



# THE MIGHTY MAX

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

"Reach for the Stars, and Grab the Future" -Christa McAuliffe, 1986



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Season 10 of Stargate SG-1 will premiere Friday, July 14th on the Sci-Fi channel. More on page 8.



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Sci Fi





## The MaX-Files

CAPT Chris Stephenson  
Commanding Officer

Hello everyone!

First of all, I've heard some of you haven't received their newsletter yet in one of the last few months. If you haven't, let me know and I'll track that down. Other than that, how's everyone doing? The Maxolympics and Red, White, and Boom were blasts, and everything went well. Even though we only had a couple people at the Scout thing, it went good as well, despite a horrid storm that appeared out of nowhere. 'twas scary though.

We're knee deep in summer here, so far it's been fairly busy. I for one am working plenty of overtime in preparation for the Las Vegas trip in mid-august, so I handed Newsletter production back to Susan for a couple months. I'll be doing it again in September, for our hopefully huge issue which will close out "Beyond the Final Frontier", celebrate the 40th anniversary of Star Trek, and also show off what we did in Vegas!

This month, we've got our annual Kings Island trip, TREK PUTT VII – OF 9, and I'm also hosting an informational 'how-to' on newsletter and website production, to train the next generation of newsletter producers.

Next month: Vegas!

Wheeeee!

Captain Chris "Critch" Stephenson



## Wing Commander

CAPT Charles Connors  
Shuttle Operations

Greetings. Well summer is here and year is half over. Saw Superman Returns well not a bad movie but I think it could've been better. Nice surprise, actress Noel Neil makes an appearance as Gertrude Vanderworth she also played Lois Lane in the Original 1950's Adventures of Superman Series. Incidentally Noel Neil makes a brief appearance in the 1977 film Superman the Movie. She's the Lady on the train the one Young Clarks outruns. Ok this transmission ends now.

Capt Charles Connor

## Superman Review

CAPT Chris Stephenson  
Commanding Officer

So, last night I saw Superman. **\*There will be spoilers.\***

The greatest moment comes early, when they show the trailer for Spider-Man 3. It continues into the beginning, which after an example of why nobody but Star Wars uses text in the opening. The best opening titles ever then happens, with exploding sun and Krypton, and blue retro credits as we take a hell of a ride towards Earth. After that, it's sharply downhill.

First, the good, Kevin Spacey as Lex Luthor is extremely, well good, damn near the best Luthor ever on any screen, just the right mix of insanity, evil, and funny. His silent henchmen are good, and even the Ms. Tessmacher replacement Parker Posey is not the usual ray of death she usually is.

Routh is good as Superman, but ok as Kent. Jimmy Olsen is good, but has nothing to do.

Great effects, and I liked the revenge factor with Luthor, even though some deleted scenes would have filled in the gaps a little better.

Good Music. It's consistent.... but that's about it.

Now onto everything else. It's pretty much what I was expecting, but still I was disappointed. If you've seen the original Superman, you've seen this. There's nothing new here, except snazzy effects. It's competently directed, but there's a great feeling of boredom that permeates the entire thing. And there are also a number of beats that almost ruin the whole thing.

First of all, the big mistake, probably the worst implementation I've ever seen of this. Adding a kid to the franchise is usually an attempt to add new life to a dying brand. There was nothing dying about Superman since it wasn't a franchise in the first place. There hadn't been a movie in 20 years; there hadn't been a GOOD movie in almost 30. Adding the young plot point did nothing to further the story, did nothing to further the mythos, and just limited this, and severely impacted any other story that they could tell in this universe.

I try not to be a purist. I didn't mind the changes in Daredevil, Elektra, Hulk, and most other movies. Good adaptations of anything keep what's good about the original, and honor what made them popular. Making big sweeping changes that were never intended almost never works. Such

(Continued on page 3)

## Superman Review

CAPT Chris Stephenson  
Commanding Officer

*(Continued from page 2)*

a change is the kid. Never in the Superman history, in almost SEVENTY years of history, has Superman ever had a child. Never has Lois Lane had a child. Never has Perry White had a nephew. It's a fundamental change.

If the kid meant anything to the movie, it'd be different. But outside of a haphazard bit at the end where Supes gets to play Daddy for about a minute, he pretty much does nothing, except randomly killing a guy by piano, and random supersight that doesn't matter because his step dad saw it too.

