



DaVinci Pilot

Newsletter of the U.S.S. DaVinci
Columbus, Georgia

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FROM THE CENTER SEAT

First let me wish everyone a very happy New Year and I hope you had (or should I say will have since, hopefully, you will be reading this before Christmas) a very wonderful Christmas! I hope that 2002 brings you health and much happiness.

Okay, I wonder how many of you noticed the big mistake the editor (who failed to catch it) and I made on last month's newsletter? Well if you look carefully, you will notice that it was dated January instead of December! Oh well, that is what you get for not paying attention following cutting and pasting!

Well, our annual Christmas party was a resounding success this year! We had 17 crewmembers and guests feasting on such delicacies as turkey, ham, mashed potatoes, sweet potato casserole, green beans, fresh bread, mixed green salad, mixed vegetables, stuffing, broccoli pasta dish, deviled eggs, pecan pie, cake, and assorted cheese cake slices. In addition to the pop and iced tea, we also had eggnog and hot apple cider! The food was plentiful and delicious and the camaraderie and holiday spirit was high. During the meal, Next Generation episodes were being played in the television room. After everyone had their fill of the delicious food, we adjourned to the great room for door prize drawings for a couple of slightly worn, but very playable DVDs found by Connie on a couple of her daily walks. Karen Baker won "Lara Croft Tomb Raider" and Gisela won "Legally Blonde". Following the door prize give-away, we had our traditional "I-really-have-no-idea-what-to-do-with-this-horrible-gift" gift exchange! What a hilarious time that was! Some of the more interesting items unwrapped (and what poor soul got stuck with them) were a set of pink

flamingos (Rusty), a home made stick for picking up trash (Joe), a pile of free sample computer CDs (Patty), a Hotoi statue (Freddy), a really-really-really-really ugly shell jewelry case (Gisela), and a jar of collectable boiled peanuts (Karen). What a collection of "interesting" items! A BIG Bajoran thanks to all that came!

A very important date in the history of Star Trek will take place on the 3rd of next month! On January 3rd, 1992, the greatest Trek show ever, Deep Space Nine, premiered! Naturally this calls for a party! Instead of having the get together on the 3rd, which is a weekday, we will have a 10th anniversary Deep Space Nine party in conjunction with New Years Eve! So, on the 31st drop by the Captain's house for a marathon of Deep Space Nine episodes. The club will supply the pizza, but you will have to bring your own beverage. The festivities will begin at 7 PM sharp so come a little early for a good seat! Oh yes, I suppose we will pause slightly at midnight to celebrate the New Year – but not too long!

Commodore Freddy Heller

**THE NEXT MEMBERSHIP MEETING
WILL BE AT 7:00 PM ON 17 JANUARY
AT THE CAPTAIN'S HOUSE.
COME ONE COME ALL!**

**THE NEXT NIGHT OUT WILL BE
AT 7:00 PM ON 7 JANUARY
AT THE NEW SONNY'S BARBEQUE
(NEAR TARGET)
PLEASE COME AND JOIN US!**

SECOND THOUGHTS

This is the executive officer signing in with a review of the film **Lord Of The Rings: Fellowship of the Ring**. Nina, our Croatian friend, and I saw the first showing on Wednesday 19 December. We arrived at the theater about one half hour before the start and found a line the length of the stairs. Fortunately I had purchased advance tickets so it was not necessary to stand in line.

There were previews for Spiderman and Star Wars II. Both of them looked interesting. The Star Wars II preview hinted on why Anakin turns to the dark side.

I found the 3-hour movie very fast-paced and interesting. Nina noticed that there was no talking or background noise during the movie. As a fantasy film (taken separate from the book) I found it a very good film. However, I must take points off as a screen adaptation. I found numerous points where it diverged from the original story. Some of these can be explained with the necessary time-compression.

When I re-read the book earlier this year, estimated that it would take about 2 hours to arrive in Rivendell. This is halfway through the first book. I estimate that creating a film that adheres to the story would take 4 hours at least. For the entire story, it would take about 12 hours. Since Hollywood would never countenance a film of that length, it would be necessary to compress certain sections. This is acceptable, but I also found several sections that differed from the story and did not have a valid reason.

It is possible that one of the later films will explain the change. As I expected, people who read the story before seeing the film were able to follow the film and enjoy it better. I do not expect many people who are not fans of the book to enjoy the film. One of the comments mentioned on an online site referred to the abrupt ending of the film. This is due to a standard problem that is repeated on the movie poster. The story, Lord Of The Rings, is not a trilogy. A trilogy is a series of three stories that can stand on their own. Lord Of The Rings is a single story that in the United States is commonly published as three books.

