

# The Dark Justice War

The Official History

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## PREFACE

We all know the empire has been at war many times and KAG has had many wargames inside and outside of the empire. What many don't realize is that KAG has, for the first time, engaged a foreign power, Starfleet International (the largest club of its kind) and has shown the true strength we possess.

Fought primarily in KAG's central and eastern fleets, the Dark Justice war has shown KAG's commitment to excellence, honor and a true drive for glory. For the first time we laid our honor squarely on the line and KAG came away with a grand victory.

This book is intended to encompass all aspects of the war and it's surrounding topics. Although a small band of warriors conquered the task of getting this book together (make sure you read through the credits!), it was all of KAG which made it possible. Battle after battle, week after week, month after month, KAG warriors carried the battle to the enemy and proved again and again that they simply could not stand against our forces. Indeed, even though our troops suffered losses - they were nothing compared to our victories. KAG ships won nearly 90% of the battles that were engaged! As the news of victory after victory came pouring in to our war office, it became readily apparent that an overall record of this war would have to be made. You have our effort to document the war in your hands - we hope you enjoy it and look forward to your feedback.

Qapla' and, as always, happy hunting!

Cmdr. Krahl sutai-Reshtar  
Jerry Harper

p.s. Although we've tried to be as all-encompassing as possible, there were some ships which did not reply concerning their actions in the war. Although we are *sure* that virtually everything is documented here, you may contact the address listed at the front of the book for possible updates.



# CHAPTER I - THE ORIGINS OF WAR

The star systems in the Pittsburgh sector of space lie on the border between Central and Eastern fleets. Though densely populated, this area is too remote to be fully occupied by any of the great powers.

The IKV Dark Justice had just finished patrolling the sector, and had successfully kept Federation aggression in check for yet another cycle. The mood on board the ship was one of excitement and anticipation. The captain, Lt. Kerge vestai TaCHOOKMA, had located several Klingons serving in Starfleet, and was preparing to have them change allegiances. Their information and loyalty would be invaluable to the empire.

The process had taken several weeks. New Klingons are always welcomed on board KAG ships, no matter who they've served in the past, although most of those who have served in Starfleet have been so indoctrinated with Federation propaganda that an extensive "deprogramming" period is necessary.

"They did seem a bit jumpy," an eyewitness said. "but a lot of people act that way when they first see a ship full of Klingons."

The new members were welcomed on board, and were treated like warriors for the first time. Just moments after the meeting began, a signal went up from the new crew members. These supposedly honorable defectors drew weapons and attacked the ship's crew. They lowered the Dark Justice's shields, and allowed a contingent of Starfleet marines to board.

"Ten minutes later we heard a knock at the door, and in barge all these marines with guns ablaze." Lt. Kerge vestai TaCHOOKMA said. They fired indiscriminately on all crew members, no matter how innocent.

"I was busy teaching my two children the true meaning of honor, when I heard a knock at the door. I barely had time to turn around when the door was forced open and a half dozen marines stormed in." said Lt. K'John tai-Smith, who had brought his children on board only hours before. "They lowered their

weapons and opened fire on us. Luckily the Feddie phasers were foolishly set on stun, otherwise all three of us would be with the Black Fleet. Needless to say, my offspring's lessons were aided by this act - they now completely understand the concept of dishonor."

Starfleet initially claimed that this was an isolated incident. However, shortly thereafter, a message went out through the Communique, their national newsletter. It bragged about the attack, and portrayed the Klingons as "panic-stricken cowards."

"We found them unworthy as Klingon Warriors, and Capt. Speck doesn't allow pets on the Potemkin." their newsletter sneered.

Again Starfleet claimed this was an isolated incident. These words were just the boasting of a single commander. In truth, however, these were instructions on how to attack every ship in the fleet.

The IKV Malevolent would be the next to fall victim to this treachery. This time it happened under a flag of truce. The result was the same, anger by the Klingons and boasting by the Federation.

The cry of rage went as far as the High Council. Many called for war, while others claimed it was an obvious trick. They saw it as an attempt by Starfleet to lure the Empire into a war it wasn't prepared for. The debate raged for hours, until Thought-Admiral Kris epetai-Kurkura produced an intercepted Federation transmission. Though the voice was somewhat garbled, many of the council members knew exactly which Federation official was speaking.

"Truth is unimportant when starting a war. No one ever asks the victors if they told the truth." a terran voice said loudly.

It was at that moment that the High Council decided it's course of action. The Thought Admiral, the responsibility of what lie ahead weighing heavily on his shoulders, gave the best speech of his career. It is generally considered the official declaration of war:

*The question comes to this: KAG has been attacked:*



what are we going to do about it?

The answer comes to this: KAG will go to WAR with Starfleet.

For some time, we've grown big, grown lethargic, and gotten soft. We stomp the hallways of conventions, talk of honor and glory, walk away with costuming awards at these little cons and call them "battles". Some ships revel in blood-feuds with the Feds, while still other vessels engage in other battles with whatever foe seems handy.

Until I say differently, the Klingon Assault Group will go on a total war footing. Our ships are to seek out and engage whatever Starfleet International vessels are close by, in whatever fashion and honorable style of ship-to-ship combat is required.

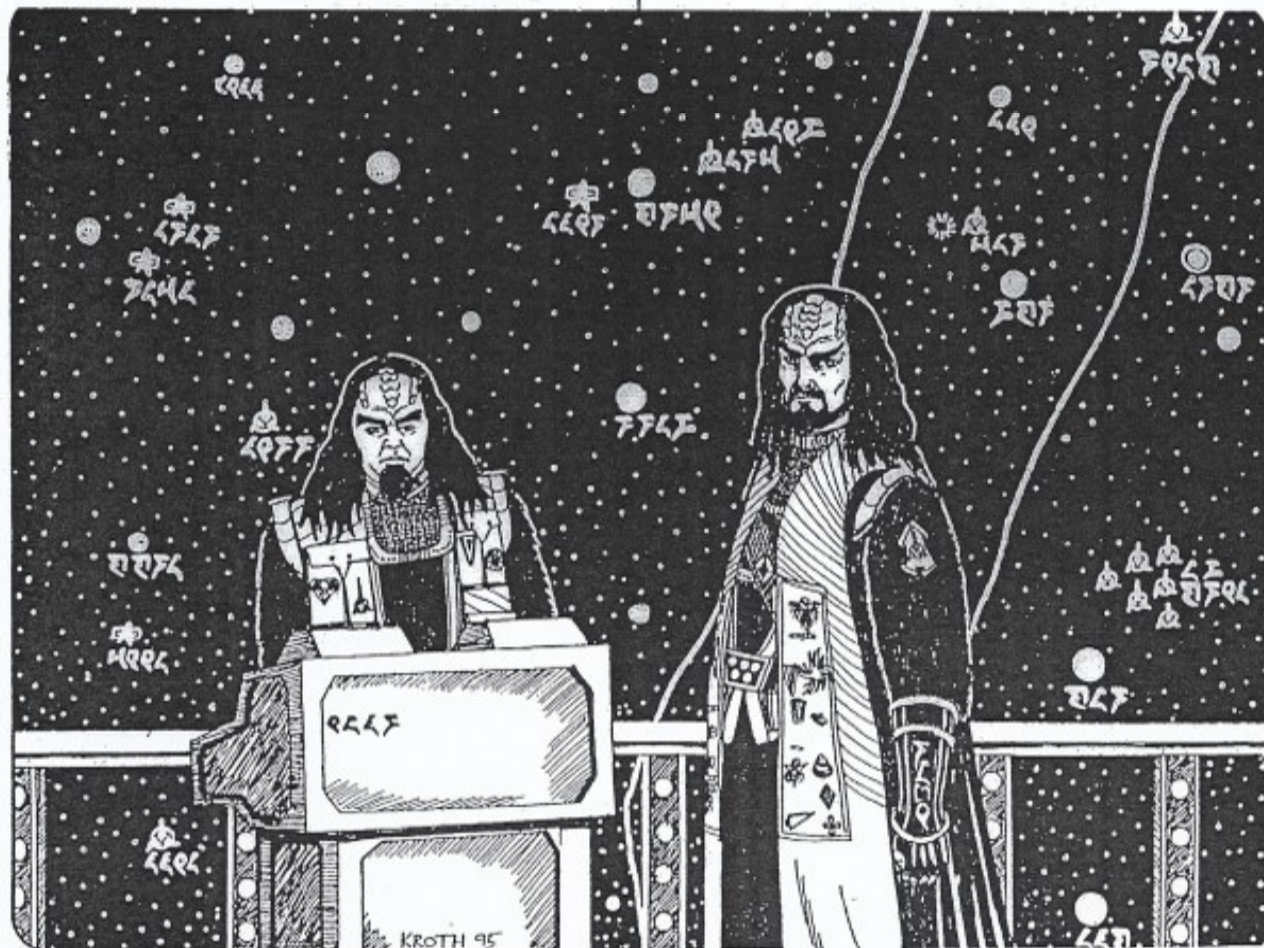
We will NOT resort to sneak attacks on fed ship meetings. Any of that kind of nonsense will result in the shelving of promotions aboard the offending KAG ship.

We will not resort to "odds". In the past, we gave ourselves 5, 8, 10 to one odds in competition with Starfleet; no more. If we cannot stand toe to toe with these humans, no matter the size of our ships or theirs, we do not deserve the name Klingon.

We need a title for this campaign, and I think the title should go towards the one which was the "spark". Our ship in Pittsburgh gets the glory:

**THE DARK JUSTICE WAR.**

Dark Justice is a most appropriate name... There's an old earther saying: **REVENGE IS A SEASON IN HELL.** Let's go to hell, then, and take **STARFLEET WITH US!**





# CHAPTER 2 - CENTRAL FLEET THEATRE

## Overview

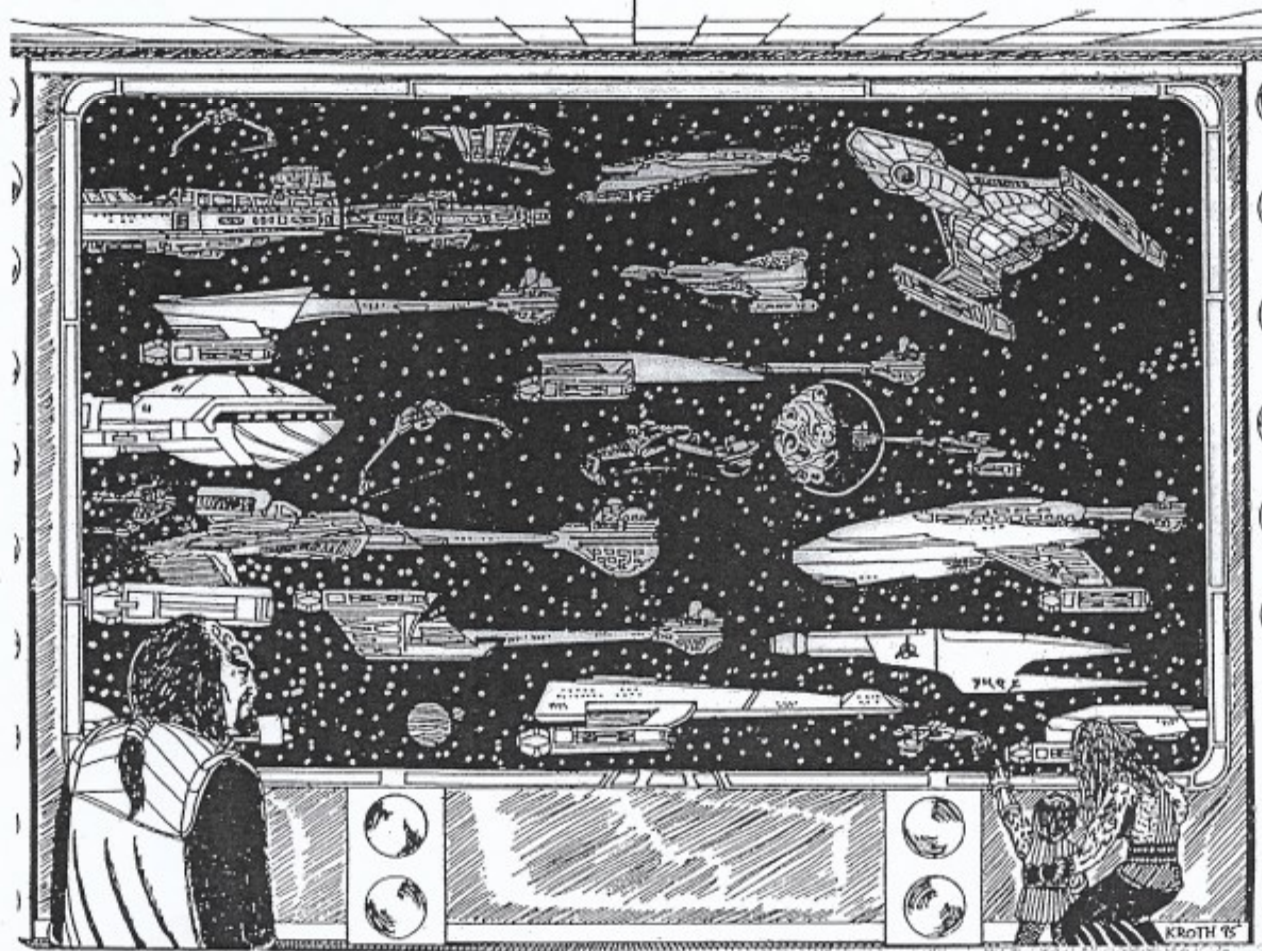
"Central Fleet is the backbone of the Empire. There's not a group of warriors anywhere who will go further, fight harder, and destroy more, than these blood-stained veterans."

