

# ***TICONDEROGA TRANSMISSIONS***

▲ VOLUME 9 – JANUARY/FEBRUARY 2000 ▲



James Tiberius Kirk  
Captain

Commanding officer of the Constitution-class Federation starship Enterprise from 2264 to 2270. Easily the most famous starship captain in the history of Starfleet, Kirk was a natural leader and hero. He was handsome, young, driven and entirely professional to the point of almost forfeiting any personal life. Chief among his recreations was enjoying the company of female companions, although he never settled down with any woman. Kirk was born in 2233 in Iowa on the planet Earth. Kirk maintained a professional detachment from his crew but considered First Officer Spock, ship's doctor Leonard McCoy and Chief Engineer Scott as the best of friends, owing his life to each of them on several occasions.

## Letter from the Editor

Greetings all, and welcome to the next installment of Ticonderoga Transmissions. This time around we have info on some upcoming activities and conventions, some great articles from your dept chiefs, rank advancements, birthdays and ship anniversaries, and some other stuff that I think you will find interesting and amusing.

I will give you all a heads up now, and let you know that others will be taking care of the next issue, because at that time I will be on a leave of absence. As I warned you all last Dec, there will be another one of me running around at that time, and I will be concentrating on taking care of my daughter at that point in time. Rest assured, however, that the person taking over for the April issue will do a good job, and I hope you will all help them out in making sure the next issue is a good one, and is out on time. I will resume my duties as editor for the June issue.

For now, I wish you all a happy Lupercalia (Valentines Day), and may you enjoy this issue!

Midshipman Erica Abner  
Chief of Communications

## Conventions

March 11 and 12 FanFest 2000 George Takei and Frank Gorshin are among the featured guests at this inaugural convention to be held at the Salt Lake county fairgrounds. The cost is \$22 for one day or \$30 for both days. Mr Takei will be giving two talks on Saturday only, at noon and 3 pm. These are an additional cost of \$15 each.

March 23 thru 25 Life, the Universe and Everything This free SF Symposium will be held on the BYU campus in Provo, and features author Margaret Weis.

May 19 thru 21 Conduit 10 Charles de Lint is the featured guest author this year. We have secured a table in the dealers room this year, and are in need of volunteers to man the table. We will also be having a room party and need volunteers for this, as well. Please see XO Jef Sullivan, CMO Karrie Buck, or your Dept chief for more details or to volunteer.

## Activities

March 18 will be our monthly meeting. It has been moved back one week in order to accommodate attendance at FF2K the week before. The activity that day will be our initial community service project. We have adopted a stretch of I-15 at the southern end of Layton. Please let CMO Karrie Buck needs a list of the people who will be attending so she can get safety vests for everyone. Come and help beautify our community and help us get a nice big sign for our club right where the most people will see it. (Even I will be there, guys, so I don't want to hear any excuses about not feeling like it)

April 8 will be our April meeting, and the activity afterward is bowling. The location has not yet been decided, so if you have any ideas or suggestions, let your dept chief know.



**LT.NATASHA YAR**  
**CHIEF OF SECURITY ON THE ENTERPRISE-D**  
**SUBMITTED BY**  
**ENSIGN FRANK BUCK CHIEF OF SECURITY**

Lt. Natasha Yar, the U.S.S. Enterprise's feisty chief of security was played by Denise Crosby. Natasha Yar was first seen in "Encounter at Farpoint". Although her character died in "Skin of Evil" that was not the last time we saw Lt. Yar. In "The Measure of a Man" she appeared as a holographic portrait kept by Data, her "special friend"! In "Yesterday's Enterprise" she continued her portrayal as the Chief of Security in an alternate time-line. In "All Good Things" this alternate time-line had repercussions as Natasha's daughter "Sela" met the crew of the Enterprise.

Natasha was born at the Federation colony on planet Turkana IV, in the year 2337. She was orphaned and left to care for her younger sister Ishara.

