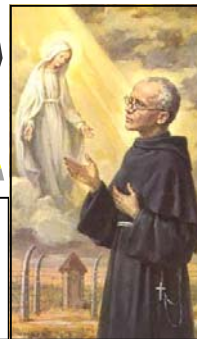




# THE MIGHTY MAX



"Reach for the Stars, and Grab the Future"

U.S.S. Maximillian (NCC-74997)  
Science-Fiction Fan Organization

MAY 2004

VOLUME 12, ISSUE 5

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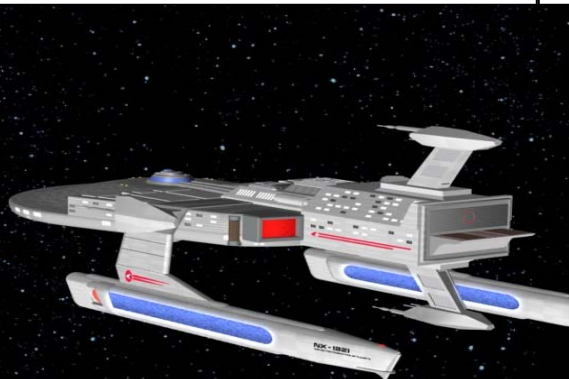
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The Red Admiral  
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## HAPPY TWELTH ANNIVERSARY

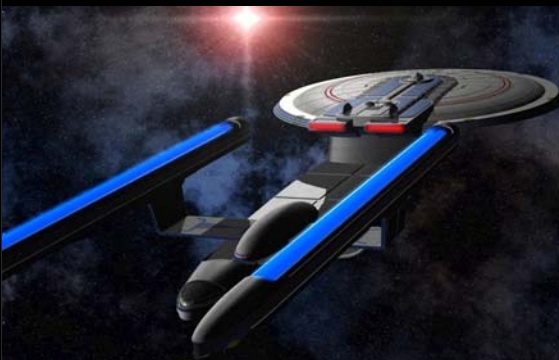
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*Actionwear, Stories, and More!*

You can order online via paypal at the Maximillian site, or contact your friendly neighborhood Captain!

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A Great Adventure \$7.00

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The Mighty Max 2003 Collected \$20.00 Full Color

### SHIRTS

Colors Available: Gold, Purple, Kelly, Red, Royal, Orange, California Blue, White, Sports Grey, Khaki, Maroon, Forest, Navy, Green Mist, Natural, Putty, Black, Graphite, Birch, Dolphin Blue, Butter, Teal, Watermelon, African Violet, Jade, Light Blue, Baltic Blue

Solid Color Long-Sleeve Shirt with Maximillian Logo S-XL  
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\$11.75

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S-XL \$64.25

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Jacket with U.S.S. Maximillian on back and name above pocket.  
XXXL \$69.50

(Rank Insignia Extra, ask for details)

### BUSINESS CARDS

Contact Nathan Cobaugh  
\$25.00 100

## The MaX-Files

*CAPT Chris Stephenson  
Commanding Officer*

Greetings, and happy anniversary to the U.S.S. Maximillian! This marks the twelfth year that the Max has been here, and things have never looked better, at least from my perspective. For starters, this is about the longest stretch of getting newsletters done on time since I've been doing them, so we've got that going for us. We have a nice library, the best command staff and officers in fandom, and a lineup of upcoming events beyond anything we've ever done before.

For starters, we'll take a look at the past few weeks, just as an example. We have been communicating on the Max yahoo group about upcoming events, including the anniversary party itself. Beyond that, we've had a couple of movie recruiting drives, at Hellboy and Van Helsing, which have done reasonably well, if nothing else than as a chance for us to get together. Out of the blue last week we were given an opportunity to volunteer at the Sci-Fi movie marathon at the Arena Grand theatre. We were granted free admission for our trouble, free shirts, soundtracks, posters, etc. etc. ... Total value for each of us was about a hundred dollars, all free. And I hope that we will be able to do it again next year. Not bad for a ten dollar investment.

Lets look at this month. Besides the anniversary dinner, we have Marcon, which includes the Maximillian "Return of the Cardboard Tube Samurai" skit, marching in the opening ceremonies, a human chess game, and the best table on the floor. Some of us will be doing panels there, in addition. Then the week afterward will be Trek Weekend 2004, consisting of our Maxolympics and Trek Putt Five, with Roddenberry Jr.

Later this summer we have the relaunch of the Roleplaying games. The Kings Island Trip, and planning for next year's trip to Las Vegas trip.

Later this year we have our usual auction, Trek Bowl 3, the Christmas Party, more movie drives...

In addition to ALL OF THAT, we have given several hundred dollars to charity already this year, and also four bags of food to Operation feed.

Twelve years later, and we're still going strong, stronger than ever, and on our way up. It's a good time for us, and it's going to be even better.

Live Wrong and Slobber.

## THE MAXIMILLIAN ONLINE

<http://www.maximillian.org>

## XO and Sickbay Report

LCDR Robin Goldblum  
First Officer / Chief Medical Officer



Greetings! Just a reminder that a number of departments are still open. Please consult the website and send me the application for review before the meeting. Also, if there are any ideas for after-ship or weekend activities, please feel free to drop me an email.

The sickbay report for this issue is on a subject much debated in politics today and a favorite of the science fiction genre. With the opening of the movie, *Godsend*, I believe everyone needs a lesson about cloning in the real world. To clone a living being is not an easy accomplishment. It took hundreds of tries before Dolly, the first cloned sheep in Scotland, was created. Today, many different farm and laboratory animals have been cloned. There is a government ban on cloning humans but there is no way to know if it has been done in other parts of the world.

The process of cloning sounds relatively easy. First, a donor egg is cleaned out so that only an empty shell remains. Then a mature cell of almost any origin, including skin, mammary, etc, from the animal being cloned is inserted into the vacant egg. If timing, enzymes and many other factors are correct, the cell should begin to act as a fertilized egg and divide. It is then implanted into a surrogate mother and hopefully carried to term. The resulting baby has the exact same chromosomes as the animal the cell was originally taken from.

However, that does not mean that this life will be exactly the same as the original. For one thing, just because all the chromosomes are the same, there is no guarantee they will be expressed the same way. It has been shown in cats that have been cloned that fur color can be significantly different. Also, the environment the clone is raised in will never be exactly the same as that the original was raised. As of yet, there are no accelerated aging formulas like in the movies so clones will have to grow up the normal way. Different experiences will allow different neurological pathways to be formed in the brain.

In the new movie *Godsend* (which I have only seen the preview and not the actual movie, so they may come up with a creative explanation for this), the clone of a couple's child starts having memories from their dead son. I highly doubt a body cell would hold specific memories, and there is no way to clone a brain cell (called a neuron). Neurons are terminal cells, meaning they can no longer divide once they reach maturity. This is the reason why losing brain cells can be so detrimental because they will never be replaced.

Another problem is that clones tend to live shorter lives. On the ends of chromosomes are caps called

(Continued on page 8)

## Celestial Viewpoint

LCDR T'purr Meowran (a.k.a. Susan Moran)  
Chief Purser/Chief of Stellar Cartography



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

## Van Helsing

I am very excited about the new Van Helsing movie. Classic horror movies have been my favorite genre since I was small. I grew up watching them on Chiller Theatre on Saturday nights. (This was before Saturday Night Live.) I also loved watching Saturday afternoon TV when they would play old horror movies with Vincent Price, Christopher Lee, and Peter Cushing.

The director of Van Helsing, Stephen Sommers, was highly influenced by the classic Universal horror films of the 30's and 40's. That's why I have great expectations for his new movie. Hugh Jackman is also a favorite actor of mine. I thought he was awesome as the 19<sup>th</sup> century man in the modern world in *Kate and Leopold*. And of course he makes a good Wolverine in the new *X-Men*. I believe his Van Helsing will be more like Captain Kronos, Vampire Hunter (1973) than the Peter Cushing Van Helsing of the Hammer Horror films.

One of the best things about the Van Helsing release is that it has sparked a renewed interest in the classic Universal horror movies and now they have released them on DVD – The Monster Legacy collection. There are three sets: *Dracula*, *Frankenstein*, and the *Wolfman*. Each set has bonus features from Universal in the same theme. For example the *Frankenstein* set not only has the original Boris Karloff movie but it includes – *Bride of Frankenstein*, *Son of Frankenstein*, *Ghost of Frankenstein*, and *House of Frankenstein*. I just had to get all three sets. At \$20 a piece they were really quite a bargain. Each set also includes an exclusive collectors plate (metal) with monster images from the new Van Helsing movie.

The DVD's also include a behind-the-scenes look at how these original films inspired and influenced Stephen Sommers. I've watched the *Wolf Man* feature. I was impressed with Sommers' explanation of how he views the character of the werewolf as a tortured soul. I'm sure his film will be a new classic in the horror genre.



The future is bright, until next time, keep looking up!



## April Meeting Minutes

The Meeting began as scheduled with introductions. Guest included Wesley Kincaid from Battlestation Scorpion, F. Vince Karch, and Melinda from Starbase. Erica and Mike have stepped down from Science and Intelligence respectively, Susan has put in for Chief of Science, and was approved.

### Officer Reports

**Captain:** The Newsletter was 22 pages last month with 2 new trading cards and a drawing by Babs. There were many April Fools jokes in the newsletter. Persona Sheet Information form is in newsletter. There is a calendar in it. The website is going well.

**Trek Weekend discussion:** Maxolympics Events: Splitting between teams of 3. Bounty Ball, Tribble-Minton, Gladiatorial Games, Discs of Trek, Starfleet Marathon, Spoon Race, Photon Torpedo Toss, Water Balloon Toss (Blobbin Fight with Silver Balloons), Balance Action Figure race, Tug-of-War. Is a Pot-Luck, Greg will be cooking hamburgers/hot-dogs), Forcefields, Deadly Discs (AOL cds), Klingon Dodgeball with Tribbles. Food Drive : Donations for Operation Feed due before the end of the month. Most donations gets a prize.

