

THE MIGHTY MAX

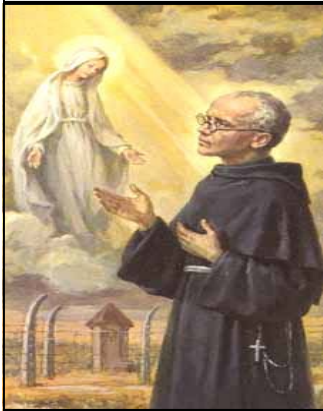
"Reach for the Stars,
And Grab the future"

U.S.S. Maximillian (NCC-74997)
Star Trek Fan Association

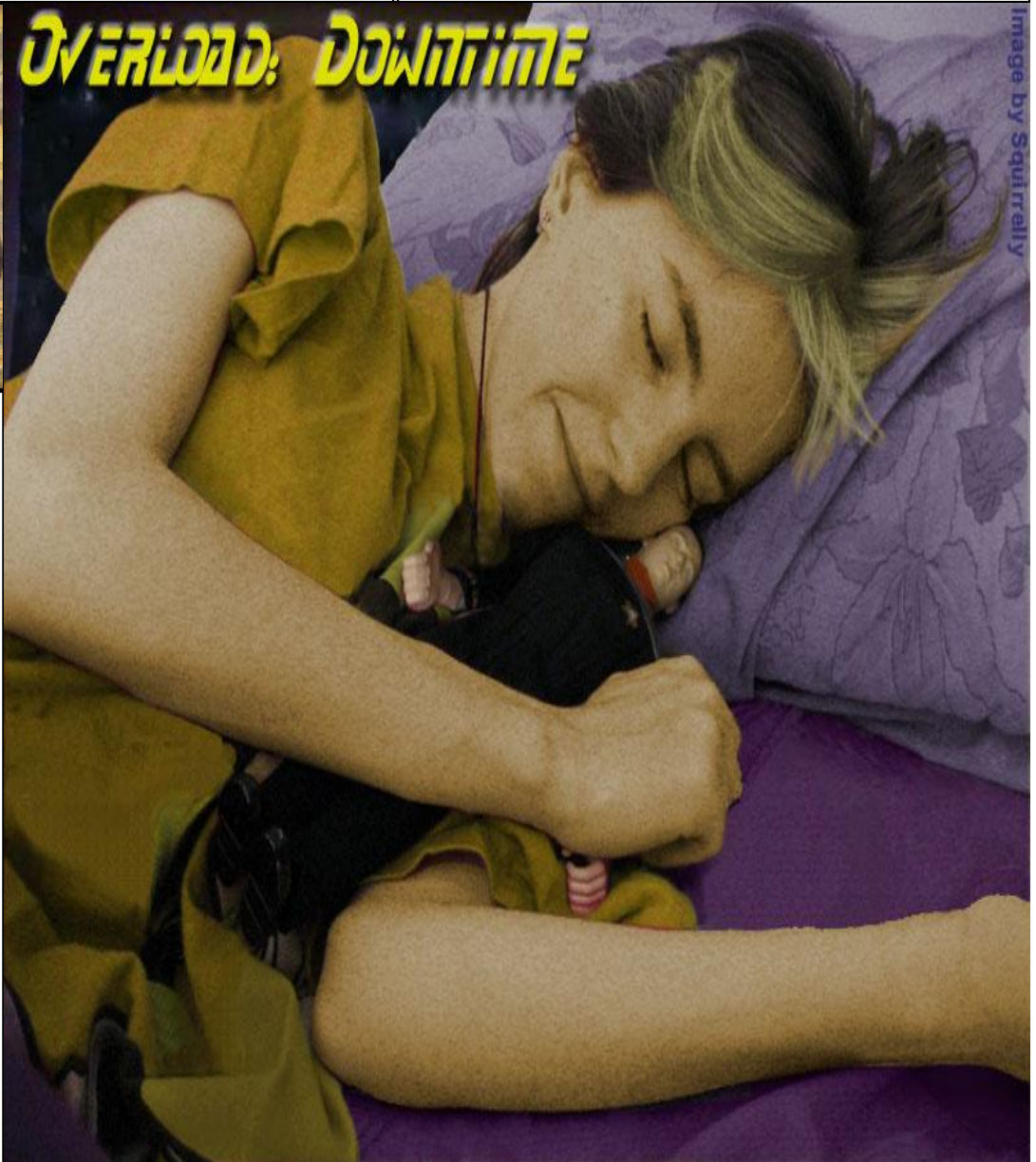
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JULY 2003

