

# DaVinci Pilot

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

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AUGUST 2002

## FROM THE CENTER SEAT

Well, the highway clean up was a big bust. Only two hearty souls showed up: the Captain and his "Number One". Quite a few of you said that you did not show up because it was raining. That may be true, but it was not raining at the clean-up site. Please do not let a little rain stop you from at least coming to join us for breakfast! We will reschedule the clean-up for the 10<sup>th</sup> of August at 8 AM. Please come whether it is raining or not. The decision whether to pick up trash will be made then.

Our annual 4<sup>th</sup> of July cookout was a resounding success! Twelve crew personnel spent the afternoon feasting on hamburgers, hotdogs, potato salad, macaroni salad, coleslaw, deviled eggs, and all sorts of other snack foods! Oops! Almost forgot the ice cream (of course we need to double the size next year, especially if Roger is coming!) This year's burgers and dogs, cooked to culinary perfection, were prepared by our resident chef, Connie, and were far superior to the ones prepared by your Captain last year! Too bad, only one list of "Your Least Favorite Original Series Episodes" was turned in. With all the fun we had in previous mini-marathons, I was quite sure that this one would be a blast. So, instead of Kirk and the boys, three of your Captain's favorite episodes of Deep Space Nine (the best Trek show that ever was or ever will be) were played for the viewing audience. These episodes were: "Duet", "The Visitor", and "The Quickening" (naturally, we did not have time for the remaining 7 years worth because they are all my favorites!). A BIG Bajoran thanks to all who made this year's cookout loads of fun.

COMM Freddy Heller

## SCIENCE DEPARTMENT

The birth of science was fundamentally the emergence of rational thinking and inquiry. Through observation and reasoning one could discover truths or laws of nature.

According to historical evidence, the Greek philosopher by the name of Thales of Miletus (624 B.C. to 546 B.C.) was considered the founder of Greek science, mathematics and philosophy. It has been suppositioned that he was the first Greek philosopher to use reasoning and intellect to create theories about the laws of nature. Thales's most extraordinary discovery and prediction was that of an eclipse of the sun precisely on the date of May 28, 585 B.C. Invading armies of the time were so frightened by the prediction and the actual event that they signed a treaty and retreated to their homelands.

The Greek scientist Democritus predicted that all matter was composed of tiny particles, which are now known as atoms. Democritus said that all such particles were indestructible and that they could never be created or destroyed. The whirling motion of atoms, he said, caused the condensation of matter creating the spheres and objects of the universe. This is not unlike the modern LaPlace theory regarding the creation of the solar system through the gravitational accretion of gases into solid spheres of matter.

In the previous article there was a brief discussion of the development of deductive and inductive reasoning. The question that arises is: what is the importance of those two forms of reasoning? Much of it has to do with the more profound elements of who we are, where do we come from and the more fundamental aspects of the evolution of the universe. The "in" of inductive reasoning is the use

of the inner resources of the human mind to find a solution to complex problems or observations. This intuitive process is almost a mystical or magical process. It is the light bulb which appears over our heads as seen in popular cartoon characters. So many great discoveries and solutions have appeared from the inner resources of the mind that seem to come from nowhere. These inner resources or perhaps divine forces allow us to expand our thinking and perceptions to a higher mode of existence. Our minds are invited to realize that perhaps the source of all is a universal creative force or divinity.

Intuitive inductive reasoning must be balanced by deductive reasoning. In order for inductive insights to be proven correctly (scientific theories), one must use deduction to balance and complete the process. Logic is the key word (and Spock would love me for that) regarding deductive reasoning. Through the complex process of observation and testing of known principles, one can prove an induced theory. The two processes are bonded much as the opposing forces of polarity bond the universe. In the grand scheme of the universe, the concept of polarity--negative and positive forces--seems to run the whole show. The ying and yang, male and female, attraction and repulsion, liberalism and conservatism, fire and water, expansion and contraction of the universe are some of the endless sets of polarities that rule our lives and are universal. It is this give and take that lies at the source of our existence. Divinity gives life and we partake of it. With balance between the forces of polarity we find the truth somewhere in the middle. Inductive and deductive reasoning are the Ying and Yang of the scientific process and its birthplace arose from the rational thinking of the Greeks. Perhaps what we can deduce from all the above, is that the study of science is partially a search for meaning in our lives. While much of this article has been somewhat philosophical, isn't that what it is all about?