I would recommend this adaptation to all fans of the original story, but I would not recommend this

movie to anybody who did not previously read and enjoy the book.

CPT Joe Perry

WELCOME ABOARD!

Welcome aboard to the following crew personnel who have recently joined or renewed their membership in the DaVinci (D) or Starfleet (S):

Gisela Stephens (D)

TREK AND SCI-FI BUZZ

TNT has confirmed plans to renew Witchblade, the hit original drama series that concluded a successful 11-week run. During its 11-week run, more than 35 million unduplicated viewers watched Witchblade, produced by Top Cow Productions, Inc. and Halsted Pictures in association with Warner Bros. Television. "TNT's commitment to the Witchblade series is prompted by the strong performance of the 2 hour pilot and our initial series run," said Robert DeBitetto, president of original programming, TNT. "We are thrilled to be able to offer viewers additional hours of a drama franchise they clearly enjoy, while continuing our successful partnership with sister company Warner Bros. Television."

The UK edition of Starlog #19, November 2001, features an article on actors' thoughts on having action figures of their characters. Contributions come from actors from Star Wars, X-Men, Toy Story, Hercules, and Star Trek. Pictures of Ambassador Spock and the Generations Chekov figure accompanied the following two entries: Leonard Nimoy (Spock): 'I have grandchildren playing with Spock toys. I've watched them play. My grandson Jonah said he wished his dad could be a movie star. My wife asked him why and he said, "Well, then he could introduce me to other movie stars." He's eight years old and that's his sense of what it's all about. It's access to other movie stars. And Jonah's sister, who is a few years older, said, "Well, Dad told me it wasn't so good for him to be the son of a movie star." My wife asked why. And she replied, "Because he was away a lot." So that's what it translates into for them. They have the action figures, but it affects their lives personally.'

Walter Keonig (Chekov): 'I thought it was really great to have my own action figure. When I was a kid, I collected figures. I still collect that stuff. I don't know if they did a good job on mine. But it was neat that they did it. Now I must have 20 different ones.'

Follow this link to see a picture of the Season One box set that will be released in Europe. Hopefully there won't be too much change from this picture. Check it out at: <http://www.dvdtalk.com/forum/showthread.php?s=&threadid=158720>.

Michael Shanks, the actor who portrays Daniel Jackson in Stargate SG-1, auditioned for a role in ST:Nemesis. No word on results. The article also talks about his finishing with Stargate at the end of the 5th season, and not returning when the 6th season starts on the Sci-Fi channel next spring. Check it out: <http://www.scifiguide.net/stargate/news/actorwatch.html#newsitem1006994665,22427>.

The Sci Fi Channel has green lighted production of "Children of the Dune," a 6 hour sequel to its miniseries "Dune," which scored the cable network's highest average rating to date.

Art Asylum has officially announced they have acquired the Star Trek license starting in 2002. The first six figures will be Captain Jonathan Archer, Sub-Commander T'Pol, Ensign Travis Mayweather, Lieutenant Malcolm Reed, Silik, and Klaang.

HAPPY BIRTHDAY!

Many happy returns to the following DaVinci personnel and Star Trek celebrities and events who are celebrating birthdays or anniversaries in January!

Deep Space Nine Premiers (1992)	2 nd
Aron Eisenberg (Nog)	6 th
Mark Allen Shepard (Morn)	7 th
Kirstie Alley (LT Saavik)	12 th
Voyager Premiers (1995)	16 th
DeForest Kelley (Dr. Leonard McCoy)	20 th
David Gerrold (Author & Script Writer)	21 st
LTJG Michael Walker	25 th
James Cromwell (Zephram Cochrane)	27 th

FINANCIALLY SPEAKING

Opening Balance	169.68
Postage	6.45
Closing Balance	163.23

CMDR Connie Heller

NIGHT OUT LOCATIONS

As selected at the Thanksgiving get together the following are the 2002 Night out locations:

January	Sonny's Barbeque
February	Captain Tom's
March	Al's Schnitzel House
April	Country's Barbeque
May	Steak n' Shake
June	China Moon
July	NONE (4 th of July party)
August	Olive Garden (if finished)
September	Golden Corral
October	Speak Easy Pub
November	Ryan's
December	Bonanza (Phenix City)

SPACE BEGINS

Here's hoping that everyone now has a SPACE playing card. Those who were at the October meeting should still have the card they took home. Those who receive the newsletter by mail will find it at the end of the newsletter. And those of you who receive the newsletter by email will receive a playing card by email attachment in Rich Text Format. Print it out and use it to play.

