

KLINGON

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POWER KLINGON

A language of controlled fury.

Everything in Klingon life is a test of strength.

4 Main Ideals of Behavior:

1. Accuracy
2. Straightforwardness
3. Aggressiveness
4. Strength

Pronunciation Key

<u>Spelled</u>		<u>Pronounced</u>
q	=	K
I	=	ih
H	=	ch (guttural: Bach, l'chaim, Tijuana)
S	=	sch
tl	=	t(l) (i.e.; silent "l")
gh	=	rich (rolled "r")
y	=	i ("ee")

Qualifying Suffixes

A. For Nouns

- | | | |
|----|--|------------|
| 1. | So-called (used ironically or inappropriately) | qoq |
| 2. | Apparent (not yet proven; implied) | He |
| 3. | Definite (no doubt) | na' |

B. For Verbs

- | | | |
|----|--|-------------|
| 1. | Clearly, perfectly (Absolutely, properly) | chu' |
| 2. | Certainly, undoubtedly, definitely | bej |
| 3. | Seemingly, apparently ("I suppose; I think") | lau' |

KLINGON

THE GOSMOS

Asteroid	=	ghopDap
Atmosphere	=	muD
Colony	=	mID
Cosmos	=	ngeHbej
Empire	=	wo'
Galaxy	=	qIb
Galactic rim	=	qIbHeS
Home world	=	juHqo'
Meteor	=	chunDab
Moon	=	maS
Neutral Zone	=	neHmaH
Planet	=	yuQ
Planetoid	=	yuQHom
Quadrant	=	jogh
Satellite	=	SIbDoH
Sector, zone	=	mIch
Star	=	Hov
Star System	=	Hovtay
Surface (of a planet)	=	ghor
System	=	pat

THE PLANETS

Denebia	=	Delbya
Earth	=	tera'
Elas	=	'elas
Federation	=	DIvI'
Genesis	=	qa'vam
Kitomer	=	QI'tomer
Kronos	=	Qo'noS
Neural	=	nural
Organia	=	'orghenya'
Regulus	=	reghuluS
Remus	=	rIymuS
Romulus	=	romuluS
Rura Pente	=	rura' pente'
Shermans' Planet	=	ShermanyuQ
Tellun Star System	=	telun Hovtay
Troyius	=	Doy'yuS
Vulcan	=	vulqan

SHIPBOARD TERMS

Bird of Prey	=	toQDuj
Cargo	=	tep
Cargo carrier	=	tepqengwI'
Cruiser	=	qughDuj
Fleet	=	yo'
Freighter	=	tongDuj
Garbage scow	=	veQDuj
Merchant ship	=	SuyDuj
Ship, vessel	=	Duj
Shuttlecraft	=	lupDujHom
Space station	=	tengchaH
Squadron	=	nawlogh
Starfleet (Fed.)	=	'ejyo'
Star Base	=	'eyjo'waw'
Starship	=	'ejDo'
Warship	=	veSDuj
Data	=	De'
Computer	=	De'wI'
Data banks (s)	=	qawHaq
Data transceiver	=	HablI'
Data transmission	=	jabbI>ID
Bridge	=	meH
Cloaking device	=	So'wI'
Communicator	=	QumwI'
Duty station	=	yaH
Frequency (radio)	=	Se'
Hailing frequency	=	rI'Se'
Thruster	=	vIj
Thrusters	=	chuyDaH
Transport beam	=	jol

