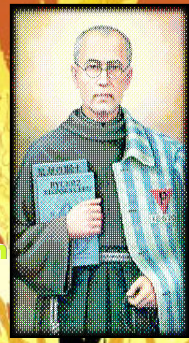




THE MIGHTY MAX



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

VOLUME 15, ISSUE 1

JANUARY 2007

HEROES



The MaX-Files

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Morris

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CMDR C.J. Biro

Records Officer
LT Overload
Soong-Maddox

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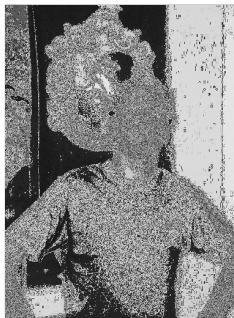
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LCDR Susan
Moran

Editor
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Are you on the list?

Heroes is a unique show, even as it takes after such continuity and story-driven shows as "Lost" and it's ilk. It's essentially "X-Men", done for a tv audience, with all the sensibilities and limitations that one would expect from a non-cable show. The effects are few, and mainly limited to a couple an episode, so the story focuses on character development and slow builds. Over the first 11 weeks of air, we have learned about each of the characters, such as Hiro, a Japanese cubicle worker who can bend time and space, with some limitations. It doesn't hurt that he's a huge geek, constantly quoting Star Trek and other Science-Fiction errata. Others include a woman with two personalities battling. One a Hulk-like force of nature with no moral qualms, the other just trying to protect her son, and her husband. There is Nathan Petrelli and Peter Petrelli, brothers with each a different power, and opposite views on how to use them. There's a cheerleader who cannot be harmed, and who is the key to the prophecy: "Save the Cheerleader, Save the World." Hunting them is the evil Sylar, a man who has discovered how to absorb peoples powers, and the good Saresh, with no powers of his own, searching to uncover the truth behind his fathers murder. And watching them all is the mysterious Mr. Bennett, or the "Horn-Rimmed glasses man". The show is just great sci-fi, and the closest we're going to get to an actual comic-book on television. Judging from the response from the Maximillian, it has captured a large following just from our own community. So I thought a cover would be a neat idea. And I do think that this is the best cover I've done.

On the topic of newsletters, obviously I'm doing it again this month, and Lisa shall return to doing it next month. I went back and did the count as I was publishing the complete newsletter archive to the website, and this will be our 125th newsletter. I'm quite proud of that, that's a very big number. Obviously we haven't always had 12 a year, but I'm happy to report that we haven't missed a newsletter since I became Captain. That's almost 40 newsletters.. One a month. From me, Greg, Susan, and Lisa. Nice piece of work. I hope that keeps going as we move into what could be my last year as Captain (Or is it? You'll find out in May!)

The year is now 2007. We did a hell of a lot in 2006, our 14th year, but I hope to eclipse that this time out. Fifteen years is an incredible number, especially since a lot of trek and sci-fi clubs have been struggling lately. Yet we soldier on, recently topping once again the Forty member mark. And the vast majority are members that come to meetings and DO THINGS! Our monthly dinners have picked back up, and our New Years Eve party has become a major gettogether not just for us, but other groups as well. We are the lightning rod of fandom in Columbus, and I want us to continue to grow and evolve.

This year I want us to be more out-there in the community, at local conventions, at anything that could be fandom related. I want us to have better relationships with fandom itself, and take advantage of all the great abilities we have to continue our stretch of greatness.

This month marks the third anniversary of my Captaincy, and I see no need to look back. It's time to look forward, as always. This month will have get-togethers for the aforementioned "Heroes", more digital Archive posted to the website, which already has seen the posting of ALL OF OUR NEWSLETTERS. We will have another dinner, we will visit the Marcon meeting and get more information. Coming up in the next few months we have a trip to Perkins Observatory, our Auction, Marcon information (Panels and Skit), Anniversary preparation, Trek Bowl, and a continuation of the things that make us great.

As we start this year, our fifteenth year, I remember that I don't like resolutions. So I will make the only thing I can think of, the same thing I say every year. I pledge to live up to the Captains that have come before me and to continue to reach for the stars and grab the future, and do my part to make the U.S.S. Maximillian the greatest it can be, for now and forever. Thank you for giving me the opportunity to serve.

- Captain Chris "Critch" Stephenson



Telescope launched to look for habitable planets around other stars

CMDR C.J. Biro
First Officer / Xenobiologist

January 2, 2007, Baikonur Spaceport, Kazakhstan--COROT (Convection Rotation and planetary Transits), a space telescope designed to detect exoplanets orbiting around other stars, as well as to probe stellar interiors, launched on December 27 of last year. The telescope has a 30 cm aperture and was put into circular polar orbit around the Earth at an 827 km altitude, where it will remain for two and a half years. COROT is a French national space agency-led mission to which the European Space Agency and European partners are adding a strong international flavor.

For example, the COROT telescope includes four back-thinned frame-transfer CCD devices from e2v (Essex, England) that have been integrated into COROT's focal plane to capture images of stars.

The sensors will serve two purposes. First, a scientific study of the stars' seismic activity will be carried out. The 2048 x 2048 square pixel e2v devices will help COROT to examine "starquakes," or vibrations that change the brightness of stars. This will enable scientists to compute a star's age, size, and chemical makeup.

Second, COROT will search for indications of extrasolar habitable planets. The e2v imaging devices will detect the planets as they cross the discs of their parent stars, causing a dip in the brightness of the parent star, just as an eclipse of the sun darkens the Earth. However, COROT will be looking for events millions of times weaker than our familiar solar eclipse. The CCDs will sense the visible waveband.

To achieve its twin scientific objectives, COROT will monitor some 120,000 stars. In the decade since the first discovery in 1995 of an exoplanet (51 Pegasi b), more than 200 other such planets outside our solar system have been detected using ground-based observatories. Many of the planets COROT will detect are expected to be "hot Jupiters," or gase-



The Digital Archive Project

A proposal to the Maximillian
Captain Chris Stephenson

The Digital Archive Project: A proposal to the Maximillian by Captain Chris Stephenson

The Digital Archive was proposed and accepted by the Maximillian towards the end of my first term, in 2005. It occurred to me that I have never accurately proposed exactly what I intend it to be, or what I want it to accomplish. This proposal will correct this almost-forgotten flaw.

