

VOLUME THIRTY-SEVEN

NOVEMBER / DECEMBER  
1995

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# QUOTE OF THE MONTH

**"WHAT WE LEAVE BEHIND IS NOT AS IMPORTANT AS HOW WE'VE LIVED."**

**--JEAN LUC PICARD,  
"GENERATIONS"**

# LOG ENTRY

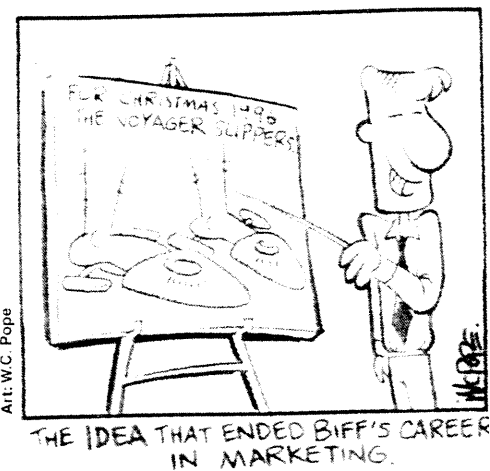
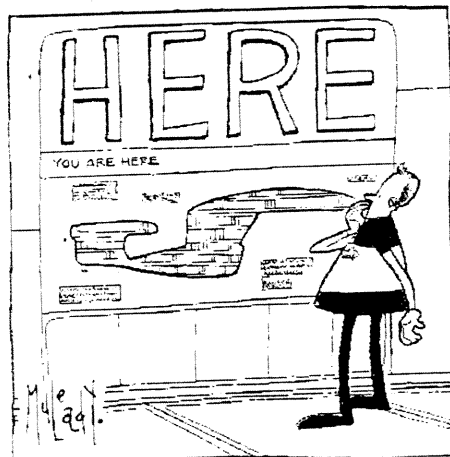
by: Lt. Nessa Harvey

What an achievement this has been. When the Command Staff gave the tiny, newly reborn Communications Department the assignment of putting out this issue of the Communique, I was horrified. I barely had a department to speak of, and it was anticipated that I would not be around to assist. My assistant at that time, a Lt. TD Boone assured me that everything would be okay. Over the course of time, my assistant was replaced by a Lt. jg. Mark Boone and the department grew. With learning about my limits and strengths, I gained both confidence and pride in the people serving under me.

As the time grew near, I began to talk to my people about the Communique: themes, articles, and entries. The ideas were incredible, and I was amazed at the response from not only my own people, but the entire ship. This being my last project as an active member of the USS Kelly makes me want to make it my best yet. Luckily, I was given the support of the Communcations Department, other officers, and my roommates & friends.

Since the Kelly's theme for this year went from "Because We're Cool" to "Keeping Up With the Future", we, as a department, have chosen our theme to be *Learning from Our Past*. This edition of the Communique is dedicated to the idea of not discarding lessons to be learned from the mistakes we make, but taking those lessons to heart and not repeating them -- to learn from our past. This is the only way we can make a better place out of the world we have been given for those yet to come.

I want every member of the Kelly to know how much I have enjoyed working and serving with you. I leave not with bitter feelings or conflicting interests, rather with a content and peaceful soul. The past three years have been fantastic! I have grown within Starfleet, and expanded my own limiting boundaries. I have you all to thank for that. Continue in your good conduct and honor, I will see you about 18 months.



Art: W.C. Pope

THE IDEA THAT ENDED BIFF'S CAREER IN MARKETING.

**EDITING STAFF:  
LT. NESSA HARVEY  
LT. MARK BOONE**

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**ASK NUMBER ONE**

The question has been asked about the impact that the real space program has had on Star Trek. This is a difficult question because of the way that Gene Roddenberry's dream has pervaded our entire society. Nearly everyone, including NASA's technical crew and astronauts are familiar with Star Trek and it's version of what our future will be like.

The biggest difference is that while Star Trek deals with advanced (23-24th century) technology, our space program has to work with what we have now. I'm certain that NASA officials would love to outfit the space shuttles with warp engines or that scientists would give anything for an engineer of the future to give them the formula for transparent aluminum. But this isn't going to happen. It's a matter of future dream next to present reality. Twenty-fourth century starships can have inertial dampeners and artificial gravity, but our astronauts have to be strapped down or float through the air in a weightless state.

To be fair, although Star Trek would ask you to stretch your imagination and accept some of their future technology, a lot of what we call technobabble is based on sound scientific theories and facts.

A lot of research and guidelines for Trek writers bring the show into conformity with established knowledge and principles. For instance, the warp core on a starship, where power is generated by the annihilation of matter and antimatter, is based on atomic reaction. Even though the technology has not been developed, antimatter exists, it is not just something made up. Some of the elements, alloys, medicines and astronomy of Star Trek come from our present day fact.

