

The Nautilus News

Volume I, Issue 3



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Have you ever had one of those days when absolutely nothing seemed to go right? I've had one of those months. This issue of the Nautilus News will be going out just barely in time for Magnum Opus Con III. It hasn't been easy, but we've got it done.

I'd like to thank a lot of people for their effort in helping get this issue to press: Pat Roberts, our Executive Officer and Chief Engineer, Brian Flatley, our Asst. Chief of Security, and many others. Special thanks go to Richard Wyatt, who has worked hard on both this issue and the last. Richard has done a tremendous amount and we would not have been able to put this issue to bed without him.

We are in for a bit of a treat this month with two heavy-duty science/ engineering articles on warp theory and transporter theory. (Do you think that it's possible we can get the two authors to collaborate on an article about trans-warp theory? Nah...) The article on warp theory is written by our Chief of Operations, Jon Crymes, while the article on transporter theory is by Richard Kargher.

Pat Roberts, our favorite opinionated [fill in blank] returns with another editorial, this time on the space program. I hope you find it as enjoyable and informative as I did!

Our regular columnists and columns also return in this, our third issue, with Cmdr. Chris Ernst writing not one, but **two** articles this issue! We have more from the Gaming Corner, and the Orion Gazetteer has returned with more goodies for you to buy.

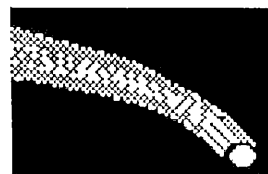
Something for you hopeful authors to look forward to in the next month or so: The Nautilus News will be putting out a style manual for you to gauge your style by. Once it is out, please try to follow its dictums as much as possible, for it promises to bring a professional level of consistency to the magazine.

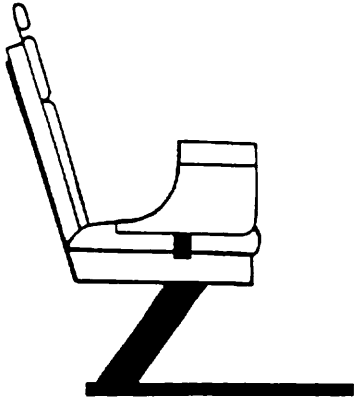
A final note: **We need artwork!!!! Desperately!** So, if you have any original artwork you would like to see published, **please** submit it to us so that we can stop pirating other people's art!

--John E. Kemker, III



Our Illustrious Editor





FROM THE CENTER SEAT

By Cmdr. Christopher F. Ernst

"Address intercraft." "System open, sir." "Attention all hands ..."

As of stardate 7225.1 the crew of our "mother ship", the U.S.S. Perseus, was transferred to the new Dreadnaught - U.S.S. Ingram (NCC-2001). The Nautilus will also be officially transferred to the Ingram, so our new registry is NCC-2001/6. For a while you may continue to see NCC-544/6, but it is being phased out. Soon (I hope) we will have our own registry when we transfer to our own Starship.

Recently, I have been focusing attention on the rank structure and the promotion point system. Now that we have a rank structure well established everyone can fit into it and move up in it as they wish. The rank structure goes hand-in-hand with the promotion point system. Promotion points reflect how active a member is; and though you need promotion points to be eligible for promotion, they are not always the only requirement. At some important junctures in the rank structure tests and time in Starfleet (or rank) are required. The tests are our way to be sure that a ranking individual knows something about Starfleet and STAR TREK. The time requirements keep even a STAR TREK trivia champ from gaining too much rank too quickly since he/she also needs experience in Starfleet.

It would be tragic if an officer from the Nautilus were at a convention or function and it came out that he did not know who Gene Roddenberry is or how many episodes there were. Can you imagine the reaction of other fans? It would reflect badly on the officer, the Nautilus, and Starfleet. That is not going to happen. In fact, our requirements for rank are tougher than those of the majority of the ships in the fleet. On this ship you will earn your rank and it will show.

You are the members of this Starfleet chapter. It is up to me and my appointed staff to make the chapter as fun as possible for you, but I need your help. If you have suggestions or ideas to make the chapter or the

meetings better or more fun, I strongly urge you to share them with us. The only bad idea is the one you keep to yourself.

As of January fifteenth Starfleet started a recruiting drive. I found out about it at about the same time you did - when I read it in December's issue of the Communique which I received at the end of February. This is how it works: the chapter which recruits the most new members between 8801.15 and 8806.1 wins one-hundred dollars for a party. To be counted, the recruit's international membership must include the name of the chapter in the "recruited by" space. We have the forms and we are doing our best but you can help. Tell all your other friends who like STAR TREK or science-fiction to join. The more people in the chapter the more fun it will be for all. Furthermore, I hereby authorize five (5) promotion points to be awarded to any member who actively recruits a new member. No limit. Just make sure your name is somewhere on the individual's local membership form.

Now, I know the question on everyone's mind this month: What is the Nautilus going to be doing at MOC III? Let me just say that "active" and "visible" are gross understatements. But before I get into all that let me remind you that the deadline for pre-registration is 8803.11. We have the forms if you need one. I just hope you get this before then.

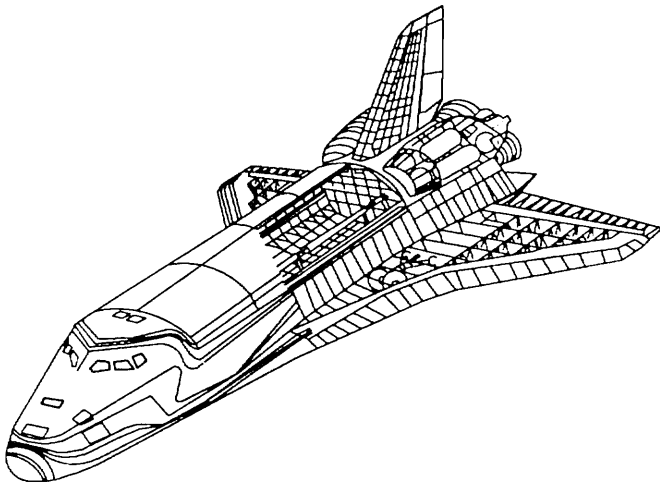
On 8803.15 we will have a special meeting at Video Tonight at 8:00pm to discuss plans for MOC III. Everyone who is going to the convention should be there. In addition to other subjects we will be planning who is driving down there and who is riding with who. All decisions and plans made at that special meeting will be finalized at our regular meeting the following Saturday (8802.19 - just one week before the con!).

We have two adjoining rooms reserved (and confirmed) at the Ramada Inn, the closest hotel to the convention after the Hilton. The more people who go and stay in these two rooms the less expensive it will be for all. These are good size rooms and there will be plenty of floor space.

At the convention we will be helping to staff the Starfleet table. This table is going to be set up to advertise Starfleet as an organization, not individual chapters. (Nevertheless, we will have lots of international membership forms with shuttle Nautilus in the "recruited by" space.) Also at this table we will be selling our club T-shirt and, if all works out, we will also have very nice looking Starfleet identification badges to sell. We should do very well in terms of recruitment and fund raising.

LCdr. Jon Crymes will be managing the STAR TREK video room. If you would like to help contact him directly (448-7494). He needs help staffing the video room desperately. I, and possibly LCdr. Roberts will be attending the "Captain's Call". This will be a meeting of

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AMERICA'S SPACE PROGRAM: Who's Fault is it Anyway?

By Patrick Roberts

Lately, there has been some talk in this country as to whether the US should have waited two and a half years after the CHALLENGER accident to launch the following space shuttle. Has NASA turned gun shy and are they being too cautious? Some people say yes. Even the mighty Christopher Kraft who once directed this country's space program to its most glorious days expresses the opinion that NASA should not have waited until every small piece of the whole shuttle system was in perfect working order. But is that what NASA is really doing? How much are the six lives worth that will go up on the next shuttle flight? If another shuttle is lost, wouldn't that not only lose a crew but also cripple this country's manned space effort beyond repair? The problem is not with NASA but with who runs the agency, the press, and finally with the American public.

NASA has enjoyed many years of public support as Americas index of accomplishment and as a quiet weapon against the Soviet Union. After many years of such a perfect manned spaceflight record, with the exception of the tragic APOLLO 1 fire, I believe that those in the agency had started to believe in a false security of this record. The Rogers Commission on the accident clearly showed that management at Morton Thiokol clearly heard their engineers tell them that the boosters were not to be launched in such cold weather and yet they were given a deaf ear. The Commission also found that the shuttle program was being run just like the APOLLO program which was a research program unlike the shuttle which needs to be run like a business.

Management at NASA and most of the contractors for the shuttle program consistently overlooked critical one problems with the shuttle system saying that either they had someone looking at the problem or that they believe it should not be given such a harsh classification. After the accident when all this is uncovered, NASA takes a

complete about face and replaces many top management positions and states that the system will not fly until every problem is fixed. A very commendable decision but one I feel has been taken a little to far. First of all there are no systems on the shuttle that are so bad and ill designed that when operated within manufacturers flight envelope would not perform almost flawlessly. In other words, the system before the accident, operated like the engineers said it should be operated, would still be flying almost every other week. Management should be very cautious with any system they launch, but if they expect a 100% perfect launch vehicle, the shuttle will never get off the ground.

On the day of the Challenger accident, I was glued to the television to see if there were any developments in what could have caused the tragedy. As I watched all the major networks, the journalists were speculating on the cause of the accident and telling the public, as they watched the replay, that this happened and that happened. Let's get one thing straight; journalists are not engineers and are doing this country a great disservice by speculating on a subject they no nothing about. It is also very unprofessional to speculate on an accident like that while an investigation is in progress. But this is just one example. Through the years the press has always blown things way out of proportion and are deceiving the American public after all who is going to take their own time and money to sue them. After the accident, the press went even further with this tripe. When a booster test was delayed a day because of testing equipment problems, which I might add were small, the press, as usual, reported "this could mean the end of mans flight into space. This is [insert jerk reporter here] , large ego, at the Kennedy Space Center". The chance of that happening is about as much as everyone in this country stopping to drive cars because some people were killed in a car accident yesterday. Cars, VCR's, TV's, computer's are all complex pieces of machinery and a spacecraft is much more so but you never hear about a bad line of computers or vcrs like you do a toilet on the space shuttle. God forbid if the toilet doesn't flush just right and the shuttle doesn't launch during a severe thunderstorm! Remember when the shuttle was flying how you would never hear anything about a shuttle flight if everything was going just right. Who cares if they are developing a cure for diabetes or helping to make this world a much better place? I care! And I have just about had it with this countries press trying to harass one of the last great resources this country has; the American Space Program.