SHIPBOARD TERMS

Aft	=	'o'
Airlock	=	HIchDal
Antimatter	=	rugh
Arsenal	=	nuHmey
Attitude control thrusters	=	lolSeHcha
Base (N)	=	waw'
Battle	=	may'
Battle array	=	may'morgh
Camp (N)	=	raq
Charge (up) (Verb)	=	Huj
Chronometer	=	tlhaq
Classification	=	buv
Control panel	=	SeHlaw
Coordinates	=	Quv
Damage (N & V)	=	QIH
Danger	=	Qob
Debris, litter, rubble	=	DI
Defense	=	Hub
Deflectors	=	begh
Direction (Spatial)	=	lurgh
Fore	=	'et
Generator	=	lIngwI'
Gravity	=	tlham
Honor (N)	=	quv
Honor (N)	=	batlh
Location, site	=	Daq
Marksmanship	=	vI'
Medal, insignia, emblem, symbol	=	Degh
Mine (N)	=	tlhIlHal
Port, left side	=	poS
Probe (N)	=	nejwI'
Quadrant	=	jogh
Reactor	=	woj choHwI'
Starboard, right side	=	nIH
Subspace	=	'evnagh
Tactical display	=	wIy

SHIPBOARD TERMS

Alarm (N & V)	=	ghum
Alert (N)	=	ghuH
Duty	=	Qu'
Duty station	=	yaH
Enemy	=	jagh
Helm	=	Degh
Hull	=	Som
Maintenance	=	leH
Mark (in coordinates)	=	DoD
Nacelle	=	HanDogh
Target	=	DoS
Targets	=	ray'

MILITARY RANK

tlhIngan Hubbeq = Klingon Defense Force

Army	=	mangghom
Military	=	QI'
Rank	=	patlh
Soldier	=	mang
Soldiers	=	negh
Troops	=	QaS

Alliance	=	boq
Empire	=	wo'
Peace	=	roj
War	=	veS

Chancellor	=	Qang
Council of Elders	=	quprIp
Elder	=	qup
Emperor	=	ta'
Emperor	=	voDleH
High Command	=	ra'ghomquv
High Council	=	yejquv
Nobility	=	chuQun
Supreme Commander	=	la'quv

Ambassador	=	Day'a'
Consul	=	jojlu'
Diplomat	=	gharwI'
Embassy	=	rIvso'

Dictator	=	HI'
Dictatorship	=	HI'tuy
Diplomacy	=	ghar
Emissary	=	Duy
Emissary	=	'oSwaI'
Governor	=	qumwI'

MILITARY RANK

Administration	=	loH
Authority	=	chom
Boss	=	pIn
Government	=	qum
Leader	=	DevwI'
Lord	=	jaw
Lord	=	joH
Manager	=	vu'wI'
Master	=	pIn'a'
Predecessor	=	nubwI'
Supervisor	=	moch
Admiral	=	'aj
Aide-de-camp	=	boQDu'
Brigadier	=	'ech
Cadet	=	mangHom
Captain	=	HoD
Commodore	=	totlh
Corporal	=	Da'
Commander	=	la'
Commander	=	ra'wI'
Crew/ Crewman	=	beq
General	=	Sa'
Lieutenant	=	Sogh
Officer	=	yaS
Officer	=	'utlh
Recruit (N)	=	ghuv
Sir	=	qaH
Warrior	=	SuvwI'
Warrior	=	vaj

MILITARY RANK

Spy	=	ghoqwI'
Tactical officer	=	ya
Communications officer	=	QumpIn
Technician	=	chamwI'
Engineer	=	jonwI'
Helmsman	=	DeghwI'
Navigator	=	chIjwI'
Science officer	=	QeDpIn
Scientist	=	tej
Gunner	=	bachwI'
Gunner	=	matHa'
Guard	=	'avwI'
Security	=	Hung
Boarding party	=	tljwI'ghom
Landing party	=	Sagghom
Hostage	=	vub
Prisoner	=	qama'

CITIZENS OF THE EMPIRE

Bartender	=	chom
Citizen	=	rewbe'
Crowd	=	ghom'a'
Inhabitant	=	ngan
Merchant	=	Suy
Miner	=	tlhllwI'
Partner	=	Qoch
Passenger	=	raQpo'
Party, group	=	ghom
Servant	=	toy'wI'
Slave	=	toy'wI'a'
Student	=	ghojwI'
Teacher	=	ghojmohwI'
Coward	=	nuch
Criminal	=	HeSwI'
Rebel (N)	=	lotlhuI'
Thief	=	niHwI'
Traitor	=	'urwI'
Adversary	=	ghol

