



KELLY COMMUNIQUE

VOLUME TWENTY-THREE

JULY/AUGUST 1993



***SAREK OF VULCAN
HE LIVED LONG
AND PROSPERED
NOW MAY HE
REST IN PEACE***

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LCARS

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LOG ENTRY

58-321588

First Officer's Log, stardate 46070.1.

As we head into the midst of an eventful summer season, I look at the accomplishments we have achieved, the fun we have had, and the experience we have gained. At the Dominion Picnic, at various conventions, and at all of our activities, the crew of the U.S.S. Kelly has stood out as a measuring stick for excellence. I am proud of the way the crew looks, acts, and thinks, and it is a pleasure to serve with men and women who strive to learn and grow and experience a wide variety of life, as this crew does. When I see the growth of our fan club, and of Star Trek, in general, I realize that we owe that growth to those who dreamed the dreams and who provided the building blocks for us to climb. There are far too many to name them all. Some of them are still here, paving the way for more growth and an exciting future. So, I would like to dedicate this communique to all those who have worked to keep the dream of Star Trek a reality. Come along as we explore the past, present and future. Let us Return to Tomorrow!

Commander Richard Henline, recording.

U.S.S. KELLY

ASK NUMBER ONE

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I am quite often asked questions about how warp drive works, or why whips can't go faster than warp 10, etc., etc., etc. This type of question can be most easily answered by looking in a technical manual or journal. The next most asked questions are about how to get knowledge points or find out answers to training quizzes. I am more than happy to answer questions that come from training quizzes in this article. If you ask to know all the answers to Training Quiz #7, for instance, I will not answer that. But, if there is a difficult question that is holding you back, I will give you the answer and tell you where that answer can be found. For more help on the training quizzes, refer to the following article by Lt. Carl Stark. It should help you learn how to research and complete the quizzes.

SUGGESTIONS FOR FILLING OUT AND PASSING OFF TRAINING QUIZZES

This is a list of suggestions for finding the answers to and passing off training quizzes. Some of them you may already know, others may be quite new to you. If you know of one that I missed please point it out to me. Thank you.

I. Finding answers for your training sheets

- A. Reference Books: There are a large number of reference books for Star Trek. Some are very helpful and contain accurate information while others many have several flaws. Some of the better examples are The Star Trek Concordance, The Star Trek Compendium, Starfleet Technical Manual, The Making of Star Trek, The World of Star Trek, Star Trek: The Next Generation Companion, Star Trek: The Next Generation Technical Manual, TNG Volumes 1-4, and The Star Trek Chronology. Most of these books are available at local bookstores, dealer rooms at conventions, your local library. Your Commanding Officer and the Command Staff may also have copies for use. One book in particular is very helpful with training quizzes. That is the Character Guide, updated yearly by the Command Staff.
- B. Kelly Communique: One of the main functions of the Communique is to provide answers for the training sheets. The editors place information from a large number of sources into the communique. They do this because everybody will not be able to afford the large number of reference books that are out there. Thus, the communique is not only entertaining but informative, as well. They are available from the Command Staff at every other monthly activity for \$1 or buy a

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years' subscription to be mailed to you for \$8. Back issues are available from the command staff for only \$1 each.

- C. Videos: Practically all original series episodes, animated episodes, and movies are available at video rental stores. And with the majority of homes with VCRs, most Kelly members have a large part of TNG and DS9 episodes recorded. In talking to fellow members, COs, and Command Staff members, they may allow you to view the episodes you do not already have.
- D. Magazines: Starlog Press puts out quarterly magazines for both TNG and DS9. They contain color photos, episode information and looks at behind-the-scenes. Starlog also prints magazines with special effects information. They are available at most bookstores, magazine shops, and conventions.

II. Memorizing Training Quizzes

- A. Friends: It could be someone not involved with the Kelly, another crewmember, or your Commanding Officer. Someone who is willing to sit down with you and quiz you on your current sheet. I have used this method before and I found it works extremely well.
- B. Cards: Take a pack in index cards and write the question down on one side and the answer on the other. Look at the question and if you can't answer it then look at the answer on the other side before placing it at the bottom of the pile. The cards are easy to carry so you can take them with you wherever you go. Also, you can place the more difficult cards to the side and study them more frequently than the ones you already know. I have not used this method, but I have seen it work very successfully.
- C. Blank Training Sheet: Write your answers on a separate piece of paper instead of the training sheet. Look at the sheet and answer the question. If you can't, then look at your answer sheet. Sort of a spin-off of the cards idea. After you are familiar with the answers, fill the sheet out and take it to the Command Staff.

III. Passing Off Your Training Sheets

At this point in time, only members of the Command Staff can pass you off on your training sheets. If you cannot meet them at their home, there will be at least one member at the monthly Kelly activity. You may make arrangements to pass off a training quiz at the activity and/or get the new one.