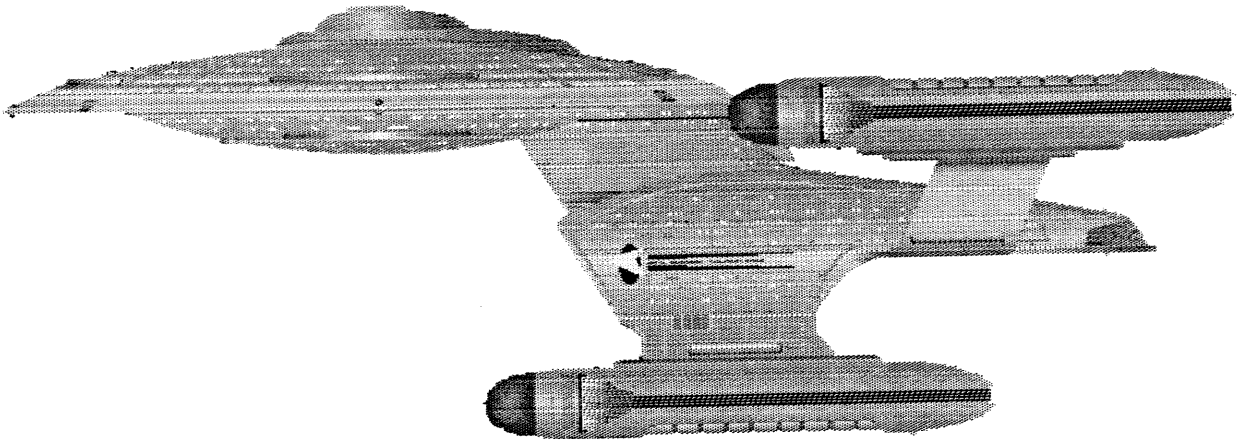
To get back to the subject of how the space program affects Star Trek, the starship Voyager is named after a series of NASA probes of the 20th century. The U.S.S. Grissom was named after astronaut, Gus Grissom. A few years ago I heard on the radio, as the crew of the Discovery got a wake up call from Patrick Stewart.

A book called "Spaceflight Chronology," written by Star Trek fan, Rick Sternbach, chronicles space vessels from the earliest times until the time of Star Trek. A lot of these ships are from NASA's Space program. A number of Star Trek episodes deal with NASA, both in the past and in the future. Most notable were "Tomorrow is Yesterday," "Assignment Earth," and "The Royale." Altogether, Star Trek tries to show a continuity between them and the past space flights, rather than being totally different. In this respect, they are showing the influence that the space program has had on them.

I hope this answers your question and if there's something else you want to know about, just ASK NUMBER ONE!!!

## **SHIPS OF THE GALAXY**

### **ORION CLASS FAST DESTROYER**



**Brief history of class design:**

The Orion Class Fast Destroyer is based on a modified Ambassador Class frame, in which a third warp drive unit has been fitted to the bottom of the secondary hull. Additional features include additional photon torpedo tubes and phaser banks on the secondary hull. These were just a few of the improvements implemented by Star Fleet Command prior to the launch of the Galaxy Class vessels in 2360.

2335 U.S.S. Orion (originally the Ambassador Class NCC-55429) finishes modifications as prototype test ship

2336 U.S.S. Orion completes Star Trials

2337 Starfleet okays production of Orion Class starships

**Orion Class Starships:**

<u>Ship Name</u>	<u>Registry</u>	<u>Year Launched</u>
U.S.S. Orion	NCC-55469	2335 (Prototype/Class vessel)
U.S.S. Lancaster	NCC-55470	
U.S.S. Ti Sha Kahn	NCC-55471	
U.S.S. Star Union	NCC-55472	
U.S.S. Brisbane	NCC-55473	2351
U.S.S. Glasgow	NCC-55474	2353
U.S.S. Bismarck	NCC-4264-B	2338
U.S.S. Blackstar	NCC-12763-C	

**Ship Statistics:**

Length: 526 meters      Width: 348.2 meters      Height: 175 meters  
Weight: 2,125,000 mt  
Compliment: 750 (100 Officer, 650 Crew)

**Armament:**

**Primary Hull:**

6 Linear Phaser Arrays (top/bottom-forward, top/bottom-starboard, top/bottom-port)

**Dorsal Connector:**

2 Primary Torpedo Tubes (forward facing)

**Secondary Hull:**

4 Linear Phaser Arrays (port/starboard nacelle pylon, lower hull port/starboard)

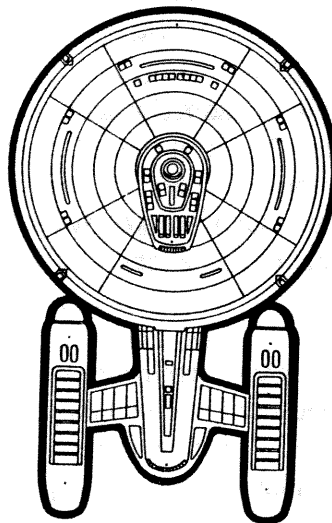
2 Secondary Torpedo Tubes (aft facing)

Crusing Speed:      Warp 6 (TNG Warp Units)

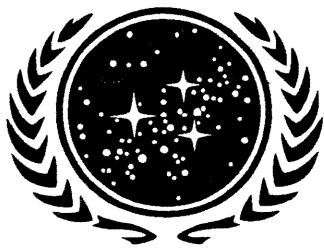
Emergency Speed:      Warp 8

Maximum Speed:      Warp 9.426

Warp Core can be jettisoned aft.