WEAPONS AND COMMANDS

Ammunition	=	nich	
Battle	=	betleH	(Hand weapon)
[Disruptor	=	nISwI']	
Dagger	=	taj	
Gun, handgun	=	Hich	
Hand weapon	=	Qutluch	
Helmet	=	mIv	
Photon	=	'otlh	
Secret weapon	=	nuH pegh	
Phaser	=	pu'	
Phaser banks	=	pu'DaH	
Phaser crew	=	pu'beq	
Phaser pistol	=	pu'Hich	
Phaser rifle	=	pu'beH	
Sword	=	'etlh	
Torpedo	=	peng	
Torpedoes	=	cha	
Torpedo tube	=	chetvI'	
Torpedo tubes	=	DuS	
Trigger	=	chu'wI'	
Weapon	=	nuH	
Fire (torpedoes!)	=	yIbaH	(Imp)
Fire, energize	=	laQ	(thrusters, etc; non-weapons)
Shoot, fire	=	baH	(torpedoes, rockets, missiles)
Do you understand?	=	bIyaj'a'	
I understand	=	jIyaj	
I understand clearly	=	jIyaj chu'	
I understand clearly	=	yaj chu'	
Understand?	=	yaj'a'	
Military drill	=	qeq	
Quest (N)	=	meb	
Show the tactical display	=	wIy yIcha'	(on the monitor)
Show the tactical display	=	wIy cha'	(on the monitor)
Show the visual display	=	Hasta yIcha	

FAMILY

Ancestor	=	qempa
Ancestors	=	no'
Family	=	qorDu'
Society	=	nugh
Father	=	vav
Mother	=	SoS
Male, man	=	loD
Female, woman	=	be'
Husband	=	loDnal
Wife	=	be'nal
Boy	=	loDHom
Girl	=	be'Hom
Baby	=	ghu
Child	=	puq
Son	=	puqloD
Daughter	=	puqbe'
Brother	=	loDnI'
Sister	=	be'nI'
Grandfather	=	vavnI'
Grandmother	=	SoSni'
Nurse, nanny, governess	=	ghojmoq
Man, I (am)	=	loDjIH
Man, you (are)	=	loDSoH
Woman, I (am)	=	be'jIH
Woman, you (are)	=	be'SoH

MEDICAL TERMS AND TITLES

Cut	=	pe'
Hypo (pneumatic)	=	Hergh QawyI'
Hypo (pneumatic)	=	HerghwI'
Physician, doctor	=	Qel
Scalpel	=	Haqtaj
Surgeon	=	HaqwI'
Surgery	=	Haq
Blood	=	'Iw'
Body	=	porgh
Bone	=	Hom
Brain/ mind	=	yab
Corpse	=	lom
Lung	=	tagh
Patient	=	SID
Ache (N & V)	=	'oy'
Dysentery	=	pom
Sterilize (v)	=	Say'qu'moH

TIME

Day	=	jaj
Week	=	Hogh
Month	=	jar
Year	=	DIS
Midnight	=	ramjep
Minute	=	tup

RACES

Klingon	=	tlhIngan
Alien	=	nov
Being (non-humanoid)	=	Dep
Denebian	=	DenIbya'ngan
Energy beings	=	HoSDo'
Enemy	=	jagh
Entity	=	Dol
Ferengi	=	verengan
Foreigner	=	nov
Human	=	Human
Humanoid	=	yoq
Person (humanoid)	=	ghot
Person (humanoid)	=	nuv
Terran	=	tera'ngan
Vulcan	=	vulqangan
Romulan	=	RomuluSngan

BODY PARTS

Body (alive)	=	porgh
Bone	=	Hom
Corpse (Body dead)	=	lom
Left (side)	=	poS
Muscle	=	Somraw
Right (side)	=	nIH
Side (noun)	=	Dop
Trunk of body	=	ro
Skin (noun)	=	Dir
Vein	=	'aD