The Reagan Administration's long-awaited National Space Policy finally was unveiled early in February, but one had to be an astute observer of the Washington bureaucratic process to ferret out the true significance of the event. While any action on the U.S. space front is a welcome change from the stagnation and confusion that have prevailed in the wake of the accident, Washington's political and budgetary realities make i

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WARP THEORY, EINSTEIN'S THEORY, AND HOW THEY CAN COEXIST (OR NOT)

by Jonathan B. Crymes

All right, Zephram Cochran's Warp Theory and Albert Einstein's Theory of Relativity, are two very different ideas in a very "stable" universe. For centuries man has been creating theories to explain natural phenomenon around him and then changing (or even junking completely) that theory when it can't explain something else. For example, when an Italian by the name of Galileo hiked up the Leaning Tower of Pisa and dropped two different sized rocks that weighed differently and saw that they landed at the same time, the European scientists had to stop, back up, and get rid of the idea that objects of different weight fall at different speeds (a seemingly logical assumption). Ah, but that's where they made their mistake, they assumed without testing. Now, before I go on, I must emphasize that this article talks about a true theory (Einstein's Theory of Relativity) and an idea from science fiction-- Warp Theory by Zephram Cochran of Alpha Centauri. The statements I make about Warp Theory are based on deductive reasoning from occurrences in the series and on some of the literature about Star Trek.

O.K., Einstein's Theory of Relativity (Earth c.1905) states, among many other things, that faster than light speeds are unachievable. Period. I would explain this but I don't have the space in the newsletter to do so. However, let me explain some aspects of it. Very simply, light travels at a constant speed--no matter what. For example, think of a flashlight with a light at both ends. When I turn the flashlight on you get a beam going to the left and a beam going to the right. If you measure the speed of the beam going to the left and the speed of the beam going to the right they are equal.

O.K., fine, that's what you'd expect. Now, pretend you are sitting on one of the beams--say the right one (kind of like the most awesome roller coaster ride in the world)--and from where you are sitting you measure the speed of the left light beam. It's double, right? You're speed plus the speed of the other light beam--simple math, $1+1=2$. WRONG. The speed of the left beam is the same now as when you measured it when you were standing in front of the flashlight.

Yes, incredible paradox. This only happens when you're traveling at very fast speeds, though. Two cars moving away from each other at 55 mph do have a combined speed of 110 mph to someone sitting in one of the cars.

Now that you have an idea of the problem, let's talk about Star Trek's famous Warp Speeds. Before we begin, let's take a look at the definition of warp from Webster's Dictionary--it'll help shed some light (ouch, bad pun). Webster's defines warp as "to bend or twist out of shape. to distort.". Good enough. This is exactly what the warp field does. It takes what we call "normal" laws of physics and bends them into variations. Now, to

achieve faster than light speeds assume that space, or better yet reality, moves along a curve--like a sine or cosine curve in trigonometry or just a plane diving and climbing continuously if you don't know trigonometry. This curve represents time and reality moves along it (including light). But what if you could jump from crest to crest of the wave (i.e. from peak to peak) without having to follow the curve? You would, in effect, be moving from one point in space to another without taking the same amount of time. To someone watching you, you would seem to disappear and reappear at another spot a short time later. The place you go is generally called "hyperspace" in most science fiction and, synonymously, as a "warp field" in Star Trek. This hyperspace is the line you travel from peak to peak. Now, to create such a "warp field", a field that transgresses time and space itself, you obviously need an enormous amount of energy--such as that created by a matter-antimatter reaction. This is the method of propulsion used in Star Trek (and which may very well be needed in reality since present methods certainly won't) using dilithium crystals to concentrate the energy--like a laser concentrates light--to attain a higher degree of efficiency (greater warp speeds). But stop to think what the properties of this field must be and what it would require to utilize such a field.

First, Einstein's theory also presents a side affect--if you travel near the speed of light the aging process slows down, stops if you're going the speed of light, and reverses, theoretically if you go faster (remember the scene from Close Encounters?--"God, they haven't even grown old--Einstein was right."). This is because how fast time travels depends on the speed of light (it's the universal constant no matter where you are, remember?). The closer you are to it the slower time moves (it's an inverse proportion).

