

April Showers Rain *Trek* Props

Star Trek: The Experience folded in 2008, but now you can get “a piece of the action.” Propworx, Inc., is auctioning off about 1,000 items from the now-closed exhibit housed in the Las Vegas Hilton. (Contrary to rumors, our own Conn Officer Lorenzo Heard is not included as part of the auction as he was dragged from

the exhibit shortly after it closed). The beloved *Experience* closed after 10 years of showcasing the props, uniforms, and sets of the various *Trek* series.

In addition to several starship models, a Borg alcove, and Captain Picard’s ultra-suede command chair, fans can purchase the replica bridge from the *Star Trek: The Next Generation* series. ■



Crew members react as the *Next Gen* bridge set rolls to port (above)

Scenes from *The Experience* (below)



It's Hard Times Again for the Club in April

The next monthly meeting of the U.S.S. Chesapeake Star Trek and Science Fiction Club will be held on Saturday, April 17, at the our second home at the Hard Times Café in College Park, Maryland. We'll meet for dinner about 5:00 p.m. Our club meeting will start no later than 7:00 p.m.

During this month's meeting, we'll

talk about the world of science fiction and make lots of jokes like we always do. We'll also discuss what fellow club members have been up to and catch up on the latest sci-fi television shows and feature films.

For directions to this month's meeting, get the latest insert. ■

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CAPTAIN'S LOG: Should *Trek XII* boldly go?

Almost a year ago, we finally got to see what J.J. Abrams and his crew wanted to do with Kirk and company. Regardless of your opinion of the film's quality, you have to admit that the theatrical release rejuvenated *Trek* and revived interest in the original ship and its crew.

That success has led to the promise of another movie. Even though we haven't heard any specific details of the next film's plot, I still have a blank slate when it comes to what I want to see the next time around the quadrant.

At least, I did until I came across this picture of the three versions of Captain's Kirk *Enterprise*. The original starship in the middle still looks as cool as ever, and of course, I still consider the first movie version my all-time favorite *Trek* vessel. I also dig the newest, most powerful looking NCC-1701.

While enjoying the collage, I realized that it represents what I want out of *Star Trek*.

The two newer versions of the starship follow the same basic design that warped onto TV screens back in 1966 and helped brush aside the notion that outer space travel required a big needle with a rocket engine at the bottom and the crew strapped in at the top.

In a similar fashion, *Trek* retooled TV and movie science fiction. No longer were Martians the ultimate alien baddies when you could wind up facing Klingons. Also, not all inhabitants of other worlds were sinister enemies just looking for a fight.

By the time Kirk and his crew leaped

to the big screen, the idea of "boldly going where no man has gone before" was pretty universally accepted, but that upgrade to the movies changed everything in *Trek* from the uniforms to the alien makeup and the ship itself.

Abrams apparently took note of that strategy of maintaining the basics while updating some aspects of the epic adventure, and audiences were happy to plunk down their hard-earned quatloos to go along for the ride.

So when I think about *Trek XII* through this prism, I see some things that should stay the same and others that require some serious overhauling. If all you're going to do is some tinkering with earlier

plots, then why reboot everything?

It's no surprise that I think the biggest changes need to happen to James Kirk. Chris Pine was OK in the role, but anyone who thinks the captain can't keep his mind on business whenever a female of any species walks by needs to go back and watch Classic *Trek*.

I understand that this is the younger, brasher Kirk, but if he doesn't start to mature in this department pretty soon, I'm doing to be disappointed. I've said many times that if a man gets between the captain and the *Enterprise*, Kirk will knock his lights out. But if it's a woman, Kirk applies a "kinder, gentler" approach, and then knocks her lights out.

The only true love Kirk had in the show was his ship, and every time he fell for another woman, he paid dearly for it,



And a ship named Enterprise

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Check out our club website: www.usschesapeake.org

The opinions expressed in this publication do not necessarily represent those of the entire club.

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SCIENCE *TREK*: The Undiscovered *Enterprise*

Perhaps the picture next store would do well for this month's Science *Trek* except Randy found it first, so I'll let him have it. The picture that is. Anyway, the one below and to the right is more apropos to the present.

On March 23, 2010, the *Virgin Starship Enterprise* completed its first test flight (stop that giggling) high over California's Mojave desert. No, it didn't get into space. Didn't come close to the Kármán line—the somewhat arbitrary but universally accepted boundary between Earth's atmosphere and outer space at 100 kilometers above mean sea level. Didn't even separate from its mothership. So why is it newsworthy?

