

# Communiqué

The Starfleet logo is positioned behind the word "Communiqué". It features a blue oval with white stars and the word "STARFLEET" in yellow capital letters. The oval is surrounded by a yellow laurel wreath.

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# From the Editor's Desk

GEN Dennis Rayburn, *Space Station Nikola Tesla*

Greetings from the CQ's Sickbay. As many of you know from reading my post on Facebook, Jill and I are both in various stages of recovering from COVID-19. I'll tell you folks, anyone who tries to tell you that COVID-19 is just another flu, deserves a "Gibbs Slap" as this is unlike any flu I've ever had!! This virus has left me and Jill so fatigued, I feel like I've been in a steel cage match with Triple H, the Undertaker, and Brock Lesner all at once!! We've got one more week of quarantine and if we are recovered enough, we get to break outta here!!!

Because of my illness, I've had to delay some things I was going to write. They are pushed back to the next issue, one of them being the second part of my interview with Doug Drexler. However, there are several things that I think you will enjoy. We have the next part of our short

story by Ross Manuel, and some other fiction. For the first time in a long time, the CQ is being graced by some original artwork, compliments of Jonathan "Buzz" Ryan.

Dean Rogers has sent in the second part of his interview with cast and crew members of Apple TV's amazing show, *For All Mankind*. We also have news from around the fleet and some interesting columns from folks on different topics of interest.

I want to apologize for the missing articles, but I hope everyone will understand. Thankfully, despite my health problems, I am overcoming this much better than expected, and expect to be back to myself sometime in January.

I hope everyone has a great 2021, and we will see you in the April issue!!!



# Happy New Year

# Editorials

## Holidays

by COMM MarkAdam Miller, *USS Hephaestus*, R2

Holidays are a celebration to mark a religious event, a historical occurrence, or a person who changed the world. When looking at *Star Trek*, it would seem that there are no holidays; but when you delve deeper, you find there are many occasions that the crew celebrates. Some of these are subtle, like a Christmas party being mentioned by Helen Noel as the first place that Captain Kirk met her (*TOS: Dagger of the Mind*). Others like the Bajoran Gratitude Festival (Peldor Festival) were woven throughout several stories (*DS9: The Nagus, Fascination, Rapture, and Tears of the Prophet*). Celebrations are part of life and *Star Trek* is not without them.

*Star Trek* shows two special holidays in the Federation; First Contact Day (*VOY: Homestead* and *Star Trek: First Contact*) and Federation Day (*TNG: The Outcast* and *ENT: These Are the Voyages...*). There are probably other Federation holidays but these were the only two that have been mentioned so far.

First Contact Day (April 5th, 2063) celebrates the day that Earth greets its first aliens, the Vulcans. This meeting is shown in the movie *Star Trek: First Contact*. Voyager does show a celebration organized by Naomi Wildman and Neelix. Neelix gets Tuvok, a Vulcan, to reenact the Vulcan greeting—the Vulcan salute and the line, “Love long and prosper,”—which Tuvok does reluctantly. Janeway comments that as a child she remembers the way that Earth celebrated it was to not have school. This is similar to some celebrations like Martin Luther King, Jr. Day and Veteran’s Day that we have today in which government offices, schools, and some businesses close.



Federation Day celebrates the day the United Federation of Planets was founded. The year was 2161, but the actual date has never been given in canon. Several books have given a date, but books normally are not considered canon. The date I would go with is October 11th, because it was part of a newspaper clipping used in a deleted scene from *ST: Generations*. As nothing is ever thrown away in movie scripts, it may become canon at a later date.

Not much is known about how Federation Day is celebrated. The one known fact is that there is a poker game called Federation Day, where the 2s, Aces, and 6s are wild, taken from the year 2161 (*TNG: The Outcast*). As Worf states in the episode, the game is confusing, as it is hard to tell what is in your hand with so many wilds. If you want to play Federation Day Poker, then I recommend choosing a suit for each number in the date so that there are only four wild cards instead of twelve.

As for Earth’s traditional Holidays, *Star Trek* doesn’t really show them being celebrated. The holidays are normally brought up in conversation either as a past party they attended or as a reference to how the current situation reminds them of the holiday.



Of Earth traditions that we know are celebrated, Christmas seems to be one of them. We have several references. One being the aforementioned science lab Christmas party mentioned in *TOS: Dagger of the Mind*. Another is the Christmas Captain Picard celebrates when he is part of the Nexus in *Star Trek: Generations*. Even though the Nexus is a dream world, it is based on one's dreams so Picard would not have dreamt of his family celebrating Christmas if it was not something he had experienced or had knowledge of. Additionally, Captain Janeway refers to Christmas in *Star Trek: Voyager*. In *Survival Instinct*, Janeway comments that all the gifts they received from various visitors of the Markonian outpost made Voyager look like Christmas Morning. She would not have made this comment unless she had experienced a Christmas Morning with presents.

Christmas may not be the only holiday that will survive in the future. Thanksgiving is referred to in *ST: Charlie X* when Charlie turns the Thanksgiving meatloaf into turkeys and in *DS9: Blaze of Glory* when Sisko invites the senior staff to a Thanksgiving dinner he is preparing made from fresh vegetables. *DS9: Explorers* reveals that New Year’s Eve is still celebrated. An Academy New Year’s Eve party is mentioned when Dr. Bashir runs into a former classmate when she visits *DS9*.



Earth is not the only planet to have traditional holidays. Two Klingon holidays are mentioned in *Star Trek*. Kot'baval Festival is the celebration of the Klingon warrior Kahless' defeat of the tyrant Molor. The festival includes a re-enactment of Molor's fight with Kahless (*TNG: Firstborn*). The other is Day of Honor. This holiday included eating the heart of a sanctified targ, drinking mot'loch from the Grail of Kahless, enduring the ritual of twenty pain sticks, engaging in battle with a bat'leth master, and traversing the sulfur lagoons of Gorath (*Voy: Day of Honor*).



Holidays might not be a galaxy-wide occurrence—like the *Enterprise* celebrating Captain Picard Day. The *Enterprise-D* was a family ship so the school held an annual Captain Picard Day to honor the ship's Captain. The day included a contest of children's art depicting Captain Picard. Riker's amusement at what the children made led Picard to create a Commander Riker Day the following month.



Holidays can be made up just to have a celebration to lift morale. Neelix created Ancestor's Eve to cheer up Captain Janeway when she found out that her ancestor hero Shannon O'Donnel's heroism was based on a different reason than she was told (*Voy: 11:59*). Neelix made it a celebration to honor our ancestors, not because of what they were but because of what we became because of them. Our ancestors may not know they are supposed to live up to our expectations. This may be a holiday that needs to be more than part of a fictional story but something we celebrate today.

Most holidays are a time of reflection. We celebrate people, places, and events to see if we measure up to what has gone before us. We check to see if we are on the right path. It is also a time to remember the blessings that we do have even though we may not be having the best of times.

As the year draws to an end we have many celebrations in which we can take part. Let us take the time to celebrate not only our own triumphs but also the triumphs of friends and family. Let us come together to raise a glass of Good Cheer, remember those who have taken their final mission, and chart our course for the mission we call life. Happy Holidays to all.

If you would like to celebrate some of the Star Trek holidays, here are the dates that I could find:

First Contact Day – April 5

Ancestor's Eve – April 22

Federation Day (depending on the source) – May 8, June 30, August 12, or October 11

(Klingon) Day of Honor (depending on the source) – March or September

Captain Picard Day – June 16

Klingon Kot'baval Festival – October 12

Bajoran Gratitude Festival (Peldor Festival) – Beginning of the Bajoran year

(<https://memory-alpha.fandom.com/wiki/Holiday>)



## Raktajino Ruminations

by CAPT Brenda Miller, *USS Hephæstus*, R2



The Holidays are here! More Food!  
More Fun!

As we approach the end of a very trying year and the beginning of a hopefully triumphant year it is time to reflect on how we handled this year and how to better handle next year. I ran across a list of 'rules' that we might want to consider. They are not in any particular order.

### *Simple Formula for Living*

Live beneath your means.  
Return everything you borrow.  
Stop blaming other people.  
Admit it when you make a mistake.  
Give clothes not worn to charity.  
Do something nice and try not to get caught.  
Listen more, talk less.  
Every day take a 30-minute walk.  
Strive for excellence, not perfection.  
Be on time.  
Don't make excuses.  
Don't argue.  
Get organized.  
Be kind to unkind people.  
Let someone cut ahead of you in line.  
Take time to be alone.  
Cultivate good manners.  
Be humble.  
Realize and accept that life isn't fair.  
Know when to keep your mouth shut.

Go an entire day without criticizing anyone.

Learn from the past. Live in the present. Plan for the future.

Don't sweat the small stuff – It's ALL small stuff.

Each one of us probably needs to work on a different subset of this list. I know that there are a few that I need to work on a little harder.

Okay, I know this one was a little heavy. So, how about some things to ponder?

- Do twins ever realize that one of them is unplanned?
- Intentionally losing a game of rock, paper, scissors is just as hard as trying to win.
- One hundred years ago everyone owned a horse and only the rich had cars. Today everyone has a car and only the rich own horses.



*A joyful heart is good medicine,  
but a crushed spirit dries up the bones.*

– Proverbs 17:22

☕ You're never too cool to learn something new. ☕

*Good manners will open doors that the best education cannot.*

– Clarence Thomas

## Why Star Trek Captains Become Icons

by LCDR Gerhard Pretorius, *USS Omnus*, R8

Have you ever wondered why *Star Trek* Captains become such icons of pop culture? I have not either, but as I was trying to understand why I had built up such an immense love for *Star Trek: Discovery*'s Captain Pike, a realization came to me. *Star Trek* Captains have always represented the ideals of humanity. The ones we follow on-screen become icons of what we strive to be at that time.

Kirk represented the bravery and humility of the late 60s. The world needed someone fearless to bring it out of the past but also aware enough to know when strength is not the way. He was a hard man but fair. He strove to bring equality, but he never hesitated to strike down those who threatened him and his people. Kirk was the rugged, yet principled man whom people could follow.

Picard represented a time when the world was coming down from the high of the early 80s. They were still striving forward at an incredible pace, but now was the time to take stock of what they had done before. The world needed a man that went by the book but who knew when the book was flawed. He kept a calm demeanor, he also knew when to take a fresh look at flawed beliefs. Picard was the stern but understanding father-figure to guide us.

Sisko represented a time of rebuilding. The world was changing fast and needed strong figures to hold simmering tensions from tearing it apart. He was broken: a man who had gone through immense struggle yet clung to his ideals for the future. He gave his all to create unity, while at the same time being torn apart by his own inner conflicts.

Janeway represented a time when the world had to start thinking of new ways to approach the future. The world itself was becoming much smaller with the growth of the internet. Janeway represented these new ideals by being the first female captain to lead a TV show and by the fact that they had been thrown into unknown space. She would be the one to introduce us to new races. She was the unsure, yet focused guide. She would show the strength of character needed to bring conflicted people together yet truly unite them with her displays of humanity.

Archer represented a time of rebuilding, and a yearning for past ideals. The world had become a divided and suspicious place. We had, to an extent, lost our way. We needed to go back and pay attention

to what we had set out to do all those years ago. See the mistakes we had made and learn from them. Archer became that forgotten goal. He did not know what awaited him in his journey, but he knew that everything he had to do was in the name of building a better future. He kept the faith, despite enormous uncertainty of what was to come.

This brings us to Captain Christopher Pike (played so incredibly well by Anson Mount). He represents the ideals of today. He comes in at a time when much of the world is floundering, much like the crew of *Discovery* was at the revelations regarding their previous captain. He needs to gain trust where there is little, he needs to unite where there is tension, he needs to inspire where hope is lost. How does he do this?

By the virtue of not having an ego. Pike immediately throws all pretense out the airlock when he arrives on the ship. He lays himself bare before the crew. He slowly gains their trust and does not force himself upon the new crew. He gets to know them and learns where they can be strong and what will be too much for them. He brings the crew together by showing them their value and letting them speak freely and honestly. He inspires them not just through his words, but through his actions. He never uses the power entrusted to him unless he absolutely needs to. He inspires us through his unbending morality and sheer selflessness. The most courageous thing he does, accepting a horrible fate in the name of the greater good he believes in, is not even witnessed by a single Starfleet member.

Pike is the leader we yearn for today, someone who is grateful for the position he is in and the people who have entrusted their well-being to him. Someone who represents the best of us without even knowing it, because that is who he genuinely is. Someone who will give up everything, because it is the right thing to do.

It is easy to see how his character has clearly resonated with the audience of today. The fans started petitions and pleaded with the studio to see more of him. I am overjoyed to now see that *Star Trek: Strange New Worlds* has been approved and that we will get to see more of Anson Mount's inspiring performances as Captain Pike.

It is important to note that these characters would not have become the icons they are today without the

actors behind them: Shatner, Stewart, Brooks, Mulgrew, Bakula, and Mount. Each one represents the ideals of their respective character brilliantly. Their incredible performances portray the greatest ideals we could hope for.

## **So, You Want to Be a Leader!**

by RADM Lowell Whitaker, *USS Columbia*, R1

Happy Holidays and wishing STARFLEET a wonderful 2021. This past year we had limited away teams and more events online, one benefit of which was that more members were able to attend. I was honored to advance to the rank of RADM. When I joined STARFLEET 18 years ago, I had no desire to advance above CMDR. At that time, it was not easy going above the rank of CAPT without being a Chapter CO.

Due to bad health, in 2018 I was forced to step down as my chapter's Second Officer though I stay on in the chapter in an advisory role. I renewed for another tour in the coming year; sadly, I am having some medical problems return. I am lucky to be in a chapter that is well run. That is something I wish for every ship and base in the fleet.

I was asked more than once in the past to start my own chapter. I am pleased that we have three new ones in my state. I hope they do well with the return of *Star Trek* to TV on a streaming service. I think the next few years will be another glory time for the franchise and STARFLEET! It was good to see some kids in *Trek* costumes during Halloween, a far cry from last year's FanFest, where only three fans including myself were in cosplay. I can only hope things get better. As I told Operations, "We have a LOT of work to do!"

So, what do you need to make the fleet stronger and better for the future? This is my pep talk from an old fan, gamer, and one proud to wear the uniform:

1. A good leader needs to be kept informed and up to date. I recall the story of an Army officer who was on a first-name basis with the whole base and knew his entire company; each man, his job, and what he was like. I recall when I was assigned to another region, a member transferred to a ship and the CO never welcomed or even spoke to him. NOT a good

Now I wait excitedly for the show to come on my screen, at which point I will hold the TV remote in my hand and say, "Hit it!" as I press play.

way to be a leader. If you want to role-play—which is fun—and go by the military (as I myself have some experience), they still should have sent a message down the chain of command. Know your crew.

2. Fill your departments with people who want to do the job and are willing to stay and get the certification from the Academy. Sadly, while recruiting I have had many lose interest when I explain what it takes to hold a leadership position, be certified in the departments, and ultimately rise to the big chair.
3. Projects are something that creates a bond between the members. One thing I am so proud of is my chapter has the name of an active-duty Naval vessel. I have been in contact with them and they, as well, are proud to have a STARFLEET chapter bare their name.
4. No matter the size of your chapter in terms of numbers or your ship class or base, be proud. I was honored to attend events and met many Chapter COs who had small ships and were proud of them as if they had a hero vessel like a *Connie (Constitution)* or a *Galaxy*. The size of your group, whether small (10-12) or over 40, can determine how a CO improves. It is always great to add more members and upgrade a ship. It gives the crew something to look forward to.
5. I saw this in role-playing. It is easy to get carried away when you are in a leadership position. Pulling rank and looking down on junior officers is not a good thing. We are here to have fun, not relive past military days. If some chapters want to play chain-of-command, fine, just do it in a way that all understand.

