



## Enterprise warps into season four on Friday, October 8

*Star Trek: Enterprise* will launch its fourth season on Friday, October 8, at 8:00 p.m. on every UPN station. Reruns have been showing in that new time slot ever since the middle of the summer.

The first four episodes are just about completed for the new year, and they are:

“Storm Front, Part I”

Captain Jonathan Archer and the crew of the NX-01 find themselves in Earth’s past, with events of World War II altered by the Temporal Cold War. The first airing will take place on October 8.

“Storm Front, Part II”

With Silik’s help, Archer hones in on the temporal operative who altered Earth’s past and threatens to destroy all of time. The first airing will happen on October 15.

“Home”

Will T’Pol get married? Scheduled for Friday, October 22.

“Borderland”

The first of a three-part arc with Brent Spiner portraying Arik Soong, an ancestor of Doctor Noonien Soong, creator of Lieutenant Commander Data in *TNG*. Look for this episode to run on Friday, October 29.

To start *Star Trek: Enterprise* with strong support for the beginning of the fourth season, several fan initiatives are planned to

draw attention to the series among industry professionals and potential viewers.

*The Enterprise Project*, one of the groups that spearheaded the campaign to keep the show on UPN last spring, has planned two projects in the coming weeks. The first is to take out another full-page ad in *The Hollywood Reporter* (where the group has previously placed ads supporting the series) to welcome the cast and crew back to broadcast. Another is to design and place posters on college campuses and other locations to draw attention to the show.

*The Enterprise Project* is soliciting donations from individual viewers and fan groups to place a full-page *Hollywood Reporter* ad on Friday, October 8, when *Enterprise* resumes for the fall season. The text will congratulate the cast and crew on the season premiere. The names of contributors will appear on request in the ad for individuals who donate at least \$30 and groups that donate at least \$75, while groups making contributions of \$200 or more will be given a link on a special promotion page at [www.enterpriseproject.org](http://www.enterpriseproject.org). The campaign is also working in cooperation with [campusclients.com](http://campusclients.com) to print 1,000 posters and distribute them on the campuses of 10 universities with acclaimed science and engineering programs. ■

## The next club meeting will be on September 18

The next meeting of the U.S.S. Chesapeake Star Trek and Science-Fiction Club will be held on Saturday, September 18, at the Potomac, Maryland, home of Chief Operations Officer Ann Harding.

We’ll gather at 5 p.m. at the nearby Broadway Pizza restaurant, then head to Ann’s home in time for the club meeting.

Starting at 7 p.m., we’ll discuss recent and upcoming conventions, find out what fellow club members are up to and get the latest on *Star Trek* news, as well as an update on other areas of science fiction.

Need directions to this meeting? Then please be sure to check out the insert included with this newsletter. ■

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## CAPTAIN'S LOG: Time really flies!

As leader of our erstwhile group, I try to be aware of significant dates relating to *Star Trek* and other science fiction. That's why I was surprised when our August meeting turned into a commemoration of my 10<sup>th</sup> anniversary in the center seat of the U.S.S. *Chesapeake*. I was too busy dwelling on when the next season of *Enterprise* starts to even think about that!

My thanks to everyone who did remember the occasion. It's been a wild and crazy decade. We've had a few bumps along the way, but as Kor would say, the past 10 years have been gloooooorious!

Adjusting to my responsibilities after being voted in as captain wasn't always easy. For the first several months, I had a terrible time getting enough sleep the night before meetings. I've always considered this *our* club and not *my* club, so I've tried very hard to make membership both fun and worthwhile even though we're all busy folks.

Looking back, I have to say that we've done many good things together, including:

**Shore Leave bookmarks:** Our idea to promote the club using bookmarks at a convention that featured *Trek* authors was so good that Paramount used it at the same event! I got the basic design from Annie White's banner for our site on the World Wide Web, and with some help from Wayne, got it printed and placed in the member packets at Shore Leave. We've gotten a good response from it, which I hope will include a new member or two.

**Adventures of the U.S.S. Chesapeake:** Our written voyages in the *Star Trek* universe got off to a roaring start, but I have to admit that I've let the ball drop on this project. I promise that I'll do my best to get things going again very soon.