HEART / LUNGS

Blood	=	'Iw'
Breath (N), Breathe (V)	=	tlhuH
Heart	=	tiq
Lung	=	tagh

TRUNK OF THE BODY

Back	=	Dub
Belly	=	chor
Shoulder	=	volchaH
Stomach	=	burgh

HAIR

Beard	=	rol
Dandruff	=	quHvaj
Hair on body	=	pob
Hair on head	=	jIb
Mustache	=	loch
Ponytail	=	Daq
Ponytail holder	=	choljaH

HEAD / NECK

Neck	=	mong
Brain/ mind	=	yab
Head	=	nach
Eye	=	mIn
Eyebrow	=	Huy'
Face	=	qab
Forehead	=	Quch
Pupil of eye	=	lur
Nose	=	ghich
Nostril	=	tlhon
Nostrils	=	tlhonmey
Breath (N), Breathe (V)	=	tlhuH
Cheek	=	qevpob
Chin	=	woS
Lip	=	wuS
Mouth	=	nuj
Tooth	=	Ho'
Toothache	=	Ho''oy'
Voice	=	ghogh

ARMS / HANDS

Arm	=	DeS
Hand	=	ghop
Back of hand	=	chap
Palm of hand	=	toch
Fist	=	ro'
Finger	=	nItlh

LEGS / FEET

Foot	=	qam
Leg	=	'uS
Knee	=	qiv

MISCLLANEOUS

Deodorant	=	noSvagh
Dirt under fingernails	=	butlh
Indigestion	=	poq

KLINGON / FEDERATION - DICTIONARY

Always	=	neH
Apparent (implied)	=	He
Break	=	ghor
Certainly, undoubtedly, definitely	=	bej
Clearly, perfectly	=	chu'
Definite	=	na'
Drink	=	tlootl
Honorific (i.e.; "your Honor")	=	neS
Hurry up!	=	tugh
It is boring	=	dal
(May)	=	jaj
Money	=	huch
Never/ not	=	mev
Peace	=	voj
Strength	=	HoS
Seemingly, apparently, ("I think; I suppose")	=	lau'
Without	=	ghajbe'bogh
(My)	=	ghIchwlIj
You	=	IIj / II'
Your	=	'IwlIj

KLINGON

PHRASES

ENGLISH

KLINGON

Yes. (Answer to a Yes/No question)

HIja' or HISIaH *

No. (Answer to a Yes/No question)

ghobe' *

You are right.

bllugh

You are wrong.

bllughbe'

Right? Isn't that so? (At the end of a sentence)

qar'a'

Yes. Okay. I will.

lu' or luq *

Yes, sir!

lu' qaH

No. I won't (do it)!

Qo' *

Come here!

HIghoS

Beam me aboard.

HIjol

Activate the transport beam!

jol yIchu'

Understand? (Is that understood?)

yaj'a'

Understood. I understand.

jIyaj

I don't understand.

jIyajbe'

Good. (expressing satisfaction)

maj *

Very good! Well done!

majQa' *

Success!

Qapla'

That is unfortunate.

Do'Ha'

What do you want? (greeting)

nuqneH *

No problem

qay' be'

Shut up!

bljatlh 'e' yImev

Let's go! Come on!

Ha' *

Done!

pItlh *

Well! So!

toH *

Ready! Standing by. (Exclamation)

SuH or Su' *

Ready! (Exclamation)

'eH *

Charming. (Used only ironically)

wejpuH *

A day without secrets is like a

Hov ghajbe'gogh ram,

night without stars.

rur pegg ghajbe'bogh jaj

Accomplish your duty completely.

Qu' yIta'chu'

Always act honorably!

reH batlh yIvang

(A slang implication meaning

"be great, wonderful, excellent, splendid")

Space, the Final Frontier

veH Qav 'oH logh'e'

The Final Frontier

veH Qav 'oH

(Literally: It is the final boundary)

When you act, be fierce!

blvangDI' yIqu'

* These expressions stand as sentences in their own right.