ENS Lesh Mazur

**THE NEXT MEMBERSHIP MEETING  
WILL BE AT 7 PM ON 15 AUGUST  
AT THE CAPTAIN'S HOUSE  
COME ONE COME ALL!**

## SCI-FI BUZZ

Well, it would have really looked good in my collection room if it were not for the rather steep price. See what some lucky bidder paid for Captain Kirk's console! Go to eBay.com and look for item 1834314676 in the "Search" section.

Want to know what the critics think of the first season of Enterprise? Check out John A. Ardelli's review at scifidimensions.com where he analyzes the first season of Enterprise.

It has been announced through unofficial channels and recently confirmed by JMS himself on Usenet that WB is releasing Babylon 5 in season-boxed sets beginning this fall. Seems likely that most of the seasons (2-5) will end up coming out in 2003-- just in time to compete with DS9 one more time, as DS9 makes its way to DVD via box sets!

I pulled the following from scifi.com and it does not look too good for the next movie! What do you think? "Marina Sirtis, who reprises the role of Counselor Troi in the upcoming Star Trek Nemesis movie, told SCI FI Wire that it was a "different" experience working with Stuart Baird, a director new to the Trek universe. Baird assumed the director's chair from Next Generation co-star Jonathan Frakes, who directed the previous Trek films First Contact and Insurrection. "Stuart doesn't have the knowledge of Star Trek that anyone who's been involved with the show—whether it's Jonathan or even [TNG and Generations director] David Carson or the actors—would just naturally have," Sirtis said in an interview. "We have butted heads a little bit, because we'll say, 'This is the history,' and Stuart will say, 'Well, I don't really care about the history. I'm approaching this like it's the first Star Trek movie.'" ARRGGGG!

## CONVENTIONS ETC.

Well, the Starfleet International Conference (IC) is just around the corner. Russell and I will be attending to represent the DaVinci. There will also be three other folks from Region 2 in attendance. At almost every IC, the staff from Computer Operations attends with laptop in hand to solve problems or to renew memberships. If your Starfleet membership is expired or will soon expire and you would like for me to renew your membership let me know. Also, if any of you are

having problems (no Communiqués or packets) be sure to tell me so that I can get it straightened out.

Joe Motes sent the following message concerning his Atlanta show in May. "Those of you who attended the Atlanta show last month were treated to one of the best Vulkons Atlanta has ever had, and based on the emails from the attendees, one of the best Conventions they had ever been to! Also the Art Show and Gaming rooms were a big hit, along with our Hospitality Suite and the Banquet. We would like to take a moment to say 'thank you' to everyone who attended and our hardworking Atlanta staff! We are not sure at this time what our plans are for Atlanta next year, but will post something soon on the web site." Joe told the audience that this Atlanta show would be his last and that this time he meant it. Well, the letter above seems to indicate that he may change his mind. What we need to do is flood the Vulkon offices with email begging Joe to have another Atlanta show next year!

## FINANCIALLY SPEAKING

Opening Balance	175.57
Closing Balance	175.57

CPT Connie Heller

**THE NEXT MEMBERSHIP MEETING  
WILL BE AT 7 PM ON 15 AUGUST  
AT THE CAPTAIN'S HOUSE  
COME ONE COME ALL!**

**THE AUGUST NIGHT OUT WILL BE  
AT 7PM ON 5 AUGUST  
AT GOLDEN CORRAL!**

## WELCOME ABOARD!

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

Joe Perry (D)  
Randy Dunn (S)

## HAPPY BIRTHDAY!

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

Michael Okuda (Art Supervisor)	6 <sup>th</sup>
Cirroc Lofton (Jake Sisko)	7 <sup>th</sup>
Matt Jeffries (Set Designer)	12 <sup>th</sup>
Jane Wyatt (Amanda)	12 <sup>th</sup>
Harve Bennett (Producer)	17 <sup>th</sup>
Gene Roddenberry (Great Bird of the Galaxy)	19 <sup>th</sup>
Jonathan Frakes (CMDR William Riker)	19 <sup>th</sup>
Diana Muldaur (Dr. Katherine Pulaski)	19 <sup>th</sup>
CADET Hannah Walker	21 <sup>st</sup>
Jennifer Lien (Kes)	24 <sup>th</sup>
Gates McFadden (Dr Beverly Crusher)	28 <sup>th</sup>

