



The Star Trek saga takes another turn into the Klingon history with Klingon Academy. The storyline does not take place during the current Star Trek time frame but back in the days of Capt. Kirk when the only enemies to worry about were the Klingons and Romulans. While you may wonder why they don't look like Worf (to quote Worf "An unfortunate time period in the Klingon evolution and history we have tried to forget") but more 'humanesque' the kill-destroy-honor attributes that make a Klingon scream for Kaless are still there. However, don't ask me why Chang is the only Klingon that looks right.

The game specifically drops you as one of the 100 students entered into the prestigious Klingon Academy on its eighteenth term. There are no drop outs and those who fail do so either dishonorably in combat or by shaming their house. The only way to graduate is to survive so don't die or risk the lives of yourself, your crewmen, and even your family.

This guide is written as a non-spoiler. That means that I won't ruin the game for you after you leave the Academy (you'll see ;o)), just tell you how to get through it. The storyline in KA is just too wonderful to tell away without experiencing it so after the point that you graduate from the Academy you won't be getting the storyline or anything that'll give it away. I can assure you that with a great game and storyline as the one in KA you will thank me for it. To make sure you are playing the game properly (with as little bugs as possible) I recommend (HIGHLY!) that you download and install the patch to 1.01 for Klingon Academy (<http://www.interplay.com>); furthermore you can read what the patch changes here. This guide was also written using version 1.01 of the game so please bear that in mind if you're playing 1.00 and something weird happens that's not covered in this guide. More than likely it is nothing more than a bug corrected by the 1.01 patch.

If you're feeling 'unsure' of your worthiness OR want to know if I've stumbled onto any bugs ;o) walk over to the Basic Strategies section - you'll learn some new stuff =o)

In order to assure, however, that you will learn everything you need the first eleven missions have a bit more graphics on them; this is due to the fact that these missions will teach you everything you will need to complete the game as well as exposing some reoccurring bugs in the game. If you're absolute-spanking new to the Star Trek genre then I highly suggest you play through the first eleven missions a couple of times over so you know exactly what you are going to do. After the thirteenth, it's all non-spoilers baby! Step up! It is suggested that you check out the full site on IGN for pictures and more!





Primary Objectives

- Destroy Monitoring Station
- Cripple Probe Net
- Maintain Element of Surprise
- Defend Jamming Cruiser

Secondary Objectives

- Scan Probe Net

Alright cadet, time for your first simulation. After your debriefing from the General you will be within the simulation ready to do a mock attack against the Federation neutral zone. Your actions and successes during this mission will help the rank of your staff and your overall reputation along the cadets. Do not fail!

Once you enter the simulation, Thor Mak (one of Worf's ancestors) will hail your 'ship' and give you your primary and secondary objectives. As a Klingon, your goal is to succeed in all of them. Once Thor Mak has finished, cloak your ship and then warp out of the system towards Beta-Ceti.

After you enter the field, order an all stop and wait until you get the go-ahead. Before fully keep tapping the scan button and locate all the Federation Mines. Keep an eye on how far away they are from you and then locate the main probes - they will be shaped like a satellite.

Once you have it, come in cloaked and scan each probe until you find a Prime Probe. Destroy each Prime Probe in order to bring down the net. Keep an eye out for the mines and make sure you stay farther than 15000k away. Once you locate the first Prime Probe open fire.

When you get close enough to destroy it (or about to destroy it), the Federation Starship Banting should show up and either attack you or go directly for the Jamming ship. Open fire on it and take it out as soon as possible, all the meantime keeping track of when you are getting close the mine's firing range.

Check often because the Banting will try to lure you into the mine field. Order an emergency full reverse if you get too close and cloak immediately.

Once you have taken away all the probes and mines open fire directly on the NZ-027. Keep as 'close' as possible while staying just out of reach. Once it's gone the victory and honor is yours.



Primary Objectives

- Clear Regas System
- Clear Thaxius System
- Warp to Theta Omicron

Secondary Objectives

- Respond to Distress Calls
- Call for Assistance

With the Federation's sensor net down it's time to go in and start taking care of the perimeter past the neutral zone. In this mission you have to learn how to communicate well with other captains and coordinate attacks with them. Vainglory is the death of a true warrior - never forget that.

Once again Thok Mak will communicate with you and give you your full mission briefing. This time you will be traveling to various systems: Regas, Thaxius, and Theta Omicron. You'll also have to respond to distress calls and call for help when you need it - even if you don't. You need to finish all the objectives, both primary and secondary.

Warp first to the Regas System. You'll have to deal with a satellite and the Starship Carver. It's another Orbeth EC class (refer to your classroom guide!) Starship but it's a bit more aggressive than the previous one.

Remain cloaked until you come within Phaser / Photon firing range. Once you get there let out your Photon (aim as close as you can to the hull!) because the Starship will have its shields down! Get as many cheap hits as you can! Once it starts maneuvering, follow it around and destroy it. Finish off the satellite and make sure everything is destroyed. Head to Thaxius.

As soon as you enter the system scan and then get the enemy ship's tactical info; you'll have to face off against the Starship USS Hernandez. The ship is faster and has more defense than you. If you want to try to go it alone aim for its impulse drives and try to slow it down. I do suggest that you CALL FOR HELP as soon as you scan the enemy ship. Wait for the Yuthwl' Hech to show up and as soon as you see the Hernandez's ship under fire attack (you'll know because its shield values will start fluxuating).

Once the ship is down for the count take out the probe. You will receive a message from another ship which is under fire. Go help!

Both you and the Yuthwl' Hech will arrive and go up against the Miranda CL class Starship Tian Nan Man. Tian Nan Man will like to fake a ram and then full stop, so keep an eye out for that. Open fire and let it all out but keep your engineers running your ship at a defensive attack position. Once the enemy is down, head to Theta Omicron to finish your mission. Congratulations, Cadet - a job well done!