USEFUL KLINGON EXPRESSIONS

ENGLISH

Always trust your instincts.
 Am I disturbing you?
 Animal!
 Be quiet! (i.e., Become quiet!)
 Be quiet! (i.e., Don't speak!)
 Come with me
 Do you speak Klingon?
 Does it bite?
 Don't tell him/her!
 Feed him!
 "Four thousand throats may be cut in
 one night by a running man."
 Go away!
 Go to jail.
 How did this happen? What's going on?
 How much do you want for that?
 How much fuel do we have left?
 Hurry up!
 I can't eat that.
 I can't drink that
 I can't find my communicator.
 I didn't do it.
 I don't understand.
 I don't care.
 I cannot speak Klingon.
 I have a headache.
 Is this seat taken?
 I'm lost
 I've never seen him/her before.
 I wasn't there.
 It's not my fault
 My chronometer has stopped.
 On the other hand, Lit. "if the flat hand becomes a fist"
 Pay now!
 Put him on screen.
 Revenge is a dish which is best served cold.

 Shut up! (i.e., Stop speaking!)
 Surrender or die!
 The engine is overheating,
 There are Klingons around here.
 There's nothing happening here.
 This helmet suits you.
 We will meet in the cocktail lounge.
 Where can I get my shoes cleaned?

KLINGON

Duj tlvoqtaH
 qaSuj'a'
 Ha'DIbaH
 yItamchoH
 yIjatlhQo'
 Heqlej
 tlhIngan Hol Dojatlh'a'
 chop'a'
 yIja'Qo'
 yIje'
 "qaStaHvIS wa' ram loS SaD
 Hugh SIjlaH qetbogh loD"
 naDev vo'yIghoS
 bIghHa'Daq yIghoS
 chay'
 Dochvetlh DIImeH Huch 'ar DaneH
 nIn 'ar wIghaj
 tugh
 Dochvetlh vISoplaHbe'
 Dochvetlh vItlhutlhlaHbe'
 QumwI'wIj vItu'laHbe'
 vIta'pu'be'
 jIyajbe'
 jISaHbe'
 tlhIngan Hol vIjatlhlaHbe'
 jIwuQ
 quSDaQ ba' lu'a'
 jIHtaHbogh naDev vISovbe'
 not vIleghpu'
 pa' jIHpu'be'
 pIch vIghajbe'
 tlhaqwIj chu'Ha'lu'pu'
 ro' mojchugh ghIt
 DaH yIDII
 yIHotlh
 "bortaS bIr jablu'DI'reH
 QaQqu' nay"
 bIjatlh 'e' yImev
 bIjeghbe'chugh vaj bIHegh
 tujqu'choH QuQ
 naDev tlhInganpu' tu'lu'
 naDev qaS wanI' ramqu'
 Du'HchoHmoH mIv vam
 tachDaq maghom
 "nuqDaq waqwIj
 vIlamHa'choHmoH"

USEFUL KLINGON EXPRESSIONS

ENGLISH

Where is a good restaurant?
 Where is the bathroom?
 Will it hurt?
 You will be remembered with honor,
 You need a rest.
 Your nose is shiny.
 Your ship is a garbage scow.
 When will the water be hot?
 What do I do with this? (How do I use this?)
 What do I do with this? (Where do I put this?)
 Where do I sleep?
 Where do you keep the chocolate?
 Will you read my manuscript?
 You lie.
 You look terrible. (You seem unhealthy.)
 You look terrible. (i.e., you're very ugly.)

Who?
 What?
 Where?
 When?
 Why?
 How?

How many? How much?

KLINGON

nuqDaq 'oH Qe' QaQ'e'
 nuqDaq 'oH puchpa"e'
 'oy"a'
 batlh Daqawlu'taH
 bIlleSnIS
 bach ghIchraj
 veQDuj 'oH Dujllj'e'
 ghorgh tujchoHpu' bIQ
 chay' Dochvam vIlo'
 nuqDaq Dochvam vIlan
 nuqDaq jIQong
 nuqDaq yuch Dapol
 ghItlh vIghItlh'ta'bogh DalaD'a'
 bInep
 bIpIvHa'law'
 bImoHqu'

'Iv
 nuq
 nuqDaq
 ghorgh
 qatlh
 chay'

