



Blood Red Alert

Special Klingon Edition

Spring 2010

Writing With Honor

By: Lt Col Mor'Tah
Chief, Dept of Public Relations

What a week! For those who may have joined us late or who just joined OSB, may the blessings of Kahless greet you warmly and fill your journey with prosperity! That's right; it is Klingon week and what a fun week it has been. From the first day where the website turned a deep shade of red from its usual Starfleet color scheme to the Klingon personae and nomenclature of the crew it has truly been 'a good week to serve!'

I sincerely thank all of you who contributed to our special edition "Blood Red Alert" and hope you found it entertaining. Qapla! ❖



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Klingon Exchange Program

By: Gen Ry'n d'eaN
Commanding General

The vast majority of Online Starbase members are no strangers to themed events. As something which allows for our Starfleet-affiliated membership to experience other types of Star Trek environments, Online Starbase theme days and weekends try not to disappoint. Something for which many members have pride about OSB is our originality and how we consistently strive to be unique among the vast sea of trek related communities.



Our first theme day was 1 April 2009, titled "BORG Assimilation Day," which was followed by "Mirror Universe Weekend" later in the year. "Klingon Exchange Program," our third themed event, has already proven to be a hit with starbase members and visitors, and the crew can look forward to more themed events as time passes.

While it's certainly no 'walk in the park' to alter the starbase almost in its entirety for these themed days, the enjoyment factor shared by the membership makes it worth the effort. ❖

Kor, Dahar Master

By: Maj Koard

History Section Leader

Kor, son of Rynar, last son of the house of Kor and descendant of the Klingon Imperial family was one of the greatest warriors of the 23rd / 24th century.

By 2267 he had risen to the rank of commander and led a force of 500 of the empire's finest soldiers in the takeover of Organa. He ruled the planet with an iron fist and showed all the skills of a great military governor.

Two years later he was given his own command - the IKS Klothos and engaged the USS Enterprise in the Delta Triangle region of space, it was one of Kor's only regrets that he never defeated Kirk in battle.

Many great victories were secured by Kor - The battle of Caleb IV, the defeat of the Romulans in the Battle of Klach D'Kel Brakt and the holding of the pass against T,Nags Army. These led to Kor being given the honor of the title Dahar Master.

Darkness then fell on the House of Kor when The Albino whose plans had been foiled by Kor and his close friends Kang and Koloth sought revenge by murdering the first born of these three great warriors. A blood oath was made and it would be some 80 years before revenge was taken against this enemy of the empire.

Kor's last years were also filled with great deeds - he found the legendary sword of Kahless with Worf (son of Mogh), and even in his last years, he served aboard the IKS Ch'Tang as third officer during the Dominion war. It here our hero met his end, sacrificing himself and one ship to hold off a fleet of enemy ships to save the Klingon fleet. General Martok toasted Kor as "a noble warrior to the end".

So we salute you Dahar Master, The stone walls of Sto-Vo-Kor itself would have shaken on your arrival. ❖



In Other Words

By: Maj Ma'giVer

Contributing Writer

Editor's Note: The following articles are the same...one in English and one in Klingon. Enjoy!!

The Great Tribble Battle

It was many years ago this very day that Kell and his warriors did battle. Their honor grew with the sheer devotion they had for the task. No Klingon knows of the furred plague's origins however some believe it to be the incarnate form of all that is un-Klingon. Regardless of their origin, their numbers had grown so quickly that they needed to be stopped. The Great Kell found his Bat'leth to be the best weapon against such honor less creatures. But documents state that he, and his honored warriors, also used d'k tahgs, mek'leths and tajtiqs. May Kahless the Unforgettable smile upon these great Klingons.

Dun yIH may'

law' ben much jaj Qel je negh may'. bathh ghur tay' boq ghaj nob Qu'. tHIngan Sovbe' yIH's mung 'ach law' Har tHInganbe' Duy tHInganbe'. bIH ghur nom,'ut mev. Qel maS Bat'lethDaj wamvaD bathhbe' Ha'DIbaH. ta 'ang ghaH, je bathh negh, je lo' d'k tahgs, mek'leths je tajtiqs. qeyllS nob bathhmo' Dun tHIngan." ❖



(Above) A Klingon warrior succumbs to the fatal wounds inflicted by a war-emboldened tribble.

Kinda Sorta Klingon...