Primary Objectives

- Strike the MacArthur System
- Strike the Nimitz System
- Strike the Bradley System
- Strike the Patton System
- Rendezvous in Punjab

Secondary Objectives

- Call for Assistance

It is time to continue the expanse into Federation space. While the strategy has been progressing as planned the illusion of a large attack force must be created. To do so you must launch multiple attacks at different areas. The illusion will provide us with the ability to further expand into Federation space without their even knowing it.

Thok Mak will hail your ship and give you your new primary and secondary objectives. You will also pair up with your first two escorts, the Pipeq and the Chuvon. If you answered the call for help from the previous mission, that ship's captain will be piloting the Chuvon - and he is a great fighter.

Use your VOS to form up your escorts and then cloak. Head over immediately to the McArthur system.

You will find two Okinawa FF class starships in the MacArthur system ready and willing to attack. Send your two escorts to attack your first target and then target the other ship to tackle it in one-on-one combat. Avoid getting rammed! Once either of the two ships is destroyed, three more starships will arrive.

Once this occurs, contact the fleet. They will tell you to continue on your objectives; you would be best advised to follow orders.

The Nimitz system is going to be empty; no enemies. Proceed to the Bradley system where you will come across the Alstair, a passenger cruiser. Do not hail them - instead, choose to not attack and warp out to your next objective; you should have received the coordinates for the Patton System after finding Nimitz empty or after beating MacArthur.

Within the Patton system you should come up against the Miranda CL, Bulldog FRT, and 6Y-6000 class Starships. The Bulldog FRT will try to avoid conflict so concentrate on the other two ships. The two escorts can handle the Miranda CL while you take out the 6Y-6000. Once that's finished concentrate on the Bulldog FRT then warp out to the Punjab system.



Primary Objectives

- Patrol & Clear DeGaulle
- Patrol & Clear Eisenhower
- Patrol & Clear Bernard
- Loyalty to a Comrade
- Report to Schroeder Drydock

Secondary Objectives

- Call Strike Fleet in DeGaulle
- Call Strike Fleet in Bernanrd
- Avenge the tlHoy

There are only five of you left from your class; the previous engagements have been failures for everyone but you and your group. The success of the illusion tactic is working well but the illusion has to be continued. Keep patrolling the sections and destroy / clear out all enemy ships.

Thok Mak will again give you all your mission objectives for this time but remember that the list will change while in mission so always pay attention to the mission objectives!

Don't forget to always cloak when entering new star systems.

Your first stop, DeGaulle, is fairly simple. There will be a large federation convoy there that is too heavy for you to handle - immediately call the Strike Fleet and proceed to the next objective.

You will find two starships, both Orbeth EC class. Stop where you exit warp from and immediately (if your hull and shields are near max) decloak and into a battle-defensive with 30% power going to damage control. Have your two escorts take out the farthest ship while you concentrate on the closest one.

Check your scan periodically to see if your escorts have finished off their dinner. If they have order them to back you up and take care of what's left. Proceed to Bernard.

Immediately decloak once your reach Bernard. 3 Clysdale FRTs and one Miranda CL should be present in your area quickly so prepare for combat. While you are going at it you will receive a distress signal from the Helsey system.

Call the strike fleet immediately but stick around to destroy the ships with the help of the fleet. Once that is done proceed to Helsey.

Once you arrive at Helsey there will be two starships; one will engage you and the other one will retreat (one Akula DD and one Constitution CA class ship). Open fire on the ship that engages you and then follow at full speed towards the retreating enemy. Destroy it and head to the Schroeder Drydock. Another glorious mission accomplished!



Mission 05 : Stirrings of Treason

Primary Objectives

Warp to Kiros
Identify Melkor
Use Sensor Package
Return to Gareth Nar

Secondary Objectives

none

Even though the festival is going on, General Chang has dire need of you. He needs you to go spy on a possible coup attempt against the Klingon Empire. You are the only one he can count on.

You will be piloting a prototype warship with more than enough ammo to finish the job - however, you won't need it.

Once you arrive to the system immediately scan all ships until your crew tell you which one has the traitor onboard. Keep quarter impulse and scan the other ships regularly to see how far away you are.

Try to go outside the asteroid belt and then back in from a distance when you have a beeline to the ship. When you reach 3500 k or so (by proper usage of the All Stop in combination with quarter impulse) you will automatically scan the ship.

Melkor's conversation is shown before you and the message will be automatically recorded and sent to the General.

Once the scan is complete, slowly exit the asteroid belt staying clear from the other enemy ships. If you get warning or danger from any of them immediately either stop or if they keep getting closer move out of there. As soon as your warp is back use it and escape.

You will dock back up and return the ship to its rightful commander. Congratulations on another glorious victory!



Mission 06 : Fields of Death

-note: you must complete the secondary objectives BEFORE the primary objectives!-

Primary Objectives

- Destroy Regula 1 Facility
- Destroy Enemies in Regula
- Rendezvous with Cargo in Regula
- Escort Base Cargo to Resten
- Destroy Federation Pursuers

Secondary Objectives

- Destroy Scouts in Petras
- Rendezvous Fleet in Janus

With the previous tactic a resounding success it is now time to establish a fortified supply line within key parts of Federation Space. The supply ports will be built using modular pieces that can be transported but not at anything higher than Warp 7 in order to avoid damaging the parts.

As you report for duty in your new ship (four phasers but only 1 photon torpedo; however the defense is excellent when used at Battle Mode - Defensive!) Colonel Poktral will contact you and your escorts and give you your last-minute assignments - take out the sensor fields that are detecting the cloaked convoy vessels.

It's going to be a bit confusing at first because you have to finish your Secondary Objectives BEFORE your primary objective - remember that!

Once you enter the Petras system you will find two Constitution CA class ships. Open fire on the nearest one with your escorts to soften it up and as soon as the second ship warps in have your escorts break and attack while you concentrate on the softened ship.