If you have a question and you just don't know where to find the answer, don't get frustrated and give up, **ASK NUMBER ONE!!!**

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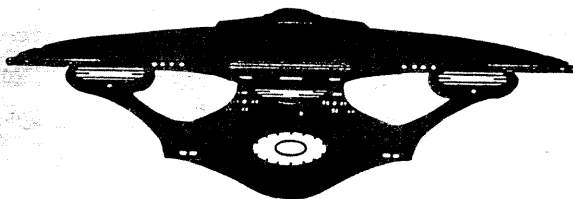
VORIAH CLASS

VIA
PORT ELEVATION SILHOUETTE
FORWARD ELEVATION SILHOUETTE
LEADS
PROCUREMENT ORDER



DESIGNED BY JEFF ROSE

UNITED FEDERATION OF PLANETS • STARFLEET COMMAND
CLASS ONE STARSHIP OF THE LINE



IN SERVICE 40277.0

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U.S.S. WINCEMER NCC-30330	U.S.S. VENTURA NCC-30331	

CLASS 15 BATTLESHIP • V.2



CREW COMPLEMENT



WELCOME ABOARD New crewmembers!!!

- John Dorociak--Engineering
- Steven Dorociak--Engineering
- Mark Boone--Engineering
- Brent Nielson--Tactical
- Jed Smith--Tactical
- Steven Duclercque--Tactical

REPORTING FOR DUTY SIR!

Congratulations to crewmembers receiving promotions!!!

- Heidi Wessman--Lt. (j.g.)
- Suzanne Reading--Ensign
- Nessa Harvey--Ensign
- Deanna Cunningham--Crewman 1/C

HAPPY BIRTHDAY

- Karen Vincent--July 1
- Jenny Hansen--July 1
- T.D. Boone--July 28
- Rachel Walker--July 29
- Jeremy Rouviere--July 30
- Steve Harmon--July 31
- Paul Nelson--August 3
- Carl Stark--August 21
- Carol Paton--August 22
- Steven Duclercque--August 31

Birthdays



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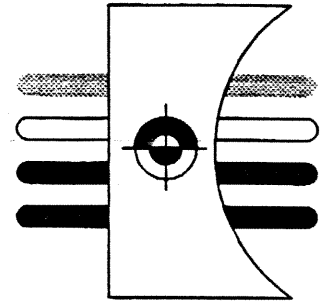
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**UNITED FEDERATION OF PLANETS
MILITARY DIVISION
STARSHIP CREW PROFILE
U.S.S. KELLY NCC-3400
STARDATE: 46070.1**



NAME
RANK
POSITION
SERVICE NUMBER
RACE
CHARACTER

**PATON, CAROL
LIEUTENANT J.G.
ASST. TACTICAL CHIEF
M 248-369
BAJORAN**

I was born in California, and grew up in Simi Valley, CA, and Salt Lake City, UT. Mostly I am a bum, but on occasion I work or go to school. (I have to work to support both my food and science fiction habits.)

I draw, write, sing on key, usually, and sew well. I also act on occasion (no Spic jokes).

My real sci-fi passion is Aliens, and I built and played in an Aliens' room in a haunted house. I collect Aliens and Alien mags, comics, toys, etc.

During the original run of Classic Trek, I got interested by watching with my mom and my older brother. My little sisters and I played Star Trek in our backyard in Cal. where we had a large cactus garden. My mom saved the little cardboard folders that postage stamps come in, and we used those as communicators when we played. Probably the worst part was my little sisters always made me play Spock because I was the tallest. Now I'm the shortest so I guess I get to play whomever I want!

What I like best about Trek is the possibilities. The other peoples and cultures, the other planets and places, etc., etc. What I like least about Trek is that it's too clean and pat at times. Not all missions are a success. Not all people (humans) are good and noble (unless influenced by some evil "Jagla"). Seeing everything always come out happy-happy is sometimes not as fulfilling as seeing some good and some bad resolutions. Lately--and with DS9, in particular--I'm seeing more of the hard side of life in the 24th century and that makes me like the series better & better because I do see it evolving and starting to look at the "other hand."

My character name is Keo Jeahan. She was born in a Bajoran refugee camp and orphaned at about 10 years of age. Along with her cousin, she was sponsored and brought to the Federation through a "Children's Charity Organization." The cousins were adopted by a Starfleet Officer and her husband, who is an artist. They lived on various starbases and colony worlds during Claire Russo's tour of duty. Jeahan was sponsored to the academy by her 'mother,' Claire, and still keeps in touch with her and Michael Russo her 'father.'

Insulated by life within the Federation, and by fading memories of the refugee camps, Jeahan grew up without much contact with the Bajoran culture. Subsequently she is learning it anew during her travels. She is sympathetic to the horrors endured

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by the Bajora during their recent history, but feels displaced by her upbringing, somehow that past seems a little unreal to her. It's for this reason that other Bajorans sometimes see her as unfeeling or cynical about their past.

Jeahan studied Tactics and Conn at the Academy, and she has an interest in language, archaeology and shares the desire to create art with her 'father.' Pooky Talechaser is a friend from the Academy, and with her cousin they managed to get assigned together on the Kelly.

