



**TICONDEROGA**  
**TRANSMISSIONS**



Introducing the newest  
 Warp Sled

*Kringle*  
**CLASS**



Concept: Carl Stark • Art: Ray X. Graham

**VOL. 15 - WINTER 2003**

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DUE DATE FOR NEXT ISSUE:

March 1<sup>st</sup>, 2004

**LOG ENTRIES**Captain's Log- Stardate: 57121.3

Captain Carl Stark reporting.

In the Original Star Trek episode "City on the Edge of Forever", Kirk mentioned that the words 'Let Me Help' were more important than other words including 'I Love You.' There is another set of words that also should be placed pretty high on the list. 'Thank You.' The USS Ticonderoga is more than just a Star Trek club; it is a family of Star Trek friends who support each other in times of need. Recently I've had some trying times over the past month and I have been extremely grateful for the support the crew and the Fleet have provided to me. This is unusual because I took the position of Commanding Officer to serve the members of my crew, however I am still human and sometimes I need a little support as well. I've been saying 'thank you' to quite a few friends and family lately so if I've missed anyone, let me take this opportunity to say Thank You for the help that you've provided me. I've really felt the sense of family over the last two months.

Don't forget that in January we will be traveling down to Salt Lake for the Admiral's Banquet. From what I understand there are some very exciting things planned. I'd tell you more but Steven has been bugging me about some new bubble toy.

Letter From the Editor:

Greetings Crew! Welcome to the Winter 2003 edition of the Ticonderoga Transmissions. There is a lot to see in this issue, and I hope you all enjoy this quarter's offering. A very big THANK YOU goes out to all who submitted items for publishing. This newsletter is for the benefit of the entire club, and we couldn't put it together without you.

Don't forget to check your service numbers for Dabo. If you see your number here, in order to claim your prize, you need to yell out "Dabo!" at either the December or January meetings, or, if you are unable to make it to either of these meetings, you may have one of your fellow crewmembers or your department chief claim your prize for you.

Without further ado, here are the Dabo numbers:

EN 611-274      SY 452-000      CT 610-394

May you all have a wonderful winter!

-=/\=- Erica =)

Executive Officer's Log 57120.8

Merry Meet! This is an exciting entry for me, being my first "official" document as XO of the Ticonderoga. I hope you all had a great Turkey Day, and, if you – like me – braved the day-after sales, I hope you've gotten your shopping pretty well finished.

As yet another year comes to a close, I ask you all to remember your blessings, and, if you can't seem to find any of your own, try to be a blessing in someone else's life. Whatever path you follow, this is a season of giving thanks for all the good in your life, and honoring <God, Jehova, Yah-weh, Buddha, Gaia, Fate, Ralph, whatever> the divine within us all by becoming a force for good in the lives of others.

I would like to take a moment to thank you all for your friendship and support as we enter a new year.

May the peace of the season flow into and through your lives throughout the coming year.

Merry Christmas, Happy Hanukkah, Blessed Yule!

Merry Part, and Blessed Be!

Lt (jg) Erica Abner, XO

*Random Thought for the Day: Remember, you have anew body every 7 years!*

**QUOTE OF THE MONTH**

"We must acknowledge once and for all that the purpose of diplomacy is to prolong a crisis."

Spock- The Mark of Gideon, Stardate: 5423.4

## ACTIVITY REPORT: MINIATURE GOLF

On Saturday, September 13<sup>th</sup> the crew of the USS Ticonderoga gathered at the Swan Lakes Golf Course for our golfing challenge. After looking at the wonderful greens and long drives we decided upon a course that would tax our golfing skills to the max, and headed towards the miniature golfing range on the west side of the course. Our intrepid editor gathered all of the score cards and here are the final results.

<u>Name:</u>	<u>Score:</u>
Ensign Tim Madden	42
Crewman Joe Buck	46
Ensign Ray Meyer	48
Captain Carl Stark	48
Recruit Ray Graham	50
Ensign Mike Gibby	51
Lt. Karrie Buck	51
Captain Rex Rouviere	54
Lt. (j.g.) Erica Abner	54
Recruit Danielle Anderson	55
Ensign Tonya Wright	56
Lt. Justin Rouviere	56
Ensign Jeremy Rouviere	57
Crewman Casey Reeves	58
Lt. Frank Buck	60
Recruit Kevin Hancock	64
Ensign David Wright	64
Crewman Jessie Gilbert	67
Recruit Mishel Parker	67
Recruit Austin Dewitt	69

## ASK THE COMMAND STAFF

Q: Crewman Joe Buck from the Security Department asks: How tall is Chewbacca?

A: Well the XO answers, tall enough. According to the official Star Wars website the 200 year old Chewbacca is 2.28 meters (about seven feet tall). The actor behind the mask is 7'2" Peter Mayhew, whom we had the opportunity to interact with last July at the Sci-Fi Convention in Salt Lake City. Here is a comparison chart with several Star Wars characters. Chewbacca is on the far right.



If you have any questions that you would like answered. Feel free to ask the Command Staff by filling out the proper section on your duty report.

## ***DATABANKS: ENSIGN MADDEM'S ENTERPRISE REVIEWS***

### **About these reviews:**

After the premiere of "The Xindi", I read through some of the online reviews. There were quite a few that were positive, glowing tributes. The negative ones did not touch on the things that I thought were not good about that episode. So I decided to write up my opinion, and publish it on my web site. These are only my opinion, so the reader does not have to agree with it.

The format for now will be the grade, the overall impression, the things I did not like, and the things I did (I like to end on a good note if possible). I will be grading them on the standard A, B, C, D, F scale.

**A** would mean I could find little if anything to whine about.

**B** would be a few things bad, but most was good.

**C** is about 50/50.

**D** is mostly bad.

**F** means there was nothing good at all.

### **The BAD:**

These are the things I did not like

### **The GOOD:**

The things I did like about this.

## **The Xindi**

Grade: C-

**Overall:** The main story was good, and the side story of Trip's struggle with the death of his sister went over well. I approached this review by going over each scene and seeing how it advanced both of the plots. I found a couple of holes, and one scene that just rubbed me wrong. The episode did end on a good footing.

I admit to reading a few reviews of this episode before watching it. All but one stated the episode was bad, one or two out of five stars. So I watched with a very low expectation, and as such, was pleasantly surprised.

### **The BAD:**

**Archer's outburst at Reed:** I did not like it. Somebody needs to inform the writers that Archer is a starship captain and the model for future generations (have we heard this before?). Shouting down a junior officer is bad form. This dropped my respect for Archer as a captain down a peg. I think this would have worked better with Archer replying in a slow, measured tone "Recommendation noted, Mr. Reed, but we've been here six weeks and this is the only lead. So no matter how questionable you found this freighter captain, we will pursue it. Dismissed." Scott Bakula and Conner Trinneer did an excellent job at the end of Cogenitor with something similar, but it took place in the Captain's quarters, away from the crew.

**Xindi council:** What was the point aside from showing off better looking aliens? A bunch of beings sitting around wondering if the ship from Earth came because we attacked their home world? I waited for one of them to suggest testing this by launching another probe to the Klingon homeworld and see if they do the same. This might have worked a little better if the Klingon ship had followed the Enterprise into the expanse instead of being destroyed. Then the Xindi council has reason to pause. Why is there an Earth ship AND a Klingon ship? The initial impression of the five species of Xindi is one of stupidity.

**Cargo bay:** UPN canceled the Twilight Zone, but added some of the plot here. They hit us over the head with cargo containers to emphasize the point that strange things happen here. Put a signpost up ahead while you are at it. (This impression was helped by Captain Stark's e-mail sounding the Twilight Zone theme a couple of times).

### **The GOOD:**

**MACO:** Not to much seen of them to really form much of an opinion, but at least we see they are capable of doing what they were put on the ship for. However, I could not help muttering "Uh, oh, better get MACO" at least once.

**T'Pol shirtless:** I'll put this in with the good simply because I expected worse. Lots of subtext and innuendos, and then T'Pol flatly states what she was asked to do, and denies any sexual intent. I took this as a slap in the face at common practice of using sex to gather ratings.

**Destruction of the homeworld?:** The nicest part of the episode. I like this because it leads to lots of speculation. This means lots of posts to read, and endless theories. Did the Xindi give a false lead? If this is the homeworld, why is it destroyed 400 years before the time Earth ships destroyed it?