Warp to Janus at Warp 6. You will meet up with the fleet and receive the formal orders to attack the Regula 1 facilitate and decimate all enemies. By this point you must be loving all that trash talk from Poktral! That dude is awesome! This guy CONDUCTS the kick tail express!

The Regula 1 system has a heavy attack science station on it as well as 2 Constitution CA class starships but you and your escorts won't be alone. The fleet will be there to back you up so just keep an eye on your rear and avoid any serious damage.

Afterwards your mission objectives will be expanded to protect the VoD, a Saber FRT class cargo ship. You will have several options on where you wish to conduct the defense (you will eventually have to destroy all 3 Miranda CL class ships). Refer to your KA booklet for more information on each of the spacial environments you get to choose from; it is difficult to give a proper walkthrough for each section since each player may have developed their own strategy - but I would suggest EVERYONE to STAY AWAY FROM THE NEBULA!



Mission 07 : And Death Rained Down

Primary Objectives

Strike Non-Human Convoy in Somme
Strike Non-Human Targets on Ypres III
Return to Resten

Secondary Objectives

Destroy or Disable any Federation Craft

The main weakness of the federation is that it's a conglomeration of species that are not under a single banner. It is to our advantage that we start sowing seeds of discontent among the species, as well as show our force. Quick strikes against the more cantankerous planets will move the inhabitants to doubt and question the federation. Once you are in your ship, Poktarl will contact you again. There is a convoy heading for Ypres III that is carrying supplies and it is currently in the Somme system. Have your two escorts form up, cloak, and head for Sommes.

Once you enter the system have your escorts stay on your wing and scan all the ships; stop when you find the 800 FRT class freighter. Scan it and your comm will tell you that its database can be hacked and information retrieved; take note that you need to destroy the comm relay to cause the sensor net on Ypres III attack enemy and friendly craft (as well as each other). Wait a little bit more and warp to target (any of the three freighters). Don't worry about any of the enemy starships.

Have your escorts attack your target as soon as you arrive to your target. There is a decent chance of destroying it quickly but odds are that you will chase them to a Gas Giant that is nearby. There are two ways to handle it; either go inside the Gas Giant and destroy the ships at the possible cost of yourself and your escorts or wait outside until any of the ships exit the Gas Giant and are visible via sensors again.

If you wind up entering the Gas Giant, keep your max/min speed between 100 kms and 1/4 impulse (by using 2-4-4 on VOS and then the [key to drop the minimum a bit). Have your damage control to max, disable your security and weapons, and bring your sensors up to 20%. Once the ship is in range, fire away on it. Hit the "S" key often to see where you are and the status of other ships (if possible). Most of the time they will blow up as you chase them so it really is better to just wait.

Either way, you have to destroy all three of them before continuing. Cloak, repair any damage (do NOT leave without being at max shields and full repairs!). A little trick is to ALT+TAB to minimize the game and then wait. The timer will not go down and your ship will heal, even when you are in combat. In other words, everything EXCEPT the repair system stops. THIS ALSO AFFECTS ESCORTS BUT NOT ENEMIES!

Your first target on Ypres III is the destruction of the Communication Satellite; it should be the very first target that appears after hitting the "S" key. If not, use your VOS to target all and then keep cycling until you find it. Move up to it (within 1500k) and then uncloak. Open fire and two shots should handle the satellite. Immediately cloak and go back away from the satellite; all the satellites will start firing at one another.

Now here is where it gets interesting: ideally, only 1 Universal DN class starship should appear to defend the planet; however, I've had a Miranda CL class starship show up also to assist the Universal DN class so.....here are the two ways to handle it.



1- If you only have to fight the Universal DN class ship, fight is as you would normally but bump up your damage control to 40%. The Universal DN class can take a beating and keep on ticking. If you made it to this point with BOTH of your escorts down, I suggest you restart.

2- If both ships show up order your escorts to fire on the Miranda CL class craft while you remain cloaked. Avoid any confrontation with the Universal DN craft until the Miranda CL is destroyed. Then engage it with your two escorts.

If there are still satellites on the planet you can try to lure the craft(s) to get caught in their fire but it is extremely tricky. If your damage goes down too low don't forget to ALT+TAB!

The final part of the conflict is rather easy but extremely tricky and HARD! Personally, this should NOT be as difficult as it is but the game has an internal bug when targeting planetary subsystems (I'll explain this!) that will show the target regardless of your location on the planet, meaning you can find your target and fire away at it and do NO DAMAGE to it at all!

First, target Ypres III with either your F key or using 8-1 on VOS. Then, using 8-2 on VOS select your subsystem (all of the targets EXCEPT the Terran plant are to be destroyed) and a red square should show up somewhere on your planet's subsystem.

The bug kicks in at this point, so what you may want to do is enter the planet's atmosphere to about 5000 - 350k from the ground and fly around the planet, all the while stopping and shooting, until you find the right spot. You know you found it when the damage it takes drops by 10 points with each blast. You can ALT-TAB here too to recover (keep an eye on your escorts!) if you need to. Just proceed slowly (same as if you were inside a Gas Giant) and have your damage control up. Keep it up and you will destroy all the planetary targets. Once this is done warp back to Resten and your mission will be accomplished.



Mission 08 : Guest of the Empire

Primary Objectives

Destroy Escort Ship
Capture Ambassador

Secondary Objectives

Destroy Ambassador Ship

The attack of Ypres III was another strategic success and now the ambassador is leaving his planet to 'speak' to the Federation concerning the attack and their status with the humans. It is the perfect time to 'invite' the ambassador to enjoy some Klingon hospitality and perhaps sway him.

This is a quick mission. You won't have any escorts but you will be backed up by Poktarl and the rest of the troops. Cloak up and warp to the Hyndman system. Target the Hornet, an Excelsior BCH class craft. Immediately warp close and then uncloak/open fire. Try to defeat the enemy here; otherwise he will escape to the Tambor system and get caught in a Tholian Web. Destroy him if you haven't already and IMMEDIATELY cloak and do NOT engage Tholians!. Set your VOS to pick up all ships and all celestial and keep scanning "S" until you find the warp signature of the ambassador's ship. Immediately warp out to the new area.

Poktarl will fill you in on the situation that's arised and you will be in charge of capturing the Ambassador. Hang back while cloaked and let the rest of the troops attack. When the Tholian Kenesorel craft backs away from the Ambassador's ship immediately warp to target / full impulse and remain cloaked as you charge your transporters. Fire away a couple of shots to bring the crew count down and then send in the marines to CAPTURE SHIP. Once the ship's defenses hit 0 the Ambassador will be in your grasp. Warp back to Resten and the mission will be accomplished.



Primary Objectives

Strike Non-Human Convoy in Somme
Strike Non-Human Targets on Ypres III
Return to Resten

Secondary Objectives

Destroy or Disable any Federation Craft

The Tholians have begun to attack Klingon outposts. We need to know what is going on and why they are doing so. Report to Poktarl immediately for further instructions. You will receive instructions on several systems to scout. The guards within each system have stopped responding to any communications and its up to you to investigate.

You don't have as much time as you did in previous missions but this one is fairly straightforward. Stay cloaked at ALL times. Once you enter the Goncho Tiheng and pemo Dod systems you have to only do the following things: set your VOS to 8-6-5 and target all ships and objects, then scan (6-6). In Gongho Tiheng there are two hulls that need to be scanned and only one in pemo Dod. Stick around in pemo Dod for awhile until you receive a distress call from the ml'qlpe system.

Once you enter the system the Tholians will automatically locate Poktarl and will send him back to their planet to be tried for his attack. This sucks because Poktarl is the MAN but...ah, well, it's only a simluation.

A word of warning: there is another serious bug in the game that will PROHIBIT you from continuing if the following conditions are NOT met; if this happens read this list to see if you have done the following:

- 1. You must remain cloaked throughout the mission**
- 2. You must not warp towards any of the three Klingon ships within the qu'Ned system**
- 3. You absolutely must not allow your escorts to fire upon any Tholian ships**

If these conditions are NOT met the game will NOT let you finish. I have personally wasted three hours trying to figure this out!



Primary Objectives

- Destroy all Federation vessels in Mentrax
- Destroy all Planetary defenses in Seldiak
- Do not attack the Conference

Secondary Objectives

- Destroy all military and industrial targets on Seldiak II
- Fire only on Federation targets
- Destroy Federation targets in Seldiak II but not the conference

With the information we have received from the ambassador we now know that there is indeed a lot of tension between the Federation and its allies. We must continue our show of force to let the other species know that the Federation does not have everything under control and that it does not control Klingon.

Meet your new Brigadier General and receive your instructions; too bad the Federation can't enjoy a glorious death. Cloak, form up, and warp out to the Mentrax system.

Stay cloaked when you enter the Mentrax system until you get close enough to fire on the Constitution CA class ship. Command all your escorts to attack your target and once that can of whooping is empty open up another on the Akula DD class ship. Once both ships are destroyed clear out any and all Federation targets before warping out.

Welcome to the main part of the Selidak system. Captain Sulu will greet you with a "get out in thirty seconds or die" message but who cares? Whip out your keg-o-whoop and order your escorts to attack your target - the USS Excelsior. With perserverance you will win - as well as constant bombardment of all your weaponry. After the Excelsior is down concentrate your firepower on each remaning ship.

When you kick a dead tree stump a lot of little bugs will come out and annoy the crap out of you; that's exactly what these attack shuttles are. They don't take damage well but are armed with photon torpedoes. Order your escorts to break and attack and pick off each tick. There's going to be about 20 of them so work fast!

Now you're going to have to deal with the same crap you put up with during the last part of mission 7 so just go back and read it in case you haven't gotten the hang of planetary subsystem attacks. And yes, the same bug from mission 7 will pester your progress.

The only significant difference is the timeframe that you have to work with. Within 3 minutes a Gorn heavy attack craft will arrive - you will be ordered to return to Resten immediately. Do not fight the Gorn, it is basically invincible compared to you. Don't be upset if you can't destroy every planetary location - just keep trying.



Primary Objectives

- Destroy Battlestation
- Destroy Shipyard
- Destroy Material in Orbit
- Destroy all Federation Ships

Secondary Objectives

none

It is now time to begin our attack against the Federation. There is a large battlestation that is blocking our progress; warp to Brigadier K'mak's location and receive your instructions; as soon as your troops join up, cloak up, and warp to Abel.

Welcome to the Abel system. Pick the USS Lucas as the ship you're going to unleash your parasitic tendencies on and immediately follow it until you get in range. If the game goes like it did on me, they will be constantly going into the ring. **DO NOT FOLLOW THEM IN** but rather follow them from the **OUTSIDE**. Your escorts are **EXTREMELY STUPID** and have a tendency to think that since they're cloaked it also makes them intangible to all space debris; even when their hull drops to 2.

You don't have to capture both ships but the USS Lucas has less marines readily available than its counterpart. Capture the Lucas (11 marines onboard) first and then defend it from the USS Hakiki (30 marines onboard)- but try to capture both.

The best way to approach this part of the mission is to find the USS Lucas first by powering up your Sensors; once you got it warp to your target and immediately switch to Battle-Standard mode. Your now decloaked and shielded ship will draw the Federation ships **AWAY** from the ring, which is what you want. Concentrate your fire on the USS Hakiki until it's destroyed then order your troops to Cease Fire. Drop down any of the shields of the USS Lucas and then send in your full transport compliment (30 or 25); cloak up and keep watch - fairly soon the ship will be yours. Make sure you stick around for Brigadier K'mak to tell you it's ok to go take on the Battlestation!

Warp out to the Cain under cloak - do not leave Abel without cloaking! Once you arrive immediately hail the USS ship(s) and decide to go in and try to hail the battlestation so it will lower its shields. Follow the ships in while cloaked but start boosting your power to transporters. Once you get the signal from your away crew immediately beam them back before the ships explode.

With the Battlestation's shield gone open fire. Have your escorts Attack your Target (the only good thing they're at) while you concentrate on its Primary and Advanced weapons, then Secondary. Taking out the Primaries will stop that pesky phaser barrage and everything else is just icing =o)

Destroy the shipyard nearby on the planet Cain 1 and any ships that are floating around (they aren't manned). Once you clear this section completely out your mission will be accomplished -=o)



Primary Objectives

Warp to Taharak
Identify Melkor's Ship
Use Sensor Package
Return to qo'NoS

Secondary Objectives

none

Once again the General has selected you to pilot a prototype B'Rel class ship in order to spy on Meklor. However, this time this little ship can fire while cloked so you will have an advantage - and you'll need it.

Once you arrive in the sector it's going to be more difficult than the previous attempt. Determine the way that the ships are arranged defensively first; there are a couple of ways to get in though:

1. You can try to make a wide arc around the system until you can see Meklor's ship and the ship above it; head up until you are directly in the same area as the ship on top. Give the ship some time to loop out (approaching slowly!) and then directly place yourself within 3500 and the sensor package will self-activate.
2. In some rare instances you can try to work your way directly to the front of Meklor's ship - but be warned that this hardly ever works but it is possible.
3. Loop beneath the area that Meklor's ship is and try to sneak in slowly underneath.

Any of these ways (although some more dangerous than others) will get your target. However, you will get detected as you exit the star system this time. You can either try to outrun the ships (all of them with you having a lead of 50,000mk) or keep your eye on the bigger ships until they give up on you and then attack the smaller ships.

An alternative is to skeedaddle over to the nebula and hide. Let the celestial object destroy the ships for you. Your EMC will be helpful in here. Once you either escape honorably or destroy all your enemies, the mission will be accomplished.



Primary Objectives

Engage all Federation Crafts
ENSURE DELIVERY OF GENESIS DEVICE

Secondary Objectives

Destroy Research Facility at IO
Assist K'porak at Saturn
Destroy Shipyard at Mars

It's now time to head to Sol and open up a can of Vigilante Justice on Capt. Kirk and the rest of the smooth-heads. You are going to have to fight in several sections: Jupiter, Mars, the Moon, and finally Earth - although not necessarily in that order.

In order to create the perfect wartime scenario, the worst possible situation - all out mayhem while going after the main target - is employed. You won't know when or how Chang will call you up and change your directives so keep an eye on it.

IO: As soon as Chang sends you to IO, warp out at full speed. Your objective here is to destroy the Research Facility that is located on IO's surface and all other Federation craft. There is going to be a couple of Miranda CL class ships and maybe a couple of Akula DD and Missouri class ships thrown into the mix. You can either attack the ship(s) directly or you can have your escorts break and attack; the escort will keep the rest of the ships busy and buy you time to bomb the Research Facility. Keep in mind how much time you have - the bug that shows your target even if you're not near it will appear again.

Protect K'porak: Chang will immediately send you off to Saturn and help protect cadet K'porak's ships - they are under extreme heavy fire. Have your escorts Break and Attack; your task will be to keep that trigger happy finger blazing and attack EVERYTHING around you - try to bring as much attention to yourself and your escorts as you can. The more attacks the better ;o) Once either Chang calls you or all enemies are destroyed you'll proceed to your next objective.

The Shipyard at Mars: There's a Yamato class ship waiting for you - as well as a possible Miranda CL class as backup. This time all you have to is just destroy the shipyard that's on Mars's surface; you don't have to destroy all Federation enemies. Order your escorts to Break and Attack to keep the Yamato class or Miranda CL class busy while you blow up the shipyard. As soon as this is done Chang will contact you for your next mission.

ENSURE DELIVERY OF THE GENESIS DEVICE: This is the pinnacle of the mission; the unleashing of the Genesis Device upon planet Earth. If you've seen the movies, you know what this is - if you haven't here it is: the device will reshape all molecules on any given planet and either devolve, evolve, or transmigrate into another species. The release of this device on Earth will finally destroy the enemy and bring all other species under our hands.



Individually assign escorts to guard freighters but keep one or two free. The USS Enterprise should show up - this is your final match. While it's not needed to blow up the Enterprise (all that needs to be done is unleash the Genesis device on Earth) it is VERY fun to blow up Kirk, so here's how - use the ALT+TAB technique to charge up when you're low; have your one or two free escorts attack the ship while you aim for the Impulse engines. The engines will slow the Enterprise down from nailing your ships and from moving fast enough to get you too ;o) . Cloak / decloak as you maneuver around the ship and be prepared to take some damage; keep in mind that while Kirk can fight with a ship he has no problem sending an away team to destroy you from the inside out.

Remember, you don't have to destroy Kirk - all you need to do is just make sure the Genesis device lands on Earth. Once this is done, the mission is accomplished - and you have just finished graduation - of sorts. A civil war is about to erupt on Klingon with three main forces: Chang, Melkor, and Gorkon. Your graduation will be suspended as you take on your new post as a captain under Chang's leadership.



Mission 14 : The Lines are Drawn non-spoiler begins at this point

Primary Objectives

Rendezvous in Chaj Daq

Destroy Enemies in Chaj Daq

Rendezvous in Gorth'nar

Rendezvous in Korrok

Destroy enemies in Korork (same as Korrok)

Escort to Qitlh Vas 4/4 (this # = amount of ships safely escorted)

Protect Jaghjech

Secondary Objectives

none

Rendezvous and Destroy Enemies in Chaj Daq: There will be a Klingon Freighter under attack from a Suspicious class Klingon craft. Once you engage it, it will cloak often so disable your security while your shields are up and add more power to your sensors (or use your preset "Hunt for Cloaked Ships") to detect the ship's location.

