognition Chart

Compiled by the Rihannsu Intelligence Bureau

When coming in contact with the Vulcan race, you will need to know their emotional state so that you can deal with them. Please memorize this chart carefully. You will be tested on it later with a real Vulcan. Jolan Tru.



Happy.



Sad.



Confused.



Doubtful.



Thoughtful.



Ecstatic.

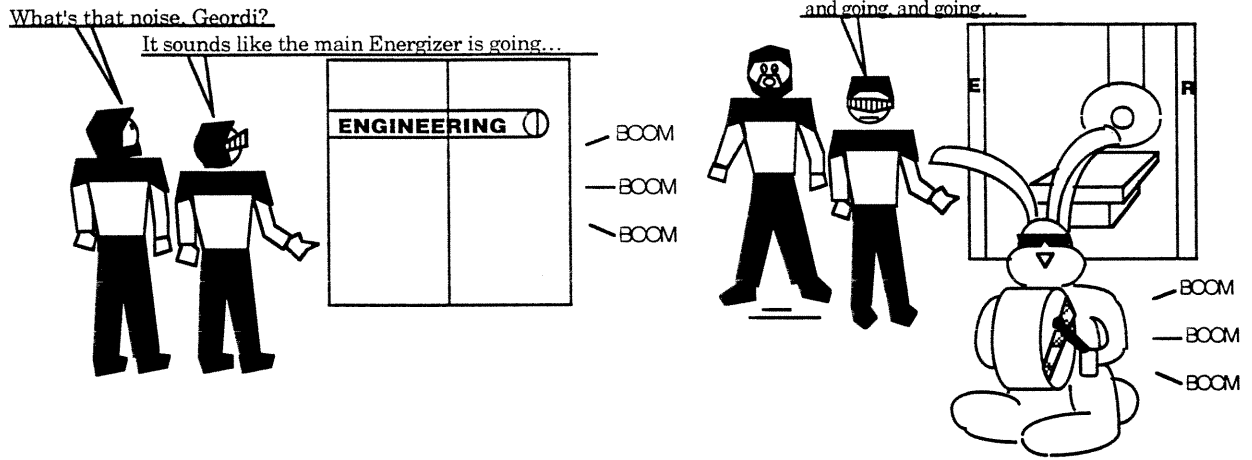


Funny.



Pon Farr.

21



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To: