



THE MIGHTY MAX

THE OFFICIAL NEWSLETTER OF THE U.S.S. MAXIMILLIAN, A STAR TREK FAN ASSOCIATION



VOLUME 8, ISSUE 10

OCTOBER 2000

FREE TO PAID MEMBERS

Fall Season last for Voyager, First for Gene Roddenberry's Andromeda VOYAGER PREMIERE UP 15% OVER LAST YEARS NUMBERS.

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The Mighty Max is the monthly Newsletter of the U.S.S. Maximillian NCC-74997 Star Trek Fan association. This is a fan publication.

Submissions to the Nov. 2000 Edition of the Mighty Max are due on or before November 3, 2000
Submit articles to: critch@maximillian.org
Chris Stephenson
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Gahanna, Ohio, 43230

The last season of the 4th Live-Action Star Trek Series, Star Trek: Voyager, has begun with the premiere "Unimatrix Zero: Part Two". Continuing last season's finale, this year finds the 'Intrepid' crew (Groan) of the Starship Voyager still on their way home still in the Delta Quadrant, though if we use simple math we find they have to be at least in the Beta Quadrant. But anyway, the first episode contained good things and bad things, and was undoubtedly a Voyager episode, take that as you will.

"UZ2" Was notable not only because of it's premiere, but due to the fact it was the final show Brannon Braga had major input on, for he is leaving to do Series V.

In other Voyager news, "Five Flights a week", I.E. UPN Showing Voyager every night at 7, was taken off so 2 episodes of the Michael J. Fox 'Comedy'

(Again, make of that what you will) "Spin City". UPN will now only show Voyager twice a week, and that only the new episode.

Elsewhere in the land of Syndication lies Gene Roddenberry's Andromeda, entering the crowded Science-Fiction market. Judging by the one episode I saw, it looks like it could have some promise.

Though it unapologetically steals from every sci-fi show in history, Andromeda is a very, VERY good show featuring Kevin Sorbo of 'Hercules' Fame. (And they don't let you forget it, one line has him looking like 'a greek god'.) There's lots of explosions, and just when you don't think it can get any better, there are GIANT BLUE MECHS!

The first episode shows Capt. Dylan Hunt, in charge of the Andromeda Ascendant, a spaceship in the Commonwealth Navy.

Unfortunately, it get's 'time frozen till 300 years after the Commonwealth is destroyed. Doh. Now he must try and make the Commonwealth rise again with his pretty pretty ship and lead a ragtag group of scavengers on their quest through special effects and other stuff.

Of note to the Dylan Hunt character is that he has existed before, in other Roddenberry projects back in the 70's. What goes around comes around I guess.

In my opinion, Andromeda is an awesome show, and actually does what it sets out to do: Entertain without insulting our intelligence, which is a giant leap for most science fiction syndicated shows.

Voyager airs Wednesday nights at 9 on UPN53 and late Sunday nights.

Anromeda airs Saturday nights at 11:35 on WSYX channel 6.

"Trek Putt One" Donates over \$250 for Ohio Charities MAXIMILLIAN TAKES 3RD, \$55 FOR JDF

The First Annual Star Trek Putt Putt Charity Tournament, or "Trek Putt One", was put on Saturday September 30th at Putt Putt Golf and Games on Refugee Road. This was the first event for the new organization "TrekOhio", chaired by LCDR

Chris Stephenson, though there is no connection to the Maximillian. The event aimed to raise money for Ohio charities while at the same time providing a way to raise fellowship between ships throughout Ohio.

(Continued on page 3)

First Science Fiction Founders Summit Successful MAX MEMBERS ATTEND, WIN AWARDS.

During the weekend of October 6, 7, and 8, the first annual Science Fiction Founders Summit took place.

Of the Max Members attending (FADM Robert Lyon, VADM Gregory Dunn, LT Charles Connor, LCDR Chris Stephenson, LT Erica Sherman, CMDR Mi-

chael Stanley, LT Marcus Owens, LT Richard Watson, ENS Jacky Roach and PO3 Colin Brunton), all had a good time, and contributed to the Convention greatly. The "Max Suite", 2 rooms full of Max Members (As well as one non-Max Member) was always

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The Mighty Max

Dollars and Cents

BY LT ERICA SHERMAN

Treasury Total = \$419.51

Deposits came from three new members, one renewal, and Trek Putt One which will be donated to the Juvenile Diabetes Foundation. There were no withdrawals other than the monthly maintainace fee.

A Matter of Antimatter

BY LT ERICA SHERMAN

Work continues on the Newcomer's Packet. I hope to have it ready by the beginning of next year. The part that is taking the longest is getting the rank requirements pages and the awards pages set up so you only get the info that each of you really need. That seems to be all for this month. Sherman out.

THE MAX FILES

SEPTEMBER, 2000

On September 2nd the U.S.S. Kittyhawk invited the U.S.S. Maximillian along for their Kings Island Trip, however no members were available to attend. The weekend afterward the Maximillian had their monthly meeting, where ADM Rod Hammond made a speech about the Science Fiction Founders Summit. Afterward many members went to the Big Boy next door and ate. The weekend after that was the first RPG Session at Egghead Games.