Natasha left Turkana IV in 2352 in order to join Star Fleet. As a Star Fleet officer she impressed Captain Jean-Luc Picard with her courage in rescuing a wounded colonist, trying to make her way through a Carnellian mine field. Thus, Picard requested that she be transferred to the Enterprise-D in early 2364.

The first time she met Picard was when she operated the shuttlecraft that transferred him to the Enterprise-D just before he took command. Also in 2364 while under the influence of the PSI-2000 Virus she apparently became intimate with Data.

She was killed 2364 while participating in a rescue mission on planet Varga II. She left a holographic farewell to her comrades in which she thanked her shipmates for being part of her life. Data kept a small holographic portrait of her and he considered it one of his most precious possessions.

## **CAPTAIN'S LOG**

**STARDATE: 53021.2**

**CAPTAIN CARL STARK**

On Stardate 53020.9 (Wednesday, 02-09-00), I had the pleasure to watch the latest Star Trek: Voyager episode "Tsunkatse" with several friends. This is the big episode that featured the wrestler The Rock. My first reaction, and reactions of others, was that this was a stunt to get WWF Smackdown fans to watch Voyager and Voyager fans to watch WWF. Similar to the Star Trek/X-Men disaster a few years back. However after watching the episode (and after a few heckles) I discovered that this episode wasn't as bad that I had perceived it to be. I found this episode to be enjoyable and worthy of the name Star Trek. It dealt with the human factor (a must for good Trek episodes) and we were even comparing it to the TOS Episode "Arena" where Kirk is forced to fight the Gorn. Voyager has become better as it continues their quest to reach Earth. Hopefully those crossover fans watching Voyager will have seen how good this story was and continue watching next week.



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## ALIEN WORD SEARCH

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WOMPAT

IDANIANS  
TOSK  
FRUNALIAN  
ZALDANS  
KTARIANS  
VULCAN  
LETHEAN  
KLINGON

METRON  
YATTHO  
JNAIL  
KAZON  
ONAYA  
FERENGI  
PRYTT  
BAJORAN

## Ask the XO

This is the section where you get to ask a question concerning some facet of the club, and our most excellent Executive Officer, Jef Sullivan, will attempt to answer your question. Can you stump the XO?

This issue, the question is Can you explain the differences between being a civilian on the ship, and being an enlisted member of the crew?

The difference between Civilian and those pursuing rank is primarily the duty report. Those that are Civilians still need to attend the meetings. They are still eligible for awards. They are not eligible for ribbons. Plus, they cannot hold a department chief position.

Those pursuing rank need to accomplish various tasks to acquire the points necessary for each category. As you know, these points change as the rank changes. They must submit a duty report in order to get the points awarded to their records.

This just goes to show that as a fan club, we have a level of participation for all those interested in joining in and being with other people who share their interests.

**TO BOLDLY GO.. ONLINE!**  
Submitted by Ensign Karrie Buck

Type in a topic like Star Trek in an online search engine and you'll get an overwhelming amount of hits, many of them wrong. Would you rather take an afternoon clicking on the bad hits and unrelated links, or go directly to the pages that have what you want? With the Incredible Internet Guide for Trekkers by James R Flowers, Jr. you may never use a search engine for Star Trek again. This book is the latest in Flowers internet guide series. With the guide you can find out what's on a page before you visit it. In fact, you can even bypass the main page and go directly to the page that has what you are looking for. The Incredible Internet Guide collects over 2,000 of the best of the Star Trek online. Each web page is categorized by its content and what it has to offer.

Using this book is as easy as 1-2-3:

1. First decide who or what you are looking for, and then search the table of contents.
2. Once you find the page number of a section that interests you, turn to the page and browse through the listing of sites and their descriptions.
3. To get more information on a site look it up in the back of the book (where web sites are listed in alphabetical order).