All right, for the Enterprise to have had a five year mission that was the same amount of time on ship as on Earth (a good reference point since Star Fleet is based there and would want to keep track of their ship) the warp field must negate the process of slowing down time and also negate the process of time reversing when you are going past the speed of light. Otherwise, the mission would appear to take five years to the crew but on Earth it would take centuries! Or, if you're going faster than light, you'd go back in time and would have a time machine to boot. To go back in time using a warp field means that there are speeds you can attain in a warp field that at a certain point begin to revert back to Einstein's Theory. With clarity, it means a warp field negates time up to a certain speed, past that speed Einstein's Theory comes back in to play. This explains using the sun as a "slingshot". You can achieve those higher speeds with it. However, there is no way to go forward in time using it. Slight oversight by the writers

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MY THEORY ON WHY TRANSPORTERS WORK THE WAY THEY DO, OR WHY DOESN'T BARBARA SEND ME FLOWERS ANYMORE

By Richard Kargher

Einstein's revelations about his Theory of Relativity (in other words, bullshit, bullshit, bullshit-author) led him to believe that mass and energy were manifestations of the same thing, ergo the infamous $E=MC^2$ equation which relates the energy, E, and the mass, M, as a proportion of a universal constant, C, which, coincidentally, is the speed of light in a vacuum. But what was this "same thing" from which we get E & M? The conclusion one logically reaches is the space-time continuum, which we shall simply call space. After all, space isn't necessarily limited to the three popularly familiar dimensions: up/down, left/right, and forward/backward. Indeed, Einstein himself regarded time as a fourth dimension. Mathematicians do not hesitate speaking about nth space of n dimensions. Economists may use as many as hundreds or even thousands of dimensions in their economic "space". And the physicists themselves now talk of as many as eleven dimensions to describe our universe! It begins to make one wonder "Which way is up?"

So, mass and energy are made of space. Or, conversely, space is made of mass and energy (which the great Rene DeCarte once supposed, for one could not judge spatial distance without material objects). Theoretically, one could create space with mass and energy. The black holes and quasars of outerspace strongly suggest this kind of thinking.

In the world where Vulcans roam, the transporter is an artificially created and controlled black hole/quasar affair, and would be a prelude to warp drive. As it is (will be), the discoveries of the principles behind artificial gravity will lead to the transporters' development.

To the knowledge of our twentieth-century's science, the only practical way to produce a gravity field is through the existence of mass. Mass is but a distortion, or ripple, in space (space meaning, of course, the space-time continuum), and it is this distortion which attracts others masses, including photons, the "particles" of light. If there is to be artificial gravity, there must be a way to create this same distortion. One way, which is crude yet quite effective, is through kinetic energy and inertia. To know what I am talking about, fill a bucket one-third high with water, grasp it by the handle, and twirl yourself at great revolutions. Allow the bucket to have its mouth towards you until it is vertical with the ground. Now marvel in amazement as the water stubbornly clings to the bucket's base. If their is dissent among you who believe my example is crooked, need I remind you that Einstein himself said that whatever we may attribute as the source of gravity does not matter, his physical laws concerning the effects of gravity remain the same. As a matter of fact, he developed his theories imagining himself in an elevator forever gaining speed upward.

So, what remains to be discovered is a way to produce a gravity field in a more refined way. Since there be Vulcans, there be a way. And once discovered, there must be a way to increase this artificial field's strength until an artificial black-hole is created.

One of the theories seriously being considered in our current world is that black holes and quasars form "worm- holes" in space. Matter and energy fall into the black hole and fall out of the quasars. If true, this could hold the key to actual, real world, warp drive.

In my concocted history of the transporter's development, the first artificial black hole/quasar effects (call it a blaquaff) produced very tiny worm-holes, more like pin-hole in space. Evenso, quite an advance had begun, for it opened the door to sub-space communication, faster-than-light message.

However, since energy requirements for the process were huge, at the time it didn't seem likely that larger holes were possible on a more practicle scale. So the very first transporters required powerful computers which would use a destructive process to determine the structure of the object to be transported. When it finally had this data, it would transmit it to another transporter, through these pinholes, located at the object's destination, where its computer would then re-assemble the object. The public's impression of the transporter being a device which would "scatter a man's molecules throughout the universe" came from these early models. They would be impractical for beaming onto new uncharted planets, or any other planet without a transporter of its own. Evenso, they remained a faster form of transportation, since the process usually lasted only 30 seconds at most, no matter where you were being transported to. These machines would place you in a force field and then into virtual suspended animation. It wasn't truly stopped time within this field, but the relative difference in time scale between you and the machine was made so large that, theoretically, it made not quite even the smallest difference, usually within the span of time it would take an electron of a hydrogen atom to cover one-tenth its orbit around the nucleus. From there, you were decomposed as the computer recorded the process. Soon, it would send this data to the other transporter through the pin-hole in space.

Eventually, greater experience with these first practical transporters led to more technological progress, both in the overall energy requirements and the size of their holes in space. Instead of utter decomposition, the object was taken in chunks and sent, with the data of location, where it was pieced together like a jigsaw puzzle by another transporter. Then, a breakthrough, the holes could be made as wide as ditches, and people could now be sent complete. A transporter on the

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WARP THEORY

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and pretty nitpicky to mention it but it still remains a fact. Another effect of the warp field or more accurately the warp drive is called the Picard Manuever, whereby the ship travels a short distance at such a fast speed that it appears to be in two places at once. This is not an effect of the field or drive at all but your own eyes playing a trick. Your eyes can only see information at a certain speed, if something moves faster than that speed you will see two images of it despite the fact that there is only one. This very principle is what gives movies and television their fluid motion when in fact they're just fast moving frames.