*[The Orion Class starship was designed by Commander Roger Clow, Chief Historian aboard the U.S.S. Bismarck, another Star Trek fan club. Special thanks go out to him and his ship. He can be reached on the Internet by sending E-Mail to rclow@cis.net, or you can visit the World Wide Web page for the Bismarck at URL <http://www.bcl.net/~rclow>]*



UNITED FEDERATION OF PLANETS  
MILITARY DIVISION  
STARSHIP CREW PROFILE  
U.S.S. KELLY NCC-73400  
STARDATE: 49110.1



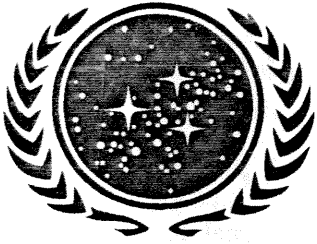
**NAME:** CAMERON LOONEY  
**RANK:** CREWMAN FIRST CLASS  
**CURRENT ASSIGNMENT:** U.S.S. KELLY / NCC-73400  
**DEPARTMENT:** COMMUNICATIONS  
**RACE:** AL-AURIAN

My name is Cameron Looney. I was born in Murray, Utah, and I am currently residing in Midvale. I have been living here for all of my life, except for 3 years that I lived in Sacramento, California. I live at home with my parents and I have 2 brothers and 3 sisters. The house is somewhat hectic at times, but I can handle it.

In my spare time, I enjoy the outdoors. I love to go rollerblading and playing hockey. I also love watching just about anything science-fiction or space oriented. I don't have much spare time because I work at Wal-Mart full-time. In the time that I do have, most of it is spent with my best friend, Mitch West. Mitch is the one that got me into Star Trek universe and the Kelly. I enjoy doing stuff with the Kelly, and they have made me feel welcome. Along with being on the Kelly, I am the First Officer of the U.S.S. Paramount, a teenage Star Trek Fan Club. To my knowledge, we are the only ship of its kind in this sector. Another one of my hobbies is commercial art. I love to draw, and it relaxes me. My future plans include going on an LDS Mission, getting married, and having a family. One day, I will be a commercial artist, and eventually own my own studio.

As I have already mentioned, love Star Trek. My favorite series is the Next Generation. I like it so much because I started liking Star Trek at about the second or third season. My favorite actor on the show is Jonathan Frakes. He is very good at the part he plays. Recently, I went to Denver, and he was one of the guests. He was very funny. My favorite episodes are The Best of Both Worlds I & II. Star Trek is fun to me because I can escape the pressures of the world by imagining that I am on the Kelly or any other ship.

My character is Al-Aurian, born on the Al-Aurian homeworld. The planet was attacked when I was 255 years old. I was rescued by the starship USS Horizon. I went into Starfleet Academy shortly after my rescue. I graduated within the top five of my class, and consider myself to be wise, smart, and cool-tempered.



UNITED FEDERATION OF PLANETS  
MILITARY DIVISION  
STARSHIP CREW PROFILE  
U.S.S. KELLY NCC-73400  
STARDATE: 49110.1



**NAME:** MARK BOONE  
**RANK:** LIEUTENANT  
**CURRENT ASSIGNMENT:** U.S.S. KELLY / NCC-73400  
**DEPARTMENT:** COMMUNICATIONS  
**RACE:** HUMAN

I started life with three strikes against me. Was born in Poke-A-Tater, Idaho in the seventies, and before personal computers. For me, it doesn't get any more dismal than that (grin). I've spent most of my life in Utah, finding new and creative uses for dead smurfs. (My favorite involves rubber bands, paper clips, a car battery, and a lust for ingenious mayhem that McGyver would envy.)

Most of my time is spent hoping that I never have to grow up.

If asked which postage stamp I would most like to be, my eyes and teeth would grow to enormous proportions, and I'd do my best to parody the Tasmanian Devil from Warner Brothers cartoons.

I remember watching Star Trek on my dad's knee as far back as I can remember. Now I'm so big that I put his legs to sleep, but I don't think he minds. The episode that stands out most in my mind is "I Borg", because it spoke on several different levels. The writing was the best I remember and some of the ideas they had on both the fictional Borg and today's society blew my mind. But they also made the cybernetic horrors of tomorrow too cute. It's my favorite and least favorite episode.

The thing I like most about Trek is that it's not afraid to talk about today's issues, and it does it without lecturing me.

I like the Vulcans' (or at least Spock's) philosophy of... "Logic is the beginning of wisdom, not the end," but I think I'd most like to be human. Pretty bizarre, huh? But when I look at what the human race can do, through Roddenberry's reality filter, I just can't help but to want to become part of it. I'd be a lot like Doctor Bashir in his lust to be in the middle of the "Final Frontier," I'd just spend all my free time reveling in being aboard a starship (and playing with the ship's computers). Either that, or a carnivorous cow from Aldec VII named T-Bone (probably a Holstein, but I'd settle for a Guernsey).

