



Star Trek “novel” ideas set to come during 2008

During the recent Shore Leave convention, Pocket Books Editor Marco Palmieri revealed the 2008 novel line-up for the *Star Trek* franchise:

January: “*Star Trek Excelsior: Forged in Fire*” by Michael A. Martin & Andy Mangels. Captain Sulu joins forces with Klingon captains Kor, Koloth and Kang as well as a hotheaded young Federation diplomat named Curzon Dax to take on the Albino. This is a prequel to *DS9*’s “Blood Oath” episode.

“*Star Trek: The Next Generation — Slings and Arrows, Book Four: The Sleep of Death*” by Terri Osborne (eBook)

February: “*Star Trek Klingon Empire: A Burning House*” by Keith R.A. DeCandido

“*Star Trek: The Next Generation — Slings and Arrows, Book Five: A Weary Life*” by Robert Greenberger (eBook)

March: “*Star Trek: The Next Generation — Slings and Arrows, Book Six: Enterprises of Great Pitch and Moment*” by Keith R.A. DeCandido (eBook)

April: “*Star Trek Mirror Universe: Shard and Shadows*” by various authors (trade, anthology)

“*Star Trek Terok Nor: Day of the Vipers*” by James Swallow

May: “*Star Trek Terok Nor: Night of the Wolves*” by S.D. Perry and Britta Dennison

June: “*Star Trek: Deep Space Nine — These Haunted Seas*” by David R. George III; Heather Jarman (trade, omnibus reprinting “Mission: Gamma, Book One — Twilight” and “Mission: Gamma, Book Two — This Gray Spirit”)

“*Star Trek Terok Nor: Dawn of the Eagles*” by S.D. Perry and Britta Dennison

July: “*Star Trek Myriad Universes, Volume 1*” by various authors (trade, omnibus)

“*Star Trek: Deep Space Nine — Fearful Symmetry*” by Olivia Woods (This book has been delayed from this summer.)

August: “*Star Trek Myriad Universes, Volume 2*” by various authors (trade, omnibus)

“*Star Trek: The Next Generation — Greater than the Sun*” by Christopher L. Bennett

September: “*Star Trek: Enterprise — Kobayashi Maru*” by Andy Mangels & Michael A. Martin

October-December: “*Star Trek Destiny*” by David Mack; “Book One: Gods of Night,” “Book Two: Mere Mortals,” and “Book Three: Lost Souls” This series is described as “a *Star Trek* crossover trilogy of epic proportions, featuring the *Enterprise-E*, the *Titan*, characters from *Deep Space Nine*, and elements from *Trek*’s past coming together in an ambitious tale that will shape the future of the *Star Trek* universe.”

As always, this list is subject to change. ■

Let’s talk about Shore Leave at the July meeting!

The next meeting of the *U.S.S. Chesapeake Star Trek* and Science-Fiction Club will be on Saturday, July 21, at the Hard Times Cafe in College Park, Maryland.

We’ll gather at 5:00 p.m. for our dinner, followed by our club meeting, which will begin no later than 7:00 p.m. We’ll talk about the recent Shore Leave convention, find out

what fellow club members are up to and hear the latest news about *Star Trek* and other sci-fi television shows and movies.

Do you need to get directions in order for you to make it to the July meeting? Then be sure that you download this month’s insert, which you can now find in our online Yahoo! Group. ■

IN THIS ISSUE:

Art Credits	3
Club Members	
Insert front	
Coming Events	6
Captain’s Log	2
Directions to Meeting	
Insert front	
Meeting Minutes	
Insert back	
Reflections	4
Science Trek	3
Wayne’s Worlds	5

CAPTAIN'S LOG: Back on the racks

It's time for another visit to the "Good Old Days Department."

Just a few years ago, we had not one but two *Trek* TV shows, regular movies and lots of other goodies on which to spend our hard-earned quatlouos.

We also had not one but two full-color, glossy-paper magazines devoted entirely to our favorite science-fiction franchise.