**Club member caricatures:** As we imagined ourselves aboard a "real" starship, some of us wanted to get "alien-ated" and become a Vulcan, a Klingon and even a Romulan. To achieve this, we called upon the services of caricature artist and fellow fan Ben Burgraff, who had as much fun putting us in the *Trek* cosmos as we've had enjoying his drawings. I'm trying to arrange another session with him, though his move to the Carolinas has made that difficult.

**Polo shirts and other merchandise:**

Thanks to Patrick's connection to a print shop in Hagerstown, Maryland, we've gotten clothing and other products that distinctively and inexpensively identify us as members of the crew of the *Chesapeake*. Our polo shirts are a common sight at local conventions, and I still consider the mugs with former member John Staton's ship design on them as true collectibles.

**World Wide Web site:** Another place you can find that design is at [www.usschesapeake.org](http://www.usschesapeake.org), our nifty site on the Web. Ever since it was started many moons ago by Scott Klein, the site has served several functions, though our renewed emphasis on it this year has led to more input by club members and a cooler site. Our chief engineer also started our e-mail reflector, which this year evolved into the Yahoo! Group containing not just mail, but pictures and a variety of other useful files as well.

**COMSTAR:** When I became captain, Wayne took over editing our newsletter, and during the years, he's brought a unique design style to the text-based layout I used to use. We've upgraded from black-and-white clip art to full-color photo illustrations while still bringing news and interesting opinions on *Star Trek* and other science fiction to club members and other readers.

**Donations:** As needs have arisen, our group has made contributions to a variety of charities and other worthwhile causes. The biggest came after the terrorist attacks on September 11, 2001. By combining our resources, we were able to provide more than \$4,000 to charities helping the victims of that horrible day.

**Convention panels:** Without a doubt, the 800-pound mugato of our accomplishments has been providing interesting, entertaining and involving panels at local fan-run cons on a wide variety of topics. What started out as three little discussions at Farpoint in 1994 has since squelched many rumors while giving out accurate information. Not only has it been fun for us, but it has enriched fandom in this area and beyond, with no end in sight.

Those things would not have happened without all of us, the crew of the U.S.S. *Chesapeake*. With that in mind, here's to even more fun and frivolity in the future! ■

Captain Randy Hall



Captain Randy Hall

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Check out our club website: [www.usschesapeake.org](http://www.usschesapeake.org)

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# SCIENCE *TREK*: Nor by inaction

## Breaking news

Ouch.

It's as if the Earth said: "Give me Genesis." Earlier this month, the Genesis sample return mission came home, but not the way it was supposed to. Talk about "technical difficulties." The return capsule was supposed to parachute toward Earth, where two stunt pilot-piloted helicopters were supposed to try and catch it. A bold, daring and never-before-attempted plan with one fatal flaw: Without the parachutes (drogue and main) deploying, the capsule would slam into the Earth at nearly 200 miles per hour.

Unfortunately, that's just what happened. The mechanism sounds simple enough, and it's been done many times before: A mortar shell explodes, and the drogue chute pops out, slowing the craft and deploying the main, parafoil chute. Except, for unknown reasons, the mortar never went off, and thus the parachutes never deployed. Just another potential effect of two years in space.

Still, some of the science may be salvageable; the researchers just don't know yet. Genesis spent about two years at Lagrange 1 (oversimplification: one of five stable points in space around the Earth where gravity of the Earth and the Sun balance out) collecting particles from the solar wind. The idea was to catch some of our solar system's primordial soup and bring it home for study.

## Now back to your regularly scheduled column

Last month, we started considering if Data, Roddenberry's positronically brained android, followed Asimov's Three Laws of Robotics. This month, we look at the first law: A robot may not injure a human being or, through inaction, allow a human being to come to harm.

First, some definitions. My *American Heritage Dictionary* defines *injure* as "to cause physical harm" and *harm* as "physical or psychological injury or damage." I love how dictionaries send you in circles sometimes.

One interesting point to consider is how that Law specifies a "human being." The *Star Trek* universe, of course, is filled with aliens, from those with a simple Play Dough ridge on the nose to silicon-based life forms like the horta. Technically, the First Law does not apply to these non-humans.

Perhaps the quintessential Data First Law episode is "The Most Toys."

Data is held captive by collector Kivas Fajo, who sees the android as a perfect addition to his collection of one-of-a-kind items. When Fajo threatens to kill his assistant, Data submits, thus following the First Law—although we'll also review his actions in the Second and Third Law columns. Later, when guards confront Data and Varria, Data fights to protect Varria.