Now I have never seen a mention of gravitics (the creation of artificial gravity) in Star Trek, but you rarely ever see a time when there is no gravity. An artificial gravity is very easy to create as long as you're accelerating in a direction opposite to the direction you want gravity, that is, if you want gravity up you accelerate down and vice versa. It would be a small matter to angle the direction of the ship so that you would have a constant gravity going at all times--just accelerate at 9.8 m/s^2 and you have Earth's gravity. However, momentum (the mass of an object times its velocity and the stuff that creates a huge rolling snowball from a small one) is another matter altogether. If, in the Next Generation episode where the Enterprise is hit by a repulsor beam, the crew had felt any of that momentum they would have all been crushed against the bulkhead to the width of an atom and most likely much smaller. Once again an oversight by the writers. It can be argued otherwise, but not with much substantiation.

Lastly, there are the weapons on the starship Enterprise. Roddenberry has stated that there will be no more of having the ship firing phasers at warp speeds. With a little intuition, you can see why. If you're using a warp field to go faster than the speed of light and then fire a light-energy weapon, as soon as the beam cleared the field it must obey the laws of the normal unwarped universe and travel at the speed of light again. At that instant you would run right into your own phaser shot. Photon torpedoes are a totally different matter. They contain their own thrust unit to maintain their own warp field and continue at the velocity at which they were shot.

Please don't feel that I am putting down Star Trek by pointing out loopholes in the idea of a warp field. First, these people are writers, not physicists, and can't be expected to create a fully plausible theory (but they did a heck of a job!). Secondly, it has a lot going for it in the way of science and, thirdly, of all the possibilities of making the impossibility of faster than light speeds a reality they may very well be on the right track--it wouldn't be the first prophecy of science fiction to come true and it certainly won't be the last!

TRANSPORTER THEORY

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receiving end could now be optional. All that was left was to develop the process so it could encompass a whole ship, and then warp drive!

For a beam-up without a transporter at the source, the destination transporter has its computer scan the general area to determine the object's dimensions, and do it very carefully--if the object happens to be a person, they would be quite peeved to find their trip literally cost them an arm and a leg. Very quickly, then, the transporter would have to create a blaueff from destination to ground to send the necessary equipment and energies to create a force field on the object, per dimensions found by the computer, and a blaueff from the ground to destination. In other words, the main transporter sends an auxillary transporter just outside of space. The auxillary transporter transports the object to the main transporter. The auxillary transporter is then retrieved by redirecting the blaueff back towards the main transporter.

FROM THE CENTER SEAT

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all the Commanding Officers and First Officers from every ship represented at the convention.

We, the Atlanta based Shuttlecraft Nautilus, will be hosting the first STAR TREK : The Next Generation trivia contest. There will be twenty episodes out by then, and at ten questions per episode we will probably be able to stump some people. It will be great fun and we will have some kind of prizes. We need members to help us get the trivia questions together now. If you would like to help contact LCdr. Pat Roberts (455-9347). Five promotion points for ten good trivia questions per episode.

Lastly, several of our members will be serving as escorts to some of the guests. This may be your big chance to get introduced to your favorite star or author. To sum it all up, we are going to have a great time and make a good showing and prove that we have the makings of the biggest and best ship in the fleet.

So now more than ever is the time to get active in this chapter and have fun. Come on all you couch potatos get in to those meetings and activities and make this chapter work. The more active each of us is the better and more fun it will be for the whole ship.

Until next time then ...

Get a life ! ah ... I mean

"Carry-on. Bridge out."

DR. WHO: 25TH ANNIVERSARY

By Brian Flatley

On November 23, 1963, the British Broadcasting Corporation (BBC), premiered a new children's television show. This year marks the twenty-fifth anniversary of Doctor Who, which is seen all around the world, and has generated a following of fans that is un-paralleled.

Each episode of "Doctor Who" was part of a larger story, usually four parts, but it was not unusual for stories to run for six parts. Until 1986, the record for the longest story was thirteen parts. For the first eight or so years of "Who," the BBC filmed the show in black-and-white, which was not only a reflection of the technology of the decade, but it was also a standard practice of the network to film children's programming using this method. It was not until 1970, with the debut of Jon Pertwee as the third actor to portray the Doctor (more on this later), that episodes were filmed in color.

The late William Hartnell was the first man to portray the Doctor. He lived on earth with his granddaughter, Susan Foreman, in a junkyard at 76 Totter's Lane, London. In the first story, "An Unearthly Child," Susan's teachers, Barbara Wright and Ian Chesterton learn that Susan and her grandfather are not what they seem. They travel through time and space in the TARDIS, which stands for Time And Relative Dimensions In Space. The TARDIS, in order to fit in to its surroundings, on earth resembles a London Police Kiosk. Unfortunately for the Doctor the Circuit that is supposed to reshape the TARDIS to fit into each new surroundings, broke after landing on earth. Fortunately for fans, the TARDIS' shape is a trademark for the show.