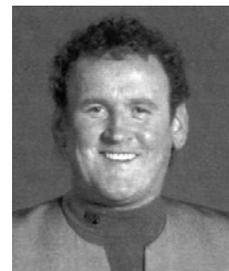
## NIGHT OUT LOCATIONS

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

September	Speak Easy Pub
October	Ryan's
November	Bonanza (Phenix City)
December	Chili's

## 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 August are:



Enterprise 1701 (SHIP) and Miles O'Brien (Personnel).

CPT Connie Heller

## ACCOLADES TO:

Roger Wright who recently donated 1900 tabs to be our start to the next 50,000!

## DaVINCI STAFF ROSTER

<b>Commanding Officer</b>	Freddy Heller	562-8735
<b>Executive Officer</b>	Joe Perry	327-5888
Finance	Connie Heller	562-8735
Community Service	Tony Fleming	568-6529
Publications	Freddy Heller	562-8735
<b>Science Officer</b>	Lech Mazur	596-9542
Counselor	Russell Ruhland	855-4146
Morale	<b>VACANT</b>	
Medical	<b>VACANT</b>	
<b>Engineering Officer</b>	<b>VACANT</b>	
Communications	Gisela Stephens	689-4266
Quartermaster	Randy Dunn	291-0150
Security	Roger Wright	687-8052
<b>Cadet Corps Commander</b>	<b>VACANT</b>	
<b>Master Chief Petty Officer</b>	<b>VACANT</b>	

## 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	<b>May 02</b>	
Randy Dunn	Sep 02	Feb 03
Karen Ferris	Sep 02	May 03
Rose Hudson	Sep 02	
Scott Jones	Oct 02	
Todd Kes	Sep 02	
Lesh Mazur	<b>Jul 02</b>	
Joe Perry	Jul 03	Nov 02 (S)
Karen Pynenburg	<b>Jul 02</b>	May 03 (S)
Russell Ruhland	<b>Aug 02</b>	<b>Aug 02 (S)</b>
Michael Walker	Mar 03	Mar 03 (S)
Roger Wright	Mar 04	<b>Mar 02 (S)</b>

## 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 XII

Two days later, the Excellon and the Amemnon were ready to go out again. The Amemnon had tested out with its shield generators, and all had worked well. Starbase 121 was assembling the mesh covering for when they returned, and it would be ready to install. The key problem with the shields was that they would draw a lot of power. As a result, the only thing that the Amemnon could do while the shields were up was maneuver and uses its basic sensors. Warp travel was impossible, as was any subspace communications.

The standard orders that had been set up was that if the Excellon was out of communications with the Amemnon for more than a minute, the Excellon would head towards the Amemnon's last position on communications at maximum warp. To keep the constant communications open, several games were set up, with players on both ships. This way, the games would keep the crews entertained, and the communications required would allow the two ships to stay in contact.

While traveling though, they were forced to slow to impulse to avoid a subspace disruption. It was similar to the one they had seen before, and they knew that it would dissipate in four minutes. While they traveled through it on impulse, a scanner technician suddenly called out, "Incoming ship! Coming in at two-thirds impulse."

Of course, the impulse rating was relative to the ships originally designed. As a result, most ships these days could go full impulse at normal operation. Impulse speed had been selected as the maximum acceleration one of the original impulse powered vessels could go. The name had caught on, and was now widely used as a meter stick. Since this vessel was coming in at two-thirds impulse that meant it was coming in at two-thirds the top acceleration of one of the old impulse driven ships. Since no normal cargo vessel was designed to go that fast, this was a problem.

"Shields up, and get the lasers and missiles ready." He then called the Captain, "Captain, we've got an

unidentified ship closing at two-thirds impulse. Recommend we go to General Quarters."

"Do it. I'll be there in two minutes."

The atonal alarm rang through out the ship, and crewmen stopped their games and reported to their battle stations. The lasers were brought on-line, and missiles awoke to do their deadly missions. As the unknown ship approached, Commander Verrin continued to send communications signals to it, hoping for a reply. After all, the Amemnon had not been able to move at that rate, meaning that this ship, if hostile, was probably in better shape than what the Amemnon had been.