Those words, stated by Admiral Klag zantai-Kurkura in reference to the members of Central fleet, were proven true during the Dark Justice War. Nearly three-quarters of the forces deployed, and battles won were done so by ships from the Central Fleet.

Immediately upon declaration of War the Cold Terror Fleet went to a total-war footing. It was their relentless pursuit of the enemy which is widely pointed to as the cause of Starfleet's loss of courage. Indeed, the Thought Admiral declares it as such and consider the words of the USS Camelot's Marine

Commander: "They suckered us again." While his words were stated about the IKV Tohbaak it represented the general sentiment Cold Terror's warriors received from Federation forces. Central Fleet's great victories in the first few month's of the war literally beat the will to win out of the Federation.

All in all the Central Fleet theatre can only be described as a total victory for KAG. Not only were there many great victories, but the casualties were so light that the Armada is now teaming with skilled veterans looking forward to the next fight.





## Grenades heard 'round the Galaxy - the opening shot of the Dark Justice War!

"When a show of teeth is not enough then bite, but bite deep!" Krahl vestai-Reshtarc reminded his troops of the old saying as they prepared for the most daring Klingon assault in decades. The assault would leave the U.S.S. Columbus in ruins, and begin the most disastrous war in the Federation's history.

The U.S.S. Columbus, which had been taunting the IKV Malevolent's crew for the past few weeks with claims that the Malevolent had been captured but then sent free, was apparently unprepared when the Klingon Empire declared war on the Federation.

"None of us know anything about being captured," recalled crew member K'tarn tai-Solozarn, the ship's Chief Science Officer, "all we remember is a bunch of geeks showing up to one of our staff meetings under a flag of truce. They had been invited by the XO to a ceremony honoring our Warrior of the Quarter, with whom many of them were acquainted.

Then, right in the middle of the ceremony, and still under a flag of truce, they drew weapons on us. They claimed to have captured us, but never made any attempt to disarm any of us, or to subdue us in any way."

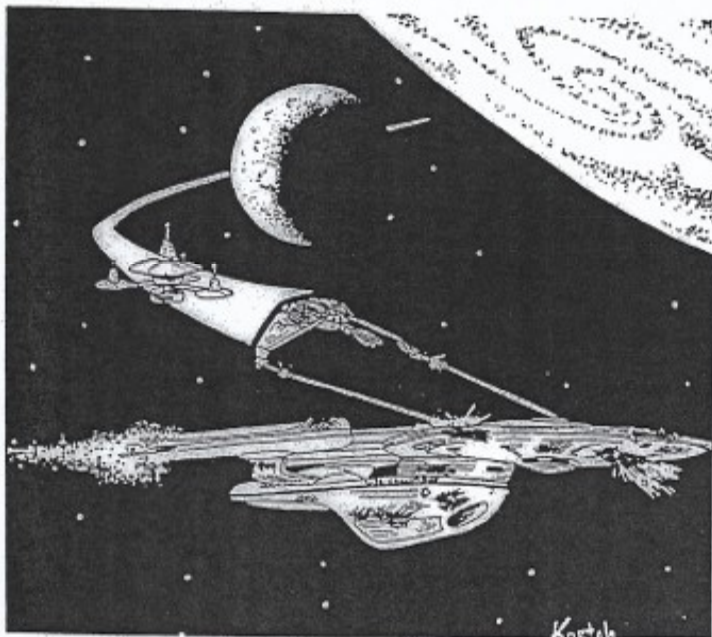
While never actually being captured, the Malevolent still felt the insult's sharp sting. When they discovered that this wasn't an isolated incident, but a pattern of aggression, the Malevolent's command staff knew it

had to take action.

This was no small task, for the Columbus was a heavily armed Starfleet battleship staffed with an experienced crew. It also had the backing of a Starbase, plus the resources of a full Marine contingent.

The timing of the attack was extremely risky. They decided to strike while Columbus was docked at the Starbase, and receiving a number of Federation dignitaries.

"This is our last best chance for vengeance. As we all know, a true warrior is nothing if he cannot right wrongs done to him." Krahl vestai-Reshtarc said, convincing his crew that this plan was the wisest.



With their enemy in such a strong defensive position, the Malevolent was forced to use an unconventional method of attack. It was simply impractical to have the Malevolent fly up and start firing photon torpedoes. That would give the Starbase a chance to raise it's shields, protecting both from any sort of onslaught. It wasn't reasonable to think that the Columbus would leave the Starbase and engage in honorable

combat; their history had shown how little honor meant to them. The situation called for an attack with equal parts cunning and bravery.

The first phase involved the genetics department doing the most rapid-fire mutations of crew members in history. A half-dozen crew members lost their ridges, and were made to appear human. These special operatives were armed with a large number of photon grenades.



The second phase involved assembling a crack assault team. These warriors would be armed to the teeth, and specially trained to hit the Columbus, plant special charges, and deal with any pesky armed threats.

The third phase was by far the most important. The Malevolent decloaked behind the K'mart asteroid belt, within striking distance of the Starbase. It transported the special operatives onto various vessels approaching the starbase. These operatives quickly entered the base, and took up position around the docked Columbus.

The final phase involved the assault team boarding a special shuttle, the Vengeance. The shuttle was launched, and at that precise moment a signal was given to the special operations team.

The special operations team moved from their locations, and sought out the Columbus' command staff. They launched somewhere between 60 and 80 photon grenades set to discharge on impact.

The special ops team was beamed out immediately upon releasing the grenades, and all were safely away before the grenades impacted on the deck.

The Vengeance swooped in and deposited their crew members on board the Columbus. Within minutes, the assault team had set up a series of photon grenades in "key" positions, and were boarding the shuttle again. No sooner had the shuttle launched, than a series of explosions rocked the U.S.S. Columbus, tearing the ship into more than a dozen pieces.

"We taught them a lesson in manners, KLINGON MANNERS!!" Ker'Blamz vestai Fu'Barr said as he

watched the pieces of the U.S.S. Columbus fall towards the planet below, leaving a rainbow of color through the atmosphere.

The final result was that the U.S.S. Columbus was destroyed, and its entire crew was lost. The strategic impact of this battle was clear, but even more important was the effect on Federation morale. If a ship as powerful as the Columbus wasn't safe at a Starbase, were any ships in the fleet safe?

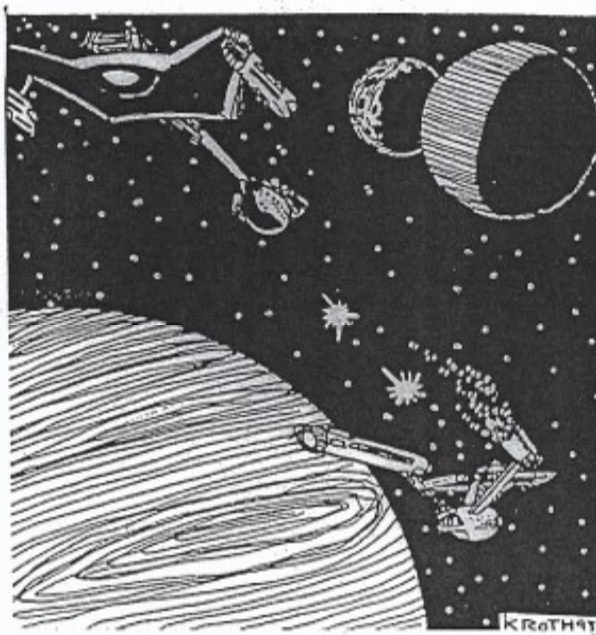
### Into the Viper Pit

The Dark Justice war was fought all along the Federation frontier. Several notable actions were fought in the Northern-Eastern sector of Cold Terror Fleet - it has come to be known as the Viper Pit.

In the months before the war, a single Federation ship, the U.S.S. Wolf, patrolled the Federation sector adjacent to Pit. Then, days before the declaration of war, the I.K.V. Silent Rage detected several Federation warships patrolling close to the border. KA'Ron vestai-Kurkura, the commander of the

Silent Rage, suspected the intentions of the Federation and requested reinforcements. Because of other considerations, her requests were denied until one day before the war began.

Within hours of the declaration of war, the USS Lagrange crossed the border. It was picked up near the Chapp Hill system by the I.K.V. Silent Rage. Though her ship was badly out-classed, KA'Ron decided to fight a delaying action until reinforcements could arrive. The Silent Rage made several harassing attacks on the Lagrange before the the IKV Reign of Terror, Admiral Klag zantai-Kurkura's flagship,





arrived.

The fury of the Reign of Terror's attack convinced the captain of the LaGrange that the Viper Pit was ably defended, and she fled. Believing the sector would see no further action, High Command reassigned Admiral Klag to a more active sector closer to the homeworld.

The Silent Rage was also reassigned as reward for it's successful delaying action (unfortunately, as of this writing the Silent Rage has been declared destroyed.)

The Viper Pit was not left undefended. The I.K.V. Shadow Viper, commanded by K'Ruk vestai-T'aw, remained in the area. The declaration of war came as no surprise for the crew of the I.K.V. Shadow Viper. The U.S.S. Wolf, which had been patrolling the sector for several months, suddenly disappeared. The commander of the I.K.V. Shadow Viper, Sogh K'Ruk vestai-T'aw, suspected that Starfleet was planning an offensive. For several weeks after the declaration of war, the Shadow Viper had indications that the U.S.S. Wolf was still in the area, but no positive confirmation.

That confirmation came when Shadow Viper security personnel boarded a Ferengi merchantman. The Ferengi vessel *Insatiable* was orbiting Shanango V when the Shadow Viper detected it. The Shadow Viper's sensor picked up an excessive amount of transporter use and investigated. The merchantman was hailed, and when the Captain was evasive in his explanation of his ship's activities, K'Ruk transported a Security team under Lieutenant K'istagh tai-Urussig over.

An instant after the Shadow Viper's security team beamed over, a phaser volley impacted on the forward weapons bay. Damage was minimal, mostly to the hull, but several of the forward sensors were damaged. The U.S.S. Wolf was hiding in the magnetic distortion of Shanango V's pole. Raising the shields, K'Ruk alerted Lieutenant K'istagh of the situation and ordered the team back to the Shadow Viper. The battle was joined.

The Shadow Viper took several incidental hits to the shields when the *Insatiable* maneuvered behind them

in a textbook kwal-tuk ('paired death' in the falgav a'kavna dialect) formation. The Shadow Viper swept their disruptors over the forward shields of the Wolf, straining them to the breaking point. The Ferengi vessel, although supposedly neutral in the war, fired on the Shadow Viper. The Wolf added it's weapons and the Shadow Viper's rear shields collapsed. The concentrated phaser fire penetrated and disabled the starboard warp drive. The Shadow Viper was forced to withdraw, leaving Shanango V to the Federation. It was a battle fought well by the Starfleet forces but it defeat would not sit well with the crew of the IKV Shadow Viper.

The Klingon ship was forced to spend the next two days repairing damage to it's warp drives. K'Ruk spent the time searching the reports of various outposts for any indication of the Wolf's location. At first he discovered nothing, but then he received information that a Klingon supply vessel had picked up an unidentified trace on it's sensors in the vicinity of Dawson's Sun. Even though his ship was not yet fully repaired, he decided to engage anyway.

The Shadow Viper swept their disruptors over the forward shields of the Wolf, straining them to the breaking point.

The asteroid field of Dawson's Sun is infamous for its pirates. Over the years, several different pirate groups have hidden in among it's planetoids, so there are a myriad of possible hiding

places already bored from the rock. Sensors did not pick up any sign of the Wolf, but K'Ruk was certain they had discovered the Wolf's staging area. He set up numerous observation posts and hid the Shadow Viper in a canyon on one of the bigger planetoids.

The Communications officer of the Shadow Viper soon picked up a distress call from a Klingon supply ship. It was under attack by an unidentified Federation Frigate.

K'Ruk ordered Executive officer K'ISTaugh to take the Shadow Viper and aid the beleaguered supply ship, leaving himself and Second Officer Kinz with a pair of attack shuttles and two detachments of marines to keep watch on the area.

When K'ISTaugh arrived at the coordinates given in the supply ship's distress call, there was nothing. No



debris, no radiation, nothing which would indicate a space battle had occurred. Sensing a ruse, K'IStaugh immediately set a course back to Dawson's Sun.

K'Ruk had established a base camp on one of the planetoids which was most likely to hold a Federation base. Kinz was set up on another possible asteroid nearby. A platoon of Starfleet Marines were beamed near both camps by Shuttles left behind by the Wolf. As the platoon sent to capture Kinz' position attempted to set up an ambush, they were detected by a keen-eyed sentry. A fierce firefight ensued. The Starfleet marines were repulsed with heavy casualties. Half of the Imperial Marines were mustered into the Black Fleet, but the superior training and fighting spirit of the Imperial Marines won the battle.

Alerted by the message from Kinz' command, K'Ruk was preparing to assist when Starfleet snipers opened fire. Several Imperial Marines were hit, and the attack shuttle was seriously damaged. K'Ruk set the shuttle's engines to self-destruct and ordered his command to fall back. As the Starfleet Marines advanced, they were caught by the explosion. The timely return of K'IStaugh forced the surrender of the Starfleet survivors.

After boarding the Shadow Viper, K'Ruk destroyed several of the planetoids suspected of being the Wolf's staging post.

He then began searching for the Wolf. He continued to hear of the Wolf's depredations against Klingon shipping, and began to narrow the Wolf's suspected area of operations.