The Digital Archive, finally begun late in 2006, is an attempt to do a few things. One: To flesh out and amplify our offerings on our website in respect to our history and public documentation to give the true impression that we are one of the most forward-thinking and organized organizations in fandom. Two: To provide a functional private database for future Commanders and Command Staffs of the Maximillian to record documentation and track membership throughout the history of the Maximillian. Three: To provide a roadmap of successes and failures and accomplishments for other fan groups to follow in creating an independent fan club if they so choose.

The Digital Archive encompasses many things. First and foremost, our history of newsletters from start to present. In the future, it will be the responsibility of the newsletter staff to place the newsletters online, for membership and civilians alike. The next priority is video from our video library. Not the full videos at the present time, as space concerns prevent that, but highlights from our history. In the future, when space concerns are alleviated, our entire video content should be available. It should be noted that these should be publicly available. Public documentation, such as announcements, fliers and other items, will also be made available.

As far as more private documentation, of course that will not be placed on a website at all. Privacy and security concerns prevent that from taking place. However each member of the Maximillian has a folder, a sort of permanent record tracking achievements and documents pertaining to them, held by the Commanding officer. (This folder is open to perusal by the member themselves at any time, of course.) In the future, copies of certificates will be put in these folders, as well as completed promotion point sheets. These documents will be scanned and saved onto the hard drive of the Commanding officer, and all documentation will be backed up onto a disc, also held by the commanding officer and the admiralty for safekeeping. There should be no documentation relating to the Maximillian not backed up, as many ships have lost much of their history due to fire, flood, or other such disaster.

This concludes my proposal. Any questions or comments can be directed to myself, Captain Chris Stephenson, at critchstarblade@gmail.com, or 614-284-4962.

Telescope Continued

CMDR C.J. Biro
First Officer / Xenobiologist

ous worlds orbiting very close to their suns. An unknown percentage of those detected are expected to be rocky planets, maybe just a few times larger than the Earth (or smaller, even). If COROT finds such planets, they will constitute a new class of planet altogether. Astronomers hope that between ten and forty rocky planets may be found.



Susan's Space

LCDR Susan Moran
Science/Purser



December Meeting Minutes

LT Overload Soong-Maddox
Chief of Operations—Records Officer

sings Christmas tiime is here...Max meetings are near....lots of things, and stuff to eat, and much KY to fear....



And so begins the December 2006 meeting of the USS Maximillian! This is our Christmas party as well, so there's lots of food, and a Ferengi gift exchange and much BS abound! Speaking of which, we begin the meeting introducing everyone, both guests and regulars attending!

After which we have THE Captain Critch, and he has stuff to say! Website is going well, and newsletters up to the beginning of 1998 are archived. We have 38 crewmembers not counting Elaine's kids. And the digital archive will go full speed ahead after the newsletters.

First officer...Overload (since CJ's in Florida)! Transporter chief and auxiliary officer are available to anyone regardless of rank (thanks to a scuffle over whether you can be an Ensign or not). Though Zen snagged Transporter Chief, so you wanna be Auxiliary? Go for it! ANYone want it? Anyone? Bueller?

Which leads to SECOND Officer Overload *cracks knuckles*. MFF was a blast! My artwork sold for quite a bit of money, and I did a few commissions and met up with awesome friends! Work goes well, though it's a lot of hard work. Further updates on the San Diego Comic Con are forthcoming, like after the holidays. But Nefaria might be joining me, Isa and Squirrely in Vegas! So there is that!

Treasurer T'Purr was also absent, so Critch gave a run-down of wassaaaap! Account is staying steady, as we spent money on stamps, but earned new members. Members needing to re-up include the Stanleys, CJ's family, Elaine's family, and Paula Dunn.

Department Heads:

Medical officer Mike has a staff, and he's willing to hit people with it! Jackie is now his nurse! (Databit is especially pleased by this...Pizzazzbit can doctor him anytime....*ahem* where was I..) Other than that, he says happy everything to everyone! And he brings pudding and KY! :D Gotta love this ship!

Erica is Strategic Ops, and she made a list of RPGs and sent it to the Max list, but it didn't work so she's going to try again. In the meantime, she wants to know who would like to be a GM. Charlie expressed interest, as did Squirrely, and Will. SOon there will be fun, and lots of it.

(Continued on page 5)

December Meeting Minutes

*LT Overload Soong-Maddox
Chief of Operations—Records Officer*

(Continued from page 4)

Next up we have Wing Commander Charlie, who meowed all the way to the Yule Ball in Philly and saw Robin! He was accompanied by Critch, Lisa, and Richard. Now, since 5 members attended, this counts as an away mission! There was really good music, and rumble strips on the way there. He also hurt in his paw for some unknown reason. So we're going to haul him BACK to Robin and have him put to sleep. His computer is also still busted so he has to get a new one. Time for eBay for both a new computer and a new kitty!

And now we have John Chubb, in Armoury. He came back from seeing his Grandmother in Cambridge, and then he will leave early to perform his most amazing feat...by picking up a couch single-handedly!!! Tickets can and will be sold at the door. Also discussed were the \$25 Marcon rate, due by the Columbus meeting.

Zen has nothing to report as the Transporter Chief, though he's sending Critch to Mexico because he's bad.

Counselour Lisa did the newsletter this month, and Microsoft rules! She really enjoyed the Yule ball because of her love for Wizard Rock. She has a brand new computer that looks pretty sweet. Also, thanks go to Zen, Bill, and Todd for helping her move her stuff from Dayton. More living room seating is needed, however. She's also a Mystery Shopper and rates stores for their customer service and quality. And she gets to keep the stuff!

Our Ambassador to the Rocky show, Ed, says that next Sunday they are holding auditions. More information is a columbusrockylive.org, and multiple characters are being sought. They are currently wrapping up their latest season. He has been at his new job as a DJ with Skates on 71 for a month, and has garnered charisma points!