Hopefully, you've learned some 'leading' - that is firing your projectile some distance in front of or on top of your target so that it will hit enemies that are far away. Don't forget that if you hit it while cloaked you'll hit the hull directly and score mega damage off your target. The defeat of the enemy craft will fulfill this objective and you'll be able to continue promoting interstellar Vigilante Justice on Gorth'nar - with the freighter following you.

Rendezvous in Gorth'nar: NO enemies!!! Woohooo! Store up that can of Vigilante and proceed to detect all friendly ships. You'll meet up with Jaghjech and after some pure-blooded Klingon banter (no half-breeds or Romulans here!) Jaghjech will join up as an escort and bring with him two more Freighters to up the total count to 3. Cloak up and head off to your next objective.

Rendezvous and Destroy Enemies in Korrok (Korork): I don't know how this happened but Korrok and Korork are the same place but the names were typed wrong...so <feh> just warp there. An Insurrection and Relentless class ship will arrive. Use your Battle Allocation - Defense and attack both ships - use Break and Attack - to keep them busy. After a little while two more ships will arrive to assist you and Jaghjech. Mount up your forces and destroy the enemy ships - mission accomplished.



Primary Objectives

- Locate Kat'va Repair Facility
- Destroy Kat'va Repair Facility
- Protect your Escort

Secondary Objectives

none

Locate Kat'va Repair Facility: This part is tricky - within the jo'Hodin system you will find enemy ships; your goal is to hammer the ship(s) 'just right' so at least one will turn tail and flee. You have to follow the ship(s) warp signature (select scan for all objects) and proceed after it You'll wind up in the qu'Org system.

Destroy Kat'va Repair Facility: Once the magic mystery bus is found you'll have a couple of options - you can either manually destroy the mines or have paid attention to Thok Mak earlier. Hopefully you listened.

Stay cloaked and proceed to scan everything - including the Repair Facility. Use your subsystem on the Repair Facility to locate its comm array. Keep this item targeted and maneuver your way (cloaked!) through the mines and enemy ships. Once you get close hit it from its bottom to get a clear shot. Of course your enemies will open fire - screw the escort (just don't let them kill him). As soon as you destroy the comm array cloak and get the heck out of there.

Your comm officer will tell you that <eventually> he hacked the mines and are causing them to attack everyone BUT you and your escort. Hang back, repair, and watch the show.



Mission 16 : Mortal's Chiefest Enemy

Primary Objectives

Raid Convoy in nuHoD
Raid Convoy in puyDete
Raid Convoy in wey'Itlh
Return to QuQ Heym Base

Secondary Objectives

Destroy Jaghjech

Raid Convoy in nuHoD: Don't worry about your missing escort; you have a lot to do. Hail the QuQ Heym base anyways to get a reply and move on. Your first target is the HongeDo, a freighter. Stay cloak and sneak up on it; target its warp engine and keep it from warping out. If it does warp out just let your comm track the ship to the puyDete system.

Raid Convoy in puyDete: There is a B'rel class ship waiting for you here; standard cloak hunt again. You can alternatively fire all your weapons to disable its shield and send a boarding party in to disable its shields and warp; be warned that due to its cloaking/uncloaking this can be fairly tricky.

After you finish off the B'rel, a Romulan Gladius class starship will arrive; either disable its primary weapons array or try to stay behind it at all times in order to avoid dealing with its heavy firepower. Once the Romulan ship is gone, repair whatever you need to fix (ALT+TAB! ALT+TAB!) and warp to wey'Itlh.

Raid Convoy in wey'Itlh / Destroy Jaghjech: Your missing escort finally shows up but you'll have to fight him. Choose the third option to have a fair fight in which you won't be outmanned and outgunned. His ship is a bit faster than yours so beef up your defenses a bit to compensate or target its impulse engines (I find that sometimes it takes more time to destroy the impulse engines than the hull....). Otherwise, just handle it like you're fighting an Akula DD class ship and victory will be yours. Don't forget to warp to the QuQ Hyem base.



Mission 17 : Fortress Fallen

Primary Objectives

Warp to qvaQ System

Escort SoQo to Starbase

Engage Starbase defenders

qvaQ Starbase must survive

Secondary Objectives

none

qvaQ System / Escort / Engage: All of the fighting and objectives takes place smack in qvaQ. First, SoQo does have a bit of defense but is otherwise pretty weak. While you don't have any escorts this time around you are being followed by a fleet. Stick close to the SoQo and concentrate your attacks on any ship that gets dangerously (phaser firing range and stays there) close to it.

Your main objective is to just get the ships through. Once the SoQo makes it in the base will eventually fall into your hands. There will be an added plus to your ship after the mission's over =o)



Primary Objectives

Protect Six Fleet Ships (9/9) [this denotes how many ships / out of nine you've protected]
Engage Enemy Ships
Rendezvous at QoJup

Secondary Objectives

none

No need to detail where to go here folks; this is just one can of Vigilante Justice after another. You've got to protect six out of the nine (at least) fleet ships and destroy or stall all enemy ships. Keep an eye on whatever is getting close to your Fleet Ships and remember that, while you can, you may not save all of them - doing so is fairly tricky.

Try to shoot as many different ships as possible in order to keep their interest in you. Also, if you see one of your ships getting ready to go down think before going to save it - the minute you go engage that one enemy ship the others may attempt to blow up everything else!

Finally, keep in mind that you do not have to destroy all the enemy ships; as soon as the Ion Storm breaks your Fleet Ships will warp out of the system - keep providing protection until they warp out and then warp out yourself to QoJup. Mission Accomplished.