**There** was more humor than in the previous seasons.

## Anomaly

Grade: B+

**Overall:** Much, much better than the season opener. Heavy on the action, (especially when it holds my son's attention), but not enough to be annoying. And unlike last week, all the scenes fit together. The story of trapped traders turned pirates was a redo from Voyager, but better executed. The sphere was reminiscent of the Dyson Sphere in 'Relics', as was getting inside. When did the pods get armed with phaser cannon?

The BAD:

**Inside the Sphere:** Archer smashing around in the sphere just did not go over well with me. When T'Pol informs him of the age and the fact the sphere might be the cause of the weird effects, he just ignores her. Last season he was a bit soft, now he seems over the edge.

**Reed and the MACO:** So last episode Reed has a big problem with the MACO. This week, nothing was mentioned. And doesn't the ship have some sort of intruder alerts?

The GOOD:

**The Osaarian Attack:** Quick, decisive, and they used **transporters**. I do wonder how they knew where to find the antimatter storage and the weapons store.

**Trip dealing with Pirates:** Outnumbered and outgunned, Trip thought fast and activated the warp core. The lightning we saw earlier forced the Osaarians to beam off. I like that something we see early in the show is used later for something unexpected.

**Moving the cargo:** The crew used the transporter to move the cargo back on the ship. There are times when I think they forget it's there.

There was a beautiful shot of the ship as they waited for the Osaarians to return.

**Forcing the Osaarians to come back:** Archer can't follow them inside the cloaking field, so he begins to destroy their base. They have to come back to defend it. I can't remember the last time the crew did not face an overwhelming enemy. Starfleet is non-military, but do they still study Sun Tsu?

## Extinction

Grade: D

**Overall:** I'll give an 'E' for effort on the part of the actors, but the plot just didn't work for me. A race on the edge of extinction makes a virus to turn every other humanoid into them. This really screams "You will be assimilated. Resistance is futile." No reason is given for the extinction. It might have been slightly better if the other aliens had admitted they pushed the first race into doing this. The plot for the TOS episode "Miri" was so much better than this was. At least there was a reason, and it was a cautionary tale.

The BAD:

**Flame Throwers:** Someone is infected. The only way the aliens can think of to contain them is to burn them alive with flame throwers? I don't understand. What does this do except add a horrific element. The virus is obviously airborne. Burning the inflicted does nothing to stem it.

**X-ray Changes:** Oooh, the writers watch **CSI**. This is the only explanation I can think of for the quick zoom in on the organs. The fact that the landing party was being changed was already obvious.

**Containment:** Trip had a point. There's a horrible virus on the planet. The other aliens are terrified it might spread, and it has spread to their planet. Yet Enterprise had no indication it was there until Archer, Reed, and Sato have transformed. I would think the aliens would put a few warning satellites in orbit or **something** to say "Danger: Stay Away". Maybe have a ship or two permanently stationed there to enforce the quarantine. Better yet, an homage to TOS in the form of a glowing cube. Then Reed can say "Captain, we have phase cannons. I vote we BLAST it!" On the other hand, with the flame - throwers, maybe these guys wanted others to come. They seem to have a sick fascination with BBQ.

**The Cure:** We're way smarter than you, nyeh, nyeh, na-na nyeh. The other aliens have been working to beat the virus for 60 years, but Phlox gets it in a few hours. These aliens may want to rethink some budget allocations. Trade in some flame - throwers to cure a virus that killed 70 million. But that reduces the number of BBQs. Is the Enterprise interested in propane and propane accessories?

**Saving the End:** Archer wants to save a dangerous virus? Again, I am confused. Archeology survived in the 24th century, but Archer is not aware of it in the 22nd. Does he want it for the Xindi?\_

**Communication:** T'Pol ignores Reed and Sato, and concentrates on talking to Archer. Hoshi Sato is the language expert, why not try to work on that? This might have been a good episode for Linda Park, but most of what she got was to strike poses.

### The GOOD:

**Acting:** Given the bad plot, the acting was pretty good. The language of purrs, Bushman clicks from The Gods Must Be Crazy, and growls must have been hard to do.

### Rajiin

Grade: B

**Overall:** This was a good plot, well thought out guest characters, and some nice tie-ins from previous episodes for the story arc. The thing that ruined it is the heavy sexual content. I would have also liked a little more on the motives of Rajiin, but I would blame this on the shorter time allowed for Enterprise. What exactly was her relationship with the Xindi; slave, mercenary, blackmailed? This was left unanswered.

Archer overdid the end of the episode again. He picked the crew, or at least some of them, and here he is almost yelling orders at them to find out about the Xindi and the weapon they captured. The writers need to read **Make It So: Leadership Lessons from Star Trek: The Next Generation** by Wess Roberts and Bill Ross. Trust your people to do their jobs.

### The BAD:

**Rajiin and T'Pol:** Why is T'Pol always put in these situations? I thought for a moment that the shirt would be unbuttoned completely and Rajiin would be cupping breasts. This one scene may have been excused, but this seems to happen in some way for each and every episode. Seven of Nine wore a catsuit, but I don't remember someone ripping it or unzipping it each week. Stop already.

### The GOOD:

**Archer:** The scenes of Archer being unable to sleep, due to the lingering effects from 'Extinction', was a good idea. In the 23rd and 24th century medicine has for the most part done away with this from what we don't see on other series. But humanity is new to deep space, and this has not been developed yet.

**Trillium-D:** I'm not sure where this was going, and it seemed like an unfinished sub-story. But it is a tie-in to earlier in the series.

**Rajiin:** This character was done well. Granted, it's not a hard role to define, being the classic damsel-in-distress sent to spy on the enemy. But she had to stretch it a bit to get aboard the ship when Archer would not buy her. She might have gone after Phlox to get the information she needed. The doctor would have all the medical information necessary for the bio-weapon. On the other hand, there probably wasn't anyplace in the silly string outfit to hid a storage chip.

**The Attack:** There are a lot of parallels to Star Wars here, but how do you make one assault through an airlock look much different from another? They could have had the Xindi ship cut into the hull, but you have to admit this is much more risky than storming an airlock. The other method is to beam aboard, which brings up a question. Rajiin told them she would use Enterprise's transporter to get back to them. Do the Xindi have such technology? Or do they not trust it, much like Archers' crew? Why not beam her off? Better yet, for a tactical twist, dock, blow the door, but beam troops BEHIND the defenders. This is more nitpicking than something bad, though. But it would silence the "You stole that from Star Wars" crowd, and it uses technology in an unusual and interesting way.

**Spices for Trade:** This was original and unexpected. In other words, one of the things I like about Trek. Aliens would not have common spices such as black pepper. Trip is correct wars were fought over these. It's something no one here on Earth would consider valuable.

### Impulse

Grade: A-

**Overall:** The grade is the best yet this season despite the fact I don't care for zombie shows. Very good mix of sci-fi and horror, without overdoing the horror. The Vulcan crew did act like zombies from Night of The Living Dead, though. Captain Archer (note the use of rank) came across as in control and in COMMAND. The references to past seasons was skillfully done, and a few questions were answered. I can't wait to see what happened to those Klingons who were turned inside out.

One interesting question, At one point, Captain Archer, T'Pol, Reed, & Tucker are all off the ship. Did Hoshi have the conn? Who was in command of the ship?

### The BAD:

**Medical Bay:** This is just my opinion (but then these reviews are all just my opinion), but T'Pol's overreaction here about winding up just like her friend seemed very unlike every other Vulcan we've seen. Granted she was suffering from neural breakdown, but overall the character seems much more human than Vulcan. On the hand, if it was

revealed at the end of this series that she marries Solkar and is the mother of Sarek, that would be a nice simple connection between this series and The Original Series.

#### The GOOD:

**Special Effects:** The asteroid field was well done, although I wondered why it wasn't a dust field given all the grinding and crashing. The long shot of the ship approaching from above was good. The impacts on the shuttlepod were a nice touch. The inside of the Vulcan ship were believable, with cables arcing and dim lighting. A nice touch would have been a computer talking in Vulcan.

**MACO Trooper:** Captain Archer still doesn't trust the Vulcans if he felt the need to bring this guy. He was great from the storytelling standpoint. He provided a character who was frightened enough to decide the best course of action is to kill every Vulcan, and give T'Pol a chance to impart that this was a rescue mission, not a combat situation.

**Transporter:** All right! They remembered to use this to get the Trillium. It broke, but it was a good idea instead of risking a shuttlepod or the ship.

**Shuttlepods are armed:** We've seen this before, but they used it nicely here. Trip's either a good shot or a computer helped a lot.