OUTSTANDING DEPARTMENT

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When a department decides to work together and get things accomplished, it is a welcome sight to the Command Staff. This is the way we would like to see the whole ship run. Again, the competition was tight for the Outstanding Department Award, but the winning department put forth an extra effort toward helping the ship in activities, service and participation. Just because we are recognizing one department doesn't mean that other departments are not running well. Remember, there are no losers on our ship, only winners, and those who do not try.

For Outstanding Duty and Commitment

The U.S.S. Kelly Names

THE MEDICAL DEPARTMENT

as recipients of the

Outstanding Department Award

Lt. Pat Conrady
 Ensign Suzanne Reading
 Crewman 1/C Paul Nelson
 Crewman 1/C Rachel Walker

Lt. (j.g.) Ruth Burns
 Crewman 1/C Deanna Cunningham
 Crewman 1/C Tom O'Neil
 Crewman 1/C Paul Wegener

Each member of the Medical Department will be awarded 10 Promotional Merit Points to be distributed on record in whatever manner they desire.

KEEP UP THE GOOD WORK!!!



**THE CAPTAIN THAT ALMOST WAS
JAMES KIRK BECAME THE FAMED CAPTAIN OF THE ENTERPRISE
WHEN JEFFREY HUNTER BECAME UNAVAILABLE TO FILM 2ND PILOT.**

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The New York Times

WEDNESDAY, MAY 28, 1969

Jeffrey Hunter, Film Actor, Is Dead

HOLLYWOOD, May 27 (AP) — Jeffrey Hunter, best known for his role of Jesus in the 1961 motion picture "King of Kings," died today after brain surgery. He was 43 years old.

Mr. Hunter had been active in recent years in roles on television and in movies made in Europe. The police said he was found unconscious yesterday at his home, with a swollen right eye. He underwent the surgery at Valley Hospital last night.

Began Career in 1951

Although there was some variety in the roles Jeffrey Hunter portrayed, he usually left the impression of the serious, tall, dark-haired, clean-cut American youth he played in a brief romantic interlude with Debra Paget in "Fourteen Hours," in which he made his debut in 1951.

More than 30 feature films he made since then included roles as Western heroes, junior executives, soldiers, sailors, a newspaperman, and Jesus.

"King of Kings," produced by Samuel Bronston, was more a pageant than an attempt at

biography. Mr. Hunter's simple enactment was dignified and was treated respectfully by the critics.

In essaying that role, an assignment avoided by most actors because of religious scruples or barriers, he was personifying a drive toward acting that dated back to childhood. Mr. Hunter, whose real name was Henry H. McKinnies, Jr., was born in New Orleans on Nov. 25, 1925, the only child of a sales engineer. The family moved to Milwaukee when the boy was 4.

He began serious acting stints on radio while he was a student at Whitefish Bay High School outside Milwaukee. He performed on radio there in his senior year. He subsequently appeared in summer stock and radio in Chicago. After a stint in the Navy in 1945-46, he entered Northwestern University, graduating in 1949. A scholarship took him to U.C.L.A. Later talent scout signed him after seeing him in Arthur Miller's "All My Sons."

Not until 1956, when he was featured as a tough cowboy, in John Ford's "The Searchers,"

did the aspiring actor feel he had made the grade.

"I was told I had really arrived," he once quipped. "Because they gave me almost as much ammunition as they gave John Wayne."

A dedicated performer who

carefully studied his roles, Mr. Hunter was perhaps best known for his portrayals of Frank James in the 1957 "The True Story of Jesse James;" as an American raised by Japanese Nisei in the 1960 war drama, "Hell to Eternity;" as the newspaper reporter nephew of Spencer Tracy in the 1957 "The Last Hurrah;" and as a son of John Brown in the 1955 "Seven Angry Men."



Natalie Wood, John Wayne and Jeffrey Hunter were the stars of John Ford's 1956 western *The Searchers*.



Included in the all-star cast of *King of Kings* (1961) were Jeffrey Hunter as Jesus and Siobhan McKenna as Mary.

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HAPPY

LIFE AFTER CHEKHOV

Star Trek's Walter Koenig is still seeking out new life forms—this time in comic books