By: 1Lt Pu'Brel of Wharp

Blood Red Alert Correspondent

Eh'Eet was no ordinary Klingon. In fact, Eh'Eet was no Klingon at all. Eh'Eet was an Earther. Abandoned as an infant, he was taken in by a Klingon couple who had no young of their own. Their names were Teh'Ehst and Ku'Uk. They were of the house of Gagh. Teh'Ehst was a pretty good warrior, as warriors go. Eh'Eet was a good son. He wanted to be a warrior too... sort of.

Being an Earther was troublesome for Eh'Eet, so his parents got him an operation to make him look like a Klingon. This made Eh'Eet very happy. Eh'Eet didn't have a pet targ like the other Klingon boys. He had pet tribbles. He was allowed to keep the tribbles, but he had to keep them in his room, away from his parents. This made Eh'Eet very happy too.

Eh'Eet was schooled and trained as all Klingon boys are. He learned well enough and he could hold his own in a fight. But he preferred to dream and scheme. And he liked to sneak his tribbles onto the training grounds with him. He kept them enclosed in orbs to keep them from being discovered. He loved his tribbles.

As a true Klingon (heh heh), Eh'Eet sought honor. His chance came, not on the battlefield, but in the annual, Empire wide Ka'Det War Games where two great armies of young warriors-to-be compete in mock battle. Eh'Eet was in Red Army. The enemy was Black Army. Both armies were well concealed. The first Army to discover the location of the other could vanquish its foe and emerge victorious. The trick was how to find them first.

Eh'Eet, the dreamer and schemer thought and thought. Then he got an idea! He began throwing tribbled orbs in every direction. When the orbs hit the ground, they popped open and tribbles popped out. Sure enough, screeching tribbles betrayed Black Army and Red Army vanquished them. Of course, Eh'Eet was the hero of the day.

Eh'Eet never became a warrior. For his "Klingon initiative" he was made curator of the Tribble Exhibit at Qa'Pla Na'Mahl Zoo. And the Empire wide Ka'Det War Games had a new official motto and battle cry: "Eh'eet Gagh!" ❖

Humor After the Battle

By: Maj Ro'wena Mirok

Internal PR Section Leader

• The Colonel enters the doctor's office. He addresses the doctor. "You've got to help me! I'm troubled by silent gas emissions. All the time, these silent gas emissions! Yesterday at the Council of Elders, I had five silent gas emissions. Today, in the Great Hall, I had nine silent gas emissions. And now, in your office, I've had three silent gas emissions. How can you cure these silent gas emissions? What will you do?" The doctor replied, "Well, first I'm going to check your hearing!"

• When Vorax was not at home Vorax's wife and her lover got together. They began to get intimate. Suddenly, Vorax returned home. When he found his wife and her lover, he blew his top. "You have dishonored me and my House!" he cried. He removed his disruptor from his holster and pointed it at his own head. His wife and her lover began to laugh. Vorax mocked them. "You laugh, huh? Well, go ahead and laugh! You're next!"

• How many Klingons does it take to change a light bulb?

1) Two. One to change the light bulb and one to kill the other and take all the credit.

2) None. There is no honor in changing a light bulb, besides, a true warrior isn't afraid of the dark.

• What do they do with the dead bulb?

Execute it for failure.

• What do they do with the Klingon who replaces the bulb?

Execute him for cowardice.

• Do you know why Klingons smell so bad?

So blind people can hate them too.

• Why did the Klingon cross the road?

1) To conquer the other side.

2) Klingons DO NOT cross roads! ❖

Klingon characters: k l i n g o n f b d

Klingon characters: g a m x th h v j e

Klingon characters: s y w p oo t r u z

Klingon characters: 1 2 3 4 5 6 7 8 9 0

Blood Red Alert Staff

GENERAL Ry'n d'eaN
Commanding General

LT COL T. Kerr
Vice Commander

LT COL Mor'Tah
Editor

MAJ Ro'Wena Mirok
Internal PR Section Leader

CAPT James T. Kirk
Senior Correspondent

CAPT K'ranog of Logan
Correspondent

1LT Khan Noonien Singh
Correspondent

1LT Pu'breI, House of Wharp
Correspondent

1LT Hikru Sulu
Correspondent

Honorable Klingons Are All Around Us!

By: OSB Public Relations
Internal Public Relations Team

May the spirit of Kahless flow through you all as you gaze upon these fine examples of our warrior race! ❖



dragoncontv.com

Ah...the most effective way to earn a plate of gagh!!



Many humans still don't want to admit that the holiday they call 'Christmas' was originally derived from an ancient Klingon tradition where females battled for the affections of a fat Klingon male dressed in Red. After the battle, gifts were presented to all in attendance.

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