**T'Pol's Reasoning:** T'Pol gave some valid arguments for the Captain wanting to kill her and the rest of the Vulcans, in a demented way. Much of the first season she was trying to prove that she was not a spy for the Vulcan High Command. The Captain repeated complained that the Vulcans were holding Earth back.

**Trillium-D:** So now they know what happened to the other Vulcan ship. Again, nice tie back to 'The Expanse'. Now this leaves a problem for Captain Archer.

**Archer's Last Comment:** This is one of the things I like about Star Trek, some simple quotes. No matter the situation, Archer will not trade what makes him human.

## Exile

Grade: B+

**Overall:** This was another well done episode. It had Beauty and the Beast overtones, but it reminded me more of Voyager's "Alter Egos" and most of all the Original Series "Requiem of Methusela". The only thing missing was the deep moral question or dramatic twist. Something like "Cogenitor" where we are left to question whether imposing our values on another society is right, or "The Squire of Gothos", where it is revealed at the end that Trelane is a child by his race's standards. Without this, the plot was predictable.

There is the question of why, if the guy can read Hoshi's mind, he is anxious for her to stay. He would appear to know everything about her. That would take the fun out of a long term relationship. It's implied that he found similar interests when he handed her the book. We never hear what the book was about, although I joked that the butler did it because it sounded like a mystery novel when she couldn't wait to get to the end.

There were some things implied by the B-plot on this episode. The effects within the expanse are caused by the spheres. Carl Stark speculated that the spheres are the weapon. This makes sense, because that would force Captain Archer to destroy them, and then there is no more expanse. Since they have mapped most of the anomalies, they should be able to avoid them, and therefore do not need the Trillium-D.

#### The BAD:

**The shuttlepod:** This one scene has quite a few problems from my viewpoint, and this keeps it from the A grade. The first and foremost is that it was pointless. It made Captain Archer and Tucker look stupid.

This leads to the second point. Why did they both get out? I would think of this in terms of a submarine. You're on the bottom of the ocean. Do both of you do all the gear, so one of you can go sightseeing? I would think EVAs are still dangerous in the 22nd century. Archer should review the safety procedures for this sort of activity.

The third issue is that the shuttlepod did a fairly smooth takeoff on a single thruster, and THEN proceeded to tumble. I'm not an expert on low gravity, but this behavior makes no sense to me. It would have gone tumbling along the surface of the sphere.

Fourth is the pod coming back down. It manages to take off with short blasts of a single thruster, which implies a low gravity. But it hits once, bounces, then skids to a stop in front of Tucker and Archer. Does the sphere have a sticky quality like Post-It notes?

#### The GOOD:

**Acting:** Linda Park got a chance to shine, and she almost blinded. Her counterpart also did an excellent job. Although I wonder why an ability to learn new languages quickly would make you so isolated.

**Outfits:** Hoshi gets to wear something besides a uniform. This was done without a sexual overtone, which gets another nod of approval. It seems very hard for Hollywood to do this.



**Background:** This episode also gives us some nice background on the character.

## The Shipment

Grade: C

**Overall:** This episode is the standard "we meet the enemy, and they are not all bad" story. It started out good, but I came away disappointed. I'm not sure exactly why. The acting seems off, but I was tired and was not giving it as much attention as I could have. I might tape this one Sunday and watch it again.

One thing that puzzles me and leaves a question: The episode starts with a recap of 'Exile'. The only time we have seen this before is for two part episodes. To me, this takes time away from the current story. The recap device that Star Trek has always used in the past is a log entry. It would have worked fine here as well. I don't remember one for any episode this season. I hope they have not abandoned this, because it works well and in my mind is one of the hallmarks of Trek. My own weblog follows this model.

### The BAD:

**Reed:** Reed was supposed to be a counterpoint to Archer, but he ended up being cold-hearted and mean. Plus, it looks like he needs a lot of practice on the target range.

**Gralik:** This was hard. The character had some good and bad moments. Ultimately the lack of personal backstory and motivation puts him in the bad. There was little to go on for sympathizing with him. He's done the job for 40 some odd years, never questioned what was done with the product. If he had been convinced his work was used to destroy the homeworld, and was being used again for a similar purpose, then he would have been good. His disgust with the 'apemen' Xindi was interesting, but it ran against his later cooperation with Archer.

**Reptilian Xindi:** These guys remind me of the villains in "Galaxy Quest". They lack a real sense of menace. What I come away with for the character here is a guy in heavy makeup yelling. It makes me long for a CG character based on Jurassic Park velociraptors, or troodons, or a more dinosaurian species. The speech could be based on the screeches and barks.

### The GOOD:

**Weapons:** This was technically interesting, although we didn't get much detail. The weapons are a mix of biological and mechanical. Plus they don't work for everyone. This is a concept used in other shows, but a first for Trek. It's a logical one, because you can have the weapon self-destruct if anyone but a Xindi tries to fire it. It wasn't specified in the episode if this was true.

**Phlox:** This was a good way to involve the doctor in the B story.

**Hayes:** Archer shows good command here by telling Hayes (instead of shouting) that he was not given permission to speak freely. Reed already questioned Archers' decision. Hayes was out of line.

**Xindi BackStory:** We begin to see some history on the Xindi. It was meant to present the reptilian and insectoid races as bad guys. I am still holding out hope for the insects.

## Twilight

Grade: A-

**Overall:** This was a used and worn plot (let's see, "Yesterday's Enterprise", "Future Imperfect", "All good things...", "Through the looking glass", "The Visitor", "Year of Hell", and others), but well done. We get a taste of what the Xindi weapon is and what it will do. We get to see what will happen if the mission fails.

It is interesting that Trip and Reed are captains, but Sato is still doing the same job. Interesting as well that Archer took three shots and still managed to blow up the ship, while everyone else including a Vulcan go down with one.

### The BAD:

**Reptilian Xindi:** Again. The more they show these guys, the sillier they become. I almost laughed as they very sillloooowly walked up to various crewmen and shot them.

### The GOOD:

**T'Pol:** Jolene Blalock does another excellent job. The Vulcans as a group are getting too emotional in my opinion. Aside from that, T'Pol's decision to ram the Xindi ship was good. She did a miserable job (as the character, not in acting) hiding the attachment to Archer from Phlox. She looks good in a Starfleet uniform, better than in the catsuits.

**Trip:** Captain Charles Tucker had a nice ring to it. But what I really noticed was the animosity between him and T'Pol. He yells at T'Pol for ramming the Xindi ship, and criticizes her command.

**Archer:** This was not a stellar performance, but it worked. If I woke up each day, thinking something that happened years ago happened yesterday, I'd be a little more confused and frustrated. Archer was very trusting about all the explanations.

**Phlox:** Again, a good performance, but he has done better. I did like his attempt to draw T'Pol out about her attachment to Archer.

**References:** You can't call yourself a Trekkie if you did not pick up on the colony planet being Ceti Alpha V. The very place where Kirk stranded Khan (will be stranding? I hate temporal linguistics!) in "Space Seed". I liked the mention of General Shran, the Andorian. They get defensive shields in the future!

**Humor:** The episode ended with a bit of light humor. Good to see all of season 3 is not dark and forbidding.

## North Star

Grade: D

**Overall:** Even for a 'filler' episode, this was not good. There was a message about passing racial hatred from generation to generation, but it doesn't make much impact. The Skags don't make sense, and the humans are not much better.

This would have been ok for last season. With the Xindi arc, one wonders why Archer would take the time to fiddle around here. Yes, it's an intriguing mystery, but you have a time critical mission. Archer needs to examine his priorities.

A Phil Farrand nit - pick about the transporter. This was quicker than I remember TOS or TNG being. A little sparkle and they are gone. In addition, every time we have seen the transporter controls in the past, no one is there. In TOS and TNG/DS9/VOY, the impression is that the transporter is a standard duty watch, and someone is there 24/7 (or however days and weeks are measured in space). I've never picked this up from Enterprise. I suppose because there are crewmembers on the planet, the station is manned, but this seems convenient for this story.

### The BAD:

**Skags:** Despite being a central part of the plot, we don't see or learn much about them. Why build a colony here? Why did they go fifty+ light years away to grab a few laborers, and when you get there, you pick one of the more violent and independent cultures of the planet? That would be the same as colonial America sending a single slave ship to Africa, and they bring back Zulus. Where is the rest of the race? Didn't they bring any means of building the colony, processing raw materials, and everything else that would be needed? By the end of the episode, the feeling was that Skags were escapees from the Golgafrincham B ark in The Hitchhiker's Guide to The Galaxy.