Christmas party with the Columbus has been cancelled, it will be just OUR meeting.

**Marcon:** We will have a table, raffle will be ongoing whenever someone is at the table.

**Anniversary Party:** The Anniversary Dinner is coming up, as with last year, Nathan's wife Sandy will be handling cooking. There will be a raffle to fund the upcoming Xmas dinner, with prizes.

### Department Heads

Operations -- Babs -- Furry-Based convention in June, birthday this month.

Stellar Cartography/Science -- Susan -- Submission Points updated, original is 5 points, copy+paste will be 3 points, Roster is complete.

Medical -- Robin -- Went through White Coat Ceremony

Security -- Nathan -- Van helping Recruiting Drive, Business Cards

Shuttle Ops -- Charles -- Volunteered for head of Roleplaying Committee

Admiralty

Greg -- Ribbons up on website in PDF format, if your name is not listed, see Greg

Greg -- Regulations -- Still behind, Ribbons will be seperated from the Regs, will have regs by the next meeting for our approval.

**Guests:** F. Vince Karch -- Still requesting aliens for his movie, offered a bluescreen if we ever need it.

Wesley Kincaid -- Talked about Scorpioncon, we may be doing something with them at it, Panels or something.

Melinda from Starbase--Doing rounds of the meetings, told about how they're getting their spare room set up so we can have meetings there possibly, possibly roleplaying there as well.

### Committees

Roleplaying -- Charles is in charge

Story -- No Report Yet, will be putting together new story writers bible thing

Vegas -- Working on fund-raising ideas, estimated time of trip November 2005

Calendar -- Charles, Babs, Nathan, people can submit things to the calendar committee -- Cover/Insert Submissions to be voted on. January 2005 to December 2005

### Old Business

Buffy-Con at end of April - Giles/Xander will be there

Marcon - Panels already decided upon, story submissions already done, Godzilla theme, we will have a table/room, The Return of the Cardboard Tube Samurai will take place, opening ceremonies May 26,27,28

Origins - Gaming Convention

ShatnerCon - August 14th - Our Meeting Day will change to the third Saturday of the month for that month only

Raffle prize was given to the rightful owner.

Squirrley working on Membership Cards

Charles got Persona Sheet done -- Send to CJ

Hellboy Recruiting Drive -- 4 went

### New Business

Van Helsing Recruiting Drive

Updated Roster will be complete

After Chapter Activities -- Hometown Buffet



## Engineering Report

LTJG Squirley  
Chief of Engineering

Well now that most of the technical problems are under control, I'm able to get a bit of leave time in. Overload and I took some shore leave in New York City, Earth. I hadn't been able to really visit there before, and it's quite the impressive place!

After a long night (Earth NY time) shuttle trip, we finally landed at our lodging destination. We met up with a local friend of Overload's as well as Nefaria who arranged to take leave at the same time and meet us there.

Using the local transport system, we traversed over most of the city in fairly rapid time. We took in sites like the NY library, where the actual Winnie The Pooh original plush figure resides; Flushing Meadows, site of the long-ago World's Fair; Times Square; Strawberry Fields; 5th Ave; etc. etc. We had great seats, thanks to Nefaria, to a delightful Broadway play called 42nd Street.

Overload got to perform in a puppet show for a NY public access station. And the three of us all went to a fun night club called Culture Club for our last night before departing the next morning!

Overall a great shore leave, and I look forward to taking one there again next year!

Some visual records of the trip can be accessed here:

<http://www.angel-hare.com/media/photo/?view=16>

-- Squirrelly, Chief Engineer



### UPCOMING EVENTS

#### MAY

26 CTS Marcon skit practice/  
Enterprise Finale watching party at the  
Casa De Critch  
28,29,30 Marcon

#### JUNE

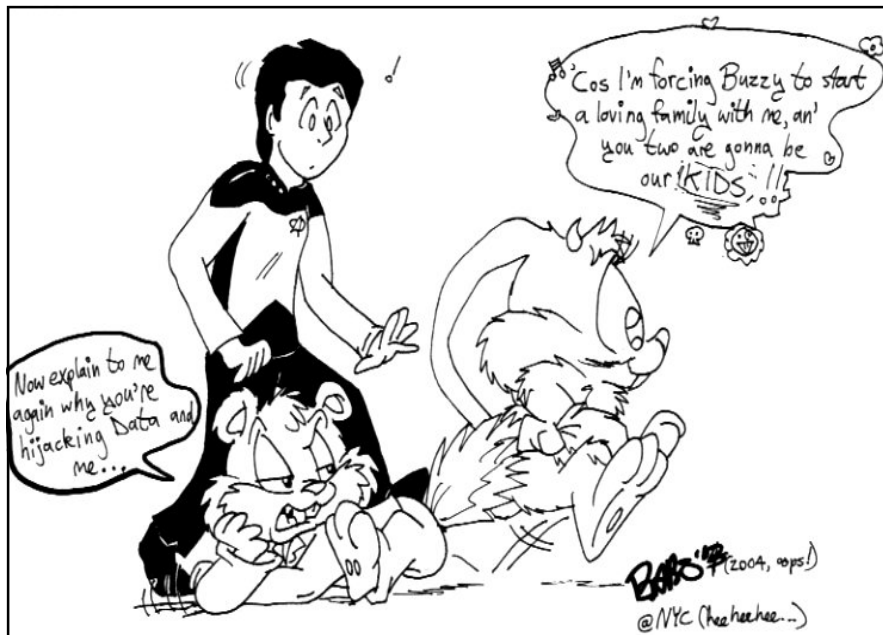
- 5) Maxolympics (Trek Weekend)
- 6) Trek Putt 5 (Trek Weekend)
- 11) The Chronicles of Riddick  
Recruiting drive (Tent.)
- 12) Meeting
- 24, 25, 26, 27 Origins

### Positions still open

Armory Chief  
Chief of Communications  
Transporter Chief  
Auxiliary Services  
Chief of Intelligence

Submissions to the  
June 2004 edition of the Mighty Max  
are due on June 5, 2004.

Submit to  
[Critch@maximillian.org](mailto:Critch@maximillian.org)  
Or 614-476-5358  
Or 298 Jennie Drive  
Gahanna, Ohio, 43230



Picture drawn by LTJG Babs in New York.  
The little fox is Nefaria.  
Buzzy is a friend of Babs's.

## Musings from the Puddle

*RADM Gregory Dunn  
Inspector General*

### U.S.S. Maximillian Trading Cards Phase I

This month sees the beginning of the Official (and long overdue) USS Maximillian Trading Cards - Phase I. For the foreseeable future, each issue of The Mighty Max will include one or two cards that will slowly form a set. Due to the expense, these cards will be included with the newsletter for paid members of the crew only. Newsletters that go out to other ships most probably will not receive these cards, but I will see how everything works out. If you wish to obtain extras of a certain card, please see Gregory Dunn or e-mail him at [tobecat@rocketmail.com](mailto:tobecat@rocketmail.com). The per card cost is .50 cents payable to the treasury of the USS Maximillian.

I hope everyone enjoys this addition to the newsletter.

Thank you,

Gregory "Blobbin" Dunn

## Secretary's Report

*LCDR Nathan Cobaugh  
Records Officer*

I was going to include highlights from the meeting in my reports as secretary, however, Critch seems to have that well in hand with the minutes included in the newsletter. So I guess the secretary's report will just be plugging the minutes section in the newsletter. Since Critch is doing that I will be taking orders for business cards and tabulating votes. I already have a lot of time on my hands, soooo, my next thing I will be working on is stationery. Letterhead, envelopes, seeing if I can come up with maybe some mailing labels that would have the Max logo on them, seeing if Greg (Blobbin) would like to work with me on possibly spinning off some of the images for the trading cards for the stationery.

Just keeping myself busy in my spare time trying to drum up some ideas for the ship and stuff. Also for those of you who were at the meeting and had a chance to see the business cards and were wondering why the right side of the sheet was off a tad that was due to my printer being out of whack. That means for me I need to get a new printer. All my documents are printing a little slanted anyways and it would probably be cheaper for me just to get a new printer instead of getting it fixed.

That about sums up everything I can think of for the time being.

Secretary signing off...





## SECURITY REPORT

*LCDR Nathan Cobaugh  
Chief of Security*

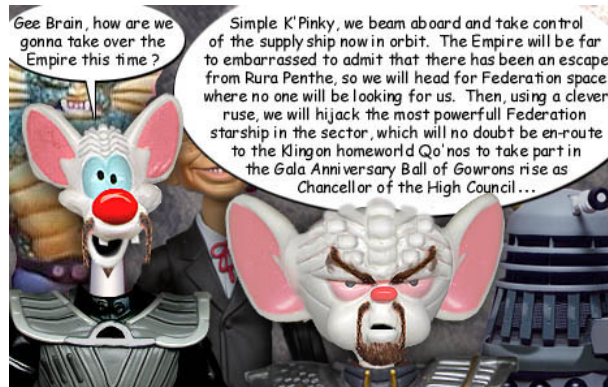
I had fun in Washington D.C. back in April. I got quite a few pictures from my trip most of which I will be posting on my website by the time this goes to print. There are some pictures I gave Critch to put in the newsletter that I took of the space shuttle and I included a couple from the parade that was going on. I think it was some international celebration of some kind, due to the fact that there were various cultures represented, Southwest Airlines put it on, soo, I took a picture of the inflatable plane. I do not know what the cat was for, however. I thought it was cool. Hopefully, Critch has enough room for it in the newsletter.

There was one moment I couldn't resist. I had my wife take my picture with the AOL guy. Somewhere down the line I can edit myself out and insert Skrit. The AOL guy meets Skrit.