SPACE is based on the old classic BINGO, with the letters standing for Ships, Personnel, Aliens, Captains, and Equipment. Here are the specific rules.

1. Each membership (individual or family) will be issued one SPACE card, except for the captain and his family, who will not play.
2. Two game images will be announced in each newsletter, at each meeting, at each Night Out, and at each other "special" event (such as membership drives, highway pickups, PARTIES, etc.). Yes, this is a shameless attempt to increase club member participation. However, the randomness and the laws of chance do not guarantee that a more active member will win.

3. Announcement of images will include both a word description and a copy of the picture.
 4. Whenever a matching image is found on the card, the player should cover it. Post-It Notes would be ideal so the card could be used in a later game.
 5. Winning is done the same as in BINGO. Upon realizing that they've won, the winner should recite the "Space...the final frontier" monologue, either in the meeting or by calling the captain's home. Verification will be made at the next scheduled meeting or Night Out.
 6. Extenuating circumstances which cause a member not to be able to attend a meeting and thus miss a game image should be referred to fellow members, to see if they will share the images. The captain will not make judgment calls so as not to be thought "playing favorites."
 7. New members who join while a game is in progress will be given only those game pieces which were announced in the newsletter.
 8. Prizes are still to be decided upon, but I'm sure you'll like them. (Who knows, maybe I'll find some more DVDs on my walks!)
- And the first two game pieces are...
Transporter (Equipment) and Andorian (Aliens).

CMDR Connie Heller



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DaVINCI STAFF ROSTER

Commanding Officer Freddy Heller 562-TREK

Executive Officer Joe Perry 327-5888
 Finance Connie Heller 562-8735
 Community Service **VACANT**
 Publications Freddy Heller 562-8735

Science Officer **VACANT**
 Counselor **VACANT**
 Morale **VACANT**
 Medical **VACANT**

Engineering Officer **VACANT**
 Communications Gisela Stephens 689-4266
 Quartermaster Randy Dunn 291-0150
 Security Roger Wright 687-8052

Cadet Corps Commander **VACANT**

Master Chief Petty Officer **VACANT**

FINALLY...

Many of you do not know when your membership in the DaVinci is due for renewal. This is due primarily to the fact that most of the newsletters now go out via e-mail. If you get your newsletter the old fashioned way, your expiration date is on the address label. Those going via the Internet have no address label so to speak. So, to help those folks out who get the Pilot via e-mail, here are your expiration dates for the DaVinci (D) and Starfleet (S):

Steve Brown	May 02 (D)
Emma Certo	Jan 02 (D); Mar 02 (S)
Randy Dunn	Sep 02 (D); Feb 02 (S)
Karen Ferris	Sep 02 (D); May 02 (S)
Rose Hudson	Sep 02 (D)
Todd Kes	Sep 02 (D)
Doug Liverett	Sep 02 (D)
Lesh Mazur	Jul 02 (D)
Joe Perry	Jul 02 (D); Nov 01 (S)
Russell Ruhland	Aug 02 (D); Aug 02 (S)
Michael Walker	Mar 02 (D); Mar 02 (S)
Roger Wright	Nov 01 (D); Mar 02 (S)

At the Edge of the Federation

For those of you who came in late, the following is a novella written by our very own CRMN Todd Kess. Hope you enjoy and are enjoying it.

Part V

During the three days that the crew of the Excellon was there, the crews of the Starbase and the warship enjoyed a few games of volleyball, baseball, basketball, and others. A module freighter had stopped in, and was busy transferring some of its cargo to the Starbase before moving on to the other colonies on its delivery schedule.

A module freighter was little more than engines, crew quarters, and a great big airlock/docking clamp. The actual freighter itself had been designed around the docking and towing structure at the back. The warp engines were on wings on either side to be outside the width of the modules, and the impulse engines were on wings as well, but one on top and one on the bottom of the ship. The wings were designed to provide fuel and support to the engines and ship, and were not actually lifting surfaces in themselves. Shuttles were used to handle all ship to ground transportation.

