

# The Mighty Max

"REACH FOR THE STARS, AND  
GRAB THE FUTURE."  
USS MAXIMILLIAN  
(NCC-74997)  
STAR TREK FAN  
ASSOCIATION

SERVING CENTRAL OHIO  
SINCE 1992

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Volume 7, Issue 2

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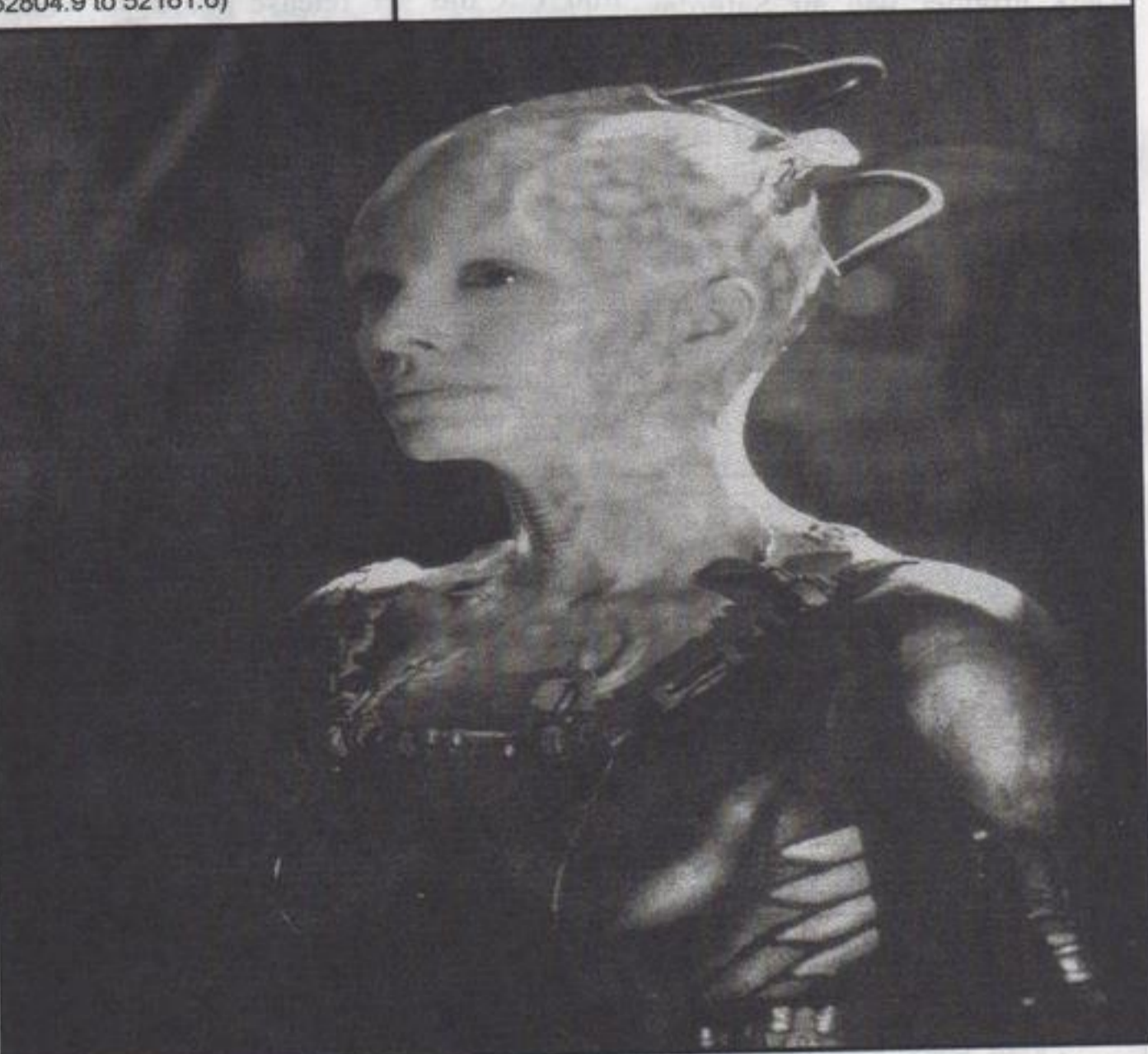
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## THE BORG QUEEN RETURNS!

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# Captains Log, SD 52084.9

Captain Terry A. Mcpherson, Commanding

## OFFICER RE-PORTS

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Greetings to the crew of the Maximilian. News flash! The two hour episode of Voyager entitled Dark Frontier will air Saturday 2/20/99, and in case you miss it, it will be rerun on Sunday at 6pm on WWHO 53. This episode promises to be one of the best episodes of Voyager, if not the best, yet. And yes, back by popular demand, we will more than likely do a recruiting drive for the second-run release of ST: Insurrection. At the Carridge Place

Cinemark Theatres at the dinner, please sub-corner of Bethel and mit them in writing Sawmill Road. When I to the command find out the set release board. Well, it's (most likely before the time for me to log meeting) I will inform the off, and as always, crew. Next order of busi- live long and pros- ness is our lucky seventh per.

anniversary of the U.S.S. Maximilian. We are tenta- tively scheduling the an- niv. dinner for May the 15th. If anyone has any ideas of where to hold the

Mcpherson out.



## Editors Corner

LCDR Chris Stephenson Editing

from the Voyager people, and sylvania, who I want to see what happens then copies it and ships it back to next.

In my news, I'm still look- LT Oulette here ing for a second job (Any in Columbus in ideas? No work and much time for the pay sounds good to me.) and meeting where it have recently joined the is handed out. I S.S.D. Palpatine. Not to actually handle worry, I'm not going any- little of the ship- where. ping.

It has been brought to my Also, until attention that most of you do further notice not know the process of the (Whenever the newsletter, and that I don't main internet handle the shipping, etc. To people get their make it brief, I handle the act together) Our actual creation of the newslet- website is at ter, print a copy, then ship it cs79.hypermart. off to LT Moran on or about net.

the 1st of each month in Penn- Stephenson Out.