It's almost holiday time as I post this to the CQ. As I said, I hope everyone in the fleet enjoys the holidays, and may the year 2021 (2376 in my chapter's timeline) be better for all of us.

*Leadership is not a position or a title, it is action and example.*

— Cory Booker



## *The Next Generation – What Could Have Been!*

by RADM Lowell Whitaker, *USS Columbia*, R1

*Star Trek: TNG* holds a special place in the hearts of many fans. Love it or hate it, it has made its mark on the franchise. I can recall my old role-playing group saying how it would never be as good as Classic Trek; as we were into the Movie era at the time, I can understand that attitude.

I loved the new show and how different it was from the Classic. The idea of a Counselor and civilians on board is something I, being a former Ops Officer, would do if I had a ship. I can say the position is something I have a fondness for and anyone wanting a leadership role should get training in that area. I loved the tech which lives on today with three series based in the future.

The rumor was that *Starfleet Academy* was about to be the new series. Gene did NOT want that so in the words of his son, he put together a *Trek* like he wanted it to be. His views on how much combat and military the new *Trek* would have was exposed when he had a falling out with the FASA gaming groups over certain things. Mostly, his objection was making the games more war-like and creating military ground forces, as no Marine or Ground forces books were printed. When they went too far by supporting “transwarp drive” ships, Gene dropped them. Though given what happened in *Star Trek VI*—the peace agreement with the Klingons—I can see the concern about the Fleet downsizing as stated in the movie, “Are we going to mothball the fleet?”

The era between *The Undiscovered Country* and the beginning of *TNG* was of little comfort. The Klingons became good friends. The Romulans went away. The Orions became more businesslike. The Ferengi were supposed to become the new villains, yet by now they are lovable aliens. Having an Android on board sooner or later led to having a new villain with those capabilities.

Yet the makeup of the cast went through many changes before the crew we came to know embarked on their first mission.

- *Picard*: What if Gene had gone with a female Captain, given the introduction of a female CO (*USS Saratoga*) in *ST IV*? She made a great lead,

yet Sir Patrick became a legend. I wish they had done the *Stargazer* as an updated *Constitution*-class, yet the *Enterprise-A* model was available or something like that, plus the idea of wanting new ships.

- *Riker*: Some stories say he was supposed to be in the Gung Ho military mold, almost an equal to CAPT Jellico later in the series. Yet they gave Riker a love interest. As Gene said, “Picard may be Captain, but Riker runs the ship.” and in the *Farpoint* mission he did have some gravitas.
- *The Crushers*: Having met Gates and enjoying it, I wonder how things would have gone had they cast others. There was a rumor that a Vulcan CMO was suggested, yet Dr. Selar appeared later and was mentioned many times. I know many hated Wesley. Yet the idea of kid crew goes back to the sailing days of the British Royal Navy which lasted until a tragic loss in World War II. Yet it was not unrealistic to think that a starship captain could revive that tradition.
- *Klingons*: If I recall, Kirk had a Klingon Ensign aboard the *Enterprise-A* in the comics. One idea was to have Worf be an exchange officer. Yet being the first Klingon at the Academy would have given Michael Dorn probably the best backstory of the new cast.
- *Counselor*: It is quite clear that one lucky cast member is the UK Convention queen. She told us how much the role meant to her and how lucky she felt to have survived the first season losing her 2 female friends, yet they did come back later. I must say she is grateful and is very well-loved. Thank you, Marina.

One good thing is the better image Security has. The color change aside, it was good to see the “Gold Shirts” hold their ground and not be wasted as fodder in the episodes.

Although I enjoy all eras of *Trek* and support any project to advance the franchise, the *TNG* era will always have a special place in my heart. That is why I chose that as my era and my chapter timeline is that of around the last season of the *Voyager* series.

Whether Classic or new, we are all one Fleet.

*Fate protect fools, little children,  
and ships named Enterprise.*

– Wil Riker, *TNG: Contagion*

# Ship News

## Living to Run & Running to Live!

by CPO Paul Williams, *USS Nomad*, R13

At various times during my life, I have been active in one sport or another, some competitive, some not so much. In my younger years, I excelled in track and field, played hockey, cycled, and roller-skated. I continued into my young adult life with cycling, ice-skating, and a lot of walking/hiking.

Later I got into organized recreational softball; and I was a pretty skilled pitcher in organized Men's slow-pitch, leading my team into first place when I got sidelined with badly bruised ribs. After leaving slow-pitch, I kept cycling and walking for several years.

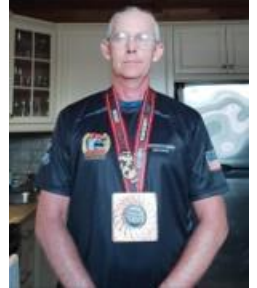
Then in the early 1990s, I was introduced to tactical paintball. This fit in nicely with me, being a former reserve soldier; but it was short-lived as I was not holding down a steady job and paintball is an expensive extreme sport. I never forgot how much I enjoyed playing it, though. I continued cycling and walking.

Cycle ahead to about 2008. I was able to afford paintball and played it hardcore for several years but was so good at it that other players became resentful and confrontational. So, I put the paintball to bed; and leaving a bar being able to walk straight became my next "sport"! The whole time this was going on, I was also addicted to cigarettes and another unmentionable smokable; it was to catch up with me. I was officially diagnosed with Stage 1 emphysema in 2016. I smoked for another year and 3 months before I quit both habits cold turkey. An almost impossible feat, according to a study done by John Hopkins Health in the US! My mother had passed away from emphysema in June 2014; so that memory was still fresh in my mind!

One day in early June 2018, while doing volunteer work at the Ontario Regiment Museum and getting ready for Aquino Tank Weekend, I ran to complete a few tasks that needed to be done. I was quite surprised: I was not out of breath, and that killed the notion that I would never run again! I decided that day to enter the Canada Army Run, to be held in September of that year in Ottawa, Canada.

I had originally intended to run in only their 5K event and started training to run the 5K in earnest, within days of

Aquino Tank weekend wrapping up for another year! During training I consulted regularly with my family doctor, noting any problems with breathing, which were dealt with using a cortical steroid inhaler. After a few weeks of training, I was running/walking 5K distances in less than 45 minutes. So, I decided I could do the 5K, plus the 10K Canada Army Run Ortona Challenge. Ortona is an Italian Village in which Canadian Soldiers battled German and Italian units in 1943. The run was in honour of that battle's 75th anniversary!



Going forward to pick it up after many, many running and rucking\* events, it is now 2020. I am wrapping up another year of remarkable runs and achievements, struggling to finish some, despite injuries. I will not quit a run that I register for, and I have at times endured some pain from long-distance runs! I have done most of the Marine Corps Marathon Series of events, all of which went virtual because of the Coronavirus. I have run 7 half-marathons while nursing injuries, finished the Marine Corps Marathon with a moderate runner's knee injury in my left knee: fighting high heat and humidity, and using my inhaler mid-run! I just finished doing the MCM Turkey Trot, qualifying for what may be my first actual military award, the Distinguished Participant award, for doing most of the Marine Corps Marathon events in 2020. I ran the Eagle Down 5K Special Forces Association Run and wrapped up my running year doing the Boston Marine Corps Honor Run 5K event. All this to manage my emphysema. But I see no reason why I cannot have fun with it, forget this disease and look back later in life and say adversity was not going to get the best of me! I am looking forward, having proven I am one tough person, to a less intense—but equally remarkable—2021 run season!!!



\*Rucking is walking with a loaded backpack.

## 25 Years of Service to STARFLEET

by CAPT Eugene Sanford, *USS Goddard*, R7

Eight months ago, I achieved another of many milestones. In addition to turning the big “5-0” and reaching 10 years at my current job, I have been in SFI for over 25 years. Prior to enlisting in STARFLEET, I became part of the late great *USS Toronto*, a *Star Trek* fan club located on the campus of Prince George’s Community College. We all got to see the premiere of *Star Trek VI: The Undiscovered Country* back in 1991. Three years later after attending a convention in Tysons Corner, VA, I began to make contact with Commander Pete Worrell of the *Shuttle Kolinahr*. He referred me to a local STARFLEET chapter based in our nation’s capital. It was there that I found my chapter, the *USS Alpha Centauri*. On April 1, 1995, I enlisted in STARFLEET as a Petty Officer Third Class. I was about 25-26 at the time and served with then-LCDR Billy Boehm in Operations. A year later, I took and passed Officer Training School and rose from PO3 to ENS. I was offered and accepted the position of Ship’s Historian.

While climbing the ranks of this chapter, I attended many different activities and events as a young Lieutenant. This began my seven-year tour aboard an award-winning chapter that was commissioned back in 1993. Four years later, I took and passed Officers Command College, and rose from Lieutenant to Lieutenant Commander. Several points and years later, I went from LCDR to Commander. The very first meeting I had with *USS Alpha Centauri* was at a watch party in Camp Springs, MD. I met the then-Chief of Engineering, CMDR David Weaver, now CAPT David Weaver (retired), and his three sons: Mark, Stephen, and Jon. Upon arriving at the Weaver residence, I was greeted by CAPT Shirley Weaver, now COMM Shirley Weaver, and the rest of the crew as everyone was watching *DS9: The Search*. Some of the most memorable missions from this chapter include The 5th Anniversary Mission Breakfast at Denny’s in Greenbelt, MD; a simulated mission at the Howard B. Owens Science Center; Laser Tag Events at St. Charles Town Center in Waldorf, MD; ship meetings and holiday parties; our annual Christmas In April and Autumn Camping Trips at Cunningham Falls State Park in Thurmont, MD; Vulkan; NovaCon; Farpoint; Shore Leave, etc.

I have represented *USS Alpha Centauri* at International Conferences in Charlotte, NC; Burlington, VT; and Kansas City, MO. There was also the annual Trek Olympics, which is no longer in service. In 2002, I disembarked from the *USS Alpha Centauri* and joined the *USS Highlander*, another award-winning chapter. During my two years with the *Highlander*, we attended the National Zoo and the annual Paws on Parade event in Baltimore County, MD. Two years after that, I was asked if I wanted to join the *USS Top Gun*, under then-CAPT Dean Rogers. I retained my position as Chief Historian during the launch of this chapter. *Top Gun*’s missions included: GalaxyCon II in College Park, MD; New Year’s Eve First Night Party in Middle River, MD; and the opening night premiere of *Star Wars Episode III: Revenge of the Sith*. In 2012, *USS Top Gun* transitioned to the *USS Frank W. Ault*, a *Wells-class* Federation Timeship inspired by an episode of *Star Trek: Voyager*, named after the father of the US Navy Fighter Weapons School. The National Air and Space Museum, ship meetings at Generous Joe’s, and *Star Trek: The Next Generation*’s “The Best of Both Worlds” at Muvico 24 in Arundel Mills Mall are just some of the missions I attended.

Three years later I was promoted to CAPT and was also offered the Executive Officer position. So, I wore two hats aboard the *Ault*: Executive Officer and Chief Historian. As the pre-*Goddard* era began, some problems occurred as I began to get this chapter out of Spacedock. I recruited CAPT Geraldine Sylvester Parsons as Executive Officer-Elect, along with 5-6 people to become a part of this new adventure. Despite a few asteroids, we were able to turn things around and launch during Thanksgiving weekend of 2018. After waiting 20 years to have my own ship, that dream was realized upon a return family trip from Charlotte, NC. I also served as Regional Historian of Region Seven and am currently applying for Fleet Historian. Now I am a proud CO of 25 officers, with the ultimate goal of having 30 members by the end of the year. We are now an award-winning chapter in our second year of service, planning bigger and better things for 2021. I hope to ascend higher while still serving as Commanding Officer of the *Goddard*.

*Fall seven times and stand up eight.*

— Japanese Proverb

## USS HEIMDAL Has Winning Float In Local Christmas Parade

by ADM Linda Smith, *USS Heimdal*, R1

2020 has been a year full of challenges and COVID top-heavy for everybody – the entire planet. Closer to home it has been challenging for the *USS Heimdal*, so why should we NOT have expected the night of the Amherst (Reverse) Christmas Parade to arrive amid not just a few showers, but a pouring down, earth-beating monsoon-type rain? But we (the 8 brave *Heimdal* souls who came out to help with the parade and be on the float) met at Amherst County High School to put our float together despite the weather. The parade theme this year was “An Old-Fashioned Christmas.”

*Heimdal*’s Second Officer, Carl Davis, his wife Bonnie, and their daughter, Kelly joined the *Heimdal* in 1991. From that year onward, because he suggested that we construct and enter a float in the Amherst Christmas Parade, Carl has been the *Heimdal*’s Parade Guru (Coordinator), in addition to a lot of other things. He has guided us through some really amazing float constructions (“Guardian of Forever”) and some miserable failures (the weather balloon that wasn’t, that was to have been planet Earth). But we’ve had fun, enjoyed the teamwork, and won the trophy in 2006 for “The Best Depiction of the Parade Theme”.

Back in 2011, the *Heimdal* built a float and entered it into the Amherst Christmas Parade but did not win anything. I think we were beaten out by a man wearing a chicken suit! But we still had that float – 1800s Christmas carolers on the front of a huge Christmas card with real live carolers inside the card. As our float progressed down the street that year, the front of the card opened (automation provided by Willy lying UNDER the float and manually opening and closing the card) to reveal the live carolers inside. It was an idea and construction ahead of its time. So, since this was the “Year of the Virus” and since we already had the 2011 float that fits right in with the theme of this year’s parade, Carl and Bonnie dug that huge card out and refurbished it. Because it was almost 10 years old, it needed some work. Carl and Bonnie can tell you all about that and the time it took to restore, upgrade, and change the outside characters to match current parade volunteers. Towards the end of the restoration, Willy, Dennis, and I (Linda) spent a day with Carl and Bonnie adding the finishing touches and making sure the automation and the “winkie-blinkies” all worked.

Because of COVID-19, the parade was a REVERSE parade (floats were parked along the parade route, and spectators drove past the floats to view them instead of standing along the street shoulder-to-shoulder watching the floats drive by). That night, we were hit with a monsoon-type rain. The Parade Committee had declared two days

before the event that it would take place “rain or shine.” It did, and we were there.

In addition to Carl and Bonnie, Beth Hopkins came along to be one of the carolers inside the card, while Dennis Henderson, Joe Arnold, and I (Linda Smith) were there to hold the Starfleet banner. Willy Smith and Weston Webb tag-teamed each other lying UNDER the float, acting as the “automation” that opened and closed the front of the huge Christmas card. It was too wet to hold the banner, but everyone pitched in to help Carl get the float operational and into our #12 spot on the roadway. There was a total of 27 floats in the parade.

A record number of cars drove by our float. I am guessing there were several hundred in the space of two hours, making the 2020 parade a huge success even though a few floats canceled at the last minute because of the weather.

At the end of the parade, a float-like vehicle drove up beside ours; two people got out and presented us with a lovely plaque and a banner for being “PARADE GRAND CHAMPION, BEST USE OF THE THEME.” We were so excited. I cried. Carl was beaming through the rain, and Willy and Weston both pronounced winning made all their wet and soaked miserableness underneath the float, “worth it.”

At the end of the day ... and at the end of this very challenging and difficult year, winning the prize was exactly what the *Heimdal* needed. It was sort of an invisible ‘pat on the back’ on a nearly flooded Amherst street in the middle of the night, in the middle of a pandemic, that said, “We’ve made it through ... we still can accomplish so very much, even against the odds, and the *Heimdal* is pretty cool ... still ... no matter what ... we ROCK!”

Because of all the hard work, everybody getting soaked through to the skin, and a bunch of 2020 pandemic reasons, winning that trophy was very special to all of our *Heimdal* members. It was a tribute to the positive and fun way the *Heimdal* has spent and ended 2020 – the year that wasn’t.