**Humans:** On the other hand, something must have been there. After being yanked from one planet, they manage to EXACTLY recreate the society they lived in (or the ones in Trip's movies, anyway).. Somehow they manufacture pistols, rifles, gunpowder, bullets, houses, saddles, and a thousand other details. This makes them less than believable. Terra Nova did better. Bethany's comment that the people here have made no progress could have been more emotional if the impression was one of great struggle to rebuild after the kidnapping.

**Weapons:** We are told the Skags had weapons that used "beams of light". I can understand the humans taking them away, but you would think Cooper kept some of them around.

**Skag Camp:** The humans lived out in the hot plain, not a tree in sight. The Skags lived in what looked like an oasis. Historically, the better real estate goes to the ones in control. I think the Skags put one over on the humans.

**Bluehorns:** I think this was intended to give a sense of an alien world. Archer didn't seem to know what they were. However, the horses were straight from Earth. The Skags took a clue from the Spaniards in the New World.

**T'Pol:** Is she a Vulcan? I was under the impression Vulcan's were stronger than humans. Maybe that only applies to males. A human grabs her, and she does nothing. Did she skip P.E. class as a child?

**Log Entry:** Since "The Shipment", I've been specifically looking for Archer to do this. The score is zero, which includes that episode.

### The GOOD:

**Reed's Shot:** He took a huge chance shooting T'Pol, and I wondered why he did not stun them both at the same time. What I love is that this highlights the advantage of non-lethal weapons in a hostage situation. You can shoot both the hostages and the holders without worrying about it.

**Scenery:** Aside from the transporter, shuttlepod, and phasers, this was a western straight out of Gunsmoke.

## Similitude

Grade: B+

**Overall:** It's been a while since Enterprise did a controversial issue episode. This one is on the morals and ethics of cloning. This one reminds me of Voyagers "Tuvix". As the episode moved along, I was hoping for something more like "One", but it didn't happen.

There are quite a few more problems with the science on this one. We are lead to believe that a blood draw will carry all sorts of memories and other information. I'm not anything like an expert, but I can't see that an accent would be part of that. It was kind of touching though.

I have another nitpick. The ship's phaser cannons in season two dropped out of ports in the hull. For the tech geek in me, this was fun to see. But here the shuttlepod doors are blocked, and they use the phasers to blast the particles off. Why weren't the cannon ports blocked?

No log entry this episode. I mention this for accounting only. The plot didn't need a recap.

The BAD:

**T'Pol:** She doesn't act Vulcan. She falls for the tragic guy again. In Twilight, you could excuse this as the Vulcan sense of duty. Here, there is no logic to it.

**Timeline:** This is also another episode were the end comes first, and then we go back to the beginning after the opening credits. This is wearing thin. Trip is a main character, so we know he is not dead. There is no tension to build with this trick.

The GOOD:

**Sim:** Nice acting by all the Sims. The accents were a good touch, if not really good science. My wife is from the South, but none of my kids show an accent.

**Phlox:** John Billingsley does an excellent job here. I am a little mystified why he suggested the procedure since he definitely had an ethical problem with it. On the other hand, it could save the life of a crewmember.

**Archer:** Another tough decision as to whether he goes in the good or bad category. I disagree with his decision to create Sim, and his getting to know Sim as a person. But this is a moral stance on my part, so it doesn't count. Archer stuck to his original decision, so I put him in the good.

## Carpenter Street

Grade: A-

**Overall:** A good episode. It does little to advance the main season story arc, but it did have some humor and a creepy villain. I'm disappointed by Daniels' insistence that the whole human-Xindi conflict never happened. This screams a 'Dallas' style "it was all a dream". It's more of an alternate timeline, I know, but the effect is the same. So where was he in "Twilight"? However, we do know from "Yesterday's Enterprise" and the appearance of Sela later that one timeline can affect others.

Daniels' other statement that the effects of the changes have not reached his time is puzzling. In "City on the Edge of Forever", the ship, StarFleet, and the Federation vanished the second McCoy jumped through the portal. In "First Contact", when the Borg sphere opened the time hole, the Earth changed into a Borg world. I don't understand why it doesn't work the same for Daniels.

The name time tags have the potential for some fun. They reminded me of price tags. Attention, shoppers, we have a blue light special in the 21st century.

Again, for the record, no log entry.

The BAD:

**Reptilian Xindi:** They were better here, but I tend to think it was due to the low profile they needed to keep.

The GOOD:

**Loomis:** Here's a villain. As T'Pol stated, he has all the worst qualities in humanity. The comments about ray - guns and lizard men were amusing touches, but the real treat was that the guy was creepy and slimy.

**T'Pol:** She showed some Vulcan qualities this time. A Vulcan neck pinch, some superior strength. And she had the presence of mind to shoot Loomis rather than struggle with him (after resetting the phaser to stun).

## THE REPLICATOR

Submitted by LT Karrie Buck, CMO:

Saturday, Nov 29, the members of the medical department hosted a combination meeting and stocking construction party. Served at this get-together were 2 of the CMO's favorites: tortellini soup and cheesy broccoli soup. Both are sure to warm you up this long winter.

*(Editor's note: Having attended this meeting myself, I can assure you all that both of these soups are excellent! EA)*

### Tortellini Soup:

2 – 16 oz bags frozen tortellini  
 1 - 12 oz can beef broth  
 2 - 12 oz cans chicken broth  
 4 cloves minced garlic  
 1 small onion, chopped  
 2 C shredded carrots  
 2 lbs Italian sausage, ground  
 2 – 12 oz cans diced tomatoes  
 1 – 12 oz can tomato sauce  
 ¼ - ½ C red wine  
 4 tsp Italian seasoning

Brown sausage, garlic and onion. Add all the rest of the ingredients except tortellini. Cook 30 minutes, then add frozen tortellini and cook an additional 15 minutes and serve.

### Cheesy Broccoli Soup:

¼ C butter  
 1 small onion, chopped  
 1 lb pkg frozen broccoli cuts  
 4 C chicken broth  
 1 tsp celery seed  
 salt and pepper to taste  
 2 med potatoes, diced  
 2 – 3 carrots, diced  
 1 12 oz can broccoli cheese soup  
 1 can evaporated milk  
 2 C shredded cheddar cheese

Saute onions in butter. Add broccoli, chicken broth, celery seed, potatoes and carrots – simmer until veggies are tender. Stir in broccoli cheese soup and evaporated milk. Add cheese and season to taste. Can be thickened with cornstarch mixed with water.



The USS Ticonderoga's hardest working Red Shirt's favorite meal is his mother's cheese lasagna. Guaranteed to keep a Redshirt on the front line of fire!

Preheat oven to 375 degrees  
 2 boxes lasagna noodles  
 3 lbs cottage cheese  
 2 eggs  
 1 – 4 lb, 3 oz jar of spaghetti sauce  
 2 lbs grated mozzarella cheese  
 Sprinkle of pepper  
 < fills a 17" x 14 1/2" x 2 1/2" pan >  
 Take 1 C of sauce and mix with 1/4 C of water: spread on bottom of pan  
 Mix cottage cheese, eggs and pepper  
 Layer noodles on sauce  
 Layer cottage cheese on noodles  
 Sprinkle with mozzarella  
 Pour thin layer of undiluted sauce  
 Repeat layering steps a total of 3 times  
 Sprinkle final layer of mozzarella  
 Cover with foil  
 Bake for 1 – 1-1/2 hours (until noodles are soft)  
 Remove foil for last 5 minutes of baking and serve.

Here is the best chocolate chip cookie recipe I've ever tried. I obtained it from a certain Mrs. Claus when Aurora and myself rode the Polar Express this year. These cookies stay soft and chewy for a long time after baking. Enjoy!

-=/^-=- Erica

Mrs. Santa's Magical Cookies

1 1/2 C white sugar	6 C white flour
The giggle from an Elf.	One gallon of Joy.
2 C brown sugar	The twinkle that's found
found high on a shelf.	In a small girl or boy.
1 lb sweet butter	2 C nuts if you like them.
A reindeer's shy wink.	If not, leave them out.
Three eggs freshly chosen	6 C chocolate chips
Fairy dust colored pink.	Remove all signs of doubt.
1 1/2 t salt	2 T vanilla
A wish from a child.	A huge dash of love.
1 1/2 t baking soda	A sprinkle of peace
One griffin smile – wild.	From the wings of a dove.