The weekend of the 23rd saw 3 members journey to the Renaissance Festival down by Cincinnati. Despite the rain, fun was had and the swordsmen were captured on tape..

During the weekend of the 30th, the Maximillian took part in "Trek Putt One". See that section for more details. Also that weekend was the X-Men recruiting drive, and although we didn't actually get any members that weekend, we did make a showing and attract interest, and give out a lot of posters.

During October 6, 7, and 8th, Members of the U.S.S. Maximillian attended the first "Science Fiction Founders Summit" At the Sumner Suites in Dublin. See that section for more details.

Also over the last few weeks the Maximillian has had an RPG Session every week at the Casa De Critch, usually at Sundays at 7pm. During October 6th, the Session was held at the Summit.

UPCOMING EVENTS

- October 14th—Max Meeting
- October 15th—CROP WALK
Dungeons and Dragons Session at Casa De Critch
- October 21st—Trip to Wright Patterson Air Force Base
EGGHEAD GAMES Rpg Session
- October 22nd—Critch Awareness Day at the Casa De Critch
- October 27, 28, 29—VULKON
- November 4, 5—Columbus International Festival
EGGHEAD GAMES RPG Session
- November 6th—Dungeons and Dragons at the Casa De Critch
- November 11th—Monthly Meeting at the Karl Road Library
- November 12th—D@D at the CDC
- November 18th—RPG Session at Egghead Games
- November 19th—D@D at the CDC
- November 24, 25, 26—Indycon
- TO BE ANNOUNCED—Hayride
- TO BE ANNOUNCED—Mid Ohio Con
- December 2nd—Palpatine Christmas Party—1pm at Whetstone
EGGHEAD Rpg Session
- December 3rd—D@D at CDC
- December 9th—Max Meeting/
XMAS Party
- December 16th—RPG Session at EGGHEAD

MIGHTY MAX BIRTHDAYS

OCTOBER

20—Paula Dunn

23—Critch

30—Eric Kulas

NOVEMBER

4—Debbie Oulette

11—Randy Jackson

12—Elaine Jackson

STAR TREK BIRTHDAYS

OCTOBER

2—Avery Brooks

15—Mark Lenard

23—Ira Steven Behr
(Executive Producer DS9)

27—Robert Picardo

NOVEMBER

5—Armin Shimmerman

9—Robert Duncan Mcneil

12—Max Grodenchick

13—Whoopi Goldberg

19—Robert Beltran,
Terry Farrell

21—Alexander Siddig

24—Denise Crosby
(LT Tasha Yar)

VISIONS OF PEACE

The 2000 Columbus
International Festival

Saturday November 4

10:00am—8:00pm

Performance by ZIVILI at 4:00 pm

Sunday November 5

11:00am—6:00pm

Performance by Tony West Imani Dancers at 4:00pm

Veterans Memorial Hall, 300 West Broad St.

Columbus, Ohio, 43215—Admission \$6/adult, \$4/
student/senior, \$1 Children 6-12, Under 6 FREE

—**Supplement**—

The Mighty Max



Jacky
2000



Jacky Pics

The Mighty Max



THE MIGHTY MAX

THE OFFICIAL NEWSLETTER OF THE USS MAXIMILLIAN, A
COLUMBUS, OH *STAR TREK* FAN ASSOCIATION

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298 JENNIE DRIVE
GAHANNA, OH 43230



RUSH: DATED MATERIAL

IN THIS ISSUE...

Summit wrap up, New Fall Season, Trek Putt One, 2 Jacky Pics, the usual fun things, and more!



The Max at the Science Fiction Founders Summit

The Mighty Max

Star Trek: Voyager Spoilers

DRIVE

Production Number: 249
Original Airdate: 10.18.00
Stardate: 54096.6

While Tom Paris and Harry Kim are performing tests on the new *Delta Flyer*, they encounter a mysterious pilot who challenges them to a race. The woman, Irina, later informs them of an upcoming starship race. Soon, the Starfleet officers find themselves involved in this race-an event intended as the first step towards peace between four different cultures from this area of space. But one of the racers is determined to sabotage the goodwill of the event.

CRITICAL CARE

Production Number: 250
Original Airdate: TBA
Stardate: Unknown

The Doctor's program is stolen from the *U.S.S. Voyager* and he is forced to work on a large, multi-tiered hospital ship. While Captain Janeway and her crew try to find him, the Doctor decides to take matters into his own hands when dealing with the unethical treatment procedures for the sick and dying aboard the hospital ship.

REPRESSION

Production Number: 251
Original Airdate: 10.25.00
Stardate: Unknown

Aboard the *U.S.S. Voyager*, former members of the Maquis appear to be singled out in a rash of violent attacks. Before long, the safety of the entire crew is in jeopardy. When Tuvok takes charge of the investigation he becomes frustrated at the lack of a logical motive, but soon makes some rather startling discoveries.

INSIDE MAN

Production Number: 252
Original Airdate: TBA
Stardate: 54219.7

The crew of the *U.S.S. Voyager* gets an unexpected bonus in their regular "mail" beamed from Starfleet in the Alpha Quadrant. When a hologram of Reg Barclay appears telling the crew of a new plan that can get them home within days, everyone is elated. The plan seems dangerous in theory, but the Barclay hologram persuades the crew the risk is minimal. Meanwhile, back at Starfleet, the real Reg Barclay is completely unaware of his doppel-ganger's actions.

FLESH AND BLOOD, PART I & PART II

Production Number: 253 & 254
Original Airdate: TBA
Stardate: 54315.3

The *U.S.S. Voyager* answers a distress call from a Hirogen training facility, only to find a holographic environment littered with Hirogen corpses. The holographic technology given to the Hirogen by Captain Janeway for hunting training has been modified to the point where the prey have become the hunters. The holograms have not only become self-aware, but are essentially a new race, seeking refuge from "organic" slavery and brutality. Seeking to liberate one of "their own," the holograms kidnap the Doctor, who soon finds himself torn between his loyalties to *Voyager* and his holographic brethren.

BODY AND SOUL

Production Number: 255
Original Airdate: TBA
Stardate: 54238.3

While performing experiments on the *Delta Flyer*, Seven of Nine, Harry Kim and the Doctor are attacked by a Delta Quadrant race who view "photonics" such as the Doctor as mortal enemies. With time running out, the Doctor must hide in plain sight - taking refuge in Seven of Nine's Borg implants! Taking over her consciousness, the Doctor must convincingly behave as Seven of Nine to survive.

NIGHTINGALE

Production Number: 256
Original Airdate: TBA
Stardate: 54274.7

Searching for dilithium in the *Delta Flyer* with Neelix and Seven of Nine, Harry Kim intercedes in a conflict between two Delta Quadrant Races. While he manages to save a Kraylor ship from destruction, its command crew has been killed and they're in need of a Captain. Having been an Ensign his entire Starfleet career, Kim is tempted by the offer and assumes command of the vessel, but soon finds himself bearing the weight of leadership in a complicated and dangerous conflict.

SHATTERED

Production Number: 257
Original Airdate: TBA
Stardate: Unknown

A temporal anomaly strikes the *U.S.S. Voyager*, hitting Chakotay point-blank and splitting different areas of the ship into different time-frames from its history.

(Continued from page 1)

The grand champion of Trek Putt One was the U.S.S. Lynx, who donated their winnings to the Science Fiction Founders Summit. Second place went to the Maquis Ship the MAV Dragonstorm, who donated their winnings to the Maquis convention. The Maximillian took 3rd, which donated their winnings to the JDF, the Juvenile Diabetes Foundation. Finally was the U.S.S. Columbus, which gave their winnings to the Kids-N-Kamp charity.

All told, well over \$250 was donated to various Ohio charities, and next year TrekOhio hopes to donate over \$500, as well as expanding the media presence. For example, sending letters to all the major media outlets, and so on and so forth, for Trek Putt Two, or TP2, as it will come to be called as we get closer to the date (Sometime between Dover and Marcon, which is basically in May. Tentative date: May 19th, 2001.)

As it stands right now it will probably continue to be at the Refugee Road Putt Putt Golf Course, though that could change. Stay tuned to www.maximillian.org/trekputt or coming soon is www.trekputt.com for more information on TP2: The sequel.

The Mighty Max

WWW.MAXIMILLIAN.ORG
MESSAGE BOARDS, PICTURES, AND NEWS, OH MY!

As the U.S.S. Maximillian website enters its third year of operation, it has become time to add on to its success by adding a message board. We have done so, and with columns for each of the series, misc. news, and even Imzadi, the message board has taken off as a way for the Maximillian members to keep in contact with each other online. In addition, the message board also houses a "TrekOhio" forum, for other ships and fan organizations.

Elsewhere on the board finds new sections, such as an updated crew roster, posted by PO3 Brunton, an extensive listing of affiliated sites, a special Star Trek: Voyager Elite Force server (Though you have to have the game to take advantage of the server.) And a Maximillian Radio Network. The Network plays music from every movie released plus some music from the Original Series and the Next Generation, as well as a few new video games released. The maximillian mail server is back up, so sign up today for your email box! Imagine having your mail name being name@maximillian.org! Show pride in your ship wherever you go now!

And we can't forget the Members Section, which houses a collection of past and present newsletters, a cybermax message collection, and a complete (Though unedited) novel. And more sections coming soon.

Now I have been accused of being lax in my updates, and for that I apologize. I am currently working on 45-50 hours a week in order to save up money to pay off my bills, and it appears that Saturday is my one day off (Though Sunday isn't too busy.) to enjoy life, and that is mostly taken up by Max activities/other ship activities. I am not complaining, I just get wore out quickly, and this leads to me putting off the website work. I will endeavour to do better in the future, with opening long promised Sections, such as Marcon and Origins, as well as the Critcholympics.

But I need suggestions from all of you to make the website grow. Any suggestions or info or help you can give is welcome.

The Maximillian website can be found at www.maximillian.org

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SUMMIT

busy with one thing or another, and at times it seemed like grand central station. However, the Max-suite idea shall live on.

Elsewhere, the premiere of Andromeda was shown and a charity auction took place which as you could have guessed saw me making a fool out of myself, but that's okay, I can take it.

The banquet on Saturday night delivered some wonderful food, and a chance for the senior member there to make a speech, however since RADM Blobbin passed it off to me, I made an unprepared plea to "Do this sort of thing more often". Later on ADM Rod Hammond recognized TREK PUTT ONE with a special award: The official Trek Putt Calculator. It will be cherished and well used.

A large sum of money was donated to the family of Roxanne Brandenburg, and great fun was had by all, and this year's Summit was declared to be a success. Next year's summit promises to be an even larger success, and hopefully, the Maximillian will help to make it as big as it can be.



The Mighty Max

Star Trek Maximillian Beyond The Final Frontier Chapter Six Part Two: Planning

What has come before...

An Observatory has been destroyed by an object yet unknown to the Federation, and it has began a long journey to the heart of the Alpha Quadrant. The U.S.S. Maximillian, weary from a trying mission in the Menkare Expanse, and with an untested Captain, is the sole survivor of a small task force organized to halt the invasion, and has been charged with accompanying the ship to it's final destination, which now appears to be deep in Gorn space, following a small probe launched shortly before it's owner was destroyed...

But Lieutenant Commander Critch Starblade has a plan, but one that he must be a part of, for reasons only he knows...

Stellar Cartography was very crowded, with three Admirals, the Captain and her first officer, who in a startling case of it being a small universe was also her brother, also the Science Officer Sardok, a Vulcan-Romulan mix, (Both sides working for Reunification between the two species.) LCDR Starblade, LT Erica Sherman, the Chief Engineer, and two crew members that, although not being official members of the Command Staff, were allowed in due to their history with these matters. LCDR Tamak, a Vulcan who had been Captain until an unfortunate incident involving time travel and the 'pon farr' mating ritual (*As Seen in the as yet unwritten "Amok Tamak"*) brought him before a review, and LCDR Korjak, the head of the Rapid Response unit, which were the Maximillian's version of the Starfleet Marines. Yet all were strangely on edge as they entered and stood at ease in the Large room. Admiral Blobbin, an Erseddorian (Don't ask) stood next to the Romulan Admiral Turock T'Kill, and after a minute, formed a hand out of his mercury being and pointed straight up and said, in a loud, wispy and obnoxious voice, "ooooo, pretty colors." At that point Turock elbowed him in the side. The Mercury pugged in and out and formed a large elbow that nudged Turock back. This display went on for a moment until Lyon gave the both of them a dark stare. They both snapped to attention, and Blobbin gave Lyon a large grin. Lyon ignored him as he began.

"This is the present location of the object." The panoramic screen in front of them showed a pulsating blue dot, followed closely by a computer modeled version of the Maximillian. "We are currently moving at Warp 3.2 and slowing at the rate of .1 per second. Apparently, we're getting close to wherever we're going.

"It should be noted that at the current rate of speed, we will enter Gorn space in under fifteen minutes. The destructive capabilities of the object are considered to be far greater than the Gorn defenses, and the defenses of the object are at an unheard of level. Therefore, attacking from the outside is not an option. We must attack from within. Commander?"

"Thank you, Admiral. As I have informed CAPT Septaric and Admiral Lyon, I have developed a way to transport aboard the object, in essence, cross universes. It involves temporarily changing our Resonance Frequencies in order to exist within their vessel, whoever 'they' may be. A small military force will transport over, disable the vessel, and get out of there. Questions?"

Science officer Sardok raised an eyebrow. "Have you considered the possibility of beaming into an area of solid matter?"

Tamak followed up. "An astute observation. How are we to know how vessels are constructed in this other universe?"

Starblade nodded. "I assure both of you that the logical steps have been taken. After informing Captain Septaric..." He nodded in her direction. "Of my plans, I transported a small probe over, and not only confirmed that it could be done, but also received schematics of the entire vessel."

"So what's the plan?" Admiral T'Kill asked impatiently.

Critch turned away from the plans to face his audience. "The plan, Admiral." As Starblade spoke, the schematics faded away to show a small group of dots in a large room. The dots moved across a long skinny bridge to a large cylinder, stayed there for a minute, and then disappeared as the room filled with a white light. "We get in, blow the place, get out. Simple, quick, effective.

Lieutenant KorJac, are your men ready?"

The Klingon snarled. "Not as ready as I am."

"Then with the Captain's permission..." She nodded. "All right then, let's do this." As Korjac headed off, Critch called to him. "I'll be down in a minute." Admiral Lyon's eyes widened at this, as Starblade spoke to Tamak. Lyon strode up to Critch as Captain Septaric asked him a question.

"Admiral?"

"A minute, Captain." Lyon passed her by and reached his destination.

"...I suggest you go too, Tamak, since you're Chief Security Wizard around here." Critch was saying.

"I assure you I know no forms of magic, Mr. Starblade."

"Ok...Then at least you can see some fascinating things over there with us. A completely different universe! Just imagine..."

"..Interesting." Tamak allowed.

Lyon cleared his throat. Tamak glanced at him. "Commander, I believe I should be going."