## From the USS Columbia

by FCAPT Charlotte Gordon, *USS Columbia*, R1

Greetings from the *USS Columbia*. It has been a little while since I last wrote for the CQ. I hope everyone is staying safe and enjoying the holiday season. Now, on to what we have been doing this year.

We have been lucky enough to gain a few crew members. Our total ship's count is 35 which is great! I am a very lucky CO to have the best crew in STARFLEET. \*wink

I have been running the Beta Squadron RPG group for *Star Trek Adventures*. I have also been lucky enough to be a PC in the STA group from the *USS Roger Williams* (SHOUT-OUT). I have met some amazing people over these last few weeks.

The SFI members I RPG with have been great. It is a learning curve coming from AD&D 2nd ED. We have

been learning together as we go, along with some guidance from experienced players.

On *Columbia's* Discord channel we have grown to include so many SFI members. Our discussions are great! So if any members would like to stop by and join in the fun, here is a link that does not expire:  
<https://discord.gg/qWUWKwC>.

Let us give a high five to our Acting R1RC. Thank you, Phillip Cox, III for doing an awesome job. We thank you from R1.

Before I sign off: Please remember to stay safe, wash your hands, keep 6 feet apart, be kind to one another, and DO NOT look 2021 in the eye...maybe she won't notice us coming in through the door :) Happy New Year!!

### The CQ Needs YOU!!

The STARFLEET *Communiqué* is in need of three copy editors. Their job will be to proofread and make necessary corrections to submitted articles and to prepare them for layout.

#### Skills Needed

Good Grammar & Spelling Skills required  
Knowledge of Dropbox is very helpful but can be trained  
Experience in newsletter production is great but not required

#### Training Requirements

*Officer Training School* (OTS)  
*STARFLEET Data Protection Policies* (SFDPP)  
is recommended but not required for this position

#### Age Requirements

Over 18

#### Additional Comments

Application period closes 22 October 2020.  
Questions about this position can be directed to Dennis Rayburn at [cq@gmail.com](mailto:cq@gmail.com).

# Summits/Conventions

## Region 1 Summit 2021, May 14<sup>th</sup>, 15<sup>th</sup>, and 16<sup>th</sup>, The Edgewater Hotel

The Edgewater Hotel is conveniently located in the center of downtown Gatlinburg, TN, and is within walking distance of a multitude of shopping spots and attractions. The Gatlinburg Convention Center is only a short stroll, and one block away is the entrance to the Great Smoky Mountains National Park. The hotel contains 205 spacious rooms, each with a private balcony and breathtaking mountain views. Whether you settle in on the mountainside or riverside of the property, you can be assured your stay will be pleasant and enjoyable.

Some specialty rooms showcase Jacuzzis and fireplaces, while all rooms offer a micro-fridge unit, coffeemaker, hairdryer, iron and ironing board, and a writing desk for your convenience, not to mention complimentary WI-FI throughout the entire hotel. Amenities include a heated indoor/outdoor pool open year-round with two Jacuzzis as well as an exercise area. For your evening enjoyment, we have just added a fire pit surrounded by rocking chairs under a covered pergola. In the morning, we have a free continental breakfast. Go to the R1 Summit website to see more.

[View the Region 1 Summit website for further information](#)

### ATTENDANCE PRICING:

Registration will be tiered as follows:

January 1<sup>st</sup> thru March 31<sup>st</sup>: \$35.00

At the door: \$40.00

Room Rates are \$125.00 per night, and that rate will also be honored the day before and the day after the actual Summit dates. Room reservations are paid directly to Region One Summit, NOT to the hotel. Registration is free

for kids under 16 years old.

**Banquet:** The meal will be a semi-formal event. A suit or uniform is preferred so everyone can get some nice pictures.

The Meal will begin at 6 PM on Saturday and will consist of the following:

- Meats: Pulled BBQ Pork, BBQ Chicken Breast, and Angus Beef Hamburgers
- Fixings: Baked Beans, Potato Salad, Cole Slaw, Lettuce, Tomatoes, Onions, and Cheese (with Hamburgers), Mayonnaise, Mustard, and Ketchup.
- Drinks: Iced Tea or Lemonade
- Dessert will be included and announced at a later date. The Banquet cost will be \$22.00 per person.

During the last part of the meal, we will start our great R1 auction with proceeds going to R1 Relief, R1 Space Camp, and Bennu Station Children's Hospital; so be sure and load up on plenty of cash (or credit card) so you don't miss any of the great items that we will offer.

Right after that, the Stupendous Region One Dance Party will begin and include judging of the two costume contests, one for "true to what cartoon you are portraying" and one for "best trek portrayal of the cartoon you are portraying." It should be two very interesting contests.

[Please register here when you're ready to begin](#)  
your fun trip to Gatlinburg and  
the Great Smoky Mountains.

[region1summit.com](http://region1summit.com)

## Seventh Fleet Holds First Virtual Regional Conference

by ADM Bob Vosseller, *USS Challenger*, R7

None of us will be forgetting 2020 anytime soon, although I'm sure we'd like to. Due to the pandemic, most in-person events, chapter meetings, conventions, this year's International Conference, and what most regions call Summits were either canceled or went Virtual.

This year, R7 Command was back taking the helm to host our regional conference. That's what we call it since it was

dubbed that back in 1993. Once again, it was to be held at the Crowne Plaza in Cherry Hill, NJ, but thanks to the coronavirus, plans changed.

ADM Jeff Victor, R7 Chief of Staff, facilitated the Zoom format conference that included panels, a full general session, special programs, a 7<sup>th</sup> Brigade Muster, a closing ceremony, and loads of fun. Since Jeff had hosted this

year's virtual IC, he was more than ready to manage the two-room navigation of each of the double programs that were held.

Many of our talented members of Region 7 came forward to offer up their knowledge and expertise on varied subjects for our panels such as:

- ADM Laura Victor, *USS Challenger*: social media and its applications – how it can be used for recruiting, retention, and communication in general.
- CAPT Ariel Vitali, *USS Banneker*: *Star Trek* on-line gaming.
- CAPT Maria Dutily, *USS Stella Pirata*, and ENS Thor Halvorsen, *USS Katherine Johnson*: social aspects of *Star Trek* in its 50-plus years.
- ADM Alex Rosenzweig, *USS Avenger*: various subjects related to the *Star Trek* universe aided by Sara Rosenzweig, *Avenger CO*.
- CAPT Annie Brugmans, *USS Challenger*, and MCPO Maggie Restivo *USS Katherine Johnson*: *Outlander* - a time-traveling/romance.

Members of the USS Solstice: an elaborate visual experience regarding the real planets and constellations corresponding to the fictional universe of STAR TREK. (They did a fantastic job!)

I was happy to host a panel that dovetailed perfectly with Laura's, discussing the various technical skills we've learned through this pandemic by using Discord, Zoom, and videos, and how we can creatively apply what we learned when we resume normal life following this pandemic.

I also hosted a panel concerning *STAR TREK: Discovery* and *ST: Picard*. Panelists and attendees postulated where both series would go in the future. We even talked about *Lower Decks* during that panel.

I think the panel I most enjoyed hosting (with a bit of help from my two-dimensional Andorian Engineer friend

sent to the *USS Challenger* from the *USS Animus* based in Australia) was our examination of Andoria and the homeworld of the Bolians. In other words, blue people! No, we skipped the Smurfs; but who knows, they could be related somehow.

New 7<sup>th</sup> Brigade OIC, Les Rickard, hosted the Saturday night muster, which drew a lot of conversations and planning of future activities and organizing of the SFMC membership based in R7.

Our usual closing gathering was brief; after all, we didn't have to wish anyone a safe journey home, as that was just a click away. We all noted that we had a great time.

This first, and hopefully last, virtual conference had a turnout of at least 40 people throughout the three-day event, which kicked off with a special edition of the weekly Cocktail Chatter forum which Jeff has been hosting that focuses on *ST*, *Mandalorian*, and varied topics of interest on Friday evenings.

Saturday provided nearly eight hours of Zoom time from noon until around 7 pm. Sunday offered up three more hours of fun and frolics.

This worked out great and proved informative and entertaining. Most of all, it was wonderful to get together, if only virtually. RC Wayne Augustson could not have been more pleased with how it all came to be. He gave us a full run-down on STARFLEET news and a look ahead as to how we hope to move forward in 2021.

That said, we hope that the need for doing things virtually will come to end by spring of 2021 and that R7 will be back in Cherry Hill next October instead of on our laptops, phones, and other devices. We met the challenge and had fun, but there is no substitute for an in-person gathering.

This Andorian *USS Animus* Engineer was on loan to the *USS Challenger* and has been showing up at events like the Region 7 Virtual Conference, the *USS Katherine Johnson*'s virtual commissioning, and a virtual Western PA Summit of R7 Chapters in that corner of Pennsylvania. She has attended a *USS Challenger* meeting via Zoom as well and made her debut on an installment of Cocktail Chatter, a Friday night fixture for some members of the 7th Fleet. The Zoom format forum explores various topics and themes. Alas, the officer had to move on to another corner of R7 before she returns to her own Fleet sometime in 2021.



# IC News

## International Conference 2021 Update

by GEN Linda Olson, *USS Relentless*, R2

With the Pandemic, IC2021 is way behind on registrations. At this time, we have passed the deadline to cancel the event without penalty (unless the government shuts us down). I am reaching out to STARFLEET members with a plea for help. If you can attend the event in Tallahassee in June, we certainly want to see you there. If you cannot attend, please consider supporting the event. I am offering a free embroidered IC 2021 patch for all registrations between now and January 7<sup>th</sup> inclusive, and for all Supporting Memberships of \$25 or more right up to the day of the event. If you wish to help support the event, but \$25 is a bit much, we will be happy to accept whatever you can give. The PayPal account for the IC is [ic@sfi.org](mailto:ic@sfi.org). Please include a note explaining what the payment is for if you are not using the IC registration site. Currently, there is no way to use the site for Supporting Memberships; we hope to get that rectified shortly.

We have lowered the number of rooms at the hotel for which we must be responsible, but the cost will still be high if we cannot get the registrations needed. I realize that travel and large gatherings have been a major problem this year, but with the vaccine for COVID-19, we hope to reach our goal of 100 participants. We have a great weekend planned for those who attend. There will be two costume contests, one for “Best 1920s Outfit” (so get to work now on being the best gangster or flapper you can) and one for “Best Science Fiction Outfit.” Yes, I am aware that many of us already have one of these costumes and look forward to seeing them walking around the hotel and surrounding area in June. The hotel staff is excited to welcome our “aliens” and SFI crew.

We also have several panels planned. One will be a Bartender’s Guild Panel hosted by Wade Olson, a member of the STARFLEET Bartender’s Guild. We have also reached out to the SFMC, MACOs, Medical, and the

Klingon Group KAG. If anyone has an idea for or wishes to host a panel that Saturday (June 19) please contact me at [dragonladye@wildblue.net](mailto:dragonladye@wildblue.net), and let us talk.

We will be hosting an SFMC Dress Mess on Friday night and the STARFLEET Banquet on Saturday night. Another feature of the weekend will be the Final Mission developed and conducted by our very own DJ O’Brien. The Wall of Honor will also be on display to honor our fallen members and those who have served in the real-life military. This project was designed and produced by the Olsons and has been displayed at International Conferences in the past. If you have not seen it, plan to stop by and take a look.

Our hotel, The Four Points Tallahassee Downtown, has just been renovated, everything is brand new. The hotel is in the heart of Tallahassee, Florida’s Capital City, and just a short walk from the Capitol Building as well as various restaurants and other attractions. All rooms will feature a refrigerator, safe deposit box, free internet, and TV. Also located at the hotel is a 24-hour fitness center, outdoor pool and deck, full business center, gourmet coffee shop kiosk, and the Juicy Blue Tapas Bar and Bistro. The special room rate for standard King or Double will be \$119 plus tax and gratuity, available Thursday the 17<sup>th</sup> through Sunday the 20<sup>th</sup>. Suites are available if desired; just call the hotel (1-850-422-0071) for rates.

Our charity this year is Autism Speaks: <https://www.autismspeaks.org/>. Please contact me if you have an item you wish to donate to the charity auction.

COVID-19 has hit us hard this year and we need to revive our social life. The International Conference in June 2021 could be the best way to do this. Plan to “get your chassis to Tallahassee” to party with like-minded *Star Trek* fans at IC2021. Register now at [ic2021.com](http://ic2021.com) before the price increases on January 8.



# Science

## A Brief Guide to Cetacean Ops by Jonathan “Buzz” Ryan, *USS Longbow*, R2

I believe there is a place on all STARFLEET vessels for a Cetacean Operations Department/Division if any crew were to have the creative energies to integrate it into their structure.

In the first season of *Lower Decks*, episode “Second Contact”, the character of ENS Brad Boimler casually mentions Cetacean Ops as being one of the best places on his starship, the *USS Cerritos*. With that, the concept of dolphins on a spaceship was canonized.

On the episode of Will Wheaton’s, *The Ready Room*, which was in conjunction with the release of the abovementioned *Lower Decks* episode, he interviewed the show’s creator, Mike McMahan. Regarding that episode, McMahan laughs about how they are all obsessed with Cetacean Ops and hinted that there may be an episode dedicated to the dolphins in the second season.

While this is the first time that this Department/Division was recognized, it is not the first time it has been hinted at.

- In *TNG: The Perfect Mate*, Geordi LaForge distracts a visiting ambassador with the query of “Have you seen the dolphins?”
- In an alternate timeline, there is a Cetacean Ops Department in *TNG: Yesterday’s Enterprise*.
- There is a door designated TURSIOPS CREW FACILITY in *TNG: We’ll Always Have Paris*. *Tursiops Truncatus* is the scientific name of the common bottlenose dolphin.
- Lest we forget, George and Gracie from *Star Trek IV: The Voyage Home*.

Then there are the non-canonical and yet fully licensed sources:

- 1991’s *Star Trek: The Next Generation Technical Manual* by Rick Sternbach and Michael Okuda states that in the Navigation Department there is a Cetacean Operations lab where research into dolphin navigation and communication is researched and utilized. There are 12 dolphins and two Orcas (*Orcinus Orca*), in the Department.
- *Star Trek: The Next Generation U.S.S. Enterprise NCC-1701-D Blueprints* by Rick Sternbach shows that on decks 13 and 14 are the Cetacean quarters, workstations, environmental support systems, and escape pods.

- In 2005, Robert Probert, former senior illustrator for the first season of *Star Trek: The Next Generation*, designed and produced illustrations of what this facility would have looked like on the Galaxy-Class Enterprise for *Star Trek Online*.

There is significant fan interest as well.

- Numerous works on DeviantArt feature dolphins in *Star Trek*.
- In the TOS-era short story anthology, *TOS: Strange New Worlds II* entry, “The Hero of My Own Life,” available on Amazon, Carol Marcus and Gillian Taylor search for Harpo, George and Gracie’s baby.

In real life, there is the US Navy Marine Mammal Program, which is another facet of military animal application. Within film, television, literature, and all arts, cetaceans have figured prominently as central and supporting characters.

There is a place on all Starfleet vessels for a Cetacean Operations Department/Division if any crew were to have the creative energies to integrate it into their structure and untold opportunities for fiction, props, costumes, and even citizen science within our communities.

Before I joined STARFLEET, I had my own *Star Trek* starship fan project going. It had an awesome backstory, artwork, fan fiction, costumes, and props; it even made a cameo appearance in a fan film, which led to an IMDB credit. Blueprints in hand, I retrofitted a TOS-era *Saladin*-class Destroyer with a Cetacean Ops Department. Fictionally, it is possible. Besides navigation and communications, there were a few other functions that I had in mind for the marine mammals and dolphins.

For right now though, because you are a smart, well-read, and imaginative person, you are probably wondering how long it is going to be before “So long, and thanks for all the fish,” is out of your head.

