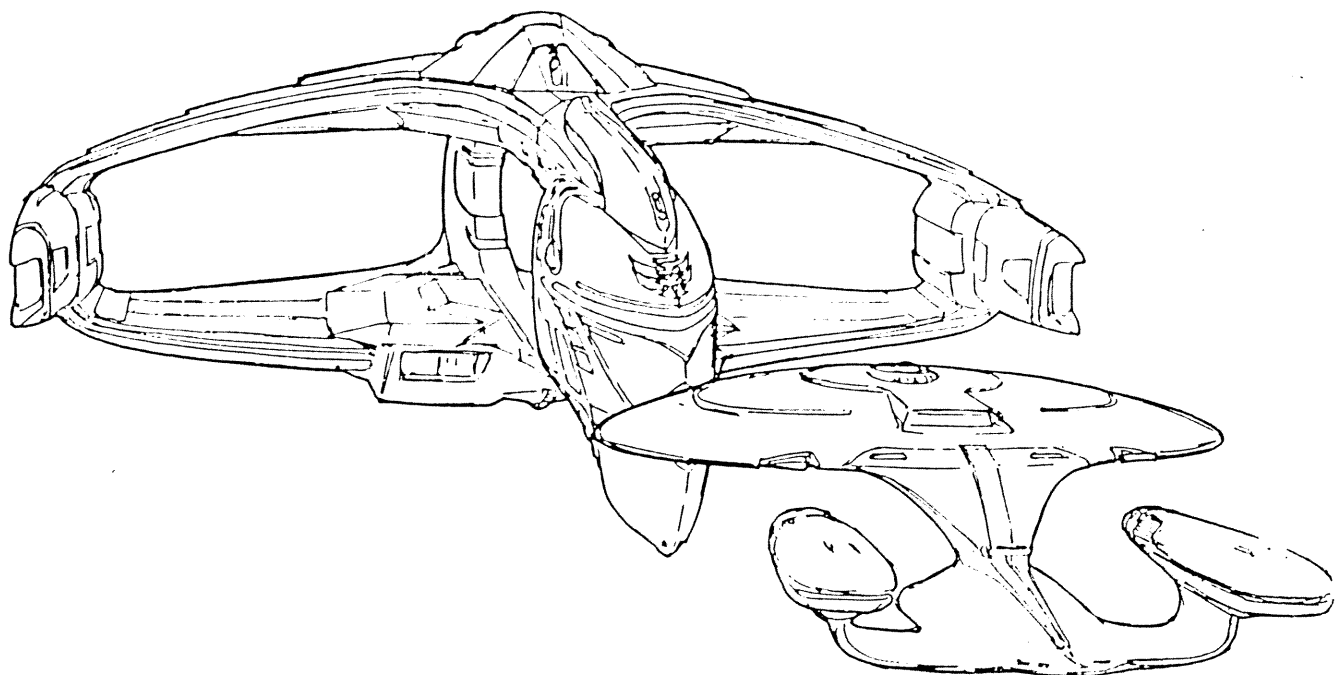


KELLY COMMUNIQUE

VOLUME FIVE

JUN. 1990



LOG ENTRY

CAPTAIN'S LOG STARDATE 43645.1

WE HAVE TOWED THE U.S.S. BURKE TO STARBASE 176, WHERE I HAVE RECEIVED NEW ORDERS TO REMAIN HERE FOR EXTENSIVE MAINTENANCE CHECKS. I AM AT A LOSS WITH THIS, FOR THE KELLY HAS RECENTLY UNDERGONE A COMPLETE SHAKEDOWN AND CHECKED OUT OKAY. ALSO ORBITING THE STARBASE IS THE U.S.S. BERLIN WITH CAPTAIN PAUL KELSO IN COMMAND. HE RELAYED TO ME THAT WHILE ON PATROL THEY HAD PICKED UP A DISTURBANCE IN ROMULAN SPACE ON THEIR LONG RANGE SENSORS. TWO ROMULAN WARBIRODS WERE BEING ATTACKED BY A FEDERATION VESSEL, WHOSE IDENTIFICATION SIGNAL CORRESPONDED WITH THAT OF THE U.S.S. OKLAHOMA, AN ALASKA CLASS BATTLECRUISER THAT HAS BEEN MISSING FOR TWENTY YEARS. THE ROMULAN WARBIRODS WERE DESTROYED AFTER WHICH THE IDENTIFICATION SIGNAL ABRUPTLY STOPPED. UPON REPORTING THE INCIDENT TO STAR FLEET COMMAND, THEY ASSURED HIM THAT THERE WAS NO FEDERATION ACTIVITIES IN THAT AREA AND WAS TO REPORT TO STARBASE 176 FOR MAINTENANCE ON HER SENSOR ARRAY. I WISH I KNEW WHAT WAS GOING ON.

SHIP'S STATUS

PROMOTIONAL MERIT PROGRAM

MIDSHIPMAN (MALES) OR YEOMAN (FEMALES)

*ALL NEW CREWMAN

ENSIGN

*MUST ATTAIN 50 MERITS (AS A CREWMAN)

15 MERITS FROM THE PARTICIPATION CATAGORY

15 MERITS FROM THE KNOWLEDGE CATAGORY

10 MERITS FROM THE SERVICE CATAGORY

10 MERITS FROM THE LEADERSHIP CATAGORY

*MUST TAKE THE ACADEMY TEST (YOU CAN USE THE MERITS FOR THE KNOWLEDGE CATAGORY)

LIEUTENANT junior grade

*MUST ATTAIN 100 MERITS (AS AN ENSIGN)

25 MERITS FROM THE PARTICIPATION CATAGORY

25 MERITS FROM THE KNOWLEDGE CATAGORY

25 MERITS FROM THE SERVICE CATAGORY

25 MERITS FROM THE LEADERSHIP CATAGORY

LIEUTENANT

*MUST ATTAIN 200 MERITS (AS A LIEUTENANT junior grade)

50 MERITS FROM THE PARTICIPATION CATAGORY

50 MERITS FROM THE KNOWLEDGE CATAGORY

50 MERITS FROM THE SERVICE CATAGORY

50 MERITS FROM THE LEADERSHIP CATAGORY

LIEUTENANT COMMANDER

*MUST ATTAIN 400 MERITS (AS A LIEUTENANT)

100 MERITS FROM THE PARTICIPATION CATAGORY

100 MERITS FROM THE KNOWLEDGE CATAGORY

100 MERITS FROM THE SERVICE CATAGORY

100 MERITS FROM THE LEADERSHIP CATAGORY

*MUST TAKE A COMMANDING OFFICERS TEST AND PASS WITH 70% (YOU CAN USE THE MERITS FOR THE KNOWLEDGE CATAGORY)