Skrit has his security report. Since the Christmas party here at Mifflin was a hit, future events such as the anniversary shall also be considered. In fact, the matter was put to a vote, and was unanimous. In other news, Skrits' Mighty Max Adventures archives are down at the time on his website, though there is a new Adventure in the newsletter, in addition to information on Zoo lights. There was also a guest appearance by Skrit's dog, Dash!

There was then a 2 minute dogpetting intermission, but no reports by Admiralty. You kinda need Admirals to do that, but there were none. :(Thus, the "Admiral's Gone Blues" will be sung until they all come back...and probably smack me for singing off key.

Squirrely doesn't make sense, he makes dollars. And Yen. And he won Overload a Tails plush, while she won a Sonic plush for him, and this was at Gameworks for a Teleperformance party. He also had fun at MFF! Badges will further be discussed next meeting.

After which is Todd, who discussed some of the finer points of the roster and its lack of phone numbers. In short, you want someone's phone number, you have to ask the person in question for it. Nuff said.

Finally, Will states that 4 - 5 am tomorrow morning, the planets Jupiter, Mars and Saturn will be in perfect alignment. If you have a telescope, be there! No discussions about uranus at all. None. *snrk*

(Continued on page 7)

**The Maximillian Website
Www.maximillian.org**

**Now Hosting
The Complete Archive
Of Max Newsletters!**

UPCOMING EVENTS

JANUARY

20—Columbus Meeting
22/29—Heroes Gettogether
20/21 Marcon Meeting
31—Dinner

FEBRUARY

3—Leviathan Meeting
10—Meeting
17—Columbus Meeting
TBA—Perkins
TBA—Trek Bowl
DEADLINE FOR MARCON
PANELS AND SKITS

**Candidates still
needed for the
following
Ship Positions
Transporter Chief**

Submissions to the February
2007 edition of the Mighty
Max
are due on **February 1, 2006.**
Submit to
Critchstarblade@gmail.com



MIGHTY MAX Adventures

by **Skrit**

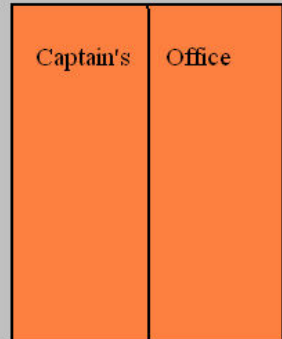
THIS MONTH:

Out of the blue...

Captain, I noticed during the night rotation that there was a faint signal that we picked up on the long range sensors. Should we investigate?



Set course to intercept, Databit, I will be out in a minute. I, umm, forgot to change my batteries this morning, so now I have to use the charger in here.



Now, that is an image that I really did not want to have in my head. The Captain plugging himself into a charger. There are so many ways I could take that. Move over R2, here is Critch!



We are in range now, Captain. The signal is strong enough for us to intercept. Receiving transmission now.

I still have a few minutes left on this stupid charger. Please relay the transmission to my office so I can assess the situation. 80, 82, 85%, wish this thing would go faster!

Decrypting transmission now Captain, and it appears to be, uh-oh....



Alert Status: Yellow

Holy Crap! Please tell me that is not what I think it is. We better not be getting cancelled or I will be stark, raving mad, I tell you!

Happy New Year 2007 from the USS Maximillian. Stay tuned for another exciting adventure next month!

Brought to you by

Skritweb Productions

Previous editions available at www.skritweb.com



Articles of the Federation

LT Todd McDaniel
Chief of Communications



Articles of Federation

Chapter XIII The Trusteeship Council

Composition Article 86

1. The Trusteeship Council shall consist of the following members of the United Federation.
 - A. Those Members administering trust regions.
 - B. Such of those members mentioned by name in article 23 as are not administering trust regions, and
 - C. As many other members elected for three (3) session periods by the supreme assembly as may be necessary to ensure that the total number of members of the trusteeship council is equally divided between those members of the United Federation which administer trust regions and those which do not.
2. Each member of the Trusteeship council shall designate one (1) Specially qualified intelligent life-form to represent it there in.

Functions and Powers Article 87

The Supreme Assembly and, under it's authority, the trusteeship council, in carrying out their functions, may:

- A. Consider reports submitted by the administering authority;
- B. Accept petitions and examine them in consultation with the administering authority.
- C. Provide for the periodic visits to the respective trust regions at times agreed upon with the administering authority, and
- D. Take these and other actions in con-

formity with the terms of the trusteeship agreements;

Article 88

The trusteeship council shall formulate a questionnaire on the political, economic, social, and educational advancement of the inhabitants of each trust region, and the administering authority for each trust region within the competence of the supreme assembly shall make a periodic report to the supreme assembly upon the basis of each questionnaire;

VOTING Article 89

1. Each member of the trusteeship council shall have one (1) vote;
2. Decisions of the trusteeship council shall be made by a majority of the members present and voting.

PROCEDURE Article 90

1. The trusteeship council shall adopt it's own rules of procedure including the method of selecting it's director
2. The trusteeship council shall meet as required in accordance with it's rules which shall include provision for the convening of meetings on the request of a majority of it's members.

ARTICLE 91

The trusteeship council shall, when appropriate, avail itself of the assistance of the economic and social council and of the specialized agencies in regard to matters with which they are respectively concerned.



December Meeting Minutes Continued

LT Overload Soong-Maddox

Guests:

- *Captain Ralph and Lt. Cathy are having their holiday party next weekend. Also, donations are still being taken for Toys for Tots. And for the January meeting a Game Night is being planned. Bring a game if you wish!
- *Isa - will get Columbus members to donate towards the Walters, and be cool and stuff. 'Cos that's what she does.
- *Pat: New guest, and he likes us so far! In fact, he liked us so much, he became our new crewmember!
- *Mike's Battlestar ship is up to 8 members is now an actual chapter of Colonial Defense Force!

Old Business:

- *Update on the Walter's flood damage fundraising: Donations are still being taken, and the Max command staff will match whatever amounts are collected. In this case it was \$50! Go us!!