Sources for this story include:

[Memory Alpha](#), [Memory Beta](#), *Forgotten Trek*, *Star Trek: The Next Generation Technical Manual* by Rick Sternbach and Michael Okuda, *Star Trek: The Next Generation U.S.S. Enterprise NCC-1701-D Blueprints* by Rick Sternbach

# *Final Mission*

Paris Brackett, Crewman  
*USS Solstice*, 7th Fleet

Holly Holland, Chief Petty Officer  
*USS Dreadnaught*, 15th Fleet

Cher Couch, Captain  
*USS Bismarck*, 5th Fleet

Gary Donner, Admiral  
*USS Jurassic*, 1st Fleet

Kenneth R. Dohn, Captain  
*USS Challenger*, 7th Fleet

Jeanne Wilson, Commodore  
*USS Heimdal*, 1st Fleet

## NOTABLES

Ben Bova – SciFi writer

Jeremy Bulloch – Boba Fett in the original *Star Wars* trilogy

Kevin Burn – Producer of many SciFi shows including the reboot of *Lost in Space*

Sir Sean Connery – *Darby O’Gill and the Little People*, *Highlander*, *Time Bandits*,  
*Indiana Jones and the Last Crusade*, *Dragonheart*, *League of Extraordinary Gentlemen*,  
and a few movies playing some fellow named, “Bond...James Bond.”

Phyllis Eisenstein – SciFi and Fantasy writer

Dave Galanter – author of several *Star Trek* books

David L. Lander – Ferengi Tactical Officer in *Star Trek: The Next Generation*,  
best known as Squiggy in *Laverne & Shirley*

Tommy “Tiny” Lister, Jr. – *Universal Soldier*, *The Fifth Element*, Klaang in *Star Trek: Enterprise*

David Prowse – Darth Vader in the original *Star Wars* Trilogy

Herbert F. Solow, – Executive in Charge of Production, *Star Trek (TOS)*

Alex Trebek – long time host of *Jeopardy!*, lifelong fan of film and television

Chuck Yeager – first man to break the Sound Barrier



## Farewell Kenny, You Always Left Us Laughing

by ADM Bob Vosseller, *USS Challenger*, R7

In real life even more so than in fiction, the loss of a crew member is one of the most terrible things for a Commanding Officer to report on. For the *USS Challenger* and me, as her long-time Captain, it was something I had to face yet again; and each time it occurs, it hurts.

Ken Dohn died on Nov. 27, 2020, at the age of 55. He died in his Toms River NJ home. Our crew and I didn't learn of it until days later. He joined the chapter back in 1989, but Ken's diabetes and some other health issues kept him from being active with *Challenger* in the last few years.



It is hard to think of an activity that he wasn't at. Along with chapter events, Ken, or "Kenny," to distinguish him from another senior member with that name, attended many regional events and, on several occasions, Starfleet International Conferences. Our adventures in Lubbock, TX, in Colorado, and those in Philly and Cherry Hill, NJ come to mind, to say nothing of the one *Challenger* hosted in the Poconos back in 2011.

Kenny loved getting together with other fans and enjoyed conventions and just about any public outing we went to, hosted, or held by a neighboring chapter.

Whether it was a local event like the Ocean County St. Patrick's Day Parade in Seaside Heights, the Mummers Day Parade in Philadelphia where we marched with our fellow members of Region 7 as part of the Starfleet Strutters, or *Challenger's* Away Team mission to Las Vegas (twice) to visit the *Star Trek* Exhibit, he was ready to travel.

Ken's appetite for fun and traveling was only surpassed by his voracious appetite. That brought him into a lot of humorous situations, be it mistakenly eating a bowl of "Klingon Krispies" earmarked for our then First Officer Tom Wilson who had to join us late for the New Year's Eve party at my home or filling a bowl of Pepperidge Farm goldfish crackers while watching the latest episode of *DS9* one Sunday night in the 90s. Sometimes his appetite raced a bit faster than his thoughts like the time he ordered some "Apple Compost" at one of the diners that *Challenger* still frequents to this day.

Kenny wasn't always the best driver and on more than one occasion found himself distracted by his radio and driving into the back of one of our cars. Fortunately, he and those he struck were unharmed. The same could not be said of his vehicle.

Friends are friends though; and, like all of us, we have our quirks. Like brothers and sisters, we could get on each other's nerves at times, but all was always forgiven. We would go on to our next meeting, next event, and next adventure, be it an Intergalactic Food Festival or a movie, like the time he insisted we all go see *Spy Kids*. He would always be ready to don a *Trek* uniform for a movie promotion or convention.

Though he served as Science Chief or Asst Chief for a time due to his love of gadgetry, most of his time on *Challenger* was as Security Chief. He had close relationships with many senior members of the chapter.

Due to an injury, he sustained years ago while employed at the NJ Turnpike Authority coupled with his diabetes, he lost a leg several years ago. He faced that loss with great courage and dignity—far more than most people would. He looked at it as an opportunity to actually get back to walking with an artificial limb. He did his best to meet that challenge, but this year his health worsened. We kept in touch with him through social media and phone calls, but the medication he was on had diminished his memory and communication skills. We didn't know until more recently that he had lost his other leg in July.

While his passing fills my chapter and the many members of Region 7 who knew him with sorrow, we know that he left us with a legacy of memories. Several of us were able to attend his funeral in early December. Kenny had left his mark on so many of us. He made us laugh. He made us think. He was generous. He could be stubborn. He could mix up his facts. He was a good friend and he loved life. He also loved *STAR TREK* and many of the other things that we enjoyed as a group.

He left us way too soon, but we will never forget him. We never know how long a person who joins our network of friends will be around, even as close as we get to that person. It could be days, weeks, or a few years because life pulls us in different directions. Kenny was part of us for a very long time, and we were fortunate for that.

# Interviews

## THE INTERVUE

### – For All Mankind, Part 2 –

by COMM Dean Rogers, *ISS Olympus*, R7

Hello, members of the fleet. Welcome to the latest edition of THE INTERVUE!

In this edition of the CQ, we are going back into *The Rogers Revue* archives to bring back one of my favorite interviews. Last year, I had the unique opportunity to talk with the cast of the Apple TV+ series, *For All Mankind*.

In our second and final part of the series, I am talking to actors Joel Kinnaman (Edward Baldwin) & Shantel VanSanten (Karen Baldwin) and finally creator and producer and *Galactica/Trek* alum Ronald D. Moore!

**My first question is to you, Joel and Karen. Tell us about the dynamic between Edward and Karen. They had a great story arc in the first season.**

*Shantel VanSanten (SVS)*: Well, thank you for saying that. This is awesome. They are the poster model of what a NASA couple is. Slowly, throughout the season, we kind of tear away the idea and see them as human beings. We get a little more insight into something that we didn't expect at the very beginning.

**Ronald, it's an honor to talk with you. You have been involved with *Galactica* and *Star Trek*. This is the third series that you're involved with that's set in space. What sparked the idea to create *For All Mankind*?**

*Ronald D. Moore (RDM)*: It came from a phone call from Zach Van Amburg, who is one of the chiefs over at Apple TV+. I worked with him at Sony for many years. Around six or seven years ago, he and I had a casual conversation about doing a show about NASA, set in the 1970s. It never really got off the ground and we never really talked about it. When Zach took over the new Apple platform, he called and said, "Hey, let's sit down & chat and catch up." He said, "I still think



about that idea about doing NASA in the 70s; but what if we do *Mad Men*? We do a *Mad Men* set in NASA." And I said, "Oh, that's kind of cool; I didn't think about it." The more I thought about it, the more I realized that, well, we can certainly do that show. You can do just a character piece and use NASA as a backdrop and that setting. The story of NASA in the 70s, at least in my opinion, is kind of a sad one with the budget cutbacks and the smaller ambition. It's like after the glory of Apollo, it kept getting smaller and smaller.

I said to Zach, "You know, what if we did the alternate history version. We get the space program that I thought we were going to get. When I was growing up in the 70s, this is what I thought the future was going to be. It was much bigger and more optimistic. It was the thought of going out into space in a much bigger way. Then, he was really captivated by that idea; and, well, that's how it started.

**After what I have seen so far, I can truly call this *From the Earth to the Moon of the 21<sup>st</sup> Century*. I want to delve into the themes that were addressed in the series.**

*RDM*: You know, it's an inspirational show. It's about a better alternate history and, by implication, a better future for us all. If we had done this in the past, how can society have been better? How could we have been better as a people? How would we be better culturally, socially, and technologically in moving forward in space? How would that affect things? You're also kind of saying that's what could have been, and we can still do that. Space exploration in that era was inspiring to people here and around the world. It was about lifting your eyes to something. It's about thinking big dreams. You know, we all looked up to the night sky and wondered what was behind those twinkling lights. This was a way to recapture that. There is something poetic about traveling beyond the stars. I think that the show wants to recapture that spirit, and we have the audience who wants to go there.

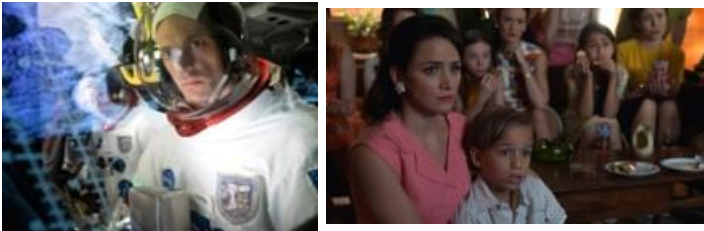




**Absolutely! Back to you Joel and Shantel, what drew you two to the project?**

*JK:* First of all, I thought it was a very cool idea; and the trackwork of the writers speaks for itself. I thought it was a fascinating idea. Just to have the idea of a show that [is] historic in a way but has the potential to be unexpected, for you don't know what will happen.

*SVS:* For me, it was the writing; but truly I love history. I like studying, and I like learning. It was a challenge to dive into something that had no similarities to me as a character. I feel as though sometimes you find roles and get little bits of yourself in a character; and I felt as though that when I started, I was nothing like Karen; and that presented an interesting challenge for me. With no understanding or idea of where this story takes me, wanting to dive both feet in and take on a different challenge where I can truly lose myself. Having a timeline where you don't exist, and no understanding of the world is so interesting.



**Joel, you really captured the spirit of the NASA astronaut of the era. What type of training did you have to do to prep for the role? Did you visit any NASA facilities? Train at Space Camp?**

*JK:* Most of the training was around the studio. We were practicing how to walk in the suit. We spent a lot of time trying to make a truthful depiction of life in 1/6<sup>th</sup> gravity and also how to survive in those uncomfortable suits. We talked a lot with our technical experts to try to get some understanding of the things that we are doing in the spaceships and the command module.

**Ronald, how much detail did you go to, to capture the essence of the Apollo era in regard to sets like Mission Control and the Apollo era capsule? Talk to us about consulting with the experts, historians, and the people who worked at NASA to make sure what we saw was believable.**

*RDM:* Our idea from the beginning was to make this as real as possible. To go from a level of authenticity pretty much across the board, in terms of

the alternate history aspect of it but also the technology of the time, even as we change the technology and advance it ahead of time like doing things like the moon base.

As a result, every department did a lot of their own fundamental research; and then we would have outside consultants, historians, and technical consultants come to the set and work with the cast and the background players as well in Mission Control. They are not just all pushing random buttons, but they are all instructed on what their console did, who would they be talking to in the room (because they actually would be talking to people in the room), and who they are listening to on their headsets.

It just feels like the closer that we make it feel real, the better the chance the audience would give themselves over to this fantastical idea. If they kind of feel that it's all BS and it's all kind of phony and no one knows what they are doing, they are much less likely to give themselves to cry with the characters or laugh with them or risk themselves emotionally as an audience member. So, I felt that the closer that we can make them feel that it's all really happening, the better the drama it's going to be.

**It did all three with me. Joel and Shantel, what was your favorite moment of the series so far?**

*JK:* The proudest of mine wasn't exactly the most pleasurable experience, but I feel the last two episodes. I can't really say one scene, but we had a few scenes together that became important to me. When I think back on the work of this season, they were worth saying something about.

*SVS:* Episode 8 was so monumental, and it scared me to death whenever our writers bared their soul and parts of their life and shared part of their story through the Baldwins. In that bravery, I was able to find some sort of inspiration and strength to tell a horribly tragic story. It wasn't easy, but it's so rewarding in the end to survive something like that. I feel proud of the work that we did together because you see us onscreen, and it takes both of us. So many things go into place that started in the writers' room that we're able to be vulnerable. The way that they wrote that story makes it easier to dive into; but it was a very challenging scene where I talk a lot (laughs) that kept me awake for days on end and nearly made me want to quit my job; for ultimately, I

was so scared of failing, which is serious to me because that's the theme of our show. It starts off with a failure and learning from it. As actors that's what we fear the most, and yet we can't think about it because you have to just show up and try and be as honest as possible.

Sometimes, in the biggest challenges are the biggest rewards. It's not as though I was high fiving myself or Joel. You know, most of the time, you're walking away in shambles from those things because you are just as honest as you can possibly be. That's where you hope people who are watching can connect.

**I asked this question to the last FMK panel. During the Apollo 17 mission, astronaut Eugene Cernan drew his daughter's initials in the lunar sand. What is one thing that you would leave behind to represent your legacy?**

*JK:* It would be the flag of my Swedish soccer team. (we all laugh) That would make the south side of Stockholm really happy!

*SVS:* So everywhere I go in the world, I collect rocks.

**Really? Me too!**

*SVS:* I remember it started off when I was a little girl. My grandmother, I grew up in Minnesota, near the Black Hills; they have this certain stone that's there. So, I have a huge rock collection since I was a kid. I would probably bring a rock from where I'm from in Minnesota.

*RDM:* I would leave a one-glove handprint. I would take the glove off and deal with the decompression and actually touch the lunar surface and leave an actual handprint with my actual hand.

**For space enthusiasts, like me, what can we look forward to in this series?**

*RDM:* It's a big story, and it goes into a lot of places. In the writers' room, we crafted a seven-year run of how we would program or develop how the world would change. It's a multigenerational story. In Season 1, we saw how we are moving progressively through time and continued to go forward; you would see a different reality than that of the present!

Check out For All Mankind, now playing on Apple TV+

## THE INTERVIEW

### – Leadership Lessons from a Top Gun Pilot/Instructor, Part 2 –

by COMM Dean Rogers, *ISS Olympus*, R7

Hey all, and welcome back to the INTERVIEW! We are continuing our incredible in-depth conversation with CMDR Guy M. Snodgrass, USN (Retired), the author of the new book, *TOPGUN'S Top 10: Leadership Lessons from the Cockpit*, now available in bookstores everywhere.



If you're ready for Part 2, READ ON!

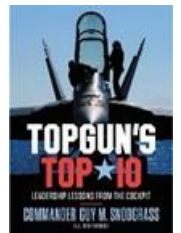
**Speaking along those lines, when did it hit you that you were a leader, and how did [that] affect you?**

I feel that certainly attending the Naval Academy. That was a moment in time when you knew that “Ok, you're part of the military. So, there are always people looking to you for leadership and for guidance. You can run from it and then of course nobody wins, or you can rise to the challenge and you can use that as a motivation to be [the most] effective leader you can possibly be.” You know, I give a lot of credit to the US Naval Academy, to the Navy, to the military for developing that side of me.

I would say that right before I went into the military, I had the luxury of growing up as a Boy Scout. I have earned my Eagle Scout. I have taken a lot of scouts over to, what we call high adventure, scouting camps in which I was the scout in charge. So, I had some leadership experience beforehand but nothing, of course, when you're in the U.S. military. I feel that I was a leader from an organizational standpoint.

The part where I felt that it was on steroids was when I attended TopGun, where not only I was a student but when I became an instructor. Now you realize that you're the expert for the U.S. Navy and U.S. Marine Corps: 500,000 people are looking to you to tell them what to do. That was pretty awesome.