VOLUME 11, ISSUE 7



OVERLOAD: DOWNTIME



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Musings from the Puddle RADM Gregory Dunn

Konnichi Wa Hi All, Blobbin here!

Not much to report this month. I have been pretty busy with work and all so have not been as active in the recruiting drives...sorry.

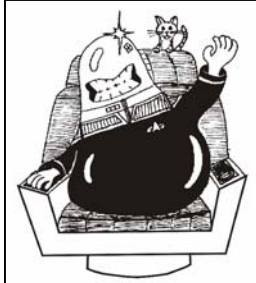
As for the months ahead, we will soon be getting our exchange student, Haruka, who will be living with us for just under a year while she attends Grandview Heights High School.

Please remember about the hunt for old newsletters and anything else from the Max to help complete the Archives. If you have anything, just let me know. Thanks.

Short and sweet this month. See you all soon...

Take care and God Bless,

Blobbin, Star of T3



The max-Files LCDR Chris Stephenson

Welcome to the July Issue of the Mighty Max. This issue is semi-dedicated to Babs's Overload Character, hence the cover and many stories written by her in here. Part three of the History of ships named Maximillian is on hold until August due to constant space concerns, and I want to get at least one of the stories done soon.

The Recruiting drive/raffle Summer season was wrapped up nicely with THE HULK and T3 at the Arena Grand. All told we received at least \$20 from each drive, so we should have a nice total at the end of everything. Half of the monies collected will be donated to the Juvenile Diabetes Foundation, and half goes into the ship's coffers. The drawing is at the Maxolympics. We should have another raffle for the fall season, with The Matrix: Revolutions, and LOTR: Return of the King being released.

The Website has completely been overhauled one more time, and we have officially switched to Wilmoth Web servers, NO MORE POP-UPS and since Squirrley runs the servers, if there's a problem it's easy to fix.

Our upcoming events include our Auction next month, Kings Island Trip, Frisbee Trek, and many more.

If anyone's looking for a good couple of games, I recommend Star Trek Elite Force 2 and Star Wars Galaxies. Both will keep you busy for hours.

Live Wrong and Slobber, like always...

—
LCDR Critch Starblade

*The Max Adventure is just
beginning...*

Collector's Corner VADM Matt Morris

Welcome to the long awaited collector corner, the wait was worth it. First up, Star Trek and Star Wars Ornaments.

Star Trek ; Captain Jonathan Archer in Command Chair \$14.95

Sub-Commander T'Pol standing \$14.95

The Scorpion, Wing Panels, Rear Thruster, Nacelles, and Instrument Panel light up \$32.00

Star Wars ; Tie Fighter Battle Sounds \$24.00

Yoda, Attack of the Clones, \$14.95

C-3po, 7th in series \$14.95

Padme Amidala with Blaster \$14.95

Clonetroopers Set of two \$9.95

Secondly, marking the 25th anniversary of the show Battlestar Galactica, the entire series will be available in a six disc set October 21st around \$119.98. The show returns December 7th with a four hour mini-series on the sci-fi channel. I have no more details on content. In September there will be a Galactica video game for PS2 and XBOX, again no info on content.

Thirdly Activision is suing Viacom claiming the media giant allowed the Trek Franchise to stagnate and decay. Activision claims it's 20 million dollar exclusive video game license agreement signed in 1998 has lost value because Viacom has but the franchise on ice. Viacom calls the lawsuit "without merit."