The modules were 100 meters long, and 20 meters wide, with a 3 meter wide airlock on both ends to allow the freighter crew to check on the cargo during their trip. Due to the modules changing the size of the warp field necessary to propel the ship, traveling with one module allowed a top speed of warp 3, and traveling with two to three modules brought it down to warp two, and traveling with four to six modules reduced the speed to warp one. However, having the sixth module there added a great deal of stress to the warp engines, and caused the fuel requirement to double. Each module also had a small power plant on board to provide extra power to the no board cargo if any was needed.

There were many types of modules in service, ranging from simple cargo modules, to passenger modules, to one module that was little more than a small shipyard. Due to the design of the main crew section of a module freighter, it could be built in sections, and two could be transported inside a module to a destination. This allowed damaged ships to be simply disassembled and stuffed inside a cargo module, to be transported back to a shipyard to be repaired. Some freighters were roving mining

stations, with several cargo modules, and a single module that sent drones to planets to mine them of different minerals. As the ore was processed in the second module (a smelting module), the refined ore would be loaded into a cargo module to be picked up by the next freighter shipment.

Some modules were designed with multiple airlocks on the sides, and could be put together to form a space station. Another type was designed to haul antimatter, in pods. The pods were arranged around the outside of the cylindrical pod, and were similar in design to those used on warships. If any power was lost to the anti-matter containment, the pod would be automatically jettisoned, and if the pod exploded, the freighter would not be harmed. A small fusion reactor was kept running on the module to provide power to the containment fields. There was also a little room for cargo within that module as well, allowing a single module like that to completely refuel a ship and partially resupply it as well.

Other people were experimenting with self-expanding hydroponics gardens for pods, designed to allow a ship to park itself close to a star, extend the gardens, and wait for the crops to grow. More experiments were done, such as equipping the outside of the modules with solar panels to allow the ships to have a form of reserve power, but that project was scrapped as only ships close to a star would be able to generate enough electricity to be useful.

Cargo modules were the most plentifully produced by the Federation, as almost any other module could be made by simply retrofitting the cargo module. Passenger modules could be made by installing seats for short range trips, and quarters for long-range trips. Shipyard modules could be made by taking off one end, installing the shipyard in its folded configuration, and reattaching that end with giant hinges that would open up to allow the shipyard to deploy. Command centers could be built by installing the necessary sensors on the outside, and the computers on the inside. Since they all used the same type of docking interface, any module could be carried by any freighter. If an entire string of modules had to be dropped at a Starbase, the freighter could simply disconnect the desired modules, and continue on its trip. In short, the module system was among the easiest methods of hauling cargo around the Federation.

As a result, module freighters were easy to recognize by many people who had access to space. As the captain watched, he recognized the signs of how bad the Starbase was doing. In normal circumstances, the module would have been simply dropped off, and the Starbase's shuttles would have done the job of removing the cargo. Without those shuttles, the freighter itself had to do the job, and the freighter captain must be beside himself, waiting for the transfer to be complete so he could continue the cargo run.

Fortunately, one of the shuttles from the base had a full load of deuterium, and was busy transferring it to the freighter's fuel tanks. Fusion was a good and reliable source of power, and many freighters used it because it did not produce any radioactive by-products, and the basic fuel was easy to obtain, being simple hydrogen. Practically every Starbase had a deuterium processing plant, where raw hydrogen was converted into deuterium, making a fuel that was just as safe, yet far more potent in terms of power production. A few grams of tritium were also loaded, in case the freighter had to shut down its fusion plant, and needed to restart it later.

Captain Morgan noticed that his screen was blinking at the bottom, indicating that someone wanted to talk to him. Pressing the button, Captain Morgan activated the comm link.

"Yes?"

"Captain, the captain of the freighter would like to talk to you."

"All right. Put him through to my screen."

The connection was made, and the two captains were able to communicate.

"Captain Morgan? This is Captain Walstein of the freighter Amemnon. I'd like to discuss a little favor I'd like from you."

"What type of favor is it?"

"Essentially, we are proceeding to the planet Ritzak five next, and given the number of disappearing ships, I was wondering if you would be willing to, well, scout out the route ahead of us to make sure that it is safe. From the way things are going, we'll be leaving in two to three days, and I can delay that long with no trouble. According to the records I've managed to assemble, there have been three disappearances along that route, and I'd like to know that it is safe to travel. Would that be okay with you?"

"I don't see what the problem will be. We'll be heading to that planet first anyway, so you are free to follow us if you wish. Is there anything else?"

"That's it. My entire crew has been worried stiff the entire time and now I can tell them there is nothing to worry about now. Thank you very much for your help Captain."