On another note, I have been really busy working on jazzing up my website, designing some very brief animated shorts, mostly GIF formats for now, so please visit Skritweb and check it out. I am also trying to get some software for 3d conversions for my 2d designs, so if you have any tips on where I can get some affordable software feel free to let me know by e-mailing me at [skritsys@skritweb.com](mailto:skritsys@skritweb.com).

I will be attending the Sci-fi marathon this year, I got my ticket the minute that they went on sale. Provided I am not completely dead to the world when it is over I will have some highlights from it by the deadline for this newsletter. Otherwise, I will be including that with my report next month. Thank you BABS for the awesome artwork you did on the cover last month. Wish I could draw like you.

SKRIT signing off.....



TO BE CONTINUED...

**Purser's Report**

*LCDR T'purr Meowran (a.k.a. Susan Moran)  
Chief Purser/Chief of Stellar Cartography*

**Renewed Memberships 4/04:**

Single Membership – Chris Stephenson  
Single Membership – Daniel Milks  
New Memberships 4/04:  
Single Membership – Melanie Brackney

**Contribution 5/04**

Juvenile Diabetes -- \$100.00  
The Helpline -- \$200.00

General Fund	\$396.43
Charity Fund (JDF)	\$5.25
<b>Total Balance</b>	<b>\$401.68</b>

**XO and Sickbay Report Continued**

*LCDR Robin Goldblum  
First Officer / Chief Medical Officer*

*(Continued from page 3)*

telomers. Every time the cell divides, the telomers get shorter and shorter. Therefore, when the telomers shorten into non-existence, the cell stops dividing and dies. In cloned animals, they begin their lives with already shortened telomers. Also, it has been found that cloned animals are more susceptible to heritable defects. For example, cloned calves often have umbilical hernias when they are born. This may be due to the lack of genes contributed from another source to decrease the likelihood of expression.

Even after taking into consideration all the problems with cloning, there are still advantages that need to be addressed. For instance, there is no reason why in the future an entire being has to be cloned. It may be possible to clone a specific organ that a person needs transplanted. If this organ can be cloned from their own DNA, there would be no risk of mismatch or rejection. Another possibility that is being explored right now are farm animals with increased immune systems and better genetics to resist infection. Finally, cloning may be a way for infertile couples to conceive a child of their own. Twenty-five years ago there were outcries against test-tube babies and in vitro fertilization. Today, it is common practice. Cloning may just become another option for these desperate parents-to-be.

**ENTERPRISE SEASON FINALE PARTY**

WHERE: Casa De Critch  
WHEN: Wednesday May 26th  
TIME: 6pm  
WHAT: Watch the season finale, record voices for the Marcon Skit, Eat pizza.

**Yeoman's Report**

*ENS Melanie Brackney  
Yeoman*

In about one month the third, and if you ask several people that I know, the best Harry Potter book will take to the big screen. Harry Potter and the Prisoner of Azkaban is likely to be very different than the other two movies, for various reasons that I will discuss in this article, and if you haven't read the books or kept up with the movie's development you are likely to find yourself a bit surprised by the course the film is going to take. So, I decided to give all of you a bit of a guide, a top 10 if you will, of things to expect when you go to see the movie next month.

1.Christopher Columbus stepped down as the director of the film. Although, he still had a great deal of input in the movie as producer. The new director is Alfonso Cueran who is basically known for two movies. The most recent being Y Tu Mama Tambian, I think that is translated to "You also Mama." The other being another popular children's novel turned movie, A Little Princess. I haven't seen Y Tu Mama Tambian but I have seen A Little Princess and it was decent. The mood and idea of the story are similar to Harry Potter in many ways. While I still think the movie would have been much better had Columbus directed it, you know the old line if it's not broke don't fix it, I have faith that Mr. Cueran did not ruin the movie too much.

2.Michael Gambon will be taking on the role of Albus Dumbledore. While Gambon may be wearing the same clothing and inhabiting the same office as the late Richard Harris, he has made several changes to how Dumbledore is played. This Dumbledore is going to be much hipper and younger acting than his predecessor was. Alfonso Cueran has said that he envisioned Dumbledore as an "old, elegant hippie." I'm not sure what this means actually, but I just hope we won't be seeing Dumbledore smoking pot in his office.

3.By the time the seventh book has come out it is my prediction that every actor in Britain will be in the Harry Potter series. It might be a bit of a stretch but it is certainly starting to feel that way. Three new adult actors join the movie this time around. The most prominent of them being Gary Oldman, who is taking on the title role (the prisoner of Azkaban, don't worry they haven't aged Harry that much yet). Another addition to the cast is David Thewlis who is going to play the only decent Defense against Dark Arts teacher the students will probably ever have. And then there is the lovely addition of Emma Thompson playing the quite eccentric Sybil Trelawney, the teacher of Divination.

4.The costume designer has decided to change the look of the students quite a bit this time around. For example, Hermione will be seen wearing a very stylish pink hoodie. Also, to prove to all of us that the evil boys are always more attractive they have decided not to grease back Draco Malfoy's hair this time. This new look is likely to land him on every teeny bopper magazine in the world.

5.Watch out for the dementors. That's all I'm going to say. They will either be one of the scariest creatures ever in a movie or just plain silly. I am personally hoping for scary, but we shall see.

6.I cannot confirm this but I have heard that Fred and George, the twins, will actually be heard speaking in this movie.

7.Remember Ron's pathetic rat Scabbers, he does have a point to the plot. So keep an eye on him. Hermione gets a pet too, an adorable orange fur ball named Crookshanks.

8.Although, Azkaban is the longest of all the books the movie is the shortest. The running time being only 2 hours and 15 minutes long. Chris-

*(Continued on page 9)*



## Yeoman's Report Cont.

ENS Melanie Brackney  
Yeoman

(Continued from page 8)

topher Columbus reports that much of this was due to parent's complaining about how long the other two movies were.

9. The students are actually going to travel to places besides Hogwarts and Diagon Alley, in fact there is a whole wizarding village called Hogsmeade. We will also get a glimpse of what Azkaban looks like. .

10. And last but not least we will see a more developed and mature plotline start to surface. For the first time Harry and his friends confront their worst fears, experience true betrayal, and learn what is like to have something for a short time and then have it taken away from you. My English teacher in college said that a movie can never be good unless the story itself is good. There is no question that Azkaban is a wonderful story; the only true question that remains is whether or not the actors will be able to handle all the changes that have taken place. I can't say whether or not I think that they will all I can say is we will know for sure come June.



## The Young Dr. Who Chronicles

Daniel Milks

**WARNING:** The following program deals with immature themes, silly jokes, and an all-around fondness for Doctor Who. Silly-impaired people are advised to avoid this program as if it was directed by William Shatner.

53<sup>rd</sup> Doctor (OLD GRAVELY, OVERLY NOSTALGIC VOICE): When I was a young chap of a hundred and two, my life at the Academy was quite an experience. My classmate The Master and I used to try to mess up each other's experiments. Those times were a blast. But as I've had 52 regenerations and saved the world 2 gazillion and 3 times, I've run out of new anecdotes. That's why I'm going to tell you all about my early years. My life at a hundred and two....

CUE NOSTALGIC MUSIC

53<sup>rd</sup> DOCTOR: Today, I'll start with my first day of class at the Academy.

INT. ACADEMY LECTURE HALL. BORUSA'S CLASS. WAITING FOR CLASS TO START. TWO STUDENTS ARE SITTING TOGETHER IN THE BACK ROW.

EarlyDoc: Ho-hum. I've heard this Borusa guy's a bit of a sour bloke. He jokes about taking over Gallifrey all the time, so I've heard. Trouble is, no one knows whether to take him seriously or not.

EarlyMaster: Cor! I've heard the same thing. But I think he'll see my way of thinking.

EarlyDoc: I don't think we've met before. What's your nickname?

EarlyMaster: You can call me the Master (CUE MASTER MUSIC).

EarlyDoc: Hang about here, don't you think that's a little conceited? I think of S and M when I hear that kind of thing. Next thing you know you'll be telling people that they will obey you. Kinda kinky stuff.

EarlyMaster: Well, we Gallifreyans don't reproduce as humans do. How do you know so much about it?

EarlyDoc: Well, I've been researching....

Earlymaster: I'll bet!

EarlyDoc: (GETS FLUSTERED) Well, all in the name of learning about different cultures.....some of my friends think I'm half-human. Curiosity and all that.

EarlyMaster: I've heard people call you the Doctor. Where did you get that name from? I hope not from playing Doctor.

EarlyDoc: On Earth, Doctors are very respected professionals that care for the people of Earth.

EarlyMaster: But here on Gallifrey Dok TOR (Accented) means "Technician 5<sup>th</sup> Class" The kind of person not worthy to clean chicken soup machines.

## Keating/Trinneer Talk about Enterprise, Season Four Possibilities...

Dominic Keating (Malcolm Reed) and Connor Trinneer (Trip Tucker) have recently made statements that indicate both are hopeful the show will return for a fourth season.

Keating recently revealed to *Dreamwatch* magazine (via [StarTrekUK.com](http://StarTrekUK.com)) that construction for the set of Enterprise's set for the fourth season is scheduled to begin on May 12th. Keating is hopeful about the likelihood of the show's return: "It's a good sign," he said.

Keating also made reference to the lack of promotion for the show. "I don't think we get horribly, ridiculously low ratings for a show that's never promoted," he commented.

In a chat yesterday afternoon at [StarTrek.com](http://StarTrek.com), Trinneer expressed guarded optimism about the show's future, and also encouraged the fans to keep up the letter-writing campaign to save the show. "I think everyone is cautiously confident that that (next season) is going to happen," he said, going on to add, "Keep writing letters, they get read. I think there are things that the fan base can affect. But at the end of the day it's out of my control and frankly, I'm glad that it is." Trinneer himself is hoping for another season. "The show deserves to stick around for a while longer, I think we just got our sea legs," he said.