Two weeks later, the Shadow Viper received another distress call. An Imperial troop transport was engaging a Federation warship. K'Ruk responded immediately. When the Shadow Viper arrived at the coordinates given, they witnessed the destruction of an L87 troop transport under the guns of a modified Federation Battleship, the Renegade, which sighted the

Shadow Viper and, after hearing the challenge to battle, fled. The Shadow Viper pursued, but jury-rigged repairs on the starboard warp drive began to fail. Recent intelligence reports that the Renegade was a vessel commanded by a full admiral in Starfleet, who was seeking intelligence on what seemed a fairly quiet sector of the front.

The next three months were uneventful. Several times, Imperial supply ships were attacked, but the Shadow Viper never arrived at the coordinates in time to prevent the crews from joining the Black Fleet. Irritated by his lack of success, K'Ruk drove his crew harder. He began travelling with the merchantman convoys in an effort to track down the Wolf.

His efforts paid off when the convoy he was shadowing came under attack. Moving in quickly, the Shadow Viper used the bulk of the cargo vessels to mask his signal until he was close, and then he attacked.

His first disruptor shot nearly folded the Wolf's shields, and the second pierced deep into the hull. A full spread of photon torpedos hammered the Shadow Viper, and the starboard warp drive took another hit.

*Half of the Imperial  
marines were  
mustered into the  
Black Fleet.*

After several weapons exchanges, the Wolf had lost their forward shields, several phaser banks, and all of their photon torpedo tubes. The Shadow Viper had lost their forward shields and the sensors. Finally beaten nearly into submission, the Wolf fled. Because of the loss of his shields, K'Ruk decided not to follow.

Thus ended the war for the Shadow Viper - the Wolf would never engage them again in battle. Victorious in defending his assigned area, K'ruk has been reportedly awaiting the upgrade of his command to a sparkling Vor'cha class battlecruiser. There is no doubt the upgraded Shadow Viper will be dreaded by all enemies of the empire.



## Welcome to the Jungle

The star systems in the Cincinnati sector were of utmost importance to the Empire. These systems lay in the heart of populated space. Their production and agricultural capabilities were second to none.

Lurking in this area was none other than the U.S.S. *Polaris*. The *Polaris* was possibly the greatest threat facing Central Fleet. While registered as just another Starship, reports regularly trickled back of the *Polaris'* incredible array of armaments.

"She's more like a battle station with warp drive," reported a commander who had met her in combat.

The Klingons in the area were not going to be intimidated. They followed the proverb of the ancient Klingon conqueror T'arrin H'uggrog.

"When you are out manned or less powerful than your opponent you must attack! For courage and quick thinking is superior to all force."

The *IKV Harbinger* took up position in the *Maverick* system. The ship began what appeared to be a typical raid on a Federation outpost. Within moments, the U.S.S. *Polaris* warped into the area and engaged the *Harbinger*.

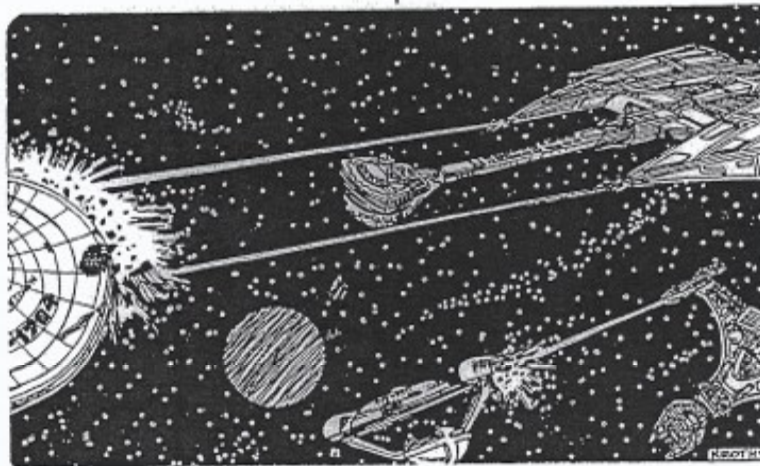
The *Harbinger* immediately went for the attack, taking heavy damage, but standing toe to toe with the Starfleet aggressor. Within moments, it looked as if the *Polaris'* superior firepower would win the day. The *Harbinger's* shields began to buckle, but its brave commander continued the fight. Glory is not won easily, continue firing, called Lt. Kolar.

Meanwhile, a trio of Klingon ships had pulled into the area, and decloaked in the famous tri-foil formation, surrounding the *Polaris*. The *Rojhom*, *Bortas*, and *MaQmigh* began pummeling their sworn-enemy. The *Polaris* almost immediately lost her shields, and was

forced to flee, with the rest of the ships hot on her tail. She managed to escape into a nearby nebula, but she was severely damaged. Yet another system had fallen to the Klingon empire, and yet another starfleet vessel had been crippled.

The *Polaris* tried to lie low while it made repairs, and sent out an urgent distress call for reinforcements. Several weeks past, and the Klingons tightened their control on the sector. Numerous Federation strongholds were either destroyed or abandoned.

The *Polaris* was in a difficult situation. It's ship wasn't quite up to par, and reinforcements weren't going to arrive anytime soon. The ship's commanders had to make a decision.



The *Polaris* emerged from her hiding place and began sending distress calls. She claimed that she was defenseless, and out of supplies. That she was only moments away from extinction. Her hope was that a lone Klingon vessel would approach her, looking to grab all the glory, and that she could then

eliminate them.

The ship message was first picked up by the *Maqmigh*, but the ship's commander, K'Jett vestai-Qorvazh wasn't fooled. She summoned all the Klingon vessels in the area, and spread out a net to catch her opponent. The *Maqmigh* entered the system first, in order to bring the ship out of hiding.

As the *Polaris* moved in to grab a quick kill, the rest of the dirty half-dozen other ships moved in to tighten the noose. The *I.K.V. Bortas* and *Buruk* decloaked beside the *Maqmigh*. The *Harbinger*, *Rojhom*, and *Dark Executioner* moved in from different directions. The *Polaris* found herself facing an impossible barrage. She turned and was forced to flee.

The ships gave chase once again, trying to eliminate the greatest threat Starfleet had to offer once and for all. However the Starfleet ship's deft maneuvering



easily won, that the battlefield commanders believed the federation was preparing for some massive counter attack. They troops watched carefully, waiting for the federation reinforcements, which never arrived.

By the end of the day the battle had turned into a nightmare for the Federation. When the dead and the wounded were finally counted, the U.S.S. Columbus-A had taken nearly 6 casualties for every 1 the Malevolent had taken.

The crippled ship, now manned only by a skeleton crew, had no choice but to retreat. They fled east, into the waiting hands of the I.K.V. Tempest. The Tempest had waited patiently, and now was hungry for blood. The U.S.S. Columbus-A was immediately forced into a battle situation. The ship's commander, in a rare display of wisdom, realized that the battle was hopeless, and quickly surrendered the field.

The Tempest, however, hungered for combat, and gave chase. Soon, they located the now pitiful Columbus-A. The battle lines were quickly drawn, and the Tempest was prepared to give the Columbus-A a glorious finale. However, the Columbus never showed. It's not certain whether the order leave the area came from Starfleet command or was made by the ship's command staff.

The Columbus system would remain in Klingon hands for the remainder of the war. This effectively cut the Federation forces in the Cold Steel quadrant in half. It prohibited Federation ships from getting reinforcements, while at the same time allowing the Klingon to deploy their forces at will.



allowed her to escape once again in the clouded region of the nebula.

This time the Polaris was beyond simple repair. It would take the resources of a Starbase to bring her back to full capacity. The crew would not quit. Twice more they would attempt to flee the nebula, but both times Klingon vessels would turn them back. Starfleet would even attempt a rescue, sending the U.S.S. Aquila, but that was to no avail.

The U.S.S. Polaris would spend the rest of the war trapped in the nebula. While she never surrendered to Klingon forces, her early defeats in battle allowed the Klingons to dominate the Cincinnati sector for the duration of the war.

### The Battle For the Heart of it All

The Columbus system was of vital importance to both the Federation and the Empire. It's strategic location near the center of the Cold Steel Quadrant made it an early target for fleet action.

The Malevolent's quick action left the Klingons in charge of the area and the Federation desperately searching for a ship to face them. Starfleet was forced to send an unfinished ship, with an obviously inexperienced crew into the fray.

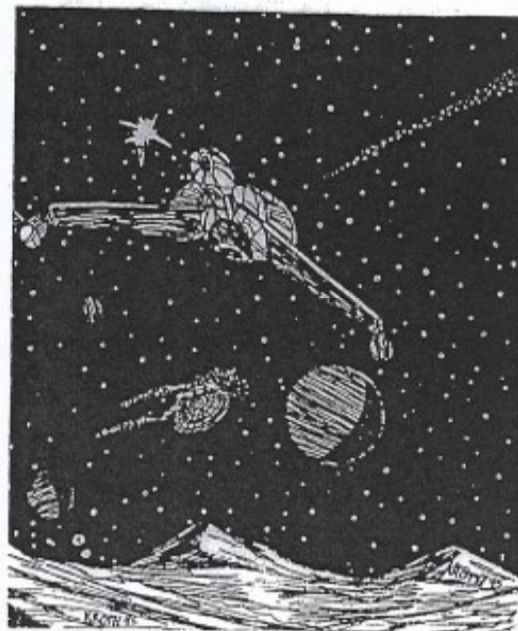
The U.S.S. Columbus-A was launched just weeks after the original's destruction. It entered a system far different than the one known by it's predecessor. What had been a Starfleet stronghold, the U.S.S. Columbus backed up by a fully operational Starbase and Marine contingent, was now an area dominated by a Klingon squadron.

Both the I.K.V. Praxis and the I.K.V. Tempest had joined the Malevolent in protecting the quadrant's

heart. The Praxis took up position just to the South of the Malevolent, while the Tempest was stationed in Coshocton, guarding the squadron's eastern flank.

The U.S.S. Columbus-A, not realizing the fundamental shift in power, charged brazenly back into the system. The unsuspecting Feddies were immediately challenged by the Praxis. Though much smaller than it's Federation opponent, the Praxis fought confidently, certain that the mistakes of the enemies' predecessors would be repeated.

The shooting war began on June 4. The Columbus-A attacked with most of it's strength, attempting to drive off the Praxis before it effectively engage it's weapons. The commander of the Praxis was patient. Picking his shots carefully, and slowly turning up the heat on his inexperienced opponents. By the end of the battle, this careful strategy paid off. The Columbus-A was forced to retreat into from the battlefield, and into a trap. Limping from it's extreme damage, the Columbus proceeded north, and immediately found itself face to face with the I.K.V. Malevolent. The Klingons quickly issued a challenge, and the U.S.S. Columbus was forced into action again. Its ship was far too damaged from the previous battle to enter combat again, so it attempted to engage the Malevolent on the ground.



The battle of Fran-Barr Park took place on June 5. In an attempt to deceive the Klingons, the Columbus claimed that it had been preparing for this battle in secret. The Malevolent was not frightened by this claim, in fact it only served to make the warriors fight more fiercely.

The battle was engaged in the early afternoon, with the Federation troops capturing the battlefield first. They attempted to fortify themselves, but were easily swept away by the massive frontal assault launched by the Malevolent warriors. The field was so quickly and



# CHAPTER 3 - EASTERN FLEET THEATRE

## Overview

Eastern Fleet is one of the Klingon Assault Group's finest, most powerful groups of warriors. Indeed, the proof of this is readily apparent; one must look no further than their record during the Dark Justice War.

Admiral Kroesh zantai-Septaric, a crafty veteran of many campaigns, oversaw his fleet's war efforts with great skill. Virtually every time a fed warship reared it's head, it got decapitated. One of the war's best ship campaigns was carried out in the Dark Moon Fleet - the IKV Conquest displayed masterful skill at warfare.

Indeed, all throughout the frontier, the Dark Moon Fleet maintained pressure against Starfleet. Again and again it was proven that they would could stand toe to toe with Starfleet's finest and come away victorious.