Lastly, Come out to the South High Street Drive-In Theatre for my table at the Flea Market, from 7am to 1pm, Wednesdays, Saturdays, and Sundays!

--Admiral Morris Out.

THE MAXIMILLIAN AUCTION

2 0 0 3

Sell your old, buy new!
August Meeting

Sickbay Report *LCDR Robin Goldblum*

Good day to all! I hope the Maxolympics was fantastic, and I'm sorry I could be there. I will be giving a full report about my away mission to Shoreleave in the next newsletter. Also, don't forget about the auction in August. Bring all your sci-fi stuff to sell and some cash!

As a follow-up to my theory of unicorns in the last issue, this is my theory of dragons. The mythical dragon has been portrayed very in many ways in different societies. Consider the Oriental dragon. This magical creature is a symbol of good luck in Asian culture. It is very long, almost snake-like, with no wings and a thin head. It usually has a beard or fu-man-chu. I believe that this dragon is actually a metamorphosis of a real-life dragon that lives in Asia: the Komono dragon. This is the largest lizard on the planet and has been known to eat people. Actually, until the twentieth century, this animal was believed to be a myth itself. My theory on this is that ancient peoples of Asia observed the Komono dragon and feared it. The fear prompted worship and the legendary dragon grew up into what is now seen today.

The European dragon is distinctly different from the Oriental dragon. Its body is thicker with huge wings allowing it to fly. It can usually breathe fire and is thought to have an extremely long lifespan. Unlike the worshipped Oriental dragon, the European dragon was feared. It was believed that these animals were either greedy or used as guards, defending huge amounts of gold and jewels. If you look at a European dragon, it greatly resembles a Tyrannosaurus Rex (thick head and body, deadly sharp teeth, long tail). I believe the people of the Middle Ages found dinosaur bones in the ground. However, with no knowledge of the far past, they had to come up with their own ideas about these huge bones. Dragons were the result. H

Dragons are beautiful, yet fierce, creatures that still exist today in movies, books, games, and our imagination. Even if they were just mistakes from people of the past, the world of fantasy has benefited enormously from their "existence." See you next issue!

Security Report

LT Nathan Cobaugh

Just what is the latest going on in security? Well not much except early planning for the Max's Christmas party. This much is certain...there will be prizes and door prizes as well. The main reason why I am planning so early is so that we know exactly how it is going to proceed. By the July meeting I will have a proposal on programming, etc., and by the Aug. meeting everything will be set in stone as to how the Christmas dinner will go. **IF ANYONE HAS SOMETHING TO ADD, either ATTEND the meetings, or contact me @ NCC74997@inorbit.com. DEADLINE IS AUG MEETING.**

On another note I will have my website fully up and running by mid-July. Until then you can catch my link on the max site--*what is skrit?* There will be more added. Also for those who are planning on going to King's Island you can save money by seeing if your local bank is selling discount tickets or I can get everyone tickets at AAA. Unless of course you have AAA, again check the Max site for more info when we are going.

One project I am currently working on is a fully updated version of the regs for the max, I hope to have those done by the end of the year. As Chief of Security I must point out that the regs online are for general and public use. There are a few regs that need updated from the originals that will be completed. Moving on of course to the fun part here: Movies coming out July 18 are: Bad Boys 2, Johnny English. July 25: Tomb Raider, Spy Kids3d, Seabiscuit. July 30:Gigli (JLo and Ben Affleck). Aug 1:American Wedding (American Pie3). Aug 6: Freaky Friday. Aug 8:SWAT. Aug 15: Envy, Grind, Open Range, Shaolin Soccer, Uptown Girls, Freddy Vs. Jason. Aug 29: Jeepers Creepers 2.

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www.trekohio.com
www.critchstarblade.com

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Celestial Viewpoint LCDR T'purr Meowran (a.k.a. Susan Moran)

Greetings and salutations to the crew and friends of the Maximillian:

This is the summer of Mars – I mentioned in the May newsletter that Mars will be closer to Earth than it's been in over 50,000 years, but what does that mean to you. Well, it means that Mars will appear bigger and brighter than you've ever seen. If you watch the skies you will see an incredibly bright, colorful light in the sky. It is the unmistakable beacon of the pre-dawn sky and will soon be visible before midnight, too. Daybreak is a good time to find Mars. From July 14-20, Mars will share the early morning sky with the Moon. You won't be able to miss them, but for the record, look to the southeast after midnight, then to the southwest closer to dawn.