The Future is coming

On October 4, 2004 SpaceShipOne, the Burt Rutan-Paul Allen collaboration won the Ansari X-prize, a \$10 million dollars carrot for the first team to build and launch a privately funded spacecraft capable of lifting three people to the Kármán line...twice within 14 days. And that was just the first flicker of light that proved the spark was sustainable.

Until Scaled Composite's SpaceShipOne, all space travel was in the hands of government agencies like NASA, the European Space Agency, and the Russian Federal Space Agency. Private citizens were able to purchase rides to the International Space Station aboard rockets launched by the cash-starved Russians. For the most part, though, space travel was the province of professional astronauts and scientists. No ordinary janes or joes need apply.

And in the near future, they still don't need to apply...or at least they can apply if they can pony up the \$200,000 per flight on billionaire Richard Branson's *VSS Enterprise*. So far, nearly

100,000 people are on the waiting list.

The Future is Blind

One of my favorite images from *Star Trek: The Motion Picture* is the historical line up of the *Enterprise* models. It's been a while since I've seen the movie, but I'm not recalling the ship below being there. There's a good reason, too. History is written by the winners.

I'm not saying this idea is a loser, just that in the *Trek* universe, Starfleet is the descendent of the United Earth Space Probe Agency, which is a successor to NASA, of course.



The Future is Not Yet Written

So will the *VSS Enterprise* and its descendants fly? My guess is yes. Space travel and a drive to explore strange new worlds are in our modern nature (at least, in the last millennia...there are a lot of cultural aspects that I don't have space to get into here, but maybe we can discuss someday). ■

Second Officer Phil Margolies

Web Notes

<http://www.cnn.com/2010/TECH/space/03/23/virgin.space.flight/index.html?hpt=T2> — *VSS Enterprise*

Not pretty, but it's the future...the *VSS Enterprise*

ART CREDITS:

candorville.com 8
en.wikipedia.org 1
memory-alpha.org 1
Randy Hall 2
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USS Chesapeake 8
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vinodunny.com 1
Youtube.com insert

REFLECTIONS: Lightning Strikes Again — 5

Right about now, we'd seen more than two-thirds of *Andromeda's* first season, and the results were in. *Andromeda* was a bona fide hit. It debuted as the number one action hour in syndication (*Wheel of Fortune* and *Jeopardy* were bigger. Remember when *Wheel of Fortune* actually mattered?) and never looked back. The science-fiction community was curious at first, and then curiosity blossomed into genuine acceptance. Everyone was abuzz about *Andromeda*, and the numbers reflected that ... which made *Andromeda's* eventual fate all the more puzzling and yet understandable.

Forced Perspective – Mat Keine, Joe Reinkemeyer

Dylan is jailed in order to force him to admit to assassinating the Mobius leader.

Dylan is kidnapped and tortured to admit to a crime he supposedly committed 300 years earlier. Dylan's fate seems to be in Trance's hands since Dylan and Trance had taken the *Maru* in an effort to collect spare parts for the *Andromeda* when Dylan was captured.

While everyone else is away searching for parts, Tyr and Beka are alone on the *Andromeda*. Tyr reads all day. Beka is bored and desperate for something to do.

Three hundred years earlier, Dylan was recruited by Admiral Stark, who also happened to be the aunt of Dylan's fiancée. She wanted him to go on a top-secret mission, one so secret that she couldn't tell him anything about the mission until he agreed to it. His partner, code name Mr. March (his code name was Mr. April) and he were sent to the planet Mobius to extradite a man named Farin.

Mr. May was their contact on Mobius, and his job was to get them in and off the planet. Mr. May designed most of the buildings on the planet and had

unique insight in the main government structure where Farin was. He also instigated the kidnapping of Dylan 300 years later. Mr. March was really Gaheris Rhade, the man who would become Dylan's first officer, best man and main betrayer to the Nietzscheans.

This is an interesting episode. We see the first meeting of Dylan and Rhade. This mission got Dylan his captaincy and the *Andromeda*; it also made Rhade the first officer. We also learn more about Trance's abilities, since she was able to find Dylan with just a button to guide her. We also learn that she has the ability to see multiple futures. We learn that Tyr is a gourmet chef and believes cross-species breeding is a waste of time. We also find out that Beka is a notorious gossip and a tease. 🌸🌸🌸🌸

Sum of Its Parts: Story – Celeste Chan Wolfe; *Teleplay* – Steven Barnes

A humanoid robot, sent by a culture of machines called the Consensus of Parts, boards the *Andromeda* and orders the crew to meet with its leader.

