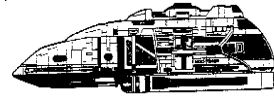




Volume 1 Issue 6

The Fates



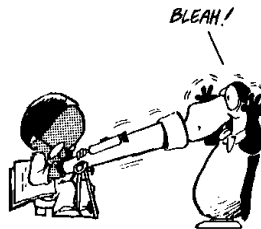
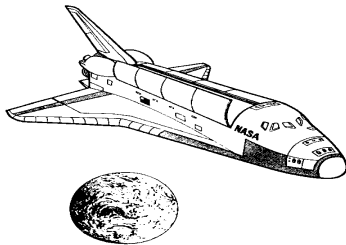
The Official Newsletter of the Shuttle Nemesis
"The Word is NO. We are therefore going anyway." January 2003



"Hurry up, Curtis. Yes they will notice our shuttle. Just get the washer for the cloak and get back here."

Members wanted

166th Black Knights Special Ops are looking for members who want to join the new Marine Strike Group. Anybody who wants to be involved (either Active or Reserve) Please send Keith Styblo, AKA 2nd Lt. Al'lon Rak'tu, Chief - Special Operation, your Name, Address, Rank, SCC# and your current position onboard.....



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The Velvet Glove

Just a short note this month. Congratulations to Jim Loper for being our new Chief of Operations and to Tina Bellman, who is our new Chief of Security besides our JAG officer. There are still many positions left open on the shuttle Nemesis.

Anyone having ideas for our commissioning celebrations let Curt or I know so we can add to our list of ideas.

I am also submitting our ship for numerous annual awards for the regional summit in Pigeon Forge, TN in April. I urge anyone wanting to get away for a weekend and can afford a trip to come to the regional summit. It is warmer than Ohio usually the last weekend of April; it is a good time and it is geared to tourists. I am going down and I believe a couple other of the crew are thinking about going down to TN.

Till next month,

THE FATES is the Official newsletter of the Shuttle Nemesis, NCC 1896/01 which is a chapter of Starfleet International the Star Trek Fan Club. This is a Fan publication intended solely to inform and amuse Starfleet members and not to infringe on the copyrights held by Paramount. Contributors retain all the rights to their work. Opinions of the individuals do not necessarily reflect those of the

Shuttle Nemesis

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<http://www.nasa.gov> The NASA home page
<http://www.wpafb.af.mil/museum> U.S. Airforce
Museum at Wright-Patterson Air Force Base
<http://www.ifarted.com> Do Cats Fart?

Well so much for now I'm signing off now so until next month be careful and safe.

Commander Curtis Bellman
XO Shuttle Nemesis

First View

Hello all. Once again it's that time so here I be at the keyboard. Let me start off with a review of Nemesis.

It was good! I would have to say it was almost as good as The Wraith of Kahn. Note I did say almost. If you haven't seen it yet then I would say you should. Well worth the price of the ticket.

Starfleet Academy now has a new web site; it's much more detailed than the old one was. Many if not all of the courses are free if you take them on line. Tina has taken and passed the first of the six courses at the school of law. As I type this she is finishing up her second course at the same school. I have taken the first of two courses offered on Borg technology. So far it was a very easy course. I will take the second one later this month.

The talk is soon maybe as soon as next month we may be commissioned as a full ship. How sweet that would be. Since we can use any technology that exists from any of the Star Trek series or movies. That leaves us open for silly things like adding a Borg cutting beam, or armor that forms around the ship at the press of a button. We have added an attack vessel for the marines strike group aboard the ship. As soon as Keith gets the specs out we can post them along with a schematic of the ship. In adding this ship we will have to remove some of the shuttles from our inventory. But that's no big deal. More that glad to do that since the marines need an attack troop carrier.

I would like to congratulate Jim Loper as our new Chief of Operations, and Tina Bellman as our new Chief of Security I think they will both do a great job. By the way Jim and Tina next month you owe me some reports! Is anyone out doing anything that would interest us? Let us know. Heck drop us a line and just to let us know what is going on in your life. We would love to hear about it.

I will be off to the San Francisco shipyards to over see some of the construction of the ship. With the hull complete and all the main systems in place, I will be able to oversee installation of some of the secondary systems. These include the Borg technology. Items such as the cutting beam I mentioned as well as a trans warp drive unit. Not everyone in Fleet can say they have trans warp drive. Now you may ask yourself how did we get this technology. Well let's say I took one for the crew. A stab in the neck and assimilated I was yes yes. Sorry wrong galaxy.