Committees:

- *committee meetings will take place at Mike and Erica's next Sunday at 5 pm. The movie will be discussed, and maybe the treatment will be done by then. Also, plans will be discussed for a monthly hourlong Podcast (Odeo.com anyone?). Further information will be posted on the Max meeting.
- *Fiction: Another Chapter of Strength and Darkness is in the Newsletter, and beyond the Final Frontier will be finished soon, once Lisa finishes the cover.
- *Anniversary Committee: Possible flag ceremony and raffle ideas discussed, in addition to the location (Mifflin yay!).
- *Olive Garden dinner last month was well attended by 11 people! Critch was once again successfully embarrassed! Go us! Next month will be dinner at Cici's on Wed. December 27 at the Hilliard location at 7:30.
- *New Year's Eve party will be held at Critch and Lisa's house at 5:00. The Dr. Who Christmas episode will

December Meeting Minutes Continued

be viewed, and we may play Monopoly! I get to be Data!

*Eragon. The disembodied Charlie voice says "Eragon!" Maybe no recruiting drive, since the theatre never got back to Critch. BUT if we do have one, meet up at 7:30 and can hand out fliers, and go to BD's mongolian BBQ afterwards...and then watch the movie at 9 pm. Date is Friday December 15.

*Perkin's Observatory visit is scheduled for the first Friday night in January and is close to Charlie's house! More information will be posted to the Max list. CJ would have more information, but he's kind of in Florida and can't back to us just yet.

*Marcon's \$25 group rate deadline is at the upcoming Columbus meeting. The TARDIS is still being worked on, and new ideas have been thought of. Panels will also be planned, as will games and Datapalooza! Orgies and furplets will be held after hours. Next Marcon meeting will be next Sunday before the meeting at the Stanley's. Also, the Annual Skit must start being planned and ideas are due in February and the skit chosen will be recorded in March.

New Business:

*Starbase Columbus has Mirror Universe Patches in, so anyone who wants to make an Evil uniform can, like, do so. Discounts still apply!

*Critch gets to be a Commodore next month. Move over Lionel Richie. He's Easy like a Sunday Morning. OOH! *guitar riff*

*Trek bowl may be in February. Further details next month.

*Critch still doesn't have a Wii but other people do. HAH!

*Zen is taking commissions because Gimpy Joe is no more and he needs another car.

*Star Trek Legacy is being released for the Xbox 360 on Wednesday Dec. 13.

*Next meeting will be at Whetstone.

And so, after a recap of the aforementioned events and their dates, we did our Year in Review. And MAN was it packed!! We did a lot of stuff, and we had a music break due to cell phonage! This year will be just as packed, but hopefully a little more organized.

After which we had our Ferengi Gift Exchange, and then partied 'til the Edge of Forever. During which, Skrit composed several themes for several of us, including one for little Databit! And we gained two new members, Pat, and Will's buddy Rich!

That said, the party's over, I'm gonna relax with my KY pudding, and Good Night!!!

*We are outta here!!!

Security Report

CMDR Nathan Cobaugh
Security Chief

Happy New Year everyone! The Christmas dinner was a big success, and now we can look forward to this coming year with great anticipation. The holiday season is always the craziest time of the year, and thankfully for those who made it to the December meeting/ dinner, the theme song for the Maximillian was played live. Due to the success of the turnout and those who made it possible, the command staff, the crew, and of course Sandie who cooked like crazy to put together a stellar feast, a good time was had by all. I am looking into booking the same location for the anniversary dinner so that we can go all out for the upcoming anniversary dinner in May.

There is a correction from last month's newsletter: the sequence of tracks listed on the CD are correct on the CD jacket not what is listed in the newsletter, although, Blobbin's title on *Hark, the Harold Angels Sing* should be *Hark, the Herald Angels Sing*. As far as I know there have never been any angels that have gone by the name of Harold. Harvey, maybe, but Harold.... no. I hope everyone who got a newsletter got a CD, if you did not, well then let Blobbin or I know ASAP.

I will be working on composing some themes for the upcoming Maximillian project that is gradually beginning to take shape. This past month, I have been working alot of hours, thank you to the retail business for that, so I have been really pressed on getting things done. It was a miracle that I even managed to get the last month's edition of the MMA comic out. So, if there is no MMA in this month's edition, it is literally because I have been overrun by the holidays and everything else that goes with it. Part of the dilemma comes from my brain fizzling out, hence the reason why I ask the crew for story ideas. If there is a particular story or something that anyone who is a crewmember wishes to see included in the MMA, please let Critch or I know, and I can include that in the next month's edition. After all, I need all the help I can get creatively. I am literally working on so many music projects right now, I think I am going to blow some brain cells out.

Looking onward to the meeting and in the up and coming months, I will be working with Critch and whoever else on the command board wants to be involved with the anniversary dinner, and possibly, interested crewmembers who want to be involved with programming for the event. Basically, either at this month's meeting or next month, I will be suggesting some ideas for this year. I do not want to spill the beans just yet, not until I know that I can get some crew together for it in the first place. But for those of you who do read the newsletter, stay tuned to this section for more details next month. The month of May will come quickly enough, and the Max will be cramming a lot of events into that month, mainly Marcon, the anniversary dinner, and who knows what else.

I may not be at this month's meeting due to the fact that now that the holidays are over, scheduling at work may change due to the seasonal staff leaving and managers shuffling things around for the regular staff. In the event that I am unable to attend the meeting, I will be asking one of the command staff to possibly assist in getting some stuff together for the next couple of months.

Until next time, this is your security chief signing off.

SAVE THE CHEERLEADER
SAVE THE WORLD
HEROES RETURNS 9PM NBC JANUARY 22nd

Welcome to 2007

*Cmdr John Chubb
Chief of Armory*

As I write this article the New Years party is going on at Chris's saying goodbye to 2006 and welcome to 2007.

For some this is a time of reflection on the past and wonder as to what the future will bring. As I look back I wonder what all I accomplished.

Well I bought a cheap airstream that I will be looking to restore-so one goal accomplished. I also took a trip to Las Vegas, somewhere I've never been. And I wonder if maybe there might be a future in performing there-seeing as how I went to a Second City performance there and they were offering me a position in their workshop.

They probably wanted my money-but hey 'It's Second City'. A lot of greats came from there. Akroyd, Bellushi (both of them). Murray, Radner...and so on. Maybe when I have more money and my trailer in one piece.

Which reminds me, one of my goals for next year will be the saving of money-which will be hard to do as I am the sole occupant in my house now that my brother and his family have moved out to a house in Newark.