The most impressive publication was *Star Trek: The Magazine*, which was produced by Paramount and was always jammed with actor interviews, technical schematics, posters and lots of other goodies.

Sadly, many fans found the squarebound magazine to be just too expensive, so they didn't buy it very often, if at all. Sooner rather than later, the low sales and high prices caught up with *STTM*, and just as it was about to go into a season-by-season look at *Deep Space Nine*, it was cancelled.

Our alternative was the thinner and bimonthly *Star Trek Communicator*, which tended to be more fan-oriented than its bigger rival. Heck, it even profiled a former member of the *Chesapeake* in one issue.

The *Communicator* started out many moons ago as the much smaller publication of the Official *Star Trek* Fan Club, but differences between the editorial staff and the company that produced it caused it to join *STTM* in the really final frontier.

At that point, we didn't have much more *Trek* information than the occasional article in *Starlog*, and while those are always a good read, the fan in me yearned for the day we could have our own publication once again.

Thankfully, we didn't have to wait long for Titan Magazines, which ran a successful *Trek* periodical in the U.K., to fill the gap.

I found it "fascinating" to learn that the very first Titan publication came out in March of 1995 and was called *Star Trek Monthly*. Since then, the company has practically cornered the market of franchise magazines based on such TV programs as *24*, *Charmed*, *Prison Break* and the *Stargate* shows.

With their extensive track record, I was hopeful that they'd do a good job of covering *Trek* and all its "generations." Now that issue #6 of the bimonthly periodical has hit the stands, I figured I'd take a look at how they're doing.

I can sum up *Star Trek Magazine* best by referring to it as the "happy medium" between *STTM* and the *Communicator*. Yes, the issues are still full-color, but they maintain a page count — and price — between its predecessors.

The publication also continues the best elements of the previous magazines, with features ranging from actor interviews to articles on fan films, but with a few new twists, such as excerpts from upcoming *Trek* novels and a calendar that notes the release dates of toys, comics and other products.

In the very first issue, the staff accumulated interviews from the actors who play all five captains, though some discussions were shorter than I'd hoped they'd be. Later editions have featured chats with cast members from *DS9*, *Voyager* and *Enterprise*, with a *TNG* 20th anniversary special due in August.

Meanwhile, the most recent issue had a great section on the Classic *Trek* favorite "Doomsday Machine." That included a revealing interview with Norman Spinrad, who authored the episode (and didn't like William Windom as Commodore Decker), as well as a chat with CGI guy Dave Rossi on his efforts to upgrade the original FX without losing that original flavor.

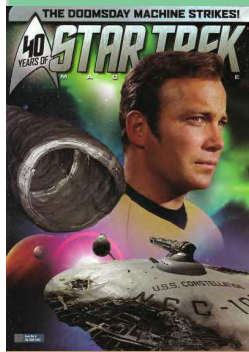
The amount of fresh news varies, with some issues providing updates on *Star Trek XI* and others announcing IDW's newest comics. It's not easy to always have original info when fans can post scoops online in minutes, but these guys do a good job of balancing reviews of the past with breaking news on *Trek's* future.

I therefore recommend that you give *Star Trek Magazine* a try, if you haven't already.

Speaking of reviews, I received a nice email from Nick Cook, the creative force behind the *Star Trek: Intrepid* fan films, and he thanked me for my almost entirely positive review of their first episode last issue. However, he mentioned that I was mistaken when I said the folks at *Hidden Frontier* had helped with the greenscreen work. And I was so sure I'd read that on their website.

But that leads me to next month's topic: a review of the latest *New Voyages* episode, "World Enough and Time," which was previewed at Shore Leave and features a guest appearance by George Takei as Captain Sulu. Yes, I said *Captain Sulu!* ■

Captain Randy Hall



A recent cover of *Star Trek Magazine*

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SCIENCE *TREK*: Inventing aliens

There's been a not-so-secret gathering of *Chesapeake* writers the past few weeks at the Old Country Buffet in Laurel, Maryland. Interspersed with eating and the usual jovial banter, we've been beating out several story ideas. The one I'm most involved with revolves around an alien society, originally envisioned as a Federation-type alliance of several worlds.