I found some nice web sites below are the links
<http://academy.sfi.org> This one being to the Starfleet Academy web site

Escape Pods

The escape pods are located throughout the Liberator's primary and secondary hulls; there are two rows of pods on the dorsal side of the command saucer, and two on the ventral side. Further rows of pods line each side of the engineering hull.

The ASRVs (autonomous survival and recovery vehicles) are basically the same shape as a triangular table with three legs. The bottom of the pod has a complex pattern of vents, access hatches, and thrusters. Marks identifying the pods as coming from the Liberator and a serial number that identifies each individual escape pod are displayed on the top and bottom. Each side was warning lights and black-and-yellow zebra markings, helping to increase their visibility and making them easy for rescuers to locate.

Personnel enter the pods through hatches that line sections of the Liberator's corridors, and a situation display monitor is located between the pods. Each hatch swings open on a hinge at the bottom, creating a short ramp from the floor of the corridor into interior of the capsule.

The ASRVs are designed to eject from the ship at a considerable rate so that they clear any blast radius should the Liberator explode. The pods produce an inertial dampening field to protect the occupants from accelerative forces, and the three thrusters located in each 'leg' provide independent maneuverability. Life support is maintained by an automatic environmental system that regulates the pressure, humidity, and temperature. The pods are also equipped with subspace communications to alert rescuers of their status and position, as well as being used to keep in contact with the pods.

The ASRVs are capable of sustaining the occupants for a number of weeks, but if there are no starships in the vicinity that can rescue them the pods are capable of atmospheric entry and landing if a suitable planet can be found to

These are a few of the standard issue on the USS Liberator. Any upgrades to these maybe classified and unclassified upgrades will be explained in later issues by the Chief Engineer.

Quantum torpedoes

The Liberator will be equipped with Starfleet's latest evolution of the torpedo design: the quantum torpedo. Like the photon torpedo, the quantum torpedo can be fired at warp speed, but supersedes its predecessor in terms of its explosive yield. Quantum torpedoes can be fired from two launchers at the fore of the ship and one at the aft.

Phasers and shields

The phaser arrays installed on the Liberator will be Type XII and have a power output of 7.2 megawatts. Upper phaser banks are located on deck 4 and main phaser bank systems are on deck 5. The ship is also protected by sophisticated shielding that uses a localized spatial distortion operating on a particular frequency to disperse enemy fire and insure the integrity of the hull.

Computer systems

The isolar circuitry featured in previous starship designs has been updated with bio-neural gel packs, which can transfer data at 6,200 kiloquads a second. The computers control all offensive and



ENTERTAINMENT GALAXY

Enterprise executive producer Rick Berman spoke recently about the return of familiar faces to the Star Trek franchise.

One race that could possibly appear in *Enterprise* is the Gorn, an alien race seen in TOS. "That's actually been discussed," Berman told *Star Trek: Monthly* (via Sci Fi Pulse). "There was a time I did not think we'd see the Andorians on *Enterprise*, and we've since done a number of episodes with them. So the Gorn are certainly a possibility."

Berman also revealed that a familiar actress would be in an upcoming episode. "We've got Suzie Plaks on guest starring on *Enterprise*," he said of the actress that previously played Dr. Selar, K'Ehleyr and Miss Q in Star Trek. "Plakson is an Andorian episode and she's playing one of our Blue-Skinned beauties." Berman added that Jeffrey Combs (Brunt and Weyoun) would be returning in the episode as Shran, the third time he's played the Andorian.

When asked if Martha Hackett (Seska) might appear in *Enterprise*, Berman replied: "Who knows? I don't think you'll see her as Seska, simply given the different times in which the shows are set. But she could play another kind of alien."

Berman also addressed cuts to 'Nemesis'. "As everyone knows, the first cut of 'Nemesis' was too long and we had to lose a bunch of stuff." One of the scenes that were removed was a joke referring to seat belts. "I've always thought it was silly that the characters on all of the series were bounced around and grabbing a hold of things to steady themselves. It seemed to me that seatbelts or some kind of restraints would be an obvious thing, but it was never like that on the original series or *The Next Generation*."