The heart of the First Law question in this episode comes at the end. After Fajo kills Varria with a "Banned Everywhere but LA" disruptor, Data takes up the discarded weapon. Fajo dares the android to shoot. Data aims the weapon but is beamed back to the *Enterprise*. However, O'Brien detects that the weapon was fired—though Data refuses to admit if he discharged it. Fajo survives only to be arrested and have his collection confiscated.

Taking the First Law as applying to both physical and psychological harm, Data would be incapable of firing at Fajo no matter what the collector had done (which brings up an interesting question about how Data could protect one person while injuring others—perhaps he should talk to Ah-nold from *Terminator 2*). If the First Law only applies to the former (physical harm), then Data could have fired as the transporter beam took hold, knowing that Fajo could not be injured physically. He'd just have to change his shorts.

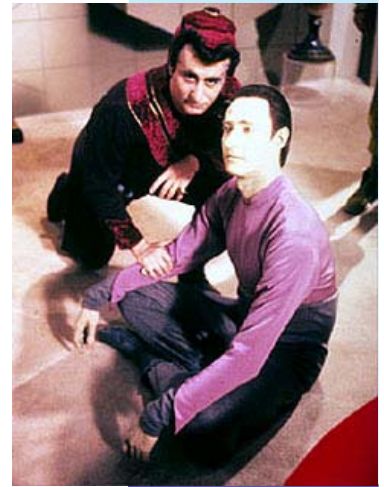
Aside: Fajo states that Data is programmed with "respect for all other life forms"—which could be a bastardized version of the First Law but may just indicate how Data's positronic brain is only Asimov-inspired, not Asimov™.

Even farther aside: Missing from the discussion is any latitude for the android/robot to *interpret* the First (or any subsequent) Law. In Asimov, the Laws tended to be programmed and the interpretation was left up to the positronic brain of the robot, which was often the central conundrum in his early robot stories.

## In conclusion

I know a single episode isn't much, but

*continued on page 6*



Kivas Fajo and Lieutenant Commander Data in *TNG*'s "The Most Toys"

## ART CREDITS:

[startrek.com](http://startrek.com) 1, 3, 6  
Ben Burgraff 2  
[images.google.com](http://images.google.com) 4  
[chevrnnonine.com](http://chevrnnonine.com) 5  
[desktopstarships.com](http://desktopstarships.com)  
Insert front  
[gateworld.net](http://gateworld.net)  
Insert back



## REFLECTIONS: X-pendable?

Even though *The X-Files* was culturally, figuratively and literally at its peak and America's new darling of the airwaves by the time it reached its fifth season, there was an inherent dichotomy about the show.

Yes, America had fallen in love with the program, albeit late (and as they say, better late than never). Duchovny, Anderson and even Mitch Pileggi (Assistant Director Skinner) had become the new media icons, gracing the covers of nearly every media magazine in the world and being guest stars in numerous television shows and films. Yes, Duchovny still wanted to be a movie star, and he got more than a fair shot at film stardom, but he was still contracted to *The X-Files*, which was at its height of popularity.

Unfortunately, the founders—the original fans of the show, the folks who tuned in every week from the start when most of the country did not—were growing dissatisfied. A lot of them were no longer tuning in on a regular basis.

Some stopped because of Chris Carter's reluctance to have Mulder and Scully declare their undying love for each other and begin regular sexual activities (I kid you not). Others disliked the new mood and direction of the show. They missed Mulder's witty banter, which was a staple of the first season, and Scully's naiveté on unexplained phenomena.

Sure, there was humor, or at least an attempt at it, but instead of the humor coming from the characters and their situations, there were now "comedy" episodes. The producers obviously expected the fans to pretend that *The X-Files* was a sitcom for those supposedly "funny" hours.

I believe three things were primarily responsible for the spilt in fandom's acceptance. First was Mulder and Scully: Will they or won't they? New fans seemed enamored with the prospect of a love affair between the agents, but original fans grew weary of being teased about it. One too many false starts and romantic red herrings turned off the old school viewers.

Besides, anyone well versed in television history KNOWS that such a relationship is the "kiss of death." Many shows have crashed and burned in the history of television AFTER a romance was established between two main characters.