'ar

SIMILAR WORDS AND OPPOSITES

Beautiful	'lh	Ugly	'moch
Big/ Large	tln	Small	mach
Day	jaj	Night	ram
Fore	'et	Aft	'o'
Friend	jup	Enemy	jagh
Good	maj	(be) Bad	qab
Very good	maj Qa'		
Laugh	Hagh	Cry	SaQ
Left (side)	poS	Right (side)	nIH
Life	yIn	Death	Hegh
Noon	DungluQ	Midnight	ramjep
Pain	'oy'	Pleasure	bel
Strong	HoS	Weak	puj
That	-vetlh *	Those	-meyvetlh *
This	-vam *	These	-meyvam *
Tighten	QeymoH	Loosen	QeyHa'moH
Tomorrow	wa'leS	Yesterday	wa'Hu'
Us, We +	maH	They, them	chaH
		(capable of using language)	
		They, them	bIH
		(incapable of language)	
Young	Qup	Old	ngo' (or) qan
+ yaSmaH	We officers	yaSchaH	They (officers)
* HIchvetlh	That phaser pistol	HIchmeyvetlh	Those phaser pistols
* yuchvam	This chocolate	yuchmeyvam	These chocolates

KLINGON POWER PHRASES

SHOWING AGGRESSIVENESS AND STRENGTH

No problem
Shut up!

qay' be'
bIjatlh 'e' yImev

If you shine my nose,
I will give you your nose.

ghIchwIj
DabochmochHchugh
ghIchllIj qanob

CURSE-WARFARE **(MU'QAD VES)**

Your face looks like
a collapsed star!
You are a total waste
of good energy!
You belong in a black
hole in the netherworld!
Your mother has a
smooth forehead!
Dog!
(Worse still!)
(After a bad communique, or
something spiritually foul)

Dejpu'bogh Hov rur qablIj!
HoS II' Dalo'Ha'chu'!
ghe' 'orDaq luSpet 'oH DaqlIj'e'!
Hab SoSII' Quch!
Ha'DibaH
QIy'aH
ghuy'cha

TOASTING

May your blood scream
May you always find a
bloodworm in your glass.
May your coordinates be
free of tribbles.
May you endure the pain.

'IwllIj jachjaj
reH Hivje'llIjDaq 'Iw ghargh Datu'jaj
QuvllIjDaq yIH tu'be'lu'jaj
'oy' DasIQjaj

PET COMMANDS

Sit!	ba'!
Attack!	HIv!
Do not eat that!	mev!
Stand!	Qam!
Chew that arm!	DeSvetlh yIv!
Bad animal!	Ha'DibaH qab!

REPLACEMENT PROVERBS

Set fire on the side when there is danger.

DopDaq qul yIchemoH QobdI' ghu'

A great warrior is always prepared.

reH Suvrup SuvwI''a'

Only fools laugh while warriors die.

Hagh qoHpu' neH HeghtaHvIS SuvwI'pu'

The Fek'lhv strikes again.

Hivqa' veqlargh

RITE OF ASCENSION (NENTAY)

Today you are a warrior.

May you travel the river of blood.

You must show your heart.

DaHjaj SuvwI' SoH

'Iw bIQtiQDaq bIlengjaj

tlqllj Da'angnIS

Happy Birthday!

For the honor of the Empire!

qoSlij Datl vjaj

wo' batlhvaD

CHANGE OF COMMAND CEREMONY BLESSING

I was asked to act as chaplain for my Starfleet International USS Kittyhawk's Change or Command Ceremony.