Deleted scenes from the film may appear on the DVD when it is released, according to Berman. Although it's unlikely we'll see any bloopers on DVD, we will be seeing them more in the future. "I have been opposed to gag reels simply because Star Trek is something that always borders on the silly. "You've got people flying at impossible speeds and spaceships defying gravity. You've got a lot of things that are accepted, but that are almost scientifically ridiculous. It's so easy to turn it into a parody. I've been asked to put together an *Enter-*

it. So I'm loosening up a little in that area." Berman admitted that Patrick Stewart (Jean-Luc Picard) was partially responsible for the lack of bloopers up until now. "A lot of the reason we didn't do blooper reels for *The Next Generation* was that Patrick was very opposed to them."

The full interview with Berman can be found in issue 101 of the UK's *Star Trek: Monthly*. Further excerpts are available at Sci-Fi Pulse.

News on Season Two Babylon 5 DVD:

JMS wrote this in the B5 moderated newsgroup recently: Interviews for year 2's DVD have been set, or already conducted, with Stephen Furst, Andrea Thompson, John Iacovelli, Anne Bruce-Ailing, Jerry, Claudia, Bruce, me, John Copeland, Doug Netter and others.

In addition, I'll be doing commentaries on "The Coming of Shadows" and "The Fall of Night," and there will be a bonus group commentary by Bruce, Claudia and Jerry on "The Long, Twilight Struggle."

There's talk about a special musical sequence for the season 3 DVD, with Chris re-scoring 2-3 episodes end to end with non-stop music, future segments on "The Future According to Babylon 5" with NASA and JPL guys. I'd like to see the final bonus section on year 5 be about the fans of the show.

INDIANA JONES 4: Steven Spielberg is moving ahead on INDIANA JONES 4. He told the CHICAGO SUN-TIMES that Sean Connery will reprise his role as Jones the Senior. "Sean Connery as Indy's pop will be back for a few scenes, and it's set in the early '50s. That's all I'm saying, and I've already said too much." He also noted that he hopes to be able to offer cameos to all of Indy's former leading ladies as well, including his wife, Kate Capshaw, if writer Frank Darabont can work it into the script. Spielberg noted, "I'd like to get Karen Allen back for one soundbite, and there are other Indy girls who had smaller roles who will come back."

Bill Mummy will be traveling to Vancouver next week to film the sequel to "It's A Good Life" titled "It's Still a Good Life" for the "Twilight Zone" TV series. Bill will be reprising the role of "Anthony Fremont," the kid who send you into the cornfield if you upset him. Bill Mummy's daughter Liliana plays his daughter, Amy

XO's Log

Well we have found the Chief of Security. He takes a shuttle craft (without permission) and tries to pick up some Orion slave girls. It seems their owners did not take kindly to what he had in mind. All I know is I have to repair that shuttle. (Look closely at the name on the side)



Encyclopedia A-C

This gives an overview of some Star Trek scientific and technical terms. Canon Technology facts are taken from various episodes and other official sources such as the Technical Manuals, and are given in normal text. *Italic text* denotes annotations and "real world" information about Star Trek devices.

A

Ablative Armor: Hull armor employed for the most recent Starfleet vessels such as the Defiant class and the U.S.S. Prometheus. Ablative armor is an additional reactive plating imposing a counterforce to incoming weapon fire.

ACB: Acronym for Annular Confinement Beam, a spatial matrix generated by the primary energizing coils of a transporter system. The ACB determines the geometry for the subsequent scanning and dematerialization process.

Adaptive Interface Link: Computer connection used to exchange information between two computer systems of totally alien origin.

Alternative Timeline: Any timeline which is different from the currently valid timeline, in particular a timeline which does not exist any more because of a time travel or another method to alter history. An alternative timeline is equivalent to the "normal" course of time, since only an external observer not affected by timeline changes is able to perceive the difference. The concept is similar to a parallel universe, still, parallel timelines depend on each other which is inevitably connected with paradoxes.

Aluminum Transparent: See: Transparent Aluminum

Android: Humanoid robot, basically consisting of a computer system, actuators and sensors inside a human-like body. Androids are intentionally designed this way so as to work in the same environment and to perform similar tasks as humans. Lt. Cmdr. Data is the only android so far who has been legally acknowledged as a sentient lifeform.

Anionic Energy: A form of energy composed of quantum level particles

Antigrav: Anti-gravity units that allow to handle heavy cargo. Antigravs are available as hand-held devices and in form of pallets (see also gravity generator). Antigravs are probably based on the same principle as the gravity generators on starships. Either antigravs generate a reverse gravity field that compensates for the existing natural or artificial gravity, or they are capable of shielding a volume from gravity.