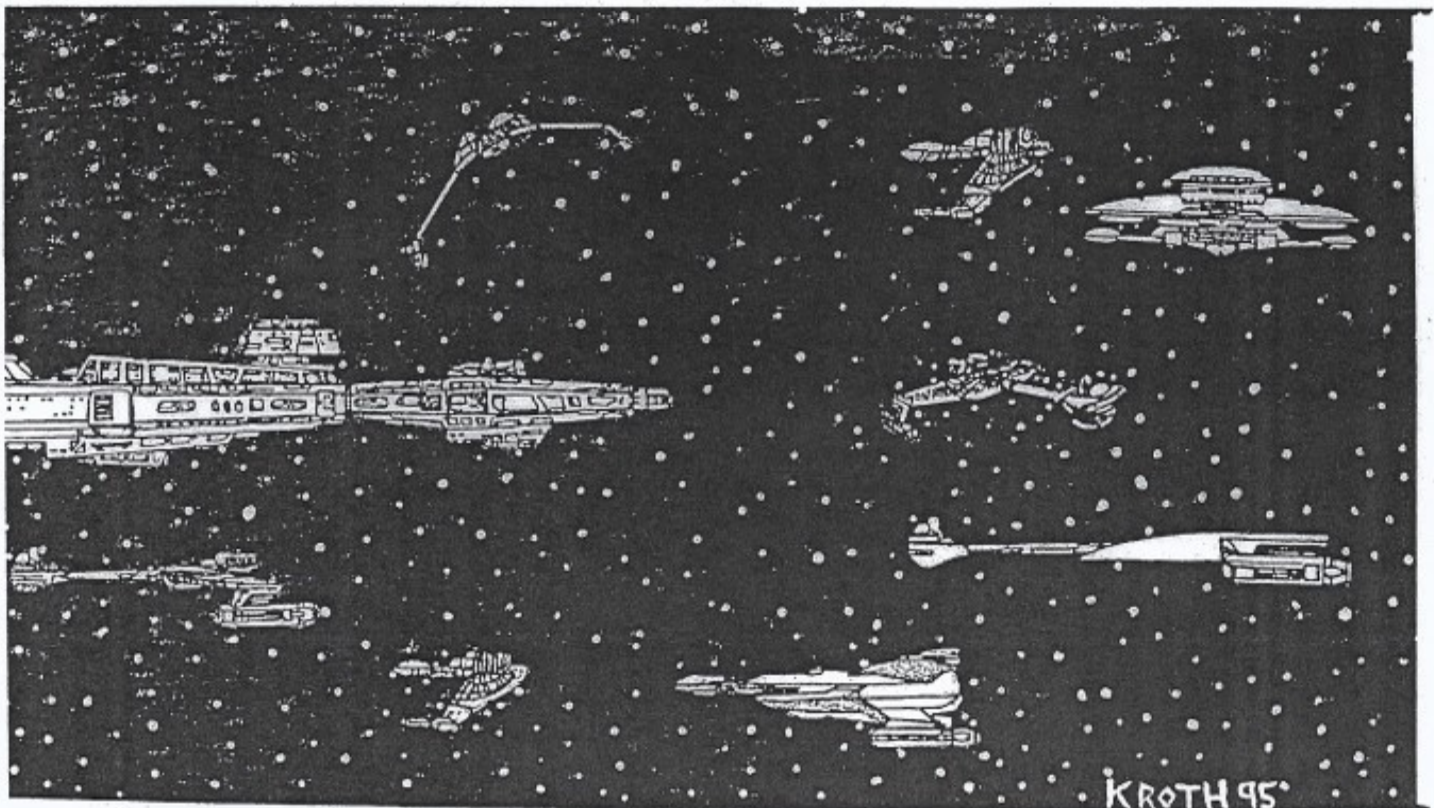
## A Textbook Campaign

"If someone decides to write a textbook on how to achieve total and complete victory over the federation, he would only need to look at the I.K.V. Conquest." an unnamed admiral is reported to have said.

The numerous battles between the I.K.V. Conquest and the U.S.S. Ari in the Buffalo sector would seem to imply that the area was in peril throughout the war. Nothing could be further from the truth.

The I.K.V. Conquest, which had dominated the sector for years before the war, was never in any serious danger of losing control of the skies. That's not to say that the U.S.S. Ari was a pushover. They were one of the better performing Federation ships. It's that the U.S.S. Ari found itself out-gunned, out-smarted, and out-fought at every turn.

The first battle is typical of the campaign. The





Conquest caught up to the Ari near the twin worlds of Barnes and Noble. The ship's commander, Kavak zantai-Kurkura, hailed his opponent and told him to prepare for battle. The Ari raised its shields, and tried to put up a fight, but within minutes the Federation ship was nothing more than a smoking hull. The Klingons quickly accepted the crew's surrender and allowed the ship to be towed back to the nearest starbase.

This happened no less than six times. The crew of the Ari became so desperate that at one point they sent out a pitiful transmission calling on all within hailing distance to come to their aid. This call can only be interpreted as a call for mercenaries, which is in direct violation of federation policy. Indeed, no one came to the Ari's defense against the Conquest.

Eventually, the Conquest grew bored with their opponents. After defeating the Ari for the sixth time, they hauled the crew in front of a group of interstellar delegates and forced the Feddies to sign a document of capitulation. The document promised that the crew of the Ari could go free, but that the ship would not be permitted to enter into any other Dark Justice war operation.

The participants in this campaign epitomized the characteristics of the Dark Justice war. The Klingons were aggressive, confident and victorious while the Feddies were scared, incompetent, and hopeless.

### The Campaign Of The Spuddaker Belt

"We have discovered a small weakness in the Klingon perimeter. Along the border between their Eastern and Central Fleets, there's a strip of space that's sparsely defended." said an unidentified source in Starfleet.

Even before the federation strategy had been discovered, the I.K.V. Draconis knew she would be in

for the fight of her life. The remote location and lack of Klingon ships in the sector had made this area a favorite for Federation incursions. The boarding of her closest neighbor, the I.K.V. Dark Justice, only reinforced the myth that the area was weak and vulnerable.

"Let them come by the hundred then, and the destruction of their ships will light up this dark region of space like a swarm of Alderian fire flies."

And they did come. The first was the U.S.S. Hazard. The Hazard entered the area cautiously. It was obviously serving as a scout for a much larger force. The Hazard had scanned only two systems when the

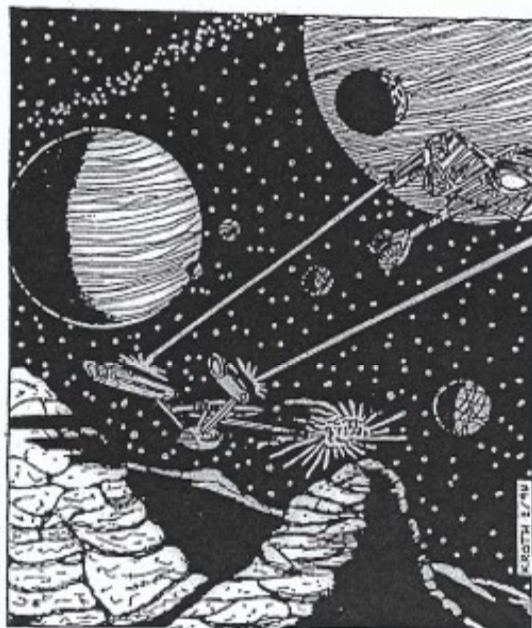
Draconis appeared from behind a small moon. The Klingon vessel scored three direct hits, even before the Feddies could raise their shields. This left the Hazard in no position to fight. She attempted to fire only a few shots, before she was forced to warp out of the system.

The Draconis could smell blood and quickly pursued. Though they couldn't see the wily Starfleet ship, they knew it couldn't have gotten far. The KAG vessel hopped from system to system, chasing everything that looked like even a shadow of a ship. They discovered it again, drifting slowly near the world of Brutus IV.

"We've had a terminal failure of all systems." The message from the Hazard said. "We cannot fight. Please allow us to send a contingent over to negotiate our surrender."

The Draconis' commander, suffering from a momentary attack of sympathy, decided to let the Federation personnel surrender. They reported that the Starfleet ship was too damaged to use its transporter, and that she would have to be abandoned immediately, using shuttlecraft.

A half a dozen shuttles were launched, and they approached the Draconis. As they drew close, the





ship's commander felt uneasy. Trusting an enemy was always a risky proposition, but trusting Starfleet was even more so.

"Shields up!!" the order was sounded. Unfortunately it was too late. The first of the shuttle craft erupted into a huge explosion, ripping into the heart of the Draconis. The others exploded as well, but the shields kept their damage at relatively minor levels.

The Draconis' engines had been hit, both the warp and impulse drives would be down for hours. The Hazard came to life, and warped out of the system. The taste of this defeat was exceptionally bitter, for the scans on the now active Hazard showed that her both her shields and weapons systems had been critically damaged.

The Draconis had little time to curse the Federation tactics, for as soon as her engines were repaired there were reports of another Starfleet vessel.

They quickly warped to the McClelland system, and found the U.S.S. Tutakai lobbing photons at various civilian targets on these worlds. Without so much as a word, the Draconis engaged their new foes in combat.

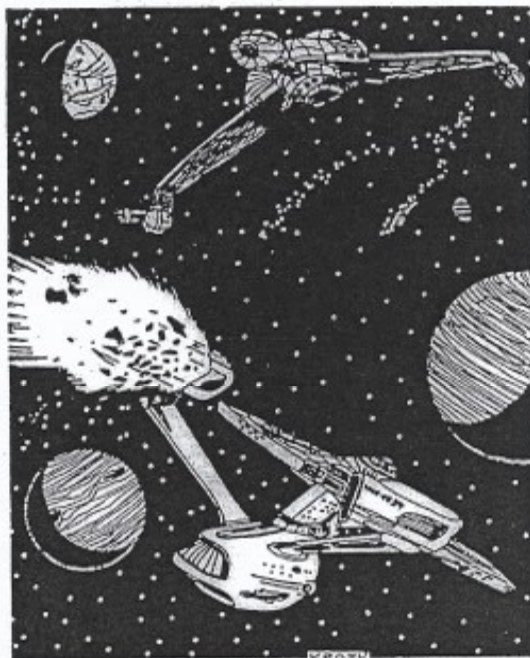
The fight was brief and nasty. Hits were scored on both vessels, but soon the Tutakai realized it was on the losing end of this battle and fled the system.

The Draconis would not be denied this time. They pursued immediately, chasing the Tutakai from system to system. The Feddies managed to stay one step ahead for some time, but never more than one.

The Klingons caught up with their adversaries in the Ash system. The Tutakai, tired of running, nervously turned to fight. The ship battle raged for several hours, and although the Tutakai fought bravely, she was simply overmatched. The Klingons boarded the Federation vessel, disarmed it, and sent the crew limping home, to tell others what happened here.

Things were fairly quiet for the next several months. The few Federation ships that did enter the area were easily frightened away. Many thought that the Federation would be unable to mount any more attacks in the area. They were wrong.

On Stardate 94.12.15, an armada of Starfleet ships entered the Erie sector. The actual number and types of ships are unknown, but reports were of a vast and powerful fleet. The I.K.V. Draconis, knowing that victory might be impossible, raced to meet invading Feddies. At the head of this line was none other than the U.S.S. Hazard.



The surrender of the Klingon vessel was demanded, but refused. The command staff of the I.K.V. Draconis made their boldest and most honorable move of their war.

"We challenge the flagship of this federation armada to honorable combat." the Klingon broadcast went to all of the ships. "If we win, this armada must return home. If we loose, then the sector is yours."

There were several moments of silence before the Hazard responded.

"We will only accept the challenge, if you agree to meet the Hazard, and another of ship of our choice on the field of honor."

"We accept," was the Draconis' immediate reply.

The rules of the combat were simple. The ships would go to great lengths to damage each other, short of destroying the other ships. There was a limit on time, and the force which damaged the other side the most would be declared the winner.

The Hazard was joined by the U.S.S. Andromeda. The combat began with a flurry of action. The Draconis sprang forward, firing wildly in several directions. The Federation vessels hurried to move out



of the way, allowing the Draconis to focus on the Hazard first. The Klingons scored a dozen major blows before the Andromeda became a threat again.

The battle was intense, as the Draconis had to keep from being out maneuvered by the two federation vessels. Although facing two ships, the Draconis was keeping the battle close to even. As the time limit neared, the ships found themselves fighting around the Spuddaker asteroid belt.

The Hazard sat on one side of the belt, while the Draconis, with the Andromeda on its tail, sat on the other. The Draconis swerved, attempting to shake the Andromeda, but it was to no avail. This left the Draconis with only one choice.

The Klingon vessel shot upwards, straight through the asteroid belt. The vessel nearly shook apart as dozens of small asteroids impacted along its hull. However, the Draconis managed hold together, and emerge from the belt right on the Hazard's tail. A series of photon blasts decimated the Hazard's shields and the Draconis was going to make short work of it's enemy's hull when the time ended.

The three ships stopped fighting, as the agreement stated. Seeing the condition of the Draconis, the Hazard immediately claimed the victory. However, the commanders on the Draconis objected. They claimed that most of the damage done to their ship was done by asteroids, and therefore did not count in this combat. The Hazard still restated it's claim, but to no avail.

The Federation armada must have been impressed with the honor and the fighting spirit of the I.K.V. Draconis, for they turned and left.

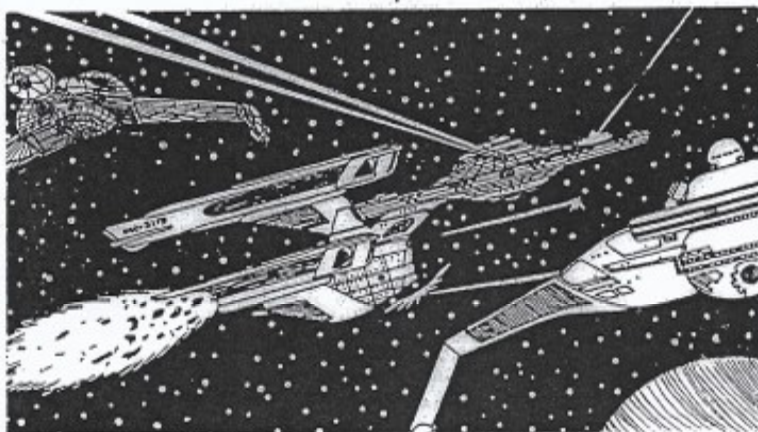
The I.K.V. Draconis had a great victory indeed, but the true value of the campaign was in the heroics of the warriors. The story of the one ship holding off an

entire Federation fleet was enough to inspire warriors throughout the empire.

### The Bloodiest Day of the War

This battle took place between the I.K.V. Nightshade and the U.S.S. Kittyhawk. This massive ground battle was fought entirely in one night, causing, by far the greatest amount of devastation of any battle in the war. Some estimates put Federation casualties at over 43,000, as this is the number of hits scored in battle by the KAG Warriors.

### The Battle of Atlanta



This ferocious battle pitted a squadron of honorable Imperial ships, the IKV Thunderfire, Dark Star, Shadow Rider, and War Demon against a horde of the Federation's worst, the U.S.S. Republic, Macleod, and the Rodger Young. The ferocious battle had the Klingon forces spilling nearly three times as much blood as their

counterparts. A lesson was learned this day, the Starfleet ships never again threatened Imperial holdings.

