



DaVinci Pilot

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

Volume 8 Number 1

JULY 2002

FROM THE CENTER SEAT

Well, the DaVinci's annual 4th of July cookout and festive celebration is just a few weeks away! It will be held on Saturday, July 6th and will begin at approximately 2:00 PM and will end when the last person leaves or is kicked out of the house!. As was mentioned in the last month's Pilot, you must let Gisela Stevens know what you are bringing if you plan on attending. As usual, this will be a covered dish function with the DaVinci picking up the tab for the dogs and burgers! Last year was a blast and I would like to see this year's succeed as well. I am quite sure that the burgers will be much more tastier than last year since our resident chef, Connie Heller, will be back from her vacation in Texas. I am also quite sure that she will "pull rank" and make sure that your Captain is kept a good distance from the grill! I hope to see you there.

In conjunction with the cookout, we will hold a "Your Least Favorite Original Series Episode" mini-marathon! If you remember the fun we had at all the previous mini-marathons, this one looks as if it might top the others! What I need for you to do is choose 10 of your least favorite episodes, rank them with "1" being your least favorite, and get the list to me as soon as possible. Connie and I will combine all the lists and the top five least favorite episodes will be shown throughout the day. I wonder which episode will top the list? Will it be "The Apple"? How about "Spock Brain"? You never know, it might even be "The City on the Edge of Forever" or "The Trouble with Tribbles" if they get enough votes!

It looks as if our Adopt-a-Highway location is in need of cleaning. So, I have scheduled a clean-up for Saturday, 29 June beginning at 8:00 AM. As always, we will meet at the McDonald's on

Veterans Parkway for a bit of breakfast before the trash collection begins. The hot and muggy summer weather will be upon us so please dress lightly and bring lots of water to drink. Remember, the more folks that show up, the less time it will take. Please try to make it. I sure would love to see some new faces!

Many of you have been asking me about club T-shirts and when there will be more available. If you are interested in purchasing a DaVinci T-shirt and/or polo shirt, please let me know. I need to get a rough idea of how many we need to order. In the interim, I will contact the place that did our shirts the last time and find out the cost and the minimum amount of each type shirt we have to order in advance. This time around, all shirts must be paid for in advance. Too many folks failed to pay for their order the last time we bought shirts and I do not wish history to repeat itself. Unless there is a lot of objection, I plan on using the new logo on the T-shirts. The polo shirts will remain unchanged. Finally, I would like to use club funds to purchase extra shirts for future members. Since this will exceed the \$50 limit I can spend without club approval, I will need to have your okay. Let me know.

COMM Freddy Heller

**THE NEXT MEMBERSHIP MEETING
WILL BE AT 7 PM ON 18 JULY
AT THE CAPTAIN'S HOUSE
COME ONE COME ALL!**

**THERE WILL BE NO NIGHT OUT IN
JULY DUE TO THE DAVINCIS
4th OF JULY CELEBRATION**

CHARITY REPORT

Arrangements have finally been made with the Ronald McDonald House to turn-in the 50,000+ tabs we have been accumulating for the last year. The official presentation will be on July 13th at 9 AM! I need a good turn-out for this event, especially those of you with uniforms. There are at least nine of us with uniforms, so dust them off and polish the brass! If you do not have a uniform, wear your DaVinci club T shirt. In addition, I have made contacted the Ledger-Enquirer and there will be a photographer present to record the event. I will be interviewed over the phone by Mick Walsh and an article will follow. I also plan to contact the local television stations. This will be some great publicity for the DaVinci so the more that volunteer, the better.