"Part of the job Captain."

They cut communications links, and Captain Morgan turned to the three-dimensional chart, showing the locations of all the colonies in the area. He set up one route showing from Starbase 121 to the Ritzak system, and began to plot additional routes from there. He compared it with a list of which systems had the most missing ships reports, and he finally had his patrol route selected.

The next couple of days went smoothly, as there were no incidents reported, and the competitive games between his crew and the Starbase crew were fun to go to and watch. His crew didn't have a large amount of space to play in, so the baseball game was lost by his team, but the volleyball and basketball games were a lot more competitive. Still though, everybody had fun, and a few people from the town showed up to watch too.

When it was time to leave, Captain Morgan was on board the ship, watching the final shuttle come aboard. He saw the freighter also collecting its last shuttles, and smiled. Once his shuttles had started coming aboard, the module freighter's captain had managed to get his crew moving fairly quickly, and was getting ready to leave as well.

The same procedure to leave was followed again, and Captain Morgan felt the faint vibrations that signaled the impulse engines coming up to full power. They reached the edge of the system, and the Excellon seemed to stretch as the mighty ship went to warp. Proceeding up to warp three, the Excellon aligned itself to arrive at Ritzak. Since this was a regular travel, the ship was traveling at warp three, instead of the warp five it was capable of.

Captain Morgan knew that there were theoretical studies being done to allow higher warp speeds, but they were still in the future. In the meantime, he would use what he had, and what he had were the best sensors and scanners, and a well-trained and drilled crew to use them.

On the way there, Captain Morgan briefed his senior staff on what had been happening so far in this sector.

"As far as we know, three ships and twenty shuttles have vanished in this area. Starbase 121 believes that the colonies in this area are stockpiling the vessels, and we are to find out who is doing this, where they are being stockpiled, and why. We also have critical equipment that each colony needs, and we are to give them that equipment after they give us the information we need, or we determine that they are not part of the thefts. Are there any questions?"

There were none, and the department heads went to meet with their personnel, to brief them on their mission. The sensor crew was put through several drills, attempting to get as much data as possible from what was handed to them. A single General Quarters drill had been held, and the crew had performed splendidly during it.

A week and a half after leaving, the Excellon arrived at Ritzak five. There had been nothing much to observe on the way there, merely a couple nebulas, and an asteroid. There had also been a subspace distortion that had appeared behind them, but it had not lasted for more than four minutes before dissipating naturally. The scanner crew had looked over the planet, and presented their report to the captain. Ritzak five was a mineral rich planet, with extensive duranium deposits. However, the massive amounts of duranium there resulted in high radiation counts, so a radiation filter was needed to keep the people there from developing radiation sickness.

Even with current radiation treatments, the filter was still necessary to prevent high levels of radiation from building up in the colony. Current radiation treatments were mainly composed of a series of time-released compounds that bonded to duranium particles, and then being excreted normally by the body. Since there was no way for a chemical reaction to affect radiation, the compounds had been designed to bond with duranium atoms, and then be filtered out through the kidneys. To prevent a high amount of radiation from building up in the kidneys, the time-release system was used to slowly release the necessary compounds. The other system associated with this was to drink lots of fluids.

As the ship settled into its orbit, the scanner crews reported higher than usual radiation levels within the colony, and the communication teams received a transmission from the colony also.

"Federation vessel in orbit, please respond. We need medical assistance, please. There are many of us sick from radiation poisoning, and our last radiation filter broke down three months ago. We have been trying to keep people healthy with radiation treatments, but the amount of radiation is still increasing. We need medical help to get some of our most sick out of here. Federation vessel, can you hear us?"

Captain Morgan looked at his scanner crew and asked, "Scan their colony. Find out how much radiation is there, and how long it has been building up. Also, see if there are any signs of shuttlecraft or ships with warp capability down there."

Turning to his communications crew he told them to open a channel to the colony. "Ritzak five colony, this is Captain Morgan of the Excellon. We will assist with the radiation treatments, and we will send a shuttle over now. Also, I would like to speak with your administrator myself, so make sure they're on board also."

"Gladly Captain. We'll gladly be ready for your shuttle. Landing area one will be illuminated for your shuttle to use. I'll be standing by for when you arrive, and the most heavily irradiated will be waiting there as well."

"Very well then. Excellon out."

Pressing a button on his chair, he told the medical staff, "Doc, we've got people below who are suffering from radiation sickness. I need you to get radiation treatments ready for them, and get them to the shuttle bay now."