Antilepton Interference: Energetic particle field that can interfere with subspace communications.

Antimatter: Complementary form of matter in which the single particle has the same mass but reversed charge. The mutual annihilation of matter and antimatter releases an enormous amount of energy and is employed to power a starship's systems (see warp core).

Antimatter Generator: Device which serves to generate antimatter for the warp drive in case the ship cannot be resupplied in a refuel facility. In normal operation mode onboard antimatter generation is not efficient. It is obvious that more energy is necessary to produce antimatter than the energy content of the obtained antimatter. The only reason for this energy conversion is that the matter/antimatter reaction provides much more power (energy per time) than a fusion reaction. This power is required for the warp drive, while the other ship systems may alternatively be powered by the impulse (fusion) reactor.

Antiprotons: Subatomic particles identical to protons except for electrical charge. Normal protons have a positive charge, but antiprotons have a negative charge.

Antitime: A concept of time running in reverse direction. Time and antitime are supposed to act like matter and antimatter, causing a breach in space-time upon their collision.. The theory of antitime does exist in real world physics, yet, it is mere speculation when it is supposed to occur (possibly in a contracting universe or in the center of a black hole) and what the impact will be.

Anyon Emitter: Engineering device used aboard Federation starships.

Assimilation: Borg term for forced integration of lifeforms and technology into the Collective. For humanoids, assimilation implies transformation into a drone, thereby completely losing their individuality. Nanoprobes are key components in this process. Technology is assimilated by combining and gradually merging existing Borg and new technology.

Atmospheric System Part of the life support systems that provides breathable air and comfortable temperature and humidity on a starship. Class M atmosphere is the standard setting on Federation starships, implying 26°C temperature, 45% relative humidity and 101kPa air pressure with a composition of 78% nitrogen, 21% oxygen and 1% trace gases. Part of the starship volume can be switched to other environmental conditions. Oxygen is produced by photosynthetic processing of CO₂.

Auto Destruct: Extreme measure to prevent a starship from being captured by an enemy, also referred to as self destruct. The auto destruct can be initiated by the captain, acknowledged by voice recognition and personal command code. In most cases it is necessary that the first officer or other senior officers confirm the auto destruct. A silent count-down can be selected in order not to warn enemy forces that are already aboard.

Auto Phase Interlocks: A computer controlled subroutine that allows for precise timing in the firing of ship mounted phasers.

Autosequencers: The subsystem of a starship's transporter that controls the actual transport process.

Avidyne Engines: A type of impulse engine used in older starships

B

Baryon Particles: Any member of a class of heavy fundamental particles. Baryons build up on the superstructure of a starship as the result of warp travel.

Baryon Sweep High-frequency plasma field used for removal of Baryon particle contamination from starships. The process is dangerous to living tissue and requires complete evacuation of starship personnel.

Battle Bridge: Secondary command center on Galaxy class starships, located atop the engineering hull. The battle bridge serves as replacement for the main bridge in case of heavy damage or as control center for the engineering section in separated flight mode (saucer separation).

Beam: Colloquial term for travel by matter-energy transport.

Bearing: Flight vector which is specified relative to the ship's current orientation. A bearing consists of the two coordinates azimuth (horizontal angle) and elevation (vertical angle). Bearing 000-mark-0 represents a direction straight ahead.

Berthold Rays: Deadly radiation that causes disintegration of carbon-based animal tissue, including humanoid tissue.

Beta 5 Computer: Computer of extraterrestrial origin, used by the alien Gary Seven, to support his operations on Earth in 1968.

Bilitrium: Crystalline compound that is an extremely rare energy source. When used in conjunction with an antimatter converter, it becomes a powerful explosive.

Biobed: Hospital bed that includes medical sensors and display units for diagnosis and gas and fluid connect points for treatment of patients. The primary biobed, typically located in the center of a starship sickbay, is equipped with an additional overhead sensor cluster and a containment field generator and serves for surgical and other intensive-care procedures.

Biochips: Cybernetic implants surgically implanted into bodies of the Borg. They serve to enhance their physical abilities, and synthesize any organic molecules needed by their biological tissues. Borg are dependant on these chips and would die without them.