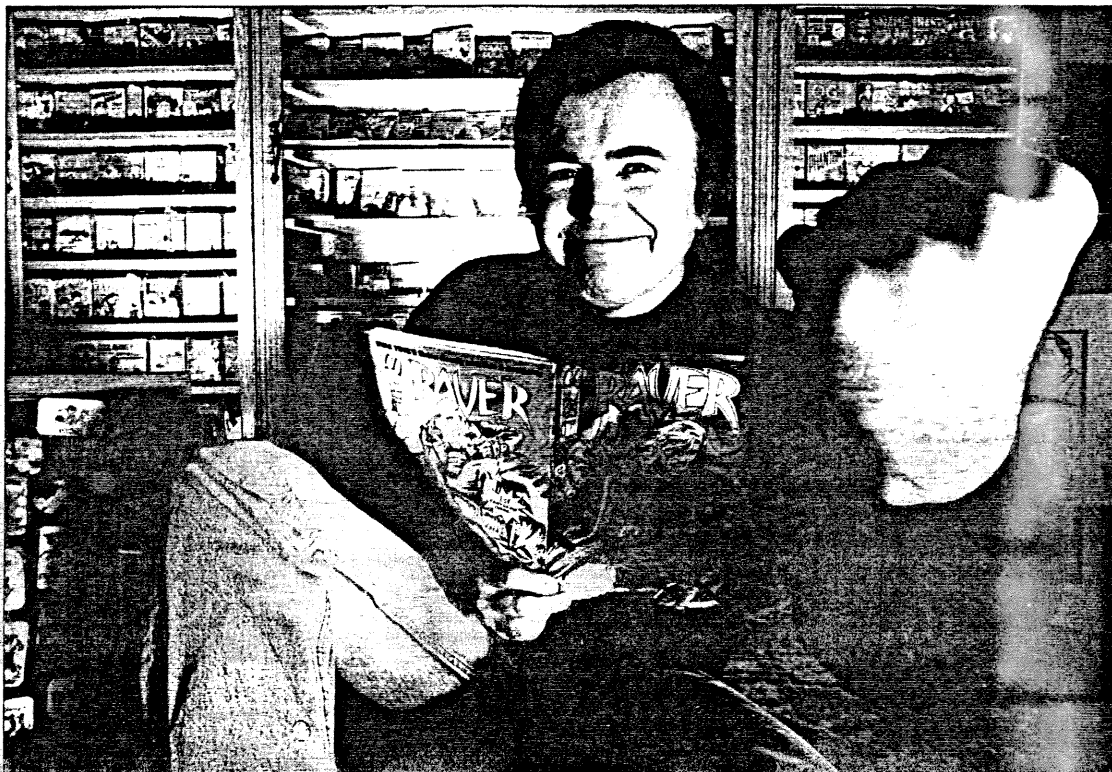
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A "I've always wished I could show the fans something to feel good about to justify that adulation," says Koenig, clutching his new baby.

AFTER MORE THAN 25 YEARS OF NAVIGATING the starship *Enterprise* where no man had gone before, Walter Koenig doesn't have much trouble steering around L.A. freeways. So while Koenig, who played Chekhov on the original *Star Trek* TV series and in six films, sits behind the wheel of his 1989 Jaguar, he lets his mind wander into some strange new worlds of its own.

The result is *Raver*, a comic book series Koenig conceived about a meek everyman who suddenly gets the power to create and populate alternate worlds. Released on April 28, the premiere issue of *Raver* warped out of comic book stores, pre-selling an impressive 92,000 copies and prompting talk of extending the series beyond its initial three-issue contract. "Raver is a very human superhero," boasts Koenig, 56. "He

has a sense of humor, and he experiences the full gamut of emotions and attitude."

Koenig knows a thing or two about that gamut. After his high-flying days

on *Star Trek* in the 1960s, his acting career spent the 1970s lost in space. At one point, the New York City-bred Koenig (who patterned his character's Russian accent after that of his Lithuanian parents) even considered driving a cab. These days, however, thanks to the *Star Trek* movies and work in local theater, Koenig lives comfortably in North Hollywood with his actress wife, Judy Levitt, in her late 40s. (Son Andrew, 24, and daughter Danielle, 20, are also actors.)

Despite his latest venture, Koenig still hopes to beam back to TV for a guest spot on *Star Trek: The Next Generation*. Maybe there, he figures, his character might grow beyond its usual Chekhovian responses ("Yes, Kyeptin"). Not that he has any real regrets about his longtime role, of course. Says Koenig: "Would I do it all over again? Yes." ■



A Koenig (with George Takei, left) hopes to reunite *Trek* costars in a sci-fi sitcom.

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Photograph by Steve LaBadessa



CONQUEST PART 1

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Captain's Log, stardate 46935.7. We are on a top-priority mission from Starfleet. A highly aggressive race, known as the Gril, is reportedly on its way for a visit through the Bajoran wormhole. Their intentions are unclear, but sources from the Gamma Quadrant describe the Gril as conquerors, ruthlessly assimilating every culture they come into contact with. Our job is to be on hand as a show of strength to meet the mysterious Gril as they come through the wormhole. Hopefully, peaceful negotiations can prevent any problems with this new race, but I am authorized to use any force necessary to ensure the safety of any Starfleet and Bajoran personnel.

A husky contralto voice greeted us over the Comm link; "U.S.S. Kelly, you're cleared to proceed to docking bay five. at your earliest convenience, Commander Sisko would like to meet with your senior staff for a briefing on the current situation. Meanwhile, your crew are invited to enjoy the hospitality of our station. Welcome to DS Nine."

A sense of anticipation and excitement coursed through the Kelly as preparations for docking were underway. Ever since details of our current assignment were divulged, the crew had been on edge, speculating on what would happen at our first encounter with the Gril. I had heard rumors that they were more aggressive than the Romulans, and deadlier than the Borg. Our respite at the space station would give us a chance to blow off some steam and unwind before our confrontation with the Gril.

On the bridge, the captain was making last minute preparations for his briefing.