And now this destroys any potential sequel possibilities. Saddled with a kid so useless that I can't even remember his name, any further tales would have to deal with him, dragging it down. Beyond the kid, another problem is the universe that Superman is in. It's the universe of the original movie. For 1978, it was fine. Luthor was a bumbling criminal mastermind, Clark was a goofy clumsy guy, Lois was a chain smoker, and Superman could do absolutely anything. Move planets, whatever. For 2006, however, the Superman that anyone born after 1980 is completely different. He's, for a lack of a thought, more human. He can be hurt. He has other vulnerabilities (Magic, for one). If you shoot him a ton of times he won't die, but he will feel the impacts, and enough will drive him back. He's even died once, by a monster that had no special powers but could just hit extremely hard. He's a more well-rounded, more interesting character. This Superman, however, is invincible. He can almost effortlessly stop a plane's descent if he's in the right position, he can recover from a Kryptonite stab wound immediately, and then can lift an entire kryptonite continent into space. Granted, it lands him in the hospital for a few days, but still, it's not something he should have been able to even touch, let alone do. And as you can imagine, watching an invincible character is not very exciting.

There's been 20 years of comic and TV history that have supplanted the original. And it's plainly obvious that nobody involved with this production, save maybe Kevin Spacey, even picked up a single comic, or did any research outside of the original movie. The point comes down to is that the Superman in this movie bears no resemblance to anything that's been published or produced since 1986, except for the horrible Superman IV, which has been retconned out of existence.

Another problem is that the movie is based on the fact that Superman just left for five years and told nobody where he was going. Not the woman he was in a relationship with, nobody in the country, not the president, NOBODY. Leaving alone that this is a sequel to Superman 2, where he told the President and joint chiefs that

he'd never leave again, it's a complete failure of adaptation. Superman, in ANY medium ever presented in the last 70 years, would have never left without telling someone. It's ludicrous, it's wrong, and it was never explained during the movie, unless a "Maybe he was scared" is an explanation. And he goes to her house and stalks her!

Lois Lane is incredibly miscast. Here we have a mid-late 20's woman, had a relationship with Superman, (And apparently with the other guy at the same time unless he's the most naive man in existence.), wins the Pulitzer, and is one of the most respected journalists in the world. She looks all of about 18, is played by a 23 year old, and there is little of the self-confident intrepid reporter in her. Instead she, like so many other people in this movie, is just...There.

There are a number of wrong beats in this too. The worst, which made me recoil, was having a dog chewing on the bloody bones of the remains of other dogs, inferring that it ate the other dogs. What the hell is that doing in a Superman movie? There are things like Jimmy Olsen spending most of the movie trying to get a perfect shot, and when it's implied he actually gets it, we never see the shot. And why the hell is Olsen still looking like he's 12? Why do all of these characters look so young?

I had a strange sensation during this movie. Boredom, for long stretches during the film. Even during the supposedly exciting plane scene, I didn't care about the characters, I really didn't care if they all died really, and it already felt too long. It got a lot better later, but I shouldn't be bored at a Superman movie! And how many more times do we have to see the exact same plot? Superman has a bad rogues gallery, but there's at least enough to remove Luthor for one damn movie. Brainiac. Metallo. Doomsday. Hell, bring Zod back. Anything but a weak old man that could be dispatched by ONE FLICK OF HIS FINGERS.

By the end of it, I didn't hate it. It has good bits, mainly due to Luthor (irony!) and effects work. But the story is hit and miss, most of the characters have nothing to do, it's boring in large part due to "Invincible stalker superhero in love!" Music is good. But it isn't even the best comic book movie this summer, let alone this year. It's weird that Superman and Superman 2 were held to such high regards, when Spider-Man came along and did everything they did but better.

Ah well, Pirates in a week.



## Maxolympics

LT CD Susan Moran  
Purser / Chief of Science



## Babs & Mintaka @ Anthrocon

LT Babs Magera  
Records Officer / Chief of Operations





## Beyond The Final Frontier Destruction, Part Two

*CAPT Chris Stephenson*

The steel-like grating of the catwalk was cold and unyielding beneath Critch's face, yet he did not feel much at all besides the now dullness encompassing the left side of his face. The gaping hole had bled out, the synthetic blood that was only contained within his body for show now dripped down into the bowels of the vessel, and there was a faint feeling of dryness. His pain sensors, typically off, had failed him, and were now continuing to register the ache with occasional stabs of sharp pain, beginning where his eye had been and cascading outward throughout his entire body. Even so, he felt the repair process beginning, the small machines that were normally dormant coming to life throughout his body, rushing to repair the horrible damage. In an optimal situation, the repair process would take a week. The current situation, of course, was anything but optimal.

As he struggled to focus through the splattered blood covering his face, he could just make out the image of 'Canty', his right hand on a control panel, concentrating intently. Critch shook off a sudden wave of nausea, inwardly cursing his human-like reflexes, and focused his one remaining eye on what his doppel was doing.