*MUST HAVE ATTENDED AN OUT-OF-STATE CONVENTION (YOU CAN USE THE MERITS FOR THE PARTICIPATION CATAGORY IF YOU HAVE NOT USED THEM TO ATTAIN ANOTHER RANK)

COMMANDER

*MUST ATTAIN 800 MERITS (AS A LIEUTENANT COMMANDER)

150 MERITS FROM THE PARTICIPATION CATAGORY

250 MERITS FROM THE KNOWLEDGE CATAGORY

250 MERITS FROM THE SERVICE CATAGORY

150 MERITS FROM THE LEADERSHIP CATAGORY

*MUST TAKE A COMMANDING OFFICERS TEST AND PASS WITH 80% (YOU CAN USE THE MERITS FOR THE KNOWLEDGE CATAGORY)

*MUST HAVE ATTENDED THREE OUT-OF-STATE CONVENTIONS (YOU CAN USE THE MERITS FOR THE PARTICIPATION CATAGORY IF YOU HAVE NOT USED THEM TO ATTAIN ANOTHER RANK)

*MUST OWN YOUR OWN UNIFORM

CAPTAIN

*MUST ATTAIN 1600 MERITS (AS A COMMANDER)

200 MERITS FROM THE PARTICIPATION CATAGORY

500 MERITS FROM THE KNOWLEDGE CATAGORY

400 MERITS FROM THE SERVICE CATAGORY

500 MERITS FROM THE LEADERSHIP CATAGORY

*MUST TAKE A CAPTAIN'S TEST AND PASS WITH 90%

PROMOTIONAL MERIT POINTS

PARTICIPATION

- *ATTEND THE SHIP ACTIVITY DAY
2 MERITS
- *PARTICIPATE IN PERSONAL STAR TREK ACTIVITIES (MUST HAVE A REPORT ON IT)
2 MERITS
- *ATTEND SENIOR OFFICERS MEETING (FOR DEPARTMENT HEADS UNLESS INVITED BY SENIOR OFFICERS)
2 MERITS
- *ATTEND OTHER FAN CLUBS (MUST HAVE A REPORT ON IT)
5 MERITS
- *SUGGESTIONS FOR SHIP ACTIVITIES (THAT WE DO)
2 MERITS
- *PARTICIPATING IN A GAMING GROUP
10 MERITS
- *ATTEND AREA CONVENTIONS
5 MERITS PER DAY
- *ATTEND OUT-OF-STATE CONVENTIONS
30 MERITS
- *PURCHASE YOUR OWN UNIFORM
30 MERITS
- *WEAR UNIFORM IN PUBLIC OR ACTIVITIES (MALLS, PARADES, ETC.)
3 MERITS
- *PURCHASE U.S.S. KELLY MERCHANDISE (KELLY COMMUNIQUE, KEY CHAINS, NAME TAGS, PATCHES, T-SHIRTS ETC.)
2 MERITS
- *DONATE TO SHIP FUND
1 MERIT PER \$1.00
- *DONATE BOOKS TO SHIP'S LIBRARY
UP TO 20 MERITS
- *PURCHASE YOUR OWN STAR TREK MERCHANDISE AND COLLECTABLES
2 MERITS

KNOWLEDGE

- *TAKE ACADEMY TEST
 - 0%-19% 0 MERITS
 - 20%-39% 5 MERITS
 - 40%-59% 10 MERITS
 - 60%-100% 15 MERITS
- *TAKE COMMANDING OFFICERS TEST
 - 0%-49% 0 MERITS
 - 50%-69% 5 MERITS
 - 70%-79% 10 MERITS
 - 80%-89% 20 MERITS
 - 90%-99% 30 MERITS
 - 100% 35 MERITS
- *TAKE CAPTAIN'S TEST
 - 0%-49% 0 MERITS
 - 50%-89% 10 MERITS
 - 90%-99% 40 MERITS
 - 100% 50 MERITS
- *RE-TAKE ACADEMY TEST (WITH AN IMPROVED SCORE 25%)
10 MERITS

- *QUIZ
UP TO 10 MERITS
- *COMPLETE TRAINING SHEETS
3 MERITS
- *TRIVIA COMPETITION (AGAINST EQUAL RANK OR LESS AND WIN,
CANNOT GO UP AGAINST THE SAME PERSON MORE THAN ONCE PER
MONTH, A SENIOR OFFICER MUST BE PRESENT)
5 MERITS
- *TRIVIA COMPETITION (AGAINST A HIGHER RANK AND WIN)
10 MERITS
- *MEMORIZATION (OF GENERAL ORDERS, SECURITY CODES,
STARSHIP LISTINGS, ETC.)
5 MERITS
- *KNOW KELLY PROTOCOL (THOSE IN COMMAND, WHAT WE DO AS A
GROUP, KNOWLEDGE OF THE SHIP, ETC.)
5 MERITS

SERVICE

- *CAPTAINS ORDERS (OR THOSE OF THE SENIOR OFFICERS)
UP TO 20 MERITS
- *A PROJECT THAT BENEFITS THE GROUP (ALL PROJECTS MUST BE
APPROVED BY THE SENIOR OFFICERS)
20 MERITS
- *SHARE PERSONAL PROJECTS (TECHNICAL REPORTS, COMPILATION OF
INFORMATION, ETC.)
10 MERITS
- *HELP ON SHIP PROJECTS
5 MERITS
- *HELP OTHERS WITH THIER PROJECTS
5 MERITS
- *HELP WITH ACTIVITIES
5 MERITS
- *SERVE AT A CONVENTION
5 MERITS PER DAY
- *COMMUNITY SERVICE (MARCH OF DIMES, CLEAN ALONG HIGHWAYS
VOLUNTEER WORK, ETC.)
UP TO 20 MERITS
- *FUND RAISER
UP TO 20 MERITS
- *DO A KELLY COMMUNIQUE
10 MERITS
- *TURN IN ARTICLES FOR THE KELLY COMMUNIQUE (THAT GET USED)
2 MERITS
- *DO A BOOK REPORT
10 MERITS
- *WRITE LETTER TO PEN PALS OR FOR INFORMATION
2 MERITS

LEADERSHIP

- *MAKE A PRESENTATION TO THE GROUP, TEACH A CLASS ETC.
10 MERITS
- *PLAN AN ACTIVITY, TO LEAD AN AWAY TEAM ETC.
10 MERITS
- *TO CONDUCT A MEETING
5 MERITS