	(To the crowd)	
tlhIngan Hol Dojatlh'a'	Do you speak Klingon?	
	(Blank looks)	
wejpuH	Charming.	(Ironic, sarcastic)
	I don't think he means "charming"...	
toy'wI' 'e' QIp	Are you that stupid, servant?	
nuq jatlh ghItlh jatlhqa'	Repeat what the script says	
neH nuq jatlh ghItlh jatlhqa'	Repeat ONLY what the script says	
bIyaj'a'	Do you understand?	
vay' val yIn tInwI' pagh tu'lu'	Is there any intelligent life down there?	
veH Qav 'oH logh'e'	Space, the Final Frontier	
maj	Good	(To the translator)
Ha'	Let's go!	
ghom ghomwI'	We are met in this group of	
vulqanganpu'	Vulcans	
RomuluSnganpu'	Romulans	
Verenganpu'	Ferengi	
tera'gnanpu'	Humans	
jaghpu'	Enemies	
ghol ghom quvmoHbe' jIH HoD QaQ	Unwilling though I am to bless a group of adversaries, you are a good Captain	
tlqIlj Da'angnIS.	You must show your heart.	
bIvangDI' yIqu'	When you act, be fierce!	
DIvI' batlhvaD	For the honor of the Federation!	
reH Suvrup SuvwI''a'	A great warrior is always prepared.	
Qu' yIta'chu'	Accomplish your duty completely.	
'oy' DasIQjaj	May you endure the pain.	
batlh Daqawlu'taH	You will be remembered with honor,	
QuvIljDaq yIH tu'be'lu'jaj.	May your coordinates be free of tribbles.	
tachDaq maghom	We will meet in the cocktail lounge.	

KLINGON NUMBERS

1	wa'	6	jav
2	cha'	7	Soch
3	wej	8	chorgh
4	loS	9	Hut
5	vagh	10	wa'maH

Higher numbers are formed by adding special number-forming elements to the basic set of numbers (1-9). Thus, **wa'maH** *ten* consists of **wa'** *one* plus the number-forming element for *ten*, **maH**. Counting continues as follows:

11	wa'maH wa' (that is, <i>ten and one</i>)
12	wa'maH cha' (that is, <i>ten and two</i>)

Higher numbers are based on **maH** *ten*, **vatlh** *hundred*, and **SaD** or **SanID** *thousand*. Both **SaD** and **SanID** are equally correct for *thousand*, and both are used with roughly equal frequency. It is not known why this number alone has two variants.

20	cha'maH	(that is, <i>two tens</i>)
30	wejmaH	(that is, <i>three tens</i>)
100	wa'vatlh	(that is, <i>one hundred</i>)
200	cha'vatlh	(that is, <i>two hundreds</i>)
1,000	wa'SaD or wa'SanID	(that is, <i>one thousand</i>)
2,000	cha'SaD or cha'SanID	(that is, <i>two thousands</i>)

Numbers are combined as in English:

5,347	vaghSad wejvatlh loSmaH Soch	or
	vaghSanID wejvatlh loSmaH Soch	
604	javvatlh loS	
31	wejmaH wa'	

Some of the number-forming elements for higher numbers are:

<i>ten thousand</i>	vetlh
<i>hundred thousand</i>	bIp
<i>million</i>	'uy'
<i>Zero is</i>	pagh.

Chant: (Klingons traditionally count in threes. It's an ancient custom, but survives in surprising places. Birds of Prey always travel in threes.)\

Wa'	cha'	wej
loS	vagh	jav
Soch	chorgh	Hut
	Wa'maH	

BRIDGE GAME

To get the words and phrases into usage, I adapted something called “The Animal Game.” We play this Klingon version in two parts.

There are from five to nine chairs in a circle, each known by their position on a Klingon bridge. The goal of the game is to respond when your chair or position is called, and then call out someone else. The Captain always starts. That person says their position – “**HoD**” (Captain) – and then calls someone else – perhaps “**DeghwI**” (Helmsman). That position acknowledges their title, and calls someone else – “**Deghwi**” – **mangHom**” perhaps. Any position can call any other position.

What happens is that the comfort level allows the pace to pick up, and someone eventually makes a mistake. Usually a hilarious one! Freezing completely, mispronouncing, mixing two names. When a mistake is made, you then go to the lowest position, the Cadet (“**mangHom**”). And everyone else moves up to fill in the empty chair. Many now have new position names. The Captain then starts again.

If the Captain makes a mistake, there is a new Cadet, and everyone moves up a chair!