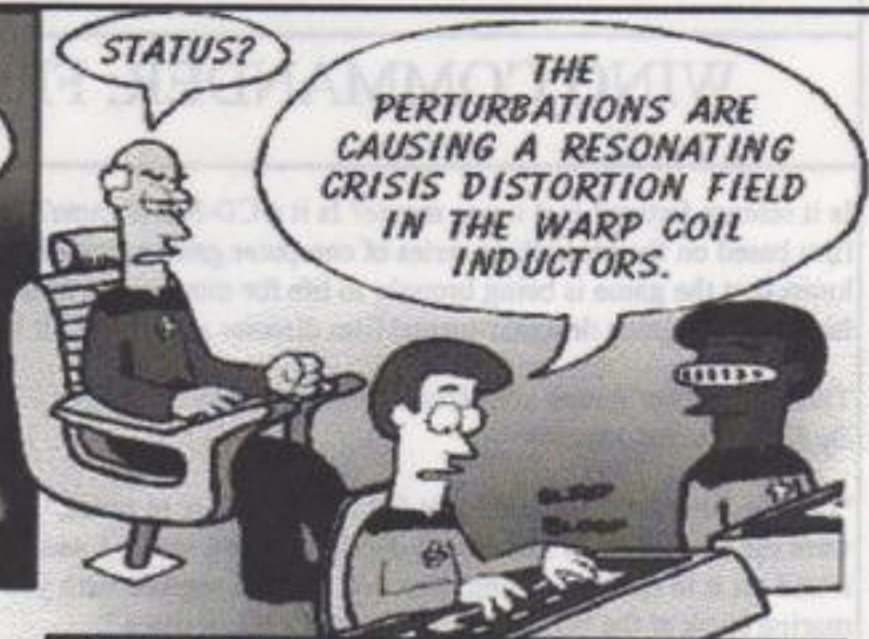


Greetings. Welcome to Febru- ary's newsletter. This month our main section focuses on this month's Voyager episode entitled "Dark Frontier", the most impor- tant thing about it being the return of the Borg Queen, albeit with a different actress. I have high hopes for this episode, as even I must admit that Voyager has been improving as of late. "Timeless", "Latent Image"...some truly great episodes have come down the line



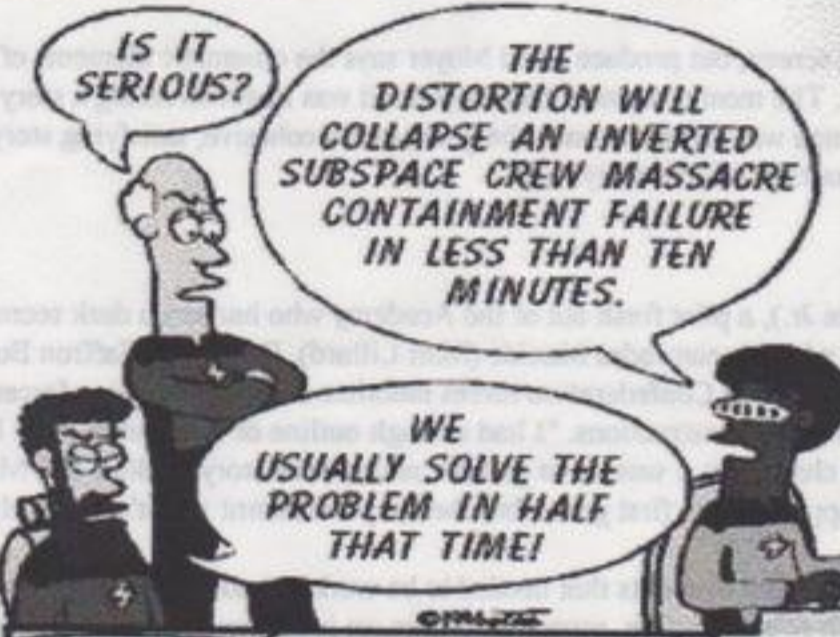


CAPTAIN, THE ENTERPRIZE IS CAUGHT WITHIN A MAGNETIC PLOT-INDUCING PLASMA CLOUD.



STATUS?

THE PERTURBATIONS ARE CAUSING A RESONATING CRISIS DISTORTION FIELD IN THE WARP COIL INDUCTORS.



IS IT SERIOUS?

THE DISTORTION WILL COLLAPSE AN INVERTED SUBSPACE CREW MASSACRE CONTAINMENT FAILURE IN LESS THAN TEN MINUTES.

WE USUALLY SOLVE THE PROBLEM IN HALF THAT TIME!



CAN WE FIRE A BEAM OF SIMPLE RESOLUTION TACHION PARTICLES?

NEGATIVE. THAT WOULD IGNITE A BURST OF PULSING SCRIPT DEVELOPMENT GAMMA RADIATION.



SUGGESTIONS?

WE COULD REROUT THE STORYLINE CREDIBILITY POWER THROUGH THE PLOT LOOPHOLE CONDUITS.



IS THAT DETECTABLE?

NOT IF I MASK IT IN A MODULATED FIELD OF TECHNO-BABBLE INTERFERENCE!

**NEXT MONTH:**  
**Sev Trek: Deep Sev Nine**



## WING COMMANDER: FROM STARLOG MAGAZINE

Is it science fiction? Is it a war movie? Is it a CD-ROM game? Actually, Wing Commander is all three - a big-screen futuristic war film based on the bestselling series of computer games created by Chris Roberts. And fans of Wing Commander will be happy to know that the game is being brought to life for moviegoers by a director who thoroughly understands the source material - Roberts himself. The game designer-turned film director promises that Wing Commander will evoke classic war movies.

Those space war games shift from computer to the big screen.

By Kim Howard Johnson

"I wanted to have something that felt like Das Boot in space," says Roberts. "There were some scenes I wanted in the movie that were the equivalent of Das Boot's depth-charging scene. I was trying very much to make a classic World War II movie, but update it and set it in space, so things that you see will register with you on a subconscious level, but instead of destroyers at sea or a submarine stuck at the bottom of the ocean, it's all in space."

Many CD-ROM games cannot be effectively adapted to the big screen, but producer Todd Moyer says the cinematic elements of the Wing Commander game have made the transition much easier. The most formidable task they faced was in constructing a story out of the many hours of material in the game. "Our biggest challenge was trying to make the game into a cohesive, satisfying story that will work in two hours," says Moyer. "We don't have 20 hours to tell the story."

#### Under Wing

Wing Commander focuses on Christopher Blair (Freddie Prinze Jr.), a pilot fresh out of the Academy who harbors a dark secret. Carrying an encoded message about a Kilrathi invasion, Blair, with his comrades Maniac (Matt Lillard), Deveraux (Saffron Burrows) and his commander, Paladin (Tcheky Karyo), join together as the Confederation forces mobilize to defeat the alien forces. Kevin Drony and Mike Finch wrote the screenplay, based on Roberts' instructions. "I had a rough outline of the kind of story I wanted to tell," says Roberts, "the feeling of the movie and the characters. I wanted to go back and tell the story of Blair and Maniac and their first tour of duty - which is more or less what happens in the first game, but the story's different and it's obviously more cinematically set."

Besides raising the Wing Commander bar, there were many new story elements that needed to be worked into the script, particularly in such a futuristic film. "One of the biggest problems with science fiction, especially where we jump from one area of space to another, is that there are many big concepts to get your mind around, and it's difficult to get that across," says Roberts. "We spent a fair amount of time trying to figure that out, while also retaining the human element. We have this group of young pilots, and I really wanted to feel the effect of the war on them and how they respond to it."

Roberts asserts that credit aside, his was a strong voice in screenplay development. "Like any movie nowadays, there's much more that goes into a story than just the accredited screenwriters' work. We had a couple of guys, for example, who came on and did the dialogue polish. I was heavily involved with the writing process at one point. When I sat down to rehearse with the actors, we would go in and work through scenes, and stuff that didn't seem right or natural to them, we would change it around or work it so they felt really comfortable with what their characters were saying."