He saw 'Canty's' face turn from satisfaction to anger, and a quick glance at the panel revealed why. It showed images happening behind them, of the apparent destruction of the back half of the Maximillian, and the saucer section beginning to overtake their current speed. Critch felt a pang of sadness at the partial loss of his ship, but he knew that it was necessary, and wished for everyone to be all right. He also watched 'Canty' grimace, and place a finger towards the bottom of the screen, and drag it up to the saucer section, as though dragging a target to it.

Critch attempted to yell out, to distract 'Canty' as much as possible, to buy his ship more time. All that was able to escape from Critch's damaged throat was a weak "No..". 'Canty' heard him all the same, and turned his bruised head to him.

"Still defiant. I'm impressed."

Critch, unable to speak more than a few words at this point, slowly raised himself up on his hands and knees, and tried to crawl. Satisfied with this slow progress, he moved himself, extremely slowly, towards 'Canty'. The Marconian shook his head.

"Poor Critch Starblade. From the heights of fame and glory, reduced to crawling across his own ship. Reduced to being nothing more worthy than a Ka-Ki-Ri!"

Critch ignored the taunts, instead concentrating all his strength on continuing to move, to do whatever he could to buy the Maximillian more time. He continued his movement, focusing with his remaining eye on his enemy, dragging a leg that refused to move. Finally he pushed himself onto the platform, at last done with the unending catwalk. It seemed his plan was working. 'Canty' continued to regard him with a mixture of amusement and disgust, but did not fire again on the ship.

'Canty' smirked. "So unyielding, so powerful..." He crossed over from the panel to Critch, standing in front of him. Critch used all the strength left within him just to reach out and grasp 'Canty's' ankle. The doppel shook his head sadly, and raised his leg sharply, kicking Critch hard under his chin. The impact sent Critch upwards, end over end, and sailed slowly through the air until he fell, facing the core again, back onto the catwalk. 'Canty' finished his thoughts. "So pathetic. Can't even stand to walk. Lesser Marconians than yourself could have withstood much more." He looked back at the panels, appraising the progress of the Maximillian. "Still..." He began to walk towards Critch, his grey boots making the catwalk rattle loosely.

"Still, you deserve a warrior's death. Well, not you exactly...but the Marconian you once were. The true Critch Starblade. The man who thought duty and honor were more important than these mere shells we will control and destroy! But...it seems that man is gone. And all that is left...is you. So you'll have to do." As he had done before, he reached out and pulled a metal stabilizing bar from the catwalk, pulling it free with a sharp grinding sound. Chains swung loosely for a moment, clanging against the sides, hiding all other noise as 'Canty' marched toward Critch.

"How I wished....How I wished to bring you back to Marconia with me, the victor, the conquering hero that had only lost his way, not his mind. The parades, the crowds. We would reign supreme forever, you and I, Critch. And your mind would be restored of it's for-

*(Continued on page 8)*

## Skritisms

LCDR Nathan Cobaugh  
Chief of Security

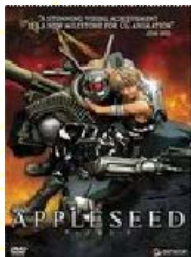
### Movie Reviews:

#### Appleseed

**Genre:** Sci-fi/Action/Animation

**Plot:** After WWII, a female fighter from the streets, battles for the future. In a futuristic society where machine and man are intertwined in more ways than one, the once perfect utopia is threatened.

**Bottom Line:** Fantastic animation, great CGI, the action is smooth and realistic. Without getting too far off course the story is decent, though it seems to borrow bits of Blade Runner and Terminator here and there. The director was one of the writers for Bubblegum Crisis. What made this movie so enjoyable was that it did not get bogged down when exploring the character's history. Definitely a movie worth adding to the DVD collection for those who enjoy fast paced action. The casting was done well. The bonus features on the DVD have some really cool music videos that include footage from the movie. There really is not a whole lot on the DVD of how the movie was made or behind-the-scenes footage.



#### Howl's Moving Castle

**Genre:** Fantasy/ Sci-fi/ Romance/ Animation

**Plot:** A young girl is cursed by an angry witch to be an old woman. She seeks out a famous wizard who is known as Howl to cure her of the curse. Howl's castle is always moving and his companions are just as eccentric as he is.

**Bottom Line:** Howl (Christian Bale) is the wizard in this movie that has a talent for being one of the most gifted and sought out wizards. What makes the movie worth watching is the uncanny ability of Miyazaki (Spirited Away) to take a child's tale and make it into a movie that incorporates the talents of Lauren Bacall, Blythe Danner (Meet the Fockers), and Jean Simmons (ST: TNG's Admiral Nora Satie). This is not one of the best I have seen, but it is a typical Miyazaki quality film. For fans of Miyazaki you will not be disappointed. Truthfully, it is an enjoyable film and the drawings are cool, but the memorable thing about the movie is exactly what the title suggests: Howl's Moving Castle. Nominated for an Academy Award as Best Animated Film in 2006. Won awards in Hollywood, LA, San Diego, and NY.