*TO BECOME A DEPARTMENT HEAD OR SENIOR OFFICER
30 MERITS

*TO PROVIDE DEPARTMENT TRAINING
3 MERITS

*DO MONTHLY PROGRESS REPORTS
3 MERITS

*INTRODUCE NEW MEMBERS TO THE SHIP
10 MERITS

*TIME WITH THE SHIP
20 MERITS PER YEAR

DE-MERITS

*DISOBEYING A SUPERIOR OFFICER
10 MERITS

*TURNING IN LATE WORK (LIKE NOT MAKING THE DEADLINE ON THE
KELLY COMMUNIQUE)
3 MERITS

*NOT FOLLOWING THROUGH WITH AN ASSIGNMENT OR ACTIVITY
5 MERITS

**CHANGES WILL BE MADE WHEN DEEMED NECESSARY BY THE SENIOR
OFFICERS AND STAR FLEET COMMAND.

***ALL PROMOTIONS MUST HAVE A RECOMMENDATION BY THEIR
DEPARTMENT HEAD OR SENIOR OFFICERS.

DATA BANKS

Recent amazing developments in the space program show by computer that the sun really did stand still as the Bible says. Mr. Harold Hill, president of the Curtis Engine Co., in Baltimore, Md., and a consultant in the space program, relates the following:

"I think one of the most amazing things that God has for us today happened recently to our astronauts and space scientists at Green Belt, Md. They were checking the position of the sun, moon, and planets out in space where they would be 100 years and 1,000 years from now. We have to know this so we don't send a satellite up and have it bump into something later on in its orbits. We have to lay out the orbits in terms of the life of the satellite, and where the planets will be so the whole thing will not bog down! They ran the computer measurement back and forth over the centuries and it came to a halt. The computer stopped and put up a red signal, which meant that there was something wrong either with the information fed into it or with the results as compared to the standards. They called in the service department to check it out and they said, 'It's perfect.' The head of operations said, 'What's wrong?' 'Well, they have found there is a day missing in space in elapsed time.' They scratched their heads and tore their hair. There was no answer!

"One religious fellow on the team said, 'You know, one time I was in Sunday School and they talked about the sun standing still.' They didn't believe him, but they didn't have any other answer so they said, 'Show us.' He got a Bible and went back to the book of Joshua where they found a pretty ridiculous statement for anybody who has 'common sense.' There they found the Lord saying to Joshua, 'Fear them not for I have delivered them into thine hand: there shall not a man of them stand before thee.' Joshua was concerned because he was surrounded by the enemy, and if darkness fell they would overpower them. So Joshua asked the Lord to make the sun stand still! That's right--'The sun stood still, and the moon stayed . . . and hasted not to go down about a whole day' (Joshua 10:8, 12, 13). The space men said, 'There is the missing day!' They checked the computers going back into the time it was written and found it was close but not close enough. The elapsed time that was missing back in Joshua's day was 23 hours and 20 minutes--not a whole day. They read the Bible and there it was--'about (approximately) a whole day.'

"These little words in the Bible are important. But they were still in trouble because if you cannot account for 40 minutes you'll still be in trouble 1,000 years from now. Forty minutes had to be found because it can be multiplied many times over in orbits. This religious fellow also remembered somewhere in the Bible where it said the sun went backwards. The space men told him he was out of his mind. But they got out the Book and read these words in 2 Kings: Hezekiah, on his deathbed, was visited by the prophet Isaiah who told him that he was not going to die. Hezekiah asked for a sign of proof. Isaiah said, Do you want the sun to go ahead ten degrees? Hezekiah said, It's nothing for the sun to go ahead ten degrees, but let the shadow return backward ten degrees (2 Kings 20:9-11). Isaiah spoke to the Lord and the Lord brought the shadow ten degrees backward! Ten degrees is exactly 40 minutes. Twenty-three hours and 20 minutes in Joshua, plus 40 minutes in 2 Kings make the missing 24 hours the space travelers had to log in the logbook as 'being the missing day in the universe! Isn't that amazing? God is rubbing their noses in His Truth!"

No, Elder, that's not in the scriptures.. You're quoting from a "Star Trek" episode.



CALENDAR

- JUNE 23: YEOMAN RUTHANN SWENSON'S BIRTHDAY
JUNE 24: LIEUTENANT WAYNE SWENSON'S BIRTHDAY
JUNE 23-24: CREATION'S LOS ANGELES CONVENTION
JUNE 25: LIEUTENANT MARK GRIFFETH'S BIRTHDAY
- JULY 1: ENSIGN JENNY HANSEN'S BIRTHDAY
JULY 13: PATRICK STEWART'S BIRTHDAY
(CAPTAIN JEAN-LUC PICARD)
JULY 23: ACTING ENSIGN LYSLE SWENSON'S BIRTHDAY
JULY 29: WIL WHEATON'S BIRTHDAY
(ENSIGN WESLEY CRUSHER)
- AUGUST 11: TECHNICIAN NATOSHA ALVARADO'S BIRTHDAY
AUGUST 17: HARVE BENNETT'S BIRTHDAY
AUGUST 17-18: COMICS UTAH'S KUBLA KHAN CONVENTION
REDWOOD MULTI-PURPOSE CENTER
AUGUST 19: GENE RODDENBERRY'S BIRTHDAY
AUGUST 19: JONATHAN FRAKES'S BIRTHDAY
(COMMANDER WILLIAM RIKER)
AUGUST 19: DIANA MULDAUR'S BIRTHDAY
(DR. KATHERINE PULASKI)

VULCAN

1. IN ROMAN MYTHOLOGY, THE GOD WHO PRESIDED OVER FIRE AND THE WORKING METALS: LATER IDENTIFIED WITH THE GREEK HEPHAESTUS AND CONSIDERED TO BE LAME.
2. A HYPOTHETICAL PLANET BETWEEN MERCURY AND THE SUN, THE EXISTENCE OF WHICH HAS NEVER BEEN ESTABLISHED.
3. A VOLCANO.

YANKEE TRADER

WE HAVE A FEW OF THE U.S.S. KELLY KEY CHAINS FOR \$1.00. THESE ARE THE ONES WE PRESENT TO THE ACTORS.

WE ALSO HAVE SOME U.S.S. KELLY PATCHES FOR YOUR TV SERIES UNIFORM FOR \$2.00.

IF YOU WOULD LIKE A NAME BADGE CONTACT ENSIGN C. CLAYTOR @ 531-6004.