Other goals for the future? Getting the trailer I bought mechanically sound-which will supposedly cost \$1,000. Then I can look at cosmetic repairs as well as getting new cushions for it.

Another goal? The away mission in San Diego for San Diego comic con. I'm eagerly looking forward to this trip with other Max members. Word of warning, if any are planning on crossing the border to Mexico two things to remember. One, you'll need passports. Two, don't go alone.

Long term goals? Getting my life together. Hopefully this year I'll be a few steps closer to that. And maybe someday in years to come-take a trip to England ,where the GOOD Sci-Fi comes from these days. God I love the British.

And maybe this year I'll do some community theatre somewhere. Keep my resume current. I'm also looking forward to seeing how far along we can progress with the proposed Max film this year to come.

Oh well, nine minutes to 2007. Happy New Year.

Star Wars Lego: Episode 2

*Cmdr Nathan Cobaugh
Chief of Security*



Finally, fans of the first Lego Star Wars Trilogy have the original movies from Episode IV-VI to explore in the Lego universe. This is one game that is completely and totally addicting. The action is continuous, and plenty of opportunities to find stuff as you progress through

the levels. Supposedly, you can take characters from the first Lego SW game and add them into the game, but I have yet to figure that out. What makes the game challenging and herein also lies one of the disadvantages, is the mini-kits. In the first Lego game, you could buy a mini-kit detector to aid in your search to find parts to the mini-kits. This game does not have that feature, and it can drive the gamer nuts, simply because you can be exploring for hours on end trying to exhaust all possibilities to find the mini-kits and super-kits and never find them simply because you have to have played much, much further into the story mode to unlock players so that you can then purchase said character and even then you may discover that you have to play even longer to unlock another character, and then buy with your Lego-studs. Truthfully, if you really want to get into this game, I would recommend buying the game guide or at least go online to find some of the hints that can help aid in better game play. My co-worker got this Christmas, as well as I, and we both talked about playing the game and agreed that we will probably be playing this game for months on end just to get all the mini-kit pieces. His response was, "The bonus levels better be worth all that time."

This review is written by an average gamer, not a die-hard gamer. For those who have time to invest in game playing for days at a time, then they will probably breeze through this game. But for the average consumer/ gamer this game will present challenges to keep you occupied for a very long time. I love the Lego cinematics for this game, I find them so entertaining, that I could just watch the cinematics. Another advantage is that you can customize your characters by interchanging heads, hands, torsos, capes, belts, legs, feet, and weapons. For example, you can give Wedge Antilles a Princess Leia cape, and Wookiee arms and legs. There are some levels where having a second player is helpful simply because the computer generates so many darn enemies that come at you.

If you are having a bad day, simply play as Chewie and rip people's arms out of their sockets. What makes the game so darn appealing is the sound effects. Hearing a popping noise when Chewie rips the Lego arms off of the other characters is just plain funny. This has got to be one of my favorite games that I have played in so long.

If you are looking for a game to keep you busy for hours on end, or just plain love Star Wars, then this game is worth the investment.

FEBRUARY 2007

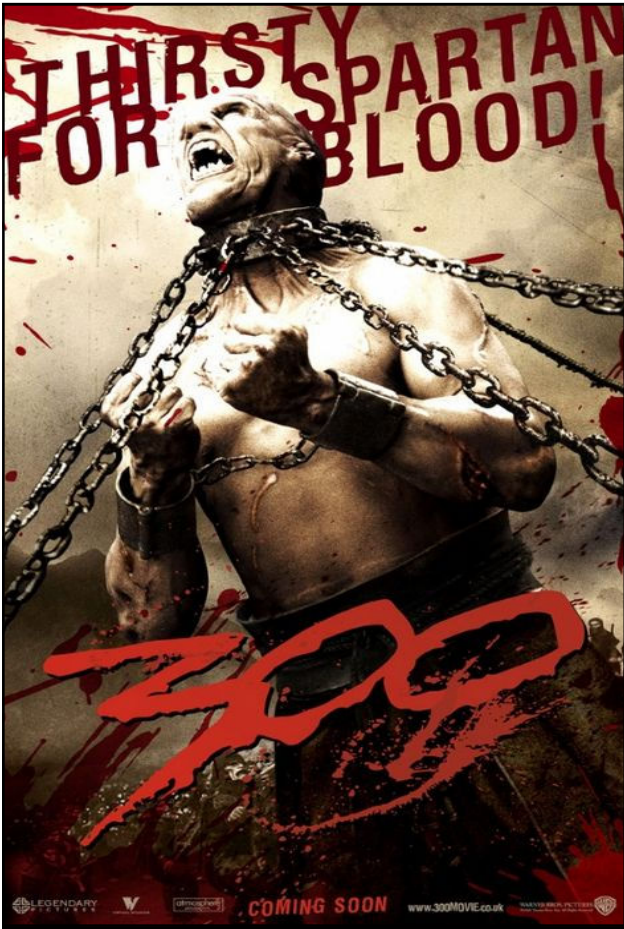
Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3 Leviathan Meeting
4	5 Heroes	6	7	8 Steve Pompa's Birthday	9	10 Meeting
11	12 Heroes	13	14	15	16	17 Columbus Meeting
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SCIENCE FICTION

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Star Trek Maximillian : Strength in Darkness

CAPT Chris Stephenson

STAR TREK: MAXIMILLIAN

Season One – Episode 5

STRENGTH IN DARKNESS

What has come before:

Captain Kelvok has stepped down from command of the Maximillian, and Critch Starblade is promoted, much to the displeasure of Admiral T'Kill. On his first voyage, the Max encounters a Reman warship en route to Andoria. Successfully arguing against it's destruction, Critch, Overload, Skrit, T'Kill, and Kelvok alter their appearance to that of Romulans and beam to the warbird in order to discover what the Remans are up to...