# **STAR FLEET GENERAL ORDERS**

*FROM THE U.S.S. ENTERPRISE OFFICERS MANUAL*

1. When contacting a planet making normal progress toward a technological civilization, an officer of Star Fleet shall make no identification of self or mission; no interference with social development of said planet; no references to space, to other worlds or more advanced civilizations.
2. Under no circumstances, not even to save his own life or the lives of his crew, shall an officer of Star Fleet willfully inflict harm or injury on a being known to be intelligent, unless such action is warranted by General Order 1.
3. It is the duty of an officer to employ all resources at his command to protect the lives of intelligent beings, although in doing so he should place himself or his vessel in danger. Inaction, or action that indirectly brings harm to intelligent life, incurs equal culpability as a violation of General Order 2.
4. An officer shall obey and execute to the best of his abilities the orders lawfully given him by his superiors, providing such orders do not conflict with General Orders 1, 2 or 3.
5. An officer shall do all in his power to protect the security of the United Federation of Planets, its member planets, and its agents including Star Fleet, providing such action does not conflict with General Orders 1 through 4.
6. If all personnel aboard has perished or been rendered incapable of action at the end of twenty-four hours, a starship shall self-destruct in order to protect other beings from contamination.
7. No Federation vessel, under any conditions, emergency or otherwise, is to be permitted to visit Talos IV. To do so carries a mandatory death penalty.
8. No Federation vessel is to be permitted to enter the Klingon Empire, Romulan Star Empire, or Kzinti Patriarchy, unless such contact is warranted by General Orders 1 through 5.
9. No Federation vessel is to be permitted to visit any other planet or stellar group that shall be named by the United Federation or Star Fleet as under quarantine or cultural embargo, unless such contact is warranted by General Orders 1 through 5.
10. An officer of Star Fleet is responsible under the laws and regulations of the United Federation, its member planets, and its agents including Star Fleet; and is subject to internal discipline and/or prosecution by external authorities for any violation of said laws and regulations.
11. An officer of Star Fleet shall honor the treaties and agreements of the United Federation and its member planets, and shall provide any aid or succor that is lawfully required by the signatories of said treaties and agreements.
12. It is the duty of an officer to provide any aid and assistance that is required by a planetary civilization in a time of crisis, providing said planet is not protected under General Order 1, and that such aid does not conflict with General Orders 2 through 5.
13. As long as he/she wears the uniform of Star Fleet, an officer shall not provide aid or information to, nor otherwise assist, the enemies of the United Federation; or any beings or group of beings potentially dangerous to the security of the United Federation, its member planets, or its agents.
14. An officer of Star Fleet shall not act or conduct himself in an unseemly or disorderly fashion; nor in any manner offensive or annoying to other beings.
15. An officer may be relieved of duty at any time if found to be medically or psychologically unfit by the ship's Chief Medical Officer; or by a competency review board, composed of not less than two officers of command grade.
16. An officer may be tried and sentenced by a court-martial board, composed of not less than three



officers of command grade, for crimes committed in violation of Star Fleet General Orders or Federation laws and mandates.

17. In the absence of the commanding officer, or if the commanding officer is killed, incapacitated, or deemed unfit to command, the highest ranking officer, even if not of the ship's regular complement, shall assume command.

18. It is forbidden for an officer to instigate, or otherwise participate in, a mutiny against superior officers aboard a Federation vessel, regardless of the actions of said superiors. Mutiny incurs equal culpability as a violation of General Order 4.

19. An officer is prohibited from using any mood-altering substance while on duty or during alert status, or in a quantity deemed excessive, including but not limited to: Hallucinogenics, tranquilizers, stimulants, ethyl alcohol, nicotine, and cannabis products. Judicious quantities of such substances may be used during off-duty periods, or as prescribed by a physician.

20. Star Fleet vessels shall provide any aid and assistance that is required by private and commercial vessels of United Federation registry; and are empowered to take disciplinary or offensive action against any vessel operation in violation of Federation Regulations, or against hostile vessels operation within the territorial boundaries of the United Federation.

21. No Federation vessel is permitted to transport any cargo or substance that shall be named by the United Federation as illegal, or in a quantity deemed illegal; nor any weapon or destructive device not registered with the Federation Bureau of Commerce; nor any life form known to

be harmful or destructive to other life forms or ecologies. Star Fleet vessels are empowered to board and search any vessel suspected of transporting contraband, and to seize such contraband as evidence.

22. When contacting a planet not making progress or development, or a planetary culture governed, or otherwise controlled, by non-indigenous beings, an officer may make such changes in the social structure of said planet as are warranted to guide it on a normal course toward a technological civilization. Any misuse of General Order 22 incurs equal culpability as a violation of General Order 1.

23. The destruction of an intelligent being or beings is permissible only to prevent a violation of General Order 1, and only as the sole means of preventing such a violation. Any misuse of General Order 23 incurs equal culpability as a violation of General Order 2.

24. The destruction of all intelligent life on a planet's surface is permissible only in cases of gross violation of General Order 1 by the inhabitants of said planet, and such action may be ordered only by a command officer of captain grade or higher. Said officer assumes sole responsibility for this order, and any misuse of General Order 24 incurs equal culpability as a violation of General Order 1.

27. When involved in missions of a diplomatic nature, such as negotiations and First Contact missions, the ranking Star Fleet officer has a duty and responsibility to partake of any refreshments offered, including, but not limited to, sugar-cookies and lemonade.



## A Lesson Learned

By Lt. Nessa Harvey

"Where are you going?"

