

DaVinci Pilot

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

Volume 7 Number 10

APRIL 2002

FROM THE CENTER SEAT

What an exciting month March turned out to be! The USS DaVinci hosted the Region 2 Sunny Summit on 8-10 March at the Four Points Sheraton. Sunny Summit VII is Region 2 annual conference and the DaVinci along with the Chattahoochee Station were co-hosts of this annual event. We worked hard to make this year's summit the best ever and by the reaction of the 125 in attendance, I think we may have succeeded! Of the 125 personnel at the summit, 9 were from the DaVinci! In addition to Joe, Connie, and myself, there were Gisela Stephens, Lech Mazur, Tony Fleming, Margaret McGillicuddy, Russell Ruhland, and Randy Dunn! I was really quite surprised that that many crewmembers attended. I have, for quite a while, been trying to get more folks involved in the Region and it looks as if I have succeeded! A BIG Bajoran thanks to all who attended! Do not take my word that the summit was great, here is another opinion of someone who attended. I asked all who went to write me a paragraph and only Lech responded. So without further ado.

Lech: Three words can easily describe what I thought about the regional conference: informative, entertaining and down right fun. The other thing that I really liked was the sense of family or connectedness that was engendered by the contact with a variety of people, all of whom were laid back and easy to talk to with their open and friendly manner. I attended four classes and found them all to be informative, well prepared and easy to understand. I felt quite motivated so much so that I have decided to take the OTS course and eventually OCC. During the class dealing with newsletters and promotions, the leader expressed dismay that he had only three days to prepare for the class. During the

class, his abundant knowledge that was in his head proved to be very valuable to us and certainly more than made up for his so called lack of preparation time. The other classes were just as good. Finally, I should say that I enjoyed an abundance of laughter all weekend. There was much humor just about everywhere. I am definitely attending next year's conference near Huntsville!

Connie and I had a blast at the 10th annual Grand Slam Star Trek convention in Pasadena, CA! There is not enough time to get anything in this issue of the Pilot, but next month for sure!

Commodore Freddy Heller

PASSAGES

Veteran actor and B-movie leading man Lawrence Tierney, whose tough-guy characters during the 1940s and '50s often mirrored his troubled real life, has died. He was 82. As far as Trek credits go, he was the villain in the "Big Goodbye" who vanished when he left the holodeck. Tierney died in his sleep Tuesday at a Los Angeles nursing home.

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TREK AND SCI-FI BUZZ

The SciFi Channel has completed a deal with MGM television to produce 22 all-new episodes of Stargate SG-1. The series' sixth season will debut in June!

Kate Mulgrew is going where no actress has gone before in the world premiere of a play about Katharine Hepburn at the Hartford Stage Company. Mulgrew stars in the one person biographical play "Tea at Five." While Mulgrew doesn't have all of Hepburn's physical characteristics such as her carved cheekbones, Mulgrew's got the voice down pat and refers to herself as "Heppen."

"Scotty is still beaming it up." That's the good word from the spokesman for Star Trek star James Doohan, as the 81-year-old actor nears the end of a hospital stay for pneumonia. Doohan--"Scotty" to Trekkers who forever recognize him as the Enterprise's chief engineer, Montgomery Scott--spent three weeks in the intensive care unit of a Seattle hospital for what spokesman Steven Stevens today termed a "very serious" bout with the illness.

From the new TV Guide: William Shatner, 71, says he was consumed by guilt over his wife's death for months, even though he believes he had done everything he could to help her overcome her drug and alcohol addiction. "I loved her as much as anybody ever loved anyone," Shatner says of the 40-year-old Nerine, a former model he met while on the set of "Kung Fu: The Legend Continues" in 1994. He was so distraught over her death that he contemplated suicide. "I came from the depths of despair, a strong feeling that life was not really good enough to stay with it," he says. "I would have been happy to die. I may very well have been thinking of ways to help that along. It was such a stupid loss. I thought, 'Why do I want to stick around?'"

Star Trek steward Rick Berman has inked a new eight-figure, overall film and TV deal that will keep him in the Paramount Pictures orbit for the next five years. Berman at present is in production on the 10th "Trek" feature, "Star Trek: Nemesis," due for release later this year, and he's finishing up production on the first season of UPN's "Enterprise," the fifth TV series to come from Gene Roddenberry's enduring franchise. Berman, who serves as producer and co-story writer on "Nemesis" and executive producer/co-creator on

"Enterprise," has overseen the production of some 600 hours of "Star Trek" programming since he was hand-picked by Roddenberry to shepherd the "Star Trek: The Next Generation" series revival in 1986.

Here is a link to the new logo for Star Trek X. It contains the logo and a piece of art that may be the first teaser poster: <http://talk.trekweb.com/articles/2002/03/21/1016722385.html>.