I am a 'student' of astronomy. I don't claim to know everything, but I do like to find out about items that are visible in the sky. I'd like to open this column up to questions from you. Is there any-

thing regarding the stars that you'd like to know? Drop me your questions at laids27@yahoo.com.

On the movie front . . . I saw the Hulk and I really enjoyed it. They used a lot of comic book visuals that made for an interesting look. It was a little slow in the beginning, but it still was worth the price of admission. I am looking forward to seeing Terminator 3 in the next week or so.

I look forward to hearing from you!
Until next time, keep looking up!



A Great Adventure Part Three LCDR Critch Starblade

Editors Note: This story, like "Beyond the Final Frontier", is a serial novel. However, unlike BTFF, this takes place in the 'present' day of the Maximillian. Think of BTFF as the pilot episode, and this as an episode of a series. Warning though, this may give away some spoilers for later chapters of BTFF. Thanks for reading.

Also Captain Kelvok's name has been changed to Captain S'Dakk.

The Command Staff sat around the table in the boardroom with worried expressions on their faces, except of course for the Vulcan Captain and Commander, who merely looked bored, as Vulcans tend to do. There were two members, well, one and a half, of the crew of the Maximillian that weren't members of the Command Staff, there because of the need for a quick meeting, and for the need for introductions.

The newly assigned Android Overload, named by Doctor Soong who also created Data, Lore, among other creations, didn't share her colleagues worries. Her and her pint-sized companion, Databit, a perfect replica of Data except doll-sized, sat in a corner, gazing around the room, taking in the new sights and information. Databit sat on her lap, intrigued, and she raised a quick hand as the discussion lessened. Captain S'Dakk glanced her way, and nodded.

"They were flowers?"

Lieutenant Commander Jaydin stopped for a moment. "Well...they were plants."

(Continued on page 5)

Little 'Bit of Mischief

By ENS Babs Bunny

The Following Story Takes place after the events in "A Great Adventure" — Ed.

"Okay Databit," Overload addressed the smaller android as she wandered down the hallway towards the ship's transporter, with Databit trotting beside her every step of the way. "I'm not going to be too long, but I need to help gather these mineral samples from Lubdak 7 for Jaydin. Looks like they need some positronic expertise when it comes to analyzing the findings." She grinned a tad self-righteously at this last sentence, and Databit looked up at her and tilted his head.

"But..I cannot come..?" The pint-sized android asked, his voice tinted slightly with disappointment. Overload reached down and picked him up. "Not this time, little one." she said. "I need to get the job done and over with quickly, and no offense, but not keeping track of you would help speed things along. Dig me?" She stroked Databit's hair.

"Dig you?" Databit looked a bit confused and scanned his systems, trying to decipher Overload's slang. Finally his yellow eyes lit up. "Ah," he replied at last. "To 'dig you". To comprehend, to understand your meaning. to decipher, to empathize. To 'get you'. To.." He went on and on, throwing out more euphemisms.

Overload chuckled as they reached the transporter. "That's enough, fella, you got it!" Databit silenced, looking somewhat proud of himself. "Now, while I'm gone, I've arranged for a little surprise!"

"You have? A surprise? For me?" Databit wriggled a little in Overload's hands, curiosity creeping into his voice.

"Yup! For you! DROID!" Overload sang out suddenly. Critch Starblade glowered at her as he skulked towards the transporter. "I have a name, you know." he grumbled. Overload nodded

A Great Adventure Continued

(Continued from page 4)

"Pretty plants?"

"Um..." She looked at the stonefaced Captain, who looked back with interest. "Not really, they were green and scaly, mostly."