Primary Objectives

- Patrol & Clear Qayngo
- Patrol & Clear Veygh
- Capture Melkor Ship
- Investigate tlhug'on
- Capture Gorkon Mobile Repair Base
- Escort Mobile Base to chunl'Hug
- Report to chunl'Hug to end mission

Secondary Objectives

- Mobile Base obtained through force (will be failed...)
- Mobile Base obtained through diplomacy

Make sure you note what type of ship you are now piloting and adjust your tactics accordingly!

Patrol & Clear Qayngo: There are two Relentless class waiting for you. Show up with your escorts cloaked and take them out. You may want to take one of the out and reserve the second one for capture. It would provide a helpful third wingman (assuming the ship would repair itself properly); however, if both ships are to be destroyed you can capture the Bulldog Frigate. Take note of the information you've gained.

Patrol & Clear Veygh: Ooooh this is fair...two K'T'inga class and one Warrior's Anger class ship...you are kind of outgunned from the getgo here. Use your wingmen and either attack the Warrior's Anger first (or just disable its impulse) and destroy the other two K'T'inga or you can have them chase you around each planetary object (just select a planet and warp to it); everytime you do one ship should follow and you may be able pick them off one at a time. You've got to destroy all three ships before proceeding.

Investigate tlhug'on: You'll be greeted by an old friend; the right answer is #1. After speaking with him you will talk to another person. The third answer is correct (trust me, you don't want to fight this thing - but if you want to try answer #1 again), and when asked again repeat the third answer (again, #1 if you want to fight....). Finish it off diplomatically and then warp off to chunl'Hug - and again you'll gain a new crew member =o)



Primary Objectives

Strike Qeping
Strike DovID
Strike qovo
Capture Romulan Escort
Return to chunl'Hug

Secondary Objectives

none

Strike Qeping: You have two ships to tango with - a Relentless and a K'T'inga class. Take them out one of a time with the superior firepower of you and your escorts (attack my target). For desert, polish off the Dry Dock. Avoid capturing ships or using any away teams sense you will need them later.

Strike DovID: Nothing here but easy pickings. Have your escorts cease fire and take out these bad boys yourself - leave a couple flying around though. Have your troops break and attack OR attack your target and target a freighter that's far away.

There is a very good reason for doing this - YOUR ESCORTS ARE DUMB and there are targets inside the asteroid belt and that screams "BLOW UP MY ESCORTS". Keep them FAR away and personally disable the targets (mining bases) on the rocks.

Strike qovo: You are going to find some Romulans here - and they're not pleased to see you. After their taunting ("your father smelt of elderberry!") open up a keg of Vigilante Justice and take out all the ships except the R.S.E. Tribune - this one you want to capture. After all is said and done you will have captured a Romulan Ambassador. If you try to warp you'll find that you can't because of a tracking device on the Ambaassador; it can take up to fifteen minutes to find it and you will probably have to fight off Romulan ships in the meantime, probably by way of a couple of Centurian class ships. Once it's found warp out. Mission Accomplished.



Primary Objectives

Engage Shak'urian Carriers
Engage Romulan Battleship
Warn General Chang
Warp to QoJup

Secondary Objectives

none

Engage Shak'urian Carriers: Once you enter the tal'Ihnor Gates system there are going to be a LOT of ships. Listen to what your science officer has to say about who's who. There are two ways to identify the two Shak'urian ships you have to destroy:

1. Methodically scan each ship until you see the carrier description and attack it.
2. Uncloak and warp to a nearby celestial object. The two ships should follow.

The two ships are Hunter class and are weaker than the ship you and your wingmen pilot so take them out.

Engage Romulan Battleship / Warn Chang / Warp to QoJup: This ship is going to be your leftovers. Hammer the shields down and get a team in there to permanently disable the shields while you fire on the primary and advanced weapon systems. Have everyone else just keep blasting at it. Once the Starhawk is destroyed you will have a cutscene; notify Chang ASAP and follow his orders to warp to QoJup. Mission Accomplished.



Primary Objectives

Patrol chotegh nglyev
Patrol tonelth
Patrol Quwotlh

Secondary Objectives

Recruit Melkor Ship
Save Chang Ship

You've got another new ship - pay attention to what it is and adjust your tactics properly!

Patrol chotegh nglyev: Easier than it looks. Hail the nearest ship and select the first response - all four ships will join up with you. Use the stealth allocation to prepare your new AMFP weapon a bit faster.

Patrol tonelth: There are two more Shakurian Hunter class vessels in this area that spew little ships (Claw Fighters). Concentrate all your heavy firepower against the Hunter class ships and then on the Claw Fighters. Once the pesticide is done, cloak up (charge that AMFP!) and warp out.

Patrol Quwotlh: You will find more ships here; however, they are decoys - do not hail them like you did in chotegh nglyev. Instead sneak up on them (one Accusser class, and the rest are B'rel) and open fire. Gorkon's crew should show up and aid you as you battle Melkor's ships and any incoming reinforcement. Just remember the overpowering firepower is on your side - pick the ships off one at a time and don't forget to order your escorts to attack your target!

Pick any response when prompted and the mission will be accomplished.



Mission 23 : Desperate Measures

Primary Objectives

Oversee the Return of the Fleet
Gather Ships for Chang
Find Chang in Tal'Thnor

Secondary Objectives

none

Oversee the Return of the Fleet: You'll start off in the yuyWong system with some Shak'urians (two Alpha CVB class) attacking the fleet. Immediately attack in the manner you know that's full of Vigilante Justice. Once that's done you will receive a transmission - pay attention! You will also automatically Gather Ships for Chang at this point.

Find Chang in Tal'Thnor: The beauty of getting close to the last level in this type of game is that you have a fighter's buffet - nothing but battle. You'll find a mix of Romulan Ships (1 Senator, 2 Imperium) and some IKM ships (an Accusser Class and sometimes some backup in the way of B'rel). Once you defeat all the ships that are in the area you will get a message from someone that's quite pissed.