Trinneer took questions from the fans about the show and his personal interests. When asked about how his role in the Star Trek universe had changed his life, he told fans that it had less of an effect than they'd expect. "It has afforded me to do some of the things I've always wanted: travel. It allows me to select projects as opposed to taking whatever comes," he said. However, he added, "I still have the same friends, I still do the same stuff, I don't allow it to change me, you have to constantly be aware and not eat the carrot in front of you. I'm also old enough. I got this at 31, at 20 it would've been different!"

Trinneer fielded questions about the episodes he found most challenging. When a viewer praised "[Similitude](#)", he responded that it was one of his favorites. "That would probably be my favorite episode in terms of the challenge of it," he said. "I thought that was an episode that really came out well in terms of what they were going for there was no need for an apology in terms of the 'Sim' character, they really tackled that nicely, and LeVar [Burton] is extraordinary in terms of helping me with the nuances of the two characters. I was really proud of that one." Trinneer also mentioned that he found Burton and Robert Duncan McNeill to be the directors he most enjoyed working with of the group of former Trek stars turned directors.

Though he praised co-star Jolene Blalock, Trinneer told fans the love scenes he's filmed are more uncomfortable than the general viewer might assume. "I really enjoy working with Jolene. I think she's quite good," he said. "Those scenes are what they are. They're never particularly comfortable, because behind that lens there are 30 people looking at you."

The actor revealed that sometimes even he and his co-stars are kept in the dark about certain episodes and plotlines. "Yeah, at certain times, specifically beginning and end of the season," he said of the times when scripts are kept most under cover. "We were receiving scenes in a need-to-know basis, and everything that came arrived in two and three-deep confidential envelopes. I thought I had state secrets, but it was just a scene with Phlox."

Trinneer also told fans that he has big summer plans: he's getting married. He made it clear that he would not be having a Star Trek themed marriage. In response to a fan's query, he joked, "Yes, I'm going to use the theme song as we walk down the aisle. Now take a breath and ask a real question." He did say his fiancée is a fan of the show. "She was a huge *TNG* fan and of course likes our show because her man's on it," he said. He also added that though the wedding ceremony itself would be small, the entire cast of *Enterprise* has been invited to the reception.

Trinneer ended the chat with an expression of gratitude for the fans at [SaveEnterprise.com](http://SaveEnterprise.com), who have organized a letter-writing campaign to save the show. "I can't tell you how good it makes me feel and how important it is," he said. "The amount of support that you the fans give us and in trying to keep us on the air is quite impressive and I thank you from the bottom of my heart."

To read the rest of Trinneer's chat, please visit [StarTrek.com](http://StarTrek.com). The full interview with Keating can be found in the latest issue of *Dreamwatch*, available at newsstands now.



**Science News** <http://www.space.com>**Duck!**

A minor rumor has hatched on the Internet that a large and deadly asteroid will strike Earth this fall. Bulletin board discussions cite a 63 percent chance of impact. Astronomers know of no such impending doom.

The rumors are likely rooted in a real event, however. On Sept. 29, 2004 an asteroid the size of a small city will make the closest known pass of such a very large space rock anytime this century. While not dangerous for now, asteroid Toutatis is incredibly strange. And scientists are quite familiar with it, having bounced radar off the tumbling stone on previous flybys to generate computer renderings of its weird shape and movement.

Toutatis looks something like a dumbbell hurtling awkwardly through space. It has a crazy rotation that makes normal days impossible. Scientists can't explain the shape or the spin, but they're eager to learn more in September when, during the close pass, even backyard skywatchers will be able to spot the asteroid.

The orbit of Toutatis is pinned down with better precision than any other large asteroid known to cross Earth's orbit. Toutatis' 4-year trek around the sun ranges from just inside the Earth's path out to the main asteroid belt between Mars and Jupiter. The asteroid visits us every four years.

This fall, it will zoom by our planet within a million miles, or about four times the distance to the moon.

That's close by cosmic standards for an object that could cause global devastation. Toutatis hasn't been so near since the year 1353 and won't be that close again until 2562, NASA scientists have calculated. No other asteroid so large is known to have come so close in the past, though accurate tracking of space rocks is a fairly recent, high-tech skill that still leaves wide margins of error for many objects.

Toutatis is about 2.9 miles long and 1.5 miles wide. Many smaller space rocks have passed by much closer, well inside the Moon's orbit. Other asteroids in the size range of Toutatis have surely navigated that window, too, but were unseen in eras when the skies were not scanned so fully as today.

And throughout history, several asteroids and comets have hit the planet. In fact, an object the size of Mars hit Earth when it was very young, creating the Moon, scientists believe. But experts say the odds of a major collision in any year are extremely small. Any other near-Earth asteroid as big as Toutatis would almost surely be spotted decades or centuries before any possible impact. The prediction of any such event would make huge news rather than small rumors.

Asteroid Toutatis, officially numbered 4179, was discovered by French astronomers in 1989. Researchers can't predict far enough into the future to rule out Toutatis ever slamming into Earth, so it is listed officially as a Potentially Hazardous Asteroid. NASA says it won't hit for at least the next six centuries. Meanwhile, previous close approaches have allowed intriguing radar examinations of one of the oddest things in space.

"The vast majority of asteroids and all the planets spin about a single axis, like a football thrown in a perfect spiral," explains Scott Hudson of Washington State University. "But Toutatis tumbles like a flubbed pass." The result is a lack of anything resembling a normal day or night on the giant, pockmarked space rock.

Instead of a fixed north pole, Toutatis' axis of rotation wanders around in two separate cycles of 5.4 and 7.3 Earth-days. Stars seen from any location on the asteroid "would crisscross the sky, never following the same path twice," Hudson says. Steven Ostro at NASA's Jet Propulsion Laboratory has, with Hudson, studied Toutatis via radar on previous flybys. Ostro said that the population of near-Earth asteroids -- hundreds bigger than 0.6 miles (1 kilometer) have been found in the past six years or so -- are now known to come in "a zoo of shapes." And there are other asteroids that don't rotate on a single, main axis.

"But Toutatis remains the only non-principal-axis rotator in the solar system whose shape and spin state are well defined," Ostro said. More radar observations this year will try to further refine the spin rate and orbit.

There is more to learn. For starters, scientists also can't yet say if Toutatis has a hard surface or a thick layer of loose dirt similar to the moon.

"I'd very much like to know whether Toutatis' strange shape and ponderously slow, wobbly rotation are the result of collisional breaking apart or a gentle merger of the asteroid's two lobes, and when the responsible phenomena happened," Ostro said.

Answers to all these big questions might require an as-yet-unplanned visit.

"Because of the radar investigations, our physical characterization of Toutatis is the best we have for any Potentially Hazardous Asteroid," Ostro said. "But a spacecraft rendezvous could tell us a great deal more, and I would love to see this happen."

On Sept. 29, backyard skywatchers on Earth can find Toutatis, providing they know where to look. Toutatis won't be visible to the unaided eye. Ordinary binoculars should be sufficient for spotting it if the sky is clear and dark, says Alan Harris, of the Space Science Institute in Boulder, Colorado. "However, to actually know what your seeing, a small telescope would be useful," Harris says. That will allow you to detect the slow motion of Toutatis against background stars. The asteroid will appear as a point of light, much like a star. It is too far for surface details to be visible.



## The Young Dr. Who Chronicles Continued

*Daniel Milks*

*(Continued from page 9)*

EarlyDoc: But my nickname's Doctor (not accented).

EarlyMaster: Bloody hell mate. No one's gonna know the difference. Distinctiveness among Time Lords is dead. In all of our lives, we're recognizable by all other Time Lords. Kind of makes you wonder what the point of it was.

EarlyDoc: Probably clever script-writing brought on by writers.

EarlyMaster: Shhh...Borusa's coming in....We don't want to get time maintenance duty in the Death Zone.

EarlyDoc: Death Zone? What's that?

EarlyMaster: You really ought to get out more. Didn't you read the black scrolls of Rassilon?

EarlyDoc: But that's forbidden knowledge.

EarlyMaster: Like using the cable channels to tune into Earth isn't?

BORUSA: Hello all young Gallifrey-ans. I'm sure you're all wondering what we're going to talk about today. Well, I thought I might tell you a bit about my plans to become supreme ruler of Gallifrey.....

Oooppsss. Wrong notes. That's on my schedule in another 800 or so years. You didn't hear that.

BORUSA: Well, anyway, I'm here to teach you how to observe others in different time/space zones and not get caught. Rule#1: Watch. Rule#2: Don't talk. Rule#3 Don't get caught. Any questions?

ANONYMOUS1: Well, what if we get caught?

BORUSA: You tell people you're from France.

ANONYMOUS1: What if we're

caught in France?

BORUSA: Then tell them you're English and you don't like the Eiffel Tower or Jerry Lewis. (Aside: Let's see that little guttersnipe try that sometime. That'll show you for questioning the would be dictator of Gallifrey.) BORUSA BECOMES AWARE THAT HE LOOKS INCONSPICUOUS TALKING TO HIS SIDE IN HIS REGULAR TONE OF VOICE. Ahem. Yes, well. Right now. Here's your first assignment. You have to pair up in teams of two and visit a randomly selected era in time and space. Just observe what happens and write a report about it.

BORUSA: Let me make the assignments here.....Ah, you the one in the back with the funny scarf and the cricket jacket. You team up with the satanic-looking guy next to you with the even more satanic looking beard. Yes, that's right.

YoungDoc: THOUGHT BALLOON: You know I'm not sure I'm cut out for this. This Master guy sounds like he's into some really freaky stuff.

YoungMaster: THOUGHT BALLOON: You know, I don't quite think he and I will get on very well. Oh, well. Maybe I'll knock him off a radio telescope one day. Maybe that's just wishful thinking.