### Shadow Justice

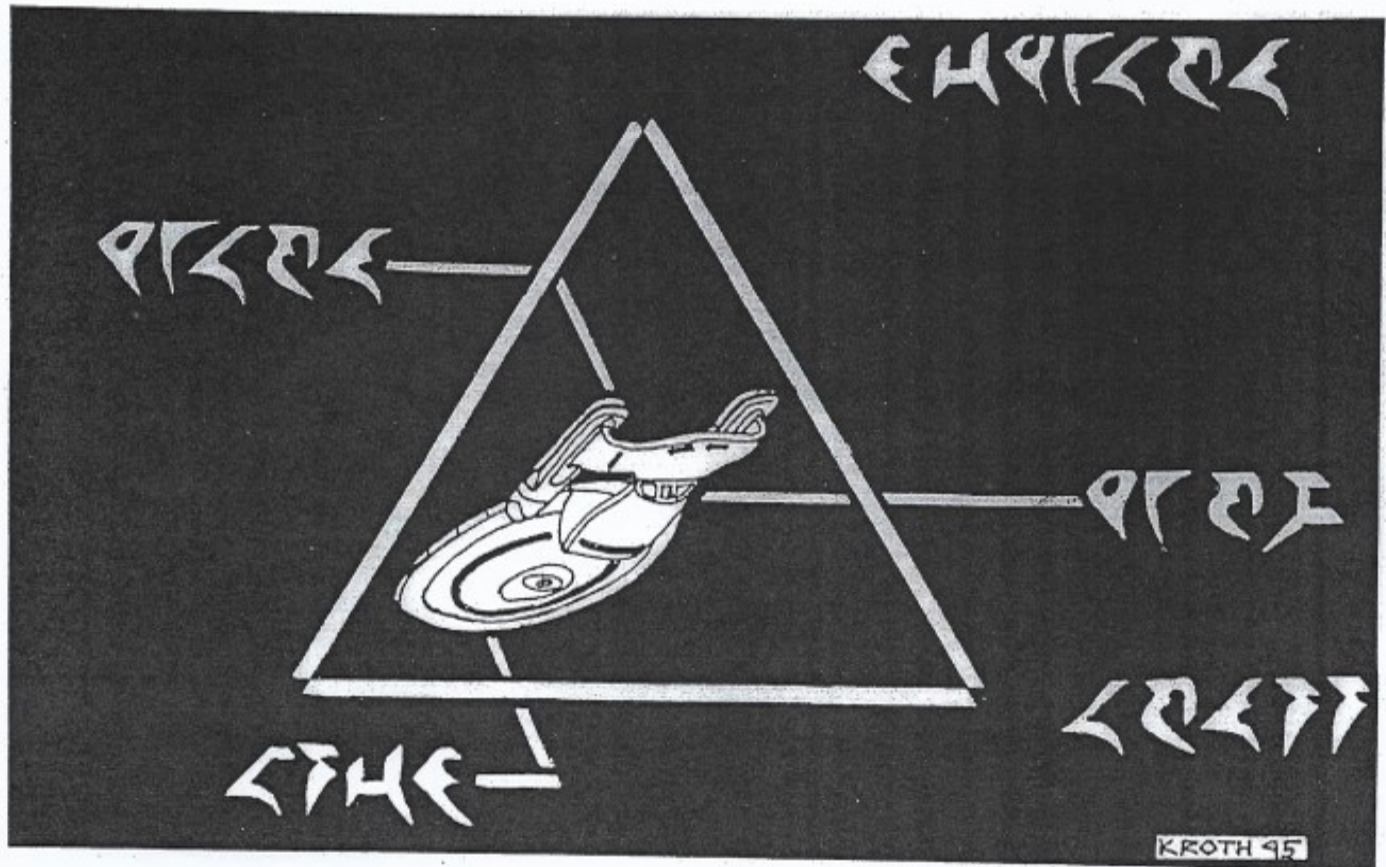
The IKV Dark Justice's main task in the war bearing its name was intelligence gathering. Recognizing the fact that his ship and crew were too badly battered to take an active part in the conflict, Kerge, the commander of the Dark Justice, engineered an intelligence operation which provided the Imperial navy with intelligence on enemy troop movements.

The ship's one overt action was against the USS Potemkin, the ship which had attacked them so many months before. Intended as a snap raid to gauge the



federation response, Kerge and his crew struck and fled before further serious damage could be inflicted upon the Dark Justice.

The apparent lack of aggression from the Dark Justice throughout the remainder of the war may seem demeaning to some warriors. However, consider the words of Lt. Cmdr. Kordite vestai-Tasighor, intelligence officer of the Dark Justice as he aptly describes the action in the area: Here in this sector the Dark Justice War was a cold war with shadow warriors winning quiet victories that slowly bled the enemy of confidence and honor. As an intelligence officer, I much prefer the silent, creeping death inflicted on enemies who don't realize they're losing - until it is too late.





# CHAPTER 4 - OTHER KAG ACTIONS

## Romulan Raids

"If we send our armada against the federation, the Romulans will most certainly attack. Their recent actions against us in the civil war show us an enemy that is just waiting for an excuse to tear the empire apart."

So went the words of late High council member Korus zantai-Delvin, during the debate over whether to go to war with the federation. Concerns over Romulan aggression were the primary argument used by the opposition. The High Council, however, was too filled with rage to let such a small threat stop them.

It was decided that initially all that would be needed along the Romulan border would be a slight reinforcement of the already heavy border guard. These new ships would be able to track all movement along the Romulan side of the border.

The first few months were relatively quiet. A couple of Romulan ships ventured too far into the neutral zone, and had to be met with force. But the skeleton fleet was more than enough to drive them back.

The warning bells came from the Federation/Romulan neutral zone. Reports of a small federation force entering Romulan space without opposition reached the High Council.

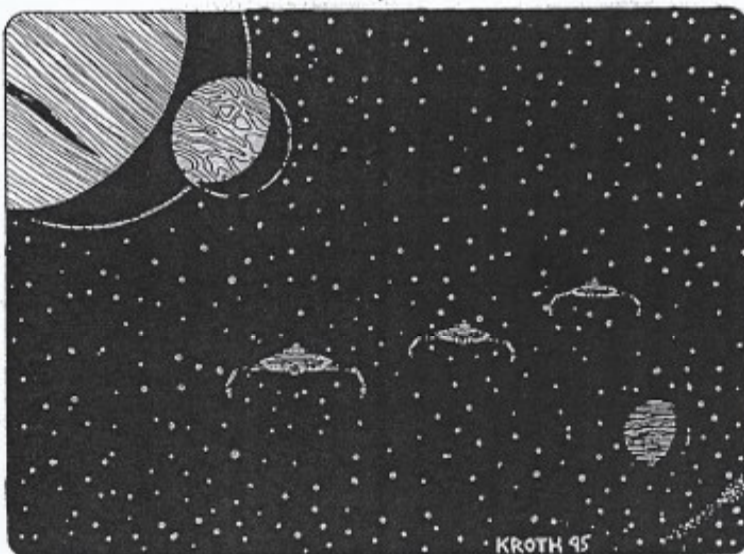
The immediate suggestion was to pull half of the armada from Federation lines and deploy them along the Romulan border. The problem with this idea was that it would give Starfleet some much needed breathing space, possibly allowing them to launch a counter attack. Those in charge wanted to keep up the

pressure.

The only other option was offered by an overzealous commander who was bored with duty along the border. His suggestion was ludicrous, and had even been laughed at by the Admirals in charge of the Border fleet.

"A lightning raid on Romulus would be the best way to keep them out of the war." K'dal vestai-Gholgotal, captain of the Komo Val, had said weeks before. "If the Romulans are as ill-prepared as our intelligence leads us to believe, then we should have little trouble accomplishing our mission."

The council thought it was foolish, but great victories required bold plans. The risk was also small. The plan called for only two ships to be involved. The Komo Val would proceed to Romulus, while a second ship acted as a distraction along the border.



The call went out to the various ships along the border, asking for a volunteer. Most commanders had learned that missions that required volunteers were missions that ships didn't return from. That could be why the first to answer was the I.K.V. Justice Hunter, a ship that had been in service for only a few months.

The ship's commander, Lt. Kohlinari tai-Urussig, leapt at the opportunity. She believed that the mission would be their best attempt at gathering honor and glory.

"There is always a chance we would meet the black fleet," Urussig said. "But we didn't intend to go peacefully."

The Justice Hunter's mission was simple. They were



to cross the neutral zone into Romulan space and wreak as much havoc as possible. After the patrol ships moved off their position, the Komo Val would slip through a hole, and head straight towards the heart of their empire.

The Justice Hunter slipped into Romulan space and proceeded towards Anderson's world in the Greenville system. This area was often used for fueling and supplying Romulan ships patrolling their side of the zone. The bird of prey entered the system quietly, ready to spring into combat at the drop of a pin.

They glided in slowly, and were surprised to see no Romulan ships in the area. The Justice Hunter decloaked and approached the station orbiting Anderson's world.

"Drop your shields and prepare for boarding." the Justice hunter ordered. Certainly the Romulans must be near by, cloaked and waiting to strike. The station responded by dropping its shields and surrendering. Klingon forces boarded it and met with no resistance.

This was unexpected. Urussig had assumed there to be some sort of battle, and a grand chase. The ship planted charges, took hostages, and sent the supplies hurtling down towards the planet, still nothing.

The station was destroyed, and the Justice Hunter was off to her second target. The ship took position above the massive refueling station. Again they expected to meet with stiff resistance. There was none. So, they opened fire, and destroyed the fueling in a hail of photons.

This left Urussig with a difficult situation. She had destroyed her target, but hadn't been able to tie up any ships. Transmissions to military command were impossible. She knew the true purpose of her mission was to allow the other ship to pass through to its target. So, she made a command decision. She located a probable target further into Romulan Space.

The Justice Hunter warped on. It made it to the Sweitzer system. This populated system was almost completely undefended. There it made a one ship

siege of the world. Sweeping around the world rapidly, it managed to destroy most of the planets defense systems and several ground based military targets. The alarm went off, and finally the Romulans decided to respond. Instead of dozens of ships being drawn to the area, there were less than ten. The Justice Hunter, knowing it couldn't do any more, warped out of the system, and back home to much honor and glory.

As soon as there was movement along the border, the Komo Val, sprang into action. However, as it crossed the neutral zone it picked up a strange signal.

The ship moved closer, just to gather intelligence, when it discovered a Federation vessel. Lt. commander K'dal vestai Gholgotal was outraged. In a fit, he ordered the ship to decloak and attack immediately. These feddies would pay for lying with dogs.

The Komo Val roared in, with its photon's blazing. The Starfleet vessel, the U.S.S. Tycho, managed to raise its shields avoiding most of the damage. The ships exchanged fire for the better part of an hour, trying to damage one another. Soon it became clear that the battle wouldn't be ended quickly.

*"Drop your shields and prepare for boarding," the Justice Hunter ordered.*

K'dal's rage had calmed some, and he realized that however tempting this target might be, it took away from his greater mission. At the next photon blast from the Tycho, he had the ship move into position, and eject debris from the torpedo tubes. The ship quickly cloaked, and warped out of the system.

The Komo Val hit the Romulus system looking for a fight. The ship decloaked near the world, and began a barrage of its orbital stations. Strangely enough, there were no warbirds, nor any simple birds of prey nearby. K'dal thought it must be a trap, but continued his barrage anyway.

After nearly twenty minutes, the Komo Val stopped. No one was fighting back. The ship circled the world and broadcast a series of messages.

"I claim your world in the name of the empire," K'dal



broadcast on all frequencies. "The Klingon Empire!! I claim your lands, your armies, your people. All of you now must bow to Klinzhai."

No one responded. The Komo Val fired several warning shots, and warped back towards the safety of Klingon space.

There has been much speculation as to what the Romulan strategy must have been. Some have speculated that the Romulans are secretly fighting a war on another border, far away from known space. Others have chalked it up to an internal struggle which has left the military in a state of disgrace.

Whatever the reason, the Romulans were never a factor in this war, and it is doubtful that will be a power to reckon with for some time to come.

### **Other Fleets**

Although quite capable, the other fleets of the Klingon Assault Group were not engaged in the Dark Justice War. This has left many to wonder the true reasons why these ships have been held in reserve - was it for strategic reasons that have not yet become apparent? It is outside the scope of this document to go into these matters.



# CHAPTER 5 - TIMELINE OF THE WAR

3/93 Starfleet International offers a peace initiative (known as the Khitomer Accord.) Leaders of the Klingon Assault Group refuse, seeing it as typical Starfleet posturing.

06/19/93 In a treacherous attack, the U.S.S. Potemkin raids the I.K.V. Dark Justice while KAG and Starfleet International are not at war and no act of aggression has been perpetrated by the Dark Justice.

08-09/93 The Communique (Starfleet Int. newsletter) reports the attack on the Dark Justice as if it were a glorious battle.

03/20/94 The U.S.S. Columbus, apparently using the Potemkin's tactics, attacks the I.K.V. Malevolent. Adding more treachery, this attack was carried out under a flag of truce during a diplomatic ceremony.

04/21/94 Admiral Kris epetai-Kurkura declares war on Starfleet International. The Dark Justice War begins.

04/23/94 I.K.V. Malevolent strikes the first blow in the war. A daring raid on the U.S.S. Columbus while it was docked at Starbase Columbus. The U.S.S. Columbus was destroyed.

05/07/94 I.K.V. Conquest is represented by Captain Kavak zantai-Kurkura in a personal honor challenge against the U.S.S. Ari's best.δ Kavak and the Conquest come away with a victory in the Klin Zha match.

05/14/94 I.K.V. Harbinger, Rojhom, Maqmigh, and Bortas defeats the U.S.S. Polaris in a recruiting drive at Maverick Comics.