Biofilter: Part of the transporter system that recognizes and filters out potentially hazardous viruses

Bioneural Circuit: Computer processor based on biological components, also referred to as gel packs. Bioneural circuits are employed in the most recent Federation starships, such as the Sovereign and Intrepid classes. Starfleet uses the original human brain structures in the form of bioneural circuits instead of just imitating them with microelectronic (or isolinear) technology. The gel packs containing biological components, however, they may be infected by viruses or bacteria. Real world neural networks are (still) silicon-based and have limited capabilities. Despite their good performance in recognition and association tasks, they are still far from competing with the human brain.

Bioship: Starship type employed by Species 8472, made of the same kind of biomatter as the species itself. Modified Borg nanoprobes are the only known defense against the species and their ships, while the Borg failed to assimilate them.

Bipolar Torch: A powerful cutting torch.

Black Hole: Also referred to as quantum singularity, an enormous concentration of mass, the gravity of which is so strong that even light is not able to escape. The radius inside which this effect becomes evident is called event horizon. The existence of black holes has been confirmed by real world physics. There are different types and sizes of black holes, some of them actually existing, others assumed possible. Their common characteristic is the strong gravitational force that causes any kind of mass/energy to fall towards its center, once it is inside the event horizon. The mass concentration in the center is possibly beyond the current laws of physics. Even the elementary particles that form the atom nucleus under normal conditions might be crushed and further compressed to an unknown degree, with a density close to infinity, which is referred to as singularity.

Borg Alcove: "Parking position" for a drone aboard a Borg cube, serves for regeneration and omnidirectional interconnection. Usually each drone is assigned to a specific alcove.

Borg Drone: A hybrid humanoid/machine being that shares a common consciousness with the other drones of the Borg Collective. They are born as normal humanoids and later assimilated. While the basic composition of all Borg drones is similar, each single drone is equipped with task specific tools. A typical Borg drone is largely covered with an exoskeleton, has a gray skin color, no hair, one biological and one cybernetic eye, one biological and one mechanical arm, the latter equipped with a variety of tools.

Borg Collective: Designation for the Borg society in which the drones form a collective consciousness instead of individual thinking and acting. The formerly humanoid drones are equipped with several implants and are connected to each other and to their ship via subspace links. The Borg Queen seems to be a contradiction to the principle of common consciousness. Still, the Queen can be regarded as a representation or incarnation of the Collective rather than an individual leader. This interpretation is corroborated by the fact that the Queen did not exist in "Star Trek: First Contact" until she was assembled. Once she had come to life, the Borg were dependent on her and finally died when she was destroyed.

Borg Implant: Cybernetic component of Borg drones. The implants control, enhance and supplement their biological functions. They also provide their biological parts with the required nutritive substances. The Borg are dependent on their implants. While Hugh's connection to the Collective could not be severed in, most implants can be removed.

Bridge: See main bridge, battle bridge.

Bussard Collector: A device usually attached to the forward end of the warp nacelles that serves to collect interstellar hydrogen atoms for fuel replenishment, also referred to as Bussard ramscoop. The Bussard collector consists of a set of coils which generate a magnetic field. The Bussard collector is named for the 20th century physicist and mathematician Robert W. Bussard. The Oberth class and the Excelsior class (original design) have no visible Bussard collectors. The upgraded Excelsior version (Enterprise-B) has Bussard collectors, although they seem to be ineffective, because they are hidden behind the saucer hull from the perspective of an incoming hydrogen atom (a possible design flaw).

C

Captain's Yacht: Large shuttle docked beneath the saucer hull of a Galaxy class, Sovereign class and Intrepid class starships, usually employed for diplomatic missions. The captain's yacht was never shown in 178 TNG episodes, however, it is depicted in the STTNG Technical Manual. The captain's yacht of the Enterprise-D is named "Calypso".

Carbon Reaction Chambers: Engineering term used to describe carbon-lined containment vessels in Cardassian nuclear fusion reactors including those on Deep Space 9.

Cargo Bay: Section of a starship which is used for storage of various cargo. Cargo bays can be accessed through docking ports or by cargo transporters.

Causality Loop: Sequence of events in which cause and effect cannot be distinguished. A causality loop is only possible if time travel is involved.

Chroniton Particles: Subatomic particles that transmit temporal quanta. Damage to a Romulan Cloaking device would cause it to emit these particles.