I have found out about another worthy organization. Although I am sure they accept cash donation, what they need more than anything is your hair! The organization is called Locks of Love and they provide hairpieces to financially disadvantaged children under the age of 18 with medical hair loss. Here are their simple donation guidelines:

They accept 10 in minimum hair length, tip to tip, but not wigs, falls or synthetic hair. Hair should be bundled in ponytail or braid. Hair needs to be clean, dry, and placed in a plastic bag. They need hair from men and women, young and old, all colors, and all races. Hair may be colored or permed, but not chemically damaged. Hair swept off the floor is not usable. Hair cut years ago is usable as long as it has been stored in a ponytail. Hair that is short, gray, or unsuitable for children will be separated from the ponytails and sold at fair market value to offset the cost of manufacturing. You may pull curly hair straight to measure the minimum 10 inches. Finally, layered hair may be put into more than one ponytail for donation. Check out LocksofLove.com for more information

Just think, no de-tabbing, clipping, sorting, counting, cutting out, or sewing. All you have to do is let your hair grow! Not only that, but if you do decide to donate your hair, Serenity Salon at 4820 Armour Road, Suit A-5 will cut your hair for free if it is 10 inches or more in length! Call them at 317-0008 for an appointment! Your donation even grows back! My goodness, what could be easier?

TOY ISLE

As most of you are aware by now, Art Asylum (AA) was given the license to produce Star Trek toys beginning in August! A few things have changed since I last reported this to you.

The Nemesis line has been changed from six figures to only a four-figure assortment. AA says that complaints should be directed toward retailers, because the orders for these figures were not strong enough to warrant the release of a six-figure series - at least, not initially. The release dates are as follows:

In August the Broken Bow standard set action figures, the Star Trek: Original Series MiniMates, the Enterprise Ship and Role Play two-pack, and the- Broken Bow Archer deluxe figures will be released.

Future "Deluxe" figure releases will probably be released one every month or one every other month, beginning with Archer in August, followed by Reed, T'Pol and Mayweather. Archer was moved up to an August release due to the large amount of orders that AA received for this series.

In the September/October timeframe, look for the "Star Trek: Nemesis" action figures. If the retail sales of the "Nemesis" line due well, AA will have a second wave in early 2003 ready to go.

In the October/November timeframe, the Away Team action figures should hit the shelves.

Finally, in December look for the Borg Assimilation line.

In other toy news, Sideshow Toy has recently announced that they have obtained the license to produce Star Trek polystone busts. This license will encompass the Star Trek in both films and television. More information concerning product line up and release dates will be announced in the coming months. Diane Kamahale, spokesperson for Sideshow, says they have "only recently ventured into Sci-Fi related collectibles with Twilight Zone and Outer Limits figures. The Star Trek license now gives us a new opportunity to attract a much broader collector base through the development of this tremendous property."

**THERE WILL BE NO NIGHT OUT IN
JULY DUE TO THE DAVINCI'S
4th OF JULY CELEBRATION**

CONVENTIONAL WISDOM

If you were not at the recent Vulkon convention in Atlanta, you missed a good one! There was so much to do that it was hard to decide what to attend or see. There was a video room, in which Original Series episodes were shown; a Klingon Wedding ceremony; an art display with unbelievable inexpensive items; panels, panels, and more panels; a large dealer's room; a convention hospitality room that served free breakfast, lunch, and dinner; and of course the wonderful guests! In person there was John Billingsly from Enterprise, Jerry Doyle and Tracy Scoggins from Babylon 5, Barry Morse from Space 1999, and J.G. Hertzler from Deep Space Nine. By telephone and after some technical difficulties was James "Scotty" Doohan. The DaVinci had good representation with myself, Lisa Neal, Russell Ruhland, and Randy Dunn attending the festivities. Unfortunately, due to the sparse attendance, Joe Motes has decided that this will be his last convention in Atlanta! Of course, he has been saying that every year for the last three or four, but this time I think his mind is made up. What can we do? Well, for one thing, we can let him know how much we enjoy his Atlanta shows and wish he would come back next year. So, if you want to see future show in Atlanta, send Joe an encouraging note at joemotes@aol.com.

Joe has several conventions in Florida in the upcoming months. One that I plan on attending is his November Orlando show. The main guest will be Avery Brooks!! Also scheduled to appear are Bruce Boxleitner and Jerry Doyle. More guests will be added as the convention nears. If you are interested in going check out the Vulkon web site at Vulkon.com.