If you get really good at this, the pace is furious, the mistakes ridiculously funny, and after a while, no one can function, their ribs hurt, and the game cannot be restarted because anything at all will set everyone howling with laughter again.

Version Two adds phrases you can say to each position. I had a lot of fun writing these up! I assumed the Cadet was absolutely useless, just for fun. You say the position name, along with one of the phrases marked there (or use all these notes and make up your own!). And then call someone else’s position, and the game progresses. The idea is to have a chance to say actual phrases, test out your pronunciation, and be really supportive as everyone wrestles with a foreign language – an Alien language!

As in,	“ HoD – ya.	wly yIcha ”
	“ ya – HoD .	HoD QaQ ”
	“ HoD - chIjwI ’.	quvHa'qanglu'law' HIjmeH ”

And etc.

For any and all questions, and to share any hilarious stories, contact me:

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BRIDGE GAME

HoD	=	Captain
ya	=	Tactical Officer
bachwI' (or) matHa'	=	Gunner
DeghwI'	=	Helmsman
QumpIn	=	Communications Officer
chIjwI'	=	Navigator
jonwI'	=	Engineer
QeDpIn	=	Science Officer
mangHom	=	Cadet

yaj'a'	=	Understand?
bIyaj'a'	=	Do you understand?
jIyaj	=	I understand.
jIyaj chu'	=	I understand clearly
yaj chu'	=	I understand clearly
bImejrup'a'?	=	Are you ready
SuH (or) Su'	=	Ready!

baH	=	Fire (weapons)
weq DoS	=	The target is hit

yaH	=	Duty station
'et	=	fore
'o'	=	aft
Som	=	hull
HanDogh	=	nacelle

'yleS	=	Relax
(bI'leSe yImev)	=	Stop relaxing!
yImev	=	Stop

<u>HoD</u>	=	<u>Captain</u>
HoD QaQ	=	You are a good Captain

<u>ya</u>	=	<u>Tactical Officer</u>
wIy yIcha'	=	Show the tactical display (on the monitor).
wIy cha'	=	Show the tactical display (on the monitor).
Duj DoS	=	Target that vessel
Daq puj lughoStaHvIS	=	Show me their weaknesses (weak places)

<u>bachwI'/ matHa'</u>	=	<u>Gunner</u>
teb cha	=	Torpedoes loaded (filled)
yIbaH (Imp)	=	Fire (torpedoes!)
baH	=	Shoot, fire (torpedoes, rockets, missiles)
weq DoS	=	The target is hit

<u>DeghwI'</u>	=	<u>Helmsman</u>
laQ	=	Fire/energize (thrusters, etc; non-weapons)
yebDu'wIj Qo'noS	=	Take me to Kronos
Ha' gho'Do	=	Go To sub-light speed
pIvghor chu'	=	Engage the warp drive

<u>QumpIn</u>	=	<u>Communications Officer</u>
mInDu'IIj rI' Se'	=	Hailing Frequencies Open
nuq jatlh De'wI' jatlhqa'	=	Repeat what the computer says
neH nuq jatlh De'wI' jatlhqa'	=	Repeat only what the computer says

<u>chIjwI'</u>	=	<u>Navigator</u>
Hasta yIcha	=	Show the visual display
quvHa'qanglu'law' HIjmeH	=	Set a course
quvHa'qanglu'law' HIjmeH tera'	=	Set a course for Earth
HIjmeH He	=	The course is set

<u>jonwI'</u>	=	<u>Engineer</u>
HIjol	=	Beam me aboard
jol yI'chu	=	Engage the transporter
So'wI' yI'chu	=	Engage the cloaking device

<u>QeDpIn</u>	=	<u>Science Officer</u>
vay' val yIn tInwI' pagh tu'lu'	=	Is there any intelligent life down there?
tlhuH choptaHvIS jejlaw' laH maH	=	Can we breath the air?

<u>mangHom</u>	=	<u>Cadet</u>
Qo' vay' ghor	=	Don't break anything
'e' QIp	=	Are you that stupid?