

# FOR THE GLORY OF THE EMPIRE



STAR FLEET JOURNAL #1



# **FOR THE GLORY OF THE EMPIRE**

## **An Anthology of Tales of the Klingons**



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## **BACKGROUND:**

### **FOR THE GOOD OF THE EMPIRE**

The Klingons invaded the Kzinti Hegemony in the early days of Y169 (that being one hundred and sixty-nine years after the humans of Planet Earth first launched a warp-capable ship and attracted the attention of a passing Vulcan exploration ship).

During the previous 169 years, the Klingons had been at war with the Kzintis several times and at war with the United Federation of Planets twice. The most immediately previous war was the so-called Four Powers War (over twenty years before this story), which involved the Klingons and their Lyran allies in a war with the Kzintis and their methane-breathing allies, the Hydrans.

At the time of the story, the Second Four Powers War has gone on for eight years, and has become known as the General War. The Coalition (the Klingons and their Lyran and Romulan Allies) is at war with the Alliance (consisting of the Kzintis, the Federation, and — only just recently— the Gorns). The Hydrans have been defeated but are rebuilding to re-enter the war later. The Tholians remain neutral.

This story is set on the “northern” border of the Klingon Empire (farthest from the galactic rim), which faces the Kzintis. The Kzintis are eight-foot-tall tiger-like beasts whom the Klingons refer to as “the tigersmen”. The Lyrans (who do not appear in this story, but in *Threads of War*) are six-foot-tall lynxoids which are genetically-related to their blood enemies, the Kzintis. The left (“west”) end of the Klingon-Kzinti border ends at the WYN Star Cluster, a neutral enclave inhabited by renegades from the Klingon Empire, Kzinti Hegemony, and Lyran Kingdom. The right (“east”) end of this front line ends at the border of the Federation.

The Klingon Empire, being an empire, is composed of many planets with various sentient species who owe their allegiance to the Klingons. Most Klingon ships have a crew that is 30%-40% Klingon and the rest are from other planets, including lizard-like Hiladarians, hulking bear-ape Slirdarians, Cromarg dwarfs (technicians from a planet made radioactive by a nuclear war), Dunkars (orange humanoids who are the most educated servants of the Empire), and Bargantines (genetically identical to Klingons, transported to their planet long before recorded history; Bargantines are the empire’s best farmers and worst soldiers), among many others. The Empire Security Service (the Klingon secret police) is responsible for ensuring the loyalty of Klingons and subject races alike.

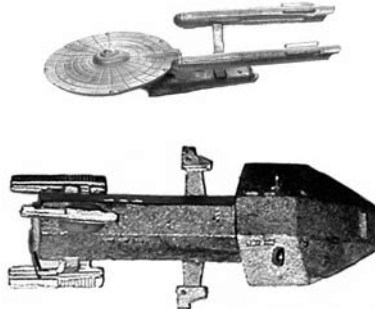
Klingon ships are armed with phasers, disruptors, drones (nuclear missiles), and anti-drones (short-range high-speed missiles designed to intercept drones).

## ABOUT STARLINE 2400

Our *Starline 2400* series ships are beautiful pewter models of the ships of the *Star Fleet Universe*. Over 150 ships are available and more are added every three months (or more often). Some of these ships date from the original *Starline 2200* range or the limited production *Starline 2300* range (but are now in pewter instead of lead) but many are entirely new.

Ships are from one-inch to three-inches long, and include a suitable stand for display or gaming. The ships can be used in *Star Fleet Battles* or in *Federation Commander*.

We have ships for the Federation, Klingons, Romulans, Kzintis, Gorns, Tholians, Orion Pirates, Hydrans, Andromedans, Lyrans, WYNs, Inter-Stellar Concordium, Seltorians, and others. We have monsters, bases, freighters, and other common units (commonly called "targets"). We have the only in-production pewter miniature of the Federation *Constitution*-class heavy cruiser.



## ABOUT FEDERATION & EMPIRE

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*Federation & Empire* is the strategic game of the *Star Fleet Universe*. It is a game of empires in the 23rd century. When playing *Federation & Empire*, YOU take the imperial throne of the Klingon Empire, or the Romulan Star Empire, or of other empires, or even the Chairmanship of the United Federation of Planets! You have total command of your empire's economy, production, strategy, and operations.

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- Battle Force Organization: No matter how many ships you send into a hex, only one fleet can fight in each of the multiple combat rounds, and that fleet is limited by its flagship. But go ahead and send a huge fleet anyway, as those multiple combat rounds will grind your fleet into scrap metal, and the winner just might be the last ship flying!

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*Federation & Empire* is a game of Total War. Every aspect of your empire is under your control, and is ultimately your responsibility. What ships do you build? What enemy ship types do you make a priority target? Is it better to take the fight to the enemy, or let him crash his fleets into your massive fixed defenses? Is it really worth one hundred destroyed starships to devastate the enemy capital? (Well, usually, it is.) Send ships on raids, loan fleets to your allies, and strategically shift your combat power.

*Federation & Empire* has extensive support via our website, [www.StarFleetGames.com](http://www.StarFleetGames.com), our discussion board, our massive 96-hour games at Origins, Play-by-Email, and the most accessible designer in the industry. *Federation & Empire* is the core of an extensive system of expansion modules including *Advanced Operations*, *Strategic Operations*, *Combined Operations*, *Planetary Operations*, and *Fighter Operations*.

Are you ready to command an Empire? Then buy *Federation & Empire* and take command!

## PUBLISHER'S INFORMATION

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### EDITOR'S NOTES

The stories in this book originated in *Captain's Log*, including issues #22, #30, and #34. We have long said we planned to repackage the fiction stories from this magazine into paperback books, and what you hold in your hands is the fulfillment of that promise.

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# AN ANTHOLOGY OF TALES OF THE KLINGONS

## FOR THE GOOD OF THE EMPIRE

Klingon military intelligence hires an Orion ship to carry their agents into enemy space, but can they trust him?

## THE THREADS OF WAR

A new class of Klingon war cruiser is given its combat trials and flies into the middle of a political maelstrom.

## FLOTILLA COMMANDER

Commander Terrik Korrell is the new commander of a group of Klingon gunboats patrolling the front lines.

## A PLAGUE ON THEIR HOUSES

A new Klingon heavy battlecruiser flies into combat and into a crisis as mutinous crewmen poison the officers.

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Includes scenarios for the *Federation Commander* game system.



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