"For a walk," the question was innocent, and she answered too harshly. The child took no notice.

"Can I go with you?"

"No!" Once again, too harsh. She needed to calm down. Facing the child and stooping so they could see eye to eye, she spoke, "Naidof, I need to be by myself for just a little while, okay? I'll have the computer watch you; just stay in our quarters and play."

"Okay." Naidof skipped off to her room, taking no notice to the frustration she caused.

*How can she be so ignorant,* thought crewman Halee Carrel as the doors closed behind her. She turned and walked swiftly through the corridor on deck 14; she had nowhere to go, but needed to push out her frustrations without affecting the child.

She looked around her. She didn't even want to be assigned to the *USS Kelly*. When it came time for her transfer, the second officer of her previous assignment, the *USS Santiago*, told her she could choose almost any ship or station because of the child. Wanting not to endanger Naidof, she asked for a posting aboard a science or exploration vessel - the *Rendezvous* or *Gillian*. But something had gone wrong, and now they were aboard the *Kelly*, a battleship assigned to monitor the Cardassian/Romulan Neutral Zone. Her pace picked up as she stormed through the corridor, rage overflowing as she thought of the injustice of the whole thing.

Naidof, so innocent and confused. She only knew that she had a new care giver. Halee had taken possession of her less than six months ago, and Naidof had adjusted better than she. Halee didn't know how to be a parent; she was having trouble enough keeping her nose clean for Starfleet. She had more responsibilities now than she ever wanted.

As Halee rounded a corner, she ran full into Counselor Hollinger, knocking her over.

"I'm so sorry!" Halee helped the counselor stand, but she wasn't dazed.

"Where are you rushing off to?"

"Nowhere, just walking." Halee was uncomfortable, fiddling with her hand. She'd spoken only briefly with the counselor when she arrived, and never before worked with a full betazoid.

"You might try one of the rec areas."

Shaking her head, she answered, "Too many people."

"What about your quarters?"

"That's what I'm avoiding."

"Is something wrong? Can I help?"

Halee hadn't made any friends yet aboard the *Kelly*, and kept her emotions to herself. She started to cry, and continued as the two women walked to the counselor's office - six decks up.

Once inside the plush room, Halee collapsed on a couch and let out a sigh.

"I'm so sorry. I didn't mean to cause a scene. I just..."

"It's okay, here." Hollinger gave her a glass of water, and she drank. "I'm just glad you ran into me and not Commander Rouviere. He's not quite so soft. Hearted, I mean."

Halee smiled. "Computer, report on Naidof Carrel; crew quarters 14-2816."

"Crew quarters 14-2816. One life form; life signs stable."

"Your daughter?"

"No, not really." She sipped on the water as the counselor sat next to her. "And I don't know if I can really love her."

Counselor Hollinger allowed Halee to launch into her story as she listened intently.

Halee Carrel was born on a habitable moon in Romulan space. Being half Romulan herself, she was raised there until her mother left behind the Romulan lifestyle she didn't believe in. Even her father joined them in Federation space several years later. Love wasn't known to her in her childhood. So it was with all the children. Her father was coarse and abusive, her mother aloof and indifferent. It was difficult, also, growing up within two cultures: her Romulan father teaching pride and destruction of enemies, her mother

showing peace and passiveness. Even though she spent most of her childhood in Federation space, the family was always deemed Romulan.

Halee got into a lot of trouble while growing up. Her dominant Romulan side was consistent with her father's aggression and violence. With the other humanoid youth in the colony against them, she and her siblings were constantly avoiding gangs and trouble; but it always seemed to find them. Her older brother was killed in a gang fight at 16 standard years old, and her older sister moved back to Romulus to live with an uncle at 14. That left Halee to face all the anger within her father.

At 18, Halee took the Academy entrance exam and didn't pass. Knowing she would never be an officer, she left the colony for Earth. Even though she enlisted in school in San Francisco, she had scuffles. Not because she was Romulan, but because she was violent in nature. Security was her field of interest - hand to hand combat and covert maneuvers. After graduating, she was assigned to the *USS Santiago*.

The assignment was good, and she liked it. Finally being accepted for who she was, she made friends quickly. After three and a half years aboard the *Santiago*, she received the transmission.

Halee Carrel was the only survivor in the family Carrel, and Naidof, her sister's only child, was to become hers. It took the Romulan government quite some time to find her; they were unaware of Romulans serving in Starfleet. But Halee didn't want the child; it was a burden. She didn't care what had happened to her sister, she simply cursed the woman for dying and leaving her Naidof.

"Then I was transferred here; not by choice. It's not that I don't like Naidof, she's a sweet kid, but I don't think I'm capable of loving and nurturing a child, let alone raising one," she paused to gather her thoughts, "I don't want to hurt her the way my father hurt me. It's not right. She deserves better."

"Knowing what you want to avoid is half the step in not repeating the action. Isn't that why you left, instead of staying in your quarters?"

"Yes, of course, but there's more to raising a child than walking out every time you get frustrated. I'm really afraid I'll lose myself and strike her some day. What then?"

"Then we'll deal with that if it comes up. It seems to me you care about Naidof very much. You do not wish to endanger her while with you on your assignments or in the privacy of your quarters. That says a lot to me."