The original concept was refined as we beat out the story, scene by scene, the other week. The Nureem are a people bound by their laws and traditions created to protect their culture from disorder and disease (imagine the Vulcans, but instead of getting logical, they got legal and paranoid).

Star Trek is well known for its diverse aliens whose culture or personality often relate to aspects of humanity. After all, while the TV signals are broadcast through space, we don't know who out there is watching (and besides, the intended audience is all human, as far as we know).

I've pointed out in past columns that we just don't know what aliens look like or how they think, if they even exist. The cultural fringe aside, no one's ever met, seen, or communicated with an alien, so we have no real, in the, um, flesh examples, just conjecture.

This month's column provides a look at *Trek's* conception of various aliens.

Vulcans: How can a people survive when its very nature seems to lead inexorably to its destruction? How about through a great leader who devises a philosophical and ethical system that suppresses the drives and emotions of that nature?

Not every member of Vulcan society agreed with this, which led to conflict, strife, and the settling of new worlds. For a culture that at first glance might have seemed one-dimensional, Vulcans have developed a surprising depth across the five *Trek* series.

Romulans: There's an interesting parallel between the Romulans and their Vulcan cousins. Both appear to have developed highly ordered societal structures, a very logical practice, suggesting that perhaps the development of a logically ordered Vulcan society was simply the emphasis of an inherent aspect. From their first appearance, the Romulans have always been breaking the bonds of their xenophobic totalitarian mold.

Klingons: It's an interesting choice that the original series Klingons appeared Mongolian. On the one hand, like the Mongols, the Klingons tried to establish a large empire and valued honor. On the other, the Klingons prefer combat to capitulation and surrender of those they seek to conquer.

Andorians: The Andorians are a study in the real-world decisions leading to possible or apparent story world contradictions. Take a look at the different Andorians from the different *Trek* series and note the differences in skin color, antennae placement, etc. Bigger budget, better make-up, one might think. Next time you're on the street, take a look at the people around you. Better make-up or just diversity?

Cardassians: While the Cardassians are compared to Nazis (especially in relation to the Bajorans), it seems to me that they're more like the totalitarian Soviet regime.

Bajorans: Faith or religious belief is touched on in the presentation of several alien species, but it reaches its height in the Bajorans.

There is far more species and far more information on them than I have space to present here. For greater detail on these and other races in *Star Trek*, visit Memory Alpha. Links below. ■

Web Notes:

- <http://memory-alpha.org/en/wiki/Vulcan>;
 - <http://memory-alpha.org/en/wiki/Romulan>;
 - <http://memory-alpha.org/en/wiki/Klingon>;
 - <http://memory-alpha.org/en/wiki/Andorian>;
 - and
 - <http://memory-alpha.org/en/wiki/Cardassian>
- Second Officer Phil Margolies



Some of the aliens seen in the incarnations of *Star Trek*

ART CREDITS:

startrek.com 1, 2, 3
starshipintrepid.net 2
images.google.com

startrek.com 4, 5, 6
scifi.com 6

Insert front
newvoyages.com
Insert back

REFLECTIONS: Vanishing point

For every Holmes, there's a Moriarty. For every Superman, there's a Luthor. James Bond has Blofeld and SPECTRE, while U.N.C.L.E. had T.H.R.U.S.H. My point is—as I seem to be circumlocuting at the moment (explaining very badly)—the metaphysical and the psychological need for the age-old battle between the heroes and the villains.

I've never liked "villains." Villains are so ... predictable, so ... boring. I much prefer the word "antagonist" because one can be an antagonist and not be evil, which is so cliché. Give me an antagonist who simply has a different point of view than our protagonist, which does not make the antagonist evil — he just has a different agenda.