ACCOLADES TO:

Russell Ruhland who recently completed Officer's Training School (OTS). Congratulations Russell!

Lisa Neal donated several hundred cans, 1000 tabs, stamps, and over \$500 in coupons!

Roger Wright who donated 1800 tabs, \$600 in coupons, and some stamps too!

Tony Fleming on his recent promotion to LTJG.

Lech Mazur who volunteered to take over the position of Science Officer!

HAPPY BIRTHDAY!

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

Grace Lee Whitney (Yeoman Janice Rand)	1 st
CRMN Rosemarie Hutson	9 th
Michael Ansara (Kang)	15 th
Herman Zimmerman (Set Designer)	19 th
George Takei (CPT Hikaru Sulu)	20 th
Spice Williams (Vixis)	26 th
Kate Mulgrew (CPT Kathryn Janeway)	29 th

FINANCIALLY SPEAKING

Opening Balance	155.98
Deposit	18.32
Anniversary Party food	11.63
Closing Balance	162.67

CPT Connie Heller

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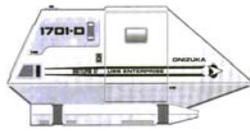
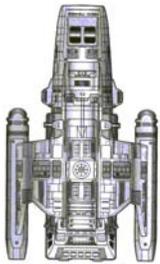
NIGHT OUT LOCATIONS

Here is the list of the remaining Night Out locations for the rest of the year:

April	Country's Barbeque (Weems Road)
May	Steak n' Shake (Milgen Road)
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 THE GAME

First, please let me know if you do not have a SPACE card and I will get one to you. Now, the two game pieces for April: Runabout Yangtzee Kiang & Shuttlepod Onizuka



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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	Lech Mazur	596-9542
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 electronic version of the Pilot, 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 03 (D); Mar 02 (S)
Roger Wright	Mar 04 (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 reading it.

Part VIII

The next few days saw a flurry of activity. The shuttles at the Starbase were pressed into action, ferrying parts and workers up to a single structure in orbit. The structure was the skeleton of a cargo module, as the information to build was available in any Federation database, and easily constructed by any Starbase in the Federation. The Excellon's crew was being trained in escort drills, with sensor crews being worked to identify everything they saw, and tactical drills so that weapons fire would not come near the freighter, even during extreme situations.

The security details were being drilled also, on how to take over another ship, by using shuttles to deliver them to their target, and how to retake a freighter in case a pirate shuttle gets onto the freighter and the raiders storm out. LT(JG) Mallory was designing a few systems to aid in defending the Excellon, in case she was boarded.

One time she was at a workstation, designing a new gadget, when Captain Morgan walked up behind her and looked at her schematic. The display on her screen showed what looked like a net, but with slight differences.

"Lieutenant, what is that you are working on?" Captain Morgan called her Lieutenant, as adding the words junior grade or the letters 'JG' after the rank every time it was said was very slow.

"Um, Captain, what a surprise, um, I had a few ideas about how to keep any boarding parties entertained if they come on board. This is a spring-activated net system. In normal use, it simply lies on the floor, or attached to the walls or ceiling. If a local alert sounds, the net is triggered, and springs out of the wall, and attaches to the opposite side. The strings in it are diamond filament, and are very hard to break. By using thin filaments, and adding a dulling spray, the strings often won't be seen in time, and whoever is attacking will be caught in the net. Some other ideas I have thought of are using lights to create a strobe effect, a display system, using similar ideas as the main viewer, to create the image of a long hallway when it is actually a solid all, and force fields, similar to the energy shields we

use."

"Good job Lieutenant. When you get finished with those ideas, set them into a report, and submit them, along with proposed locations for using them. Carry on."

As Captain Morgan walked away, he admitted to himself, 'She is very clever. I'm glad she's on my ship.'

When the module freighter arrived, the captain was not very cooperative concerning the plan.

"Look Commander, I am not allowed to deviate from my flight plan, no matter what. If I don't go to the next Starbase after this one, they won't be able to deliver their cargo on time. Speaking of which, where's the cargo that's supposed to go in my ship?"

"Not here. Look Captain, there have been a total of four ships and over twenty shuttles that have disappeared in the past six months, and you can guess what the result of that is. In short, I don't have the cargo here, except for one shipment, which will only occupy a corner of one of your holds."

"Then what am I supposed to do? If I don't show up with the cargo, they'll assume I'm hiding it out somewhere, and they'll haul me in for questioning, and keep me there until they find out."

"Well then, the only option left is to go around to the colonies and pick up the supplies yourself."

"Well, uh, wait a minute Commander! You said that there have been all those ships and shuttles disappearing! What's there to prevent the same thing from happening to me?"