"Number One," he said, turning to me, "please inform Commander Sisko that we will meet with him and his staff at oh-nine hundred. Also, begin scheduling off-duty personnel for a little R and R on the space station. But, I want to maintain an alert status on the ship, just in case our new friends, the Gril, decide to pay us an early visit."

"Acknowledged, sir," I replied, as the captain headed for the turbo-lift.

"You have the bridge, Number One!" he said as the turbo-lift doors swooshed shut.

I turned to our records officer, Lt. Ruth Burns. "Begin scheduling shore leave, Lieutenant," I told her. "Tell them to have a good time, but be prepared to get back in a hurry if we have any problems with the Gril."

Ruth chuckled, "I'll get right on it. They're already chomping at the bit to get going." I sat back in the command chair, smiling as I contemplated my own off-duty plans.

* * *

The briefing was an interesting affair but there was not much more information

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about the Gril.

"It seems that the Gril are the boogey men of the Gamma Quadrant," intoned Commander Sisko. He continued, "It's almost like a legend of a ghost story. Very few seem to know anything specific about them, and those that do act as if they're terrified to say anything. The last informant I asked started trembling uncontrollably, I finally had to have Dr. Bashir sedate him."

"If we don't know anything about how they operate," asked Lt. Rex Rouviere, our Chief Tactical Officer, "how can we devise counter-measures to stop them when they come through the wormhole?"

He was interrupted by Statio Security Chief Odo. "I don't know why we need all of you, anyway. If the Gril cause any trouble on this station, I'll handle it."

Lt. Carl Stark, the Kelly's security chief, arose facing Odo. "I'm sure you can handle all of the minor problems that occur on this station, but my security forces and I are specially trained to deal with bigger problems, like terrorist activities or repelling invasion forces!"

Odo laughed, "I doubt you could repel an invasion of ants coming to steal your picnic lunch."

Stark, turning a dark red started to reply, "You--"

I jumped between them, holding them apart. "Now hold on just a minute!" I hollered.

The Captain cleared his throat. "Gentlemen, please take your seats." He paused as everyone sat down. "We are not here to start anything, we are here to prevent it! If there is nothing more to discuss, I suggest we all go about our business."

Rex walked off, his mind devising elaborate strategies to defeat an unknown adversary. Dr. Bashir had succeeded in getting a dinner date with Lt. Cynthia Claytor, our Science Chief. Lt. Stark was following Major Kira, trying to start a conversation with her. I turned to our chief of Operations, Commander Nada Henline, and asked if she would like to take a walk with me around the promenade. Since she is my wife, I am truly grateful that Starfleet has no regulations against the showing of affection in public between officers.

We stopped aghast at the sight of a soaking wet Carl Stark. From the upper level of the promenade, someone had dropped a water bomb on his head. Looking up, I saw two boys, one human, one Ferengi, dashing around a corner.

With a slight smile on his face, Constable Odo came up to Carl, looking him over.

"Well, well, well," he smirked. "It looks like your invasion force just landed. Perhaps you should use some of your special training to repel it!"

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DATA BANKS

RACHEL WALKER'S BOOK RATINGS

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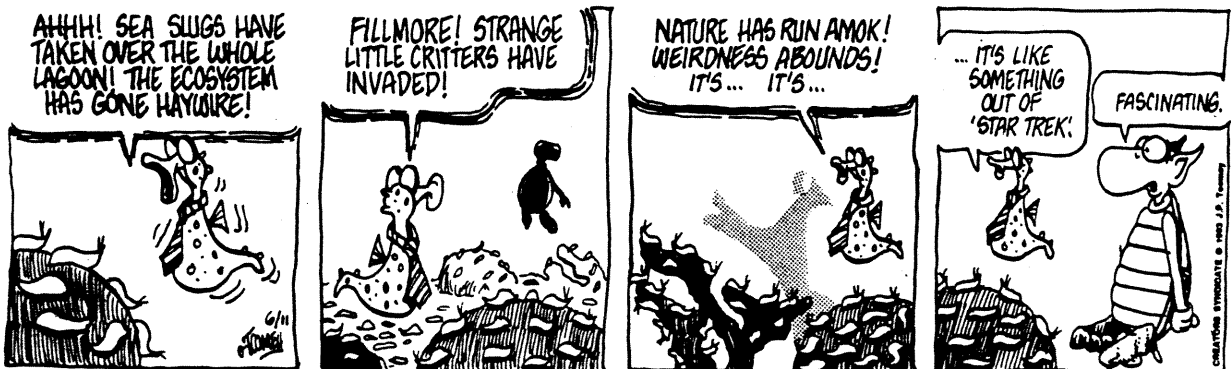
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- T: This book's only real use would be to start fires.
- 1/2*: The best part is the cover.
- *: Highly implausible with major scientific errors
- * 1/2: Still highly implausible, but able to be read through without gagging.
- **.: Average novel.
- ** 1/2: Two star with "novel" twist added.
- ***.: Minimally entertaining.
- *** 1/2: Not bad, but interruptions are tolerated.
- ****.: Good plot, good characterization. The average trekker would not tolerate unimportant interruptions and would be willing to miss a mid-term in a non-departmental course to finish it.
- **** 1/2: The average Trekker would miss any mid-term to read this and would not tolerate any interruptions of any kind.
- *****.: It would take the mentality of a Pakled to refuse to read this book.
- ***** 1/2: The only possible good reason for not reading this book is that you were captive of the Cardassians.
- *****.: There is no good reason for not reading this book.