STAR TRIP THE NEXT GENERATION

May 2, 1990

Wayne Swenson
8728 So. 620 Et. #116
Sandy, UT 84070

Dear Wayne,

Thank you for your letter, and sorry about the delay in getting an answer to you.

The Enterprise-C is an Ambassador-class starship, and we do not have any specs or plans for it, sorry.

The Klingon ship from this episode was actually the same we have seen before, but filmed differently. Again, we have no specs or plans on this.

Picard and Guinan met when he was young, and that is all we know (and even that may not be accurate ... we tend to make up new information if it is needed).

Troi and Riker met when he was stationed on Betazed, and they had a relationship during that time.

Picard was formerly the Captain of the Stargazer, and Riker served as First Officer on the Hood, and that is as much as we know about those two.

Sorry I can't be of more help, and sorry about taking this long to answer you.

Sincerely,



Richard Arnold

THIRD SEASON EPISODE GUIDE

| | |
|-------------------------------------|----------|
| EVOLUTION (Ev)..... | 10/01/89 |
| THE ENSIGNS OF COMMAND (EC)..... | 10/08/89 |
| THE SURVIVORS (Sv)..... | 10/15/89 |
| WHO WATCHES THE WATCHERS (WWW)..... | 10/22/89 |
| THE BONDING (Bo)..... | 10/29/89 |
| BOOBY TRAP (BTr)..... | 11/05/89 |
| THE ENEMY (En)..... | 11/12/89 |
| THE PRICE (Pr)..... | 11/19/89 |
| THE VENGEANCE FACTOR (VF)..... | 11/26/89 |
| THE DEFECTOR (De)..... | 1/07/90 |
| THE HUNTED (Hu)..... | 1/14/90 |
| THE HIGH GROUND (HGr)..... | 2/04/90 |
| DEJA Q (DQ)..... | 2/11/90 |
| A MATTER OF PERSPECTIVE (MP)..... | 2/18/90 |
| YESTERDAY'S ENTERPRISE (YE)..... | 2/25/90 |
| THE OFFSPRING (Of)..... | 3/18/90 |
| SINS OF THE FATHER (SF)..... | 3/25/90 |
| ALLEGIANCE (All)..... | 4/01/90 |
| CAPTAIN'S HOLIDAY (CaH)..... | 4/08/90 |
| TIN MAN (TM)..... | 4/29/90 |
| HOLLOW PURSUITS (HP)..... | 5/06/90 |
| THE MOST TOYS (MoT)..... | 5/13/90 |
| SAREK (Sa)..... | 5/20/90 |
| MENAGE A TROI (MeT)..... | 6/03/90 |
| TRANSFIGURATIONS (Tr)..... | 6/10/90 |

Here is a look at some Next Generation episodes you will never see on television.

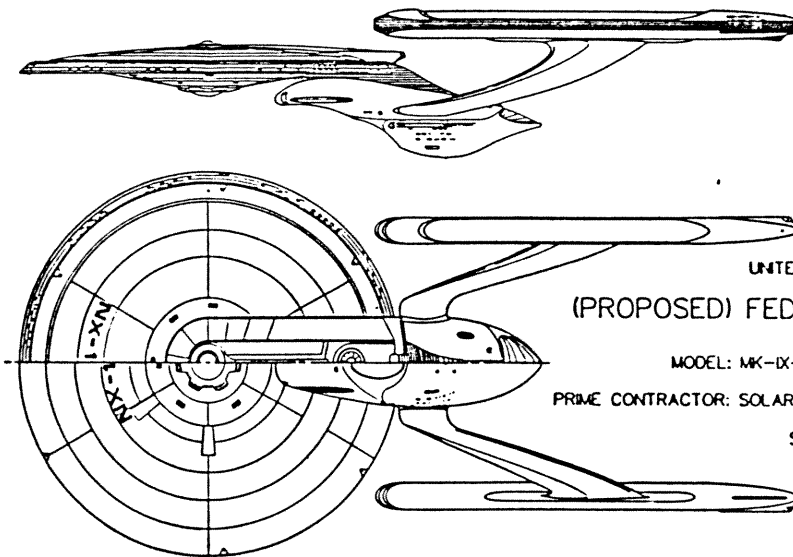
BLOOD AND FIRE

"Blood and Fire" begins with the Enterprise approaching a scientific research vessel known as the U.S.S. Copernicus, which had sent out a distress signal and is now adrift with no further communication. An Away Team beams over, and is horrified to find many lifeless bodies, apparently drained of their blood. Geordi's visor detects quick glimpses of wavicles, but they are gone before he can study them further. Ultimately Beverly Crusher, who has been tracking the Away Team's progress, realizes that the crew must have become infected with bloodworms, a life form that spreads so quickly and so deadly a manner that Starfleet's standing orders are to never attempt rescue of a vessel whose crew has contracted them. Eventually Beverly derives a cure, in which all of the blood is drained out of the victim's body, killing the bloodworms, and then replaced by an artificial substance. While Beverly beams over to the Copernicus to try out her cure, Data informs her that the bloodworms were created as a doomsday weapon to be used in a Regulan war. Ultimately Beverly and the others come to the conclusion that the bloodworms are desperately trying to metamorphosize into another life form, but something in their genetic make-up is preventing the transition. Using plasmasites and a human volunteer/sacrificial lamb, they are able to aid in the transformation of the bloodworms into a "beautiful glowing cloud of color and light and flickering sparkles." As they reach the next step of their evolution, what had once represented horror and death, is now a thing of beauty and a source of awe.

TERMINUS

Enroute to deliver medical supplies to Bynax II, the Enterprise receives a distress signal from Ty Norsen, who claims that the planet is in extreme danger. Warp speed is increased, when scanners pick up an unidentifiable object which is approaching. Scanners indicate that it is mechanical in nature, and its speed is increasing. The object passes the starship and is gone. Enterprise arrives at Bynax II, and finds that there are no life forms evident on the planet. An Away Team beams down, and quickly comes to the conclusion that the lack of people, coupled with the earlier distress signal, indicates that something terrible is happening. They eventually learn that the people are underground, having been instructed to go there by Norsen who warned them of great danger and destruction. Riker wants to know what's going on, but neither he nor Picard can get information out of the uncooperative Norsen. What Picard really wants to know is how Norsen had been able to send a distress signal before there had been any danger. The mysterious object appears in space and starts scanning the planet. Norsen demands that the Enterprise provide protection, but then the object vanishes again. Both Picard and Troi consider the possibility that Norsen is being controlled by