KAG: 7      SFI: 1

06/04/94 I.K.V. Praxis thrashes the U.S.S. Columbus A in a used clothing drive for Volunteers of America.

KAG: 700 lbs      SFI: 400 lbs

06/05/94 I.K.V. Malevolent crushes the U.S.S. Columbus A in a canned food drive at Franbar park benefiting the Central Ohio Foodbank.

KAG: 3,000 cans      SFI: 500 cans

06/05/94 I.K.V. Malevolent, with the assistance of elements of Battlestation K'tarra finishes up U.S.S. Columbus A in Bounty Ball - a very distinct version of volleyball. Even though the feds get an extra serve when they screw up, they are trounced by the Klingon ground forces.

06/11/94 I.K.V. Reign of Terror and Silent Rage bloody the U.S.S. Lagrange in a blood drive in the Chapel Hill blood feud.

KAG: 46 donors      SFI: 28 donors

06/11/94 I.K.V. Shadow Viper claims victory by default vs. the U.S.S. Wolf in a putt putt tournament.

06/12/94 I.K.V. Tempest claims default victory over the U.S.S. Columbus A in a used blanket drive for the Salvation Army.

06/12/94 I.K.V. Draconis defeats the U.S.S. Hazard in putt-putt.

KAG: 51.5 avg      SFI: 57.5 avg

06/22/94 I.K.V. Draconis is defeated by the U.S.S. Hazard in raising money for the foodbank. Two months into the war, KAG suffers it's first losses.

KAG: \$40.00      SFI: \$94.00

6/23/94 I.K.V. Conquest defeats the USS Ari in Putt-Putt.

06/24/94 I.K.V. Dark Justice, in its first action since the war bearing its name began, loses in an overnight bowling event. Although the Captain of the Dark Justice admits defeat, the exact level victory hangs in question as innuendos are bandied about due to questionable scorekeeping.

06/25/94 I.K.V. Tempest claims a default victory vs. the U.S.S. Columbus A in a book drive for the Coshocton Public Library.

07/04/94 IKV Tohbaak claims Huber Heights as the USS Camelot does not show to give battle as challenged.



07/05/94 I.K.V. Shadow Viper was narrowly beaten by the U.S.S. Wolf in a blood drive at Shanango Valley Mall (rumor had it the Wolf was aided by the Ferengi.)

KAG: 8 donors SFI: 9 donors

07/09/94 I.K.V. Shadow Viper hammers the U.S.S. Wolf in a blood drive at the Eastwood Mall - claiming vengeance for the earlier defeat. This victory signals a turning point in the war - after suffering 3 losses within two weeks, KAG never again falls to Starfleet forces in such numbers.

KAG: 31 donors SFI: 7 donors

07/16/94 I.K.V. Thunderfire, Darkstar, Shadowrider, and War Demon defeat the U.S.S. Republic & Macleod in a blood drive.

KAG: 47 donors SFI: 16 donors

07/19/94 I.K.V. Shadow Viper claims default win over the U.S.S. Renegade; Admiral Davis says Viper not a worthy opponent. "To be feared is victory enough." This is the first true sign of Starfleet's soon to apparent head over heels retreat.

7/23/94 I.K.V. Conquest defeats the USS Ari in Combat Volleyball.

07/27/94 IKV Tohbaak draws blood for the Red Cross in a challenge to the USS Camelot. The Camelot does not show for battle.

KAG: 28 pints SFI: 0 pints

08/08/94 I.K.V. Draconis beats the U.S.S. Tutakai in bowling.

KAG: 121.7 avg SFI: 108.9 avg

08/13/94 I.K.V. Harbinger, Bortas, Maqmigh, Buruk, Rojhom and Dark Executioner slam the U.S.S. Polaris in a recruiting drive.

KAG: 7 SFI: 1

8/20/94 I.K.V. Conquest, for the second time in a month, defeats the USS Ari in Combat Volleyball.

08/28/94 IKV Tohbaak again shows to battle the USS Camelot. Again the Camelot is nowhere to be found, resulting in a true bloodletting by the KAG warriors.

KAG: 32 pints SFI: 0 pints

08/28/94 IKV Night Terror claims a crushing victory over the USS Arizona in a battle over the a water world within the Canton sector. The Arizona only manages to muster three troops to battle the overwhelming Night Terror forces.

08/31/94 I.K.V. Draconis defeats the U.S.S. Tutakai in raising money for the foodbank.

KAG: \$35.00 SFI: \$20.00

09/03/94 IKV Night Terror defeats the USS Arizona for the second time within a week - crushing the Starfleet vessel in true Klingon fashion. The Red Cross benefits greatly from the bloodletting.

KAG: 58 pints SFI: 10 pints

09/10/94 I.K.V. Bortas loses a close one to the U.S.S. Polaris at the Forest Fair Mall in the Hoxworth blood drive.

KAG: 33 donors SFI: 35 donors

09/17/94 I.K.V. Maqmigh defeats the U.S.S. Aquila in a recruiting drive.

KAG: 4 SFI: 0

09/25/94 I.K.V. Bortas soundly beat the U.S.S. Polaris in a frisbee golf match at Winton Woods.

KAG: 64.6 avg(7 under par) SFI: 76.8 avg(5 above par)

10/04/94 I.K.V. Komo Val is defeated by the U.S.S. Tycho at the Owens Community College blood drive for the Red Cross.

KAG: 38 donors SFI: 41 donors

10/15/94 IKV Conquest pummels USS Ari in combat fought through Starfleet Battles.

10/22/94 IKV TevVes easily defeats USS Polaris in a bowling competition.

10/27/94 IKV Tohbaak for the fourth consecutive time show to battle the (assumed missing in action) USS Camelot. The Tohbaak is puzzled by the lack of Federation support in the area, even though the USS Camelot issued the challenged. Undaunted, the Tohbaak manages to raise many supplies for the war effort.

KAG: 337 lbs of food SFI: 0 lbs



10/29/94 IKV TevVes, in a follow up raid against the ground forces of the USS Polaris, defeat the ground pounders in paintball.

10/31/94 IKV Conquest defeats USS Ari in collection of Pop Tabs - even though the Ari signalled a starfleet wide cry for assistance. This battle signals the end of the Ari's efforts in the war - the ship's commander officially unconditionally surrenders.

KAG: SFI:

\*11/09/94 I.K.V. Justice Hunter raises canned food for Community Unity food drive.

KAG: 150 lbs

11/18/94 IKV Tohbaak, in utter amazement, finds no one has responded to their challenge for battle for a 5th consecutive time. The Tohbaak manages to raise numerous supplies for therapists in their area.

KAG: \$500 SFI: \$0

11/19/94 IKV TevVes, bolstered by recent victories against the USS Polaris, once again attack the battered starfleet vessel. Coming away with the TevVes' third victory in a book fair fundraiser, the KAG vessel ends it's actions in the war with honor.

KAG: \$600 (estimated 75%)

SFI: \$200 (estimated 25%)

\*12/03/94 I.K.V. Justice Hunter raises toys for the Out Reach Committee.

KAG: 200 toys

12/15/95 Elements of Starfleet claim a default victory over the commander of Cold Steel Quadrant - as he cannot find a Klingon vessel to join combat against against what are deemed "dishonorable" foes.

12/15/94 I.K.V. Draconis beat the odds against the combined power of the U.S.S. Hazard & the IDIC Alliance vessel U.S.S. Andromeda in a canned food drive.

KAG: 321 lbs SFI: 259 lbs

\*12/19/94 I.K.V. Justice Hunter packs boxes for the Community Action Committee.

KAG: 76 boxes packed

01/01/95 Cold Steel Quadrant reclaims the victory over Starfleet from two weeks prior. The year ends with no Starfleet vessel taking up the challenge for the area in a paintball match.

01/11/95 IKV Night Terror again defeats the USS Arizona in a blood drive.

KAG: 34 pints SFI: 20

\*01/27/95 I.K.V. Komo Val retains hold of Romulus in a Jail-n-Bail at Confusion.

KAG: \$160.00

01/28/95 I.K.V. Shadow Viper defeats the U.S.S. Wolf in a bowling tournament.

KAG: SFI:

02/18/95 IKV Justice Hunter, supported by troops from the IKV Tohbaak, defeats the USS Camelot at the Page Manor Theater as greeters for Trekfest.

KAG: 7 greeters SFI: 0

02/25/95 I.K.V. Nightshade destroys the U.S.S. Kittyhawk in lasertag match at Ultra Zone.

KAG: 43,213 pts SFI: 23,743 pts

03/19/95 IKV Tohbaak finally meets enemy resistance in the Dayton sector. The USS Camelot gives battle to the warriors of the Tohbaak in a challenge to raise as much clothing as possible for area shelters. The Tohbaak, ready for battle since the war began, unleash a barrage seldom seen in the war, handing the feddie ship a devastating loss. The marine cmdr. onboard the Camelot put it well: They suckered us again. Enough said.

KAG: 5400+ lbs SFI: 300+ lbs

03/25/95 Battlestation K'tarra challenges USS Arizona to (poker) battle near the site of the upcoming Camp Dover Peace Conference. Knowing starfleet's hand had been played out long ago, the commander of the Arizona had no poker face on when he reportedly declared to Cpt Klaad, "Sorry, this battle just doesn't happen to be in the cards." Klaad noted later that, although the war had started with an attack by the feds our troops had returned the favor in spades.



## CHAPTER 6 - COMMAND BIOGRAPHIES

### **Commander Kuurlls sutai-Qaaluhr**

Captain, IKV Rojhom (D10)

Commander Kuurlls is an ambitious Klingon, yet he is more concerned for the good of his crew than for the dictates of his superiors. He is one of the more seasoned veterans who participated in the Dark Justice war. Participating in battles versus the USS Polaris, the Rojhom, and the battle group she served with, was undefeated during the war. Concerning crew quality, Kuurlls considers his crew to be the finest in the fleet.

### **Lt. Commander K'Gena vestai-Qorvazh**

Captain, IKV Bortas (Vorcha class attack cruiser)

When the war began, K'Gena had her work cut out for her. The transition of power wherein she seized control of the Bortas (we won't go into exactly how that took place) was barely complete when the war began.

K'Gena describes herself as "a raven haired, vertically challenged, buxom valkyrie." Co-founder of the mysterious fallout twins, AND a member of the broken lands, K'Gena seems to be well grounded in the imperial power structure. K'Gena thrives on stress, which the situation provided in plenty.

### **Lt. K'Ruk vestai-T'aw**

Captain, IKV Shadow Viper (Vorcha class battle cruiser)

K'Ruk uses interesting tactics for a Klingon. While most Klingon commanders focus on their own actions and how they will affect the battle, and on the history and capabilities of their opponents, K'Ruk concerns himself with how his opponents think, what makes them tick. This approach seems to have worked well, for in five battles (which ties the Shadow Viper as one of only two ships to have engaged the enemy this many times), all but one was a victory for the empire.

A tall, brooding man, K'Ruk's eyes seem to glow when

he gets angry, yet he is a fair commander, directing the operation of his ship with a firm hand. His crew has a great deal of enthusiasm, and as with all Klingon crews, his needs that guidance to make sure all runs smoothly. Shadow Viper's battle record would seem to indicate that he is succeeding.

### **Lt. Commander K'Tang vestai-Septaric**

Captain, IKV Nightshade (D18c Lara'atan class destroyer)

K'Tang is a muscular Klingon with jet black hair. Leading one of the last ground actions of the war against USS Kitty Hawk, K'Tang proved himself to be steadfast, stubborn, and dedicated to the empire. K'Tang refuses to accept defeat, and the only time the enemy engaged the Nightshade, the empire won the day.

### **Lt. Commander K'dal vestai-Gholgotal**

Captain, IKV Komo Val (L24 Komo Val class battleship)

K'dal is a tall imperial Klingon of huge girth. He is a strategist by nature with a strong hatred of the Romulans.

Much of the Komo Val's time was spent guarding the Romulan border as a show of strength. Their presence helped to insure that the empire did not have to fight a battle on two fronts. Indeed, one of their raids reached as far as the Romulan homeworld.

K'dal cross trained in weapons and science at the academy, and built his reputation as a thinker early on while serving as chief science officer of the IKV Blood Drinker. Because of the Komo Val's involvement along the Romulan border, the ship was less involved in direct operations against Starfleet.

### **Lt. Commander K'Jett vestai-Qorvazh**

Captain, IKV MaQmigh



When central fleet battle command asked K'Jett for a personal history to include in this book, K'Jett sent a note to the commander, central fleet battle operations center, saying that the empire did not need to know. If this can be taken as an indicator of K'Jett's personality, then she can be taken to be strong willed and insubordinate. Luckily for K'Jett, results do count for a lot in the empire, and the MaQmigh, in addition to being undefeated in the ship combats she participated in, has spawned two other ships, plus a scout ship. While losing her experienced crews to new vessels probably serves as a source of frustration to K'Jett, it nonetheless has been a great service to the empire.

### **Lt. Kohlinari tai-Urussig**

Captain, IKV Ruvwam (D9 class battle cruiser)

Kohlinari started the Dark Justice war as security chief of the IKV BortaS, but showing herself to be an honorable Klingon, loyal to the traditions of the empire, she was promoted to command of the Ruvwam. Kohlinari has had the unenviable task of building a skeleton crew into the full compliment for her ship in the middle of a war. The Ruvwam is anxious to engage Star Fleet ships, but with only a skeleton crew, she has been assigned to patrol the Romulan border as part of a show of strength there. The Romulan border is not exactly a safe zone, though, so this crew will have a core of hardened veteran by the time it is at full strength.