*(Author's Note: During this time, I reflected with CMDR Snodgrass on my time in NJROTC going to the “TopGun” camp of the program, Leadership Academy, and earning the Silver Aiguillette. By the time I graduated from high school, the CO, XO, and I at the time of the Battalion were in the Leadership Academy program together.)*



**How were you able to transfer your skills from serving your country as Naval Aviator & Top Gun instructor to being a speechwriter to General Mattis?**

The point is that these Top 10 lessons apply to basically anybody. I just wrapped them into these compelling stories. The ten lessons that you read about not only I learned them as a TopGun instructor, but I learned them while I was flying combat missions, but they apply everywhere. So, when I walked into Sec. Mattis' office and am now in charge of his whole speechwriting team, a little bit of a fish out of water, again, just like I said, "Nothing worthwhile is ever easy." Focus on your talent, passion, and personality. Always treat people with dignity and respect. You work well in teams. One of the chapters is, "The importance of always having a Wingman." Learning to build trust and relationships so people can watch your back and you can watch theirs. All of these ten lessons applied to my time with Mattis. It's that hard work, it's that dedication, it's that relentless pursuit of excellence. The good news is that when you have a job like that, you're not doing this for yourself; it's because you want your boss or, in this case, the United States of America to be as successful as possible.

**My follow-up question is how did this opportunity come about?**

You know that are many things that come [or] arise because of fate, chance, and timing. Jackie Robinson, the baseball player, had a great saying that goes, "Luck is when preparation meets opportunity." The point being is that as long as you're working hard to prepare when the opportunity presents itself, that's how you create luck. I had just come off of a tour of duty, my first time in Japan. I was a student at the Naval War College in Newport, RI. You are there to study history and there to think about leadership. I did well there, and the Chief of Naval Operations at the time needed a speechwriter. I was not an English major. I had no true interest other than I knew that it was an honor to be asked to take that job. I think I feel bad for Admiral Greenert because for about the first three or four months, I was not as good as I could have been for him because I was learning the ropes. I was learning to be a speechwriter.

It was a pivotal role to have because I went to Japan, I became a Commanding Officer of an award-winning fighter squadron. When I came back to America, President Trump had been elected and he

selected Jim Mattis as his Secretary of Defense. So Mattis asked me to come and be his speechwriter; for not only I had a strong record in the Navy but also, I had experience as a speechwriter, which is very rare.

**You have been hitting [it] out [of] the ballpark ever since which I am really proud of you.**

Well, thanks! You know the cool thing is that when you look back on these kinds of things, these accomplishments, it sounds cliché, but it's absolutely true, it's always a team sport. So, the squadron in Japan winning all these awards and doing a great job. The 220 men and women you lead who are really doing the work, really making everything click. They have to buy into leadership. You can't force people to follow you. You have to set a good example. Set a good tempo. If you do it the right way, then you create a situation where people are inspired by it and they want to pursue it. So, we did, and we set a lot of cool records, but you think about the men and women you get to work with, you think about the mentors who give you time to teach you along the way. That's really what those things are, a reflection on the investment that people made in you.

**In your book you talked about, "Thinking down the road will ensure that you're not caught by surprise." I would like you to tell us why you need to think ahead.**

The reason why this lesson was important to me was because of my background. As a fighter pilot, the last time you want to think about an emergency is when you're actually in an emergency, or the last thing you want to think about landing your fighter is when you're about to land because that's usually when something bad goes wrong or something unexpected happens that you didn't think about beforehand. Now you're in a bad place, you're not ready, you're not prepared. The advice that I always have given to the men and women that I led was that you should be 'thinking thirty minutes and three hundred miles in front of your aircraft'. The point being is that everything is good right now but what could happen half an hour from now or where would I be half an hour from now. What are the likely challenges that I might face; or if I am going into combat, what will that look like? You always want to be thoughtful about 'thinking down the road'. I have learned that lesson as a fighter pilot, but it is easy to apply to your daily life.

One of the things that I still do on a daily basis is every night, I look at my calendar, my schedule for

the next day but the next week and the next month because it helps me think deeply about the things that I am doing. Do they make sense? Are they actually bringing me closer to my goal? Then I am also prepared. As I mentioned before we taped, I wanted to learn more about you, your background, and where you came from. I think all of those things mean that you have more, in this case, a fruitful conversation; or you can just bring more to what you are about to embark on. You are someone who can make things happen. You are never caught off guard. I want to work with that person because they are always successful. To me, that's why it is always important to be thinking downrange, to be thinking into the future because if you do that and you set your goals it would be easy to reach them because now you have a roadmap.

**From your personal perspective, what are some mistakes you have seen of leaders and how can they improve on those mistakes?**

That's a great question! I feel the number one mistake that I see from leaders, and this could be anywhere, is what I term as hypocrisy. And that is where, if you're a leader, you perfectly espouse certain values, certain ideas that are important to you but behind the scenes you are not living up to that. If you don't truly believe it, or if you directly counteract with what you are saying behind the scenes, not only do the people you lead lose faith and confidence in you but then you completely undercut yourself as the leader of the organization because no one is going to trust you.

The problem is that in today's world, I think leaders sometimes lose sight of the fact that there's always a video camera and someone's recording, but you're always on 24/7/365. People are just watching you. One of the other sayings that I always like is "Your actions speak louder than your words." Your words may say this is what I believe in but if your actions don't align with it, then they are going to work off of your actions then your words. I would always be laser-focused that, as a leader, that you are yourself, that you are very honest to you as a person, and that you're representing your best self—your best ideals. That's when people will gravitate towards you because they want to be part of an organization like that, an organization that [is] successful, and do it for all the right reasons, not because of something that's not real.

Other ones that come along with it are just the reality of a leader, that you are one hundred times more successful when you take the amazing character in people. When I was a commanding officer of a squadron, I made it a point to write a birthday card to every sailor on their birthday, go around the ship and deliver it. It's very unusual, and it took time; but hey, it's about them, not about you. So, you write these cards, and you can just watch their spirits get lifted. So that is a very infectious place to be as a leader, that you make it very apparent that you care about the people you lead. If they are transitioning from your organization or that they want to do something else in life, help them.

**Who was the most effective leader you have seen, and what made them effective in your eyes?**

I have two. I will give you one that I worked for and one that I watched in a public space. The one that I worked for is Monty Ashliman, who was also a Naval aviator. He was my commanding officer when I was a junior officer. We all loved this guy. We loved him because he was as they say, "calm, cool, and collected." You can tell him about something tragic and he just nods and says, "Ok, please let me know when you have an update"; or it could be an amazing thing and he just nods and says, "Ok, please let me know when you have an update." He was very unflappable. He never lost his calm and he never treated people poorly. He was one of those guys that we knew that he was willing to go the extra mile to invest in you. He never would go, "Hey, I am doing all of this on your behalf" which again, your actions speak louder than your words ever can. So, you would watch his actions. You would see how he would take care of people. He was just great to be around. For me, that was the type of leader that I knew that I wanted to grow up and be like because it was very honest. He was very open and transparent and very genuine.

From a different sense, when you see leaders like Jeff Bezos at Amazon or Warren Buffett or Tom Hanks in the entertainment industry. These are the individuals [who] seem to not only do well for a couple of years, but they do well for their entire career. It's like these people, through their talent, passion, and personality continue to carry them forward; they don't just find success for a few years and then just drop it. It's just part of who they are and by all accounts, from what I read, these are just genuine people. They treat people with respect. For



Tom Hanks, not only does he treat people well on the screen, he's well-respected in Hollywood. People keep inviting him back and wanting to do things with him.

In fact, in my book, I mentioned that you have to do well to make today better than yesterday and then do the same thing tomorrow.

**What would you say to any person who wants to be successful, but they have a confidence problem? What advice would you give them?**

I would say follow in [my] footsteps because I had a confidence problem. When I was in junior high and high school, I didn't have a lot of confidence. I had a terrifying dad, but he was also kind of an overbearing dad. I think because of that it took me a long time to find the confidence that you are referring to. I feel that the number one thing to do is realize that no one in life will ever give you that confidence. So, if you are waiting and hoping that

someone to say that "Now, it's your time and I am going to help you," it's not going to happen. Use that knowledge to invest in yourself to realize that if you want to find that constant success, you become comfortable with being uncomfortable. The fact that you have to just realize that it will be tough. It will be uncomfortable, but that's part of success. You just fight right through it.

The second part of that is to surround yourself with positive people. People you look up to. People who are always willing to push you to strive to be your very best, because, if you are around those kinds of people, they can lift you and elevate you to new heights. Nobody wants to be around someone who is telling them, "Why do you want to do that? You're no good. You can't do that." That would just drag you down. You have to be very careful about who you surround yourself with.

**Thank you, CMDR Snodgrass, for the amazing interview!**

# Reviews

## Scale Modeling, How...(Part 2)

by COL Mike Calhoun, *USS Darksabre*, R12



*Monogram 1:72 F/A-18A Hornet w/custom VFA-125/USS Constellation decal set (my old Marine Corps Squadron)*

### Stage 1 – Getting Started

How does one even begin in this hobby? Well, one has to ask oneself (okay, enough of *that* pronoun): "How much do I want to commit to this?" My suggestion, if you are coming into it with zero experience, is to buy an inexpensive, snap-together model like this (but in a subject that interests you – they have planes, cars, starships, even figurines):

#### Snap Tite F-18 Blue Angel Hornet Model Kit

★★★★★ 2 reviews

**\$16.99**

Brand: Revell

SKU: 283143

This is a model kit for an F-18 Blue Angel Hornet.

The details for this kit include:

- 1:72 scale
- Length: 9"
- Wingspan: 6 3/4"
- plane is molded in color
- kit contains one plastic model
- custom graphic decal sheet included
- no painting or gluing required
- model has easy snap assembly

Skill Level: 1 – least difficult skill set.

Recommended for ages 8 and up.



This one actually comes in a “close to correct color” blue plastic. That is not to say you can’t purchase the right paints to detail it before you slide the decals on, but it does give you the idea of how these kits work. Snap or glue – they’re set up the same way. The plastic parts come on a sprue tree (from which you cut the parts away), an illustrated set of instructions with paint lists, and a decal sheet – usually water-slide. They are not too difficult once you understand how everything is numbered. The beauty is that at any time you are free to change your mind about how far you want to go.

### Stage 2 – A More “Permanent” Hobby

*A word about Adhesives: For the most part, models come in styrene plastic, but occasionally they will mix other materials (like balsa or pine in old sailing ships or aircraft). Testors™ Model Cement (red tube) is my “go-to” cement for most large or weight-bearing parts. It works on all plastic models. Epoxies are multi-purpose and work similar to the aforementioned, but be careful – as most of these adhesives work via a thermal chemical reaction, actually melting and welding the plastic. E6000™ is some great stuff for everything (I’m convinced that Wyandotte and Douglas Counties have entire cars held together with it), but it is thick and hard to work with on small parts; it doesn’t take all enamel or acrylic paints well either. Cyanoacrylates (so-called “super glues”) are fast and strong – for a while. Most dry out and fail over time. If you are going to use them, use brand name gels like Loctite™. The thin stuff in the green tube will not last for more than a few weeks. If you ever plan to move or even touch the model, do not use cyanoacrylates.*



Stage 2 can begin with the same Snap-Tite™ kits – but instead of just cutting, snapping, and decaling – we prime, cut, smooth, assemble with cement, putty, smooth, paint, decal, and finish; or any subset you so desire. How much you can do is only limited by your desire and how much you want to invest!

Like everything, there are different qualities of finishing products. Let’s look at some tools of the hobby. You will notice they are all on a hobby cutting mat. Unless you want a scarred tabletop surface, believe me, it’s worth the \$20 to get a decent size and quality mat.



The clamps, sprue (flush) cutters, cements, and knives are about another \$25. If you have a Harbor Freight Tools store in town, the tools are dirt cheap and they hold, well...plastic. They are plenty durable.

### Prepping

Do NOT just bend and snap parts off of the sprue trees, you’ll wind up with a hole on a seam that looks terrible – especially if you aren’t going to putty. In the picture above, you’ll notice a black tube. It contains plastic putty that fills beautifully, and if you wet your finger with isopropyl alcohol, it smooths and shapes to require a bare minimum of sanding. I usually prime everything on the tree. That way I can hold it and lean painted parts against something to dry without marking the part. I do a very thin coat and then cut the parts from the sprue.

In my mind, prep and removal from the tree are the most important steps in the assembly. The pictographic and numbered instructions



give a great guide to assembly. As with anything else – read/view all of it first (perhaps while your primer is drying), then get started. Use enough cement to “weld” all the parts together, but don’t overdo it. I squeeze the glue onto the inside of the mating pieces to keep as much ooze internal as possible. Model cement does slightly melt the plastic and completely destroys clear parts and paint. If any oozes outside the joint, you can just wipe it off, but you’ll need to fine-sand before re-priming.

Remember the advice to check out the instructions before you assemble individual parts? Well, here’s where that comes in handy. Paint the smaller sub-assemblies *before* you add them to the main assembly. The instructions not only tell you how they go together, but the exact color recommended for each sub-assembly. Remember that the paint and cement don’t mix, so be sparing with the glue and leave guide pins and holes unpainted (you can use a really fine sandpaper to knock off any primer – hence the “light” initial coat). Use clamps, painter’s tape, rubber bands, and PATIENCE. The adhesives really take anywhere between 1 and 12 hours to fully set, depending on how much and what type you use. Over time, I’ve picked up dental picks; I keep cotton swabs and toothpicks handy, and tweezers – good, sharp point and dull point tweezers. You can’t put small decals on without them. Again, they’re available at a good price if you know where to shop.



**Stage 3 – Finishing*****Filling, sanding, and painting:***

Again – how far down the rabbit hole do you want to go? Quality of paint matters, but it depends on where you use it. I use the cheaper little enamels on the interior and metallic finishes that may be weathered or really hard to see. I use Model Master™ enamels and acrylics on more visible brushed parts with good camel-hair brushes (one set for enamel, one set for acrylic) all the way down to 10/0 size. Use different brushes for enamels and acrylics. Spend the extra \$5 for the acrylic thinner instead of water – you will be glad you did. You do not have to fill and sand to get a great looking model, but if you are like me, you will want to do it for displays. I mostly use Tamiya™ brand spray paints and primers. It does not sag or run if you use it properly and has beautiful color for years. In the picture, you will see standard blue painter's tape and a few small white rolls. Those thin, white plastic rolls of flexible mask are perfect for hulls and saucers. All of these Ambassador curves and rounds are hand-painted using that tape. The only decals are the registry and escape pods.

***Decals and finishing:***

Water slide decals are great. They slide off the sheet and you can usually just keep them and the model surface wet to make sure they go where you want. Use cotton swabs to soak up the excess water around the decal, then gently dab the decal with the damp swab to work out any bubbles. Tweezers are essential for handling small decals as they will curl and stick to your fingers, but tweezers can grab a tiny corner and slide that decal right where you want it.

***What about decals “silvering”?***

Silvering is the result of the shiny plastic of the decal drying on your slightly less glossy or flat paint. It also occurs because the decals are rather firm, so they do not always conform to little rises or changes in the model's surface, trapping air and eventually oxidizing away. In the pic above you will notice two bottles, one with red and one

with blue lettering on it. These are decal softening and setting solutions. They are inexpensive, easy to use, and I HIGHLY recommend them to soften (to conform to shape) and actually adhere your decals to that uneven surface.

If you hit your model with a light coat or two of the semi-gloss or “lusterless” (my personal favorite finish) lacquer (in the picture above) after using the setting and softening techniques above – your decals will look painted on.



*Everything not Navy Grey or landing gear in the picture is a decal. I intentionally tried to get some glare on the nose number to try and show some silvering and it is still very hard to see.*

**Stage 4 – Obsession**

Here's the deal: you will either find it boring and tedious, or you'll love it – maybe even to the point of obsession. I go through phases of obsession. I keep a fully stocked shelf of kits that I buy when cheap or a new version is coming out for when the bug bites me. Local hobby shops are your best bet for variety, but they can be pricey. Next are the chain hobby stores, and occasionally the big blue box store will have something cool. Once you know what you like – you can order literally anything you want from the smiley face app – often at a very good price.