an outside intelligence. Norsen rebukes this claim, pointing out that his prediction of danger from this object (which has begun to bombard the planet's surface with gamma rays) has turned out to be correct, although he never explains just how he was able to come to this conclusion ahead of time. While all this is going on, Data has been acting very strangely, causing concern among his shipmates. Quite stunning to everyone is the discovery on the planet's surface of another Data, and after the two androids speak and are brought to the bridge, some answers finally emerge. What they discover is that the object on the planet's surface is an exact duplicate of the device which had created Data on his native world, and has actually played a large hand in making Bynax II a habitable world. Apparently there are many of these devices located at strategic points throughout the universe, all doing their best to help humanity, who they admire very much. One of these devices had been destroyed by humans on a faraway planet and this race, angered by such an action, sent out a duplicate to hunt down the responsible people to extract revenge. Unfortunately something went wrong with the programming, and that particular object just continued in its mission to wipe out human life forms. The communicating ability of the objects reached the one stationed on Bynax II, and the only way for it to communicate the threat was to "influence" Norsen's thinking patterns by giving him the image of the imminent destruction, thus allowing the man to lead to colony underground before the object arrived to unleash its wrath. When the message wasn't clear enough, it created a copy of Data, the only other machine image it was aware of and this version was given the task of warning everyone that the device was headed their way. Data II utilizes the creations of Wesley Crusher, and together they serve as a decoy for the returning object, which bombards them with gamma rays. While this going on, the Enterprise opens fire with photon torpedoes, destroying it instantly. With the threat gone, Norsen leads the colony back to the surface, where they will rebuild, aided by a new android: Data III.

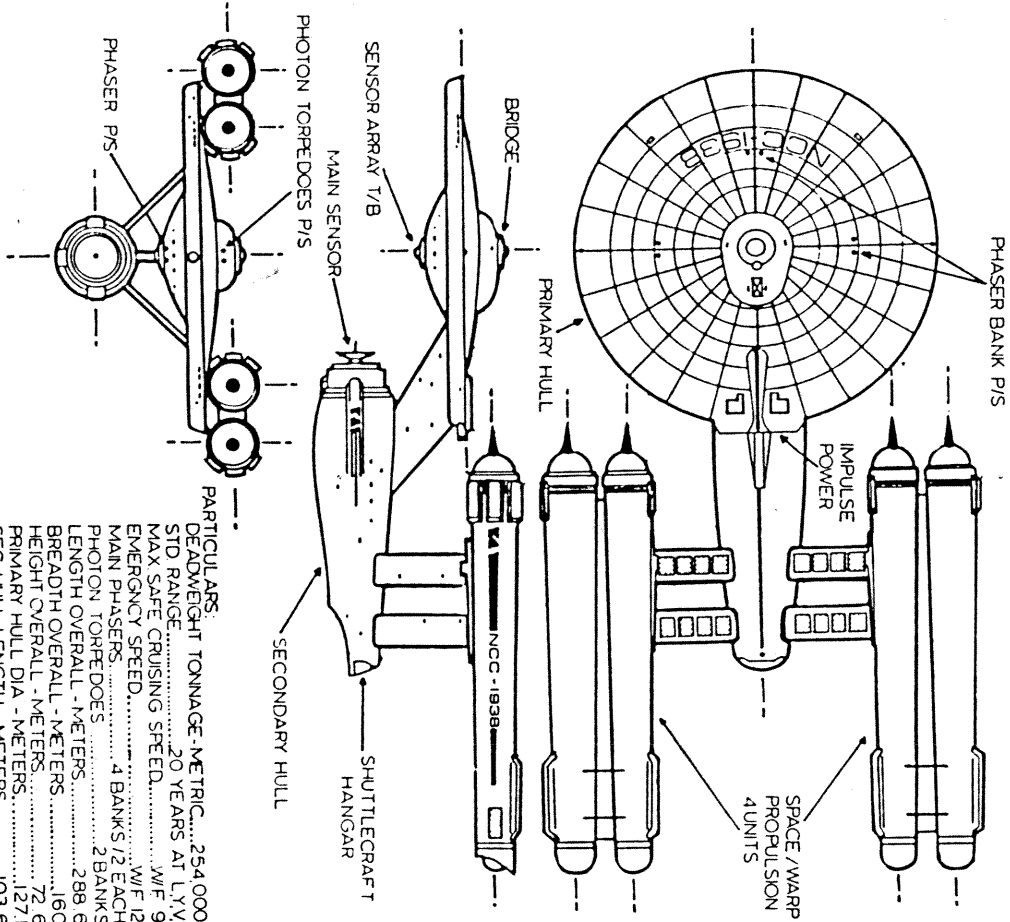


UNITED FEDERATION OF PLANETS • STAR FLEET DIVISION
 (PROPOSED) FEDERATION EXPERIMENTAL STARSHIP NX-1701-A

MODEL: MK-IX-B TYPE: HEAVY CRUISER CLASS: ENTERPRISE-STARSHIP II
 PRIME CONTRACTOR: SOLARIS CORPORATION \ BREEZE DIVISION - FEDERATION NAVAL RESEARCH COMPLEX
 SYSTEM: SOL \ EARTH - VENTURA, NORTH AMERICA

CLASS I BATTLE CRUISER

CORAL SEA CLASS STARSHIPS

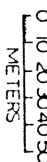


STD SHIPS COMPLIMENT:
 OFFICERS (COMMAND)..... 48
 CREW (ENSGN GRADE)..... 395

SEE BOOKLET OF GENERAL PLANS FOR DETAILS

PARTICULARS:

| | |
|----------------------------------|--------------------|
| DEADWEIGHT TONNAGE - METRIC..... | 254,000 |
| STD RANGE..... | 20 YEARS AT L.Y.V. |
| MAX SAFE CRUISING SPEED..... | W/F 9 |
| EMERGENCY SPEED..... | W/F 12 |
| MAIN PHASERS..... | 4 BANKS / 2 EACH |
| PHOTON TORREDOES..... | 2 BANKS |
| LENGTH OVERALL - METERS..... | 288.6 |
| BREADTH OVERALL - METERS..... | 160 |
| HEIGHT OVERALL - METERS..... | 72.6 |
| PRIMARY HULL DIA - METERS..... | 127.1 |
| SEC. HULL LENGTH - METERS..... | 103.6 |
| SEC. HULL MAX DIA - METERS..... | 34.1 |
| PROP UNIT LOA - METERS..... | 153.6 |
| PROP UNIT DIA - METERS..... | 17.3 |



BATTLE CRUISER CLASS

AUTHORIZED CONSTRUCTION

THE FOLLOWING SHIPS OF THE MK-XI CLASS WERE AUTHORIZED BY STAR FLEET
 APPROPRIATION OF STARDATE 5099:
 CORAL SEA - NCC - 1938... INSURGENT - NCC-1939
 FOREST SHERMAN - NCC-1940

* CLASS SHIP. ** LOST IN THE LINE OF DUTY. ALL NAMES PRECEDED WITH "U.S.S."