G R B O D I N G I B C S

SHERMAN'S LAGOON

BY J.P. TOOMEY



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**DON'T MISS THESE EXCITING EPISODES
IN THIS ACTION-PACKED 7TH SEASON
OF
STAR TREK: THE NEXT GENERATION**

153: "Ascent": Because season premieres are written after regular episodes, this episode is not yet complete. However, it is about the crew's experiences on the Borg cladeworld, and results in Data being forced to make a decision regarding the life of his brother and the fate of humanity. His choice might surprise you.

154: "Visionary": This episode title holds a double meaning. A renowned scientist who has discovered a way to give Geordi his sight comes aboard the Enterprise, with only a small computer padd and his 'vision' about how to cure Geordi. But just as Geordi is about to undergo the procedure, the scientist is killed in a transporter accident. The scientist's belongings are sent back to SFMHQ, and Geordi tries to forget about the let down. But, then he discovers that the information in the scientist's padd was coded so that only Geordi could read it, using his VISOR. Frantic to get to the padd before it is stored in medical libraries, Geordi takes a shuttle to Earth. However, it seems that more than one person is interested in the padd, and he encounters quite a bit of difficulty on his way to Earth (cough, cough, Romulans, cough).

155: "The Enterprise Endorphin": In a vain struggle to stop a cosmic string (or some such phenomenon) from destroying a mining colony, the Enterprise is flung into the atmosphere of a nearby gas giant. The gravitational force of the cosmic body is too strong for even the Enterprise's engines, and they are forced to crash land on the planet's small but dense core. Confined to the saucer section in order to save power so that the shields may continue to stop gas from leaking into the damaged ship. the Enterprise crew slowly begins to lose their ability to think, and Data, being the only one unaffected realizes that some content in the atmosphere is leaking into the ship and acting as an endorphin on the crew. As the crew acts more and more like they were "stoned," Data is forced to leave the saucer and try to make it to Engineering to fix the shields and the engines. However, his comrades, completely addicted to the endorphin, refuse to allow him to leave. Data realizes that the only way to save the crew is to sacrifice the lives of nearly a hundred people by decompressing the main shuttle bay. The episode ends with a gruesome look at the withdrawal symptoms of the entire crew (no, no message here...)

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156: "Paths": Called on an urgent mission to evacuate a newly discovered lifeform from a dying planet in the Gamma quadrant, the Enterprise travels through the Bajoran wormhole and promptly completes their task. But upon returning through the wormhole, they do not end up anywhere near Deep Space Nine or Bajor, but instead find themselves in a vast, bright, nothingness. After a minute of shock, Q appears on the bridge and welcomes them to the continuum. But the nefarious greeting is cut short by a violent attack by a group of beings that seems to be just as powerful as the Q. Although Q claims to have everything under control, Picard can see that the continuum is being greatly outnumbered and out-manned, and doesn't seem to be able to hold on for much longer. Finally, in desperation, Q gives the power of the Q to everybody on the enterprise, who suddenly become just as omniscient and omnipotent as Q, himself. Geordi and Data discover the nature of the Q and of their foes, and discover a way to render their opponents inactive. When Picard confronts Q as to why his crew could think of a way to save themselves when even the great Q couldn't, Q smiles weakly and says something to the effect of, "Well, maybe when placed on the same scale, humans are even greater than the Q...but you're never going to remember that." And with a snap, he erases their memories of the entire event, and sends them back on their way, having used them for what he needed.

1576: I'm not going to tell the title, because I think you might be able to figure this one out for yourselves. Here's a clue: it's the first ever three-parter, and it starts with the death of Lwaxana Troi, forty years in the future. It then backtracks to the death of Deanna Troi forty years earlier, as Admiral Riker reminisces with Captain Wesley Crusher. We then go even farther back to Riker and Troi's first meeting on Betazed, and all the subsequent events leading up to her death. I know the first part ends with the hostage scene in the Betazed art gallery, and the second part ends with the old Riker's realization that they are living in an altered time line. Finally, Riker goes back in time through the Guardian of Forever, and Data follows him back. They restore time and save Deanna's life, although I'm sure many of you know that already. Recognize it yet? That's right, it's Peter David's "Imzadi," adapted for television. I've been told that it's going to hold the record for the number of different sets in any Star Trek episode, and if it's anywhere as near as good as the book, it'll be one to remember.

After that, I know there's an episode involving the computer taking over the ship, one about a stunning new breakthrough in transporter technology, and a potential episode seeing the return of Thomas Riker, Kyle Riker, and Doctor Pulaski.

LEADS

32-48543

Tactical Report: Intelligence Report

Summary

This is a translation of a recently intercepted communication from the Klingon scout ship IKV Manson to the Klingon Home world. It is very self explanatory.