Captain Morgan arrived on the bridge, and looked at the tactical map. He gasped in surprise, as the Amemnon was currently between and slightly above a line between the Excellon and the unknown.

"Sir, I have a rough ID on the ship. It's the Potenton, a module freighter that went missing here two months before we arrived. Its power signature is changed even more than the Amemnon's had been though."

"Keep on scanning."

Turning to Commander Verrin, Captain Morgan said, "Commander, we're behind the Amemnon. You do realize that if this ship opens fire on us, they will hit the Amemnon first?"

"Oh my gosh. I never thought of-"

"But on the other hand, the other ship might not be able to see us. So far all they might know is that the Amemnon is there. And since the Amemnon was originally used by the raiders in this sector, they might think the Amemnon is friendly."

"Comm, raise the Amemnon. Low power systems only."

"Hello, Lieutenant Gordon? Are there any signals being sent towards you?"

"Captain, thank goodness you called. We've been getting lots of communications from the unknown ship, but we've been unable to translate them. It's a totally new language, and we're working on it. Do you want us to relay it to you?"

"Yes. We'll have fun working on it as well. Relay it on this frequency, and use a second frequency to give us the data on frequency use and any scrambling. This way we can try to translate their language, and if they are hostile, we can try to break their codes."

The communications setup was one, and the Excellon's computers began working on the task of deciphering the language. A second program was running to look for patterns in the signals, trying to find how the pattern repeated. A copy was kept of all the original data, so that heavier computers could try to crack it later on as well, looking for patterns between solar activity, and other such phenomena.

After two minutes though, the communications stopped, and the unknown ship began to close in. Both crews began to tense up, and the tracking crews began plotting missile solutions to engage the unknown ship with. The shield crews on the Amemnon were beside their generators, making sure that the generators would work the first time. Since the shields were all being powered by one generator in the front half, if that generator went down, there would be no protection there.

As the crew watched, the unknown ship began closing to the theoretical range of the energy weapons. At that point, Captain Morgan ordered them, "Helm, bring us down thirty meters, and then full impulse towards that ship. Tactical, lock lasers and missile on that ship."

The sensor crew was boring holes in their screens, watching for the Potenton's reaction as the Excellon suddenly became visible to its sensors. As a result, they were able to call out in time, "Captain, incoming fire. Same type of ion weapon as before, and it's firing in five shot bursts."

"Execute Fire plan Charlie." Fire Plan Charlie had been set up as a coordinated effort between sensors and the turrets to cut off sections of an enemy ship. In effect, the sensor team did what they had done before; feed the data from the sensors to the turrets, and the turrets would attempt to cut through the enemy ship to cripple those weapons. The main lasers weren't used because they would cut straight through the Potenton, and Captain Morgan wanted that ship back.

But even as the words came out of his mouth, the ion bolts streaked in from the Potenton's weapons. Ion bolts slammed into the Excellon's shields, but the improvements worked, and there was only a five percent reduction in shield strength. The lasers bored in though, and seared through power connectors and structural supports, cutting off the ion cannons as they had done before.

But those five ion cannons weren't the only ones the Potenton was armed with. A larger cannon had

been mounted on top of the hull, and with the Excellon's maneuver, it finally had a target for its main weapon. A single ion bolt was fired, but it was more powerful than the smaller guns had been. It crossed the distance between the two ships, and crashed into the Excellon's forward shields like a hammer.

"Impact, forward shields down to seventy five percent." called out a report, and Captain Morgan paled as the damage was shown on his console. "Fire Plans Charlie and Nova, execute." Again the lasers reached out to cripple the horrible gun, while Nova was a simultaneous launch of four missiles set to five megatons each and ordered to detonate within one hundred meters of their target.

The lasers began carving their way through the Potenton's hull, but this gun had more structural support, and the turret lasers were taking a little time to cut through. But the missiles arced over and around the Amemnon, and detonated their loads near the Potenton, searing her hull with nuclear fire and her electronics with effects that were not to be denied.

The Potenton's acceleration stopped as the final waves of EMP washed over her, and the hull began to cool down. It was still drifting towards the Excellon and the Amemnon, but it was without any sort of control now. The two ships simply moved out of its way, and watched as the Potenton made no attempts to change its course.