Writer's Technical Guide

THIRD SEASON STAR TREK BACKGROUND INFORMATION

SPACE TRAVEL. Here is a brief guide to the time involved in 24th century space travel: (NCC-1701D)

| speed | Earth to moon | Across solar system | Between 2 nearby stars |
|--------------|---------------|---------------------|------------------------|
| Full Impulse | 5.38 sec | 44 hrs. | 20 yrs. |
| Warp Fac. 2 | 0.13 sec. | 1 hr. | 6 mths. |
| Warp Fac. 6 | .0034 sec. | 2 min. | 5 days |
| Warp Fac. 9 | .0008 sec. | 26 sec. | 1 day |

Reference information: Full Impulse is 1/4 lightspeed, while Warp 6 is 263 billion MPH, and Warp 9 is 1.02 trillion MPH. Maximum rated speed is Warp 9.6; with Warp 9.9 possible (double the Warp 9 speeds!) for a few minutes (auto shutdown after 10 minutes).

STARBASES. Starfleet Command maintains a network of a little over 500 support and operations facilities.

SECTORS. Sectors are properly known by a 5 digit number. Sectors within the Federation usually have numbers between 17000 and 19000. In no case should a sector have a number smaller than 01000, or larger than 36999.

ENTERPRISE STRUCTURE. Assuming 8' ceilings, the saucer section has 11,500,000 square feet (raw deck space), or 7,500,000 usable footage. Engineering is 1,250,000 sq. ft. with 850,000 usable. The established figure for personnel on board is 1012 people. The Galaxy Class vehicle can comfortably accept up to 6500 people, and even at this level, each person could enjoy 1200 sq. ft. of deck space. For evacuation duty, it might be able to take on an additional 15,000 persons over the 6500 before straining its services and habitat space.

TRACTOR BEAM OPERATION. The emitter is a forcefield device capable of focussing a wave particle like gravitons and projecting that field toward its target. On the *Enterprise*, the emitter can pitch around 180 degrees and yaw 360 degrees, so that it can home in on most any angle. Almost nothing can be touched by the beam at 20,000 km, since the gravitons have a very short

lifetime and will disintegrate. Conversely, on full power, you'd have to be touching the device if the object were to affect an object with a mass of 10,000,000 tons. For most peaceful applications, we are able to maneuver ships equal or larger to the *Enterprise* (and smaller, of course). The NCC-1701D could tow another Galaxy-class vessel from as far away as 2000 kilometers.

PHASERS. *Type 1, Setting 1* is the lowest setting, basic "stun." When aimed at an inanimate object, it merely warms up. This setting will not make a mark on a wall. *Setting 2*, medium stun. When aimed at a chicken pot pie, it will cook in about 5 minutes. *Setting 3* is heavy stun. Normal humans will sleep it off in an hour. Tougher bioforms will snooze about 15 minutes. Houseflies will boil. *Setting 4* is where it starts to hurt. Humans suffer neural damage, which is 90% reversible. Small pets become vegetables. This setting will discolor the walls. *Setting 5*, will ignite clothing and building materials. Simple personal forcefields will be penetrated in 5 seconds. Large Away Team fields will not be affected. *Setting 6* is a definite "kill" setting. Will bore holes in building materials and penetrate human tissue through exit wounds. *Setting 7*, human tissue will suffer immediate death. Typical hits destroy matter to a diameter of 20 inches or better. *Setting 8*, is total zap! This will cause a humanoid to totally vaporize. Dense material, such as rock walls, eat away slowly.

PHASER, Type 2. (Shown in *Galaxy Class* issue #5). Has sixteen settings, with 1-8 being same as above. *Setting 9-10*, will punch holes in 1-foot thick titanium hull walls without shields (the *Enterprise* hull is typically 2-ft. thick with heavy shields). *Setting 11-12*, rock walls can be drilled a rate of one foot per minute. Large trees will vanish. *Setting 13-15*, large geologic structures will be disrupted (hillsides, etc.). Very power-intensive and cannot be used repeatedly without cool down and recharging. *Setting 16*, is the highest available in a hand-held phaser. The point hit from this can disrupt large

artificial structures and geologic formations (typically destroying a volume of rock some 100 meters across!). Cool down period is six seconds; a Type 2 phaser can release about ten shots of this magnitude before depletion.

There are larger phasers available, such as the Type 3 rifle. Its output is about 1.5 times that of a "2" model. The largest phaser in Starfleet's inventory is the LPA, or Large Phaser Array, a Type 10 device mounted externally on Starfleet spacecraft.

NOTE: There is a definite computer intelligence connection between the phasers and the *Enterprise* internal structure. There are enough "smarts" carried within either types to allow them to communicate with the ship computers. This allows phasers to reach a restricted power output while on board, thereby insuring a random blast does not cut through hull structures.

(ED. NOTE: We would also assume that overloads would be damped down, so as to only cause small charge explosions and not megablasts.)

HABITABLE PLANETS. Because certain size planets lose atmosphere over time (small), and others may retain large amounts of hydrogen (large), there is a definite range of theoretically habitable worlds. Smallest habitable should be a mass of .40 (the Earth is 1.0 in these examples) with a radius of .78, or 3090 miles. A surface gravity of .68. The largest would be 2.35, a radius of 1.25 or 4950 miles, with a surface gravity 1.5 times that of Earth.

EMERGENCY LANDING. When separated, the primary (saucer) hull can theoretically be maneuvered into the atmosphere of a Class M planet and (hopefully) safely landed. The structural strain would mean that it could never return to space.

INTERSTELLAR STRINGS. Also called "super strings." Incredibly long gossamers of incredibly dense material. Current theory describes them as a black hole that's one proton in diameter but light-years long, and virtually undetectable at a distance except by its intense gravity. If a ship were to fly through such a string, it would cut the ship neatly in two. If it got entangled in a solar system, it could slice the planets and star into pasta. If a way could be found to manufacture or control these objects, they could be a potent weapon or defensive system. ■

TRIVIA

THESE QUESTIONS WERE PULLED OUT OF A CAPTAINS RECERTIFICATION TEST, HOW WELL CAN YOU DO WITHOUT LOOKING THEM UP???