"Then maybe that's why they were angry!" Overload sat back with an accomplished look on her face, and LCDR Critch Starblade glanced at both Jaydin and the Captain with a hint of an "I told you so" look on his face.

S'dakk sat back up. "Regardless of the reason for their anger, these creatures appear to be responsible for the annihilation of whoever sent the signal. More than that, scans show they cover the entire planet. The good news, however, is they do not pose a threat to the Maximillian."

Commander Kragnar growled. "They only killed one crew member...no, no threat at all..."

S'dakk nodded. "I said no threat to the Maximillian, Commander. It is clear that the creatures prove a threat to humanoids, indeed, anyone on the planet itself."

Critch noticed something rough rubbing against his synthetic skin. He reached into his pocket.

Kragnar, always eager for a challenge, answered back. "Then why not attack the creatures from orbit? Wipe them out?"

S'dakk rose from his chair and looked out the window at the green planet below. "There are many extenuating circumstances. The creatures may have been attacked first, we do not have the necessary information to launch an assault. Starfleet procedure must rise above our feelings and needs for revenge."

Kragnar, always a Klingon first, began to complain about Starfleet procedures when Critch interrupted him. "Um, Captain...you better take a look at this..." He put his hand on the table, and they all looked closely, including Overload, and Databit, who scurried onto the table to peer down on the object. It was the sprout that Starblade had found growing in the floor earlier, except it had now easily grown to twice its size. Overload said, happily, "Sure looks like an angry plant..." While S'dakk looked quickly at Critch. "Where *exactly* did you find this, Commander?"

"In the hallway, right before we picked her up..." He glanced at Overload.

S'dakk nodded, then tapped his communicator. "Strike Group Alpha to Deck 3, landing bay 12. Forcefields up." He then sat back down. "The creature must be able to grow itself from a single organism, put on the returning shuttle when it was escaping."

Kragnar grunted. "Not a Threat, Captain?"

"It appears I miscalculated, Commander. Group Alpha should have arrived at the Deck by now...Commander?"

Rapid Response Advisor Korjak's stern voice flooded over the intercom. "Captain. Our Video transponders seem to be non-functional, but our audio channels are still working. It's very warm here, like a jungle. All Temperature gauges are offline, as are our suit to suit communications. It looks normal, however."

It was silent for a few moments, and all that could be heard over the intercom was Korjak's breathing.

"We're approaching the Landing bay area now. The doors have been completely torn open. There are large punctures in the walls, weapons are at the ready..."

Jaydin glanced at a padd in front of her. "Showing Temperature increases on all decks, Captain...upper 80's to 90's Farenheit...Hull Breaches! Decks 3...7, 8, 10!"

S'dakk raised an eyebrow, and a large burst of static erupted from the intercom. It was shortly followed by muffled screams, and then Korjak's voice, no longer as steady, and hard to understand. "Creatures.....Killed...Destroyed...No use.....Fall back..."

The intercom went silent. Jaydin looked back at the padd. "All inter-ship communications are down, Captain...and there are more Hull Breaches..."

Jaydin trailed off, and S'dakk looked at the stars, and the green planet below...

Book Reports

UPCOMING BOOKS OF INTEREST

*Star Trek Voyager
The Farther Shore*
by Christie Golden

Available : JULY



When an unstoppable Borg plague breaks out upon the Earth, blame quickly falls on the newly returned crew of the Starship *Voyager*. Did Kathryn Janeway and the others unknowingly carry this insidious infection back with them? Many in Starfleet think so, and Seven of Nine, in particular, falls under a cloud of suspicion.

Now, with a little help from the Starship *Enterprise*, Admiral Janeway must reunite her crew in a desperate, last-ditch attempt to discover the true source of the contagion and save Earth itself from total assimilation into a voracious new Borg Collective.

But time is running out. Has *Voyager* come home only to witness humanity's end?

—
Do Comets Dream?

By JOHN VORNHOLT

Available : S.P. Somtow

Every five thousand years, so the people of the planet Thanet believe, the world ends in fire and a new cycle of creation begins. Now the Last Days are once again upon them, and a fiery star draws near.