Many of the stories on Doctor Who were historical in nature, but that changed with the introduction of the first, and the most popular, of the Doctor's adversaries the Daleks. The Daleks could be best described as trashcans with guns. They are a result of genetic mutation, and were created to be super soldiers in a planetary war. As a result of the mutations, the Daleks lost all sense of compassion and began to kill all that were not Daleks. By the third part of their debut story, the viewership had reached eight million Britains, unheard of for a children's show. The country was also gripped with "Dalek Fever." The Daleks are still the most popular adversaries of the Doctor's to this day.

In 1967, William Hartnell wanted to leave the show. This presented the producers of the show with a problem, because the show was so popular. It was Hartnell who came up with the idea that the Doctor, in times of crisis, can change his features by regenerating. The producers loved the idea and after searching, found Patrick Troughton to replace Hartnell. The first regeneration took place during the debut of another of the Doctor's famous foes, the Cybermen. The Cybermen were humans that used bionics to replace body parts, until they became mostly machine.

When Troughton was signed to play the Doctor, the contract was only until the end of the season, because the producers were not sure if the fans would accept the regeneration. They did with the help of another story with the Daleks. When Troughton decided to leave the show in 1969, the producers came forth with the true identity of the Doctor. In "Wargames," the Doctor encounters the War Chief, who has taken soldiers from different periods of earth's history, in search of the perfect warriors to take over the universe. When the Doctor realizes that he can not defeat the War Chief alone, he sends a message to his home planet of Gallifrey. It turns out that the Doctor is a renegade Time Lord. The Time Lords purpose is to ensure that the natural course of history is not altered, and that no civilization develops time travel, for obvious reasons. The War Chief is defeated, but the Doctor is put on trial, because he stole his TARDIS, and for his meddling in the affairs of other races and time itself. His punishment is that he is to be regenerated, exiled to Earth, and his knowledge of Temporal Physics (his ability to use the TARDIS) is "locked away" in his mind. Troughton is replaced with Jon Pertwee. At this point I should go into the personalities of the different incarnations of the Doctor. Hartnell was a stubborn, sometimes rude man, who always got his way (if he could). Troughton's character was more like an intergalactic hobo. He played the recorder, and ran from trouble most of the time, but always summoned the courage to defeat his foe. Pertwee was a strong, fatherly figure, who when it became necessary, would use Venusian Akkido (self-defense for those with four arms and legs) when reason didn't work. He became the most popular actor to play the Doctor of the three.

During Pertwee's term as the Doctor, the most single adversary of the Doctor's came into being: the Master. The Master, like the Doctor, is a renegade Time Lord, but is as evil as the Doctor is good. The first actor to play the Master was Roger Delgado. The master is now being played by Anthony Ainely.

Pertwee left "Doctor Who" when Delgado, who a was very good friend of Pertwee's, was killed in an automobile accident in Monaco. This set the stage for the most famous of the Doctor's, and the actor to play the Doctor the longest: Tom Baker.

Tom Baker became the doctor in December of 1974. His Doctor was the most humorous of the Doctors. The trademarks of his character were his infinite-length scarf, his overcoat and hat, and his predilection for Jelli-babies, which are like Gummi-bears. Tom Baker's Doctor had the chance to change history (he was actually forced to try) in "Genesis of the Daleks." He was sent to the planet of Skaro, the home-planet of the Daleks to stop yet another adversary to be: Davros, the creator of the Daleks. The Doctor did not quite succeed, but he did manage to alter the Daleks to make them what they actually are.

Tom Baker lasted for eight years. When he decided to leave the show, Peter Davison was cast to replace him.

Continued On Page 12

"I'M JUST NOT MYSELF TODAY"

by Cmdr. Christopher F. Ernst

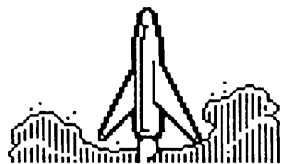
As we are all very privileged to know, Starfleet is a nice para-military organization in which every member can serve in a position on a fictitious ship. But, what if you want to serve as a Vulcan or Orion or something on that fictitious ship? What if you want to create a hybrid personality or that special breed of man that can only be the product of the twenty-third century? Why not a fictitious personality? It is a fictitious ship in a fictitious universe of the future after all. (I know, I seem to be coming close to blasphemy to some of you out there.) And would it be "realistic" to have only Humans in Starfleet?

Well, some time ago Starfleet came up with a solution: the Alter Ego. The Alter Ego is the fantasy persona that some Starfleet members wish to portray. The whole concept really comes into form when someone is writing a STAR TREK story using the personalities from his/her own Starship/Chapter (such as in Mr. Rainwater's article in issue two: The Last Flight of the Open Hand).

Some members will want to get really deep into this facet of Starfleet while others will not want to bother with it at all (after all we are not a role-playing club). The problem is that your Commander is the all or nothing sort; either we are all going to do this or none of us are going to. The solution: we are all going to do it. (Don't grit your teeth!)