- 1.WHAT IS "PEOPLES EXHIBIT #1"?
- 2.WHAT FEDERATION FLEET WAS SENT TO ENGAGE KOR'S FLEET?
- 3.WHAT IS THE PHONE NUMBER OF THE CETACEAN INSTITUTE?
- 4.THE SKELETON OF A SUR SNAKE IS SIMULAR TO WHAT?
- 5.WHAT IS JOKE 663?
- 6.ON WHAT PAGE IS THE "NIGHTINGALE WOMEN"?
- 7.WHO SAID, "I HAVE NEVER UNDERSTOOD THE FEMALE CAPACITY TO AVOID A DIRECT ANSWER TO ANY QUESTION"?
- 8.V'GER IS HOW MANY AU'S IN DIAMETER?
- 9.WHAT ARE MOMMIES?
- 10.WHAT IS STEVE O'CONNEL'S FAVORITE ICE CREAM?
- 11.PHYLOSAINS SPEAK BY THE MEANS OF WHAT?
- 12.WHAT IS THE COLOR OF RUTH BONAVENTURES DRESS?
- 13.WHAT IS THE REGISTRY NUMBER OF THE U.S.S. REPULSE?
- 14.WHAT WAS ON THE TAPE NURSE CHAPEL USED TO GET ENSIGN GARROVICK TO EAT?
- 15.WHO SAID, "MONSTERS COME IN MANY FORMS, AND DO YOU KNOW THE MONSTER OF THEM ALL, GUILT"?
- 16.WHO MAKES "THE SWEETEST LITTLE AUTOMATIC IN THE WORLD"?
- 17.NAME SPOCK'S HOME CITY?
- 18.WHAT DOES DUUR CALL KIRK WHEN HE DECLINES MORTAL COMBAT?
- 19.WHAT WAS J'ONN'S PAIN?
- 20.WHAT IS FERMAT'S LAST THEOREM?

WHAT DOES CAPTAIN KIRK AND TOILET PAPER HAVE IN COMMON?

ANSWER:
THEY BOTH CIRCLE URANUS LOOKING FOR KLINGONS.

STAR GAZER

BRENT SPINER

Lieutenant Commander Data

In "Star Trek: The Next Generation"



Brent Spiner not only believes in extraterrestrials, he thinks he is one. "Obviously I'm from another planet," he laughs, but adds seriously that he does believe in extraterrestrials and will continue to do so until the concept is disproven.

"I'm one of those people who believes mankind will find all the answers out in space, but the first step is to get off this planet. The sun is going to burn out eventually and we better be someplace else as a race of people by the time that happens. I think that's why everybody digs 'Star Trek' because they know it's a part of all our futures and represents a vision of hope," he says.

In the new series, Spiner is cast as the Android, Lieutenant Commander Data, who possesses super strength and an incredible memory. "As the series opens, we don't know too much about Data, only that he was constructed by beings on a planet that no longer exists. He's the only thing left. His creators programmed him with a world of knowledge -- he's virtually an encyclopedia -- but only in terms of information, not behavior. He's totally innocent. However, he does possess a sense of question and wonder that allows him to evolve. His objective is to be as human as possible."

Spiner was born and raised in Houston, where, between the ages of eleven and fifteen, he saw three movies a day. "At fifteen I was already a major film buff. I could quote lines from movies, tell you who was in it and in what year it was made. I always fantasized about being an actor. I was also lucky enough to have a brilliant teacher in high school named Cecil Pickett, who was capable of seeing potential, nurturing it and making me aware of it."

After college Spiner did a lot of off-Broadway, what he calls "gritty, ugly plays." "The one that finally pushed me over into the serious actor category was a public theatre production of 'The Seagull' for Joseph Papp."

Spiner eventually won roles in the Broadway musical productions of "Sunday in the Park with George," "The Three Musketeers" and "Big River," based on the story of Huckleberry Finn.

Since moving to Los Angeles in 1984, Spiner appeared in the Westwood Playhouse production of "Little Shop of Horrors." Among his other credits are the Woody Allen film "Stardust Memories" and guest-starring roles in such television series as "Cheers," "Twilight Zone," "Night Court" and "Hill Street Blues."

Kirks Among Us

PEOPLE LOVE TO TALK ABOUT GENEALOGY AND SO IT IS PERHAPS INEVITABLE THAT WE WOULD WONDER ABOUT OUR STAR TREK HEROES, PARTICULARLY CAPTAIN JAMES T. KIRK WHOSE ANCESTRY AND HERITAGE WERE MENTIONED IN SEVERAL EPISODES. AND INDEED, THE HISTORICAL RECORD IS RICH WITH IMPORTANT MEN NAMED KIRK.

WE KNOW THAT CAPTAIN JAMES T. KIRK IS A GREAT TACTICIAN. LIKEWISE, ONE OF THE FIRST KIRKS ON RECORD IS SIR DAVID KIRK, A BRITISH NAVAL HERO. THIS KIRK WAS ACTIVE IN THE WAR BETWEEN FRANCE AND BRITAIN FOR CONTROL OF CANADA. KIRK SEIZED THE FRENCH FLEET AND OBTAINED THE SURRENDER OF THE FORTRESS-COLONY OF QUEBEC, AN ACTION THAT EARNED HIM A KNIGHTHOOD FROM KING CHARLES I IN 1633.



JAMES T. KIRK IS ALSO FAMOUS AS AN EXPLORER, AND SO, TOO, WAS SIR JOHN KIRK. SIR JOHN KIRK ACCOMPANIED THE SCOTTISH EXPLORER AND MISSIONARY, DR. DAVID LIVINGSTONE, DOWN THE ZAMBEZI RIVER ON WHAT IS TODAY THE BORDER BETWEEN ZAMBIA AND ZIMBABWE, AND EVENTUALLY BECAME THE BRITISH CONSUL GENERAL IN ZANZIBAR. ODDLY ENOUGH, KIRK STAYED WITH LIVINGSTONE FOR FIVE YEARS, AND THE DOMINANT TRIBE IN THE AREA WAS (AND IS) THE BANTU, FINGERED BY STAR TREK AUTHORS AS THE TRIBE OF COMMANDER UHURA'S ANCESTRY.