Wing Commander's characters have arguably made the game a success - something Roberts clearly wants to carry over into the film. "When Wing Commander first came out, I knew it was going to work when I went online and saw people talking about all the different Wingmen they were flying with," says Roberts. "They would say, 'Oh, Maniac is such a dick. I hate him, talking about them like regular people, rather than, 'Oh, you want to take this character because he's much better in this kind of mission.' They were talking about their personalities. I realized this connects with people, so in Wing Commander II, we took the storytelling aspect to another level and started playing with people's emotional responses. That improves from game to game, and also translated well across the big screen."

Although later Wing Commander games featured live-action footage, none of it was incorporated into the feature. In fact, with the exception of the storyline, the moviemakers completely ignored the CD-ROM games. "There are story elements of the games in the film," says Moyer, "and of course there are also Kilrathi, the aliens loosely based on a large cat, but from a design standpoint, everything is fresh," says the producer. "We didn't take any shots [from the CD-ROMs]. Because we're making a movie, we have a greater amount of time and can pay much more attention to detail. Of course, the visual effects have to be of much higher resolution. It's a whole different level of quality and attention to detail."

Moyer adds that there are some really terrific advantages in having Roberts, creator of the Wing Commander games, direct the film, but notes the importance of remembering the tremendous differences in the two media. (Cont. on page 13)



(Cont from page 12)

"It's an advantage to have the same creative force behind the movie, and so we're trying to bring it up to a higher level. It's not that the video games aren't great, but it's the difference between having just 54 days to shoot a two hours film, as opposed to 35 days to shoot 20 hours' worth of live-action footage."

### Winging It

Principle photography took place in Luxembourg, where the unit constructed the flight deck and bridge of the Confederation carrier Tiger Claw, the bridge of the merchantman Diligent and the bridge of the alien Kilrathi capital ship. Luxembourg was an ideal shooting locale, as it offered few disadvantages to shooting - and significant financial plusses. "Luxembourg worked out fairly well. The only slightly challenging thing is that they don't have the same sort of infrastructure that London or LA has," says Roberts. "Many of our crew were from London. If we had to get equipment, we would bring it in from Germany or London. But we were shooting because of tax reasons, and it helped with our production values."

Roberts' own company, Digital Anvil, is heavily involved with the Wing Commander FX. "Digital Anvil is doing all of the 3-D work, and this movie is entirely digital, which means that we don't have any practical models of spaceships or anything," says Roberts. "What we did in the case of the Rapiers, the fighters that the good guys fly, was build six full-size ones that we shot with over in Europe. We brought a digital artist out and he measured them and took photos and textured it, so it's basically a digital version of the real ones we had. We built physical models of all the ships and then we modeled them into digital form and used photographic reference for our textures. I think the digital models look quite close to the real ones."

"We really went out of our way to do everything digital in this movie, because there's stuff you can do digitally that you can't do with model photography in terms of moves that planes do, the number of elements in one shot, being right in the middle of an explosion or just feeling some of the action and dynamics. You're limited when you're using miniatures, because you wear this motion control rig, and your camera always has physical imitations of where you can put the lens and how close you can get to the model. We tried to push what was good about digital, which really lets you go anywhere you want and so we got some dogfighting and space battles that you haven't seen before in a movie."

The majority of the FX in Wing Commander involve CGI, as well as green- and blue-screen shots. "There's a tremendous amount [of such work] in nearly every shot. And we have 300 shots" notes Moyer.

One of the most innovative of these effects is the Time Slice sequence, which involves a series of 60 cameras placed in a 120-arc around the subject, allowing the crew to take two seconds worth of footage moving around the action that's essentially frozen in space. Though a similar effect has been seen in TV commercials, it hasn't been successfully utilized yet in a theatrical feature. "When I was in pre-production, you didn't see it everywhere, and I haven't seen it in features yet," says Roberts. "There was a bad attempt in Lost in Space, but that's very different from what we're doing."

"There are about three points in this movie where people go through jump points. In the Wing Commander Universe, you can't go faster than light. You go through faults in space called jump points, and as you go through a fault in space, everyone freezes in time, and so at the time we started pre-production, it seemed like a really great effect. The sequence itself works quite well -- the closer they get to the jump, everything is shaky and it's all going to hell in a handbasket. Then as soon as they breach the jump, bam! It's like everyone is frozen and it's sort of serene."

Wing Commander features a variety of space-ships designed for the film, including the Rapier starfighters launched from the Tiger Claw, and other human and Kilrathi vessels. "My favorites are probably the Rapiers, just because I love the look of them. There's some cool stuff, and I hope audiences are impressed by it as well," says Roberts. "Peter Lamont and his art department did a lot of design work on the ships, and they came up with some great looks influenced by World War II stuff. These ships aren't your standard star destroyers!"

Roberts is fairly happy with the aliens, cat-like Kilrathi, although given a larger budget, he might have realized them in another way. "There are always problems dealing with people in suits. If I had my druthers - and a bigger budget - I probably would have done them digitally. But I didn't, and I thought Animated Extras did a really good job. There are inherent problems with putting somebody in a suit when a Kilrathi is 8 feet tall, so you have to build them up and move them around the sets. It's always difficult to get a guy in a suit that tall to move as lively as a cat, which is where digital work comes in very nicely. But generally they look good. I wanted the Kilrathi to look scarier and meaner than they did in the games, where they were a little too cute. I wanted design elements that were evocative of a cat, but also pretty nasty and vicious."

### Stretching Wings

What about the human element of Wing Commander? Roberts believes Prinze was the perfect choice to play Blair. "We were looking for some young actors, and we were looking at the current crop. Obviously, Freddie's a good actor, but there was a nice cross of vulnerability, likeability and a slightly cocky edge. Plus, he's not terribly bad-looking! (Cont. on page 14)



(Cont. From page 13)

He brings a nice empathy to the role. I think he's one of the more talented up-and-coming actors out there. You'll be seeing him over the next three or four years."

Roberts also has nothing but praise for the rest of his ensemble cast, a mixture of youth and experience. "The nice thing about doing this kind of movie is that it's an ensemble piece, with a group of young actors - including Burrows and Lillard - and some older character actors, like Jurgen Prochnow, David Suchet and David Warner - a nice, eclectic cast. And it was great that Fox was behind that, rather than telling us to cast a star here or there. In this kind of a movie, the story and the effects seem to be the major stars. Sometimes if you put a major star in there, he can get in the way of getting totally immersed in that universe - like seeing Ted Danson in Saving Private Ryan, Danson as Sam Malone from Cheers instead of as a Captain in the U.S. Airborne. But it depends on the role."