Now, in Sci Fi Channel's *The Invisible Man*, the Agency had villains. They also had protagonists, and the results were surprising. Arnaud de Ferhn was a mercenary scientist who worked with Kevin Fawlkes (Darien's brother) and was there when the quicksilver gland was inserted into Fawlkes. Arnaud was Kevin's assistant; he also shot Kevin and tried to steal the gland. Now one may say that is evil, but his intentions were monetary, not evil, though the results were evil. This is the metaphysical.

Arnaud was as brilliant as he was cold-blooded; he was the one who came up with the devious madness side-effect which helps to keep the gland-bearer in check and under control. Arnaud was desperate for the gland, so desperate that once he discovered a replacement gland, albeit a defective one, he immediately had it installed into himself.

The gland worked, and there was no quicksilver madness side-effect. The problem was, once he went invisible, he couldn't become visible again. In the next-to-last episode, Chrysalis was able to remove Arnaud's defective gland, making him visible again. He then formed a bond with them to kill Darien Fawlkes. *That's* the evil.

Speaking of Chrysalis, that was an organization run by a group of scientists whose goal was nothing less than world domination. At first, they were kidnapping the world's leading scientists and freezing them. They would be thawed out later by the children of their experiments that enabled these children to stop aging once they reached 25. They would live forever and thaw out the scientist years later to

start a brave new world.

I would be remiss in my job as a writer if I did not mention the lovely and dangerous Allianora.

Allianora was an agent of Chrysalis. She had the ability to breathe water. She could kiss you and drown you in the same motion, and she had the serious hots for Darien. One of my favorite scenes had her waiting outside of Darien's place. When he finally came out, she shouted, "Invisible Man!" Upon seeing her, he replied, "Aqua-mama!"

There was Simon Cole, the invisible assassin who had the gland before Darien. It seems that he was taking over Darien's body while he slept and was still killing people. He wasn't evil; he was just doing his job. The only Agency villain who I could say was pure evil actually worked for the U.S. government.

The S.W.R.B., or Secret Weapons Research Branch, of the government killed people, conducted experiments on live human subjects and tested weapons on live human beings. They didn't care. Technically, they didn't exist (This is why they didn't care.), so they didn't have to obey any laws and answered to no one. They did stuff just because they could. They were evil.

By the end of the second season, everything seemed rosey. The show had good numbers despite being moved around a bit. The Sci Fi Channel was pleased, and they had been renewed it ... or so they thought. The word came quickly and without warning, much like a barracuda attack. They were cancelled. They were not given a reason for the cancellation, and neither were the fans.

To this day, I have not been able to find a reason for its cancellation. The show was inexpensive to produce. The producers were happy because the show was also in first-run syndication, so it was making a profit. It's a mystery, one that someday I'll get to the bottom of.

Next month: The last of the new breed of Sci Fi Channel original shows: *The Chronicle*. ■

Conn Officer Lorenzo Heard



Arnaud de Ferhn vexed the cast of *The Invisible Man*.

WAYNE'S WORLDS: Images of Batman — 5

This series of articles has been outlining how much of an influence the character of Batman has been in my life. I'd like to include just a few more thoughts before I turn my attention back to shows currently on the air.

The Batmobile. I know that "chicks dig the car," but automobiles are often a "guy" thing.

Since I first saw the vehicle that Batman drives, I've been fascinated by it. I don't care if it is the sedan with a bat-head on the front, a car with a dome on top or something so ornate that it couldn't possibly drive without pieces breaking and falling off, I adore the Batmobile.

Corgi makes a massive collection of Bat-vehicles, and to my knowledge, I have every one released so far. That includes the Joker's car to Robin's Redbird.

To this day, my favorite thing about ABC's *Batman* was the Batmobile. That cool black shape with red highlights just made me drool. Versions of it still make the circuit, appearing at car shows around the world.

But nothing compares to the Batmobile in *Batman: The Animated Series* and *The New Batman Adventures*, the series that followed it.