Translation

To: Fleet Admiral Kang
Imperial Fleet Headquarters
First City, Qo'noS
Klingon Empire

From: Commander, IKV MANSON

Subject: Monthly Status Report

Listed is a summary of all the trouble we caused and got into during the past month:

1. We explored the fourth planet of the system in sector 17. It was class M and supported an indigenous population that was not particularly friendly. Our first indication of this was when the entire landing party beamed back dead. I assigned the weapons officer to ten minutes of target practice. As a result the native populations were exterminated. That should teach them some respect.
2. This month's mutiny was staged by the chief navigator and some of his henchmen. My first officer became a casualty from a booby-trapped toilet. Talk about a mess! The mutineers attempted to seize the bridge, and engineering section. We had a hell of a good time retaking it.

During the fighting, the radiation containment shield on reactor six was breached. I assigned the mutineers to repair it. They all developed extremely deep suntans, and then I had them executed. The only exception was the chief navigator. I assigned him the honor of cleaning the waste disposal system with a toothbrush from the inside. He should be quite busy with the holidays coming up.

3. Core Rebellion:
As you are aware, we participated in the quelling of the Core systems rebellion. We arrived first, and came out of warp right in the sights of the rebel fleet. We were outnumbered 52 to 1 - which meant of course that they didn't stand a chance. We swooped in blasting ships left and right. We had destroyed 125 vessels and were going for the record when the IKV LIBERACE warped in. The glare from their hull blinded the crew of the last rebel ship and they warped into the sun with a dazzling explosion. Those flower sniffing Qu'vatlh always have to show off.

During the fighting, the weapons officer, in his enthusiasm, accidentally fired on our sister ships the SON OF SAM, JACK THE RIPPER, GENGHIS KHAN, HITLER,

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STALIN and GEORGE BUSH. All sustained only light to moderate damage. Because the Gunner was only a trainee and shows some promise, I was lenient and only ordered him beaten into unconsciousness.

Following the orbital battle, I ordered a low level bombing raid on the rebel home planet. We laid waste to eighty percent of their cities and, killed twenty percent of the planetary population, and in general just had a good time. As the crew was in need of recreational diversion, I ordered a landing. I assigned rape, pillage and looting.

Unfortunately, the ship's supply of penicillin was exhausted before all my crew afflicted with the associated STD's could be inoculated. I ordered the execution of the CMO for this obvious dereliction of duty.

4. Incursion One:

Our first encounter took place at the Federation Neutral zone. We identified the Federation scout ship as the USS MONKEES. As required by the terms of the Treaty, I hailed them before firing. They returned our hail with: "Hey, hey, we're the Monkees!". I replied with: "Hey, hey your history!" and a combined torpedo and disruptor barrage. The Monkees offered no resistance. No fun at all!

5. Intruder Report:

A week after the encounter with the Monkees a Romulan ship the EAGLEEYE encroached on our territory. When hailed they babbled something about a rescue mission. Naturally, I did not believe them. I immediately ordered the Weapons officer to open fire. We had inflicted substantial shield damage to them before they could engage their cloaking device. They eventually decloaked and fired and got in a lucky shot. There was only minor damage and unfortunately no casualties. Since the MANSION is equipped with the experimental "Cloak-By-Pass-O-Matic", we quickly located them and fired on them again. They were, however, still able to escape with only major damage. I personally executed the Weapons officer. I can only stand so much inefficiency!

In conclusion, I offer my sincerest apologies to the Emperor for the dismal casualty rating. My crew and I assure him that our casualties will be much higher next month. I'm sure that I can motivate my crew to break the existing record!

<signed>

Krud, Commanding Officer, IKV MANSION

ATTENTION:

WE ARE LOOKING FOR THOSE STARFLEET OFFICERS WHO WOULD BE INTERESTED IN PILOTING OUR TWO NEW RUNABOUT CLASS STARSHIPS. PLEASE CONTACT THE EXECUTIVE OFFICER FOR DETAILS.

**U.S.S. EUPHRATES NCC-72599 U.S.S. SHENANDOAH NCC-72505
HAVE BEEN ASSIGNED TO THE USS KELLY BY STARFLEET COMMAND.**

LCM83

22-48543



TERMS USED IN STAR TREK A LIST FOR WRITERS

22-48543

LCARS

The following is a list of terms commonly used in the 23rd and 24th centuries. I compile this list for use by up and coming writers putting together stories for the Kelly Communique or for other fanzines. This list is not complete, so if you see anything that I may have missed, please point these out to me and maybe we will have an update to this article in the future.

AFFIRMATIVE: Yes

ALL HANDS: All personnel

ALL SYSTEMS GO: Everything is ready to launch and/or everything is in working condition after launch.

BATTLE STATIONS: All hands to report to specified areas during a battle, to man that station during the emergency.

BELAY THAT: Stop, don't do that. Hold that order until further notice, but don't act on it.

BRIG: The jail on board a starship.

BY THE BOOK: According to all the rules and regulations laid down for officers.