FINANCIALLY SPEAKING

| | |
|-----------------|--------|
| Opening Balance | 214.70 |
| Postage | 39.13 |
| Closing Balance | 175.57 |

CPT Connie Heller

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WELCOME ABOARD!

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

Freddy Heller (D)
Connie Heller (D)
Travis Heller (D)
Ariana Heller (D)
Karen Ferris (S)
George Ferris (S)
Randy Dunn (S)
Karen Pynenburg (S)

HAPPY BIRTHDAY!

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

| | |
|---------------------------------------|------------------|
| Rick Sternbach (Senior Illustrator) | 6 th |
| CADET Gracie Walker | 9 th |
| Patrick Stewart (CPT Jean Luc Picard) | 13 th |
| Robert Justman (Producer) | 13 th |
| FCPT Joe Perry | 25 th |
| Nana Visitor (COL Kira Nerys) | 26 th |
| Wil Wheaton (Wesley Crusher) | 29 th |
| David Warner (Chancellor Gorkon) | 29 th |

ACCOLADES TO:

Russell Ruhland for his promotion to LTJG!

NIGHT OUT LOCATIONS

The following is a list of the remaining Night Out locations for the rest of the year:

| | |
|-----------|-----------------------|
| August | Golden Corral |
| September | Speak Easy Pub |
| October | Ryan's |
| November | Bonanza (Phenix City) |
| December | Chili's |

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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 July are:



Sisko (Captains) and Enterprise 1701-A (Ships).

CPT Connie Heller

DaVINCI STAFF ROSTER

Commanding Officer Freddy Heller 562-8735

Executive Officer Joe Perry 327-5888

Finance Connie Heller 562-8735

Community Service Tony Fleming 568-6529

Publications Freddy Heller 562-8735

Science Officer Lech Mazur 596-9542

Counselor Russell Ruhland 855-4146

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**

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PLEASE COME AND JOIN US!**

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 and Starfleet:

| | <u>DaVinci</u> | <u>Starfleet</u> |
|-----------------|-------------------|-------------------|
| Steve Brown | May 02 (D) | |
| Randy Dunn | Sep 02 (D) | Feb 02 (S) |
| Karen Ferris | Sep 02 (D) | May 03 (S) |
| Rose Hudson | Sep 02 (D) | |
| Todd Kes | 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 03 (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 Kes. Hope you enjoy reading it.

Part XI

Returning to the Starbase, the Excellon and the Amemnon reviewed their communications links, and set out to complete their runs. A team of people had been "borrowed" from the Starbase, and there had been several local "volunteers" as well. Captain Morgan wasn't that keen to trust them, so a security team from the Starbase had also been assigned to the Amemnon, in case anyone had second ideas about wanting to work. Since the security team was skilled in areas besides fighting, they fit into the crew with no disruption.

The Excellon had all the parts they needed for another trip, and with fresh missiles from the Starbase, they were ready to head out again. The two ships headed out of the gravity well of the star, and continued on their route. Several General Quarters drills were held, and with the fresh combat on their minds, everyone on board the Excellon concentrated on their job. They knew that someone

had attacked the Amemnon, and was probably still out there.

But the trip to the remaining colonies was uneventful, and the Excellon and the Amemnon got on their way to Starbase 121. They had found nothing unusual, but every colony out there was now demanding protection from whoever had done the attacks. After all, if Fendrin eight could be attacked, then so could any of them. Captain Morgan wound up leaving each colony with a headache due to the arguments that occurred. Each colony had demanded an armed shuttles or weapons to arm themselves with, and Captain Morgan had told them that Federation charter had stated that colonies were not allowed weapons.

That excuse had not sat well with the Administrators, and Captain Morgan had liked it even less. He knew that the charter had been written that way to prevent any colony from trying to rebel, but he also knew that all the people here were scared. He briefly considered disobeying the rules, but dismissed the thought at once. He was out here as a representative of the Federation, and he was determined to keep the image of the Federation clean.

While the Excellon was returning to Starbase 121, Commander Verrin was on the bridge when the sensor department reported something unusual. There had been a faint warp trail ahead of them, but it had disappeared within a couple seconds of spotting. Given the current state of ship disappearances, any unusual signals were to be investigated immediately.