Cream the butter and sugar 10 minutes for sure, Mix in giggles and winks, add the eggs and beat more. Add salt, soda, flour, fairy dust and the wish, The griffin's sweet smile and beat well – what a dish! Add the chips and vanilla, and nuts if you will, Scoop with small ice cream scooper and your cookie sheets fill. Bake 350 degrees, 7 minutes 'til done, Eat with love, joy and peace and have bundles of fun!

*Merry Christmas!*

**Trek Holiday Song Parodies**  
**Written by Ray X. Graham for your Holiday Enjoyment**

**“Klingon Smells”** by Ray X. Graham  
*(To the tune of “Silver Bells”)*

*(chorus)*

Klingon smells  
 Klingon smells  
 Why do those Klingons smell so funny?

Klingon smells  
 Klingon smells  
 I don't know if Klingons even bathe.

*(Verse 1)*

Krazy Klingons, silly Klingons; running here to and fro -  
 Wiping out all their foes with a Bat'leth.  
 Krazy Klingons, smelly Klingons; wow, just look at them go-  
 But they never take time out to bathe.

Chorus

*(Verse 2)*

Happy Klingons, warrior Klingons; “It’s a good day to die!”  
 Missing Sto-Vo-Kor would be a pity.  
 Grumpy Klingons, angry Klingons; In a cloaked bird of prey-  
 Without a shower or tub they can’t bathe.

Chorus

I don't know if Klingons even bathe.

**“Make It So”** by Ray X. Graham  
*(To the tune of “Let it Snow”)*

The Counselor’s advice is insightful,  
 The Engineer’s dialogue delightful,  
 And when the captain want’s the ship to go-  
 [He says] Make it so! Make it so! Make it so!

The XO’s bearded smile is charmin’  
 And the Klingon with a growl, disarmin’  
 So the Captain point’s and says real low,

**“Wesley Crusher, Starfleet Cadet”**  
*(To the tune of “God Rest Ye Merry Gentlemen”)*

I'm at Starfleet Academy,  
 And I'd just like to say  
 I miss the opportunity  
 To weekly save the day-  
 To make things worse, I have to be-  
 In some dumb Christmas play!  
 Yes, I'm bright, though I'm just a teenaged boy,  
 Only a boy,  
 And the Enterprise was my most favorite toy!

Make it so! Make it so! Make it so!

Well when everything works alright,  
 it’s an episode out of the norm.  
 They have Cardies and Romies to fight,  
 But they’ll never face off with the Gorn!

Well the android’s yellow eyes are nifty,  
 And the red headed doctor’s real pretty.  
 And tho she can’t make the Captain’s hair grow,  
 [He says] Make it so! Make it so! Make it so!

Yes the Captain points and say’s real low,  
 Make it So! Make it So! Make it So!

**“Holodeck Adventure”** by Ray X. Graham  
*(To the tune of “Holy Jolly Christmas”)*

Have a Holodeck Adventure, we’ll do anything in here.  
 You can say hello to folks in Rome or ski any time of year.

Have a Holodeck Adventure, anything you can conceive.  
 With forcefield beams and photon things, we’re ready to receive.

Oh no, safety pro-to-calls, disabled once again.  
 And now the crew’s in dutch, and the real adventure  
 begins!

Have a Holodeck Adventure, come in anytime of year.  
 Invite Scotty, have a Holodeck Adventure in here!

*(Second Verse Possibility:)*

*Have a Holodeck Adventure, it’s the best thing for fatigue.  
 You can go where wild things grow, that no one’s ever seen.*

*Have a Holodeck Adventure, bring your friends along with you  
 You’ll see dinosaurs and Klingon wars and things wondrous and  
 new*

So bring Molly, [and] have a Holodeck Adventure in here!

**“Cruising in the Starship Enterprise”**

*(To the tune of “Walking in a Winter Wonderland”)*

We've just passed, Starfleet inspection  
Plot a course --- any direction  
We're gonna explore, where none have before,  
Cruising in the starship Enterprise

Klaxons ring, are ya listenin'?  
Out in space, stars are glistnin'  
A beautiful sight, as we're off on our flight,  
Cruising in the Starship Enterprise.

On my starship, I can run a program...  
And pretend that I am Dixon Hill.  
Walk into my office and then --- oh man!!  
My secretary 's making out with Wil...

I need a break, from Wesley's whinin'  
I'll have some tea --- and talk to Guinan  
A nice quiet chat, about her new hat,  
Cruising in the starship Enterprise

**“The 12 Trek Days of Christmas”**

*(To the tune of... Well it's exactly what you think it is!)*

On the first day of Christmas my Trekker gave to me,  
the Starship Enterprise.

On the second day of Christmas, my Trekker gave to me,  
two shuttlecraft, and the Starship Enterprise.

On the third day of Christmas, my Trekker gave to me,  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

On the fourth day of Christmas, my Trekker gave to me,  
four Birds of Prey,  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

On the fifth day of Christmas, my Trekker gave to me,  
five latinum rings;  
four Birds of Prey,  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

On the sixth day of Christmas, my Trekker gave to me,  
six Tribbles purring,  
five latinum rings;  
four Birds of Prey,  
(12 Days of Trek, cont)  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

On the seventh day of Christmas, my Trekker gave to me,  
seven Vulcans reasoning,  
six Tribbles purring,

five latinum rings;  
four Birds of Prey,  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

On the eighth day of Christmas, my Trekker gave to me,  
eight Ferengi haggling,  
seven Vulcans reasoning,  
six Tribbles purring,  
five latinum rings;  
four Birds of Prey,  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

On the ninth day of Christmas, my Trekker gave to me,  
Nine Deep Space stations,  
eight Ferengi haggling,  
seven Vulcans reasoning,  
six Tribbles purring,  
five latinum rings;  
four Birds of Prey,  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

On the tenth day of Christmas, my Trekker gave to me,  
ten Romulans scheming,  
Nine Deep Space stations,  
eight Ferengi haggling,  
seven Vulcans reasoning,  
six Tribbles purring,  
five (gold-pressed) latinum rings;  
four Birds of Prey,  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

On the eleventh day of Christmas, my Trekker gave to me,  
eleven Klingons snarling,  
ten Romulans scheming,  
Nine Deep Space stations,  
eight Ferengi haggling,  
seven Vulcans reasoning,  
six Tribbles purring,  
five latinum rings;  
four Birds of Prey,  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

On the twelfth day of Christmas, my Trekker gave to me,  
twelve warp cores breaching,  
eleven Klingons snarling,  
ten Romulans scheming,  
Nine Deep Space stations,  
eight Ferengi haggling,  
seven Vulcans reasoning,  
six Tribbles purring,  
five (gold-pressed) latinum rings;  
four Birds of Prey,  
three "red shirts",  
two shuttlecraft, and the Starship Enterprise.

**MISSION LOGS:**

## Ship in a Bubble: Prologue

Stardate 57112.4

Now back on active duty after our shore leave at Risa. Our current assignment is shuttling the Catian ambassador, M'Rowth, and his assistant, Purrrrcel, to the planet of Altair VI. There, they will be attending a conference for the fur-bearing species of the Federation.

Ship and crew are back on their regular schedules, and the children on board are just a few minutes away from the beginning of class. Seeing that there are some children not yet in the class room, the teacher steps out of the room to watch for stragglers.

Jesse Gilbert saunters into the classroom and sits down at his desk. Checking to make sure the teacher is still out of the room, he leans over K'Lar, who is sitting next to him.

"I've got something to show you", he whispers.

He reaches into his pocket and pulls out a strange blue object that slightly resemble a PADD. It has strange symbols on it and hums. As K'Lar leans over to get a better look, several other students also lean over.

"What is it?" Rachel asks.

"Where did you get it?" Joe peers closer at it.

"I got it on Risa. Mom had a date, so I went down with Austin and Crewman Jugler. I saw it at a kiosk at the street fair, and when no one was looking, I asked Ferengi running it how much." Jesse smiles.

"How did you get credits?" K'Lar asks, amazed.

"Well, Mom's date, David, didn't need his communicator anymore. So that guy, you know, Ensign Waters, gave it to me. Seemed to think it was pretty funny, but I don't know why. Anyway, I traded the Ferengi the communicator for this." He lifts up the object triumphantly.

"Ummm, I'm not sure that's legal for you to do," Rachel points out.

"Who cares? They have plenty. So what does it do?" asks Joe.

Jesse pushes a button. The humming gets louder and suddenly hundreds of little bubbles of every shape and color pop out of the object. The kids 'oooh' and 'ahhh'.

"Hey, this one smells like roses!" exclaims K'Lar.

"And this one is like candy", Rachel giggles.

Jesse touches another button and all the bubbles disappear.