IN THE EPISODE SPECTRE OF THE GUN, JAMES T. KIRK INFORMS US THAT HIS ANCESTORS PIONEERED THE AMERICAN FRONTIER. AND INDEED, THERE EXISTS IN MISSOURI THE TOWN OF KIRKSVILLE, FOUNDED IN 1841 BY JESSE KIRK. HERE WE SEE AN ECHO OF THE CRAFTINESS THAT IS A PART OF JAMES T. KIRK. THE TOWN FATHERS CAME OUT TO THE LAND WHERE THEY WISHED TO BUILD THE TOWN, AND FOUND IT EMPTY SAVE FOR THE SMALL HOUSE OF JESSE KIRK AND HIS WIFE. THE HUNGRY SETTLERS

GLADLY ACCEPTED KIRK'S OFFER OF DINNER, OVER WHICH THEY TOLD KIRK OF THE PLANS FOR THE TOWN. KIRK APPROVED, AND ASKED THAT THE TOWN BE NAMED FOR HIM. IT WAS, AND HAS REMAINED SO TO THIS DAY.

IN MANY EPISODES, JAMES T. KIRK HAS FUNCTIONED AS BOTH A DIPLOMAT AND A SOLDIER. SUCH A SITUATION WOULD BE FAMILIAR TO ADMIRAL ALAN G. KIRK OF THE UNITED STATES NAVY. ANNAPOLIS GRADUATE ALAN KIRK SERVED IN SEVERAL POSTS AT SEA AND AS AN INTELLIGENCE OFFICER. KIRK COMMANDED A 500-SHIP TASK FORCE DURING THE ALLIED INVASION OF SICILY IN 1943, AND IN 1944 COMMANDED THE ALLIED NAVAL FORCE THAT SUPPORTED THE D-DAY INVASION OF NORMANDY.

AFTER THE WAR, KIRK TURNED TO DIPLOMACY, SERVING UNDER HARRY TRUMAN FIRST AS U.S. AMBASSADOR TO BELGIUM AND U.S. MINISTER TO LUXEMBOURG, AND THEN AS U.S. AMBASSADOR TO THE USSR DURING THE HEIGHT OF THE STALIN ERA. LIKE JAMES T. KIRK, ALAN G. KIRK WAS PASSIONATELY COMMITTED TO FREEDOM, BECOMING HEAD OF RADIO LIBERATION AND SERVING AS CHIEF OF THE PSYCHOLOGICAL STRATEGY BOARD OF THE NATIONAL SECURITY COUNCIL. HE WOUND UP HIS DIPLOMATIC CAREER AS JOHN F. KENNEDY'S AMBASSADOR TO TAIWAN.

ALAN G. KIRK DIED IN 1964, TWO YEARS BEFORE STAR TREK BEGAN, SO HE WAS NEVER BOTHERED WITH ANNOYING QUESTIONS ABOUT THE OTHER CAPTAIN KIRK. IT WOULD BE RATHER DIFFICULT TO BE A KIRK IN THE YEARS SINCE STAR TREK, EVEN MORE SO TO BE A CAPTAIN KIRK. AS CAPTAIN PIERRE D. KIRK OF THE UNITED STATES ARMY FOUND OUT, IT CAN BE BOTH A CURSE AND A BLESSING.

CAPTAIN PIERRE KIRK WROTE A LETTER TO JAMES BISH, AUTHOR OF THE POPULAR STAR TREK TV SERIES NOVELIZATIONS, WHICH WAS PUBLISHED IN ONE OF THE BOOKS. HE WROTE OF THE MANY THINGS THAT THE MEN OF HIS COMMAND, THE 363RD TRANSPORTATION COMPANY STATIONED IN THE REPUBLIC OF VIET NAM, DID TO IDENTIFY WITH THE SERIES (WHICH DID MUCH FOR MORALE). KIRK'S JEEP WAS ALTERED SO THAT ITS REGISTRATION NUMBER SHOWED AS NCC-1701, WEAPONS WERE REFERRED TO AS "PHASERS" AND THE MEN ADOPTED ENTERPRISE CREW AND DEPARTMENT NAMES FOR USE AS RADIO CALL SIGNS. THE NAMES OF THE SERIES REGULARS FELL UPON THE COMPANY'S OFFICERS, THE EXECUTIVE OFFICER BECOMING "SPOCK." INDEED, KIRK REMARKED THAT THE MEN HOPEFULLY BUT UNSUCCESSFULLY SUGGESTED AN "EAR JOB"...

THE SUBJECT OF KIRK'S LETTER TO BISH WAS AN INCIDENT INVOLVING SNIPERS ATTACKING HIS CONVOY ON THE ROAD FROM AN KHE TO DA NANG. KIRK SAW THIS AS THE PRELUDE TO AN AMBUSH AND DECIDED TO RUN THROUGH THE AREA. THIS WAS A NERVOUS SITUATION AND CAPTAIN KIRK ATTEMPTED TO "FIRE UP" THE MEN BY RADIOING: "ATTENTION VIET CONG. WE ARE THE FEDERATION STARSHIP ENTERPRISE, AND YOU ARE NOW IN DEEP TROUBLE. PHASER BANKS--CHARGE YOUR PHASERS AND FIRE ON MY ORDER."

TO KIRK'S ASTONISHMENT, THE RADIO IMMEDIATELY BEGAN SCREAMING IN VIETNAMESE, THE SNIPER ACTIVITY CEASED, AND THE CONVOY PROCEEDED

WITHOUT INCIDENT. KIRK TOLD BLISH THAT "THE ONLY THING I CAN ASSUME IS THAT THE V.C. WERE MONITORING OUR BROADCAST TRANSMISSIONS, AND HAD SEEN THE SHOW...AND THOUGHT THAT WE WERE IN FACT THE ENTERPRISE. UNDER THE CIRCUMSTANCES I CAN READILY UNDERSTAND THIS RELUCTANCE TO ENGAGE US...HAPPILY I CAN REPORT THAT...NO CASUALTIES WERE SUFFERED BY THE CREW OF THE ENTERPRISE."

AS BLISH POINTED OUT, THIS MAY HAVE BEEN THE FIRST TIME IN HISTORY THAT A TELEVISION SERIES WAS INSTRUMENTAL IN SAVING LIVES DURING WARTIME ON BOTH SIDES.

WE LIKE TO SAY STAR TREK LIVES!", AND IT'S CLOSER TO OUR LIVES THAN WE MIGHT THINK. THERE HAVE INDEED BEEN MANY KIRKS AMONG US.

QUOTE OF THE MONTH

"IF WE'RE GOING TO BE DAMNED,
LET'S BE DAMNED FOR WHAT WE REALLY ARE."

CAPTAIN JEAN-LUC PICARD
in ENCOUNTER AT FARPOINT

HAILING FREQUENCIES CLOSED



COMPILED BY
CAPTAIN DENNIS R. HOLLINGER