Primary Objectives

- Patrol the tlhoqlnu System
- Patrol the qelh'agh System
- Return to the DoHlnup System
- Respond to Distress Call in Jungetlh
- Destroy all Enemies in Jungetlh

Secondary Objectives

- Investigate Britannia
- Destroy Federation Colony
- Clear Britannia

Patrol the tlhoqlnu System: There will be a freighter here - scan it and you'll find out that it is having shield problems. You can destroy it or let it escape - it doesn't matter. Once this section is clear warp to qelh'agh - which is empty but you'll find a listening post that leads to Britannia - you'll have Patrol the qelh'agh System completed.

Investigate Britannia: There are a ton of defense satellites around Britannia. Take them out with your phasers and / or AMFP. Make sure to get close cloaked, decloak to attack, and recloak / retreat to heal any wounds.

Once you take care of the planetary defenses go after the mining colony on the planet. Once the colony's life is low, several Federation ships will arrive. You can either fight them or let them evacuate - either way you win but I do have to admit that I prefer fighting ;o)

Return to the DoHlnup System: You will receive a Distress Call in Jungetlh; respond to it. You will find out some interesting information and get into a fight with a large amount of Klingons and Romulans. Your best chance is to take advantage of the sun's corona and have the ships follow you. If you play it right with your speed and damage control several of your enemy ships will destroy themselves; use the corona's effects to allow you to visibly find any cloaked Klingon ships easier. This particular section is extremely tough and trying; don't be surprised if you find yourself playing it more than once.



Primary Objectives

Secondary Objectives

- Engage Enemy Ships near Qo'nos 2
- Engage Enemy Ships near Qo'nos 3
- Kill Jaghjech
- Kill Melkor
- Defend Qo'nos Starbase
- Destroy Romulan Heavy Taskforce

Before entering this mission, you have a choice on an response to Chang -pick the second answer both times.

All Objectives: Lock 'n load ladies; this is going to be a slobberknocker. Every objective in this mission is secondary but treat them as primary - they must be completed. You'll have to deal with a heavy mix of Klingon and Romulan warships.

This is basically a free-for-all and there is no real strategy here; rely on all the skills you have learned. If you do come under extremely heavy fire warp to the Klingon Homeworld and hide behind the Starbase while you repair (kinda like a protective gas station) - or just ALT+TAB! Once you have to warp to the Klingon Homeworld use the Starbase to lure enemies to you - the Starbase will decimate them.

If you want to take Jaghjech and Melkor one-on-one get that out of your mind. They will find you but more-over it does not matter if you destroy them as long as someone gets them. This changes your priority to 'survive'. You proably will have to fight Melkor; try to hit him from above and avoid capturing his ship - even though it's supposed to be fixed in version 1.01 there are still reports of people's KA crashing up while capturing Melkor. Personally, it hasn't happened but hey - who knows?

Once every butt has been whipped sit back and enjoy. Congratulations on a major-league interstellar butt whooping.



Basic Strategies

Overall Basic Strategies:

Do not even think about playing this game without going through the game's guide first. Even though it is big, it really covers everything. Read up on the VOS, piloting, and the meaning of each VOS. Everything else is there as a reference to use while you are fighting.

You may find yourself having a hard time in the beginning; don't feel upset. Just try to get through it and even if you miss a couple of objectives play through it again in skirmish until you get it right.

Memorize your Helm and Engineering VOS commands - you will use these the most.

Even if you have the 1.01 patch you may still run into some bugs. Report them at <http://www.interplay.com>

Klingon Ship Piloting Basics:

Always pay attention to the briefing and debriefing - they will eventually tell you when you are getting a new ship and what it is. Adjust your piloting skills accordingly.

Your best fighting tactic is going to be to hit, cloak, and move - then repeat.

Your escorts are STUPID. Avoid entering celestial objects with them because they will more than likely die in the process.

When you have to capture a ship, you can use the VOS 3-3-3 to order all escorts to help out. However, they feel that the ship has to lose ALL shields before beaming troops over. Sometimes, however, they get it right. In order to avoid their zeal losing your objective use 3-3-6 to order them to cease fire when enemy hull damage drops to 20.

Your shields will automatically drop and raise when you beam an away team.

If the enemy ship has 10 defenders, send 25 (i.e. 30 with 5 on standby) in order to capture it or else you'll be sending them in like 5-5-5 or whatever and this gives the crew time to recoup.

UNDOCUMENTED BUG (GOOD ONE!) There is a wonderful little bug that works in your favor; whenever you ALT+TAB the game time will stop BUT the ship's (and your escort's!) recovery system will still work so you will heal while everything else stops. I've found this works best when you have set your Damage Control to max. I've also noticed that some enemy ships will also recover so keeping your Damage Control to max ensures that you recoup faster. An enemy ship that has an away team on it will also recoup so be careful when you do it.

Read the book's guide on Celestial Objects and learn to use them in order to camouflage your ship and to help aid in destroying enemies: i.e. you're getting followed by a large set of enemies - lure them to an asteroid belt and let the rocks destroy them.



I personally have beaten the game using nothing but pilot view and auto firing. However, that's also because I knew where my ship could fire from (aft, etc. etc.). If you're unsure of where your ship fires or just prefer more control use the Gunnery mode - but practice!!! It can be extremely difficult!

Undocumented Bug Section:

Apart from the bug listed above, there are also a couple of bugs that show up in this version; most of these deal with mission completion.

In mission 9 there is a serious bug that will prohibit the mission from completing. Full details are listed in its page.

There is a bug in the game that will display your planetary target even if you are all the way on the other side of the planet. If you are shooting at the planetary target but no damage is coming off (approx. 10 points per shot) you're not there. Rotate around the planet until you find it. This will be a major pain in the butt later on.

Even if you completed the objectives for a section do not exit immediately. Wait a couple of minutes to see if you get contacted by any superiors; if you exit before they contact you the mission may either end or get stuck.