A robot named HG is sent to greet *Andromeda*. The Consensus of Parts is a machine culture whose purpose is to seek out new mechanical life and join with it. Apparently, *Andromeda* has a fan club, and the Consensus seeks to join with the ship. HG is the go-between, and after he has introduced *Andromeda* to VX, his direct superior, he is to be disassembled.

VX is uninterested in organic life, since his only function is to link with *Andromeda* and doesn't take no for an answer. VX is surprised to see HG still functioning, but his time spent with the crew has taught him the value of life. He asks Dylan and the crew to perform a wake for his eventual disassembling. At the wake,

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CAPTAIN'S LOG: Should *Trek XII* boldly go? [continued]

as the fates of Edith Keeler and Miramanee show all too clearly.

Again, I don't expect this to be an instant transformation, but we all have to grow up sometime.

That brings me to our half-human, half-Vulcan first officer. I thought Zachary Quinto was born to wear the pointed ears, but I'm still baffled by the rather torrid relationship he has with the more professional, more assertive Uhura.

One of the most essential ingredients in making the Spock character such a success was his external control of his internal emotions. I mean, I loved the idea that he came up with the Kobayashi Maru test (which explains why he never took it), but if Spock/Uhura is supposed to replace pon farr, forget it.

I really don't have much to say about the rest of the recast. All of this brings me to my biggest hope/fear for the next film. Now that they've re-established the *Trek*-verse to their liking, Abrams and his fellow filmmakers should give us something at least somewhat shiny and new in the story department.

If Khan's around, there better be a magnificent new reason for that. Let's remember that when *Trek* started, there were no such things as Klingons, warp drive and taking a sling-shot around the sun to go back in time. Those elements had to be created and later became big parts of the show.

So let's see an amazing new challenge to go with the amazing new version of the series. Time to boldly go indeed! ■

Captain Randy Hall

BOOK REVIEW: *Seven Deadly Sins, 'The First Peer'*

When I first got a notice from Amazon.com that the newest *Star Trek* book, *Seven Deadly Sins*, was about to be published in 2010—and the cover indicated characters from *Deep Space Nine*—I immediately pre-ordered it as a Christmas present to myself.

The novel arrived on Saint Patrick's Day, and I discovered, much to my delight, that this particular book is an anthology of seven different stories by such diverse authors as Dayton Ward, Kevin Dilmore, David A. McIntee, James Swallow, Keith R. A. DeCandido (a.k.a. KRAD), Britta Burdette Dennison, Marc D. Giller, and Greg Cox. The stories range from the era of Classic *Trek* through the age of *Next Generation*, *Deep Space Nine* and *Voyager*.

Each story focuses on one of the seven deadly sins of (1) pride, (2) greed, (3) envy, (4) wrath, (5) lust, (6) gluttony and (7)

sloth. The first story of this anthology, "The First Peer," focuses on the pride of the Romulans and how that pride illustrated the old adage of "pride goeth before a fall."

"The First Peer" takes place in 2267, right after the incident illustrated in the *TOS* episode, "The Deadly Years." The Romulans, as distrustful as ever of the Federation, are looking for ways to spy without being detected, eliminate Federation outposts along the Romulan Neutral Zone and deflect the blame elsewhere.

One Romulan has persuaded the Praetor to support her plan to begin secret ne-

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Let's see...the Ferengi's obvious, but which sin is Sisko?

Annie's Awards for Best in Sci-Fi for 2009

Worst Boss: Tess Mercer (*SMV*). If you don't "kneel before Zod," you'll be terminated with extreme prejudice. Ouch! Runners-up: Emmett (*Chuck*); Horace Goodspeed (*Lost*)

Most Useless Character: Chloe Armstrong (*SG:U*). The senator's daughter has no useful skills, doesn't really help out with normal duties and exists only to be a love interest for Eli and Lt. Scott. Someone please give this girl a per-

sonality! Runners-up: Lexie Carter (*Eureka*); Camile Wray (*SG:U*); Leena (*W13*); Gretchen (*Heroes*); Miles Straume (*Lost*).