None of the CD-ROM game's cast members were employed in the film, in part to give the film its own identity, but also because most of the game's actors were simply too old, Roberts notes. "I felt like I was going to a different medium, so I wanted to start at the beginning," he says. "It's really like adapting a popular series of books. If you start with the third in the series, people say, 'I really don't know these characters. Where did they come from?' The movie goes back to the roots of Wing Commander I, where Maniac and Blair are in their early 20s and fresh out of the Academy. That's very different from Tom Wilson and Mark Hamill, who were playing characters that came later in the games, who had already gone through 10 years of war. Just by the nature of the timeline and going back to the beginning, I really couldn't use the people that I had used in the games, because you're not going to buy Mark Hamill as a 20-year-old anymore. There was a certain amount of sadness involved in doing that, but if you're reaching out to a new audience, you need to start at the beginning."

The director did contact Malcolm McDowell about reprising his game role as Admiral Tolwyn, but scheduling difficulties prohibited his return. McDowell's Time After Time co-star, David Warner, plays the part instead.

"Because the Admiral was an older figure in the games, I felt like Malcolm could get away with it, but it unfortunately didn't end up working out because he had a commitment to do Fantasy Island," says Roberts.

## In the Wings

Designer Peter (Titanic) Lamont helped add to Wing Commander's production values. "The one thing you get with somebody like Peter is: He has been a production designer for a long time on many great movies, and he has this bank of knowledge and ways to get things done. If you're a first or second time production designer, you just haven't been there. You're not able to say, 'This is how we did it on this film.' For the money we had, he did a spectacular job. He made it look so much bigger and expensive than he had a right to, especially having just come off Titanic, where he had a budget that was significantly bigger. He added a lot to the scale and scope of the production," Roberts says.

For his cinematographer, the director tapped Thierry Arbogast of The Fifth Element. "I've been a big fan of Thierry because I loved Luc Besson's movies like La Femme Nikita and The Professional, and I wanted someone who was going to be bold and give me a colorful look," Roberts explains. "I wanted a look in this movie that would make it stand apart from other SF movies. Star Wars was very bright and '70s, Star Trek is sort of clean with clean lines while the aliens are dark and grungy, and ALIENS is dark and grungy. I wanted to stay away from those three big science fiction franchises and give Wing Commander its own identity. We're seeing a lot of space on the Hubble Telescope photos, and since we're going with the World War II look and the submarine motif, I wanted a colorful look to the film."

Roberts gave costumer Magali Guidasci the same guidance he gave his other department heads, and was very impressed with the results. "It's the same kind of stuff I did with Peter," says Roberts. "I sat her down and said I wanted this retro feel. They're wearing their flight suits, but I almost wanted to feel like they're stepping out of their sptfire saying, 'Tally-ho!' I like things that are more to do with texture and detail than 20 different swatches of color on a uniform. She went off and did some great designs."

According to Roberts, the disappointing box-office performance of Starship Troopers is unlikely to have a negative effect on Wing Commander. "We're not a huge, high-profile \$100 million movie," says Roberts. "This movie doesn't have to do \$200 million at the box office to be a hit. There's a strong audience of SF fans that go to see space warfare films, and if it's decent science fiction, then you're going to do quite well. And it's not like it's a huge risk or fable - if Wing Commander does \$50 million at the box office, it will probably be considered a success. Obviously, I would have liked Starship Troopers to have done more business because I could have said, 'Hey, people go and see science fiction no matter what!'"

The director is excited about Wing Commander but admits he is a perfectionist. "I think it's pretty good, but my problem is, I'm sitting here at this stage of editing where I want everything to be perfect, and no matter what the budget is, it's not going to be 100 percent perfect," says Roberts. "There's always going to be one shot missing or something. Next time around, I would love to have more money because I could do a better job. But I think the stuff that's done at this moment is going to impress people."

He wouldn't mind helming a second Wing Commander film, (Continued on Page 15)



(Continued from Page 14)

though he "would like to direct something else first. But yeah, I love movies," Chris Roberts says, "and it's a totally new medium for me to play around with. Nobody in movies knows who I am, so that's fun - I'm a sort of scrappy little kid trying something, which at one point in the games business I used to be, but I'm not anymore. I love being able to put audiences in movie seats for two hours and take 'em to another place and time!"

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Also, all captains of Starships are eligible to receive a special, "Captain's edition" of the newsletter, featuring a custom color cover. Once again, contact Chris Stephenson for further details.



# SEV TREK

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worth of cartoons, contests where you can win signed original artwork,

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with the books and signed copies (useful as prizes at club meetings). Ask your club for more details.

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***Congratulations to Nathan and Sandra on their Wedding!***



## WWW.STARTREK.COM

Official News From the Official Star Trek Site.

1-09-99

**Star Trek actor/author sets two signings for new book**

Armin Shimerman (*ST:DS9*'s "Quark") has announced two sessions to sign copies of his new Deep Space Nine novel from Pocket Books, *The 34th Rule*, along with co-author David R. George III and their original story co-creator, Eric A. Stillwell.

Visitors to Star Trek: The Experience at the Las Vegas Hilton on Saturday, Feb. 6 can get a copy autographed from 1-3 p.m. at the attraction.

In the Los Angeles area, fans can also attend a sign-

ing from 2-4 p.m. on Saturday, Feb. 20 at Dangerous Visions Bookstore, 13563 Ventura Blvd. in Sherman Oaks, 1 1/2 blocks east of Woodman Avenue.

The extra-long book details how Quark perseveres and prevents a war between Bajor and Ferenginar when the Grand Nagus refuses to let Bajor bid on a recovered orb, the Federation refuses to intervene, and he and Rom are arrested in Bajoran space.

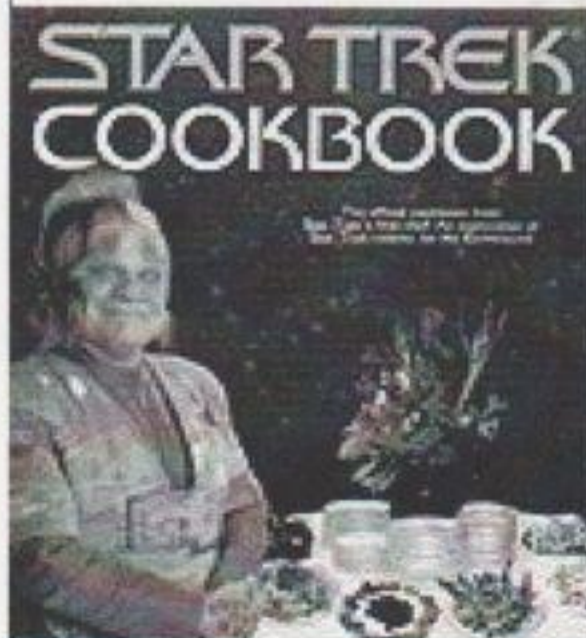
1-21-99

**Star Trek Cookbook features out-of-this-world recipes!**

Is there one food that humans, Klingons, Bajorans, and Vulcans could all agree on? If so, what would it taste like? How would you prepare it? Could you find all the ingredients in our solar system?