To BE Continued....



## THE HISTORY OF THE MAXIMILLIAN

*FADM Robert S. Lyon*

2.2 U.S.S. MAXIMILLIAN (NCC-2105)



### GENERAL SPECIFICATIONS.

VESSEL NAME: United Space Ship Maximillian

VESSEL CLASS: Federation Class

VESSEL REGISTRY: NCC-2105

CATEGORY: Dreadnought

REFITTER: Cameron Starfleet

Construction Facility, Deneb V.

LAID DOWN: 22 March 2285

LAUNCHED: 14 February 2291

COMMISSIONED: 30 March 2292 (Stardate 9227.5)

DEDICATION MOTTO: "Reach for the Stars, and Grab the future."

BRIEF COMMENTS: Second Federation Starship to bear the name. She was one of the few Federation Starships to never visit planet Earth in the entire time she was in active duty service.

DISPOSITION: Starship Maximilian was lost during the now-famed Tomed Incident of 07 May 2311.

### PROPORTIONS.

LENGTH: 307.6 meters.

WIDTH: 141.7 meters.

HEIGHT: 83.7 meters

MASS: 275,000 metric tons.

CARGO CAPACITY: 25,150 metric tons.

### STANDARD COMPLIMENT.

COMMISSIONED OFFICERS: 70

ENLISTED PERSONNEL: 430

CIVILIAN (FAMILIES): 0

TOTAL COMPLIMENT: 500

EMERGENCY CAPACITY: 1,000

### COMPUTER SYSTEMS

CREW INTERFACE SOFTWARE:

Duotronic Library Computer Software 3.0.

ACCESS TO MEMORY SPEED:

1,200 kiloquads/second

NUMBER OF DEDICATED MOD-

ULES: 1,024

STORAGE CAPACITY/MODULE:

415,000 kiloquads

### CONTINUUM DISTORTION PROPUL-

*(Continued on page 13)*

## THE HISTORY OF THE MAXIMILLIAN (Continued)

*(Continued from page 12)*

### SION (WARP) SYSTEM

WARP REACTOR: M/ARA  
NORMAL CRUISING

SPEED: Warp 8.5 (Warp 11, old  
scale)

MAXIMUM CRUISING  
SPEED: Warp 9.2 (Warp 15, old  
scale)

FUEL (MRI): Cold Deuterium  
FUEL (ARI): Antihydrogen  
M/A REACTION KEY ELE-  
MENT: Dilithium Crystal  
FUEL REPLENISHMENT:  
Bussard Ramscoop

### IMPULSE PROPULSION SYS- TEM.

IPS FUEL: Slush Deuterium  
IMPULSE ENGINE COMPO-  
NENTS.

Impulse reaction cham-  
ber (IRC) - 2

Accelerator/generator  
(A/G) - 2

Driver coil assembly  
(DCH) - 1

Vectored exhaust direc.  
(VED) - 2

### TRANSPORTER SYSTEMS

PERSONNEL TRANSPORT-  
ERS (QUANTUM RESOLUTION  
(LIFEFORM)) - 4.

EMERGENCY TRANS-  
PORTERS (HIGH VOLUME  
(SCAN-ONLY)) - 5.

CARGO TRANSPORTERS  
(MOLECULAR (NON-LIFEFORM))  
- 2.

### SHIP DURATION

EXPECTED LIFETIME: Es-  
timated 100 years.

NUMBER OF LIFETIME  
MAINTENANCE/UPGRADE LAY-  
OVERS: 200

TIME BETWEEN RESUP-  
PLY: 5 Years.

TIME BETWEEN REFITS:  
20 Years.

### COMMUNICATIONS NETWORK

INTRASHIP COMMUNICA-  
TIONS: Voice and data

PERSONAL COMMUNICA-  
TIONS RANGE: 300 kilometers

SHIP-TO-GROUND COM-  
MUNICATIONS RANGE: 10,000-

30,000 kilometers.

SHIP-TO-SHIP COMMUNI-  
CATIONS SPEED: 9.25 kiloquads/  
second.

SUBSPACE COMMUNICA-  
TIONS SPEED: Warp 9.997.

### SCIENCE AND REMOTE SENS- ING SYSTEMS

LONG RANGE SENSORS  
High resolution maximum  
effective range -4 light-years

Medium-to-low resolution  
maximum range -10 light-years

### TACTICAL SYSTEMS.

PRIMARY PHASED EN-  
ERGY RECTIFICATION (PHASER)  
EMITTERS.

Type- VII.

Number - 6 (banks of  
2).

Power- 5.1 megawatts

PLANETARY DEFENSE  
PHASED ENERGY RECTIFICA-  
TION (PHASER) EMITTERS.

Type - VII+

Number--<classified>

Power--<classified>

TORPEDO LAUNCHERS: 2  
PHOTON-TORPEDO  
LOAD: 250.

MAXIMUM TORPEDO  
SIMULTANEOUS SPREAD: 3 per  
launcher.

### EMBARKED CRAFT

SHUTTLE TYPE SW-7

Number embarked- 2.

Vessels embarked.

(NCC-2105 01) Eric-  
son.

(NCC-2105 04) Ver-  
razano.

ASSAULT SHUTTLE-  
CRAFT TYPE S-19.

Number embarked- 3.

Vessels embarked.

(NCC-2105 02)

Drake.  
(NCC-2105 05) Co-

lumbus.  
(NCC-2105 07)

Vespucci.

PERSONAL SHUTTLE-  
CRAFT TYPE S-15

Number embarked- 3.

Vessels embarked.

(NCC-2105 03) De  
Soto.

(NCC-2105 06)

Frobisher.  
(NCC-2105 08) Hud-  
son.

TRAVEL POD TYPE S-10

Number embarked-2.

Vessels embarked.

(TRAVEL POD 01).

(TRAVEL POD 02).

WORK BEE TYPE S-2A.

Number embarked- 2.

Vessels embarked.

(WORK-BEE 01)

(WORK-BEE 02)

### STARSHIP HISTORY

2292, SD-9227.5: Starship Maximil-  
lian is commissioned at the Cameron  
Starfleet Construction Facility orbiting  
planet Deneb V as a result of increas-  
ing tensions between the Klingon Em-  
pire and the United Federation of  
Planets. Captain M'Rem of Cait as-  
sumes command, serving three years  
on patrol along the Klingon/  
Federation Neutral Zone, during  
which time the starship had engaged  
Klingon warships on over seven occa-  
sions. During the last two years of  
M'Rem's command, Maximillian pa-  
trolled the Romulan Neutral Zone  
without incident.

2297: Starship Maximillian, under the  
command of Captain M'Rem, ports at  
Starbase 10 for minor systems up-  
grade and repair. There Captain  
Bzzmahht of Althos IV assumed com-  
mand.

2298: Starship Maximillian, under the  
command of Captain Bzzmahht, is  
assigned as flagship to Rear Admiral  
David Freeman, commander of  
TacFleet for two years. Maximillian  
broke several strategic and combat  
exercise records.

2299: With tensions beginning to rise  
between the Romulan Star Empire and  
the United Federation of Planets, star-  
ship Maximillian, still under the com-

*(Continued on page 14)*

## The History of the Maximillian (Continued)

*(Continued from page 13)*

command of Captain Bzzmahht, is reassigned to Romulan Neutral Zone patrol duty, home ported out of Starbase 10. During that time, Maximillian encountered over 25 Romulan warships, engaging only five in minor skirmishes.

2303: Starship Maximillian, under the command of Captain Bzzmahht, returns to Starbase 10 after her five-year mission of military patrol operations. An experienced Starfleet veteran, Captain Shrevir of Andoria, assumed command. Months later, Captain Shrevir embarks on a mission of military patrol operations. Highly decorated for his strategic and military experience, Captain Shrevir commanded Maximillian for a period of seven and a half years in the area of Federation space along the Romulan Neutral Zone where tensions were growing constantly. Maximillian was once again assigned to TacFleet where the ship encountered and confronted Romulans on over 122 occasions, thirty of which involved minor skirmishes, and two of which ended in narrowly avoiding interstellar war. Captain Shrevir was decorated seven times during his command, and his ship, officers, and crew likewise won several commendations for their actions in preserving the peace.

2311: Tensions grew to a boiling point with the Romulans, and Captain Shrevir was promoted to the rank of Rear Admiral to command Starfleet in

the Romulan sector. His first officer, Commander Allen Bundy, was promoted to Captain and assumed command of Starship Maximillian.

2311, 07 May: Captain Bundy served as commanding officer of starship Maximillian for four days before his ship and crew met their fate. The ship was deployed to Tomed with a Starfleet military task force. During the now-famed Tomed incident, Maximillian engaged with fierce battle with four Romulan warships and was subsequently destroyed. Before the Romulans had the opportunity to board and capture the severely crippled Maximillian, Captain Bundy ordered self-destruct, vaporizing his ship and crew. The subsequent matter/antimatter explosion took out all four Romulan starships in one blast. Captain Bundy was posthumously awarded the Starfleet Wound Decoration (and his crew the Starfleet Medal of Honor for their sacrifice), and was survived by his wife Peggy, his daughter Kelly, and his son, Bud, all of whom live on Earth at 9764 Jeopardy Lane in the Greater Chicago Metropolitan Area.