CARRY ON: Keep on doing whatever you were doing before I interrupted you.

CREDIT: A monetary unit of the Federation.

DEEP SPACE: The area in space far away from a planet or solar system.

DEFENSIVE STANDBY: A standard order given when approaching a strange planet.

EVASIVE ACTION: Dodging maneuvers used by a starship to avoid being fired upon, attacked, trapped, or grabbed by something.

FIRST OFFICER: The second-in-command on a starship.

GALACTIC STANDARD WEIGHT: Unit of measure which has become standard throughout the Federation.

GENERAL COURT-MARTIAL: The military version of a court of law.

GENERAL QUARTERS: A condition of maximum readiness of a starship for action, with all hands at battlestations.

GENTLEBEINGS: A form of address when talking to a collection of humans, aliens, and entities who are vastly dissimilar.

HOLD: The part of the ship which is used to carry cargo or supplies.

INDUSTRIAL SCALE: Used by the Federation for rating the industrial level of civilizations.

LAY BY: To bring one ship alongside another and stop.

LOGS: Records of a ship's travels, trade, experiences, crew, and all other details pertinent to that ship.

MANDATE: An edict or directive to arrest someone for various offenses.

MANUAL OVERRIDE: When a mechanism on a starship is out of order and the computer cannot stop or correct it, a manual override takes over which allows a crew to take personal control.

MAYDAY: Old earth military term for "help," usually repeated over and over.

MEDIC: Term for "medical aide," used both to address the person and to refer to the job title.

NEGATIVE: No.

RITTER SCALE: A measurement of cosmic radiation.

STAND BY: An order meaning to wait for further instructions but be ready for action.

VISUAL CONTACT: The process of making communicative contact via the viewscreen, a common method of interchange between starships.

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THIS IS YOUR COMMUNIQUE WHAT ARE YOU GOING TO DO WITH IT???

by Commander Nada Henline

Some questions have been asked about what kinds of things you can turn in for the Communique, when they are due, and most important, how many points will you get for them.

They are due the 1st of the month prior to the month it will be coming out. (Example: If the communique is due to come out September 1st, the articles are due by the 1st of August.) We will, however, accept articles at any time, with the understanding that we may not use them until a later time. Any articles, especially those that are written by the crew, that fit into the current communique theme, and are turned in on time, will be used. We prefer articles and stories written by the crewmembers. If you find something of interest to you that can pertain to Star Trek or to the crew, do some research and write something about it. It can be about something fictional or about something real. NOTE: Most of the time TV Guide pieces are out-dated by the time we get them let alone by the time the Communique comes out. We want current information.

If you find an interesting article in a newspaper or magazine, write a summary of it and give your views. Turn in a copy of the original article with your report.

For the next communique, I would like to see stories by the crew, pictures by the crew, and articles by the crew, exclusively. In fact, that is what I'm requesting. You will receive 3 Service points for each article that you write, 3 Service points for each story that you write, 3 Service points for each picture that you draw, and 3 Service points for every cartoon, if they are used for the communique. We ask that you put your name on the back of anything that you turn in so that if it is used at any time, you will get credit for it at the time it is used. We will also accept newspaper and magazine articles for fewer points, depending on content. We keep the stories, cartoons, etc., in a file to be used at a later date.

If you will notice, the title of the newsletter is the Kelly Communique. It is known by this name because it is used to keep the members of the U.S.S. Kelly informed. It is also called this because it is to be written by the members of the U.S.S. Kelly. It is not called the Command Staff Communique because it is not to be written by the command staff. We have always asked for articles for the Communique. It has always been a requirement that each department have at least one article for the Communique. The Department Chief (or those assigned by them) will receive demerits in Leadership if there is no article from his/her department. Some months we have fought tooth and nail to fill the pages of the Communique.

There are going to be some changes made as to who is putting the Communique together. In September, it will be edited by me (Commander Nada Henline). As I have previously stated, I am asking for articles, stories, and pictures composed by the crew of the U.S.S. Kelly for the September/October newsletter. If I don't get enough to fill the 16 or so pages, the Communique will be short. I will write the Operations' Chief's log. There are also going to be some changes in the next two Communiques. The Security Department will be doing the November/December Communique. Security Chief Carl Stark will only be composing the Log at the beginning of the communique and he will be editing the rest. The rest of the newsletter will be written by the Security Department. He cannot tell you where to find articles, but he can request certain kinds of articles and pictures. Similarly, the Tactical Department and Tactical Chief Rex Rouviere will be doing the January/February communique.

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HAILING FREQUENCIES CLOSED



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RECOGNIZE THIS CHARACTER?

**"MORN" IS A REGULAR CUSTOMER AT QUARK'S BAR. HE WAS NAMED
AFTER "CHEER'S" BEER GUZZLING CHARACTER "NORM" (SPELLED BACK-
WARDS). CAN YOU SEE THE RESEMBLANCE? I GUESS MORN JUST
WANTED TO GO WHERE EVERYBODY KNOWS HIS NAME.**

TO:

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EARTH, SOL SYSTEM