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BOOK (A Pocket Books Trade Paperback Original/ On Sale January 9, 1999/\$20.00). Ethan Phillips, in the persona of the U.S.S. Voyager chef Neelix, and William J. Barnes, bestselling co-author of *The Day after Roswell*, throw wide the vaults of interstellar haute cuisine, revealing for the first time the secret preparation techniques behind exotic dishes like "Chadre Kad a la Neelix," and "Phomeek Soup." The good news is that you don't have to be a Talaxian chef like Neelix to prepare these fun, easy meals. The favorite foods of popular characters from every Star Trek series and movie, including Captain Jean-Luc Picard and Seven of Nine, are here—all adapted for practical use in twentieth-century kitchens. The STAR TREK COOKBOOK also features a complete guide for whipping up all the drinks served at Quark's. Fun and easy to use, the STAR TREK COOKBOOK is your indispensable guide to the food of the stars.







Balance of the Force

| SUN   | MON   | TUE   | WED  | THU   | FRI   | SAT   |
|---|---|---|--|---|---|---|
|  | 1   | 2   | 3  | 4   | 5   | 6   |
| 7   | 8<br>Last quarter moon  | 9   | 10   | 11  | 12<br>Lincoln's birthday  | 13  |
| 14<br>St. Valentine's Day   | 15<br>Presidents' Day   | 16<br>New Moon  | 17   | 18  | 19  | 20  |
| 21  | 22<br>Washington's birthday   | 23<br>1st quarter Moon  | 24   | 25  | 26  | 27  |
| 28  |  |  |  |  |  |  |

**FEBRUARY**



**1999**

STAR WARS EPISODE I

canavero@pianeta.net





Jar Jar, Qui-Gon and Obi-Wan underwater

| SUN   | MON | TUE       | WED                           | THU   | FRI   | SAT |
|---|-----|-----------|-------------------------------|---|---|-----|
|  | 1   | 2         | 3                             | 4   | 5   | 6   |
|   |     | Full Moon |                               |   |   |     |
| 7   | 8   | 9         | 10                            | 11  | 12  | 13  |
| International Women's Day   |     |           | Last quarter moon             |   |   |     |
| 14  | 15  | 16        | 17                            | 18  | 19  | 20  |
|   |     |           | St. Patrick's Day<br>New Moon |   |   |     |
| 21  | 22  | 23        | 24                            | 25  | 26  | 27  |
|   |     |           | 1st quarter Moon              |   | Grandparents' Day   |     |
| 28  | 29  | 30        | 31                            |  |  |     |
| Palm Sunday   |     |           | Full Moon                     |   |   |     |

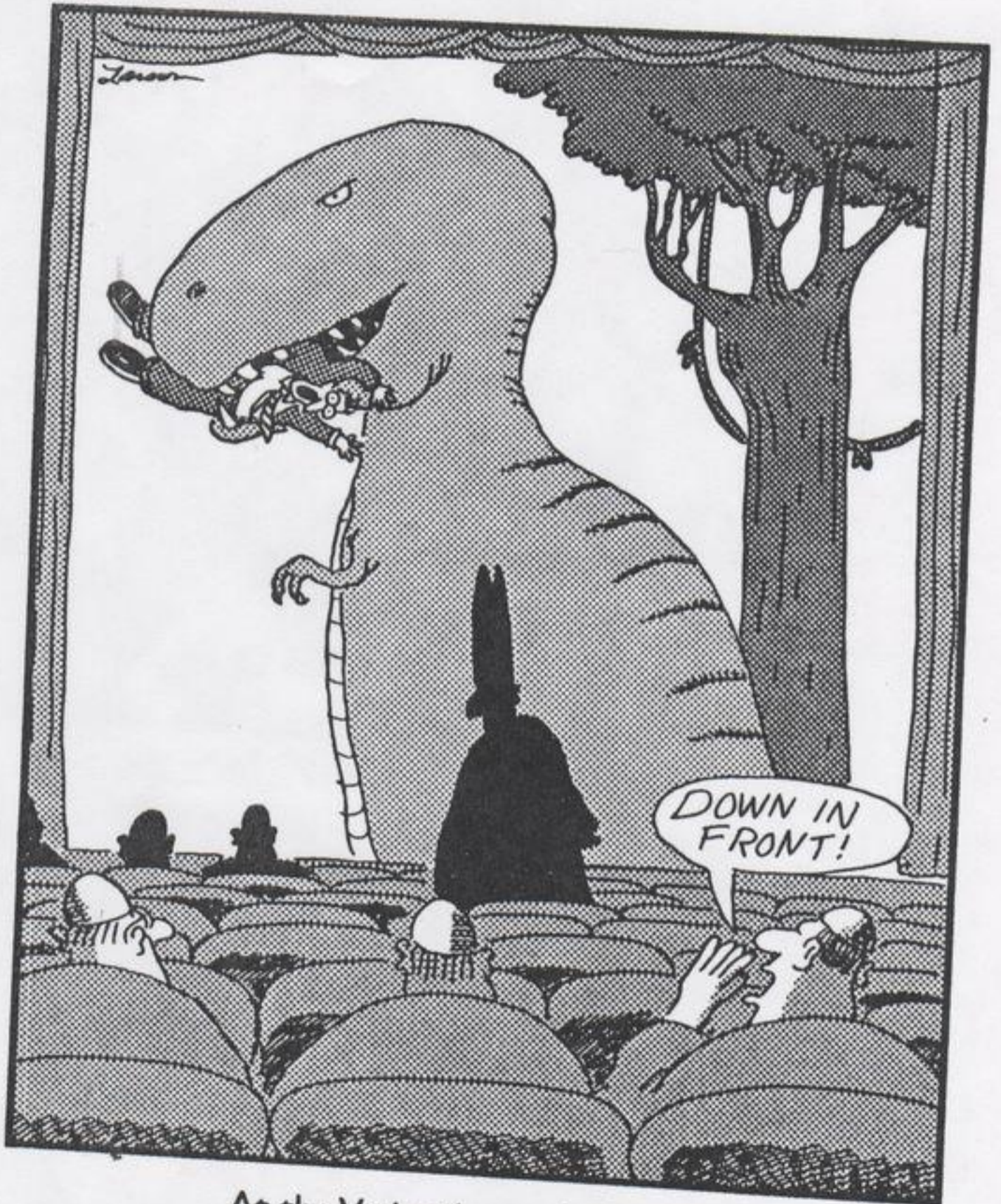
**MARCH**



**1999**

canavero@pianeta.net





At the Vatican's movie theater



Debbie Ouellette  
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**U.S.S. MAXIMILLIAN**  
**STAR TREK FAN ASSOCIATION**  
*"Reach for the stars, and Grab the Future."*

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**AA RUSH: DATED MATERIAL AA**

THE MIGHTY MAX

**RENEW  
OR  
JOIN  
TODAY!**

The *Maximilian* is an independent, non-profit Fan Association dedicated to bringing *Star Trek* and science fiction fans together, providing a medium in which they can incorporate and follow the ideals as depicted in the *Star Trek* universe.