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The Mighty Max

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As Tamak walked off, Lyon looked at Starblade. "Commander, a word please." Critch called to LT Thomas, who was waiting for him. "I'll be out in a minute, Amy." He turned back to Lyon. "What can I do for you, Admiral?"

"You still insist on accompanying them?"

"Of course, it was my idea, and they will benefit from my years of experience."

"Most of which you cannot even remember!"

"I have my instincts, they'll be enough."

"Again you underestimate their capabilities..."

"I'm not underestimating them, you're overestimating them!"

Lyon waited a moment, allowing Starblade to calm down. "...I cannot allow you to join the away mission, Commander. Your place is on board this ship. I have no desire to risk you on a futile mission."

"If this is so futile then why did you allow the others to go?"

"They will find nothing, and return. I am not the Captain of this ship..."

"Yet you command the crew as if you were!"

"Are you questioning my authority, LIEUTENANT Commander?"

"No Sir, but since this is my mission..."

"I am aware of your reason to want to go, yet I am not convinced your purpose is sound."

"...I go to stop this thing, what else is there?"

"We both know why you want to go."

"...Then you know why I have to go."

"I'm not risking losing anyone else to this thing."

"You're scared of me dying?" Critch asked with a smirk.

"No, Critch, I'm not." Lyon gave Critch a piercing stare. "Part of your ego is well placed, however annoying it may be. You represent a technology at levels unheard of to the Federation, and are invaluable to this crew. What I am afraid of, is you embarking on a quest that could endanger everything we can imagine!"

"That won't happen."

"That is correct, Critch. As of this Stardate, you are confined to quarters until the end of this mission. I am sorry."

Critch Starblade looked Defiantly at Robert Lyon. "I am too."

"I know how you must..."

"You know nothing! Do you think I can just let this go? Starfleet, this ship, they are NOT my past, THIS is my past! How can you deny this to me?"

"Critch, you had a choice when you were reactivated. You could have done anything you wanted to do, gone anywhere you wanted to go, but you chose Starfleet. You chose to end up on a starship, and you did not seek the Captaincy when it became available. Like it or not, Commander, you are not in charge here."

Critch just looked at him. "I was under the impression that Captain Septaric was in charge here. Looks like I was wrong." Before Lyon could react, Critch stormed off.

WHAT WILL HAPPEN NEXT?

VISIT WWW.MAXIMILLIAN.ORG FOR THE NEXT EXCITING CHAPTER OF
STAR TREK MAXIMILLIAN: BEYOND THE FINAL FRONTIER!



TREK STUFF FROM SEPTEMBER

The Official Jeri Lynn Ryan Fan Club and The Official Jeri Lynn Ryan Homepage have announced their first ever charity auction. The auction will feature many Jeri Ryan collectibles, including several unique items donated by Ms. Ryan herself. All funds raised through this auction (excluding shipping costs) will be donated in full to Ms. Ryan's two designated charities, St. Jude Children's Research Hospital and the American Cancer Society.

Although the auction will be open to everyone beginning Monday November 6 2000, members of The Official Jeri Lynn Ryan Fan Club will have special opportunities to bid first on the items and on items not available to the general public through a catalog that will be mailed with the upcoming issue of *Jeriology*, the fan club newsletter. Complete rules and an electronic catalog will be available at the website's auction page. The auction will end for all bidders on Sunday, November 12, 2000.

More information about the 1st Annual Jeri Lynn Ryan Charity Auction will be made available at www.jerilynn.com in the coming weeks.

Gene Roddenberry™

Is Majel Barrett risking trouble through the use of Gene's name after his death?

Author: AntonyF

Date: 10/5/00

WWW.FANDOM.COM

I have never questioned the reasoning behind Majel Barrett releasing series devised by Gene Roddenberry before he died, and I have always believed she has the best intentions. I also have no reason to doubt that Gene is seen as an icon in the fan world, and she wants more of his dreams to be realized after his death. However, by attaching Gene's name to a number of different projects Barrett may be dicing with trouble.

There is of course the worry that his name may lose its special value through over use, similar to what has happened to *Star Trek* itself. But more than this, the worry

is that Gene's name has become a brand name—whether that was the intention or not—and bad products can often reflect badly on a brand name, as we may start to see happening soon.

Barrett is an executive producer on *Earth: Final Conflict (E:FC)*, the first show to be created after Gene's death. However her actual leverage in controlling the show seems minimal, and she often speaks about what she'd like to see, but can never say what decisively will happen. It's quite fair to think that the other producers are the power behind the show while Majel Barrett is just a token producer to validate the name of Gene on the show. The same seems to be happening with *Andromeda*, the latest show to wear the Gene Roddenberry name.