In *TAS*, the Batmobile was a huge engine with a seat at the end of it. Talk about *more power!*

But my all-time favorite was the one that appeared in *The New Adventures* and then in *Justice League*. It's a sleek, black muscle car that would effortlessly glide through traffic and open spaces. (See the illustration to the left on this page.)

Oddly enough, my least favorite Batmobile was in *Batman Begins*. I know it resembles the vehicle Batman drives in *The Dark Knight Returns*, but it's just a tank. But I do like what it could do, though!

The movies. I've already talked about the Michael Keaton *Batman* film, which remains a classic to me. The other films in that series didn't fare as well, in my opinion.

Batman Returns had smooth action sequences and an interesting relationship for Batman with Catwoman, but it is tough to juggle that many story elements and make it work. That movie didn't do it well.

Batman Forever used Jim Carrey well. It effectively mixed humor and action. Val Kilmer wasn't a bad Bruce Wayne. In this group, this was the best after *Batman*.

Batman & Robin was the realization of all my worst fears. While *Batman* was based on Frank Miller's *The Dark Knight Returns* comic, this film was intentionally a return to ABC's *Batman* show, which I had come to despise.

That said, there were parts I really liked. Pulling the backstory of Mr. Freeze from *TAS* was a good idea, but the Governator was too distracting. And introducing Batgirl so soon after bringing in Robin before we knew him very well was too much.

George Clooney often worried out loud that he had killed the franchise. He had seriously wounded it, but only for a while.

Batman Begins is the best film the character has been in, in my opinion, and that even includes *Batman: Mask of the Phantom*. (Sorry, Joss Whedon!)

As Randy likes to say, it would have been a great movie even if Bruce Wayne had never become Batman. Good story, good acting, surprises galore (like Ra's Al Ghul), this one surpasses even *Batman* to me. And that's saying something!

Recent DVDs. Not too long ago, I received DVDs of a Batman cartoon series I had never seen. Released in the late '70s, *The New Adventures of Batman* came out in a time when I was busy with other things. Also, it had Bat-mite in it, which really worried me.

The interesting things about this show were that it brought Adam West and Burt Ward back to voice the roles they had become famous doing in the '60s. And it was Filma-tion, the studio who brought the animated series that immediately followed the live-action show's exit from ABC.

So there was some nostalgia to seeing the program.

One day, when I actually had some time on my hands, I watched all 13 episodes in a row. Fortunately, my brain didn't rot out of my skull.

The bad news is that Bat-mite pretty much served as the impediment for Batman, Robin and Batgirl from beating the bad guys in just 10 minutes. With Bat-mite around to get in the way, it always took 30 minutes, the length of the show. Then too, *a la He-Man*, there was a pontificating "Bat Message" at the end of each episode, usually telling kids not to solve their problems with violence (though that's

continued on page 6



My favorite Batmobile

COMING EVENTS

JULY

July 21 Happy July! We'll meet at 5 p.m. at the Hard Times Cafe located in College Park, Maryland, for dinner. The meeting will begin no later than 7 p.m. For directions, check out the insert in our Yahoo! group!

WAYNE'S WORLDS: Images of Batman — 5 ... concluded

Continued from page 5

what they had seen for the last half-hour).

That said, I did find it similar to the comics of the '50s, in which Batman had to beat not only criminals, but space baddies as well, as they did in the final three episodes.

Final thoughts. I don't know why, but when one is a fan of Batman, it seems a certain question always rises up:

"So which one are you, Batman or Robin?"

When I was younger, I was always uncertain just how to answer. No one wants to be

known as a sidekick, so I'd always say, "Batman, of course."

But as time has gone along, I've thought of the proper answer to this question.

"Which one am I, Batman or Robin? I'm not Batman, I'm not Robin. In fact, I'm not Nightwing, Commissioner Gordon or Alfred."

You see, there are things I admire in all of them, but that doesn't mean I am ONLY that character.

I guess that answer works because I don't seem to get asked it very often any longer. ■

Chief of Security Wayne Hall

PHASERS ON FUN: THE TREK LIFE (CON EDITION)