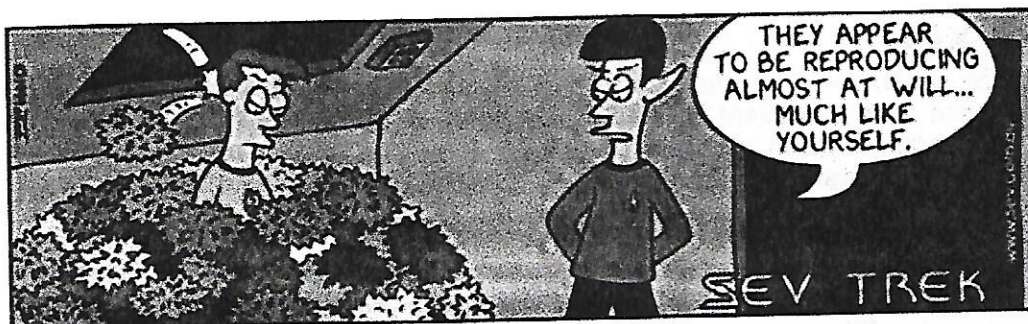
Many sites are listed under multiple categories. There are many images of screencaptures from the websites. The book also explains different ways to access sites, which sites may have "adult" material, and how to save something off a web site onto your computer.

Flowers guide even has its own web site (of course) at: <http://www.brpub.com/iig/startrek>

Due to the transitory nature of the internet you will occasionally find a site that has "died" off or is not listed (such as the USS Ticonderoga web site- <http://beam.to/ussticonderoga>). The editors are interested in keeping the guide updated, and you can add your suggestions and additions by sending an email to: [trek\\_changes@klingons.zzn.com](mailto:trek_changes@klingons.zzn.com)

The Incredible Internet Guide for Trekkers retails at \$13.95. I give the guide two thumbs up and a big Vulcan high five! It's a must have edition to any Trek Reference Library.

- Does everyone know about this grain but me? Kirk
  - Not everyone, Kepten, it's a Russian invention. Checkov
- The Trouble with Tribbles*



Quirk and Trubbles.

Quirk and his Trubbles! Here's a one of the more popular Trekkie scenes from The Original Series.



# Godspeed

By Capt. Rex Rouviere

Lt. Anderson looked at his PADD again and shook his head. He had been trying to figure out a mystery. As Chief of Security on the U.S.S. Retributor, he didn't like mysteries. They made his job more difficult.

The turbolift opened, he crossed the corridor and rang the bell to the Captain's ready room.

"Enter." came the reply.

As he walked in, Captain Rouviere blanked his screen and turned to face him.

"What can I do for you, lieutenant?"

"I have something of a mystery going on sir." He handed his PADD to the captain. "Admiral Hollinger has beamed over several automation control modules for transfer to the Federation outpost on Tango Sierra 9. There's enough equipment here to run three starships."

Capt. Rouviere looked the PADD over. "I see and what exactly is the mystery?"

"Well, sir. As the chief of security, it's my job to try and anticipate potential problems. I did some checking. There is no Federation outpost on any planet named Tango Sierra 9." He paused observing his Captain's lack of response.

"In fact, I could only find one mention of a Tango Sierra anywhere in the Federation database. There was a Tango Sierra mentioned briefly in a message to Starfleet Command two months ago, but it is dealing with the Bijani and something called the Omega protocol. When I tried to inquire further my terminal locked up with a message to come see you. With all due respect, sir what's going on?"

The captain sat up a little straighter at the mention of the word "Omega." He looked sternly at his junior officer. Then he smiled a little, making himself look vaguely like a shark. It was hardly comforting.

"Galen, I wish you hadn't been quite so inquisitive. There is no mystery. You have uncovered something you and I need not be concerned about. In fact after I tell you this I want you to forget all about it." He paused and the lieutenant nodded his head in agreement.

"Federation intelligence has several classified monitoring posts in a classified star system code named Tango Sierra. We are delivering some classified equipment to one of them. It's a simple classified cargo run. For obvious reasons, the destination is classified and is not mentioned in the database. The reason for the equipment is classified and should not be discussed, speculated at, or talked about. All reports concerning our destination, cargo and activities will be classified. Does that help clear things up for you?"