Second, the mythology of the government conspiracy that kept Mulder on his toes got old quick. As with the romance/sexual tension angle, viewers grew tired of being constantly teased with the prospect of Mulder finally exposing the culprits, only to have his proof and witnessess snatched away at the end of the episode. This was a MAJOR tease that America, the new viewers, loved but annoyed the old school viewer to no end. They were sick of being jerked around while Chris Carter got cute with their hopes and aspirations time and time again.

Third was the obvious indifference of the show's main star. Old school fans gradually discovered Duchovny's wish to be rid of the *Files*, and this didn't sit well with the folks who stuck with the show when America didn't care. They felt slighted at the star's refusal to do conventions. Heck, even Gillian did at least ONE! But Duchovny couldn't be bothered. Even worse, there was a growing rift between him and fandom, and the old school fan grew annoyed with Duchovny's disdain for the show AND its fans. America didn't seem to care, probably because most people had no misconceptions about being accepted by the stars, but genre fans are a spoiled lot and have grown used to being courted by genre stars.

Also, the coming of the *X-Files* feature film proved to be a big disappointment to most fans and FOX with its "ordinary" showing at the box office. What was hoped to be a franchise on par with *Star Trek* proved to be no big deal for America or Hollywood. Unfortunately, nothing new was learned from the feature, story-wise or mythology-wise, and it came off as just an expensive television episode and not the further embellishment of the current running storyline that was promised.

By the end of the seventh season, even the ratings were starting to slip as millions of the newer fans were tuning elsewhere.

Next month: A return to the good old days as two new agents are introduced to the *Files*. ■

Conn Officer Lorenzo Heard



Gillian Anderson, David Duchovny and Chris Carter from *The X-Files*.

Peter Chewning's "Ratings" column is currently on sabbatical.

## WAYNE'S WORLDS: *Stargate Atlantis*

It's been a while since this column was around, but let me remind folks just what I usually talk about here—current sci-fi and related worlds outside of *Star Trek*. And since I've been doing a regular column at [www.mediasharx.com](http://www.mediasharx.com) reviewing one show in particular, I thought I'd sum up my ideas about the most successful original series on the Sci Fi Channel so far, and that's *Stargate Atlantis*.

Still, if you discuss sci fi on television, you have to start with *Star Trek*. For decades, *Trek* has been what every science-fiction show aspires to be when it grows up. There have been numerous feature films and spin-off television series. And the merchandising of that show reportedly brings in \$220 million a year alone. Other entertainment companies have been attempting to make their own *Trek*-like franchise, and each one has hoped that its sci-fi show would take off like *Trek* did. But none of the other shows have had the longevity or the ability to create a successful spin-off ... that is, until *Stargate SG-1*.

*SG-1* is a big hit overseas, is successful in American syndication and delivers high Sci Fi Channel ratings. With Richard Dean Anderson's (Jack O'Neill) long-spoken desire to cut back his role on the show, talk of a spin-off began in earnest, leading to the production of what is now *Stargate Atlantis*. And the timing just couldn't have been better. The two-hour premiere of *SG-1*'s eighth season broke all kinds of ratings highs, then the first episode of *Atlantis* set all kinds of records for an original series on that network.

Of course, in making a spin-off, why mess with success? There are many similarities between the new characters on *Atlantis* and those on *SG-1*. Major Sheppard is clearly the new wisecracking, irreverent leader in the style of O'Neill. Teyla is the new local who joins the team, *a la* Teal'c. Doctor McKay, though more neurotic and less secure, is the new Samantha Carter. And Doctor Weir is the updated version of General Hammond. McKay and Sheppard are the most fleshed out of the characters to date, with Ford the "eager, young space cadet." The Wraith, the first villains we encounter, are quite nasty life-force-sucking vampires who resemble Andorians with a more upscale kind of style.

At this writing, with only the "summer finale" to go before a big break until new

episodes return in January, here are some of my favorite installments so far:

- "Rising," the two-hour premiere. The plotting and storytelling are as action- and character-packed as we are used to in *SG-1*. The humor, and there is plenty of it, comes from the characters in the situation, not forced on them. The special effects and the sets are also just as sweeping and expansive as we've come to expect from *SG-1*. The city rising from beneath the waves was simply awesome, and the Puddlejumper is as cool as the runabouts on *Deep Space Nine* were. The new gates have a much more "techy" feel, using lights and more modern elements than the whole dial cranking and spinning around.

- "Thirty Eight Minutes," an episode that firmly establishes *Atlantis* in the *Stargate* universe. It's a "what if" show that I'm sure producers talked about over lunch or in a meeting to come up with new ideas. "What if a ship couldn't get all the way through the gate?" We find out just what would happen.