"I think I love her, but I'm not really sure what that feels like, so I don't know. She is my niece, after all. And even though her mother and I didn't get along, that doesn't make it right to blame the child. She did nothing. Nothing. . ."

"You are a very lucky woman, Halee Carrel."

"Why?"

"Because you have the insight to look upon your past and learn from it; you will judge yourself and your actions by knowing how not to raise Naidof. It's clear what you have to do, just don't be afraid of it. I'll always be here to help, and there are lots of parents aboard to give you advice if you ask for it." Halee was smiling, realizing what the counselor was saying was true.

"I think I need to go now. There's a child in my quarters I have to hug." She hugged the counselor and bid her goodbye.

Standing outside the door to her quarters, Halee pulled together all of her strength and walked in. "Naidof?"

"Here I am," she answered, coming out of her room; Halee could sense the connection the child had with her.

"Come here. There's something I want to give you." Naidof bounded over, eyes wide with anticipation.

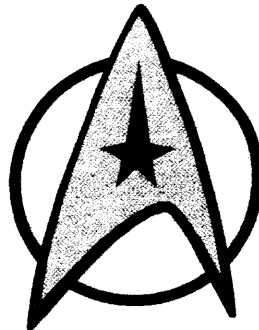
"What is it?"

"All my love," she said quietly as she knelt and took the child into her arms and hugged her.

"I love you, too," Naidof whispered in her ear, "and that will never change. Even if we do." Tears ran down Halee's face as she decided to give all she had to the raising of this child; her daughter.

# Early Days of the Federation

by Cameron Looney



The above symbol is the fundamental basis of faster-than-light physics. The standard asymmetric energy-curve comparison is as important to physics as pi or *e*. The tip of the star represents the speed of light--the fastest speed attainable in this universe. The curve over the star is the energy expenditure of the object. The faster the object travels, the more massive it becomes, and the more energy it takes to move it. By the time the object is traveling the speed of light, its mass is infinite and thus requires an infinite amount of energy to propel it. Once light speed is attained, however, power consumption drops off dramatically. The problem is, you must first reach light speed before passing it--this fact is impossible in the universe. The warp field distorts, or changes the continuum to something else where the restrictions of normal space-time do not apply. The

1957 <i>Sputnik I</i> launched	1969 <i>Apollo 11</i> lands on moon	1992-1996 Eugenics Wars	1996 Khan Noonien Singh escapes aboard <i>S.S. Botany Bay</i>	2036 New United Nations formed	2061 Zephram Cochrane invents the warp drive	2065 <i>S.S. Valiant</i> lost near galaxy's edge
2079 Earth suffers Post-Atomic Horror following World War III	2117 Cochrane disappears	2156-2160 war between Earth Forces and Romulan Star Empire	2160 Treaty of Algemon established, ending the Romulan Wars	2161 United Federation of Planets incorporated, and Starfleet chartered	2218 first contact with Klingon Empire	2243 Dr. Richard Daystrom invents duotronics
2245 <i>U.S.S. Enterprise</i> NCC-1701 launched	2264 James T. Kirk begins fourth 5-year mission of the <i>Enterprise</i>	2267 <i>S.S. Botany Bay</i> discovered, Khan and his followers exiled to Ceti Alpha V  Organian Peace Treaty is signed, averting war between Klingons and Federation	2268 Romulan/Klingon alliance established	2271 <i>Enterprise</i> defends Earth against V'Ger probe	2285 Khan escapes and hijacks U.S.S. <i>Reliant</i> , attempts to destroy Project Genesis  Spick dies defending the <i>Enterprise</i> , and is later reborn	<i>Enterprise</i> destroyed

asymmetric peristaltic field-manipulation function--represented by the curve below the star--is what makes warp speed possible. This curve is offset from energy expenditure of normal space-time. The object does not reach its peak speed until after it is outside of normal space-time. The warp field is what makes light speed (and beyond) possible.

Zefram Cochrane, the scientist who invented the warp drive, understood this principle of the universe. He knew light speed is unattainable in this universe. He created a way to distort the normal flow of space-time so that traveling faster than light is possible. As a result of his breakthrough, space travel, the human race lives on, despite the loss of 37 million people on Earth during the mid-21st Century due to World War III.

Zefram Cochrane was born on Earth in the year 2030. As a little child, he has a dream of traveling faster than light. Even then, he knew it was possible. As a little boy, he sat under an oak tree, blowing bubbles; watching them, and seeing the patterns from the light shining through them. He saw bubbles form on the sides of other bubbles. Seeing that, he then realized that warp speed was possible.

In the year 2061, Cochrane revolutionized space travel. He returned to Earth's solar system after successfully completing the first faster-than-light voyage to the nearest star system, Alpha Centauri. The journey was four and a third light years. Under impulse power, it would have taken more than two decades to reach the Alpha Centauri system. It took Cochrane just over eight months to go there and back, traveling speeds of up to warp factor 3.5, or almost 75 times the speed of light. (NOTE: At the time Cochrane invented the warp drive, there were not warp factors.)