There was still a puzzled look on the Lieutenant's face. "Everything except why my terminal locked up when I asked about the Omega protocol."

"Oh, that..." the captain cringed a little less this time. "Let's just call that a slip up. There is no 'Omega Protocol', directive or anything of the like. That's just some Intelligence ghost somewhere trying to make this cargo run seem more important than it is. Let them have their fun. As far as we're concerned, we're just hauling junk from here to there."

"Yes sir. I understand." He was not convinced. "Thank you for your time." He turned to leave, already making plans to dig deeper into this 'Omega Directive', whatever it was.

Captain Rouviere anticipated his response.

"Oh Lieutenant, one more thing before you go..."

"Yes sir?" He turned to see his commanding officer holding a phaser.

"You're very good at your job, lieutenant. Too good sometimes. If it's any consolation, I regret the necessity of doing this. If you had only waited two more hours."

"Sir, wait a sec..."

The captain shot him and he fell to the floor like a sack of wet clay. The captain placed his phaser back under his desk.

"Computer, activate Emergency Medical Hologram."

A hologram of Dr. Ruth Weisenheimer appeared in the captain's ready room. "Please state the nature of the medical... oh my word!" She pulled out a medical tricorder and immediately began scanning the body on the floor. "This man has been stunned by a Federation phaser."

"Doctor, activate Omega cipher filter 0-1."

The EMH hesitated a moment, then looked at the captain. "I must object to this, sir! A person's memory is not a plaything to be manipulated so casually!"

"It's either that or we kill him, doctor. You decide."

The Doctor gave a disapproving look and after a moment's further consideration said, "I understand sir. What time reference should I use?"

The captain reactivated his monitor. "The equipment transfer was at 14:50 hours, so one hour should be sufficient. Please leave an incriminating wound on his forehead and beam him to some place isolated with low head clearance, preferably Jeffries' tube J-12 near the brig. When he reports to sickbay with his apparently self inflicted head wound I want you to scold him a little and caution him to be more careful in the future."

The captain picked up the lieutenant's PADD and left his ready room, pleased to note that nobody was waiting outside. He walked to the bridge, pausing only to place the PADD in a replicator for disposal.

An hour later a sheepish looking security officer entered the bridge.

"There you are lieutenant. Where have you been?"

"Uh... in sickbay sir."

"Sickbay? Are you feeling ill?"

"Uh... Well, I wasn't... I mean... I'm a little disoriented. I apparently bumped my head. The doctor said I had a minor concussion, but it feels like I was stunned."

"Well, be more careful. I can't have a chief of security that walks into walls."

"Yes sir." He moved off to his station, trying to remember why he had gone to Jeffries tube J-12.

The captain smiled knowing the lieutenant would soon find the false energy signature he had planted a half-hour before.

An hour later, the Kelly signaled notifying the Retributor that they had completed transfer of all the cargo and database upgrades.

"Thank them for me, Crewman K'Lod and ask them to standby for final transfers. Engineering?"

"Engineering here, Ensign Rouviere reporting. Chief Engineer Dataj is... uh... indisposed, sir."



The captain again smiled knowingly. "Have the system upgrades been completed?"

"Yes sir. We are ready to go whenever you give the order."

"Thank you and good work. Bridge out."

Captain Rouviere looked around his bridge. His Klingon tactical officer, Lt. Kronk was running a diagnostic on his weapons station. Lt. Anderson had returned from his wild goose chase. Lt. Moloth, who had just recently transferred with his family from the Ticonderoga, handed him a report. He set it aside to review later.

The captain took pleasure from watching his crew working away efficiently. He remembered a few of their adventures together and chuckled a little to himself. He would take those memories with him. They would help him get through the coming months. As he activated the intercom, the crew stopped what they were doing and looked to him.