Captain Morgan turned to Commander Verrin and said, "Commander, let's bring another ship back. Set up the security details, and find out what happened." Turning back to his console, he watched as the damage control teams reported no significant casualties from the major hit. A couple people had gotten burned when their shield generator had thrown out a spark, and one person's hair was still sticking out, but those were the only casualties. The shield generator was even now being repaired to full service, and would be completed in two minutes. Since it was a simple matter of swapping out the necessary parts, the repairs were far easier than if the generator had burned completely out.

The security teams went over to the Potenton, and Lieutenant Mallory reported in, "Commander, whoever was on this ship didn't get a chance to use the fusion plant to wipe themselves out. There are several beings here who wish to thank us for

rescuing them, including the scanner crew of the Amemnon. The main computer core is wrecked though, but we are currently putting together a retrieval of the spare. If the Amemnon can help us, we can get the main computer back up and running enough to keep us in decent shape until we get to the next colony."

"Are there any other survivors?"

"Several Commander. There are three races we've never seen before, and a fourth being who is there simply to serve as a translator. At least, that's what it has been doing for us."

"Very well then. I'll pass your recommendation along to the Captain about salvaging the ship. In the meantime, try to find as many survivors as you can, and give them medical help. Anything else?"

"Nothing yet Commander. When we find anything new, we'll call you."

"Commander Verrin out."

She then turned back to the communications console, and opened a communications link to Captain Morgan. "Captain, the security reports that we can salvage the Potenton with several spares from the Amemnon. Also, there are at least three new races aboard that ship, apparently not counting the ones who controlled it."

"Very well Commander. Let's salvage the ship, and mark another one up for the home team. Have the Amemnon distribute the necessary spares, and get the Potenton underway. I will need a crew to guide the ship, and do you have anyone in mind that you think would do a good job?" Captain Morgan said the last with a slight smile on his face, and Commander Verrin gasped slightly as she realized what he was asking.

"I respectfully volunteer for the job sir."

"Good. I expect you'll enjoy the thrill of commanding your own ship. Have the races present transferred to the Amemnon and the Excellon as necessary, and proceed over to your new command. It will be temporary of course, as I'll need you back here, but I think that the time you are in command will be memorable. Is there anything else?"

"Nothing yet. I'll call you when we are ready to go to warp."

"Captain out."

**\*\*\*To Be Continued Part XIII Next Month\*\*\***

## **CARGO BAY 2**

The following are videotapes I have for sale. They are \$5.00 per tape with the exception of the Trek videos. If you are interested in those as a set, let me know. WS = Wide Screen; DC = Director's Cut.

### **ACTION-ADVENTURE**

Alamo  
Great Escape  
Jaws  
Right Stuff  
Top Gun  
War Games  
Wild Bunch (DC)  
World is Not Enough

### **BEST PICTURE**

Amadeus (1984)  
American Beauty (1999)  
Annie Hall (1977)  
Ben Hur (1959)  
Braveheart (1995)  
Deer Hunter (1978) (WS)  
Gone with the Wind (1939)  
In the Heat of the Night (1967)  
Lawrence of Arabia (1962) (WS)  
My Fair Lady (1964)  
One Flew Over the Cuckoo's Nest (1975)  
Out of Africa (1985) (WS)  
Patton (1970)  
Rain Man (1988)  
Rocky (1976)  
Shakespeare in Love (1998) (WS)  
Silence of the Lambs (1991)  
Titanic (1997) (WS)  
Unforgiven (1992) (WS)

### **MISCELLANEOUS**

40 Years of Science Fiction TV  
Making of Star Wars

## **SCIENCE FICTION-FANTASY-HORROR**

Abyss  
Blade Runner (WS) (DC)  
Close Encounters of the Third Kind (WS)  
Contact  
Godzilla (WS)  
Halloween  
Hellraiser  
LadyHawke  
Mortal Combat  
Outland  
Planet of the Apes  
Species  
Star Wars I Phantom Menace (WS)  
Starman  
Starship Troopers (WS)  
Time Machine  
Total Recall  
V

### **ASK ABOUT:**

Deep Space Nine (3+ Years)  
Outer Limits (2 Years)  
Star Trek: The Next Generation (7 Years)  
Voyager (2 + Years)  
X-Files