### **Lt. Kolar vestai-Rasmehlier**

Captain, IKV cholghunwl' (D-32)

Rumors of an upcoming war with Star Fleet encouraged many to consider the Imperial Navy. Such was apparently the case with Kolar vestai-Rasmehlier. Kolar joined shortly after the beginning of the war, having tried his hand at many occupations in his youth, but never settling into one. With his broad base of experience, Kolar quickly impressed his commanders and was granted command of a ship. Founding his own family line late in life, Kolar started building his family's honor quickly in actions against Star Fleet. In concert with the battlefleet engaging USS Polaris, the chowghunwl' helped to score many victories against the Federation.

### **Lt. Keth vestai-Septaric**

Captain, IKV Draconis

Well, this has to be the story of the century! Keth and his crew all had a mixture of Terran and Klingon blood, but being born within the borders of the federation, had been brainwashed into serving in Star Fleet. As the war began, the crew of the Draconis began to awake to notions like honor, glory, and their Klingon side. They began to understand the dishonor Star Fleet was doing to itself by sending marines to perform undercover attacks on social gatherings. When they could bear it no longer, Keth made his plan.

As a delegate to the Dover Peace Conference, Keth was naturally invited to the captains' luncheon. At the luncheon, he stood up and announced that the entire crew of the USS Wolverine was leaving Federation service! That day, they resigned their posts as Star Fleet officers, and joined the Imperial Navy on the spot. Keth and his crew were granted the IKV Draconis, and in just under nine months have struck four victories for the empire.

### **Cmdr. K'Mel sutai-Kurkura**

Captain, IKV Thunderfire

Commander K'Mel spent much of his career serving with honor as an ambassador at Star Fleet, only relinquishing that post after being offered the command of the Thunderfire. K'Mel is very sure of himself, and handles dealings with humans quite well. While commanding Thunderfire in the Dark Justice war,

K'Mel led her to a combined victory along with Darkstar, Shadowrider, and War Demon in a battle with USS Republic and USS Macleod. This battle is especially important for historical reasons because it is unique. Most of the battles in the Dark Justice war were fought between two opposing ships, or between a squadron of smaller ships attacking a single, larger vessel. This is one of the rare occasions when multiple ships on each side battled, requiring a high level of tactical expertise on the part of the commanders to coordinate actions while allowing for coordinated actions by the enemy.



**Cmdr. Krahl sutai-Reshtar**

Captain, IKV Malevolent  
CO, Cold Steel Quadrant  
CO, War Office, Cold Terror Fleet

Krahl got into the war early, when forces from the USS Columbus attacked the Malevolent under a flag of truce. Planning in secret, Krahl organized a raid leading to the complete destruction of the Columbus and all hands. While Krahl was officially reprimanded for acting out of turn (the attack was conducted before the Malevolent received official word of the War's beginning), command's true feelings about the attack soon became clear: Krahl was first appointed Commander of Central Fleet's War Office, and later was given command of Cold Steel quadrant. The IKV Malevolent claims the title, "Most feared ship in the fleet." Indeed, the Malevolent is a powerful ship, winning three battles in the Dark Justice war and never having fallen to any enemy in battle.

**Lt. Cmdr. Sjokaam vestai-K'Tan**

Captain, IKV TevVes  
CO, KAG Genetics Dept.

Sjokaam is a competent officer and has, for well over a year, directed the Klingon Assault Group's Genetics Department. Tenacious of spirit and bold of action, Sjokaam has struck at Starfleet ships on more than one occasion - having never lost a battle to the feds. Sjokaam's own thoughts place this warrior as a battle tested killer with an undying alliance to Gowron, the Thought Admiral and the Klingon Assault Group.

**Lt. Kael vestai-Mang**

Captain, IKV Reign of Terror  
KAG Weapons Master

Lt. Kael assumed command of Central Fleet's flagship, the Reign of Terror, midway through the war. Kael is a full imperial klingon of great stature. In addition to being a fine ship commander, Kael leads the Klingon Assault Group's Weapons department.

**Captain Kavak zantai-Kurkura**

Captain, IKV Conquest

Kavak is a full imperial klingon of great stature both physically and within the empire. His leadership of the IKV Conquest before and during the Dark Justice war ensure that it lived up to its name. With a superb, loyal crew, the Conquest should continue to be one of KAG's finest vessels for quite some time.

**Admiral Kroesh zantai-Septaric**

CO, Eastern Fleet (Dark Moon Fleet)

Kroesh is perhaps KAG's best administrator in addition to being one of its finest Fleet Admirals. The Eastern (Dark Moon) fleet is very competent in battle and craves honor for themselves, thier commander and KAG. This shows exactly why Kroesh is in command - he knows how to inspire, discipline, motivate and lead his troops to a degree nearly unmatched in the Empire.

**Admiral Klag zantai-Kurkura**

CO, Central Fleet (Cold Terror Fleet)  
CO, KAG International  
CO, IXL  
CO, KAG Quartermaster Division

Admiral Klag is the most prolific of all KAG's Fleet Admirals. Overseeing no less than four unique and time consuming areas of KAG operations, he still manages to do them all well.

Sometimes known as "Klag the Tyrant," the admiral leads his fleet by example. His philosophy of command is simple, "while a leader must be strong and of iron will, he or she must also use their wits and intelligence in making decisions."

**Thought Admiral Kris epetai-Kurkura**

Supreme Commander, KAG

[File sealed by order of the High Council]



## **A note on factions**

During the course of researching the backgrounds of the command personnel involved in the Dark Justice war, it became apparent that several factions were at work within the empire. While these factions had little to do with the war per se, they are a facet of life within the empire during the time period of the war, and if only for historical reasons, deserve some treatment here.

The purpose of these factions varies, but generally seems to be support, aid in times of trouble, a forum for Klingons with similar interests and abilities, and a group with whom to socialize (read: party, Klingon style) at starbases, on shore leave, and on any occasion when time permits.

Two factions stood out as particularly prevalent in the research we did, and each of these is treated in rough detail below. We leave it to other historians to chronicle their exploits, and their long term effects on the empire.

## **The Fallouts (originally, the fallout twins)**

This is a faction of female Klingons, bound together by who knows what, meeting at conventions and get together to go stir up trouble. The members of this faction must have some sort of secret identification, for the trained eye can tell immediately who is, and is not part of this faction. The author noticed only one similarity, but certainly that couldn't be it.

## **Residents of the Broken Lands**

The authors were unable to determine just what or where this place is (if indeed it is a real place at all), but one thing is for certain: those who claim to be its residents are all very secretive about it. As a matter of fact, most of their responses to queries for information of any sort were met with aggressive response, even for Klingons. Whoever they are, we can say this about them: they certainly know how to fight.



# CHAPTER 7 - ECONOMIC ASPECTS

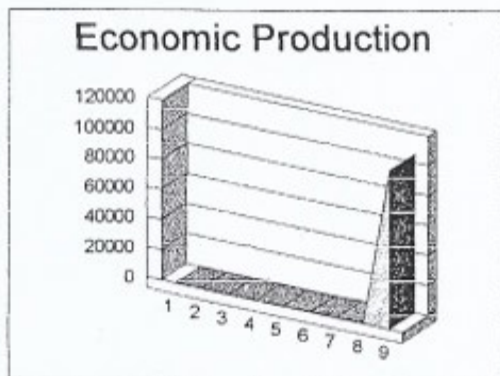
## Dark Justice War Financial Aspect

Finances are one of the most important aspects of war. Wars are fought for many reasons, yet most cease when funds are depleted. Without finances soldiers do not get paid, fed or clothed, and war machines are not maintained.

The Dark Justice War is no exception to this rule. One could claim, and rightly so, that it was not the destruction of so many of the enemy's warships which won the war for the empire, but the decimation of their economic base. The Klingon Assault Group, while greatly outnumbered in terms of sheer numbers of troops, managed to bring the power of their warriors to bear in greater force. The warriors who helped to change the economic outlook of the war - bringing it firmly in our favor - won the war for KAG as surely as the strategies and tactics of our Admirals and ship commanders.

We will look at the financial aspects of the Dark Justice War from both sides - breaking down each category to see which side utilized their war fund to greater effect.

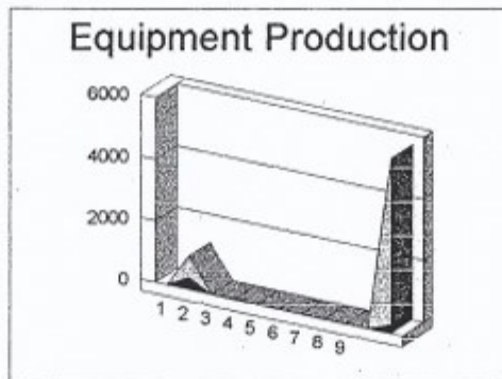
## Economic Totals



### Economic Production

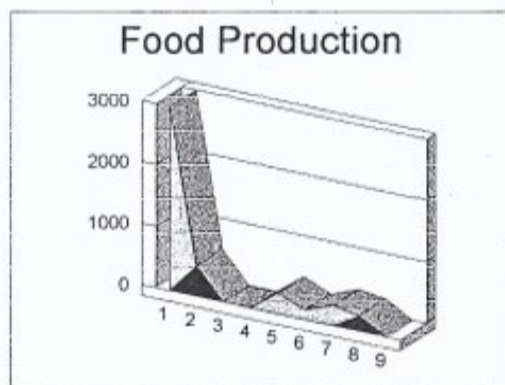
Despite its touted economic machine, the federation seems to have had difficulty in getting those funds invested in the war effort. The chart above shows very slight economic production on both sides (a small

bump, barely visible, in months 6 and 7 of the war), with a huge spike toward the end, when Klingon merchant vessels began adding all of their production to the war effort, at the cost of losing their businesses. The Federation economic market would never have borne this sort of loss simply to save civilization as they knew it.



### Equipment Production

As can be seen from the chart above, both sides realized early on that the war would require equipment such as blankets for the troops, and both geared up their industries to provide these needs. First, at the beginning of the war, and later in preparation for the final assault, the Empire outproduced Star Fleet by a wide margin.

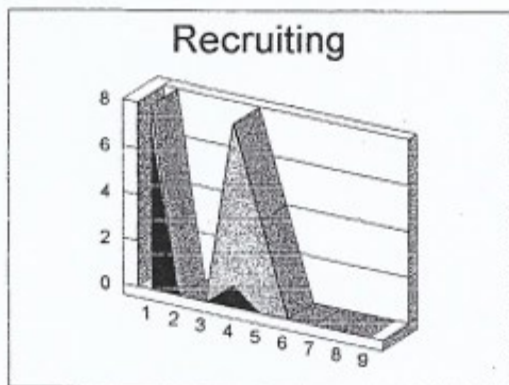


### Food Production

Feeding the troops is one of the most vital and difficult supply missions of any war. Because of the perishable nature of Klingon foods, the empire needed

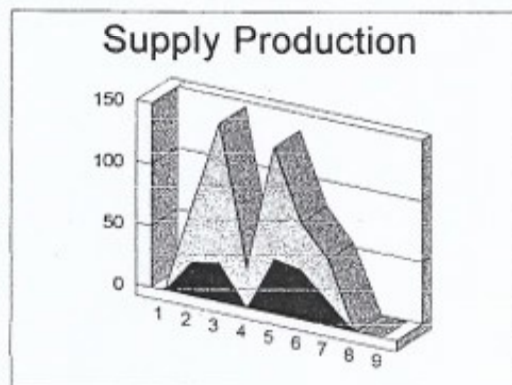


to produce food more constantly throught the war, a job which supply handled very well.



### Recruiting

The need for warriors to replenish units depleted in battle drives a mighty recruiting machine for any fighting force. As the war dragged on, and even the Federation's own citizenry realized how inept Starfleet was, Imperial recruiting efforts became more and more effective, relative to their federation counterparts.



### Supply Production

In addition to simply providing cash flow, and turning some of that cash flow into needed equipment, food, and so on, a nation at war also needs to produce other sorts of supplies, many of which depend on the full focus and cooperation of the citizenry. Medical supplies, especially blood, are a good measure of the citizens' overall drive and determination to provide these sorts of supplies, live with rationing, and so on. The graph above uses blood raised to aid troops on each side as an indicator of the Federation and Imperial citizens' production of such supplies.

## The Arms Race

In preparing for this book, it came to light that the economic forces that helped shape the war, and the effect that the war had on economics in the quadrant was important to cover. As a part of this effort, we decided to interview a typical arms dealer to see how the war had affected his business. In order to protect his anonymity, we will use a silly, fictitious sounding name. We'll call him Jim from Planet X.

Interviewer: So, Jim, has the war had any effect on the arms business?

Jim: Yes, business has been very good; arms sales are up. Of course, it's never too late to buy arms. You just never know when another war could break out. And of course, the finest arms in the galaxy are available from Planet X.

Interviewer: So you would say that the war was good for you. What sorts of items have you sold more of because of the war?

Jim: Well, personal weapons sales have risen, as well they should. You know, you can never be too careful with your personal safety, and that of your comrades, don't you agree?

Interviewer: Yes, and that brings me...

Jim: And being concerned with safety, it only makes sense to buy the best, right?

Interviewer: That's true, but...

Jim: And of course, the best are available from Planet X. Could I interest you in a...

Interviewer: Hold on, I really need to get on with the interview.

Jim: (nods)

Interviewer: So you're saying that sales of arms are up. Anything else?

Jim: Well, of course, there are also the medals. In war, morale of the troops is important, and how better to raise the morale, than by issuing medals. Recognize the accomplishments of your crew with medals, kill stripes, and so on (all of which can be commissioned for a small fee from Planet X). In fact, a commemorative medal for the war would be a great idea. Of course, everyone should have one. By the way, did I happen to mention that the finest medals also come from Planet X?