This is the Death-Bringer, the Eater of the World, whose coming heralds the end of all things...

But to Captain Picard and the crew of the Starship *Enterprise*; the Death-Bringer appears to be nothing but a rogue comet, easily destroyed. Picard faces a difficult dilemma: how can he save the Thanetians' rich and intricate civilization without destroying the very beliefs upon which their culture is based?

Star Trek: Maximillian : Beyond the Final Frontier

P R E P A R A T I O N

What has Come Before...

A mysterious object has appeared in the Alpha Quadrant, heading straight for Earth. The U.S.S. Maximillian has been sent as the Federation's representative to 'escort' the object, and find out it's true motives. After the Destruction of Klingon, Romulan, and Gorn Vessels, the Maximillian is forced to witness the Gorn Homeworld's Destruction.

Unless the brave crew can somehow find a way to disable the object first...

Critch Starblade paced outside the window of the deserted sickbay. CMO Nathan Cobaugh was in another area of the ship, preparing for a possible upcoming battle, leaving the normally full or at least busy rooms empty. At least it was empty until the android heard the door 'shish' open, and he glanced back and saw Admiral Lyon walk in, and sit on one of the beds.

Critch turned back around, and resumed his pacing. Lyon appraised this, and supposed he would have to broach the subject he had been dreading. "Why are the lights off, Commander?"

Critch sighed. "I don't need lights to see, Admiral. And it's more peaceful, I can try to think."

Lyon laughed softly to himself. "We both know that you don't have any problems thinking, Commander. Your brain power is off any charts we've tried to measure. At least, your untapped power is. The power that you choose to use is still significant, however."

"I don't 'choose' to use anything, Admiral. I know my capabilities and abilities, and I do them. Far better than any other Android your...our fleet can come up with, I might add."

"True." Lyon rose. "But you are capable of so much more. We've all looked at your architecture, Critch. There is no scientific reason why so

much of your power is not being accessed." He stopped, next to Critch, now looking at the same thing the young-looking Android was looking at: The strange, crystal-like object that had caused so many problems of late. "Or why you can't remember anything about your past, but your name."

Critch was silent for a moment. "Don't you think I've been trying, Rob?" He walked away from the window. "Since the day you reactivated me, since you found me, I've done everything you recommended. Joining your Starfleet, Getting on the Maximillian, Even Operations was originally your idea. But none of this..." He gestured around the room. "None of this has sparked anything close to a memory, not even a familiarity. It's like I'm not even from this galaxy."

"Stay the course, Critch. I've never steered you wrong yet, have I?"

Critch walked back to the window, pacing again. "No...of course not. The almighty Grand Poobah Admiral Rob, never makes mistakes. Never has, never will."

Lyon smiled, a bit sadly, and looked down. "If only that were true, Critch, if only."

Critch pretended not to hear him. "But it's weird. Nothing's familiar...except *that*. I can look around here and see everything there is and nothing registers...But that ship..that shape...I almost can remember it...do you know how *frustrating* that is? To be so close to something so monumental?"

Lyon nodded. "I can only imagine. And that's why we need your help, possibly beyond anyone else on the ship."

Critch shook his head. "I don't know, Rob, I'm just Operations. I push the buttons. The real thinking is for the engineers. Go ask Amy, she'll.."

"Lieutenant Thomas is capable, but she's missing the senses you have. All I ask is for you to look, Critch. Look at the thing, see if there's any-

thing you can see."

"Fine."

Robert Lyon rose to leave, and looked back as he walked out of the room. "And look quickly, Commander. We arrive at the homeworld in roughly an hour."

The engineering bay of the Maximillian was busier than usual, as the entire ship was in preparation for the coming battle. To the young Lieutenant Thomas in charge of Engineering, it seemed a quite daunting task, especially since it appeared that the other vessel was invincible, but the Captain's presence there alleviated her fears, just as the Commander's presence did not.

She watched as the Commander and Captain spoke, a somewhat courteous discussion, which was surprising considering they were both Klingons. She tried not to appear obvious as she continued adjusting the warp engine, even as she inched closer to the pair.