## Musings from the Puddle

VADM Gregory Dunn  
Inspector General

Hello,

The penultimate cards are really here. Finally! Here to stay! Yes that's right The cards everyone has been wanting for generations....eons even.

Card 38: Toby!!!! Nuff sed!

Card 39: Crew Card....not the soccer team!

Blobbin out!



## Mighty Max Adventures

LCDR Nathan Cobaugh  
Chief of Security

### MIGHTY MAX Adventures

by **Skrit**

**THIS MONTH:**  
PUSHING THE  
LIMITS, pt. 2

Previously from the Mighty Max: the crew encounters a distress call that turns out to be a trap from the Klingons.



Main Viewscreen

Overload, get those shields up, we do not know what they are up to since they are not responding to our hails.

Working on it Captain. The controls are not responding. Attempting to re-route... Drat! Going to have to call Engineering on the comm.



Bridge to Engineering, please respond, we need shields up immediately...

\*Beep\* If you'd like to make a call please hang up and try again.

OVERLOAD!  
GET ME  
ENGINEERING  
NOW!



Thank you for  
calling Domino's  
Pizza how may  
we help you?

The tough decision I have to make... humm, pepperoni and mushroom sounds good.



Shields are up now Captain. Sorry for the delay. Apparently, all I had to do was kick the console.

\*ALERT!  
INTRUDER  
ALERT!\*

A little too late it seems.



TODAY IS A GOOD  
DAY TO DIE! GRR!



Will the crew of the Max be able to thwart the Klingon's plan to take over the ship? Tune in next month for the exciting conclusion!

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## Beyond The Final Frontier Destruction, Part Two

CAPT Chris Stephenson

(Continued from page 5)

mer glory, and all would have been as it should be." 'Canty' shook his head sadly, as Critch struggled to rise again, finding more energy, but still not able to arrange it in any kind of organization. "But it is not to be."

'Canty' raised the metal bar, both fists wrapped around it tightly, and brought it above his head. Critch could not see what was happening, and was not even thinking about his imminent demise. It was all he could do just to push himself upwards.

"Farewell, Critch Starblade. May your mind find you in your next incarnation." The bar at it's peak, and 'Canty's' eyes closed, dreading what he now had to do, he forcefully and quickly lowered the bar towards it's final destination, the small of Critch's back, and within Critch's back itself, his power center. The core of his being.

The bar arched through the air...

## THE STARGATE OMNIPEDIA— Ships

GateWorld.com

(Continued from page 11)

Prometheus into Replicator-occupied territory and activate an Asgard trap for the bugs.

Disclosure - Major Davis and General Hammond report on the Prometheus to the international community, indicating that it is the first of several vessels planned.

Memento - Prometheus, along with her new crew, commanding officer Colonel William Ronson, and SG-1, is forced by a systems malfunction to land on an alien planet.

Enemy Mine - General Vidrine oversees the new project to create a fleet of Prometheus-class vessels, and therefore must acquire massive amounts of naquadah -- at any cost.

Grace - Prometheus, on one of its last legs on the trip home from deep space, stops near a gas cloud at one of the cool-down points -- only to meet a hostile alien ship that captures the crew and forces the vessel into the cloud.

Lost City, Part 2 - General George Hammond commands Prometheus in the battle over Antarctica, defending SG-1's Tel'tak from Anubis's fleet.

Ripple Effect - Two SG-1s fly Prometheus to the black hole that was once Kallana, but the alternate SG-1 hijacks the ship with plans to fly it to Atlantis, stealing the city's Z.P.M.

Ethon - Prometheus is destroyed by an Ori satellite weapon while in orbit of Tegalus. Seventy-six of over 115 crewmen survive.

## Stargate SG-1 Season Ten

GateWorld.com

### SG-1 - SEASON TEN FLESH AND BLOOD

EPISODE NUMBER - 1001

ORIGINAL U.S. AIR DATE - 07.14.06

WRITTEN BY - Robert C. Cooper

DIRECTED BY - Will Waring

GUEST STARRING - Tim Guinee (Tomin), Tony Amendola (Bra'tac)

As the Ori invade the Jaffa planet Chulak, Vala and Daniel must deal with their leader: Vala's young daughter, rapidly aged by the Ori to serve their purposes.

### NEWS AND SPOILERS

(Newest information is added to the bottom)

# Will we find out who the father of Vala's baby is, if there is a father, and what are the chances that somehow it's Daniel's? "Those questions will be answered in the show's tenth season."

(Executive producer Joseph Mallozzi, in a message at GateWorld Forum)

# Will we see Vala's child in Season Ten? "What child? Well, let's just say if she was pregnant and did have a child, then, yeah, we would probably see that child in Season Ten."