She does, however, need to keep producers like those at *E:FC* on a short leash. *E:FC* will now be undergoing its fourth fundamental change of direction in four years, is axing two fan favorites and has relegated two more to just a few episodes each. Only one character is now left in the show. In a show that's only 3 years old that's a shocking turn-around of characters—and the fans don't like it. Opinion of *E:FC* is at an all time low, and these latest changes, I believe, may very well sink the show once and for all. But with four differently orientated seasons, which one is Gene's premise? The can't all be. Even if Barrett's involvement is not very strong with *EFC*, she may still have a lot of fans blaming her personally. People know her and have seen her face, and she is, of course, the widow of the late Gene. Anger may very well be directed her way because of her high profile nature, and because she is the one that's orchestrating the use of Gene's scripts and ideas. With *Andromeda* now filming, where will this show go? What will her involvement be? Indications are that her role will be somewhat similar to *E:FC*, judging by Robert Hewitt Wolfe's comments in a recent chat at TrekWeb.com. "Majel is involved at an advisory and oversight level. She reads all the scripts, sees all the cuts. Her main job is to protect Gene's legacy. To make sure that the show is something Gene would be proud to have his name on."

I do hope Majel takes a strong role in *An-*

dromeda, and keeps it on track and the producers in control. I do feel it is not needed in with *Andromeda*, though. Robert Hewitt Wolfe is both very competent and has a real passion for *Andromeda*. The events at *E:FC* are surely a lesson. *E:FC* may pass, and *Andromeda* will hopefully be a massive success. But if *Andromeda* came under fire too, or underwent the radical changes like *E:FC* has seen, the fans may lose faith and the name of Gene will be tarnished forever. Some people will look firmly to Majel as the culprit, even if she wasn't to blame directly. She is Lwaxana Troi, she is Gene's wife, she is Nurse Chapel... with such high profile she won't escape the fans' wrath. Majel is a wonderful lady, dedicated to keeping Gene's flame alive. She does need to be careful, however, that other people don't turn that flame into a fire, and burn down Gene's image and hers.

10.10.00 Sensor Sweep: Star Trek Alums in the New Fall Shows

Members of *Star Trek's* long list of alums make appearances almost daily in films and television. The Fall Season is underway on the six major broadcast networks, with *Star Trek* alums aplenty. Be sure to check your local listings for local channels and airtimes.

CBS

That's Life

This new comedy features Paul Sorvino as Frank DeLuca. Sorvino appeared on *Star Trek: The Next Generation* as Worf's foster brother, Dr. Nikolai Rozhenko in the episode "Homeward."

Welcome to New York

Francis Guinan is a member of this new sitcom's cast, playing Henry Yarbrough. Guinan appeared on *Star Trek: Voyager* as Minister Kray in the episode "Ex Post Facto."

NBC

Cursed

Former *Wings* star Steven Weber plays Jack Nagle in this new comedy, he played Colonel Day in the *Star Trek: Deep Space Nine* episode "The Siege." Also on

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The Mighty Max

(Continued from page 7)

Cursed is Amy Pietz as Melissa, she played Lt. Sandra Rhodes in the *TNG* episode "Bloodlines."

Deadline

This hour-long drama features Bebe Neuwirth as Nikki Masucci. Familiar to television audiences for playing Lilith on *Cheers* and *Frasier*, she also played Nurse Lanel in the *TNG* episode "First Contact."

Ed

Jana Marie Hupp appears in this comedy/drama as Nancy, she appeared on *TNG* twice, playing Ensign Pavlik in the episode "Galaxy's Child" and Lt. J.G. Monroe in the episode "Disaster." Also a member of the *Ed* cast is Mike Starr as Kenny. Starr played Tony Cicci in the *DS9* episode "Badda-bing Badda-bang."

FOX

Dark Angel

This new action series from "Titanic" director James Cameron (Executive Producer) features John Savage as Lydecker, he played Captain Ransom in the *Voyager* episode "Equinox Parts I and II."

Normal, Ohio

Charles Rocket appears in this new sitcom as Danny, he played Jippeq in the *Voyager* episode "The Disease"

Freakylinks

This new cyber-thriller series features Dennis Christopher as Vince Elsing, he played Borath in the *DS9* episode "The Search Part 2."

WB

Nikki

Named after its star, this new sitcom centers around Nikki Cox, who played Sarjenka in the *TNG* episode "Pen Pals."

ABC

Sadly, ABC's new shows do not feature any *Star Trek* alumni.

When the new Director's Edition of "Star Trek: The Motion Picture" finally wends its way to your local video store next year, you may notice something other than the footage has changed—its rating. When the film was originally released in 1979, the Motion Picture Association of

America awarded "The Motion Picture" with the family friendly "G" rating. However, as the film has been upgraded with some new footage and new special effects, the revamped version was re-submitted to the MPAA. Upon review, the MPAA's Classification and Ratings Administration has upgraded the film to a "PG," or Parental Guidance rating. "Star Trek: The Motion Picture" — The Director's Edition is scheduled for a U.S. release in 2001.

Voyager roared into season seven last week, bringing home one of its highest ratings in almost two years with a whopping 4.5 rating, 7 share. That's *Voyager*'s highest mark since "Dark Frontier" back in February of 1999. It's also *Voyager*'s best season premiere since "Scorpion, Part II" launched the fourth season back in September of 1997 with a 6.5. Part II of "Unimatrix Zero" ended up improving over the first part by over 25 percent.