**MEMBERSHIP:**

Annual membership fees are as follows:

**SINGLE**  
**\$10.00**

**FAMILY (2 OR MORE)**  
**\$12.00**

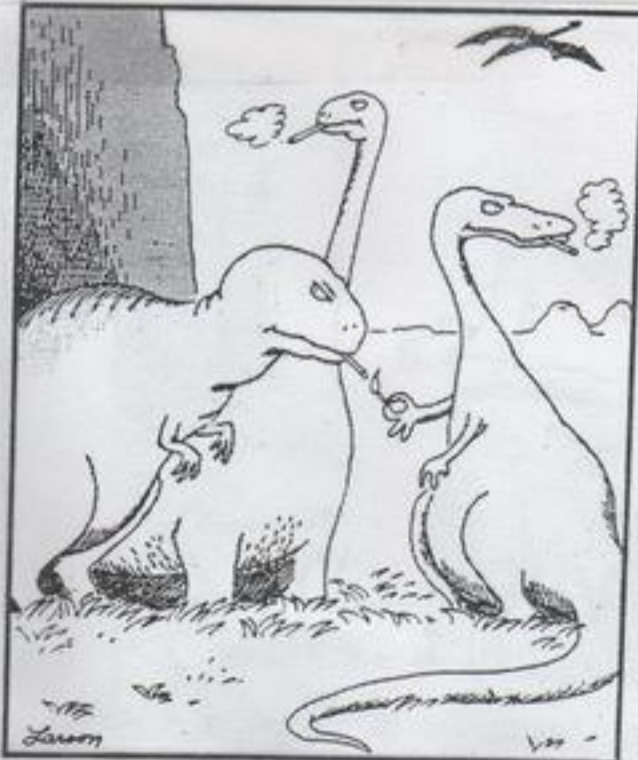
These fees are applied toward publication and distribution of the newsletter and various

**THE FAR SIDE**

Gary Larson



"Oh, boy! The 'Nerd'! ... Now my collection's complete!"



The real reason dinosaurs became extinct



**COMMISSIONER'S****ADDRESS****FADM Robert S. Lyon**

Greetings one and all. I hope everyone had a pretty cool month. Now that all the snow and gloom is out of the picture for a while, we can get back to business. The Command Staff is gearing up for 1999, and they're going to concentrate on improving communications and getting a good activity program together. Among some of the Ideas I have heard to date include a putt-putt golf tournament, a revival of the MaxOlympics, and plans are underway for the anniversary. Any ideas or suggestions you as a member have would be greatly appreciated. There have been rumors going around that Greg and I will be leaving the MAXIMILLIAN in favor for our newest organization, the PALPATINE. While it is true I will be putting a significant amount of attention on that organization, the notion that Greg and I are leaving the Maximillian are completely untrue and unfounded. Neither Greg or I have any plans on quitting the MAX. I am making the final draft of the 1999 regulations for the Maximillian, and it should become available sometime in February. By the time you read this, I should be assembling the table of contents and index, if the publication isn't finished. Some of the changes in the new 1999 regs include the Command Staff's revision of promotion point values and promotion requirements, some additional regulations added to cover some of the problems we experienced last year, concentrating mostly upon meeting and event starting times and cancellations. Additionally, LT Thomas Lowe, as a result of constraints on his time, our chief engineer has regrettably tendered his resignation. The chief engineer's position is once again available. Any senior officer interested, please contact the Command Staff. On a lighter note, I would like to wish a happy anniversary to Jim and Beth Walters. On February 14, they will have been married for ten years. Secondly, I would like to wish our deputy commissioner, Rear Admiral Greg Dunn a very happy birthday, which will be on February 20th. Consequently, since he graciously declared the month of July as "Robuary," I hereby officially declare the month of February as "Gregtober." For the year 1999, I expect the communications up and down the chain of command to improve, and, since this ship has not had a real good activity program in place since at least last summer, I expect the commander, officers, and crew of this organization to establish a good, solid activity program. The time for talking about doing things is pretty much over. It is time for the Maximillian to take action and do something to return to the quality of program we had a year and a half ago. It will take the effort of every member on this ship to do so. Recruiting drives are fine, but we must also concentrate on rebuilding our member activity program and our communications with one another. I have seen what this crew can do if they put their minds to something, and I'll admit, you people can have a program unparalleled to anything available out there now. You've done it before, you can do it again. So let's pull together and get things flying right again. Let's make our 1999 resolution to make the Maximillian the best Star Trek fan organization in the area. Let's show everyone what we can do.

**NOW HEAR  
THIS!**

**The Due date  
for all sub-  
missions to  
the MIGHTY  
MAX is  
3/1/99.**

**Please call  
475-1839, or  
e-mail chris-  
stephen-  
son@hotmail.  
com to sub-  
mit.**

**For Snail  
mail, The ad-  
dress is.**

**Chris  
Stephenson  
298 Jennie Dr.  
Gahanna,  
OH, 43230**





### Nathan Cobaugh, Medicine Man

Hope everyone has a Happy Valentine's Day. I am going out of my mind trying to keep up with all these new programming and circuit analyses I have to do to keep The Brain from accessing the EMH program. He keeps trying to integrate several memory engrams into the program so that he can take over the sick bay. Fortunately, I have managed to circumvent his efforts by training Pinky to switch all the programming commands back to default. So if you haven't seen me around anywhere, that is where I am. Trying to fix all the programs back to the desired parameters I had originally implemented.

CMO, Nathan Cobaugh, MAX, SF-UFP, signing off.

### Security Report Manny Medina, Chief of Security

January 10, 1999: A cold day in Dayton, Ohio. I was there for a convention to see John Delancie, Ethan Phillips and Grace Lee Whitney. They were delayed by bad weather and problems with their plane. They arrived and signed autographs and departed very quickly. But even with all the problems Slanted Fedora came through. They were there long enough to sign autographs for everyone who attended. For the convention they had a limited photograph with the three guests autographed and numbered of which they only had fifty. Ethan Phillips also had a cook book for sale which he signed. Attending the convention for the USS Maximilian Myself, Sidley, Chris and Erica. Even with the long wait I had a good time. I had Lunch with some Klingon friends from the IKV Ironfist of Terror.

## MANNY'S CONVENTION UPDATE

### CAMP DOVER PEACE CONFERENCE

April 23,24 & 25, 1999

Guest Kevin Conway (Kahless The Unforgettable)

### EMPIRE UNION

JUNE 25, 26, 27, 1999

Guest Robert O'reilly (Gowron)

### KANSAS CITY, MO

MARCH 13 & 14, 1999

Guests Leonard Nimoy, John DeLancie, The Duras Sisters

## WWW.MAXIMILLIAN.ORG

Has Temporarily moved to [cs79.hypermart.net](http://cs79.hypermart.net) and is waiting on "Internic" to transfer the original domain to the Hypermart servers.