The first warp drive was called the superimpellor. Although a major breakthrough, the superimpellor was technically inferior to the modern day warp drives such as the *Enterprise* or *Kelly* is equipped with. It wasn't even running at twenty-five percent of efficiency because it was powered by a lithium converter instead of dilithium crystals. At the time Cochrane invented the warp drive, there was no inertial damping. Without the dampers, a ship could not accelerate too quickly or the passenger inside would be turned into nothing more than a gooey organic paste on the aft bulkhead. There were also no communications or sensors while inside the warp field. Cochrane had to drop out of warp every five days to confirm whether or not he was still on course because he could not detect anything outside his warp bubble.

As time went on, the warp drive and the technology became more and more advanced. Even

2286	2293	2295	2311	2328	2333	2338
Kirk and crew travel back to 20th Century to retrieve humpback whales	Khitomer Peace Conference	<i>U.S.S. Enterprise</i> NCC-1701-B launched	Tomed Incident	Cardassian Union annexes Bajor	Jean-Luc Picard assumes command of the U.S.S. <i>Stargazer</i>	Data is discovered at the Omicron Theta Colony
<i>U.S.S. Enterprise</i> NCC-1701-A launched		James T. Kirk dies defending <i>Enterprise-B</i>				
2344	2346	2355	2361	2363	2364	2365
<i>U.S.S. Enterprise</i> NCC-1701-C destroyed at Narendra III (launch date unknown)	Khitomer Massacre	<i>U.S.S. Stargazer</i> nearly destroyed at the Battle of Maxia	transporter malfunction creates Thomas Riker	<i>U.S.S. Enterprise</i> NCC-1701-D launched	first known contact with Ferengi	first known contact with the Borg
					first contact with Q	
					Natasha Yar killed at Vagra II	

by the time Zefram Cochrane came back from his monumental voyage to Alpha Centauri, the inertial dampers had been developed. At the time he was developing the warp drive, other scientists were working on matter replication, teleportation, and half a dozen other things. The warp drive became more efficient as time went on. Eventually scientists changed from the lithium converter to using dilithium crystals to fuel the matter-antimatter reaction needed to power the ship. As a result of the conversion to dilithium crystals, efficiency was increased by more than 300%.

As time went on, more spacecraft were developed, the humans explored very far from their home planet, and they met other life in the galaxy. Some were friendly, such as the Vulcanians, or Vulcans. When Cochrane met the Vulcans, he decided to share his invention with them. He gave them information on how to develop a warp-powered vessel. (The Vulcans already had developed their own form of space travel, but Cochrane's invention proved to be much more efficient.) This act alone probably created the foundation for the unshakable relationship between the Federation and the Vulcans. Not all alien forms of life were friendly and kind to humans. There was some life in the universe who were hostile. In 2156, humans encountered Romulans, a race similar to the Vulcans, but much more hostile. A war began and lasted until 2160. Both sides used primitive space vessels and atomic weapons. The Treaty of Algernon ended the war between Earth and Romulus and set the boundaries for the Neutral Zone--an area of space which could not be crossed or it would be considered an act of war.

The United Federation of Planets was founded in 2161. Earth, Vulcanis, and a few other planets were in this alliance when it was first formed, but now it consists of at least 150 different races from various planets around the galaxy. The Federation keeps relative peace throughout the galaxy. There are exceptions, however. Relations with the Klingons are on hiatus. The Khitomer Alliance, established in 2293, that held peace between the Federation and Klingon Empire is dissolved. The Romulan Star Empire is an enemy to the Federation; there are unresolved conflicts happening between the Romulan Empire and the Federation. Starfleet is the interstellar scientific, exploratory, and defensive agency for the Federation. It was formed under the Federation with the charter "*To Boldly Go Where No Man Has Gone Before . . .*" Although Starfleet and the Federation have done an outstanding job on maintaining peace throughout the explored galaxy, conflicts will go on. Unfortunately conflicts will continue until the end of time.

2366 <i>Enterprise-C</i> enters from past	2367 Battle of Wolf 359 with the Borg	2368 brief Klingon Civil War	2369 Thomas Riker found at Nervala IV	2370 attempt at Borg conquest by Lore	2371 <i>U.S.S. Kelly</i> NCC-73400 launched	2371 Khitomer Alliance dissolved
Worf accepts discommendation for acts of his father	Picard serves as arbiter of succession for the Klignon	attempt of reunification of Romulans and Vulcans	Cardassians withdraw from Bajor and <i>Deep Space 9</i> , and the Federation assumes control	speed limit of Warp 5 introduced	<i>U.S.S. Voyager</i> NCC-74656 launched	Klingons at war with the Federation and the Cardassians
Picard becomes Locutus of Borg	High Council	Hugh, Borg discovered in the Argolis Cluster, and sent back with a sense of individuality	first stable wormhole discovered near <i>Deep Space 9</i>		<i>Voyager</i> lost	
			Kai Opaka killed resulting in struggle over succession		<i>Enterprise-D</i> destroyed	
					James T. Kirk dies	