(Executive producer Joseph Mallozzi, in a message at GateWorld Forum)

# What about the rumored new villain? "This baddie will be connected to the Ori storyline."

(Executive producer Joseph Mallozzi, in a message at GateWorld Forum)

# "We do have a major arc upcoming in Season 10 involving a new character. It has yet to be cast."

(Executive producer Joseph Mallozzi, in a message at GateWorld Forum)

# "Rob [Cooper] is writing the big season premiere that will pick up where 'Camelot' left off, and kick off a major story arc."

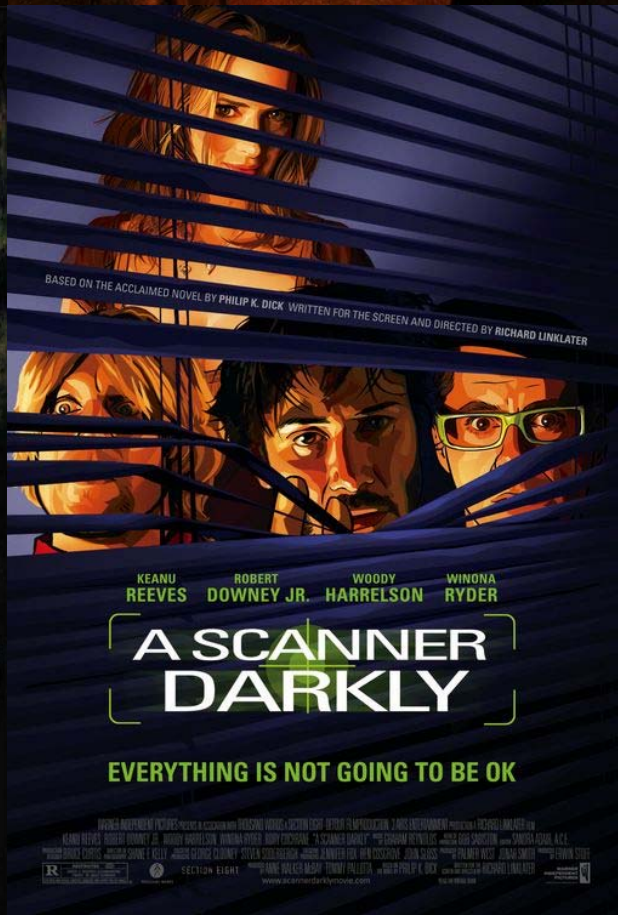
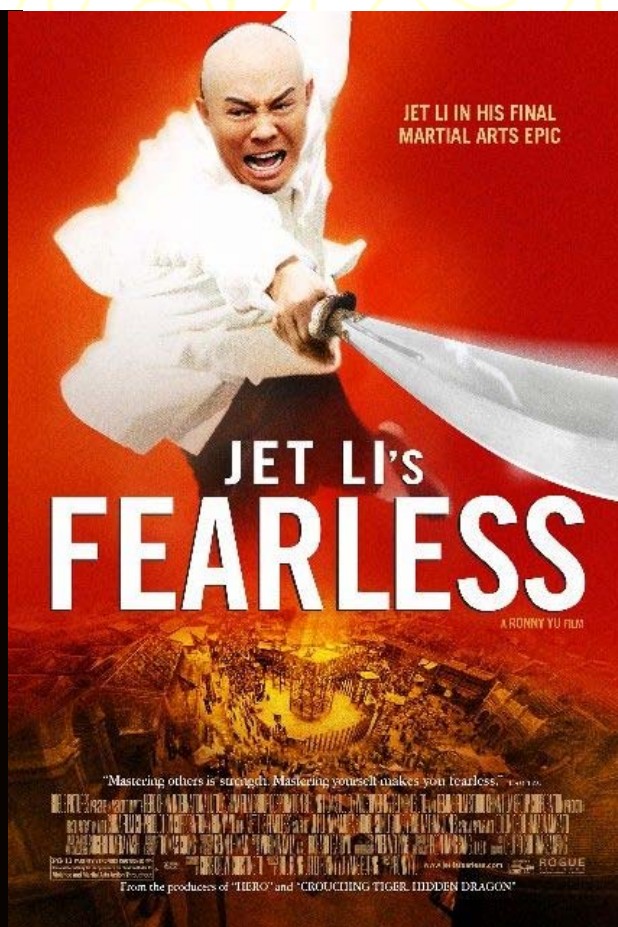
(Executive producer Joseph Mallozzi, in a post at his blog)

# After becoming pregnant while in the Ori's home galaxy ("Crusade"), Vala gives birth to her miracle child. But no one can predict the astonishing -- and dangerous -- being that is brought into the world.