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Once the initial discomfort and small traces of nausea wore off, the now-Romulan away team began to get their bearings on the room they had just beamed in on. They were directly in front of the command seat, where the vessel's Commander would rule from a slightly raised platform. Design-wise, there was much in common with a Federation ship. The same auxiliary stations to the rear and to the front of the Commander, and the same viewscreen setup, though slightly smaller. The bridge was much smaller, giving a kind of cramped atmosphere. Skrit instantly disliked it. While he had no problem with working with anyone to accomplish a task, he did require his space. Having everything so close together would undoubtedly work against any probable notions of functioning more efficiently. Instead, he thought that it would just serve to add more tension in whatever conflict would be taking place.

If it bothered anyone else in the room, it wasn't noticeable. The remainder of the team glanced around, took in their surroundings, and proceeded with their plans. Kelvok took a small easily hideable tricorder from his pants pocket and began to scan around the room. Overload, not needing any electronic equipment as she was a machine herself, looked around slowly, in an odd sort of sweeping motion that would have seemed slightly unnerving to anyone else, but wasn't acknowledged. T'Kill moved to a panel in the front of the bridge and began tapping away at it, while

Critch moved to the Commander's seat. Glancing at it a moment, he then shrugged, and sat down.

Kelvok spoke, without looking away from his tricorder. "Lifesigns, Captain. Twenty Remans."

T'Kill nodded. "Most in medical section, a few decks down." He turned to Overload. "Any security systems?" Romulan technology wasn't always out in the open.

"Nope! All clear." She said with a smile, and then glanced at Critch. "Aren't you going to do *anything*?" He was staring intently on a small panel on the right arm of the Command chair. After a moment, he tapped it, then kept tapping it.

"No patience, I swear... If anyone would know what's going on, it's the Captain." He ignored a soft 'huh' sound from Skrit and continued. "And these guys would have to report back to Shinzon or the Viceroy or someone, so he'd keep a log just like we do... and I bet... Got it!"

T'Kill grunted. "What?"

"The warbird *Llaih* III set out on a glorious mission of conquest, with the finest warriors from Remus. To further weaken the defenses of the hated Federation during what would undoubtedly be a war of many... days? Years? Translator doesn't like that word..."

"Generations." Kelvok offered.

"That's it, thanks. They set out to the hated Andoria to... ah hell."

"What is it?" Overload cocked her head.

"Kelvok, see if you're picking up any radiation in the background, would ya?"

Nodding, he presses the tricorder a few times. An eyebrow shot up as though under it's own power. "Thayleron."

Critch stood. "This thing's a suicide ship. They're going to drive this thing right into Andoria. Kill billions."

T'Kill looked at Critch. "Shinzon was adept at tactical situations. Long-range plans. He may have planned for the war to be at Andoria's doorstep when this thing arrived. Quick victory."

Skrit was focused on a screen at the back of the bridge, making small adjustments. "And if it wasn't necessary, then he had an answer for that too. The system is loaded with back doors and strange bits of code, a lot of it wired right into the self-destruct system. If Shinzon was still

around, he could have blown this ship up at any time."

"Only thing he never planned on was losing." T'Kill grimly added.

Critch smiled. "Then we have something in common."

"Lets do him a favor. Commander, set self..."

"Not yet, Admiral. I wasn't finished. This log makes reference to other 'fine warriors', other great victories. Not to mention that Andoria isn't a great enemy of either the Romulans or Remans. A charter member of the Federation, but that's about it. Destroying them may win a battle but it could just cause everyone else to fight harder."

T'Kill sighed. "Your point?"

"My point is that this isn't the only Reman ship. Probably one heading to every planet in the Federation right now, waiting on Shinzon's war."

There was silence for a moment as T'Kill considered this. "You're still intent on waking them?"

"We didn't get all dressed up for nothing, Admiral."

He sighed heavily. "Fine, it's your funeral. Commander?"

Skrit didn't turn around. "Ready in 3...2...there. Their sensors are locked down. They won't see anything we don't want them to see."

"Excellent. To medical then?" Critch offered an arm to Overload, who happily took it, and they moved off, the rest of the team behind them, T'Kill suddenly feeling the beginnings of a great headache.

Tamak sat back on his haunches, taking in the silence that surrounded him in the main mess area on the *Maximillian*. Ordinarily he would welcome the time to meditate, or concentrate on whatever task he was involved with. However, for the past few weeks, ever since he had been released from the makeshift prison of his quarters, the continued lack of any communication from his crewmates at all was be-

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gining to disturb him.

It hadn't been too long since the incident which caused him to again go up before a review board, but still he could not remember anything about the event. He knew he had ordered the *Maximillian* forward into harms way, but for the very life of him he did not know why he had done such a thing. It had been done unconsciously, without purpose or malice, but still it had been done. And while, as a Vulcan, he could not say he was sorry for it, he did regret the happenings all the same.

He was familiar with the review board, having been both on one and in front of one before. He had served on one to determine the fate of Lieutenant Commander Starblade just after the Marconian incident three years before, which had of course cleared him of any wrongdoing, even though he had violated several Starfleet regulations. The circumstances of his own review, commonly referred to as a 'Captain's Mast', were far stranger.

It was during the *Maximillian's* long and dull sojourn into the Menkare Expanse, where the ship, commanded by Tamak himself, had been ordered to hunt down a race of aliens that had infiltrated the highest posts in Starfleet. The investigation had proved fruitless, but was not without event. During the mission, Tamak had entered a rare case of advanced Pon Farr, which had caused him to become angry and deluded, unable to be reasoned with. Events quickly spiraled out of control, resulting in an out-of-control shuttlecraft chase around Sol, and a lost Admiral Lyon sometime in Earth's past. It was only by coincidence that Lyon was rescued, a fact that Lyon had reminded Tamak about many times before his death, even though he wouldn't have minded if he had been stuck there forever. The facts remained that Tamak was derelict of duty, and the result was a demotion. It had been a long hard road for him to regain what rank he had left, and becoming chief of a department. And in one fell swoop all of that had been removed from him again.

This most recent review mainly consisted of fears that he was once again suffering from a rare Vulcan ailment, which he vehemently denied. At the end, there

was no demotion, and there was no need. The command staff had changed, Kelvok no longer holding the chief post but instead stepping aside, undoubtedly to avoid his own Captain's mast. He was pleased to learn that Starblade had been chosen for the Captaincy, and realized that his own precarious state likely doomed him from remaining on the command staff. The review board prevented him from taking any command post for at least two years, effectively placing him on probation, and sent him back to the *Maximillian*, if they would have him.