**\*\*THIS ENTRY WAS ORIGINALLY WRITTEN IN 1998 BY ROBERT S. LYON\*\***

**\*\*IT IS PRESENTED HERE IN IT'S ENTIRETY FOR ARCHIVAL AND HISTORICAL PURPOSES\*\***

**\*\*FOR UPDATED MAXIMILLIAN INFORMATION PLEASE SEE THE LATEST EDITION OF THE WRITER'S BIBLE\*\***

**\*\*REPRINTED BY CHRIS STEPHENSON\*\***

## HOME AGAIN

### Star Trek: Maximillian

#### HOME AGAIN CHAPTER FOUR

**Season One, Episode 2  
Written by Chris Stephenson**

*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*

The Bajoran assassin flew across his cramped cell, landing against the far wall, where only a hard grey bed broke his fall. The usual comforts of a blanket, pillow, and mattress had been removed for this prisoner, who had committed an unpardonable sin, at least from the perspective of the one who had thrown him, Lieutenant Commander Starblade. He had attempted to hurt, no, kill his friend Jaydin, had driven her away from the *Maximillian* for fear that next time one of her friends would be injured. No, no punishment was too severe for this man. He approached the man, who had slumped with a groan against the bed, and lifted him by his collar.

"What do you want?" The man asked painfully.

Critch effortlessly tossed him against the adjoining wall. "Information." He moved towards the Bajoran.





## HOME AGAIN (Continued)

*(Continued from page 14)*

"But...I don't know anything!" Critch lifted him again, and stared into his eyes.

"Somehow...I doubt that." Critch threw him against the electric forcefield. He screamed as the power surged through him, and fell the ground, wheezing. Critch kicked him then in the stomach, and did it with such force that he flew up against the back wall. He walked to the Bajoran again, and crouched, looking at him. "You were told she'd be here. You obviously belong to this *"Kaipar"* cult, otherwise you wouldn't dress like them. You know an awful lot for someone who says he doesn't know anything." He paused to let the Bajoran think for a minute. "So where's she going? Why is it so important for her to have to leave here?"

The Bajoran wheezed. "I...I don't..."

Critch picked up the Bajoran, and carried him to the forcefield, meant for protection from the criminals held inside the cell, not for this purpose. He put the Bajoran against it, shocking him again with every syllable that came out of Critch's mouth. "I...DO....NOT....LIKE....THAT... ..ANS...WER!!!" He threw him back again, and still the Bajoran was defiant.

"You...you cannot hurt...cannot kill me..."

"Don't tell me what I can and can't do. I know what I can do." Critch lifted him up, and bounced him off the wall.

"....What...what about him?" He raised an arm, very gingerly, and pointed. Critch glanced, and saw Kelvok standing outside the brig, his arms folded. "Howdy, Captain."

Kelvok simply nodded, and Critch continued with the Bajoran, dragging him to another wall, and throwing him against it. The Bajoran suddenly got brave, and advanced on the android, obviously unaware of the superior strength and reflexes. Critch easily blocked the half-hearted punch, then gave the Bajoran one of his own.

The assassin screamed, and held his nose, blood beginning to flow out of it. "Pulled it." Critch muttered.

"You are fortunate he is not knocked out." Kelvok added. Critch smirked, as he walked around, pacing, circling the shaking Bajoran.

"Heavens forbid we not have to listen to this trash, this waste." With every insult, he drew near, then back from, the Bajoran. Critch suddenly picked him up by the scruff of his neck, bringing him a hair-breath away from touching the forcefield, presenting the bloody assassin to his Captain. "He says he doesn't know anything, Kelvok. He's useless, and we're running out of time. We need to get rid of him."

Kelvok shook his head. "Patience, Commander Starblade. He may of yet be of some use. If he does not prove fruitful, then you may dispose of him."

Critch threw the shuddering form back onto the gray slab. "You can't! What about your code? Your Federation?"

Kelvok shrugged, almost imperceptibly, as Critch grabbed the Bajoran's hair, lifting him up painfully, causing a strained scream to emit from the man. He brought him slowly towards the electricity again, and the Bajoran writhed from the pain, and cried, almost in a whisper, "No...I don't know....The Elders..."

"That's enough, Commander." Kelvok stood up even straighter.

Critch stopped, and gave his Captain a quizzical look. "Captain?"

"Our bluff has been called. Release him."

Critch looked at Kelvok, looked down at the Bajoran, who was smirking through the blood in his mouth, shrugged, then tossed him back against the bed.

He pointed. "This isn't over." Then he had the forcefield lowered, stepped out, and raised it again, and he and Kelvok stepped out, leaving the Bajoran to his thoughts.

As they rounded the corner, Critch looked back. "What I wouldn't

give for just a few more seconds with that..."

"Do not let your emotions take a hold of you, Commander. You must know how to maintain control of the circumstances in every situation. Our guest will have his day. And we will find Commander Jaydin. Now we have other tasks. We are going to leave Deep Space Nine. I have seen enough of this station." Together they walked on through the hallways, returning to the bridge.

Night had settled on the ship, still docked with the space station Deep Space Nine. It was something that worked different on every ship in the fleet, the concept of time and night, much as it worked on the multitudes of planets the Federation had encountered. Much as every planet has a different cycle of day and night, so did the vessels, and the *Maximillian* was no exception. Despite the honor of having almost no full earth-born people on the ship, it still maintained a 24 hour schedule, the same as on Earth, owing most likely to the fact that it had been laid down by Admiral Lyon many years before, on an earlier incarnation of the *Mighty Max*. So it was, as considered on the *Max*, the light shift. The bridge, while not deserted, had very few crew officers on it, and this time was usually taken to train and get new officers accustomed to the tasks. Lieutenant Junior Grade Overload was happily punching away at the Operations console, and her counterpart Databit, sitting on the console, watched, learning along with her. Most were asleep at this point, resting after a trying day.

In the brig, the Bajoran had slept off his injuries, though he still was tender in certain areas. He sat, staring out at the darkness. He was alone in the larger room, with no other prisoners, and the security guards were posted outside, and it seemed to be a new tactic by the officers. To put him in such extreme isolation that he'd be

*(Continued on page 16)*

## HOME AGAIN (Continued)

willing to talk to the first person that happened along, probably their counselor or some sort. He scoffed at the notion. Despite his physical weakness, shown earlier today, he was still strong of mind. He knew that he could outlast the investigators and lawmakers that would question him, and the Elder's allies on the Federation Council would be able to arrange his release, perhaps as a part of some kind of prisoner exchange program. He sat back on the bed, and awaited his release. He knew it could be quite some time, that the ship probably wouldn't go too far out of it's way, and he knew it could be months before he was transferred. He was prepared. He settled in, and waited.

It did not take anywhere as long as he intended. He had closed his eyes, yet opened them again when he heard a strange noise from behind the security door. A few bursts of zapping, then some shuffling. He stood, trying to get a better look, or at least shake off the persistent buzzing that had sat in his ear ever since the pummeling he had taken earlier.

It was not unexpected that the door came open, but what wasn't expected was the dark suited men, as though armed for a war, that barged in. Dragging obviously stunned, or worse, *Maximillian* crew members, their assailants breathed heavily through the masks that covered most their faces. One pointed, and spoke in Bajoran. It was apparent that they did not have any sort of translator on them. The Bajoran smiled, not having expected any sort of rescue. This was certainly not in the Elders style, at least not that he was accustomed to.

Then again, he had never been captured before, so he assumed that there was a first time for everything. He had never been beaten up in a Federation holding cell either.

Two of the black suited figures took up positions on opposite sides of the door, becoming guards instead

of aggressors, and the main soldier walked forward, and spoke in gruff English, "Lower forcefield." The field blinked and disappeared, and the soldier passed through, lifting the Bajoran quickly, and setting him on his feet. "We have to move." The man spoke. "Come on!"

The Bajoran was quickly rushed towards the door. "Thank you...who are you?" He asked gracefully.

"The Elders sent us...we cannot speak now. Move!" He was pushed, and quickly moved through the door.

It was a long trip, considering the short distance the invaders had to cover. The Bajoran could hear the alert sirens going off, saw the red lights, and heard the stomping boots of the defending security group behind them, heard the yelling of them through the attackers that had encircled him, protecting him from any stray shots that may get through. He gave up trying to see outside the circle, and instead just moved with them. He heard more shouting, and they began to run, and one by one, they entered a turbolift, though one of them was shot and fell during the trip. The Bajoran was shocked at this, that to save one of their own, they would sacrifice their soldiers. They left the downed invader behind as they crawled up the ladder, as once the alert was sounded all turbolifts had been locked down, and shunted away from this area.

Phaser fire rushed by them as they climbed up the ladder, and a body fell from above him, obviously one of his comrades. He didn't dare watch him hit the ground, so he just meekly followed, even if it was to his death. For his saviors, he would act as a lemming for a little while longer.

Finally, they had reached another deck, cranking the door open, and welding it shut with their phasers. Together, though there numbers were lessened by two, they moved through the new deck, to a landing bay. There were still scratches on the wall from where the plant-creature had invaded, but they paid them no heed as they entered the bay, finding a lone shuttlecraft. Easily stunning the attendant in the bay, they quickly gained entry, opening up the shuttle's rear door, and ferrying the Bajoran inside. They sat him in the pilots chair, and the leader of the soldiers nodded to him, then began to leave. The Bajoran turned

quickly. "Wait...Where are you going?"

The soldier stopped, appeared to think a moment, then turned around. "We must make this ship unable to follow you, my friend. Go now, return to where you were headed before your capture. We shall make these Federation scum-suckers pay!" Taken aback, the Bajoran quickly began programming the shuttle for his destination. As the soldier exited, and the hatch closed behind him, the shuttle lifted off, easily moving out of the bay doors, and away from the *Maximillian*, which made no attempt to shoot it out of the stars. Two soldiers stood next to each other.

"...Scum-Suckers?" The taller of the two said to the leader of the group. The leader of the group shrugged, and removed his helmet and breathing apparatus. Lieutenant Commander Skrit shook off the after-effects of wearing the gear.

"I hate being put on the spot like that. Got nervous." He tapped his commbadge as Critch removed his gear. "Captain, we're ready. Tracking device is on board, and his sensors won't be able to detect us."