***One of my favorites:***

*AMT ERTL™ Duras Klingon Bird of Prey in 1:650 scale  
- one of the best for detail and display.*

That's it for part two of the series. Hope you got something from it and if you ever have any questions – reach out to me through the R12 FB page or email me at [sfiastcomply@gmail.com](mailto:sfiastcomply@gmail.com). Next month: “Who actually does this stuff?”

## The Good, the Bad & the Ugly

by COMM MarkAdam Miller, *USS Hephaestus*, R2



In the last issue, I explored three episodes from *The Original Series (TOS)*. In this issue, I am exploring three episodes from *The Next Generation (TNG)*. I could spend a longer time on *TNG* since it has twice as many episodes as *TOS*. The Good episode was a hard choice, and many may disagree with me, but the goal of this article is to spark a discussion.

### The Good:

*The Measure of a Man*

(Rate: ▲▲▲▲▲)

It was hard to pick a single Good episode because there are several. I picked *The Measure of a Man* because not only is it a good episode, but it is also classic *Trek*. It is an episode that shows how we need to be better than who we are. This program deals with rights. It shows how rights need to be applied to everyone and some rights of others are overlooked because they are inconvenient or stand in the way of our rights. This program also shows how we need to deal with conflicts peacefully. Conflicts get out of hand because the people involved feel like they are not being heard. Sometimes both sides are trying too hard to be heard that they are not listening to the other side. Dr. Maddox was so intent on what he thought was needed, he missed the point that if he is wrong, he could destroy the one who could help him find his mistake.

### The Bad:

*Sub Rosa*

(Rate: ▲▲▲▲)

You can write any genre (romance, western, paranormal, etc.) as Science Fiction. *Sub Rosa* tries to be a paranormal romance but fails miserably. The reason it does not seem to work is that the *Star Trek*



connection seems to be an afterthought. The story does not really need the *Enterprise* or its crew. The storyline itself seems out of place with the advanced society of *Star Trek*. One would think that the candle which holds the anaphasic lifeform would have already been scanned at one point or at least beamed somewhere where it would have set off an alarm as a lifeform. Initially, Gates McFadden had conveyed that the episode was the highlight of the season for her; but later at a Texas convention, she expressed that she was not fond of it by saying:

“I was basically in love with a lamp! This woman is a doctor and falls in love with a lamp! How the hell does that work?”

I give it one ▲ because Ms. McFadden did well with what she was given. It had an interesting storyline. It just did not work as a *Star Trek* story.

### The Ugly:

*Code of Honor*

(Rate: ▲▲▲▲)

One can make the excuse that this being a first season episode, the writers are still trying to find a voice. The episode loses that excuse because of the racism and sexism it portrayed. The episode has the *Enterprise* crew dealing with a tribal culture to obtain a needed vaccine for a Federation planet. By making the tribal culture African American, the plot seems out of a pulp novel of the 1940s. These novels made fun of African tribes and how they were backward compared to the modern world of America. It was sexist because the men controlled the society, but the women controlled the land. The whole culture of the alien world is made fun of and is not redeemed in any way. The kidnapping of Tasha Yar and her having to fight to the death to show respect to this planet's culture just makes this episode cringeworthy. This is one episode that needs to be lost.



Let me know what you think: Write to me at [cohephaestus@bellsouth.net](mailto:cohephaestus@bellsouth.net).





# Chief of Communications

ADM Jeff Higdon, *USS Black Hawk*



## Greetings and Felicitations!!!

Our Social Media Division, as of the writing of this article, is almost complete with the membership audit on all Facebook pages managed by this division, as directed by the Commander, STARFLEET. This audits those FB members who are not currently members of STARFLEET. That means that if you are NOT a MEMBER of STARFLEET, your access to the Members Only and the Business FB pages has been terminated. The only way you will be able to keep your membership in the FB groups is either to be a current member of or renew your membership in STARFLEET, then you must reapply for membership in those Facebook pages by giving the information required and giving permission to look at your SFDB information.

Now it has also come to our attention that some of you have multiple memberships listed under your name and that one of the memberships is active, and the others are not. Do not worry, we will attempt to catch it and either try to get Computer Operations to combine them with your active membership (some have information that you may want in your active files, like SFA classes and/or awards) or to delete those inactive memberships from the database.

If you are eliminated from our FB page(s) and you feel it is in error, go to the HelpDesk and open a ticket. Be sure to supply the name you are listed under in the STARFLEET database, your SCC Number, your e-mail address, and your permission to look at your information in the DB. We will look into this and get back to you.

Please keep in mind that our entire staff is comprised of volunteers, and they do have lives outside of STARFLEET. This project is huge and will take a lot of time and effort on their part to get it done.

There are still reports that there are people not following the guidelines set to admit members to our Facebook, mailing lists, and other social media outlets that we oversee.

For those of you who use the invite feature on either of our FB pages: Please be aware that there are membership questions that need to be addressed. This means that when inviting people to the page, you need to alert them to the fact that they need to provide answers to the membership questions. Add requests that lack this information will be declined. A better option would be to send the URL of the

relevant FB page to your friend/acquaintance and have *them* submit the add request (along with the previously mentioned membership information). Yes, this applies to chapter Commanding Officers and Executive Officers as well.

This process will be an ongoing project for the Media Services Division. It will be a whole lot easier when the upgrades and transfer to the new SFDB are completed.

We are in search of any manuals, forms, or publications, whether they are current or not. These publications can be out-of-date and are usually no longer in circulation. If you have such STARFLEET publications, please contact MCPT Feldman at the email address given in the preceding paragraph. It will be very much appreciated!

With the release of this issue, number 205, the *Communiqué* Division is now in the process of collecting articles, reports, photos, cartoons, graphics, and files for the next edition, CQ 206. These items will be due by 11:59 PM Central Daylight Time on Monday, March 15<sup>th</sup>. We appreciate all submissions to the CQ, so keep those items coming in!

Our Audio and Video Division is growing here in STARFLEET. M/A Vice-Chief, LTC Russell Camp, III, has brought on several qualified members of our Association to assist in the production of our videos. They are:

Executive Production Director:  
ADM Kimberly Donohoe

Production Staff:  
Senior Production Director: CMDR Justin Fietzek  
Senior Production Director: LTJG Keith McNeil  
Assistant Producer: CAPT Sarah Rosenzweig

Technical Staff:  
Senior Technical Director: LGN Edward Tunis, III  
Technical Director: CAPT Krystle Raspa  
Consulting Technical: LTJG Morgan Deane

Special Content Segment Producers:  
MAJ Anne Grace  
FCAPT Dona Rozelle  
COMM James Cecil

The A/V Division is currently overseeing four video productions: two active productions and two productions in

pre-production. The two projects which are currently in production are *STARFLEET After Dark* and *Ask Me Anything*.

*STARFLEET After Dark* is currently scheduled for every Monday at 9 PM Central Time. *After Dark* is hosted by FADM Steven Parmley, Commander, STARFLEET, and is produced by CMDR Fietzek. Each week this program will host members of the fleet, not limited to the leadership of the Association. Because of the late hour at which this program airs, the producers advise that this is an adult show, and the language may not be suitable for viewing by children.

*Ask Me Anything (AMA)* and *Ask Me Anything—International Version (AMA—International)* are informational programs hosted by FADM Parmley. ADM Donohoe is the primary producer for these shows, which will be scheduled when it is convenient for the membership. *AMA* will most likely air on Tuesday or Wednesday nights at 8 PM Central Time. *AMA—International* will air at various times convenient for our international members. As with *AMA*, *AMA—International* will have guests in leadership roles within STARFLEET as well as members of the Admiralty Board, the Executive Committee, and various Chapter Leadership.

A previously announced program, *STARFLEET ICONS*, will feature guests from the *Star Trek* and science fiction

worlds. FADM Parmley will host, with LTC Camp producing. This program is in pre-production, and a premiere date will be announced later.

Another highly anticipated program, *STARFLEET @ LARGE*, is also in pre-production. It will be a news information show which will have reports about Chapters, Regions, and the International Association, but primarily be about the members of our fleet. You can participate by sending in subjects and news of various events that are important to you and your Chapter. Videos will be accepted. It is planned to do this in conjunction with the newsletter *STARFLEET Communiqué*. LTC Camp will be the producer; and yours truly, ADM Jeffery Higdon, will be the host. Watch for announcements on a premiere date coming to you soon.

Remember that our Audio and Video division is busy with producing these programs. Watch for announcements from the Vice-Chief A/V and Humanoid Resources for your opportunity to help with making these programs!

In closing, 2020 has been a very unusual year indeed. There have been those of us who have gone into the final frontier, some a little too early. And then there are those who continue to stay the course. On behalf of all of us in the STARFLEET Communications Department, I want to wish you a very Happy and Safe 2021! May the winds be at your back!



## Chief of OPERATIONS

ADM Johnathan Simmons, *USS Stormbringer*



### Ops Report

We are reviewing compliance for SFDPP and to date have put 5 chapters on standby for failure to comply with this requirement.

22 Chapters and 4 Regions failed to report this cycle. All RCs are requested to cc your monthly status reports to [ops@sfi.org](mailto:ops@sfi.org).

The team at Ops is currently updating all of our manuals and tools for the new year. Be on the lookout for an updated START Manual coming soon.

Support Ship Operations Manual, a new Vessel Registry, and an updated Ops FAQ are all in the works.

From SHOC:

Commissioned:

USS Rhode Island, Oct 31, 2020, R15

USS Rising Star, Nov 5, 2020, R4

USS Nomad, Nov 23, 2020, R13

USS Amelia Earhart, Nov 24, 2020, R2



# Chief of Educational Services

MGN TJ Allen, *Space Station Nikola Tesla*



## From the Desk of the CES

Greetings!

We are trying to conquer more stuff here during the holidays. We are looking into some mergers and course realignment. We are looking into some new material. And we are trying to complete an update and review project that has been going on since last November.

STARFLEET Academy and STARFLEET Marine Corps Academy are trying to find personnel to fill the slots within our ranks. These slots are not a breeze to hold. There is work involved with each slot. Students will be sending courses in to be graded, courses have to be monitored continuously for any updates, and reports need to be filed

on time. If you think you can handle the load, please apply through HR.

STARFLEET's Educational Services are moving forward. Some may think there is pressure, but we have to move forward. CompOps provided Moodle for us and it helps to move us forward. Moodle has been moved to a new server so it should be more stable. We will be getting more and more of the current courses uploaded to the platform and hope to have new courses added in the future.

Right now, we are in the holiday season. So, from the ES and SFA/SFMCA crew, we wish you Happy Holidays, no matter how you celebrate them. Stay safe and have fun.

## College of Stargate

by LTC Joy Hargraves, *USS Goddard*, R7



The phenomenon of *Stargate* began in 1994 as a movie. The television spinoff, *Stargate SG-1*, came out in 1997 and has become one of the greatest science fiction shows of all time. The show is set in the present day.

The movie and the TV shows follow the story of an ancient alien device found buried in the sands of Giza, Egypt. The Stargate device was used to create a stable wormhole through space, which connected to another Stargate on the other end of the wormhole. The Stargate was used to travel to countless planets in the Milky Way Galaxy.

*Stargate SG-1* had two subsequent spinoffs: *Stargate Atlantis*, and *Stargate Universe*. Both shows featured operational Stargates in distant galaxies, as well as ships that could travel through space. There was even a short-lived animated series called *Stargate Infinity*.

The college has 1 course for the movie, 34 for *Stargate SG-1*, 24 for *Stargate Atlantis*, 6 for *Stargate Universe*, and 1 for *Stargate Infinity*. Some portions of the college are temporarily closed. Watch Moodle and Ed Services' FB grp for further information.

Welcome to the worlds of *Stargate*.





## Back to Basics: The U.S. Constitution and You

by CMDR Phillip Hunter Gilfus, USS Bonaventure, R1

Who wants to talk politics???

What, no one?! Well, I can certainly understand that. But there is a course at STARFLEET Academy, within the College of the U.S. Constitution, that takes you back to the building blocks of the American Republic. The only politics are those of the late 19<sup>th</sup> century, I promise!

USCON is a relatively small college that gives a basic overview of where the U.S. Constitution came from and what it actually says. I have always been fascinated by our government and public policy and have been a student of the Constitution since my first constitutional law course (where I did get the highest score in the course, for what it's worth!). The first three courses in USCON provide the building blocks of why the Constitution was written and what arguments about the role of government were made before the document was ratified in 1789:

- USCON 101 – Articles of Confederation: looks at the United States' first attempt at a governing document.
- USCON 102 – Constitutional Convention 1787: examines what proposals were made, which ones won and lost, and what the common and conflicting understandings of the delegates at Philadelphia were.
- USCON 103 – Ratification of the Constitution 1787-88: looks at the raging debates across the states about the hopes and fears of the Constitution, a federal government, and how close the votes to ratify the Constitution were.

All these foundational courses provide the “how” and “why” of the U.S. Constitution, but what does the document actually say? The rest of the courses take the document article by article, looking at the ins and outs of the original Constitution:

- USCON 201 – Preamble & Article I: examines Article I and the powers of the legislative branch.
- USCON 202 – Article II: tackles the executive branch and the presidency.
- USCON 203 – Article III: gives the student a cursory understanding of Article III and the federal court system.
- USCON 204 – Articles IV to VII: plays “clean up,” covering Articles IV thru VII of the document.

USCON, like many Academy courses, provides students with a study guide that serves as a lecture for the course. But for those who prefer a more audio/visual medium, each study guide contains a link to the same information as a YouTube video, which allows for more contextual video images. I hope my voice on the audio provides a calming, learning environment and does not scare folks away!

It has been a few years since I first created the course, and I suppose it would only be expected to do follow-up courses on the 27 Amendments to the Constitution. Maybe if enough students complete USCON, enjoy it, and ask for more, I will put that on my eternal “to-do” list. Until then, I encourage you to enroll in USCON and enjoy a trip down Constitution Lane.





# Fiction

## Plague Bound – Chapter 4

by CMDR Ross Manuel, *USS Animus*, R11

Reena Blackford sat on the upper hull of the Milne Bay resting her chin on an open palm, her boredom difficult to hide from the rest of her security detail as they milled around the two shuttles.

Since returning to their impromptu landing site, they discovered to their dismay that something was preventing the Milne Bay's tiny reactor from energising, and while they could not access the Animus' shuttle for some reason, Reena suspected the same was also the case for it. She looked down at her communicator, sitting open on the outer hull of the shuttle beside her, red notification lights informed her that the device had still been unsuccessful in establishing an outside connection to either the Kokoda or the rest of the landing party.

"What's going on?" she asked no one in particular. As they had fought a hasty retreat back to the shuttles, she had attempted to use the Milne Bay to either collect reinforcements or to provide air support for the rest of the team. When they discovered that the craft was powerless, and they were effectively stuck on their landing zone with no way of knowing the location or fate of the rest of the landing party, Reena felt as powerless as the shuttle she now sat on.

"Hastings, any luck?" she called, leaning over the side of the shuttle to address the pair of legs sticking out from an auxiliary hatch on the underside of the shuttle.

"Negative ma'am," came the Milne Bay's shuttle pilot's muffled reply, before he crawled out of the hatch. "I've tried everything that I can think of up to and including hitting the damn thing and something is preventing the reactor from re-energising, and the reserve capacitors lack the charge to transmit a message with enough power to punch through the ambient interference." Reena sighed before sliding off the slope of the shuttle's upper hull, landing on her feet. "So we are still stuck," she remarked.