He inwardly sighed, not revealing his thoughts of abandonment. Since he had returned, not one crewmember had said more than a few words to him. He had never been the most popular crewmember, of course, but now even the short pleasant greetings had silenced. As said, he appreciated his solitude, but he had become accustomed to those he had known as his friends sharing their time with him. Only Turock, Critch, Overload, and Kelvok had spoken to him at length over the past few weeks, and even then he could see the distrust and suspicion behind their eyes. None of them, nor the crew, could forget that the death of the young ensign was on his hands, the result of the horrible transporter accident caused by the nearby electrical disturbances. Not even Tamak himself could forget, nor did he wish to. Despite his unknowingness and unwillingness, it was still his fault that he had succumbed to the unconscious urge to do what he had done. It was a miracle that he was still allowed on any sort of duty.

He blinked, a sudden dizzy spell overcoming him and then dissipating as quickly as it had appeared. He ignored it. He had been feeling such things all day. He would have to speak to his replacement in engineering about rations in the tricorder. Perhaps there was some sort of nourishment deficiency...

It happened again. And again. Tamak stood up, noting that the room seemed stretched out somehow. This time the dizziness stayed, and he heard very loudly his heart pounding in his ears. Still alert, he noticed that no-one else seemed to be affected by what was happening. Sickbay. Commander Jaydin would have answers, and most probably a cure. Tamak took a step, and his body continued to move even though his legs no longer did. His consciousness

fading fast, his considerable bulk struck the calmly colored carpeted floor with a loud thump. The last sight he would see this day was the crewmembers that had ostracized him rushing to his aid, and then nothing but black.

"Coma? How?" Turock asked. Jaydin had contacted the away team only a minute before they had reached the medical area, and were now being informed on Tamak's condition, huddled in the hallway.

"That's the thing, I'm not sure. Every scan I have shows him to be completely healthy and normal. Heartbeat is fine, vitals are fine, it's just *him* that's off. It's like someone just hit his off switch. No offense, Overload."

Ignoring Overload's indignant squeak, Critch followed up. "Any connection to...uh, his earlier condition?"

"Pon Farr wouldn't cause this, at least so far that nothing that we have indicates."

"I concur." Kelvok said. "You say that he was eating calmly in the mess hall. Anything relating to Pon Farr would certainly cause a different appearance."

Jaydin was surprised at Kelvok's openness regarding the guarded condition. "Anything else you can think of? We're getting ready for another scan."

"Keep him well hydrated. With luck, the problem will illuminate itself."

"Thanks. Good luck guys. Jaydin out."

"Yep." Critch tapped his badge once. "Cap'n to bridge, we're going quiet. Track our vitals, anything goes wrong, get us out of here." He tapped it again, and all was quiet. He then bowed and waved his hands, motioning his crew into the medical area.

Not surprisingly, the area was not built for comfort. Romulans could be very efficient if given the opportunity, and their medical quarters were an example. Like the bridge, far more cramped, only a few metal slabs, built into the ground. There were, of course, the usual computers and supplies, but

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unique to this ship were what looked like coffins, spread around in no particular order or arrangement as though they had been shoehorned in without regard for aesthetics. Once again, Critch supposed, efficient to the last. Each 'coffin' showed a single green light, softly illuminating the occupant. From the twelve coffins that were contained in this area, they could confirm that their scans were correct. All of them were Remans.

Overload shivered. "It's like they're all dead."

Turock smirked. "Not dead. Just hibernation. Rare, but it does happen on long voyages." He glanced at Critch. "You ready?"

Critch nodded. "Let's meet the neighbors." He rolled his shoulders, attempted to get into character as the Romulan Captain of the Warbird *Rehllai*. He hoped the Remans hadn't had much contact with Romulans. He knew he hadn't, other than by combining Kelvok and Turock.

"Break a leg, everyone." He mumbled, then pressed two tabs on the right side of the coffins.

There was a sharp hiss, and the lights turned to red. Critch straightened up, as did the others, each trying to look as much like a Romulan as they could. Turock and Kelvok glanced at each other, Turock suppressing a laugh,

Air escaped from the coffin, and then the hard glass encasing slowly slid down. For a moment Critch thought all of this was for nothing, the Reman wasn't going to wake up, they were all dead. Then the Reman coughed once. Then several times, and he leaned over the side and spit a glob of green fluid onto the metal deck. He blinked, willing his eyes to work. From his viewpoint, he was startled after a moment when five Romulans, one slight female wearing some kind of facial ornament, two distinguished looking ones, obviously command material, and two youngish men. He growled unconsciously, and attempted to speak, not even noticing that his speech was being translated instantly, thanks to Skrit's quick installation of a Federation translator in the outdated Romulan computers. "Who...are...you?"

To his surprise, it was neither of the distinguished Romulans who spoke, but

one of the younger men. "Commander C'Rit of the *Rehllai* serving Shinzon's armada!" He saluted in the Romulan way, followed by each of the other 'Romulans'. Warily, still trying to get his bearings, the Reman saluted back.

Critch had been careful to bring up Shinzon's name early in the proceedings, trying to gain the Reman's trust any way he could. Even so, he knew it would not be this easy, so he remained on his guard as the Reman stood slowly, offering his own name. "Kimir." He appraised the others, who were also prepared with their own chosen names.

"Maddox!" Overload sung out sternly, using her own name as it would also pass as a Romulan one. As did Skrit, using extra emphasis at the beginning, sounding like "Ska-rit." Turock and Kelvok did not change their names at all, knowing that none of the Remans would be learned on Federation ship captains, particularly since there should be no Federation in existence at this point.

Satisfied, Kimir spoke again. "My soldiers?" Not crew, not men. Soldiers. Critch remembered his training about respecting other cultures. Even those that wanted him dead. Still, there was bitterness in his reply that went unnoticed.

"Alive, still in hibernation. We will wake them..."

"No! Wait...why are you here?" Kimir challenged.

Turock readied his prepared answer. "We have been sent by the viceroy Vkruk to retrieve those lost warriors sent to their dooms. Your war is over, my friend. Andoria has already fallen. The Federation is now our lapdogs." He said this with some measure of satisfaction, falling easily, maybe too easily into the role. Kelvok raised an eyebrow.