"Kragnar, it's not that I don't agree with you, it's that we are forced to abide by another set of rules here."

"I do understand that, S'Quid. I fear my honor speaks ahead of me."

"As it always has, brother. And it always will, I fear."

It was incredible to her how just a few moments before they had been at each others necks, and now here they were, apologizing. Klingons apologizing. She shook her head as she realized she had to make some corrections on another deck. As she left Engineering, handing control over temporarily to a frightened looking Ensign, she supposed that it was the ship that made the bonds of family so strong. Whether blood or not.

"Have you told him anything at all?" Admiral Turok T'Kill asked, exasperated.

Admiral Lyon shook his head, as Admiral Blobbin formed his mercury self into the shape of the lawn chair he was lounging in, transformed colors to



TREK GALAXY: OHIO CHAPTER PRESENTS

FRISBEE TREK ONE

August 3rd, 2003

1pm Blendon Woods Metro Park Disc Golf Course

4265 East Dublin-Granville Rd., Columbus, OH 43229 (northeastern Franklin County)

Trek Galaxy: Ohio Chapter is proud to introduce it's newest charity event, FRISBEE TREK ONE.

On August 3rd, at the Blendon Woods Metro Park Disc Golf Course, Frisbee Trek One will take place from 1pm to 4pm. The event will start with a brief introductory period, and then the championship will be played out. Afterward there will be an awards ceremony, and after the awarding of prizes, we will have our first ever cookout!

Admission to Frisbee Trek One will be \$5.00, and that price includes a round of golf and entry into the cookout, though it is a request that you bring a dish to share, for maximum enjoyment by all. All proceeds will be donated to "Best Friends".

Best Friends Animal Sanctuary, in the majestic red-rock country of southern Utah, just to the north of the Grand Canyon, is the nation's largest sanctuary for abused and abandoned companion and domestic animals.

In our home state of Utah, Best Friends manages the nation's first statewide No More Homeless Pets campaign. And nationwide, Best Friends is working with shelters, animal welfare groups, and their own members to bring about a time when there will be No More Homeless Pets in the United States.

Trek Galaxy: Ohio Chapter puts on Frisbee Trek and other events every year. It was started in 1999 by Chris Stephenson as a means of uniting fandom in a way that had not been done before, by offering a website, <http://www.trekgalaxy.org>, which has a listing of every group in Ohio and every Star Trek related event coming up in our area, by sending out a free email of information every few weeks, and by the charity events. Trek Putt is our oldest, and last year we began a new charity event in the fall, a Star Trek bowling tournament called Trek Bowl. From these events we have raised a total of over a thousand dollars for charities such as the Red Cross, Toys for Tots, and the Dave Thomas Foundation for Adoption.

FRISBEE TREK ONE
Presented by Trek Galaxy.



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Beyond the Final Frontier

a bright green, and began snoring. The three Admirals, all former Captains of Starships Maximillian, though Blobbin's time was very short, were on a beach, somewhere in the Middle East of Earth, in an earlier century. "I know what you're going to say, You don't..."

"Like it. And I don't, Rob. He's going to find out sooner or later what he is, what you've done..."

Blobbin woke enough to blurt out a "Not the Cantaloupe..." And fell back to sleep.

"I haven't done anything, Turok. Gave him a little push, that's all."

"You've decided his entire career for him!"

"He hasn't done anything he hasn't wanted to do, Turok. If he wanted to leave, all he'd had to do is go. I wouldn't have stopped him. Not that I could have."

Turok glared at him, then kicked some sand off into the distance. "Why do we always come here, anyway? We could be at a Steelers Game, or anywhere in history...why always the sand and the hot and the..."

Lyon leaned back into the folded-out lounge chair. "When you're commissioner, you make the rules. As to Commander Starblade....Only he can figure out his destiny. All we can do is help him make the right decision when the time comes..."

Lieutenant Commander Critch Starblade rushed out in the hallway, nearly knocking over Lieutenant Thomas in the process. "Amy, I've got it!"