Joe is amazed. "Cool!!!! No mess...hey, can I replicate this thing?"

"Sure." Jesse hands the device to Joe. "My Mom's cat loves chasing the bubbles."

"Are you sure that's a good idea?" asks Rachel. This thing is a little more complicated than toys and food."

"No problem," replies Joe. "I've seen my Dad do this lots of times."

Joe places the object into the replicator and begins punching buttons to make more.

The replicator makes a sound like a snort and displays an error message, and alarms begin sounding.

"Uh-oh." Joe backs away from the replicator.

All over the ship, the replicators beep, and bubbles start pouring out.....

From the Chief of Operations:

Ensign Tim Madden returned to his quarters at the end of the duty shift. It had been a long one, filled with sorting and cataloging sensor logs. He had procrastinated on it until after the stop at Risa, so the job took longer than usual. He grabbed a PADD to peruse the Federation information feeds. "Hmm, an article on holodeck programming, that looks interesting." He tapped the display to get the rest of the feed. His son Patrick had discovered a crude 2D animated series from the early 20<sup>th</sup> century called "Looney Tunes". Tim had scheduled some time on the holodeck with the kids to remake the characters and interact with them. They had spent all afternoon playing with parameters for "Bugs Bunny", "Daffy Duck", "Yosemite Sam", and other characters from that series.

Odd, Tim thought, the PADD wasn't responding. The ship was only a couple of days out of Risa, so this was not exactly deep space. The subspace communication should be almost instantaneous. "Computer, raktajino, 80 degrees C", Tim ordered from the replicator. There was a buzzing noise, and as he turned around, it started to shoot out bubbles. Tim had no time to consider this as red alert klaxons sounded. He ran to the door, and proceeded to run into it. He bounced back from it surprised it didn't automatically open. He looked back at the replicator and saw that whole bulkhead was covered in those strange bubbles.

"Computer, shut down the replicator!", he shouted. "Please specify location", the computer responded. I don't have time for this, he thought, and that was immediately followed by 'Computers is sooo stupid'. "Deck 3,



section 11", he said. Maybe he should not have spent so much time with the holodeck program. "Deck 3 does not exist", the computer responded. "Uh-oh, strange things are afoot at the Circle-K", he mumbled. Definitely too much time spent with ancient 2D's on the holodeck. The bubbles filled half the quarters now, and they were getting larger. They would reach the door in a minute.

He hit the manual override on the door, but could not get it to open. Given the computers last response, a site-to-site transport was probably not a good idea. He ran over to a drawer and grabbed a small box he had kept from the days before joining Starfleet. It had a few things he just could not part with. He took a small pick and pried off an access panel to the door controls. The bubbles were bouncing around him now. Taking a small round device, he patched it into the ODN cables. The device beeped twice, and the door opened. He went to unhook it when a bubble floated in, touching an EPS tap and the ODN cable. Plasma arced over the surface, and down the devices' leads, burning his hand. He let go, and dived out the door.

"The captain and the chief of Engineering are not going to be happy about this. I need to find out where my family is!" He headed down to sickbay.

### Ship in a Bottle: Nikki's story.

Lt. J.G. Nicki Handley steps out of the sickbay. With a big sigh, she turns to walk down the hall, deciding whether or not to eat, or just go straight to bed.

"What a night." she groans to herself. *Night shift is always rough. You'd think it would be easy, everyone supposedly asleep. But no, that seems to be when everyone decides they can ski Mount Everest in the holodeck without the safeties on. Or the science department thinks that is a good time to test out new inventions on each other. Or worse yet, last night.* Nicki sighs again and presses the button for the turbo shaft

*Everyone back from shore leave and forgot that they took a spill or something. Hungover hangovers, bruises that just showed up, tattoos they don't remember getting. I swear this ship acts like children when they are not actively being watched. Everyone just needs to slow down. And then to get things cleaned up and in order before the Medical Chief arrives without her first cup of caffeine!*

The turbo lift arrives, but makes a strange whining noise before the doors open. Nicki stops herself from stepping in. *Okay, there is nothing wrong with the turbo lift. You know that. Come on, pull yourself together!*

She looks in at the other person already inside the car. *Oh, great, it's the ambassador from Cait! He's going to think I'm afraid of the turbo lift. Just get in!*

Nicki steels herself and bolts into the awaiting shaft's car. *Not the most graceful, but you're in.* "Deck 5." She sneaks a quick smile at ambassador M'Rowth. He looks back at her like she just barred her teeth at him. *Oh, no. Did I just make him uncomfortable? I hope not. I am extremely friendly. I'll just show him that side of myself, and all will be forgotten.*

"Hello. Welcome to the ship. Having a nice stay?" Nicki says in her most pleasant voice.

"This is not a pleasure cruise for me. I am going to a very important meeting." He sniffs in the air.

*I can still save this conversation.* "Didn't we just pick you up at Risa?"

M'Rowth looks down his nose at her. "I was dropped off there by the last ship, but I assure you madam, I was NOT there for a good time."

*Oh, great, now I've really offended him.* "I just meant that it is a wonderful planet. So much to do. You know, people.."

"What are you implying?"

"No, what I meant was that you can do anything you want there, no matter what it is."

"Are you asking have I engaged in any deviant behavior while I waited?"

"Oh, goodness no! I just meant, I mean, um..."

At this, the ambassador broke into a laugh. "I was just kidding you. Giving you a hard time. I had a wonderful stay and am looking forward to the voyage to Altair VI. I have great confidence that my mission will be successful. I was only playing. No offense, but you looked pretty scared to get on the lift, so I thought I'd take your mind away from it." He smiles at Nicki, who is obviously relieved that she didn't start a diplomatic incident.

But their new found revelry is abruptly cut off as the speakers start pumping out a Klingon opera.

"What's that about?" Nicki asks no one in particular.

Suddenly the turbo lift comes to a screeching halt.

"Uh, ho." Nicki clenches her hand around the rail. "I'm not fond of turbo lifts. I am always afraid they are going to let loose and I'll fall to my death. Or the brakes will fail and I'll fall to my death. Or that the ship will be hit, throwing the lift off it's tracks and I'll..."

"Fall to your death. Don't worry. These things have a failsafe. It won't happen."

Just then, a blue slime leaks though the top of the compartment. More Klingon Opera.

“Uh, what is that?” Nicki says in a slightly trembling voice.

“It's, its, well, blue.”

“Maybe it is some organism like the blob that can take over our bodies or something.”

“Oh, that can't happen.”

“Bet me. I'm in medical. I've seen things. We're gonna die.”

“Let's change the subject, shall we? Read anything good lately?” More opera.

Nicki shifts uncomfortably from the ooze. “Yeah. I'm re-reading a book on one of the most influential people ever in history. There would be no space travel if not for him.”

“Oh, yes. The human James T. Kirk.” M'Rowth says, nodding.

Nicki's eyes snap away from the ooze and lock onto the ambassador. “Are you kidding? I'm talking about one of the most brilliant minds, one of the most noble people, the most dedicated persons in all of history!” Nicki shoots back.

“Spock?”

“No! “Trip” Tucker! Who else? No one could have done anything as astounding as he did!” The opera goes up another notch.

“I take it Montgomery Scott didn't match up to him?”

“Scott had it easy! The engines just needed to be babysat! Trip was out there doing it all for the first time. Making it all work for the rest of us! Trip joined Archer and commander A.G. Robinson in convincing Starfleet and the Vulcans to let the NX program keep going! And he did it by stealing a ship! And Trip made history when he became the first human male to become pregnant. It was the first interspecies pregnancy that involved a human. I love how he was adamant about removing the unborn child without doing any harm to it.”

“But...” Another Klingon voice is added. Nicki raises her voice over it.

“And after being attacked by an unknown species, Trip and Lieutenant Reed built phase canons from SCRATCH while there were in mid-space and upgraded Enterprise's weapons! I like how they accomplished this in TWO DAYS when it would have taken a WEEK at Jupiter station.” Nicki had started to pace around the turbo lift.

“Well, I just thought...” Three Klingon voices.

“...And then there was the time that Trip saved the ship from large-lobed alien thieves! And I love the fact that he managed to do it in HIS UNDERWEAR!...”

A low moaning sound started to come from the ambassador as Nicki paced faster and faster, making the lift slip every so often as she punctuated her sentences. More voices.

“...And Trip became friends with a Vulcan named Kov who was part of a group that was involved in practices forbidden by other Vulcans. He was always a nice guy. I think it was wonderful how Trip convinced Kov to get in touch with his father that he hadn't seen in a long time...” The opera was deafening, but still growing louder, harsher.