Everyone in this chapter is going to have an Alter Ego even if it is only ... yourself. For example, one member (James Smith, Human, male, age 24) may write pages and pages about his Alter Ego K'dor, Klingon, male, age 37). On the other hand, another member (John Doe, Human, male, age 22) may only fill out the minimum paper work on his Alter Ego John Doe, Human, male, age 22. Get it? The Chief Medical Officer will provide the Alter Ego forms to all members shortly. Once filled out, these will be made part of your medical/personnel record. If a writer wishes to do an article or short story with your Alter Ego as a character he/she can get a copy from you.

Alter Egos can be lots of fun if that's what you're into. If you're into something else (as long as it's legal) then your Alter Ego can be you and you can be your Alter Ego ... or you can just be yourself.



AMERICA'S SPACE PROGRAM

Continued From Page 3

painfully clear the policy statement comes much too late and offers too little. In this country, the buck doesn't stop with the American government it stops with us; the voting public. We tell our representatives what we want THEM to do for us. I don't know how many people I have met from all walks of life that believe as I do. But what do they do about it. Nothing. The points I have mentioned about management and the press are not deep dark secrets. Far from it. Most people are well aware of these points but all they do is nod their head in agreement and say something should be done about it and leave it at that. If there was all of a sudden a large wave of public support for the space program, this country would have a base on the moon in a couple of years and a colony on Mars by the turn of the century. This whole problem boils down to us, the public and no one else. If you really want the space program to go forth and seek new life and new civilizations and to go where no one has gone before then WE need to do something about it.

Thus, we must ask ourselves if we, the American public, wants to go to the outer reaches of this universe. If that decision is no, then we must be content with allowing the rest of the world to pass us by and making us look unmotivated and without goals. But if the answer is yes, then we have no business not putting our complete backing and our resources into this program. Do we continue to try to feed the people of this world with the present technology we have or do we go forth to develop new technology in order to make a more perfect world through space research. As I have said before and I will say again, the future is what we make it.



STAR TREK: *The Next Generation*

Episode XIII

"Willi"

[Special effects: Against a background of stars and nebulae, the Galaxy class ship Enterprise swiftly passes by the camera with an unrealistic, but aesthetically pleasing, "swoosh!"]

[The scene changes and the fiery glow of a RED ALERT warning fills the main bridge. Some of the crew look a little confused, because instead of the normal emergency klaxon, an old-earth fog horn is blowing with a roar that is deafening. Wesley Crusher is standing by a turbo-lift door, snickering to himself.]

Captain Picard [looking annoyed]: "Captain's log: supplemental entry. I have asked Commander Data to take the necessary actions to reinstate an old navy tradition, keel-hauling. Refer to my previous entries on throwing away a brilliant Starfleet career for momentary satisfaction."

Ryker: "Data, give me the sensor readout for the ship that's closing in with us."

Data: "The ship seems to run on a subspace, deuterium fueled impulse drive. It is very small. The Enterprise has one to the sixty-third times its volume..."

Ryker [In an irritated tone] "Data, one to any power is still one, I think you haven't the slightest idea what you're talking about."

Data [His silver skin tone flushing to grey as he blushes in embarrassment]: "Uh, um... let me explain warp speed to you. See, you take the speed of light..."

Worf: "Captain, the enemy vessel has fired on us!"

[Switch to close up of main view-screen, revealing, in addition to the usual background stars, a blob of light in the center of the screen, and strands of webbing, which bear an uncanny resemblance to the special effects used in "The Amazing Spiderman," streaming towards the viewscreen.]

[Switch back to bridge. As the web engulfs the Enterprise, the bridge rolls back and forth, with crew members grabbing onto the railings for support as the lights flicker off and then on again.]

Worf: "We've stopped, sir, but the alien vessel has vanished."

Yar: "Captain, I'm getting a report of a ship materializing in the shuttle craft bay."

Picard: "Ryker, Yar, and Troi, go down to the shuttle bay and find out who these beings are, and what they want with us. If you need me, I'll be down in sick bay apologizing to Doctor Crusher."

[The three officers enter the turbo-lift, and Wesley follows them.]

Ryker [To the lift computer]: "Shuttle craft bay."

[A moment or so passes before Ryker realizes the lift hasn't moved.]

Ryker [In a more forceful tone]: "Shuttle craft bay."

Lift Computer: "No record of a shuttle craft bay onboard this vessel."

Ryker [Really pissed now]: "Dammit! I know this ship has a shuttle bay - I heard it mentioned in the pilot episode - isn't it in the secondary hull?"

Lift Computer [In a snooty voice] "There is NO shuttle craft bay listed for this ship."

[Commander Yar intervenes in the conversation by performing a side-kick to the lift computer. Her efforts are rewarded by a shower of sparks, and the lighting in the lift dimming somewhat.]

Yar: "There's nothing I hate more than insubordination!"

Troi: "I feel a great anger and hostility directed at someone in this lift - no, wait - it's quickly changing to nausea..."