"Shinzon rules then?" Kimir nodded. "Then that would be good news. If you have truly been sent by Shinzon himself. Or perhaps you are a Romulan traitor, sent for our weapons. Or worse than that." The Reman drew himself to his full considerable height, towering over each of the 'Romulans'. "What evidence do you bring? How do you prove your loyalty?"

Critch was prepared for this, as well. "We bring our ship, available for inspection, and at your command. We bring only ourselves, our loyalty."

Turock picked up on his cue. His role as the honorable Subcommander, defending his people. "And we bring the fact that we have not killed you and taken your ship for ourselves."

Kimir was quiet, setting the entire away team on a slight edge. And then boisterously laughed. "As though you could. Even with the entire Reman army frozen, even a thousand Romulans would stand no chance! Take me to my crew, I desire their freedom from frozen sleep." As Kimir turned, Critch relaxed, shrugged to his team, and followed.

One by one, the Remans awoke. It was arranged for Kimir to be the first one they saw as they came back to life. He prepared each of them in turn for the Romulan presence, and they followed their Commander's lead in acknowledging them and then joining in the awaking for the compatriots. Throughout all of this, Kimir spoke the most not to his soldiers, and not to C'Rit, but instead Subcommander Turock. C'Rit took no offense at this, as the two were similar in age, and of course, were mostly the same race. Indeed, Kimir wondered aloud how someone of C'Rit's stature and age had made it to the rank of Commander before Turock. Turock made a thin joke about killing off the rest of his elders, which Kimir responded well too, and for the rest of the adventure would refer to C'Rit not as Commander, but 'Klingon dog!' Having many Klingon friends, Critch felt it an honor, even if he could not say so.

Then it was to the last, and as Kimir said, the most important of them all, at least in his own head. His own subcommander, a larger Reman, named S'Rka. "Large in stature, and ego!" Kimir said as he hit the release button, and watched with the rest of his crew as the dazed Reman slowly woke up, and appraised them, his eyes darkening as they came into focus and seeing the Romulan team.

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Star Trek: Maximillian Beyond the Final Frontier Life : The final chapter

Written by Chris Stephenson — Past chapters available at www.maximillian.org

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“Who are these...infidels?” Was the first thing S’Rka uttered after the customary salutes.

“They are friends of Shinzon.” Kimir’s voice turned from cheerful to biting. “And that makes them friends of us.”

“Shinzon would not have woken us so easily. Shinzon would have merely sent us on another mission.”

C’Rit attempted to help. “There are no more missions. The war has past, and we are victors!” He raised his arms in celebration, his team and more than a few Remans with him, but S’Rka did not join in.

“Your word is meaningless without evidence! Show us your ship! Show us your words have truth!”

Kimir tried to calm his subcommander. “You know as well as I do that we cannot simply move to another ship in our state, we have only awoken! We must tread lightly, if only for a few more hours...”

“Commander, you have been tricked! These are no servants of Shinzon! They are...”

“They are our guests, S’Rka!” Kimir turned to Turock, apologetic in posture, then looked back. “And by my command, they will be treated as such!”

“They must be killed quickly, before they can bewitch you further, Commander!” S’Rka hissed.

“No more of this talk, SUB-Commander.” He over-emphasized the smaller rank. “Come, soldiers! We will prepare a feast from our humble stores.” He turned to C’Rit. “Where our guests will regale us with stories of the time we have missed, and the victory of Shinzon!” The cheering began again.

S’Rka held his ground, not backing down or moving. “I will not dine with Romulans.” If he could have he would have spit at the name of the race.

Kimir appraised him. After a moment, he spoke again. “Then you will not dine.” He grabbed S’Rka by the arm, pulling him along, and the soldiers followed. Critch frowned at Turock, the others remaining silent, still in their roles as subservient crew, one that Critch hoped that they would remain in.

“That could have gone better.”

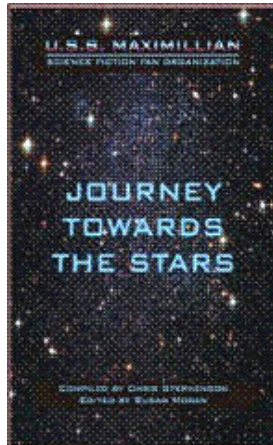
Turock nodded. “And it could have gone worse.” And the Romulans followed the Remans deeper into the ship.

TO BE CONTINUED

Star Trek: Maximillian—Beyond The Final Frontier

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Next Month: Strength In Darkness Continued!

WHOSE LINE IS IT ANYWAY VOLUME 1 DVD SET REVIEW

BY CMDR NATHAN COBAUGH

Premise Ad-lib/ improv show with comedians Ryan Stiles (Drew Carey Show), Colin Mochrie, and other comedians rotating from show to show. Hosted, of course, by Drew Carey.

Review This is a 2-disc set that includes 2 gag reels, and some extra footage from scenes that were cut due to the censors. Of course, I got the uncensored version. Fans of Whose Line will love the DVD set. On the uncensored edition there is more colorful language and more innuendo than what is actually in the show. Honestly, for what was included on the DVD's bonus features, there really is not a whole lot. Very, very streamlined. Granted, this is Vol.1 of how ever many more there will be, but I was left wanting to see more. The gag reels are kind of long which makes them fun to watch. A word of caution to those who have children, or those who are easily offended. The uncut scenes are not ALL that graphic, suprisingly, there are some things that you just find funny at how they censored some of this stuff. I know kids who actually watch more graphic comedy acts than this. I got this DVD for Christmas, and I love it. If you have ever seen the show and liked it, this DVD is definitely worth adding to your collection. The uncensored version as reviewed here only contains at the most, 25-30 minutes of extra footage. One major disadvantage though, and this completely threw me, is that there are subtitles for french and spanish, but not for english. So, basically, the only deaf people who can view the subtitles are the French and Spanish speaking people, thank the maker for closed captioning, because at least the DVD is closed captioned. Overall, this was enjoyable to watch, you will definitely get your funny bone tickled with this DVD set.

**THE MIGHTY MAX
JANUARY 2007**

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