Adria (pronounced "AD-ria"), Vala's child, is by all appearances a normal human child. But in truth, the girl is a genetically engineered, human-form Ori. She grows rapidly, aging

(Continued on page 10)







## Stargate SG-1 Season Ten

GateWorld.com

(Continued from page 8)

years in a matter of hours (up to about age 12). She is not "possessed" by an ascended Ori, but is rather the human manifestation (with mortal limitations) of what the Ori are.

The girl is an oracle, programmed with the knowledge of her race -- and with their power, destined to lead the Ori on a campaign for galactic domination. Yet, attended by servants and worshippers, she remains a human child who at the same time yearns for love and approval from her mother.

The Ori fleet has arrived in our galaxy ("Origin"), with Daniel and Vala on board one of their ships. Ori warriors roam the halls, while peasants serve as staff on the ship. Vala visits her child in the impressive "Oracle's Room," and learns that the young girl knows and believes all that the Ori do about ascension. Adria claims that it was the Ancients who tried to destroy the Ori for their beliefs, and not the other way around -- and that the Ori most certainly do ascend their followers, contrary to what the Ancients have told them.

She claims further that it is the Ancients, and not the Ori, who drain power from their followers. They created human life in our galaxy to gain enough power to destroy the Ori -- making this bloody crusade a preemptive strike against the true "evil."

Elsewhere, the Earth ship *Odyssey* squares off against a group of Goa'uld motherships under the control of the Lucian Alliance, a group of criminals that have banded together to fill the power vacuum left by the Goa'uld ("The Ties That Bind"). The ship is damaged and key systems are offline, including the hyperdrive and the Asgard transporter. The Asgard Vasir works to repair it.

While Daniel and Vala deal with her daughter, the rest of the team joins Bra'tac and the Jaffa in an assault on three ships in orbit of the Jaffa planet Chulak. Adria is leading the conquest of the planet, on board a ship that has landed on the surface. Vala hopes to sway her daughter, challenging her decision to slaughter innocent people.

Carter radios the Ori ships in the hopes of contacting any survivors of the *Korelev*, an Earth ship apparently destroyed by the Ori (probably how Daniel wound up on board). Daniel finds his radio and responds, assuring Sam that he made it okay. He and Vala hope to save Adria and capture her. (GateWorld news report)

# Guest characters include Adria (at 7 years old and at 12 years old), Bra'tac (Tony Amendola), Tomin (a servant of the Ori and husband to Vala), Netan (of the Lucian Alliance), Emerson (commander of the *Odyssey*), Marks (the *Odyssey*'s helmsman), the Asgard Vasir, and a Prior.

# "'Flesh and Blood,' written by Rob, answers the burning question posed by the Season Nine finale: 'What the hell is

going to happen next?'" There's a lot going on in this episode and the unfolding action keeps every member of the team busy." (Executive producer Joseph Mallozzi, in a post at his blog)

# Actress Claudia Black wanted to return to *Stargate SG-1* -- but worried that her pregnancy late in Season Nine's filming might preclude it. "I was so worried the producers were going to be disappointed," she told TV Guide. As it turned out, executive producer Robert C. Cooper had been thinking about bringing back Vala and using pregnancy as a way to introduce a new villain -- Adria. (Actress Claudia Black, in an interview with TV Guide)

# NEW! July 5 - Following their defeat by the Ori motherships that came through the Supergate, SG-1 struggles to overcome massive setbacks. Without the use of the now-damaged *Odyssey*'s beaming technology, Mitchell (Ben Browder) must find a way to rescue Carter (Amanda Tapping), who is stranded in space and quickly running out of life support.

Vala (Claudia Black), on board one of the Ori motherships, has given birth to the Orici -- a genetically superior human with the knowledge of the Ori, who will lead the Ori armies into battle against all unbelievers. Vala names her daughter Adria, and watches in astonishment as she rapid-grows into a teenager within a few hours of her birth. Daniel (Michael Shanks), who had managed to ring onto Adria's mothership, reunites with Vala. Together they attempt to capture Adria, whom they believe to be their best chance against the Ori.

Meanwhile, SG-1 must find a way to rescue Teal'c (Christopher Judge), who is captured and being tortured by the Lucian Alliance. When the Ori motherships resurface near Chulak, SG-1 joins Bra'tac (Tony Amendola) in attempting to defend the Jaffa planet and also to rescue Daniel, who they hope is still alive. (SCI FI Channel summary)

# NEW! July 5 — "Season 10 begins with the SG-1 team facing dire times as Vala (Claudia Black) gives birth to Adria and learns the sinister purpose behind the child's existence while rescue missions for Carter and Teal'c ensue." (TV Guide episode description)





## THE STARGATE OMNIPEDIA—Ships

GateWorld.com

### ASGARD MOTHERSHIP

Feared by Goa'uld across the galaxy, the Asgard mothership is the main arsenal of defense for the Asgard fleet. Incorporating the general shape of Thor's Hammer at its bow, the Asgard mothership is a relatively flat vessel with two vertical hyperdrive engines at the stern, giving the ship a sleek, streamlined look.