- "Poisoning the Well," a potent and moving discussion about when the desire to preserve life crosses over into revenge. The Hoffans' (obviously meant to sound like "humans") struggle to survive has finally taken its toll on their spirit. It isn't enough to merely survive any longer; it's important to exact an equal punishment on the cause of their troubles. And that's a line the *Atlantis* crew won't cross. Colm Meaney, Chief Miles O'Brien in *TNG* and *DS9*, plays Cowen, who will be seen again on the show very soon.

*Atlantis* functions like a show in its second or third season, with firmly developed and defined characters in clearly understood situations, as well as humor and thoughtfulness. Other shows would love to have hit the ground running like this one has. ■

Chief of Security Wayne Hall



# COMING EVENTS

## SEPTEMBER

*September 18* ..... Football, falling leaves and ... our first meeting of the fall “brr” months! For directions, check out the insert that is included with this newsletter!

## OCTOBER

*October 16* ..... It would be a scary thing to miss the October meeting! Be there!

## NOVEMBER

*November 20* ..... Be thankful that it’s time for the November club meeting!

## SCIENCE TREK: Nor by inaction concluded

*continued from page 3*

Asimov’s Laws tend to be absolute *unless the robot is misprogrammed*—in one Asimov story, a robot is programmed with the first half of the First Law, but not the second. So, could Data take the actions he did in “The Most Toys” if he followed the First Law? Talk amongst yourselves.

Next month, the Second Law: A robot must obey orders given it by human beings, except where such orders would conflict with the First Law.

*Web Notes:*

• <http://www.cnn.com/2004/TECH/space/09/>

[08/genesis.crash.cnn/index.html](http://08/genesis.crash.cnn/index.html) (Chute!);

• <http://www.cs.washington.edu/homes/etzioni/papers/first-law-aaai94.pdf> (Science fiction becomes science.);

• [http://ssdoo.gsfc.nasa.gov/education/just\\_for\\_fun/startrek.html](http://ssdoo.gsfc.nasa.gov/education/just_for_fun/startrek.html) (A NASA guy’s look at “the science of *Star Trek*.”);

• <http://www.startrek.com/startrek/view/series/TNG/episode/68446.html> (“The Most Toys”); and

• [http://www.campusprogram.com/reference/en/wikipedia/d/da/data\\_star\\_trek\\_.html](http://www.campusprogram.com/reference/en/wikipedia/d/da/data_star_trek_.html) (All you wanted to know about Lieutenant Commander Data and then some.). ■

*Second Officer Phil Margolies*

## HOLODICTATION: Birth of the Ferengi

In the “Little Green Men” episode of *Star Trek: Deep Space Nine*, Quark made the statement that Earth, in the 1950s, was a great opportunity. I think that they actually went back to the 1950s and took advantage of this opportunity, and I’ll tell you why: Rule of

Acquisition #9, “Opportunity plus instinct equals profit.”

The 1950s is when credit or the installment plans really started to flourish. Rule of Acquisition #8: “Small print leads to large risk.” This is when banks started really loaning money for cars and other large-ticket

items other than houses. Enter finance charges and late fees. Rule of Acquisition #52, “Never ask when you can take.”

Then in the 1960s, we started with gas credit cards. Rule of Acquisition #97: “Enough is never enough.”

In the 1970s, we really got an influx of credit cards from banks. Rule of Acquisition

#89: “Ask not what your profits can do for you, but what you can do for your profits.”

And then in the 1980s and ’90s, banks started to merge. Rule of Acquisition #242: “More is good ... all is better.”

Now that we’re in the new century, they’ve made it so that if you fall on some hard times, they threaten you with just about everything to get their money. Rule of Acquisition #202: “The justification for profit is profit.”

After all this, I submit to you that the Ferengi culture was started on Earth in the 1950s by Quark, Rom and Nog.

So I leave us humans with these sage words of advice: “Satisfaction is not guaranteed” (Rule of Acquisition #19); “Greed is eternal” (Rule of Acquisition #10); and “A deal is a deal ... until a better one comes along” (Rule of Acquisition #16).

I sign off with the Rule of Acquisition #48. ■

*Weapons Officer Patrick McBee*



Rom, Quark and Nog in *Deep Space Nine*’s “Little Green Men.”