Worst Family Issues: Agent Myka Bering (*W13*). Now we know why Myka always seems have a stick up her butt. She has a judgmental father who always wanted a boy and an enabling mother. Someone needs some serious therapy there. Runners-up: Kara (Starbuck) Thrace (*BSG*); Peter Petrelli (*Heroes*); Agent Mark Benford (*FF*); Burt "Sock" Wysocky, (Reaper"

Best Vampire: Queen Sophie-Anne (*TB*). Utterly amoral game freak who uses humans and vampires alike as her pieces. Gives "Yahtzee" a whole new meaning. Runners-up: Bill Compton (*TB*); Eric Northman (*TB*); Damon Salvatore (*VD*); Nikola Tesla (*SCY*)

Best Tough Chick: Deputy Jo Lupo (*Eureka*). You've got to love a woman who likes big guns. Although they've emphasized her

more "girly" side this season, Jo is always ready to kick some ass whenever it's called for. Runners-up: Jessie Flores (*T:SCC*); Kara "Starbuck" Thrace (*BSG*); Johnson (*TW*); Ashley Magnus (*SCY*)

Best WTF Moment: The entire final hour of *BSG*. The "opera house" scene is no more than a gathering of all of the remaining skin jobs on the *Galactica* bridge. Starbuck uses the mysterious notes to jump to our Earth, circa 10 million years B.C. They abandon all of their ships, don't strip them down for usable parts, then fly them into the Sun. Starbuck is really an angel. Hera is the mitochondrial "Eve". Baltar, and six are angels in the modern world, where the whole cycles starts all over again. Huh? I'm still trying to figure it out.

Runners-up: Starbuck finding her corpse (*BSG*); jumping back and forth in time (*Lost*); If Locke is dead, who is that running around on the island? (*Lost*); John Connor jumping into a future where he's a nobody (*T:SCC*); An alternate universe with the WTC still standing (*Fringe*); not-the-real-Jimmy Olsen (*SMV*); Sookie's "magic hands" (*TB*); Killing off Nick Cutter (*Primeval*); Captain Jack has a daughter? (*TW*); Leena working with Macpherson (*W13*)

Best Use of Heavy Equipment: The rescue of Captain Jack (*TW*). What can't Ianto do? To save Jack, he commandeers a backhoe and drops the concrete-encased Jack into an open-pit mine. Very cool. Runner-up: Trying to kill the "dragon" (*Primeval*) ■

Starfleet Intelligence Officer Annie White



BOOK REVIEW: *Troublesome Minds*

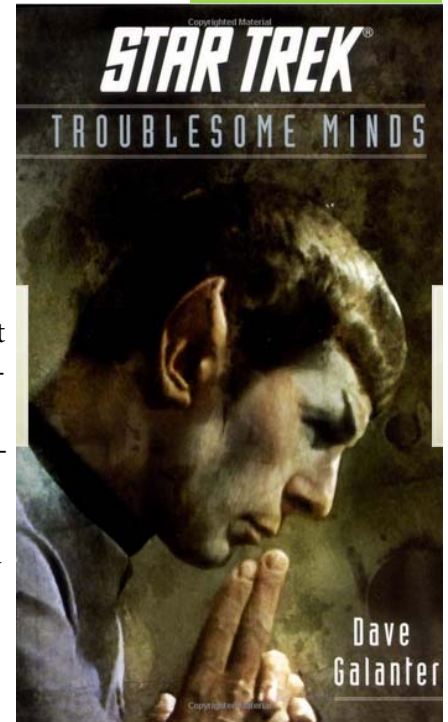
I had anxiously waited to receive this book for a number of reasons, e.g. it was written by a (hearing) individual who is now working where I was an employee for 26 years, Sign Language is part of the story, and there are Deaf characters within the story. All of this was based on a review that I had read in the magazine, *Gallaudet Today*, which had an article on the book's author, Dave Galanter, who learned Sign Language as an adult. (Based on what I have read about him, he did not grow up within the Deaf Community.)

One of the things within the *GT* article, that caught my attention, was that Dr. McCoy knew Sign Language and was able to communicate with these aliens. Thus, when the book arrived on Saint Patrick's Day, 2010, I immediately began reading it and finished it by the very next day. However, I soon realized that the *GT* review was not entirely accurate and I found several elements of the story quite disturbing, to say the least.

The author's depictions of Kirk, Spock, and McCoy did not feel familiar at all. Instead of the friendly interactions with each other that I have watched, with

much enjoyment, on television and in the movies, Galanter seems to have them depicted as confrontative, if not hostile, toward each other! (At least, that is how it felt to me as I read each scene.) Doctor McCoy, as it turns out, was not fluent in the alien Sign Language at all; instead it was Spock. There was also a huge plot hole, (in my estimation), due to the lack of the required Captain's Logs that are issued to Star Fleet and the protocol for First Contact seemed to be ambiguous at best. This led up to, (what I felt), was Spock behaving W-A-Y out of character, a Deaf alien, from a First Contact species, being "summarily dismissed" without any real communication with her by Captain Kirk, and a messy ending.