"All hands this is the captain. I just wanted to take a moment and let you all know what an awesome privilege it has been for me to serve as your commanding officer. You are without a doubt a credit to your uniforms, the fleet and this ship. You are also my friends and I will miss you very much." This last caught the bridge crew by surprise.

Lt. Kronk stood up and asked "What do you mean you will miss us, sir? I am not leaving your side."

The captain saddened visibly at his Klingon friend's devotion. "I appreciate your feelings, my friends, but where I am going, you cannot follow. I hope it is enough for you to know, you are my friends. Computer, execute *Threshold*."

"Acknowledged, voice print recognized. Threshold activated."

"Patahk!" The Klingon shouted as he started running towards his captain. At that moment, the entire crew regardless of location, position, or disposition dematerialized.

\* \* \* \* \*

Nearby, alarms began sounding on the U.S.S. Kelly's bridge. Captain Henline looked towards his First Officer.

She was looking at her monitor. "Intruder alert! We are being boarded by unauthorized personnel, multiple transport signatures." She looked more closely at her monitor. "It's the crew of the Retributor! They're on deck 10, section 204, main gymnasium."

The Vulcan officer at Tactical added, "Security has been dispatched."

"Hail the Retributor." ordered Capt. Henline.

"Incoming transmission, data only. It looks like they're downloading personnel files, personal logs and replicator files. No other reply, sir."

Lt. Hansen spoke up from the Conn station; "Retributor is moving off, sir... They've just gone to warp!"

"Lay in a pursuit course, lieutenant!" ordered Capt. Henline

"Belay that order and delete all sensor data concerning the Retributor and her heading."

The stunned captain turned toward Admiral Hollinger, who had just entered the bridge. "Do you know what this is all about, sir?"

"There was no time for me to tell you, captain. This is a code 47 situation." He looked meaningfully at the other crewmen on the bridge. "The only thing I can say about it this..." He looked longingly at the fading image on the screen.

"Godspeed Retributor, hurry home."



# ***USS TICONDEROGA CONTACT INFORMATION***

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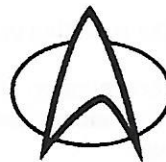
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TICONDEROGA TRANSMISSIONS ARE DUE TO  
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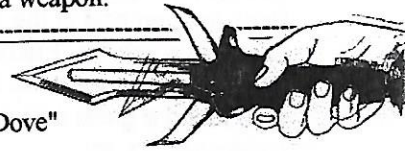


# THE WEAPONS OF STAR TREK

SUBMITTED BY ENSIGN FRANK BUCK

## ARTICLE #2

In this article we will talk about two of the seven categories we discussed in article #1. They are Bladed Weapons (not of old earth) and Forms of Telepathy as a weapon.



THE KLINGON DAGGER. used by the klingons in "The Day of The Dove"

THE VULCAN LIRPA. used by Spock in "Amok Time" to kill Captian Kirk.

LARGE FIGHTING DAGGER. used by Shahna in "The Gamesters of Triskelion".

### FORMS OF TELEPATHY:

The following are episodes that I found to have telepathy used as a weapon.

"THE CAGE" - the first time we saw telepathy was in the pilot episode. The Talossians used it to capture Captain Pike and try to repopulate their planets surface.

"CHARLIE X" - Charlie used it to try to sway the crew of the Enterprise into doing what he wanted.

"WHERE NO MAN HAS GONE BEFORE" - Lt.cdr. Gary Mitchell and Dr. Elizabeth Denher are over taken by thier new found telepathic abilities which eventuly leads to the death of a crewman and themselves.

"THE MENAGERIE PTS 1 AND 2" - The Talosians use telepathy to manipulate Cpt. Pike, and to enslave humans.

"SHORE LEAVE" - Members of the crew beam down to the planet surface and begin experiencing things from their thoughts, the planet's inhabitants are using telepathy to read thier minds and give them whatever they think of, including guns, sword fights, and fist fights.