"Tactical, can you get any better resolution on the warp trail?"

"Not yet Commander. We're running it through all our scanners, but it matches nothing that we know of. We'll tell you if we can get anything better on it."

"Good." Commander Verrin then called the Captain's quarters, and told him about the signal. "Captain, we've picked up a faint signal, and it disappeared a couple seconds after we spotted it. We're trying to get a better resolution right now, and I'm going to warm up the shields and weapons."

"Very well then. Warm up the shields and weapons, and call me if anything changes."

As the Excellon approached the location of where the warp signature had disappeared, everyone's tension grew. They had not managed to get any

new information from the warp signature, and were nervous about what might be waiting for them. Since they were escorting the Amemnon, they couldn't just head off in one direction, so the entire crew had nothing to do but wait as they approached.

But even as they reached the closest approach to the signature, nothing happened. Commander Verrin modified the cruising formation to keep the Excellon between the last location of the warp signature and the Amemnon, in case anything happened.

But the return to Starbase 121 was boring, and the Excellon arrived in orbit with the Amemnon. The full cargo module was dropped off, being simply detached to allow an empty one to be attached. There was also a message for Captain Morgan from Starfleet command, complaining about his taking over a Federation freighter and throwing all of their schedules off.

There was an empty cargo module there, as the Starbase teams had managed to construct a second module. Before talking to Commander Wilson though, Captain Morgan had talked with his senior staff, and the Chief Engineer had figured that a conductive net would help to reduce the damage from the ion attacks. A simple mesh over the outside of a ship would channel the power from the hull to a storage battery, or other power system.

The only problems would occur with the power of the energy weapons. Although the mesh as currently designed would be able to handle one shot from the small craft weapons every two seconds, faster firing would cause the mesh to melt from the resistance, while the simple kinetic impact would cause the mesh to degrade over time. If larger weapons were used, the mesh would be pretty much useless, but against smaller weapons, the mesh would work.

A battery system was designed to hold the excess charge, but the simple size of the batteries required, for the power being delivered, was going to be a limiting factor. The Chief Engineer figured that they could install batteries on board the Amemnon, but those batteries would only be able to handle fifty shots before being in risk of exploding from having a full charge. This gave the Amemnon only one and a half minutes before being in danger from the battery exploding.

Captain Morgan communicated with Commander Wilson, sending him the designs for the conductive

mesh and the batteries. The Commander looked over the designs, and got his engineering teams working on the ideas. While talking, Commander Wilson reported that he had been hiring new engineers to help out with the building projects that were going on. The local population had grumbled at first, but when the new jobs began funneling Federation credits into the town, the grumbling stopped.

After the Excellon arrived at Starbase 121, several people were down on shore leave. While down there, a junior officer had noticed the construction going on, and had found out about the mesh. Returning to the Excellon, that officer had started to design a similar mesh, but this one was designed to be wrapped around a cargo module. It would be removable, so that other Starbases would not find out about it, and the batteries inside could be twice as large as the ones in the main ship. Submitting his design to his superior, the design caught the eye of the Chief Engineer, who then submitted it to the Captain.

The construction work proceeded slowly though, as the mesh had to be assembled on the ground, then transported up to the Amemnon in orbit. The batteries also had to be built on the ground and shuttled up as well, and that was taking more time. Captain Morgan looked at the schedule required for the completion, and grumbled. It would take four weeks to complete the initial mesh system, and that would only be for the crew portion of the Amemnon. The cargo section would still be vulnerable, and any hits on the modules would be simply conducted into the Amemnon.

Suddenly, an idea came to him. Turning to his communications console, he sent a call to Commander Wilson. "Commander, do you have any shield generators down there?"

"Yes we do Captain. Do you need any extras?"

"Not me. I was thinking more along the lines of putting them on the Amemnon instead. Our shields were able to handle the ion blasts fairly well, and with some minor modifications, we should be able to handle them easily next time."