Chroniton Torpedo: Krenim weapon that employs a temporal invariance of typically to penetrate shields. Chroniton torpedoes are featured in VOY. This weapon is obviously related to temporal incursion, however, it is not evident how the small temporal shift is allowed to pass through Voyager's shields as if the latter had not been there before. Chroniton torpedoes only exist in the timeline when the Krenim Imperium is powerful.

Class K: Planet adaptable for humans by the use of pressure domes and life support systems.

Class M: Classification for a planet with a nitrogen-hydrogen atmosphere. Class M planets provide comfortable living conditions for a longer time, and they are suited for permanent accommodation of humanoids. A precise definition of planet classes can only be found in non-canon sources, e.g. in the UFP Info Terminal. At least, K and L planet classes that also provide breathable air, but seem to designate desert planets, are mentioned in a couple of episodes. Star Trek inherently focuses on Earth-like planets for dramaturgical reasons, since no spacesuits are necessary and suitable sets are easy to find. Still, inhabitable planets seem to be ubiquitous, and every time a shuttle is about to crash, there is "occasionally" a class M or at least class K or L planet in the vicinity.

Class-1 Sensor Probe: An instrumental torpedo launched from a Federation starships for investigation into areas that one might not want to take the starship. The Class-1 probe carries a very wide variety of scientific sensing equipment.

Class-4 Probe: Scientific instrument used for remote sensing studies.

Class-5 Probe: Medium-range reconnaissance probe, equipped with passive sensors and recording systems.

Class-8 Probe: An instrumented sensor probe similar to a Photo Torpedo designed for extended flight at high warp speeds. Although barely large enough to hold a person, it has been used to transport an individual and is also used as a casket for burial in space.

Class: Ancient naval term used to describe a group of ships sharing a common basic design. Generally, a class of ships is named by Starfleet after the first ship of that type built. For example, the Constitution class (to which the original Enterprise belonged) was named after the Starship Constitution.

Cleaning Processor: Part of a starship's solid-waste-recycling system. The processor is used for sterilization and recycling of clothing.

Cloaking Device: Technology of Romulan origin used to render a starship invisible to the eye and to sensors, also used by the Klingons. The cloaking device generates a space distortion which causes light and sensor rays to travel around the ship, so nothing is reflected from its surface. Cloaking the ship consumes large amounts of power, therefore the simultaneous use of the warp drive was not possible with the early cloaking devices in the 23rd century. Furthermore, the use of weapons is usually not possible while the cloaking device is activated. The space distortion necessary to bend light rays is equivalent to an enormous mass concentration and would certainly crush the ship and crew, so additional measures must be taken to compensate the effect inside the distortion.

Clone: Asexual reproduction technique in which the DNA of a parent organism is used to grow a genetically identical copy of that organism.

Cloning: Technique to grow a new body that is genetically identical to an existing lifeform. The Vorta are a complete race of cloned individuals, and a Vorta like Weyoun can simply be recreated by the Founders if their predecessor is dead or regarded as unreliable.

Cochrane: Measure for the subspace field stress. The unit is employed to measure the power of a warp drive as well as of other devices which employ a subspace field, such as the impulse drive and the FTL computer core. The Cochrane value equals the velocity ratio v/c for the given warp factor. Warp 1 and $v/c=1$ is achieved for a subspace distortion of 1 Cochrane. Values smaller than 1 Cochrane correspond to sublight speed. At Warp 10, finally, the Cochrane value becomes infinite, and so does the apparent velocity. The unit was named in honor of Zefram Cochrane who built the first Terran vessel to achieve warp speed.

Cochrane Distortion: A characteristic fluctuation in the phase of a subspace field generated by a starship's warp engines.

Book Reviews

Star Trek Voyager: Pathways When Captain Janeway's crew accidentally gets between the front lines of an ongoing war while being on an away mission on an unknown planet, they are taken into custody. Separated from Voyager and slowly starving to death in a disease-ridden prison camp, to keep up their determination as they plot their escape, they share with each other the unlikely paths that brought them all together and to the Delta Quadrant.

Jeri Taylor was involved in the production process of *Star Trek Voyager* which lends this book a certain quality in giving life to the characters which is unmatched. On about 500 pages Taylor unfolds the background each character has (except for Janeway whose story is told in the separate book *Mosaic*). Even those storylines evolving pretty much the way you would expect them to are quite entertaining to follow (like Chakotay's), and the ones that don't are fascinating to say the least (like Tom's). The deadly encounter with the hostile aliens and their prison camp merely serves as the framework for the personal stories of Voyager's leading characters told in the third person which makes them even more pleasing to read besides the fact that they're done in such a convincing and brilliant way one is tempted to take *Pathways* as canon even without the name Jeri Taylor printed on its cover.