"METAMORPHOSIS" - Zefrem Cochrane is found on a planet many years after he should have died. The Compainion uses telepathy to kill Nancy Hedford and occupies her body.

"AND THE CHILDREN SHALL LEAD" - Gorgan uses telepathy to control the children and the children use it to control the crew of the Enterprise, it fails.

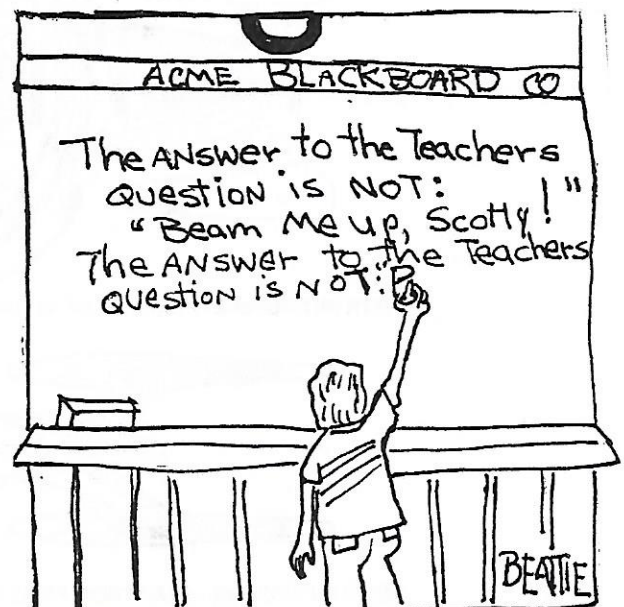
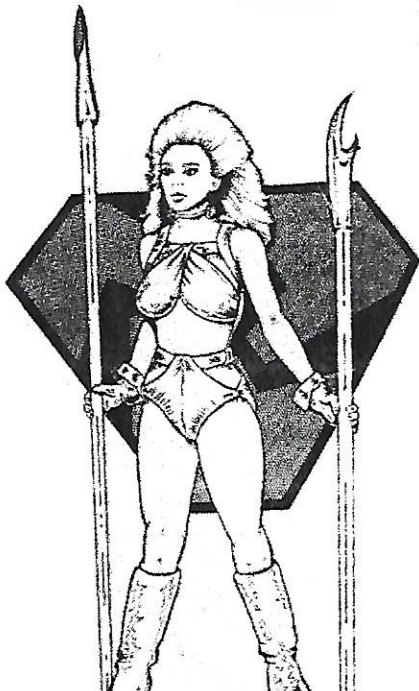
"PLATO'S STEPCHILDREN" - Everyone on the planet surface uses telepathy to manipulate the Enterprise crew members held on the planet surface.

"THE DAY OF THE DOVE" - An entity traps Klingons on the Enterprise with the crew, changes the phasers into swords and knives. and heals all the wounds so it can feed off the hatred.

"THE EMPATH" - The Vians use telepathy to control and experiment on the crew members and an empath named Gem.

Although Spock is capable of telepathy as far as I know he has never used it as a weapon of evil. My personal favorite is when Kirk was in deep depression due to a lost love (Rayna Kapec) in "Requien for Methuselah". Spock mind melds with him to make him "forget". This displays Spock's deep concern for his friends personal wellbeing while he spends all the rest of his time telling us that aspect does not exist. We know he is denying this aspect of his "humanity".

THANK YOU AND HAVE A NICE DAY.





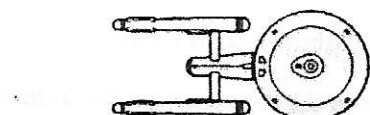
I'd reallllllly like to recommend this site to all the crew members- not just those of us dedicated to the "fashion police". Voyager Girl not only prints up insightful comments from Voyager fans (myself included!) but has the latest in the costuming gossip and updates on the program. It's absolutely wonderful reading! My comments are included on the "Fashion Faux Pas" section and in the Guest Book - and Voyager Girl encourages input in her monthly survey- this month's survey is about Janeway's hair on "Fairhaven".