It left me with several questions: (a) how was Kirk going to explain his screw-up with a First Contact with the Top Brass at



Minds are not the only things troubled with this book by Gallaudet University employee, Dave Galanter

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BOOK REVIEW: *Seven Deadly Sins, 'The First Peer' [concluded]*

gotiations with the Klingons to forge an alliance with them, given that both the Klingons and Romulans have a common enemy, the Federation. It brings to mind another old saying, "the enemy of my enemy is my friend."

As I continued to read through this story, finding characters' names such as "H. Franklin Solow" and "Ravishankar Sabapathy" brought a smile to my face. How could I forget the names of Herbert F. Solow, who was involved with executive producing both Classic *Star Trek* and *Mission Impossible* and Ravi Shankar, the vir-

tuoso of the sitar?

By this point, you may be asking, "How does pride figure in with this Romulan plot?" Let's just say that the main Romulan character is prideful enough to believe she is superior to the Klingons and can use them as mere tools for her own advancement within the Star Empire. One can guess where THAT kind of pride will lead her! However, the plot twist at the end caught me by surprise! ■

Xenobiologist and Xenopsychologist Pat McCoy

COMING EVENTS

April 17..... Time for our next monthly meeting! We'll be at the Hard Times Café in College Park, Maryland. We'll go out to dinner at 5:00, then our monthly club meeting will start no later than 7:00 p.m.!

REFLECTIONS: Lightning Strikes Again — 5 [concluded]

he gives each member of the crew a part of his body to remember him by. He then ceases to exist.

VX is determined to take *Andromeda* by force. He is a part of a much larger ship than *Andromeda* and tries to meld his parts with hers. The crew then finds out that HG did not die, but merged his parts with *Andromeda* and is attempting to survive by taking over.

Whew. Not a bad little story from the wife of the head writer, Robert Hewett Wolfe. Not a bad script from noted science-fiction writer and sometime mentor to yours truly, Steven Barnes. Barnes showed a nice grasp of the characters and some interesting things, especially the

bits where HG, trying to incorporate human traditions, goes around hugging hardware and machinery.

Other nice touches are HG, a nod to H.G. Wells, who probably wouldn't mind a robot named after him since he was writing about them a hundred years ago. I also liked the fact that HG didn't long to be human, something we've seen in countless other sci-fi stories. He simply found a new function and that justified his desire to stay alive. Another good one.



Conn Officer Lorenzo Heard

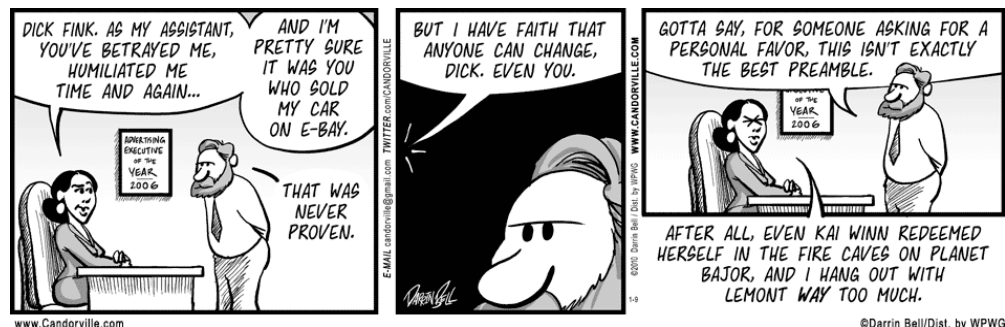
BOOK REVIEW: *Troublesome Minds* [concluded]

Star Fleet without being busted down to ensign and losing the Enterprise, (b) how was Spock going to deal with the consequences of his actions that were totally against his nature, (c) how was McCoy going to report what happened in his medical logs without being charged with an attempted cover-up or ruining Spock's career, knowing how nit

-picking meticulous Star Fleet Top Brass can be? I really wanted to LIKE as well as ENJOY this book and I feel very disappointed at the way the characters were handled, (or more accurately, mishandled).

Xenobiologist and Xenopsychologist Pat McCoy

Candorville by Darrin Bell (January 9, 2010)



That's the picture you wanted for this article, right Lorenzo?