"We're getting ready now Captain."

Turning back to his scanner crew, the Captain asked for their report.

"Captain, we've scanned the base, and it appears that the radiation has been steadily building up over three months. There appear to be no signs of any warp capable vessels anywhere on the planet. The only craft there that seem even capable of flight are three atmospheric flyers, and one space capable shuttle, but that shuttle has no warp drive that we can detect."

"Very well then. Commander Verrin, please tell the cargo bay personnel to get out the radiation filter for Ritzak five. Bring it and an engineering

team down there with the shuttle crew, and install it. In the meantime, try to look around, and see if anyone knows anything about the missing ships and shuttles."

A single shuttle left the Excellon's boat bay, bringing the needed supplies to Ritzak five. In it were most of the medical staff with the radiation treatments, an engineering team with the filter, and Commander Verrin with an inquisitive mind. They arrived at the landing pad, and waited for the airlock to be extended to meet their shuttle. When the airlock was fully extended, the engineering team got out first, and asked the nearest person where the radiation filter should go.

While that was taken care of, the medical team got out next, and began taking onboard the critically poisoned people. Commander Verrin managed to get out by moving with the flow of traffic, and quickly met with the colony administrator.

"Commander, I'm administrator Waldeck. I assume you are here to meet with my staff?"

"That is correct. We had a radiation filter that was also being brought here as well, and our engineering crews should be installing it as we speak. Our sickbay will help treat your people, and all the people should be finished loading in a few minutes. Do you have someone I can use as a guide around here?"

"Certainly. This is lieutenant Meran, of Starfleet security. He is in charge of security here, and has already been briefed to assist you in any way you see fit."

"Thank you Mr. Waldeck. Just edge in behind a returning medic, and you should be able to get on board the shuttle without much trouble."

"Thank you Commander. I'll be on my way now."

Three minutes later the shuttle was full of the sick people, and was heading back to the Excellon in orbit. As the shuttle left the planet, the second shuttle arrived, loaded with more medics and medicines to help the people there.

Captain Morgan met with Mr. Waldeck, and brought him into the private discussion room on board the ship. A medic had given Mr. Waldeck a radiation treatment once he got on board the Excellon, after a Geiger counter had noticed his passage. There were glasses of water set out for both of them on the table, along with a pitcher with water and ice in it.

"Mr. Waldeck, how many radiation filters do you normally carry for a colony of this size?"

"We normally have two. One filter running and one as a replacement. When the one running died, we sent out a request for another one, and simply kept on going. When the second died three months ago, we sent out a mayday to Starbase 121, and I pleaded with him to send us a new one."

"You mean you hadn't received a replacement filter by that time?"

"That's correct. We haven't received anything from Starbase 121 for the past six months. They keep saying they'll send us something, but they never do. The commander there says he is sending us supplies, but so far we haven't received anything."

"That's odd. According to these records," said Captain Morgan as he held out a data pad with a list of all the shipments that had gone to Ritzak five, "you've been sent five radiation filters, eight cartons of radiation vaccines, and several crates of food and other spare parts."

"That's not true! We have been sitting here the entire time, eating food from the hydroponics, even though it is getting full of radiation, because none of that has arrived here. If we had received any of those supplies, we would not have anywhere near the current amount of injured people we currently do."

"Then can you tell me what you do know?"

"All I know is that we send requests for supplies to Starbase 121, they tell us they are going to send supplies, and nothing happens. I can give you a complete copy of our communications records if that would prove anything."

"That probably would help. In the meantime, the freighter Amemnon will be arriving in a week, with more supplies that you need. Is there anything else you would like to talk about?"

"Nothing I can think of Captain. With the radiation filter here, we can start to reduce the radiation inside the base, and control any further access as well. If you don't mind, I'd like to catch the next shuttle back to the colony, and see how things are going. With your permission Captain?"

"Go right ahead Mr. Waldeck. We need to be getting to our next colony in the area, and seeing how it is doing also. We'll finish up here and head on out to the next one."

"Okay Captain. I'll send you a message when the Amemnon arrives, so you can know that we're getting back on our feet." With that, Mr. Waldeck slowly began making his way back to the shuttle bay, to get on board shuttle headed back to the planet.

Captain Morgan watched him leave, and wondered what was going on. 'Starbase 121 says they are sending supplies, but Ritzak five says they aren't. Something weird is going on out here.'

To Be Continued Part V Next Month