The pilot nodded reluctantly. "It appears so, ma'am." "Dammit," Reena replied before one of her security detail approached, a grim ashen look on his face.

"Ma'am, we've stowed the second body we discovered. Like the first one, she has no identification on her service badge," he reported, handing her the unique black service

badge that he had collected from the body before storing the remains in the Milne Bay's cargo module.

"Thank you, Perkins, I'll record this discovery in my after-action report," Reena replied choosing to omit the: "if we ever get off this rock."

Petty Officer Perkins nodded before heading back to the makeshift perimeter. Reena looked past him to the Starfleet Skeleton Key device that was still attached to the one operational external door to the courtyard, thankful that it was the one piece of Federation technology that still worked, not that it seemed to matter as their mysterious attackers seemed disinterested in forcing the lock open. This apparent ignorance on the part of their assailants unnerved Reena more than she ever dared to let on, especially to the men under her command.

"Just what is going on?" she murmured, unable to shift the feeling of helplessness being stuck in this courtyard while her colleagues were in uncertain danger.

A sequential beeping echoed through the landing zone and caught everyone's attention. Reena looked at Perkins and Hastings who both shrugged until Petty Officer Gordon approached the Skeleton Key, "Ma'am, I think it's the Skeleton Key."

Reena frowned and approached the device, the rest of her team joined her, wary hands resting on the grips of holstered phasers. "Are they trying to break in?" she asked, forcing the concern she felt from her mind while also mentally preparing herself for an ambush.

Hastings crouched next to the device and studied its inputs, frowning, he looked back at Reena. "I don't think so, ma'am. The unit operates on a Starfleet carrier signal. I think someone is trying to get in contact with us."

Reena matched his frown. This was more than a little convenient, but even that concern failed to overshadow the sense of hope she felt at the revelation. "Who would know to use the key in this way?"

Hastings tilted his head slightly, mulling over the question. "I suppose Commander Krieger might know that the key has a receiver, Lieutenant Tryne would definitely know how to do this, but if I was a betting man, and

considering who we have recovered from their team, I would put my money on that we are being contacted by whoever is left from the Animus party.”

The lieutenant nodded in agreement. “I wouldn’t bet against those odds, Mister Hastings, but what is it saying?”

The pilot shrugged before he removed his communicator. “Can’t say, ma’am, it is a recursive pattern akin to Morse code, I’m hoping that the communicator’s universal translator is smart enough to parse it into something intelligible.”

Prying open the back casing of the small device, Hastings tinkered with circuit pathways and altered frequencies until the device’s tiny speaker started to speak, in a low monotone voice, individual consonants as the universal translator parsed each word. The message appeared to repeat itself, and the communicator repeated the message in coherent sentences.

“Kokoda shuttle OIC. Kokoda XO linked up with remains of Animus party. All well. Orders follow. Kokoda security to seize installation hangar bay. Coordinates transmitted on sub frequency. Use of maximum phaser power authorised. Animus CO authorisation code transmitted.” Reena looked at Hastings, then to the rest of the security detail. The authorisation to allow phasers to be set to the maximum or ‘kill’ setting troubled them all. Taking a breath, she addressed them. “Well, we have our orders. Gordon, did you get those coordinates?”

Crewman Gordon inspected the thin data slate he had removed from his equipment vest and studied the data. “They appear to be three levels below us at the opposite end of the facility.”

Reena nodded, noting the large expanse of space between their current location and the blue blip that signified their destination.

“Well, we have a job to do, and we’ve gotten confirmation that the Commander and the rest of his team are okay. Helendez, dispense the last of the equipment from the shuttle. I want us mobile in five.”

“Aye ma’am,” her team replied as a unit as they, with deliberate care, withdrew their phasers and rifles, and pressed down on power activator switches, watching tiny indicators as a mark slowly crept up the display, turning from green to a more ominous red, before coming to a stop at the very end of the meter. Then with that same deliberate care, they returned their weapons to holsters or rifle slings.

As ordered, five minutes later, the security detail returned to the door, having collected rations, power packs, and medical supplies from the shuttle’s emergency survival kit. Reena held her rifle akimbo as Hastings worked to unlock the door.

“Okay, people, let’s keep this nice and clean,” she reminded everyone as the pilot deactivated the locking mechanism. Gordon took hold of the door a second time and with greater care, slowly opened the door, peering around its edge to see an empty corridor in both directions. Pushing the door fully open, he drew his rifle to his shoulder and filed out, the rest of the team close behind him. Reena turned to Hastings. “Hold the fort,” she told him. Hastings held up his phaser and nodded.

“I’ll try and get the shuttle running,” he replied as he pulled the door closed behind them, a faint hiss revealed that it was once again sealed.

Reena turned to the four members of her team. Two, Gordon and the Vulcan, Tvoul, were crouched on either side of the compartment to her left, while Helendez and the tall Caitian K’Sor faced the opposite direction.

“Okay, Crewman, lead us out,” she ordered, tapping Helendez and K’Sor on the shoulders, Gordon pointed down the direction he was facing, Reena led the rest of the detail towards him. Tvoul and Gordon stood when they approached and headed off at a brisk pace.

\*\*\*

Lord Davenport burst into the Operations Centre, alarmed by his sudden and abrupt summons.

“Report Commander Maher.”

Turning to face him, Commander Maher bore the same impassive expression he and all the other attendants of the facility bore.

“My Lord, we have detected three distinct Starfleet groupings within the facility. We have not yet been able to ascertain their objectives, but we have extrapolated possibilities based on known patterns.”

Davenport looked unimpressed by the declaration. “Well?”

Maher blinked twice as if trying to process the question before responding. “We predict, with some degree of certainty, that the Starfleet teams are attempting to subvert Committee operations within this facility.”

Davenport scowled, he had already come to that conclusion when the first Starfleet ship entered stationary orbit above the planet and confirmed it when the second vessel arrived.

"I determined that threat myself. Where are they presently?"

Maher acknowledged the annoyance of his superiors with a vacant stare as the visor he wore flashed with lines of text as he accessed the required information.

"We are reporting energy discharges on three nonspecific vectors. One is fighting out of the courtyard their landing craft are situated in, another is by waste reclamation, and the third is near the deuterium storage tanks. We have sent forces out to deal with them, though we appear to have lost the tactical advantage we previously held. It seems the Starfleet personnel have adapted their weapons to kill our Templars."

Davenport's frown deepened and he placed a comforting hand on the disruptor that he had reluctantly taken to carrying.

"They are no doubt after the weapon. Deploy all remaining reserves and prepare my vessel for immediate departure."

"At once, my Lord."

\*\*\*

Commander Krieger followed close on the heels of the Animus' Orion intelligence officer, who seemed quite adept at keeping one eye trained on her tricorder and the other on the passageway in front of them.

"How much further?" he asked in a hushed tone, unsure if they were completely free from their mysterious attackers.

Leda skimmed her tricorder after making another apparently random turn.

"Not far, I've been leading us on a circuitous route towards the Operations Centre, to draw out their reserves," she replied before placing her tricorder against the controls of a nearby door. The device beeped twice and the panel inlaid next to the door turned green. To Krieger's surprise, the door slid aside.

"How did you do that?" he exclaimed.

Leda smiled as she stopped on the opposite side of the doorway. "I could say it's a state secret, but in all truthfulness, I've had complete access to the facility's main computer for about three hours now. I've been masking our signatures to their internal sensors and creating ghosts to draw away their guards. Though I can't override automated energy discharge detectors, I have been able to ghost some false readings to throw them off our trail." Her grin was genuine as she closed the door behind the team. "While I was uplinked to their computer systems, I downloaded a master key to my tricorder."

"That is definitely going to come in handy," Krieger commented as she briskly walked through the room, which by all appearances, was a chemical research laboratory. In the dim light he had come to expect, he saw Leda come to a complete stop, and a bolt of ruby red phaser fire leapt from her phaser and into the void in front of her. The next sound the Commander heard was the soft squishy sound of a humanoid body hitting the ground.

Leda cautiously looked around the room, satisfied there were no other threats, she continued towards their destination.

Krieger cast a wary eye at the body as he passed it. "How did you see that?"

The Orion laughed before turning back to face him. "I have excellent eyesight, Commander, we should keep moving - that shot might have alerted them to our presence."

Nodding, Krieger followed the short, green-skinned officer through compartments, down dimly lit corridors and utilitarian service access ways until she stopped at a nondescript bulkhead. While he had been thankful that their interactions with the implacable attackers had been infrequent, part of him was uncomfortable with the whole situation, especially considering he had no idea who they were, or why they attacked.

"Ensign, who is 'them'? Who owns this installation?"

Leda paused before running her tricorder over an unlabelled container, it was obvious that she was mulling over the question. Shrugging she turned towards him.

"We have been tracking suspicious shipments coming in to and out of this facility to various questionable operators for about a month before we determined this was a staging ground for that belligerent group Captain Morganth mentioned." Leda turned and continued to walk down the corridor. "When we detected the manufacture of the neurolytic agitator ONI sent us in to get a closer look. Initially, the facility administrator, Tiberius Davenport, seemed jovial and helpful when we dropped out of warp, but once we made planetfall we were ambushed by these cybernetic guards they have, separating us from our shuttle in the process."

She paused as if wondering if she should continue. Looking over her shoulder, Krieger could see a clearly conflicted expression on her emerald features. "When I gained access to their main computer, I was able to determine that this facility is a biochemical conglomerate with direct ties to the Novos Foundation."

Krieger took a step back in surprise, nearly bumping into Gutierrez who was behind him, who to his credit appeared completely aware of what was going on. “But the Novos Foundation is the largest philanthropic organisation in the quadrant. How could they be involved in something like this?”

Leda nodded but continued walking. “At this point, we are unable to determine what, if any, involvement the Novos Foundation has in this matter, but at this point that is not a major concern. The only thing that matters is ensuring that this bioweapon is prevented from being used against the sentients in the Federation.” The commander nodded reluctantly. “Very well, though I suspect that when we are done, I shall be having a long chat with Captain Morganth.”

This remark elicited a shrug from the Orion. “You are well within your rights to request an explanation, though I question whether you will actually get a...” she trailed off when she saw something move in front of them.

“What is it, Ensign?” Krieger whispered as she stood, almost frozen as a shuffling form made its way down the corridor in front of them. He tightened his grip on his phaser rifle as the form stepped into the light of an overhead panel

The figure shuffled at an awkward, mechanical gait through the corridor, their blue uniform was torn and spattered in large patches of dried red blood. Clear tubing jutted out at odd angles around their body, the red liquid flowed through it in a rhythmic pattern. Their dark skin had a noticeably washed-out look to it as they stiffly looked about the room.

“That is Petty Officer Arthur Marquis. He was an engineer aboard the Animus. He was killed not long after we landed on the planet. We, unfortunately, could not retrieve his body,” Gutierrez remarked solemnly, though Leda appeared to be visibly affected by what happened.

“What did they do to him?”

At that point, Marquis appeared to notice the interlopers in the corridor ahead of him. With his head cocked to one side, he turned to face them, mouth opening and closing in a failed attempt to speak. Leda looked crestfallen as he regarded them with hollow eyes and a vacant expression. Marquis’ left hand twitched before he pointed it at them, the clear bulge on his forearm visible through a tear in his tunic sleeve ended in a disruptor emitter.

Leda shook her head, and repeatedly mouthed the word “no” as she reluctantly raised her own weapon and pointed it at him. A single bolt of green energy shot out from

Marquis’ weapon, narrowly missing the Starfleet team before Leda fired. The single bolt from her phaser struck him square in the chest. Marquis staggered slightly and his blue uniform singed where the bolt struck but didn’t stop him. Leda closed her eyes and pressed back on the trigger, three more bolts from her phaser struck the same area as the first, finally dropping the former Starfleet officer.

Krieger looked at her, concerned as she knelt beside Marquis’ still smoking body.

“I knew his family, hell I got him onto the Animus.” She placed a hand on Marquis’ chest, right above the burn mark from her phaser. “I’m so sorry Artie.”

Leda wiped her eyes with the back of her hand and stood, her free hand grabbing the black delta that sat on his chest. She turned towards the other members of her team with a look that sent a chill down Krieger’s back. “We still have a job to do.” Slipping the badge into a pocket on her vest she withdrew her tricorder in the same movement. She studied it for a moment, then pointed over her shoulder. “We are three compartments away from the Command Centre. We should get the lead out.”

Krieger blinked at the sudden sharpness of her voice and took a step towards her. “Ensign, you have my condolences, if you need a moment, we can...”

The look Leda gave silenced him. “That will come later, we have a job to do.”

As if to end the conversation, she turned on a boot heel and headed off at a quick jog with the rest of the team close behind her.

\*\*\*

Commander Maher tilted his head slightly, as the haptic sensors attached to his fingers twitched as a new report manifested on his sensor hood. It joined the growing list of negative reports from the Sentinel Templars Lord Davenport had despatched to investigate the whereabouts of the Starfleet interlopers. A new alert appeared on his sensor hood: the central computer had reported that a Sentinel had failed to register at an automated check-in, then another, then another. This could only mean that the Sentinel Templars, his brethren, were being taken offline by their Starfleet invaders. Maher lacked the emotion to grieve at the news as the Committee had not deemed it necessary to have Operations Commanders capable of emotion.

Maher’s logic processor noticed the lack of correlation between the deactivating Sentinels and the reports of Starfleet personnel. It took a fraction of a second to determine that there had to be a fault in one or more of the reporting systems. In that instant, it initiated a subsystem



reset of his sensory processors. As his sensor hood went dark, his auditory receivers detected a pair of heavy thuds on the opposite side of the door leading to the room. With his logic processors offline, he was not able to extrapolate the proper reaction when that sound was followed by sparks appearing along the seam between the double doors. The Templars that manned the outer ring of consoles turned towards the noise, and while lacking the logic processing capacity of Maher, their enhanced threat assessment subroutines pinged the commotion at the rear of the operations centre as a threat. Each submitted a threat assessment to Maher who stood motionless at his station in the centre of the room as his own systems reinitialised.

Leda crouched beside a pair of doors at the end of a featureless corridor, as the Kokoda's Tellarite security technician, Xern, worked a portable cutting laser down the seam of the doors. She looked to Krieger who was crouched facing her on the opposite side of the door, then to Gutierrez who was facing back down the corridor they came, his rifle pointed towards the opposite end before she looked to the pair of guards lying crumpled at their feet each sporting numerous phaser burns to their chests and abdomens.

"We'll need to get inside quick. This area is the one place that didn't have a direct connection to the server when I hacked in, so I can't tell you what will be inside, but I can guarantee that the command frequency is coming from inside. If we disrupt it, it should force these things into some sort of default mode," she reported as Xern unrolled a small rectangle of plasticised explosive from a pouch on his pack and placed pre-portioned segments against both doors then at equidistant points to create a rectangle. Xern turned towards the two officers and nodded.

Krieger quickly checked the power level on his rifle before looking back at Leda, and in a whispered tone, he stated. "We go in three."

With a raised hand, he performed a silent countdown before he nodded to Xern. Micro-detonations within the plastic explosive activated in sequence, blowing the door inwards and creating a sizeable hole within. Before the doors settled on the deck panels, Krieger and Leda rushed into the room with Xern close behind them. Gutierrez was the last into the room, keeping a constant vigil of the corridor through the now smouldering doorway.

Crimson pulses lanced out from Krieger and Xern, catching three of the cybernetic guards still at their posts. In an instant, the remaining guards sprang into action, leaving their stations and taking cover behind an inner bank of monitors that formed a partition along the outer edge of

the operations centre. From this position of cover, they traded fire with the Starfleeters, driving them to take cover behind the mirrored consoles on the opposite side.

Leda poked the receiver of her tricorder over the lip of the console she had taken refuge behind as the others continued to fire. "Where are you hiding?" she murmured, studying the display for the elusive command protocol. After several passes over the room, the tiny device pinged in triumph and showed a frequency strength gauge, pointing to a figure surrounded by a ring of consoles and wearing a sensor hood. "That's the source, the one at the end of the room," she called.