Interviewer: I kind of guessed that.

Jim: Well of course you did, that's because you're pretty bright. That makes you a smart shopper, and of course, smart shoppers shop at Planet X.

Interviewer: Uh huh. Ok, Jim, thanks for that informative bit of...

Jim: You know, I think this book is a good idea. You'll all want to remember the experience of writing it, won't you? No need to answer, of course you will. Things like this will stay with you your whole life. You know what you need? A souvenir to remember the experience by.

Interviewer: And let me guess, the best souvenirs come...

Jim: from Planet X! You're learning! I told you you were bright. So what will it be?

Interviewer: Oh, nothing thank you.

Jim: Of course, of course, you're all business, and what better way to get the inside scoop for your book than with a genuine press pass from Planet X?

Interviewer: No, really.

Jim: Transporter pass? It'll get you into some pretty nifty areas... How about a Federation Salvage Command badge? You could get onto some of their hulks and survey the damages. Or perhaps I could interest you in a...

Interviewer: I have to be going now.

Jim: (blocking the door) You know, I knew there was something I liked about you. A tough sell, well, I can handle that. So what about...

Interviewer: (holding up the first pin he could grab off of the table) How much is this?

Jim: Forty credits.

Interviewer: Forty credits?!? That's highway robbery!

Jim: Perhaps I could interest you in something else instead?

Interviewer: (transferring the last forty credits from his bank account into Jim's cash register) No, really, that's ok. Goodbye!

Jim: And did I happen to mention? The best deals are at Planet X.



# CHAPTER 7 - INTERVIEW WITH THOUGHT ADMIRAL KRIS EPETAI-KURKURA

TH=Thought Admiral      I=Warbook Interviewer

I: What led you to declare war on starfleet?

TH: Because they asked for it, they attacked our ships. First of all, one of our fine ships in the Eastern Fleet was attacked and we can't let something like that go. "Well I'm sure they didn't mean it. It was an accident" is not the Klingon way to respond to an attack. Actually, in the real world, the two crews get along but the feds accelerated this weird attack by sending it in as a report to Starfleet Communique, the national publication of Starfleet

International. Then the pinheads, without any political kind of forethought, printed it. That's where we saw it. I got in touch with Damien Burmiester who is the captain of the Dark Justice and he told me in print what was going on and I was thinking well, here's an excuse. We decided then to go after Starfleet. Then with the attack on the IKV Malevolent down in Columbus, Ohio it was like okay cool, gloves are off, lets whack them.

I: Do you think that their attack revealed something of their true nature?

TH: No! Their attack on the Dark Justice actually showed some creative spark and something other than picking up trash on a freeway, and goodie two shoes stuff. They actually did something. The bad part was that they did something that a Klingon ship might consider doing (and should think about beforehand.) But it was against everything which Starfleet is supposed to believe like, "oh, we'd never launch a first attack, we don't do that. Surprise attacks, that's not how we play." But they went ahead and did it and

then bragged about it and now they're in the crapper.

I: Where they should be. Okay, you've answered my next question already, so, damn you're good.

TH: what was that?

I: What is your opinion of Starfleet's pre-war attacks on our ships?

TH: I applauded how they did it, with aplomb and style, but it's not something that you normally associate with Starfleet. I got a couple of letters where starfleet member said we're sorry... we don't know what they were thinking. Of course my response was "I don't know either, I just wish the rest of you guys had some cahones like some of them."

I: The Empire has had many great victories in the Dark Justice war, do any stick out in your mind?

TH: There are oh so many including the Malevolent's attack - but my absolute favorite was out of Buffalo. I thought it was most amusing - a page from Starfleet's Communique was mimeographed and sent to me. The USS Aris, based in Buffalo, put in a classified ad that effectively said "please help us, we are under attack, we need as many pop tabs as

possible. That one I found funny because they were basically being ravaged and savaged by the IKV Conquest up there, I mean obliterated, so for them to put out a classified like "we can't handle it," was very funny.

I: In your mind was there an actual turning point in the war?





TH: Yes, in Ohio. When it basically turned was where the Feds wouldn't play with us at all, where it was sort of spread through the grapevine that the feds were saying things like "don't do it" or "don't do it, you'll be sorry" or "we don't want to play with them, they're going to steal our members." The were afraid, "they're going to make us look foolish." No only God can do that, but they did it themselves. Starfleet eventually decided: we're not going to play anymore." You can win by default and some of the things KAG as a whole did, we won by default. I have found that the Dark Justice war was primarily fought by the Cold Terror Fleet, Central Fleet if you will, and I'm quite pleased with their efforts. They whacked Starfleet so hard, so quickly and so nicely that the message got spread - especially within the confines of our Eastern Fleet. Their war cry was basically "uh, well maybe if we don't get challenged we'll be okay." Or at least that's the way it appeared to us.

I: have the objectives you set out changed since the war started?

TH: What objectives did I set?  
(laugh) I basically wanted them to get the message, don't ever, ever mess with us again, and they haven't. Nothing like that has happened again. Also the message got across to our people "don't ever allow it to happen. Also, by what happened after the war began - by spreading the news we found that we needed to tighten up our lines of communication quite a bit. This got a large part of that taken care of and it revitalized quadrant command. Also, we needed something to do. We went through a period where we were just sort of spinning off, doing little charity things here and there and having parties in someone's basement. That was our "glorious time", we weren't actually going out and focused on something - and this war gave us that focus. As Klingon fans we are more easily agitated, we need something to do! If we don't have things like "stamp out the fed" type of war games, or the Dark Justice war, we start getting restless and begin feeding on each other. We look for gossip and start knocking our own club down in ways. This gives us some other focus for our mean spirited thoughts. (laughs)

I: It gives us someone else to prey on.

TH: Yes, exactly, and prey on them we do. I'm sorry Starfleet is crumbling so because we need them as a herd animal... as what we feast on. We are the wolves, or the lions and they are the herds, we feast on them by making them look sad or stupid.

I: To what extent do you think the war affected or effected the current splintering of Starfleet?

TH: I think it only hurt them on a morale level, we were not in the circus with the three rings, with their politics, their legal and tax problems and their constant squabbling when it comes to elections and posturing. We were a side show to those things. If they had been strong and healthy as a group they probably could have whacked us. But hey, we don't care about that - they are Starfleet after all - and we expected as much of them.

I: If you were to give Starfleet any military advise, what would it be?

*"I'm sorry Starfleet is crumbling so because we need them as a herd animal..."*

TH: (laugh) Next question.

I: Many military commanders have an archenemesis, do you consider anyone in SF to be that archenemesis to you?

TH: No. I honestly don't know any of them on a personal level well enough to care. (laughs)

I: As an experienced commander you have seen many battles, how do the battles in this war compare?

TH: (in a mock-serious tone) "Nothing compares to what we've gone through in this hideous conflict." Actually, things are pretty good. We've had scraps with Starfleet types off and on and there have been various blood duels which netted quite a bit in KAG's earlier days. This was the first one with a goal or mission in mind - which was to totally drub them. I'd say we did better on this one than we did back in the past. With the Dark Justice war, it's straight odds, one on one, our ship against theirs, numbers didn't matter, and we pulled it off real nicely.

I: Are there any Starfleet ships that stand out as particularly bothersome?



TH: No, they're all pesky little gnats, easily swept aside. (laughs)

I: How about glorious or honorable?

TH: Um, no. I'll ponder that, but I don't think I'll change my answer. They're all the same, a fed is a fed.

I: Overall, how would you describe Starfleet's performance in the war?

TH: At the beginning of the crisis they did fairly well, they were energetic. But after they started taking some real good losses then they kind of chickened and wouldn't play. They started well and then petered out to a grisly death.

I: What conditions must be met for you to call an end to the war?

TH: I don't need any. (silence)  
When I'm through.

I: Do you think that Starfleet was ill-prepared or ill-led?

TH: Neither. I think they were ill-advised to attack. I think Starfleet's command staff did not put proper thought into the publication of what they did. If they hadn't done that it could have been handled on a local level, but they made us look bad in their international publication and we couldn't sit still for that. So, it was ill-thought out on a couple of levels on their part.

I: Were there any unexpected benefits from the war?

TH: Yes, I knew it would be a morale builder and also from my angle would point out where chinks in our overall armor would be. I think it really tightened us up in a number of areas and I can hardly wait until we have our next war game.

I: What was the Empire's greatest obstacle in the war?

TH: On a fandom level it was primarily where the ships were hesitant to engage starfleet ships because of the thought that "they're fellow fans, is this war for

real, do we have to hate them?" That was the biggest thing. We had to get some over it with Just do it, you're going to have fun with it, they might have fun with it - but don't shy away from it. It's war people, that doesn't mean we can't enjoy it. Klingons dream of battle, here is your chance to live the dream.

I: Do you believe the Empire has suffered any long term or short term effects from the war?

TH: No. We haven't suffered a thing - oh, we took a couple of losses along the way but we expected a couple and we got a couple. Overall it worked out quite well for us - we got lots of good publicity out of it. We got some good mileage out of the whole process, I don't see any ill-effect anywhere along the line.

I: If you were ever to reengage starfleet, how many ships would it take to defeat them?

TH: If we were ever to engage them again I think it would be on a particular fleet level. Or a combination of two fleets, but not the whole club. I would just target them for one area and one process.

I: What do you feel the long term effects of the war will be on our relationship with Starfleet?

TH: Who cares? (laughs) I don't think it will have any long term effects. We know we beat them fair and square - and they know it. That will always be there - that during 1994 they got whooped and that's just how it is. There's just nothing they can change about it - they could try to rewrite history but hey, it's been published. I don't think they will go ahead and attack us anymore - I think they've learned lessons there.

I: Are there any personal spoils from the war that you wish to declare.

TH: Yes. I got a nifty war badge out of Ohio that shows a nice turfed up fed ship. It's a nice bluish-colored medal and I wear it on my uniform with pride.

I: What lessons have been learned from the war?

*"No, they're all pesky little gnats, easily swept aside."*

-about Starfleet Ships



TH: It depends on which side. We learned all we wanted to - that feds can't handle it and the feds learned don't ever, ever, ever, ever, ever, ever do this again. Don't pick on people unless you think out the consequences. I think they learned that one but in case they haven't...

I: If there would be a conflict with another foe in the near future, would KAG be prepared to meet it?

TH: Definitely. You bet - inside or outside of the Empire. We will repel all attackers and, if need be, we will strike first to defend that which is ours.

I: Many will call for you to run for Emperor or Chancellor of the High Council - what would you say to them?

TH: We have an Emperor. On a roleplaying level, sure, I am on the High Council. As the leader of the largest Klingon club, I probably carry the most weight. But I consider that to be a little on the pretentious end

myself - I'm just happy leading the outfit I do. To call yourself Emperor opens up a big can of worms - I just don't see the need.

I: Is there any message you would like to send out to your troops?

TH: I'm very pleased and proud and actually humbled to be not only affiliated with but in command of this great bunch of people - for what we've pulled off in six years now - it's mind-boggling. Here we are, we wear latex on our heads, we wear goofy uniforms and carry toy guns and we do a lot of community events and have a great time - it's like Halloween everyday, with a telethon thrown in. It's just amazing.

It was added in an offhand comment at the end of the interview that the Thought Admiral would "cheerfully accept any and all bribes - stamps, cancelled or otherwise and disrupter rifles. Thank you."

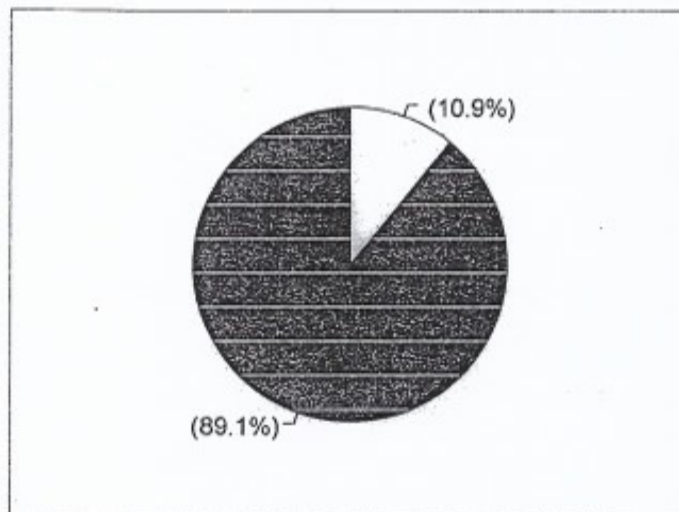


## CHAPTER 9 - THE FINAL ANALYSIS

There is no disputing that Starfleet has a number of warriors in it's ranks. However, the majority of Starfleet forces seemed to be bogged down with internal disputes. They were saddled with a dogma which disallowed their ability to mount any true offenses against the Empire and seemed to hamper their ability for mutual defense.

The best example of starfleet's true war-weariness was the response to the cry for assistance from the USS Ari when they were being ravaged and savaged by the IKV Conquest (in the Thought Admiral's words.) It is readily apparent that the Ari received little or no assistance from their Starfleet sisters as they not only lost the battle but unconditionally surrendered to the Conquest. Their will to fight was gone - a sentiment seen in the majority of Starfleet's forces.

Throughout the entire war, KAG forces marshalled time and again to take the battle to Starfleet. Klingon tenacity showed to be clearly superior to the Federation's pompous claims of superiority. Cmdr. KwISt vestai-Xudeth perhaps said it best, "Whereas other clubs are spectators, we are participants." Indeed, our troops showed they carried the fight forward while Starfleet's warriors rested on their laurels and lost a war.



*What more can be said than that shown by the chart above?  
The Klingon Assault Group won nearly 90% of all battles  
in the Dark Justice War.*