The Mighty Max on the Internet. Recent updates, and more! With a recent move to a new FREE server, the U.S.S. Maximilian website is better than ever, with a episode guide to all 5 series, upcoming episode news for DS9 and Voyager, a day to day update on how much Insurrection has taken in, and more. Set your web browsers to [cs79.hypermart.net](http://cs79.hypermart.net), the only trek site you'll ever need.



The Mighty Max



QuarterMasters Corner  
LCDR Adelyn Upp

NEED A UNIFORM?  
CALL ADELYN UPP!  
VOYAGER, NEXT GEN, DS9,  
AND ADMIRAL UNIFORMS.  
CALL 276-2058 FOR INFORMATION.



Communications  
LCDR Cynthia Ayers

Dear Max Friends: Hope you are all doing well. Thank God for the January thaw! First of all, I wanted to thank Chris Stephenson for the great Mighty Max issues for December and January. Wonderful job! Thanks also to Robin Kulas for the interesting article on the end of the universe (Jan. issue) and the article on teleportation in the Dec. issue. (I assume that Chris submitted that one!) News on Perkins: There was a great article on Perkins in the Columbus Dispatch on Tues. January 19. It included a picture of Tom Burns by a sun-

dial recently added to the front of the Planetarium. The article also stated that Ohio Wesleyan has raised \$684,000 toward the \$2 million goal to permanently endow the facility. So, even though there is a lot of money yet to raise, things are looking up for Perkins. I am hoping that the Max can be a part of this venture with a \$100 gift for a brick. We are halfway there. I just received a Perkins newsletter and in a listing of people who donated, I saw that a few people had "adopted" bricks. So, I assume that it is still possible to donate a brick. But, we must do it as soon as possible. Also, I have information on Perkins New Vistas series - one night a month where an astronomer from OSU lectures at Perkins. There are also Friday and Saturday nights to go up for their programs for the general public. I haven't been up for their general programs recently, but I have thoroughly enjoyed the astronomer series. Perkins also has telescopes for sale. Their Schottland telescope (the main one in the dome) is being driven to Chicago so that it

can receive a new coating of aluminum. Magazines!: Cinefantastique's January issue was on ST: Insurrection. Murray Abraham (Ru'afu) wrote about working with the Next Gen. cast. He said that it was a very close knit family, but they are very open about letting outsiders into their group. He had a wonderful time and said that "the people who are making these movies really care." (vol. 30, No.12) Sci-Fi Flix (Winter 1999) had a great article on the writing staff of Star Trek by Ronald Moore. Sci-fi TV had nice interviews by Kate Mulgrew and Michael Dorn and a Episode checklist for Babylon 5. Star Trek: The Magazine had a section on ST: Insurrection and interviews by John de Lancie and Ira Steven Behr. Hope all of you enjoyed the movie. I hope to see you in February at the meeting. I hope to have some letters ready to sign and a short trivia game to play if you donate a dollar to Perkins.

Ayers Out



### Intelligence Report Sidley Howard

Greetings crew and you know who you are.

Sorry I wasn't able to get a article to you for January but 60 hours a week at work really takes a toll on you. But now Xmas is over and the new school year has begun things are looking up. LCMR Medina and I went to Dayton to attend an almost Star Trek Convention. Since the guests of honor didn't show up until 5pm, most of us just sat around and chit chatted with others. We met several members of other clubs and got emails and snail mail addresses for many of them. I have made many contacts with other on line vessels. There is another ship in Columbus which I have made friendly first contact with, they have invited us to their meetings on the third Sat of each month at the Reynoldsburg Library @4pm.

Marcon is coming up fast so make your reservations soon, it is on May 7,8,9. Dover weekend is also close upon us, send in your money soon before it fills up. There is a convention in Cincinnati in the middle of June called Tranquility Base 1999, featuring Mira Furlan, Robert Atkin Downes, and Robin Curtis, see me for info. Well I have to go for now until next month.

The Truth Is Out There!  
LCMR Sidley Howard

★

## U.S.S. MAXIMILLIAN

SOVEREIGN CLASS - 1978 STARDRIP TO BEAR THE NAME  
REGISTRY NUMBER NCC-70997 - LAUNCHED STARDRIP 50813  
SAN FRANCISCO YARDS - UNITED FEDERATION OF PLANETS

|  |   |   |
|--|---|---|
| STARBUCK<br>LORAINA<br>MONTY<br>MAGGIE<br>CHUCK<br>CHESTER<br>JIM<br>FRANK<br>PATTY<br>HARRY | WAGNER<br>MARTIN<br>WILLIAM<br>DAVID<br>JOHN<br>JAMES<br>MICHAEL<br>MARGARET<br>ANDREW<br>BRUCE<br>SARA<br>JENNIFER<br>KYLE<br>RYAN<br>NATALIE<br>ALEXANDER<br>STEPHEN<br>OLIVIA<br>LUCAS<br>ISABELLA<br>MATTHEW<br>MADISON | ANDREW<br>MICHAEL<br>RACHEL<br>MATTHEW<br>LUCAS<br>ISABELLA<br>MATTHEW<br>MADISON<br>ANDREW<br>MICHAEL<br>RACHEL<br>MATTHEW<br>LUCAS<br>ISABELLA<br>MATTHEW<br>MADISON<br>ANDREW<br>MICHAEL<br>RACHEL<br>MATTHEW<br>LUCAS<br>ISABELLA<br>MATTHEW<br>MADISON |
|--|---|---|

## THE MAX FILES

Not too much news to report from the Max files this month, as January is pretty much a slow month. About the only thing that I am aware of that we did was the meeting. At the after-chapter activity, we hit twice the normal amount of restaurants, as the main group hit Ryans, and Myself and ENS Sherman went to the local TeeJayes. Ah yes, now I remember. The Maximillian Contingent to the Dayton Convention consisted of myself, ENS Sherman, MAJ Medina, LCDR Howard, and CMO Cobough, although I almost didn't recognize him with his mustache!

It was fairly entertaining, as I finally recieved a Bruce Campbell (Brisco County Jr.) autograph (Thank you Erica, I'm indebted) that I'd been searching for since I met him a few years ago. I picked up Q and Neelix's Autograph, although I was more than a bit disappointed when they had to leave before their Q&A time. Unfortunately, the weather wasn't too happy in Chicago, where they were stuck for a lot of hours. Remind me next time not to get close to friends and beanie babies at the same time though.

Hey, I filled up the column! Cool. More next time. Stephenson Out.