I think a survey done in the Newsletter about "favorite web sites" would be a great article - I vote for Fashion Voyager, and also found a great one on Starfleet Medicine- absolutely fantastic graphics on that one, and lots of other info with the database! It's at:

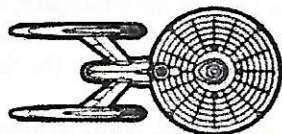
<http://mercury.spaceports.com/~tustc/>

<http://home.att.net/~fashion.voyager/link.html>

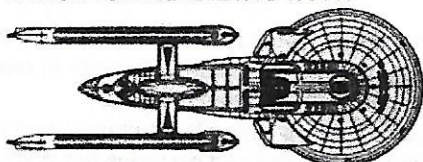
(from CMO Ensign Karrie Beck)



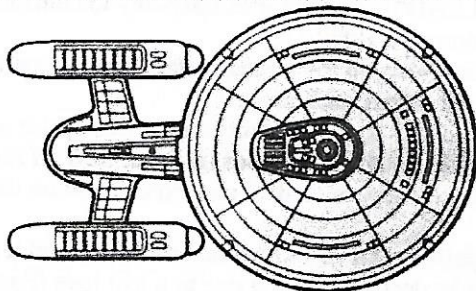
ORIGINAL ENTERPRISE NCC-1701



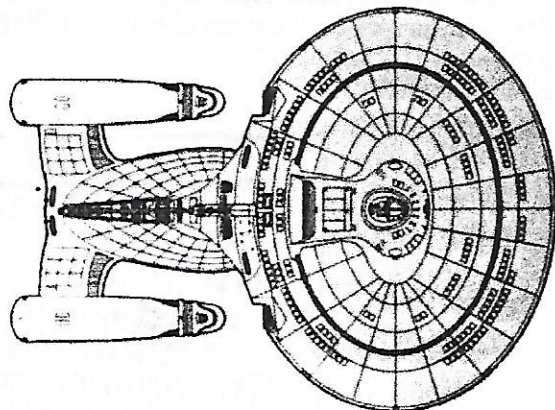
FIRST FEATURE ENTERPRISE NCC-1701-A



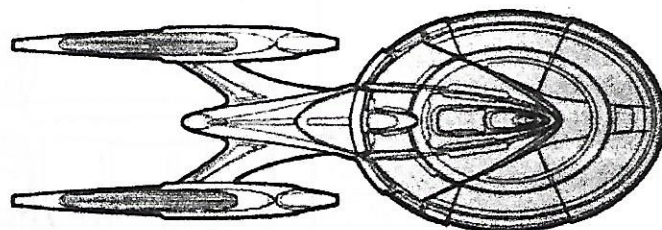
THIRD ENTERPRISE - LAUNCHED IN "GENERATIONS" - NCC-1701-B



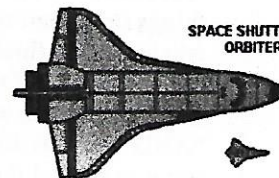
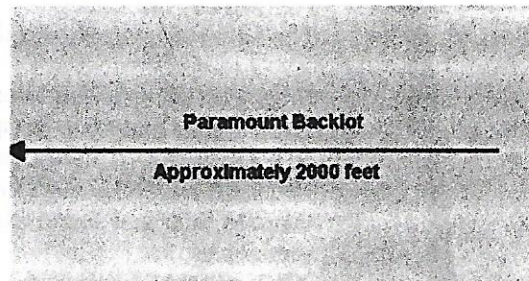
FOURTH ENTERPRISE - AS SEEN ON STNG - NCC-1701-C