"Got what?"

"Ro..Admiral Lyon was right! He told me to look and I SAW! I had noticed the ship was just a little fuzzy, and I thought that was normal, until I adjusted my opticals...I know why we can't detect them!"

LT Thomas took a moment. "Ok, why?"

"Different frequencies! They're not from our universe...All we have to do is match ourselves up!"

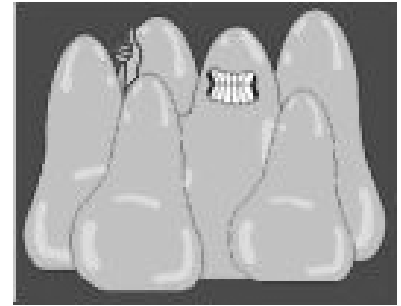
"Critch, you're a genius!"

He smiled, allowing hope to enter his mind. "I know."



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NEXT MONTH IN THE MIGHTY MAX

SPECIAL EXPANDED EDITION!
RESULTS AND PICTURES FROM THE MAXOLYMPICS XI
RESULTS AND PICTURES FROM FRISBEE TREK

CHAPTERS FROM "A GREAT ADVENTURE" AND
"BEYOND THE FINAL FRONTIER"

THE ORIGIN OF SKRIT

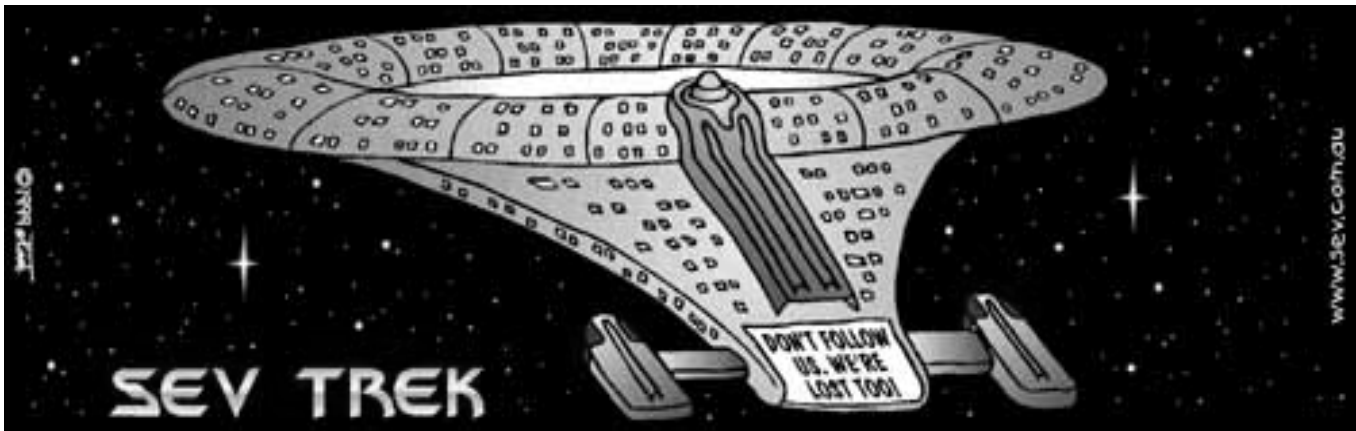
STAR TREK BOOK NEWS

A LOOK AHEAD AT SEASON THREE OF ENTERPRISE

CREW REPORTS

WHAT'S NEXT MONTH IN THE MIGHTY MAX?

...I DO NOT KNOW.



THE MIGHTY MAX
August 2003

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Phone: 614-595-1325

The August 2003 Edition of the U.S.S. Maximillian's monthly newsletter, the Mighty Max, will go to Print Monday, August 4th. All articles must be in by that date for inclusion. All articles can be sent or dictated to the address on the left.

*The U.S.S. Maximillian
Supports Ohio Fandom.*



Are you *SURE* these are the droids you're Looking for? Critch Starblade, Overload Soong-Maddox, and Databit.