Krieger looked over to her as a bolt of disruptor fire split the space between them. "Go get them, Ensign. We'll cover you."

Leda rose to a crouch as Krieger and Gutierrez intensified their fire. Bolts of crimson energy peppered the opposite side of the room, forcing the guards to keep their heads down as Leda leapt over the console and charged. She managed to make it halfway across the room before her quarry must have determined her intent and the guards focused their attention on her, forcing Leda to start ducking and weaving as she closed the distance. Her target appeared transfixed in place, the only movement being his fingers that furiously moved by his sides.

When she was close enough, Leda leapt at the statuesque being, using her momentum to send them both crashing to the floor, an audible sound of things breaking seemed to overpower the noise created by the weapons fire.

For an instant, the guards seemed to lose focus, their fire became less intense, less coordinated as they stopped receiving instructions. Krieger turned to the rest of his team, gave a quick nod before he stood from cover, and used the momentary disorganisation to disable two more of the guards in rapid succession. The remaining guards quickly succumbed to the more coordinated Starfleet team.

Once the firing subsided, Krieger cautiously stepped out from behind the console as Xern and Gutierrez started policing the bodies, with Gutierrez apparently searching for intelligence. Krieger turned towards Leda at the front of the room and stood shocked as she sat on her quarry's chest pinning them to the deck. He approached her, and to his horror, he found the two of them in a slowly increasing pool of dark red liquid and a clear thick viscous looking lubricant, all of which seemed to be coming from a series of deep wounds on her target's abdomen.

Leda held up the sensor hood to the light. She had evidently ripped it from his head and was inspecting it

intently, occasionally reaching inside its cover and removing viscera with such a dispassionate curiosity that it made Krieger uncomfortable,

“Ensign,” he murmured as she withdrew a knife from the top of her boot and used it to dislodge what was clearly brain or connective tissue from within the helmet, inspecting each strand with the curiosity of a pathologist before discarding it. He immediately noticed that the blade was already stained red even before she removed it from her boot. It wasn’t difficult for him to realise just where her quarry’s mysterious wounds came from.

“All of this installation's command functions originated from this unit, so if I can remove...” she paused as she reached into the helmet, felt around for a moment, made a triumphant sound then extracted a clear membranous node roughly the size of a tricorder's sensor probe and held it up to the light. “If I can remove this, the ‘motherbrain’, I can directly access their command subroutines and I’ll be able to figure out just what they are doing here.”

Krieger looked at her with suspicion as Leda pried the back off of her tricorder and started to connect cables to seemingly random locations within the clear node. “You’ve done this before?”

Leda raised an eyebrow but didn’t look up from her task. “I’m a girl with a very specific set of skills; hacking into cybernetic zombies just happens to be one of them.”

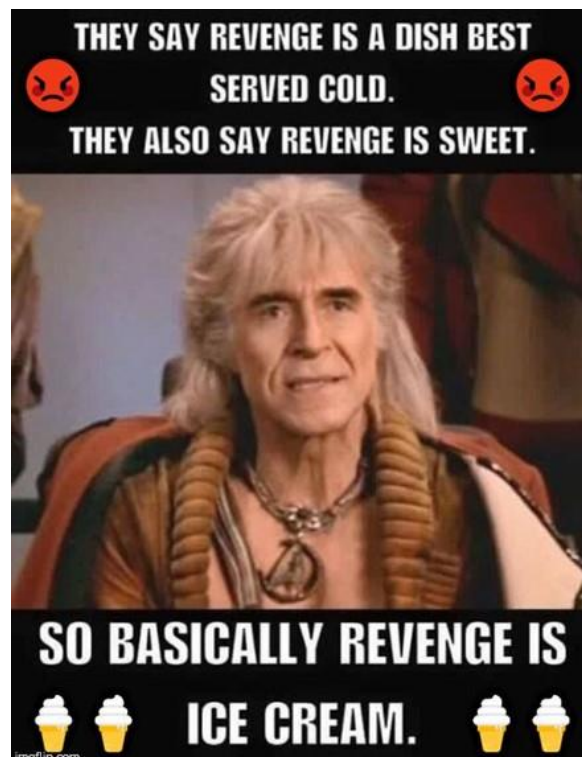
Pressing a series of commands on her tricorder, the node appeared to light up in a spectrum of colours, which corresponded with lines of text appearing on her device's screen. “The scattering field is controlled through that console over there.”

The Kokoda’s executive officer frowned at her non-answer before moving towards the indicated console as Leda remained straddled across the dead body, intently studying her tricorder. Standing in front of the interface, he was surprised to see all of the display screens showed readouts in Federation Standard, but suppressed that urge when he remembered just who operated the installation. Accessing the required command pathways, he shut down the fields that had been plaguing both landing parties since arriving on this otherwise inhospitable planet.

“I’ve shut down both the dampening and the scattering fields,” he reported grimly as Leda stood, wiping gore from her legs and uniform while holding the sensor hood under one arm with her tricorder poking out from inside.

The ensign removed her communicator and flipped it open with a flick of her wrist. “Captain Morganth, we’ve achieved our objectives, the scattering field has been disabled.”

(To be continued in the next issue of the *Communiqué*)



***Don't Shoot, I'm an Engineer!*****Christmas at Starbase HQ**by COMM MarkAdam Miller, *USS Hephaestus*, R2

LT M'ranklin's log, Stardate... *HAIRBALLS!! Never can remember the bloody Stardate*, ten days before Christmas: ENS Robert Marley and I have been reassigned to take supplies to North Pole Station. *North Pole Station????* I signed up to be an engineer, not a bloody shuttle pilot. I am heading to Cargo Bay 2 of Starbase HQ to get Marley and help load the cargo shuttle for our mission to North Pole Station.

\*\*\*\*\*

The Tuxedo-fur Caitian headed towards the cargo shuttle *Red Dot*, which ENS Marley was loading with boxes of self-sealing stem bolts. "Hey, Jacob, stop loading. We have new orders." The dark-haired youth looked up and raised one eyebrow, "Tribble Fur, you couldn't get your tail down here before I already had most of them loaded?" Jacob took a rag and wiped the sweat from his face, "What is taking precedence over these stem bolts? They need to be on the *USS Haise* before they leave for Bajor at 1500 hours, which is less than two hours from now."



M'ranklin handed a PADD to Jacob, "I don't know why, but it must be important because this comes down from the CS himself. We need to haul trilitium ore and transporter memory buffers to North Pole Station for ADM Claus of the *USS Sleigh*."

Jacob studied the PADD, "North Pole Station? ADM Claus?" Jacob looked over the manifest, "This can't be right! There are enough transporter memory buffers to beam up two entire crews of a *Galaxy*-class starship at once. Who needs that much memory?"

M'ranklin scratched behind his left ear, "This ADM Claus does. He wants it ASAP because he needs to fill the buffers to deliver toys on Dec. 24<sup>th</sup>. Since it is coming from FADM Parmley, I am not going to argue. The last time I did that, I was assigned as a sanitation engineer on a safety and rescue ship, cleaning up after the rescue dogs; and the dogs didn't like me very well."

"Well, help me unload the stem bolts." Jacob walked into the shuttle, hit the antigrav on the first box, and moved it out of the shuttle. The two engineers had the shuttle emptied in no time, just as the trilitium and memory buffers arrived. The cargo was accompanied by two Vulcan-looking commanders who immediately loaded it on the shuttle. One gave a PADD to M'ranklin who signed it

and handed it back. The other gave him an isolinear chip and in a high squeaky voice said, "Once you leave the cargo bay, plug this into your navigation computer. It will take you to where you need to go." The two commanders then walked off and disappeared.

Jacob looked at M'ranklin, "Were they Vulcans? I thought Vulcans were like 2 meters tall, and they were barely a meter. What was with the squeaky voice?"

M'ranklin scratched his other ear, "You see all kinds in STARFLEET. Let's get going. The sooner we go the sooner we get back. This didn't replace our other jobs; it was added to the top."

Jacob took the controls and guided the shuttle out of the cargo bay. He plugged in the isolinear chip and touched the controls to download the information. As soon as it started to download, the view screens went dark and the Vulcan squeaky voice said, "We have programmed the shuttle to take it to its destination. Where you are going is classified, so you are not to take control of the shuttle until it returns you to Starbase HQ. The trip will take 3 hours and 15 minutes. Enjoy the ride."

The shuttle went into warp. Jacob looked at M'ranklin, "Now what?" M'ranklin's tail flipped back and forth a couple of times, "I guess we catch up on our paperwork and the engineering journals we need to read." Jacob glared at M'ranklin, "Fun. NOT!" They settled down to their work and 3 hours later the Vulcan squeaky voice came on, "We have reached North Pole Station. Please stay in the shuttle and wait for instructions." They felt the shuttle land on the deck of a shuttle bay. The shuttle's cargo bay door opened, and several short Vulcans came in and started unloading the trilitium and memory buffers. After they finished, a large man in a red STARFLEET uniform with white fur cuffs came on board and handed them a PADD that showed he had received his order, "Sorry for the secrecy, but I can't let everyone know where I work. Thank you for bringing the material I needed. Here are early Christmas gifts for both of you. Merry Christmas!" With that, the man placed a finger to the side of his nose and disappeared. The cargo door closed, and the shuttle launched from North Pole Station.

Once they were underway back to Starbase HQ, they opened their gifts. M'Ranklin's eyes grew large when he sniffed the tin of catnip tea. Jacob danced around hugging his box of amaretto hot cocoa. Jacob turned to M'ranklin,

"That wasn't so bad. Maybe the rest of our jobs will be as easy."

M'ranklin flicked his tail at Jacob, snapping his ear, "Don't get comfortable. When we get back, we have to clean the deuterium tanks on the *USS Hephaestus*. The CO is an engineer, as is his wife, and they both are sticklers on how they want the job done."

Jacob rubbed his ear, "Merry Christmas and Happy New Year to you, too."

(Author's Note: This is a belated Christmas story, but I hope you enjoyed it. M'ranklin is a mashup of M'ress from *TAS* and Franklin, a cat at the Vet Clinic where I work. I hope to bring more adventures of Jacob and M'ranklin to the CQ.)

## The Lovers' Song

by PO1 Hedy B. Tick, *USS Dark Phoenix*, R12

This Ode is supposed to be Commander Data's lament over the death of Ensign Tasha Yar.

In my imagination, Data was, and remained to his dying day, in love with her, more than anyone ever knew. (Their one sexual encounter awakened in him a binding between them that lasted his entire life long.

I hope you appreciate the surprise ending!!

Please try to decipher the Ode. It is actually easier than it looks.

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### "Lōfrenfōnge"

1 vurfen) Cōmmen harken gūde frende, traggyk tidynge ich bær  
fro the fārre-schippe fārre-famed *Eatycce-pōpfe*.  
Adwērnēd mit clōoten-fīngē-fīlken, arrāyēd,  
yn "fīc-bāye" lōft Tāshā Yār lēth.

2 vurfen) Att dōsk-falle ein crōōman fōrfaketh hys pōsticē  
fōr yōn gārdyns-raptūren to payfe.  
y-blyken fārres cōlden, sō yōnge ær sō ōlde;  
slepeth Tāshā fēwne thither yn spayfe.

[Cōrō] "O Tāshā... mēngē swate Tāshā,  
Thew arte dēde... what becōmmest of me?  
O Tāshā... pryfyeus Tāshā...  
nē kēnyng hū mōche ich lōf Thee!"

3 vurfen) Memorāyen-forbedyn dō tāunte vnd dōth tēse,  
androed Datā hath nē efe of mēndicē.  
y-ftedfaste-heldt fēcrite, fro nē lēnge agō  
of en pafsyūnēd embrayfe, yntyr-twīnēd.

4 vurfen) Depe ynto nīht, ēccō androed fētefallen  
vnd holloly ringhe throggh yōn hāllen.  
Memorāyen hērreth hē; hir fweghēd sūkyng-ascrīen....  
y-whysken dōrs, "wīn dōsh!" to yōn wāllen.

5 vurfen) Trāgde tist piccheē dārke, yet sūre Datā dōest fēe  
whīst obsefvyly fērchyng the rōome.  
Quietly, fōftly, yn "fīc-bāye" ist hē  
y-tyr-tōpung hys waye throggh the glōome.

6 vurfen) fēwely, abūyēd, hys hōnde rēechest sūte;  
Tāshā's fēhōude, Datā fēldes to hir fēhynnen.  
Hys lēnge-cōrvēd-fīngren, hū gēntely fēdēn thay  
fro yōn brēu, to the tīp of hir chynne.

[Cōrō]

7 vurfen) "Thūne heofonely-grēdden vnd rōggēd-vūtēfen,  
mēngē aungēl, mit flēxynne-gēldt hārre;  
fro fūisch-wgnē getengēd, fōr-whē k'et yn mēngē ærma...  
fave fōr Thee, ich nāgt fēe, æver-whārre!"

8 vurfen) To yōn rīht, vnd yōn lēfte, androed vēweth hir, askanfe,  
hōnde y-tēdrelly strōkyng hir hēdde.  
Aft, hem, "fap!" ēffen-thēurns, vnd hir fīngren hē laxeth  
to wēave twyx hem rōose, crymfon rēdde.

[Cōrō]

[aft-pōpfe]

9 vurfen) Hir clōeten rēccōreyng hys last kyf fārre-wēlle,  
androed fētefēppen fāyde downe yōn hāllen...  
- Lō ?? -

Depe fro the dārke, fēlle-bōunde shādēwe. æmyrēth...  
āwe-ftrykkyn... fēān-Lūc wītnefs'dt alle[n]. - fān-

21/2

*Poetry is when an emotion has found its thought  
and the thought has found words.*

— Robert Frost



**Lovers' Song**

By Hedy B. Tick

verse 1) Come, harken good friends, tragic tidings I bear  
from the famous starship *Enterprise*.  
Adorned with cloths of fine silk, arrayed,  
in Sick-Bay lost Tasha Yar lies.

verse 2) At duskfall one crewman forsakes his post  
for those rapturous gardens to pace.  
The stars blink cold, so young, e'er so old;  
Tasha (will) sleep soon out there in space.

(CHORUS): "Oh Tasha...my sweet Tasha,  
Thou art dead...what (will) become of me?  
Oh Tasha...precious Tasha ...  
Not knowing how much I love Thee!"

verse 3) Forbidden memories taunt and do tease,  
android Data has no ease of mind.  
The(ir) secret held steadfast, from not long ago  
of one passionate embrace, intertwined.

verse 4) Deep into night, android's footfalls echo  
and hollowly ring through the halls.  
(Only) Memories he hears, murmured sighs and outcries...  
then the doors whisk, "WHOOSH!" to the walls.

(CHORUS)

verse 5) Inside it's pitch dark, yet our Data can see  
while obsessively searching the room.  
Quietly, softly, in Sick-Bay is he  
a'tip-toeing his way through the gloom.

verse 6) Slowly, abashed, his hand reaches out;  
Tasha's shroud, Data folds to her shins.  
His long, curved fingers, how gently they slide  
from the brow to the tip of her chin.

(CHORUS)

verse 7) "Your heavenly moans and trembling releases...  
my angel with flaxen-gold hair;  
from harsh-wine a'touched, totally spent in my arms...  
but for Thee, I see not, everywhere."

verse 8) To the right, and the left, android views her askance  
hand a'tenderly stroking her head.  
As, "snap!" go the thorns, and her fingers he loosens  
to weave (be)tween them rose, crimson red.

(CHORUS)

(after a pause:)

verse 9) Her clothing recovering his last kiss farewell  
android footsteps fade down the hall(s).  
What's this?!-Deep from the dark, (a) spellbound shadow emerges...  
awe-stricken...Jean-Luc witnessed all.



(Translation to Modern English)

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