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SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1	2	3	Nickelodeon Department Meeting @ 5:00pm for Communications Engineering Tactical/Conn Medical 4
5	6	7	8	Dennis Hollinger's birthday 9	Rhonda Hollinger's birthday Aabyn Wulie's birthday	10 Creation Con in Pasadena Leonard Nimoy scheduled 11
1 Creation Con in Pasadena Leonard Nimoy scheduled	2 Binder Making Department Meeting @ 7:00pm for Security Josh Santiago's birthday	3 Tara Lee Hatch's birthday	4 1 5	6 1 6	7 1 7	8 November Kelly Activity Letter writing @ 3:00pm at the Sprague Library 2131 S 1100 E 11
9	10	11	12	13	14 Andrew Fockel's birthday	15
16	17	18	19	20		

WE APOLOGIZE FOR ANY BIRTHDAYS THAT MAY HAVE BEEN LEFT OUT

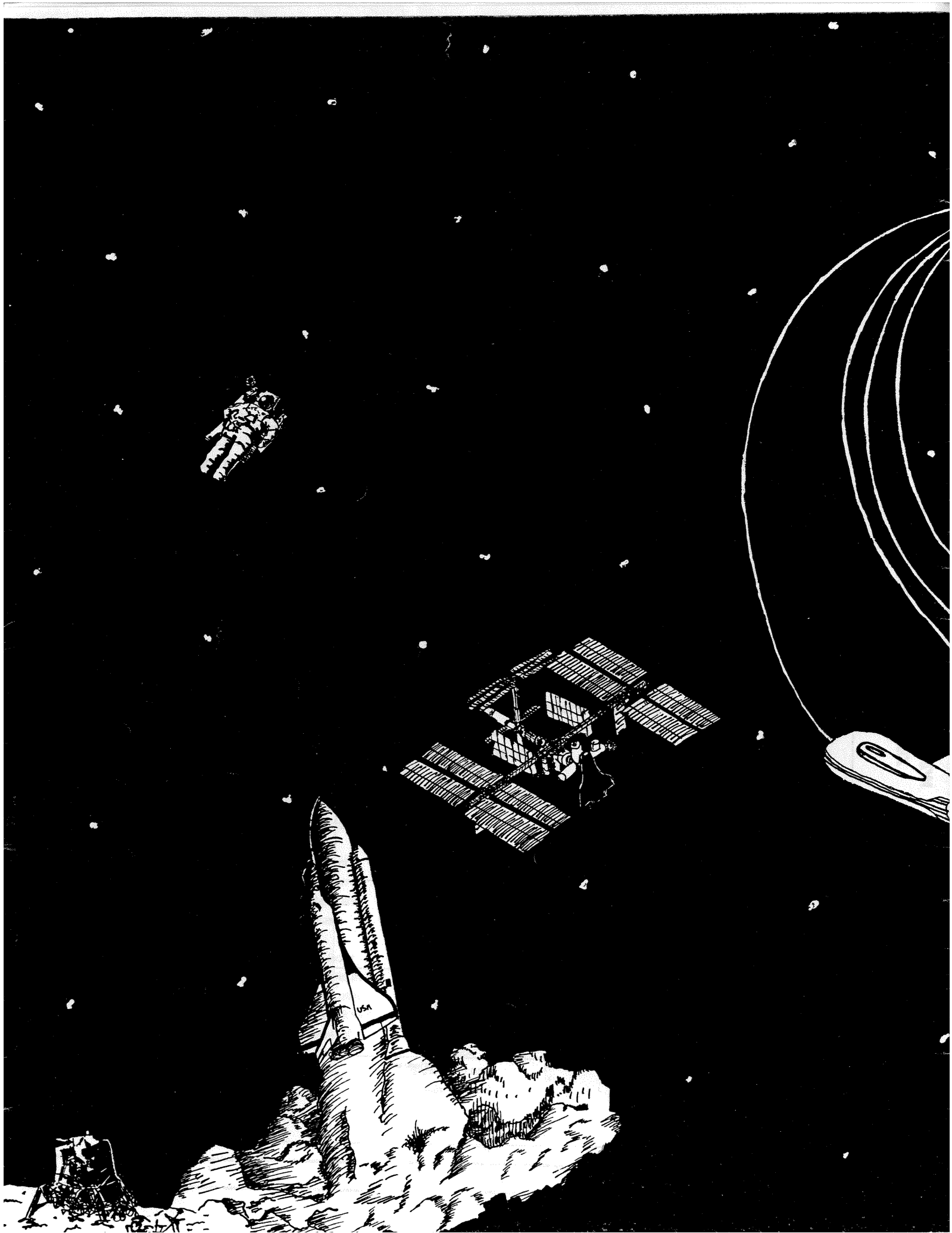
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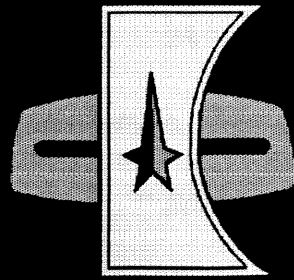
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SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1						2
3 Heinlein Memorial Blood Drive between 4:00 and 7:00pm at LDS Hospital	4		5	6	7 David Prowse appearing at Comics Utah	8 David Prowse appearing at Quality Inn 9
10	11	12	13 Amy Wulschlager's birthday	14	15	16 Adam Hesline's birthday Suzanne Reading's birthday
17	18	19	20	21	22	23
24	25	26	27	28 Jed Smith's birthday	29	30









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