The ambassador's moan had become a wail by now. And the turbo lift was squeaking hard. Klingon version of “Ride of the Valkeries” hitting piercing pitches.

“Once Trip was stranded in a shuttle pod with Reed. He was willing to give up his life to save Lieutenant Reed's life.....”

Blue ooze dripped on M'Rowth's shoulder. He starts to breath really fast. Panic has started to set in. The turbo lift slid a little more. Opera.

“...at one time, Trip crashed on an inhospitable moon that kept getting hotter by the hour. He was stranded there with a member of a species known as Arkonians. Trip and the Arkonian did not get along to begin with. I like how he was able to reach an understanding with him.... excuse me. But are you all right? You are not afraid of turbo lifts too are you?”

At this point, the ambassador starts keening really loudly, totally blocking out the Klingon opera. He lunges to the door and starts pounding furiously. Suddenly the door pops open and he is sprayed thoroughly with something. The attacker runs away, leaving the ambassador sprawled out on the floor, Nicki standing over him. She looks up as the naked Vulcan Strategic Operations Officer, Savat who was trapped in an alien bubble goes bobbing by.

“Is he alright?” Savat says.

“I think so. I think he is just afraid of turbo lifts. Some people just can't stand the strain.” And with that, Nicki starts to drag the ambassador off to sickbay, as a herd of Kingons stalk the halls, all sticky wet, but yelling and singing triumphantly. She looks over to see Ensign Wright, also soaking wet and looking bewildered. Nicki smiles.

“Klingons. Whatever.”

From Ensigns David And Tonya Wright:

**Personal Log: Ensign David Duvan, Science Chief**

Well, I've just spent my first day (and night) as the new science chief. I hope I made a good impression on the captain today. I did a double shift just to get a jump-start on the new job. I'm very tired, but I have a date to go on next. After Risa, I never thought Ensign Tonya Wright would ever go out with me again. But I did it, scored a new job, and a second date! I've recreated an area of Risa on the holodeck. Sort of a new start since the last date went crazy. This will be the date we should have had. I thought about going to Bajor, but I think it may be too soon to use that program. I am going to get a cup of coffee and log off here so I'll be on time for the date!

**Personal Log: Ensign Tonya Wright**

I've been waiting for David for 10 minutes now. I bet I know why he is late. Probably trying to make a good impression on the captain for his vigilance. But after two shifts he needs to get his butt down here and not be late for our second date! I go on duty in a couple of hours and don't like my time to be wasted. He'll probably use the lame excuse that he was stuck at work. I hate that excuse. I'm not a morning person and don't get up extra early for just anyone. I had better go look for him. I think I'll just take a peek at the program he is trying to surprise me with first.

**Personal Log: Ensign David Duvan, Science Chief**

How do I explain this? I am literally stuck to the console. Whatever was in that cup was NOT coffee! And now the blue goo is everywhere and I can't take my hands off the station! And worse yet, I have a bad itch on my butt. How do I ask someone here on the bridge to scratch my butt? And I'm late for my date. I hope she'll understand.

**Personal Log: Ensign Tonya Wright**

Well, I hope that was a joke of his. But not a very good one. The program may be labeled 'Risa' but that was 'Vulcan Love Slave III' I'm sure of it. I'm on my way to the bridge to see what is taking him so long, and to kick his butt if he doesn't have a GREAT excuse. Besides, someone up there won't stop blaring Klingon Opera over the speakers. It is driving me crazy. Sometimes those Klingon's really get out of hand.

**Personal Log: Ensign David Duvan, Science Chief**

I hope that wasn't my fault. The ship's speakers keep playing a Klingon Opera. The captain just went by me with the ambassador's assistant close at his heels. Both looked grumpy. The blue goo has made it impossible to contact Tonya to let her know what is happening. Boy I itch. I decided NOT to ask the captain to scratch my butt. On a different note, just before the comm system went down, I got a strange message from Ensign Waters. Asked how I liked the holoprogram. I didn't think he cared! What a nice guy.

**Personal Log: Ensign Tonya Wright**

Okay, something strange is going on around here. I could swear I just heard phaser fire, but there is no red alert. I have been waiting for the turbo lift for a while now. Where is it? And I turned around just in time to see a group of Klingons run by with their Bat'leths out, yelling and charging around like a group of madmen. I swear Klingons teach their children to run with scissors from a very young age. I can't get anyone on the comm. Someone was trying to tell me they were stuck in the bathroom. Like I'm in the mood for a joke right now. I wish someone would turn off the so - called music. How can Klingons listen to this stuff? And where is David?

**Personal Log: Ensign David Duvan, Science Chief**

I just asked someone to scratch my butt. They looked at me like I was a lunatic. It is driving me crazy! And now all the coffee I've been drinking all night has come back with a vengeance! What am I to do? Will Tonya ever talk to me again? Will I get to go to the bathroom in time? Will someone ever turn off the damn music??

**Personal Log: Ensign Tonya Wright**

Jesse just ran past me screaming, "I didn't do it." That worries me. I couldn't follow because Lt. Commander Savat got in the way. He is in a floating bubble, naked. You would think he would have the decency to put on some clothes before he tried new experiments. Why is there wailing coming from the turbo shaft? Is there a cat caught in the lift or something? Or is someone being tortured? Ah ha, here comes the turbo lift finally. Now maybe I can get to the bridge and kick the stuffing out of David for standing me up trying to look good to the captain.

**Personal Log: Ensign David Duvan, Science Chief**

I am going to explode. Someone please do something! Anything!

(This part comes after the discovery in Medical)

**Personal Log: Ensign Tonya Wright**

What has gotten into the medical department? I'm leaning here against the wall minding my own business when the Medical Chief comes running up and douses me with her pop! What did I do to deserve that? And then she rips open the turbo lift and sprays the ambassador too! The Klingons are going crazy. In her hurry, Lt. Buck left

before seeing the naked Vulcan, Savat that is floating back around the corner. And now another one of the medical techs is dragging off the stunned ambassador down the hallway. What, has shore leave gone to everyone's heads, or am I too caught up in being stood up to see what's going on around me? Nah, I bet they are just very strange in the morning.

**Personal Log: Ensign David Duvan, Science Chief**

Well, here I am in the bathroom. I'm too afraid to come out. Tonya showed up on the bridge just as I finally was released from the goo, and I took one look at her and ran for the bathroom. She looked stunned to see me running away. I wonder if she thinks I'm avoiding her? And the look on my face tells me that maybe I should....

From the new XO:

**CCO/XO's log, 06:30:**

It's another lovely morning her onboard ship. That little trip to Risa was just the thing to work out all the stress of dealing with those blasted scientists. I'm glad we have a new mission. It's not anything glamorous, just a little taxi service, but the Caitains – even the extremely uptight one – are easier to handle.

As a matter of fact, tonight I will be having dinner with Ambassador M'Rowth and Deputy Purrrcel. Seems M'Rowth is very interested in the ancient Celtic culture on Earth. Apparently, it's very similar to an ancient culture back on Cait. Maybe there will be something on the cafeteria's drink list that will loosen Purrrcel up a bit. M'Rowth is very easy-going, but Purrrcel is more uptight than a long-tailed cat in a room full of rocking chairs.

On another matter, I'm looking forward to finding what's in the new information database Starfleet just sent us. I hope there's a new language or two to tackle.

I have to hurry. During our stop over at Risa, I was also "promoted" to the position of executive officer. This morning, Suzi is going to show me her filing system, so I need to get to the XO's office.

More later.

**CCO/XO's log, 07:55:**

I may have to come up with my own system of filing, but, from what I can see so far, everything looks to be in order. Suzi transferred the office, computer, and everything else to do with the xo position over to me, and showed me how she has things arranged. She's going to check her quarters to make sure there are no duty reports hiding there. I've set all new pass codes to those areas needing them, and am currently looking through the crew files and getting acquainted – so to speak – with the entire crew. This Ensign Waters character seems to have had a few complaints lodged towards him. Seems he likes to play practical jokes on people, and it looks like a couple been quite mean. I'll have to have a talk with him about that.

We've got a few new crewmembers, as well. I'll have to go introduce myself to them today.

What the...alarms are sounding all over the place, and now the replicator is spewing out millions of bubbles! It looks like I'll be speaking with Mr. Waters sooner than expected.

More later.