So for every Star Trek enthusiast and even for those looking with a skeptic eye on Voyager this book clearly is an important part of the Trek universe and is therefore to be considered as a "must-have".

Jeri Taylor, *Star Trek Voyager: Pathways*, Pocket Books, 1999.
ISBN: 0671026267

This is a funny bit of humor I downloaded from AOL. I'll just print it here for your viewing pleasure. It's written by David Nurenberg, and some of these are pretty hilarious. Unfortunately, it apparently was written a couple of years or so ago, so some of it is a little out of date. (But it's still funny, nonetheless.) Sure, we all know the ENTERPRISE was sent on a 5-year mission to boldly go where no man/woman/alien/lawyer has gone before, but has anyone ever wondered what the other 2000 or so ships in Starfleet are doing? I mean, the galaxy's a pretty big place, and since ships named ENTERPRISE seem to have a nasty habit of being blown up, the Federation needs a hefty reserve force. For the first time, we present: FROM THE SECRET FILES OF STARFLEET: THE OTHER 1,999 FEDERATION STARSHIPS (or at least 70 some-odd of them) By David Nurenberg, author of the world-famous Star Trek Superiority Series and the 1995 USENET Fan Fiction-Award-Winning

USS DOLE: A rather old ship, one warp nacelle isn't functioning, and there's some corrosion in the lower decks. Despite this, the captain still wants to try and get it named Flagship for next year.

USS GRAHAM: Aborted a mission of its own to fly behind the USS DOLE>

USS GINGRICH: A previously unheard of vessel, it has recently gone rogue and is destroying all medical ships it can find.

USS BUCHANAN: Like the GINGRICH, it's gone rogue, and its captain wants to make the Federation great again by wiping out any and all non-humans - not exactly the principles Starfleet wishes to uphold.

USS CLINTON: Concluding a four year mission to collect taxes from Federation worlds, pending renewal for another four. Its crew means well, but can't seem to find the right controls. Should stop negotiating when it should be firing phasers.

USS PEROT: Started on a mission, then vanished without a trace, only to mysteriously re-appear. No one's heard much from it lately.

USS FARAKAN: Has a crew of one million. I said, one million, dammit!

USS GATES: Keeps discovering new technologies and driving Starfleet nuts, as the admirals try to keep up with the constant upgrading.

USS WINDOWS: We haven't heard from it in a while ... we think it crashed.

USS MAC: A really sleek and attractive ship that unfortunately blew up a while back. Something went wrong and the crew discovered to their horror that nothing aboard was user-serviceable.

USS FREUD: What do YOU think its mission was? What makes you say that?

USS DURKHEIM: Everyone aboard mysteriously committed suicide.

USS MARX: The crew mutinied.

USS BURNS: Like the USS CLARK, it's been operating for centuries now, to everyone's amazement.

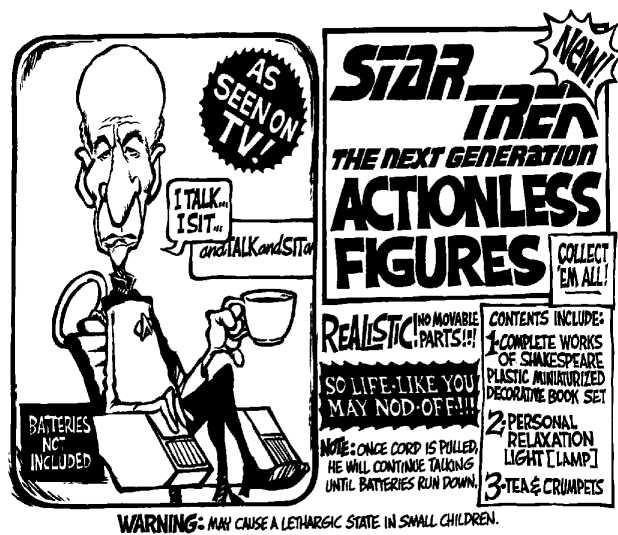
Next month I will have more in this series.

Ensign Tina Bellman

J.A.G. Officer Shuttle Nemesis



STAR TREK THE BUNDY EXPERIENCE
Nettraveller '99



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