Within the vessel are many labyrinth-like, curved corridors in exotic, violet tones. The ship is equipped with a deceleration drive to facilitate the return to normal velocities after exiting hyperspace. The ship is also equipped with advanced weapons, and multiple transporter arrays.

The most well-known of all Asgard motherships is the Asgard ship Beliskner, commanded by Supreme Commander Thor and nicknamed "Thor's Chariot." It was the flagship of the fleet before being destroyed in Earth's atmosphere.

USED BY - Asgard

FIRST APPEARED - Thor's Chariot

KEY EPISODE(S) -

Thor's Chariot - After SG-1 successfully communicates with the Asgard through the Hall of Thor's Might on the planet Cimmeria, Thor himself travels to the planet in his mothership to remove Heru-ur's presence from Cimmeria.

Fair Game - Thor arrives in Earth's orbit in his mothership to facilitate a peace treaty between the Tau'ri and Goa'uld System Lords.

Shades of Grey - Covertly informed of their location, an Asgard mothership descends over Colonel Maybourne's off-world operation to retrieve their collection of stolen technology.

Nemesis - The Replicators infest the Beliskner and bring the ship to Earth, where Thor enlists SG-1's help in destroying the ship to stop them. The Beliskner is incinerated in Earth's atmosphere.

Small Victories - Carter and Thor attempt to stop the Replicators from reaching Thor's homeworld in a fleet of infested Asgard ships by launching a new, O'Neill-class ship.

Revelations - Thor's mothership is no match for Osiris' Ha'tak, now operating with Anubis's advanced shielding and weaponry. But three more Asgard ships arrive under the command of Freyr, and the Goa'uld retreat.

Prometheus - Thor, commanding the latest Asgard mothership, once again seeks help from SG-1 aboard the Prometheus.

Unnatural Selection - Thor's mothership tows the Prometheus into the Asgard's galaxy in hopes of stopping the Replicators for good.

### PROMETHEUS

Code name for the X-303 project, Earth's first large-scale vessel capable of interstellar travel. The vessel is equipped with hyper-space engines, and can also operate in a planet's atmosphere and land on the surface. Research and development for the hyperdrive -- powered by naquadria -- cost the U.S. over \$2 billion.

Prometheus's main purpose is to serve as a platform for the defense of Earth. The ship can achieve orbit in less than 30 seconds, and utilizing the sub-light engines, can travel at 110,000 miles per second. The corridors of the vessel are constructed of trinium alloys.

Prometheus dwarfs its two predecessors, the X-301 Interceptor and the X-302, which accommodate only two people each. The ship accommodates eight F-302 fighter craft, which can be deployed and received through a launch bay even when the ship is in flight. It was intended to serve as the prototype for a new fleet of space-faring vessels, and is succeeded by the next-generation battlecruiser Daedalus.

Prometheus's first official commanding officer was Colonel William Ronson. Ronson was followed by Colonel Lionel Pendergast following the temporary assignment of General George Hammond to the command chair.

Prometheus thrived for three years, carrying out missions during the early stages of humanity's war with the Ori. Enhanced with Asgard shields and weapons, she traveled to Tegalus to retrieve Dr. Daniel Jackson and disable an Ori satellite weapon. But the satellite was prepared for a fight, and after Prometheus launched two initial rockets the satellite returned the assault with a volley of Ori firepower, plowing a hole through the nose of the ship.

Pendergast dispatched Blue Squadron to attack the satellite in waves, but its advanced shielding could not be penetrated. Three additional shots at the Prometheus's long neck finally crippled the craft. Pendergast evacuated the crew with Asgard beams, going down with his ship to ensure his crew was safe.

Her back broken, Prometheus split at the neck and exploded. More than 39 of over 115 officers and crew died with her.

USED BY - humans

FIRST APPEARED - Prometheus

KEY EPISODE(S) -

Prometheus - The incomplete X-303 is hijacked by Colonel Frank Simmons and his team of rogue N.I.D. agents, along with the Goa'uld Adrian Conrad.