Captain Kelvok's voice came back almost instantly. "Very good, Commander. Report to the bridge." Critch and Skrit, followed by other similarly suited members of the *U.S.S. Maximillian*, headed out of the bay. As they left, they could feel the ship coming to life, and they saw the stars through the windows began to move.

The *U.S.S. Maximillian*, proud and strong, disentangled itself from the space dock of DS9. It paused a moment in the starlight, then peeled off, and began to follow the shuttle home, to Bajor.

HOME AGAIN  
WILL BE CONTINUED  
NEXT MONTH...

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## Star Trek: Maximillian Beyond The Final Frontier

### Star Trek: Maximillian

**BEYOND THE FINAL FRON-  
TIER**

**Chapter Twelve**  
**REVELATIONS**

**Written by Chris Stephenson**

*Editors Note: This story is a serial novel, taking place about 3 years ago, using characters that served on the Maximillian at that point in time. New chapters can be found monthly in "The Mighty Max" and online at Maximillian.org Past chapters can also be found at Maximillian.org.*

"...So what you're saying is that you have no idea where the vessel is." Admiral Lyon stood amidst a stunning holographic display of stars and spatial anomalies, moving slowly through the circular room, in the main bay of Stellar Cartography. He had been there for several minutes, while the rest of the crew worked diligently to bring the Maximillian to as good a shape as possible in the short time they had available to them. Lyon knew they could not stay put much longer, but first, the proper procedures had to be taken care of. Captain Sеп-taric had to be laid to rest.

At this point in Engineering, Admiral T'Kill was informing Kragnar of the loss, and the death of the Captain would affect the first officer more than anyone else on this ship, Lyon knew. Kragnar would now demand vengeance for the death, and he knew a confrontation would be forthcoming. While he knew he could simply order the Commander to his quarters, or if need be, the brig, Lyon would rather not take that route, preferring that the raw emotion the Klingon felt would be expelled quickly, and then his energies directed towards the ultimate goal of destroying the vessel. Lyon no longer harbored any hope of merely disabling it, knowing that they were deeply entrenched in a battle that only

one side would emerge from intact. Blobbin was even now assembling the portion of the fleet that he was in charge of, assembling them in a secret location, deep within Federation space, in sector 001. Where the object was headed, or at least, had been headed before it had been sidetracked into a new mission, a mission that had cost the Gorn most of their defense perimeter, and one of their homeworlds.

So he stood in Stellar Cartography alongside its Katarran chief, a young lieutenant named T'purr Meowran. He marveled at how many of the crew were young, how many had just recently joined the fleet. He sadly thought for a moment about how many of these young officers had just been killed under his command. And how many were yet to come. He shook off these thoughts, knowing that he could not allow himself to go down this road. This was a war, and war meant sacrifices, and they could not and would not be in vain. Meowran shook her head after studying the layout, watching the vessel's course as it appeared and disappeared, looking at every point it had touched since first entering the system, and taking the first of many lives with the destruction of the observatory.

"There's just too many variables, Admiral." Her tail swished slowly as she walked around the room. "The new information about its course being changed by anomalies, and you know there's a lot of those out there...and the sensors took a pretty good beating from the battle. It's too soon at this point to even nail down where they were when they disappeared."

Lyon stroked his chin, glancing across the mock-up of the vessel's course. "All this I know. But I'm assuming you have a hunch."

"I didn't think we were to that point yet."

"Desperate times, Lieutenant. What've you got?"

She walked around the room, scratching her ear. "Computer, reset

simulation to point of entry of alien vessel. Magnification 10x." The room darkened, and the planets grew larger, until the image of Archer Observatory could plainly be seen. Lyon winced, memories flooding back of his short stay there, and the consequences of the actions. Meowran noticed but didn't say anything. She knew better than to question her superior officers, despite her close friendship with Admiral Blobbin. She looked up, mainly from habit, knowing that the computer would respond the same way no matter how she looked as she spoke. "Begin simulation."

Together she and Admiral Lyon watched as the crystal-like vessel appeared in a flash of blue (The exacts of the appearance were still being argued, as the sensor logs and recordings from the observatory were damaged almost beyond repair.) and then advanced on the station. A moment later, the station disappeared in a bright orb of orange. Lyon and Meowran both inwardly sighed, wondering how such a great loss of life could be paled down to just a simple shape. It then headed off, through the systems. It moved in a straight line, not wavering up, down, or to the sides.

"Pause." Lyon called out, and instantly the vessel stopped, hanging in space. "Computer, extrapolate the endpoint if object stayed on current trajectory, taking into account any anomalies or distortions in its path."

"Processing." Meowran turned to Lyon as the computer worked through the computations.

"Admiral, what happened out there? With the Gorn, I mean..."

"Nothing we can't handle, Lieutenant." He didn't know how much she knew, and he didn't want to share any more information than he absolutely had to. Not that he didn't care about her feelings, but right now he thought that her mind was better set on her work, and not worrying about Sеп-taric, or the Gorn, or their own futures.

*(Continued on page 18)*



## Star Trek: Maximillian Beyond the Final Frontier Continued



*(Continued from page 17)*

"Operation complete." The feminine voice of the computer system rang out, and a yellow line extended outward from the object, carrying forward and at a slight downward angle throughout the quadrant, on a direct route to...

"Earth..." Lyon breathed. He knew this, of course, but it still chilled him when he saw it.

"More exactly, sir, Earth's sun." Meowran quietly added.

"Computer, restart program from the point the Maximillian first came into contact with the vessel." Obediently, the program started, with blue dots representing the small escort group that had been destroyed. The Gorn, Romulans, Klingons. All fired upon the vessel. All destroyed. The vessel began to head off, following the gorn probe, at the same speed and trajectory. And something in Lyon's head clicked. "Another straight line..."

Onto what he was thinking, Meowran followed his logic. "Computer, plot the trajectory of the vessel again, same parameters." Because of the shorter distance to allow for, it was only a second before the yellow line appeared again, this time ending at the Gorn homeworld. Precisely where it had headed up.

"Efficient, not wasting a single second...That's no alien guiding that ship, Lieutenant." He paused as Meowran looked at him curiously. "That's a machine.

"It explains why we can't pick up any lifeforms or energy readings from it. Completely automated. Some sort of...doomsday machine, maybe."

"But it has intelligence! There's a mind directing..."

"Automated defense systems, Lieutenant." Lyon was on a roll, satisfied that he had figured out his adversary, giving him the advantage. "They only attacked the observatory after they scanned it. Only attacked the ships after the vessel was first attacked. Never attacked us until after we first fired. There's nothing there we can reason with."

"How can you be sure?"

"I know machines, Lieutenant." He didn't need to add anything about his friendship with the android. "Computer, give me the shortest possible distance between the former location of the Gorn homeworld and the sun of sector 001, taking into account anything that could affect the vessel's trajectory." He waited as the computer confirmed his order, and Meowran spoke up again.

"Why the Sun, Admiral?"

"It doesn't matter, Lieutenant." Lyon was quickly becoming tired of the endless questions on this subject, not just from Meowran, but from everyone. It was time for all the trust he had earned over the past years to be placed in him. "We'll take care of it."

"What if we can't?"

*(Continued on page 20)*

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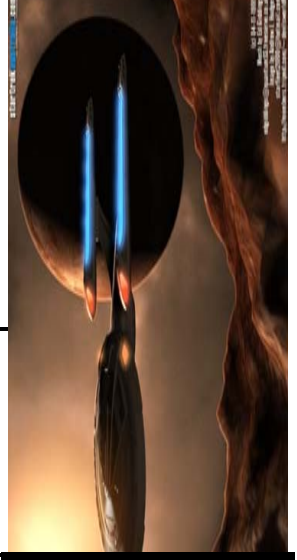
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*Drawing September Meeting*

# June 2004

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4 Harry Potter and The Prisoner of Azkaban	5 Trek Weekend: Maxolympics
6 Trek Weekend: Trek Putt V	7	8	9	10	11 The Chronicles of Riddick	12 Maximilian Meeting
13	14	15	16	17	18	19
20	21	22	23	24 Origins	25 Origins	26 Brandy Jackson Birthday Origins
27 Origins	28	29	30 Spider-Man 2			



STAR TREK  
**U.S.S. MAXIMILLIAN**  
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## Star Trek: Maximillian Beyond The Final Frontier (Continued)

Lyon sighed. He supposed it couldn't do any harm to expose her to what the bridge crew, and soon Engineering, would spread through the ship. "...We will. Lieutenant...billions are dead because of this thing..and so is Captain Septaric." A look of shock and sadness came over her face, showing through her fur, but still she was silent. "You know me, you know this crew, this fleet will never let this go unpunished. No aggressor has ever survived a direct assault on Earth without dire consequences." He spoke now as though trying to convince himself at the same time as comforting her. "The Borg, The Dominion...this will be no different." They turned from each other as the computer completed the program, and Lyon glanced at the yellow line connecting the homeworld, still intact as a hologram, and the sun. He spoke again. "Now give me the time that the vessel will arrive at the sun at it's average speed so far."

Almost as soon as the question was asked it was answered. "Two Days, three hours, 47 minutes and 15 seconds."

A look of anger came over Lyon's face. "A day shorter than Fleet's estimates..." It passed, and he turned back to the fur-covered chief of stellar cartography. "Lieutenant, we will have a funeral, and then this ship will depart. We will cut the vessel off, and destroy it, and this will happen within a day. What I need from you is a location of where and when they will be, based on the information that we now know. Can you do this?"

She had her head down, trying to hide her emotion from her Admiral.

He spoke softly now. "Courage, Lieutenant...for her."

She nodded. "For her."

He put his head up, and walked out, confident in her abilities, wishing that he was as confident in his own.