FIFTH ENTERPRISE - FLAGSHIP OF ST:TNG - NCC-1701-D



SIXTH ENTERPRISE - STAR TREK: FIRST CONTACT - NCC-1701-E



SPACE SHUTTLE ENTERPRISE ORBITER 101

ACTUAL COMARATIVE SIZE TO STARSHIPS

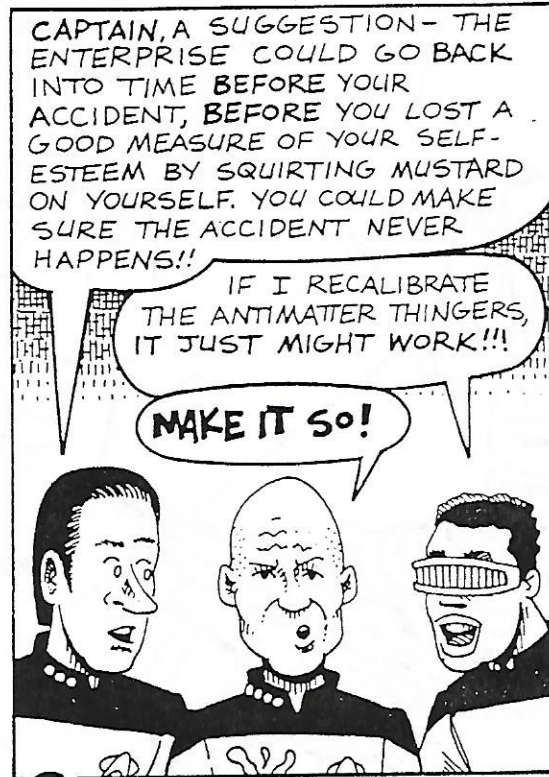
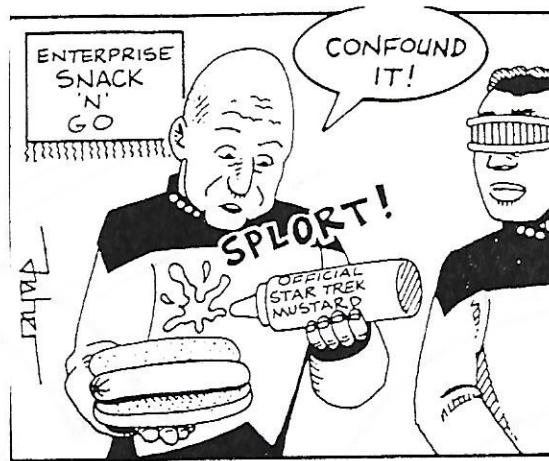


USS ENTERPRISE CVN 65

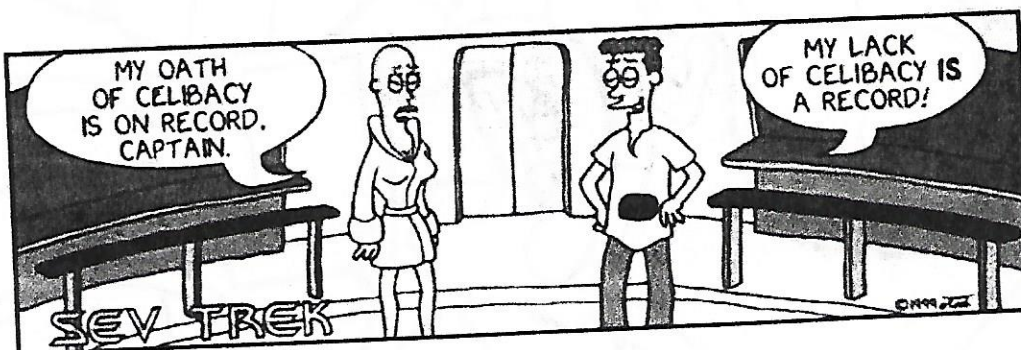


ACTUAL COMARATIVE SIZE TO STARSHIPS





HEY'RE GETTING A LITTLE TOO COMFORTABLE WITH TIME TRAVEL.



Ileer's oath of celibacy.

*Sev Trek: The Motionless Picture.* The imagination runs wild when one thinks of what Captain Quirk thought of Ileer, the balding, sexually advanced supermodel.