In the timeslot, full information was not available. However, the show did easily defeat the WB lineup for 5th place on the night. *Voyager* was UPN's second-ranked show for the week, trailing behind only "WWF Smackdown," which led the netlet with a 5.0 rating, 8 share.

This is an outstanding performance for *Voyager* coming off such a disastrous end to last season. Even "Scorpion, Part II" didn't see this much improvement over Part I. The fact that *Voyager* still has the strength as a series to hit a 4.5/7 after not getting anywhere close for a season and a half is also very good to see. The demographic numbers for the show were also extremely impressive, finishing second in some major demos with over 10 share. All in all, this is a great start for the new season, one which the series can hopefully hang on to for a while.

Cinescape: Since Janeway has been assimilated, you finally got to experience the joys of Borg makeup. How did that go for you?

Mulgrew: The Borg makeup was nothing to me. I've done far more extravagant. I don't know why actors always talk about the rigors of wearing makeup. It's really only an enhancement. If it takes five hours of sitting in a chair to get into your character, then that's what you should do. I think it's frightening and very clever what the writers have done with Janeway and the Borg Queen. Susannah Thompson [who plays the Queen] is just a terrific actress. We have a lot of one-on-one scenes together in the Queen's Lair.

Cinescape: What would you like to see happen with Captain Janeway this season?

Mulgrew: We have to wrap up all these individual stories in which Janeway will be intricately involved. I think it's fait accompli. What's going to happen with Chakotay and the rest of the Maquis when we return? That alone will be two or three episodes, I'm sure. Very poignant and very tough. What's going to happen with Tom Paris? Certainly, what's going to happen to Seven of Nine will be provocative — and one could say brutal — as she faces the final confrontation with her humanity. And ultimately we are going to see who Janeway is without her *raison d'être* — who is this woman as she must say goodbye? In fact, my own. My boys are going off to boarding school. I think it's a year of letting go for all the right reasons and understanding how shattering that is going to be to the heart nonetheless.

Cinescape: What is the atmosphere on the *Voyager* set like? Is there a sense of finality to things setting in?

Mulgrew: It's too early in the season. There's still so much work ahead of us. We won't actually get around to those feelings until, I don't think, about Christmas, though I think the time will go very, very quickly. Everybody on the set is aware of this, and there's a bittersweet quality to it. But I, for one, have committed myself to what promises to be a great season.

RPG SESSIONS

1st and 3rd Saturdays at EGGHEAD GAMES at 5pm and Sundays at 7 at Casa de Critch

The Mighty Max

The Mighty Max DVD Section

Star Trek 6: The Undiscovered Country review courtesy DVDFILE.COM

When the Klingons suffer an ecological disaster that threatens to destroy their empire, the leadership of the Federation sees an opportunity to forge a lasting peace. Captain Kirk (William Shatner) and the crew of the Enterprise are sent to escort the Klingon leader, Chancellor Gorkon, to a peace conference on Earth. But Kirk, whose son was killed by Klingons, has trouble accepting the idea of peace with them. And certain members of Gorkon's staff are equally leery.

The prospects for peace dissolve instantly, however, when the Enterprise appears to fire on the Klingon ship, damaging it heavily, and a pair of assassins in Starfleet uniforms kill Gorkon. Desperate to avoid an interstellar war, Kirk surrenders the Enterprise. He and McCoy are taken prisoner and placed on trial for murder. With their lives hanging in the balance, it's up to Captain Spock (Leonard Nimoy) and the rest of the Enterprise crew, to save their comrades from the Klingon's barbaric justice, and to uncover a deeper threat, that could bring the galaxy to its knees.

Why is it that Nicholas Meyer seems to be the only person who can put together a decent flick? If you doubt me, consider this: Meyer was the on-set furber who gave us *Star Trek: The Motion Picture*, the best of the series bar none. The story here is the real deal, conceived by Nimoy and penned by Meyer himself - an outer space analogy for the end of the Cold War between the U.S. and the Soviet Union. The plot doesn't lag too much, and thankfully, there's only a few moments of typical hokum - the space bimbo of the week, or otherwise silly-looking alien T&A that sinks the good ship Enterprise faster than the iceberg did the Titanic. Heck, one of the Klingons in this film

(played with great zeal by Christopher Plummer) recites Shakespeare as well as Patrick Stewart. Let's face it - the very best *Star Trek* has always been about ideas, lean and mean. *Star Trek: The Motion Picture* goes a long way in returning to the formula that made the series so successful. Which is good, because the previous film (directed by Shatner) was absolutely awful. And given that this was the last chance for the original cast to take the helm on the big screen, it's a satisfying swan song indeed. Not bad for a bunch of old guys.

I have to say, I was pleasantly surprised at the video quality on this DVD. Given that it isn't anamorphic (which really chaps my you know what), it's darned good looking. There's plenty of film grain to be spotted, but the picture is crisp, with excellent color rendition, and good contrast. The blacks here are deep and true, and the image is generally free of the kinds of artifacts (such as digital video noise reduction and edge enhancement) that one usually sees in older film-to-video transfers (I'm guessing this was fairly recently done).