**CCO/XO's log, 12:15:**

I really need to remind myself to never expect an easy transition from one job to another. I thought – foolishly – that I would have this nice, easy taxi trip to get myself acquainted with my new duties. WRONG!!!! Oh, so wrong. I will wallow in my self-pity later, however. The bubbles have pretty much taken over the ship. I have managed to find out what started this whole mess, and Ensign Waters is off the hook – a little bit, anyway. I have confiscated the device that was half of the problem. I'll have to have a talk with some of the older kids, however. After we find out how to get them out of the bubbles in which they are currently trapped, that is.

As far as the bubbles go, in spite of what the tricorders are saying, they are not of any substance that we know. They are gas-permeable, luckily for everyone trapped inside them. Currently, about a third of the crew are floating in the bubbles. Stunning the bubbles causes them to burst into little bubbles, and hitting them with various objects just makes the object bounce back with even more force than they were originally hit with. The bubbles absorb the energy from a phaser set on 'kill' and grow huge. Poor Crewman Jugler was the first to find this out, and, consequently, the first to be trapped. He was attempting to free some of the smaller kids, and is now trapped with them. I'm going to have to recommend some sort of commendation for that. I've received panicked calls from crewmembers trapped in their bathrooms – apparently, the bubbles get really sticky in a humid environment. We have two crewmembers with no clothing on, trapped in bubbles that are floating through the passageways, our Vulcan Strategic Operations officer Lt. Commander Savat, and one of our new crewmembers, Ensign Behr. He's having a good first day, too. Nicki Handley and Ambassador M'Rowth are trapped in a turbo lift, Ensign David Duvan is stuck to his duty station, and Ensign Waters is trapped in the cargo hold, apparently partaking of the Saurian brandy stored there, because, in his last transmission, he was singing – very badly, I might add – the old Earth song "Tiny Bubbles." Deputy Purrrcel is following the Captain around like a lost, yappy little puppy, and,

worst of all, Lt. Karrie Buck has not yet had her daily dose of caffeine. As we all know, the CMO is not at her best before her morning coffee. She's walking around with her cup of coffee, and her hand, stuck inside a bubble, and swearing a blue streak.

It sounds like the science department is now trying to find out if the sound waves from Klingon opera have any effect on the bubbles. I hope the rest of crew appreciate this – it will be the only culture many of them get!

**CCO/XO's log, 17:40**

Finally, we are free of the bubbles! It was our illustrious CMO who finally discovered the answer. In her desperate search for caffeine, she finally went down to the cafeteria, and the only thing they had was "Sluggo Cola". She took a long swig from the bottle and set it down on the counter. The bottle was promptly knocked over, and, as the spilled soda spread across the bar, it came into contact with the bubble trapping her hand, and the bubble disintegrated. She grabbed the last couple bottles of cola from behind the bar, and proceeded to dump the soda on every bubble with which she came in contact. We're fortunate in that we have a large store of "Sluggo Cola" in the cargo bay, and Karrie now has a team of "rescuers" running around the ship, spraying down every person and/or bubble they see. I have another team cleaning bubble goo off the replicators, and then replicating the soda, in order to clean out the system. I've already started putting together clean up teams, to follow the rescue teams around and clean up all the soda.

It's a good thing Starfleet updated our database this morning, too. It turned out to have a lot of information from the Beta quadrant, which is where the bubble device originally came from. It was used by it's creators as a portable prison cell for restraining criminals. How appropriate. I've been able to translate the controls, and I may keep this thing around. I can see it becoming handy in the future.

For now, though, I need to go check on Ambassador M'Rowth. He seems to have collapsed while trapped in the turbolift. Fortunately, Nicki was there to get him to sickbay.

~end log~

From the Captain's Log entry:

I love cats, which is probably why the Catian Ambassadorial Aide is still alive. Purrrrrcel has been following me around while I've been trying to get a handle on this alien bubble situations. Now everything just needs to be cleaned up, Ambassador M'Rowth is in sickbay and I'm heading down to my quarters to get cleaned up. I never want to see bubbles again. Note to the galley, Sluggo Cola to never be served at diplomatic functions. If I never see that icky juice ever again I'll be happy. I had to prevent myself from getting mad at Ensign Gibby for singing some cola jingle from one of his favorite old Earth TV shows. I hope Steven got his fill of bubbles. More entries after I'm clean.

***NOW HEAR THIS***CREW BIRTHDAYS:

Dec 1- Crewman Patrick Dameron  
Dec 2- Crewman Casey Reeves  
Dec 8- Crewman Terry Hoopes  
Dec 12- Ensign Brady Juggler  
Dec 14- Crewman Janet Bowyer  
Dec 15- Midshipman Dennis Holliday  
Dec 18- Crewman Steven Stark  
Dec 21- Crewman Jessie Gilbert  
Dec 22- Bowen Jacobs

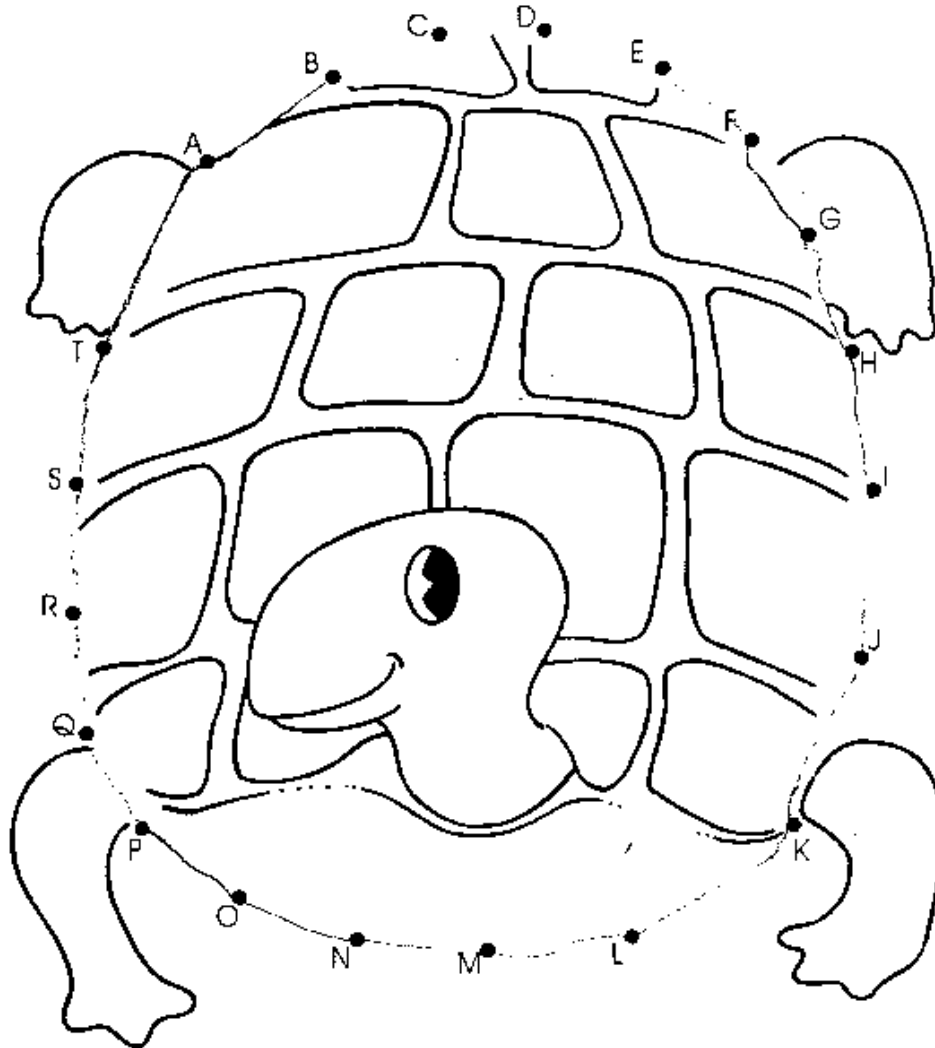
Jan 19- Crewman Kevin Hancock

Feb 2- Crewman Chris Oliverson  
Feb 5- Crewman Dennis Bowyer  
Feb 6- Crewman Guy Hurst  
Feb 10- Crewman John Barnes

NEW CREWMEMBERS:

Daniel Andrews- Security Department  
Kevin Hancock- Security Department  
Austin Dewitt- Science Department  
Ray Graham- Operations Department

**CADETS CORNER:**



Connect the Dots to bring up the U.S.S. Ticonderoga spirit guide, which you can then color in.  
Submitted by Issac Jacobs.



Submitted by Frank Buck

**END FILE: TICONDEROGA TRANSMISSIONS**