"If you go along with this route, the Excellon will be able to escort you over your route. Also, the second cargo module in orbit will help to hold the required materials, so you can get to your next destination with a double-sized load. Does that make you a little bit happier?"

"Well, I suppose so. But I don't like it. I'll do it, but I won't like it."

The discussion was ended, and Commander Wilson sent a message off to Captain Morgan, telling him that the freighter captain would cooperate.

The next day, the two ships left orbit, and accelerated onto the route laid out. The Excellon was in the lead, and the module freighter was trailing by one quarter of a light second, to keep the two ships close enough so that if anything happened, the Excellon would be in range to assist. The two ships traveled the route, the freighter

captain sweating the entire time, the Excellon and her crew waiting, and even hoping something would show up.

But nothing happened, as they went from colony to colony, and the freighter captain began to grow more and more abrasive to Captain Morgan. Captain Morgan in the meantime grew more and more concerned that whoever had done the attacks had left, and was even now striking other shuttles and ships in the Federation.

But as they emerged from warp near the colony of Fendrin 8, a new sight greeted their eyes.

"Captain, I have a ship in orbit, it's the Amemnon!"

"What the? Communications, raise her!"

"Attempting to do so now sir."

Several minutes pass, far longer than it normally takes to contact a ship using subspace or radio. During this time, Captain Morgan tells the module freighter with them to hide in the outer system, in case something goes wrong. Also, Excellon is closing on the Amemnon, attempting to find out what is going on.

"Communications, any response to our hail?"

"None yet Captain."

"Very well then. XO, bring this ship to General Quarters."

The atonal siren rang throughout the Excellon, rousing crewmen, and telling them that they were needed. Within three minutes, the Excellon was ready for battle, and Commander Verrin reported the condition.

"All systems manned and ready Captain. Shields are up, and weapons are ready."

"Sensors, can you tell me anything about what is going on around here?"

"Not much yet sir. We'll know more as we get closer though. We might lose our track of our module freighter though."

"Hmm, tell the captain of our freighter to proceed to the next planet in, so we can keep watch his ship too."

"Doing it now Captain."

"In the meantime, keep trying to raise the Amemnon."

The Excellon proceeded further in-system, each time keeping the module freighter that had followed them moving in with the Excellon, so that if something happened, the Excellon could respond quickly.

"Captain, we're getting better reads on the Amemnon and the colony. The colony seems to have lost main power, and some of the Amemnon's power reads are different. Not just modified as though by raiders, but totally different. It's as though a totally new technology was used in them, and the difference is enough to show up. I'm reading the differences in their warp field, and a couple of unusual power reads in the module attached to the ship."

"Any idea what could cause the loss of main power at the colony?"

"No idea Captain."

"Very well then. We will proceed under the assumption that the Amemnon is operating under the command of an unknown force. XO, keep on the sensors to find out all you can about the colony. Most importantly, is the Amemnon rendering aid, or is it the cause of the colony's loss of power?"

"Yes sir."

More minutes passed, and suddenly, the XO called out, "Captain, there appear to be shuttles leaving the planet, and heading towards the Amemnon. Looks like they're getting ready to leave."

"Can't let that happen; tactical, I want a missile solution on the Amemnon. Set three warheads for half a megaton, I want to get the Amemnon's attention. Have the missiles detonate beyond the Amemnon, and fire when I give the word."

The tactical officer pressed the button, and the command raced through the ship's systems. Automatic systems tested the first missiles selected, and reported that one missile wasn't responding properly. Another missile was selected, and the three missiles were set to half a megaton, and readied for firing. The whole process had taken less than one hundredth of a second, and all the tactical crew knew was that three missiles were set properly.

"Missiles are ready Captain, and are awaiting your orders."

"Thank you. If the Amemnon tries to get away from us, I will use the missiles to discourage her. Communications, keep trying to raise her."

"Captain, the Amemnon is heading towards us. We're also reading several unusual power sites on her hull. Looks like an additional power nexus has been set up on top and below the main hull. The module in the rear looks slightly different too. Since there are five shuttles currently in operation,

they could have converted the module into a boat bay to hold the three additional shuttles."

"Comm, any response yet?"

"None yet Captain."

"Fire a single missile, from the ones that are at a half-megaton, halfway between us and the Amemnon."

The tactical officer pressed a button, and one of the missiles already set to half a megaton in yield was blown out of its launching tube by gas pressure, and the missile drive ignited in less than a hundredth of a second after that. Receiving the feed from the Excellon's sensors, the missile arched over towards the Amemnon in a fifteen G turn, and blasted towards the detonation point. In the span of a few seconds, the missile reached the point, and detonated.

To Be Continued Part VII Next Month

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