All over the ship, the word spread. Their Captain had died, heroically in a battle. For the Klingons, it seemed to be an honorable death,

worthy of Stovokor itself. For those that truly knew, it was incredibly selfless, throwing herself on the console so as to save Admiral Lyon's life. There were tears, yet there was a silent affirmation spreading throughout the Maximillian. Her death would mean something. It would awaken the ship and propel them to greater heights, and everything from this point on would be accomplished for her, in her name. The name of their Captain, Squid-Tai Septaric, the first Klingon Captain of a non-docked starship in Starfleet, would become their rallying call. United in purpose, all fear gone. There was just one task remaining...

The railing creaked beneath him as Critch Starblade walked across the grated metal ground of the vessel, adjusting his eyesight to the surrounding ambient light. He did not notice nor see anything, had not for several minutes, but all the same he knew there was something there. It had attracted his attention before. He was anxious to get the answers that had thus far been denied, impatient to find out what that thing was that resembled him, yet at the same time he was still cautious, not willing to rush in and give an opening for the creature to attack him. Keeping his guard up, Critch suddenly stopped his forward momentum, moving off away and to the side of the path, in between some large machines of no apparent purpose, hiding his footfalls among the low hum. He now found himself surrounded by darkness, only a slight purple illumination assisted his vision, and reflected off his skin, giving everything in it's field a purple sheen.

He looked carefully, moving slower and slower until he stopped, finding a location where he could peer out and see the greatest amount of the vast area, an excellent vantage point where he could see whoever or whatever else was out there no matter which direction it would come from. He scanned the area, even looking straight up, not seeing anything but more catwalks and machines, and

above that the blackness of space, but he was still aware that if he could have survived the fall from above without much damage, so could the alien.

A shuffling could now be heard, and growing louder by the second. Whatever it was, was obviously moving closer to him. Faster too. But for some reason, Critch couldn't ascertain which direction it was coming from, and he couldn't see anything moving towards him within his field of vision. He glanced around quickly, still seeing nothing, and the strange shuffling was sounding at least close enough to touch whatever was making it. But still nothing around. He didn't move, wary of being led into what could be construed as an obvious trap. He tensed as the shuffling seemed to move close to him, to the right, and then...it stopped.

This concerned Critch greatly, and for a moment he wondered if his hearing sensors might be taking this inopportune moment to go on the fritz, but he shook off that thought almost immediately. His sensors, indeed none of his systems had ever failed him before, a very good thing since even he had little knowledge of his systems. He knew his nerve centers were around his back, and he was always researching what parts did what. This was yet another reason he considered himself superior to humans, and the other known androids. They, comparatively, were relatively easily incapacitated and taken down, whereas he was of a bit harder stock. He looked around cautiously again, squinting against the purple light, until he realized the one direction he hadn't considered, the one thought that hadn't occurred to him. On this vessel where nothing was as it seemed, he had assumed that this was the bottom....

TO BE CONTINUED NEXT  
MONTH IN THE MIGHTY MAX!

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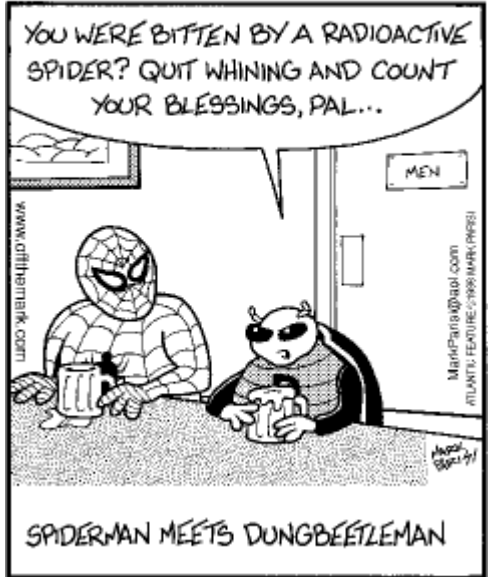
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# TREK PUTT FIVE

June 6th, 2004

1pm Galaxy Games and Golf

3700 Interchange Blvd, Columbus, Ohio 614-351-8400

<http://www.galaxygamesandgolf.com/>

Trek Galaxy and the U.S.S. Maximillian are proud to announce the second half of Trek Weekend 2004 : Trek Putt Five, the fifth anniversary of central Ohio's only Star Trek charity putt-putt tournament.

On June 6th, at a new location, the Galaxy Games and Golf on Interchange just off of Wilson rd., Trek Putt V will take place from 12pm to 4pm. As has been the case with past Trek Putts, the event will start with a brief introductory period, then the championship will be played out. A new twist on the standard tournament is applied, with all 4 putters on each team taking turns, switching off after each hit. When you hit, you can try to knock your teammate's ball off course, or out of the way. The winner from each team will advance to a "Best-Ball" winner take all elimination tournament to claim the title of Trek Putt champion! Afterward there will be an awards ceremony, which, as every year, we give out our "Award of Accomplishment" to an individual who has proved themselves as of the highest caliber as a person, and has worked with organizations to make fandom a better place. After the awarding of prizes, there will be our customary skeeball tournament. All Events Weather Permitting. Rain dates are June 12th and 13th.

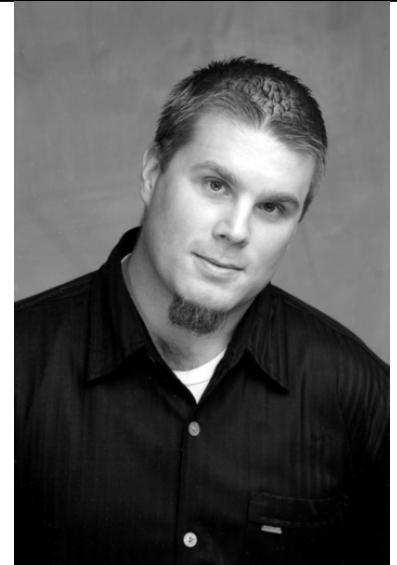
Admission to Trek Putt Five will be \$10.00, and that price includes pizza, drinks, tokens, a round of golf, and entry into all tournaments held. You will also receive a Custom Trek Galaxy patch, celebrating five years of events, and a raffle ticket, for our usual charity raffle. All proceeds will be donated to a local chapter of the Boy Scouts of America.

You may purchase advance tickets for \$8.00 and receive 2 free raffle tickets online at <http://www.trekgalaxy.org>, at U.S.S. Maximillian and U.S.S. Columbus meetings, and at Starbase Columbus on Westerville Rd.

Trek Galaxy puts on Trek Putt 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 a few years ago 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. For information on joining our mailing list, visit [trekgalaxy.org](http://trekgalaxy.org) or email [critch@maximillian.org](mailto:critch@maximillian.org)

**TREK WEEKEND 2004**

**Presented by Trek Galaxy and the U.S.S. Maximillian.**



**The recipient of 2004's  
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**For dedication and friendship to Sci-fi fans everywhere, and carrying on the dream of his father Gene Roddenberry, boldly going where no man has gone before.**

**Mr. Roddenberry will be in attendance for the weekend to receive the award.**



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**TREK GALAXY**

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FAN ASSOCIATION**

# MAXOLYMPICS XII

June 5th, 2004

12pm Whetstone Park of Roses

Just north of North Broadway

<http://www.maximillian.org>



Trek Galaxy and the U.S.S. Maximillian are proud to announce the first half of Trek Weekend 2004 : The Twelfth annual U.S.S. Maximillian Maxolympics.

On June 5th, in the back end of the Whetstone Park of Roses near the lake, The Maxolympics will take place from 12pm to 5pm. As has been the case for the past few years, the Maxolympics will start with an introductory period, and then the games will be explained and played out. The players will split into teams of 3, and will compete against each other in ten games of skill and fun, from "Tribble-Minton" to "Gladitorial games" to the perennial favorite, Bounty-Ball! Winners will receive points in each event, and at the end of the games, the points will be tallied, and the winners will receive trophies and FABULOUS PRIZES!\* (note, prizes may not be fabulous). After the event, we will have our customary cookout, and weather-permitting, take a walk through the park of roses.

Admission to The Maxolympics will be FREE, and we will be taking donations to offset the cost of prizes and cooking materials. All who donate will receive an entry into a small raffle during the cookout. It is suggested that attendees bring a dish to share. A portion of the donations will also be donated to the Juvenile Diabetes Foundation, the U.S.S. Maximillian's charity.

The U.S.S. Maximillian has thrived in Columbus, Ohio for over twelve years now, and has become one of the highest respected independent organizations in all of fandom. Working together with many groups, the Maximillian has benefited it's charity, the Juvenile Diabetes Foundation, with several hundred dollars over the years, and it's roughly three dozen members enjoy having fun and helping others at the same time.

For more information, visit <http://www.maximillian.org>.

Trek Galaxy puts on Trek Putt 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 a few years ago 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. For information on joining our mailing list, visit [trekgalaxy.org](http://trekgalaxy.org) or email [critch@maximillian.org](mailto:critch@maximillian.org)

All Events Weather Permitting. Rain dates are June 12th and 13th.

**TREK WEEKEND 2004**

Presented by Trek Galaxy and the U.S.S. Maximillian.

**THE MAXOLYMPICS  
PRESENTED BY THE U.S.S. MAXIMILLIAN  
FREE ADMISSION  
JUNE 5, 2004  
12PM—5PM  
WHETSTONE PARK OF ROSES**



*dedicated to finding a cure*

**The recipient of 2004's  
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EUGENE  
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For dedication and friend-  
ship to Sci-fi fans every-  
where, and carrying on the  
dream of his father Gene  
Roddenberry, boldly going  
where no man has gone  
before.  
Mr. Roddenberry will be in  
attendance for the week-  
end to receive the award.**

**THE MIGHTY MAX  
MAY 2004**

Captain Chris Stephenson  
298 Jennie Drive  
Gahanna, Ohio, 43230  
Phone: 614-595-1325  
Email: [critch@maximillian.org](mailto:critch@maximillian.org)  
Newsletter Submissions Due

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