Source: The Book of Lists The '90's Edition; Little Brown; Wallechinsky and Wallace

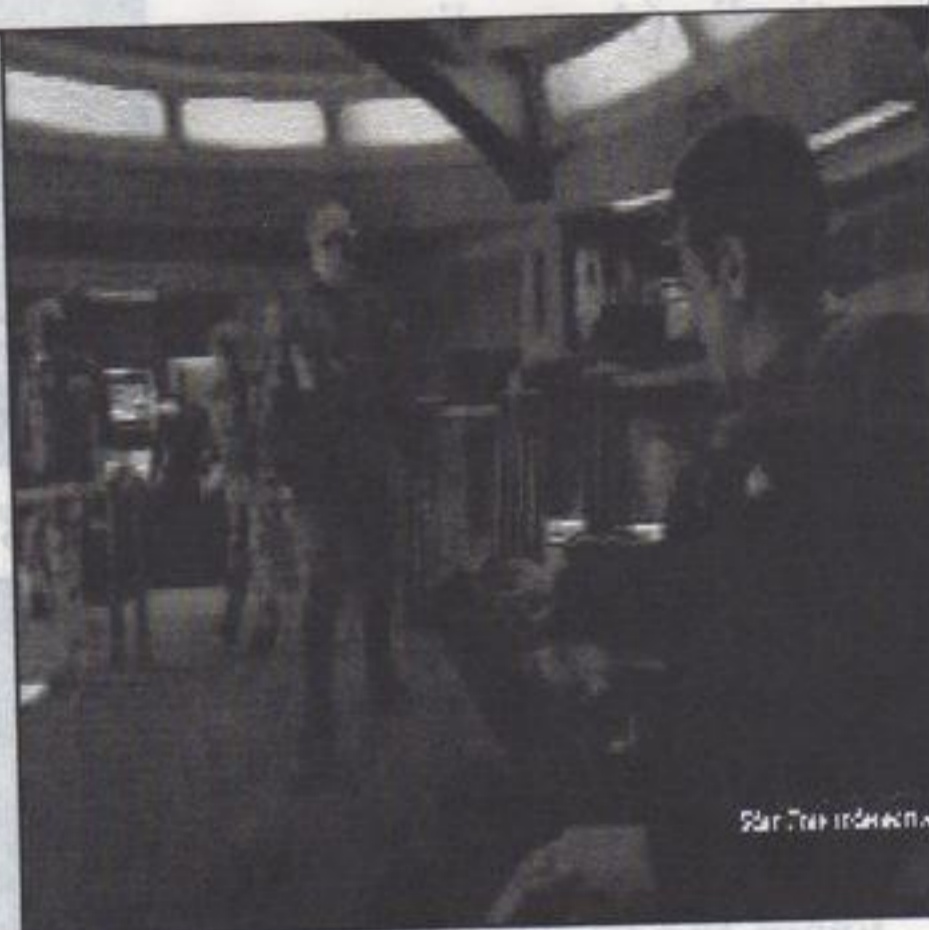
Actor **William Shatner** believes that space aliens communicated with him telepathically to save his life when he thought he was dying of thirst in the desert.



# STAR TREK: VOYAGER DARK FRONTIER

February 20, 1999, a day that is very promising for anyone even remotely interested in Trek. The Borg have returned, led by their twice-dead queen. But this time, the only thing standing in their way of domination of our quadrant isn't Starfleet, or the Enterprise....it's Seven of Nine.

During a mission to steal a borg "Shuttlecraft", in order to get the technology to get home faster, Seven of Nine is recaptured by the



Star Trek: Voyager



Star Trek: Voyager

Borg...but she has a choice. To be re-assimilated, to return to the safety of the collective...or to remain on Voyager, and face almost certain death. Adding to the mix is the Queen, who takes a 'maternal' interest in Seven, who once again desires a counterpart, an equal. As the Borg challenge the crew of Voyager at every turn, it falls to Seven of Nine to make the choice...between her past..or her future.

"Dark Frontier" is billed as a motion picture, although it remains on tv. It will air at 9:00 2/20/99 on WWHO 53.



## THE NEW QUEEN

Don't let the picture fool you, Alice Krige is not portraying the Borg Queen in "Dark Frontier". (According to Paramount, she was "unavailable") The new queen is Susanna Thompson, whose name should be familiar to astute DS9 fans, as she portrayed Dax's....er....ex in the episode "Rejoined". She also has some movie experience, including the films "Ghosts of Mississippi" and "Little Giants".

From the two trailers I've seen, and pictures, she certainly does have the look down pat, although she doesn't sound as forceful as Krige. She'll do.



*Borg Queen VS. Seven Of Nine*



### FUN FACT™

AS OF FEBRUARY 1ST, INSURRECTION HAD TAKEN IN  
\$65,000,000 US, 100 MILLION WORLDWIDE  
STAR TREK WAS BUDGETED AT \$58,000,000.



The Mighty Max



Written By Lcdr Chris Stephenson

| DS9  | Episode One   | Voyager   |
|--|---|---|
| <p>Actually saw another episode of DS9, Shadows and Symbols, and I thought it was fantastic. When you put this episode, along with the season finale from last year and "Image in the Sand" together, you get an hour and a half of some of the finest Trek has to offer. I really enjoyed them, although I haven't seen any other DS9 episodes this month, mainly due to the late night and weekend reshuffling constantly happening at Fox. Growl.</p> <p>On tap this month...</p> <p>2/20—"Bidda bing, Badda bang"—It's a Vic Fontaine story.</p> <p>2/27—"Inter Arma Enim Silent Leges"—Bashir spies on the Romulans.</p> <p>Then Repeats.</p> | <p>We're about at the hundred day mark for the most anticipated movie of the year, if not the millennium, and I'm proud to say that I know almost nothing about the movie, besides the general plot line. I don't know how it ends, I don't know the major events, and that's a far cry from the way I usually am. (I knew exactly what was going to happen in Insurrection months before it came out, ditto for First Contact. Blame the Net.) What we know this month is that Lucas has gone on record stating that the next trailer, rumored to be more than 4 minutes long, will premiere sometime in March. Remember how much hoopla the first trailer got, magnify that by a hundred.</p> <p>Star Wars Episode One: The Phantom Menace—May 21</p> | <p>IT'S DARK FRONTIER MONTH!!</p> <p>Okay, now that's out of my system, Voyager has really impressed me over the last few weeks, with "Bride of Chaotica" and "Latent Image". This may be attributed to the hands on technique that Braga is applying, as well as fresh blood in the writing category. (Among others, Carl Sagan's son is writing episodes.)</p> <p>What's coming up this month, besides DF?</p> <p>2-13—Bliss—Voyager finds a Wormhole to earth...or is it a giant Voyager eatin' monster?</p> <p>2-20—DF</p> <p>2-27—Disease—Harry gets a disease. Saving money after the big special effects episodes.</p> |



# FROM THE MOST DASTERDLY MINDS ON THE INTERNET COMES....

## SEV TREK: The X Generation



### En Route Pickhard

As Captain of the Enterforaprizze, with an age greater than the rest of the crew combined, Captain En Route Pickhard politically correctly goes where noone has politically correctly gone before.