"Captain, Federation law states that freighters are not allowed to have shields. I mean, they would be nice to have on board, but we have to obey the law that says civilian freighters are not allowed to have shields."

"Since Starfleet personnel are mainly crewing the Amemnon, is it still a civilian vessel?" Asked Captain Morgan, with a smile on his face

"Well, I suppose if you put it that way, it isn't completely a civilian ship." Commander Wilson was looking off to one side now, obviously hesitant about continuing along this thread.

"So if a ship is crewed by Federation personnel, it becomes part of Starfleet, and thus is allowed to have shields. Correct?"

"I suppose so Captain. But what about the programming job to redo the shields to the proper shape of the Amemnon's hull? I mean, you would have to configure the shields for having no modules, one module, two modules, and for three modules."

"We can attach one module to it now, and configure the shields for just the one. During the trip, we can get the groundwork made up for the other configurations as well. In this case, it is merely a change to the shield equation concerning its shape. We would have to redo a few emitters and attach them to the generator. In fact, the forward half of the shields could stay the same, and the rear part would require the four different emitters.

"So Commander, can you release those shield generators?"

"I believe I can now Captain. But remember, those generators were normally supposed to replace ones that get damaged on your ship. If you lose a generator, it will be three months before we can get new ones."

"Can you order new ones now?"

"Well, I suppose I could. After all, I haven't submitted the full report of what happened during your engagement, so merely adding a few generators to the list would be easy. In fact, I could even say that the Amemnon required almost full rebuilding in order to get more spare parts here."

"Good. I'm glad we understand each other. Excellon out." Turning from his screen, Captain Morgan almost paled at the thought of someone being able to lie so easily to superiors to get spare parts. But then again, he had done nearly that in order to get the Amemnon equipped with shields. 'Where is the dividing line? How will I know when I've gone too far?' But those questions were dismissed for now, as he got the shields crew

together to get the new generators rigged up on board the Amemnon.

*****To Be Continued Part XII Next Month*****

ORIGINAL SERIES LIST

Okay, here is a list of all the Original Series episodes to help you with your favorites. Even if you cannot make it to the mini-marathon, cast your vote anyway! Select your top 10 and mail (email or snail mail) it to the DaVinci address so it arrives by the deadline or call me to fill me in.

The Cage
The Man Trap
Charlie X
Where No Man Has Gone Before
The Naked Time
The Enemy Within
Mudd's Women
What Are Little Girls Made Of?
Miri
Dagger of the Mind
The Corbomite Maneuver
The Menagerie
The Conscience of the King
Balance of Terror
Shore Leave
The Galileo Seven
The Squire of Gothos
Arena
Tomorrow is Yesterday
Court-Martial
The Return of the Archons
Space Seed
A Taste of Armageddon
This Side of Paradise
The Devil in the Dark
Errand of Mercy
The Alternative Factor
The City on the Edge of Forever
Operation—Annihilate!
Amok Time
Who Mourns for Adonais?
The Changeling
Mirror, Mirror

The Apple
The Doomsday Machine
Catspaw
I, Mudd
Metamorphosis
Journey to Babel
Friday's Child
The Deadly Years
Obsession
Wolf in the Fold
The Trouble with Tribbles
The Gamesters of Triskelion
A Piece of the Action
The Immunity Syndrome
A Private Little War
Return to Tomorrow
Patterns of Force
By Any Other Name
The Omega Glory
The Ultimate Computer
Bread and Circuses
Assignment: Earth
Spock's Brain
The Enterprise Incident
The Paradise Syndrome
And the Children Shall Lead
Is There in Truth No Beauty
Specter of the Gun
Day of the Dove
For the World is Hollow and I Have Touched the
Sky
The Tholian Web
Plato's Stepchildren
Wink of an Eye
The Empath
Elaan of Troyius
Whom Gods Destroy
Let That Be Your Last Battlefield
The Mark of Gideon
That Which Survives
The Lights of Zetar
Requiem for Methuselah
The Way to Eden
The Cloud-Minders
The Savage Curtain
All Our Yesterdays
Turnabout Intruder