Unnatural Selection - Thor calls on O'Neill and SG-1 to take the

(Continued on page 8)



# AUGUST 2006

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5 <i>Sarah Moran and John Chubb's Birthday</i>
6	7	8	T	10	11	12 <b>Max Meeting</b>
13	14	15	16	17 <i>Vegas Trip</i>	18	19 <i>Columbus Meeting</i>
20 <i>Vegas Trip</i>	21	22	23	24	25	26
27	28	29	30	31		

SCIENCE FICTION

## U.S.S. MAXIMILLIAN

FAN ORGANIZATION





## Security Report

LCDR Nathan Cobaugh  
Chief of Security

I hope everyone had a good 4th of July. This summer heat is enough to make one want to stay indoors with the air on. I am still working on getting a CD together. I have at the time of this writing about a dozen tracks recorded, not exactly studio quality but at least a start. I have finally managed to get a work-in-progress recording of the theme for the Maximillian. Once I get it polished enough to where it sounds decent enough and I am happy with the recording, I will be more than happy to have it played for the crew at one of the meetings. I am working on getting some orchestral sounds compiled for my computer so that there can be a full "soundtrack" feel for the music that I am working on.

On another note, I have decided to stretch out the Mighty Max Adventures into a more serialized story from one month to the next. The current edition will be part of a three part series that is based on the skit we did at Marcon. Featuring of course, the Klingons! Thanks to Critch for the idea for the story!

In regards to the Lexington project, we are working on getting more tech crew together from all around Ohio. Any body that has any technical skills computer or film, feel free to contact the Lexington team at [www.starshiplexington.com](http://www.starshiplexington.com). One of the really neat things that is taking place is that the Lexington now has a text based story and series on their BBS. Chat rooms are up and running and more and more stuff will be added as it comes available. Voice-over recordings will be done sometime in mid-August to the end of August.

Also, coming up this December, we will be having our XMAS dinner. Locations have been discussed and finalization of plans for it will be established in the upcoming months. Granted, it is far enough ahead that planning for it this early will be good.

Not to be forgotten is the Horror movie marathon that the Drexel Theaters will be hosting in late September or sometime in October. Dates have not been set for the marathon yet, however, I will be seeing if anyone who enjoys old school and modern horror movies might be interested in attending. I would like to be able to, at some point in the future, see if we can get the Max involved on some level with the movie marathons that the Drexel hosts, at least the sci-fi marathon that is hosted in the spring of 2007. I know it is wishful thinking but it could be something worth looking into.

Have a good summer everyone!

Chief of Security signing off...

## UPCOMING EVENTS

### JULY

- 8) Max Meeting
- 15) Columbus Meeting
- 22) Trek Putt VII
- 23) Newsletter / Website Discussion and Training 7pm at the Fortress of Critchitude

### AUGUST

- 12) Meeting
- 16-21) VEGAS!

### SEPTEMBER

- 13) Meeting

## Candidates still needed for the following Ship Positions

Armory Chief  
Transporter Chief  
Counselor

Submissions to the August 2006 edition of the Mighty Max are due on **August 1, 2006**. Submit to [Critchstarblade@gmail.com](mailto:Critchstarblade@gmail.com) Or 614-284-4962



## THE MIGHTY MAX JULY 2006

Captain Chris Stephenson  
1450 King Avenue, Apt. 23  
Columbus, Ohio, 43212  
Phone: 614-284-4962  
Email: critchstarblade@gmail.com  
Newsletter Submissions Due August 1st

[HTTP://GROUPS.YAHOO.COM/GROUPS/MAX74997](http://groups.yahoo.com/groups/max74997)  
[HTTP://WWW.MAXIMILLIAN.ORG](http://www.maximillian.org)

Happy July Birthday:

### DOCTOR WHO DESCENDANCE Part three of ten

THE DOCTOR AND STACY TOWNSEND HAVE BEEN SECRETLY OBSERVING AN ANCIENT MARTIAN RITE OF ASCENSION.

HOWEVER, ALTHOUGH THEY HAVE ENCOUNTERED ICE WARRIORS SWORN TO PROTECT THE MATURING LORD, THERE APPEARS TO BE A GROUP EQUALLY DEDICATED TO ENSURING HE DOESN'T SURVIVE MUCH LONGER.

WHAT'S GOING ON?

THE ICE WARRIORS ARE A VERY RIGID SOCIETY, BASED AT THIS POINT OF EXTREME FEUDALISM. IT'S ALL LORDS AND SERVANTS, DIFFERING CASTES AND CLASSES.

STACY,  
GET BACK!

THWEEP!

THWEEP!

THWEEP!

THWEEP!

AND LIKE ALL ARISTOCRACIES, ONE SET OF LORDS AND BARONS WILL TRY TO KILL THE OTHERS AND SO GAIN THEIR LANDS AND TITLES. TYPICALLY STUPID CLASS WAR.

YAAARRHH!

COMMANDER  
RIGSTAAL!

THWEEP!

THWEEP!

THEY  
ARE FLEEING!  
VICTORY  
IS -

THWEEP!

THWEEPP!!

CONTINUED NEXT WEEK...