The Dolby Digital 5.1 surround mix on this DVD is absolutely outstanding. There's terrific ambience created in the sound field. Just listen to chapter 3, as Kirk and company enter the Bridge. You can hear the sounds of activity in all directions: computer sounds, intercom signals, the deep bass thrum of the ship's engines. Try chapter 5 (the attack on the Klingon ship), and you'll hear great directional sound effects with phaser fire and explosions. Even the trial scene in chapter 7 impresses - you can almost feel the breath of angry Klingons on your neck as they chant and shout all around.

Star Trek: The Motion Picture is also one of the first Paramount DVDs that lets you switch audio tracks on the fly (a French track is also included), instead of having to go back to the setup

menu to change the audio - a few points for the studio. Now if we could only get them to go back to anamorphic transfers...

As for extras, a pair of theatrical trailers is included on this disc. The teaser trailer is of poor quality, and it's full screen, but has plenty of sentimental value for Trekkers. The theatrical trailer, on the other hand, is almost as good looking as the film itself, and is a kick-ass piece of movie previewing. However, it would be nice if Paramount would put some other extras on their *Star Trek* DVDs - just think of all the conceptual art, storyboards and the like, that must be stashed somewhere. And how about a commentary with Shatner and Nimoy? Now that would be interesting. Oh well... in the meantime, you take what you can get.

One last thing to note, is that this transfer of the film DOES include the deleted scenes that were not in the film's original theatrical run, but were made available on the VHS release. I hope Paramount does the same with *Star Trek: The Motion Picture* - several additional scenes appeared in network television broadcasts that were not seen elsewhere. I'd also be very pleased if the studio included both the widescreen version of *Star Trek: The Motion Picture*, with the full frame, extended version on the other side of the disc, when the title is released on DVD later this year. Footage was added to the full frame version, but much of it could not be added in widescreen, because the shots were unfinished (missing effects plates, such as matte paintings, that would have completed the practical footage shot on stage). Hint hint, Paramount... You've got interstellar treachery, you've got warp speed action, you've got Klingons spouting the Bard - what more do you want? Best of all, you've got a real plot, with half the hokiness of your regular *Star Trek* - a major victory in and of itself.



WELCOME
TO THE AFTERLIFE.
PINCHHARD... YOU'RE
DEAD!



IF I TOOK
YOU WITH ME,
IT WAS WORTH
IT!

The Mighty Max

The Mighty Max Books Section

UPCOMING NOVELS OCTOBER 2000

TOS #95: *Rihansu Book 3: Swordhunt*

Trapped behind the neutral zone--in the heart of the Romulan Empire!

The sword was the ultimate symbol of Romulan power, tradition, and pride. It lay in the Senate Chamber of the Romulan Star Empire, revered and untouched for centuries, until the day Dr. Leonard McCoy was tried for treason--and both were stolen during a daring attack on Romulus itself.

Now, to avenge that insult and save face in the eyes of their deadly enemies, the Empire must recover the sword at any cost. Their envoys to the Federation demand the return of the sword and the extradition of the Romulan renegades who aided the Starship *Enterprise* in McCoy's escape. If diplomacy fails, the Romulans will trap the Klingons and the Federation in open war.

In such dangerous times, the Starship *Enterprise* is assigned the most valuable--and volatile--element of all: the fugitive Ael, her stolen Bird-of-Prey *Bloodwing*, and the sword they carry. Ael will undoubtedly attempt to use ship and sword to foil her enemies and play her hand in the dangerous game that she's begun. But she will do it all under the watchful eyes of James T. Kirk, the Federation starship captain who knows her dangerously well...

SCE #3: *Hard Crash (E-Book)*

A living starship threatens an inhabited world!

There's more to Starfleet than exploring strange new worlds. When serious technical know-how is required, Starfleet sends in an S.C.E. team, such as the one stationed aboard the *U.S.S. da Vinci*. This topflight assemblage of engineers and technical specialists is a mixture of extraordinarily talented humans and exotic aliens, including P8 Blue, an insectlike alien who specializes in analyzing structural systems, and a single, unpaired Bynar, unique among his species. Under the command of Captain David Gold, the crew of the *da Vinci* takes on the down-and-dirty, hands-on jobs that only they can handle.

An alien starship of unknown origin has crashed into a planet inhabited by a large and populous civilization. Accompanied by Geordi La Forge temporarily on loan from the Starship *Enterprise*, the S.C.E. investigates the mysterious vessel, only to discover that the ship was not nearly as damaged as it first seemed. Now the berserk ship, which seems to possess its own life and intelligence, is on a rampage across the surface of the planet, and Captain Gold and his crew face the awesome challenge of trying to stop a starship gone insane!

TNG: *The Killing Shadows #2: Comic Book, 24 pages*

The merciless, legendary assassins known only as Bodai Shin have set out to annihilate any witnesses to their one crime on Nydaris by destroying the entire planet! Using technology developed by their victim, Dr. Noguri, a breathless race across Nydaris's night side ensues. Meanwhile, in orbit over the planet, the *Enterprise* is dealing with its own Bodai Shin nightmare!

ALSO APPEARING TOS #96: *Rihansu Book 4: Honor Blade*

ALIENS AND ARTIFACTS