Wesley: "We can find the shuttle craft bay by tying in the ships sensors to the lift computer, and thereby calculating the exact coordinates of the bay by using a simple four dimensional trapezoidal transform."

[As he explains, Wesley opens the lift access hatch and crosses two wires. The turbo lift whirs to life, stops, and the doors slide open.]

Lift Computer: "Shuttle craft bay."

[Smoke clears from the bay to reveal a grey, saucer shaped craft, which is supported by telescoping legs. A ramp descends between two of the legs, and down this ramp, a small, foreboding figure slowly descends.]

[Commander Troi groans in pain, rolls her eyes up, and doubles over onto the floor.]

Ryker: "What do you feel, Troi? Is it the intense pain of a loneliness known only to those who are condemned to roam the vastness of space for all eternity?"

Troi: "No, it's just gas. Wesley reprogrammed the food synthesizers so they only make Mexican dishes."

Small foreboding figure: "You are all in great danger! Go back from whence you came."

Ryker: "Wait a minute - I just happened to be reading about one of the first exploratory space vessel sent from earth. Your ship looks just like the Jupiter II, but that ship was launched with a family on board."

Small foreboding figure: "Yes, my ship is the Jupiter II. Many years ago we landed on a planet inhabited only by children. My father was the first to die: a particularly ugly youth snuck up behind him and with a "bonk! bonk!" killed him. Slowly, all of the other adults from our ship died of a strange disease."

[An old, thin man looks out from the Jupiter II, gives a startled cry, and runs down the ramp.]

Continued On Page 10

STAR TREK SATIRE

Continued From Page 9

Old Man: "Oh, Will Robinson, thank heavens you've found another ship - a ship with adults!"

Will: "Dr. Smith..."

Ryker: "Dr. Smith? I read that Dr. Smith was on the Jupiter II when it was launched. I thought you said all the adults from your ship died."

Will: "That's right."

Troi: "Oh, the pain! The pain!"

Yar: "Hey kid, what did you mean by that comment about us being in danger?"

Will: "The Jupiter II's sensors detected a fault in your matter/antimatter interflux regulator. I estimate that you have exactly three hours, twenty seven minutes, and thirteen seconds before the ship's power converters go critical."

Wesley: "Is that all?! I can fix that problem with my pseudo-hypertech converter corrector, which I built from a kit by Starfleet Shack. Of course, we'll have to tie it in with the ship's main power supply, making sure the power shifts are in phase when we do."

[A large robot with a cylindrical torso, bubble head, and rubber booties mounted on a rolling truck rumbles down the spaceship's ramp and towards the group. The robot's accordion arms are fully extended and swinging up and down wildly.]

Robot: "Danger, Will Robinson, danger!"

Will: "Yes, Robot, I've already said that."

Robot: "You do not understand. This ship is not in danger, but this plot is! Once again, in an attempt to capture the prepubescent male viewing audience, the writers have resorted to the 'whiz kid' plot gimmick - the very same plot gimmick that doomed our series. Remember our first season? Dr. Smith was an evil meddler, I was a cold, ruthless robot, and you were an ordinary kid. But then your character was changed into the 'boy genius' stereotype, and I became your pal, and Dr. Smith became a whining nincompoop to contrast with your brilliance. The new episodes were all rehashes of the same theme: boy genius saves the day. Oh, stop me Will, I'm waxing poetic."

[Will reaches over to the robot and pulls a small circuit board from its side and drops the board to the floor. The lights in the robot's bubble-head go out, and it lists to one side.]

Will: "You people are a bunch of stiff shirts! I was just trying to have some fun with the story-line, but all you guys want is realism and consistency. I'm out of here."

Wesley: "Where are you going?"

Will: "I'm meeting a friend of mine, Trelane, and we're gonna head over to Andromeda and egg any ships traveling through the intergalactic lanes. Why don't you leave these relics and join me."

[Troi picks up the circuit board and plugs it back into the robot. The robot's lights come back on as it lifts itself up straight.]

Yar: "Hey, big boy, have you been programmed to use those pinchers for pleasure?"

Robot: "No, but I can shoot 250,000 volts of electricity through them."

Yar: "Ooh, would you care to join Commander Data and me in my quarters later on today for a little cybernetic frolic?"

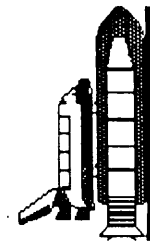
[The two adolescents clamber onboard the Jupiter II, and it zips out of the shuttle bay - unfortunately, leaving a gaping hole in the shuttle bay doors, which had never been opened.]

Ryker [to Troi]: "What do you feel?"

Troi: "I feel like a cheese burrito."

[The scene slowly changes to the Enterprise moving away from the camera, as the rest of the crew laughs with what is suppose to be mild amusement, but is in fact, intense relief that their characters didn't end up with such a lame line.]

....Anonymous...



THE GAMING CORNER

This column is devoted to all types of gaming. If you have a comment on a particular game or you would like to write about a particular game, please submit your idea to us. We are interested in anything to do with gaming: addendum, variants, new scenarios, new games, ideas, reviews, in other words, ANYTHING.

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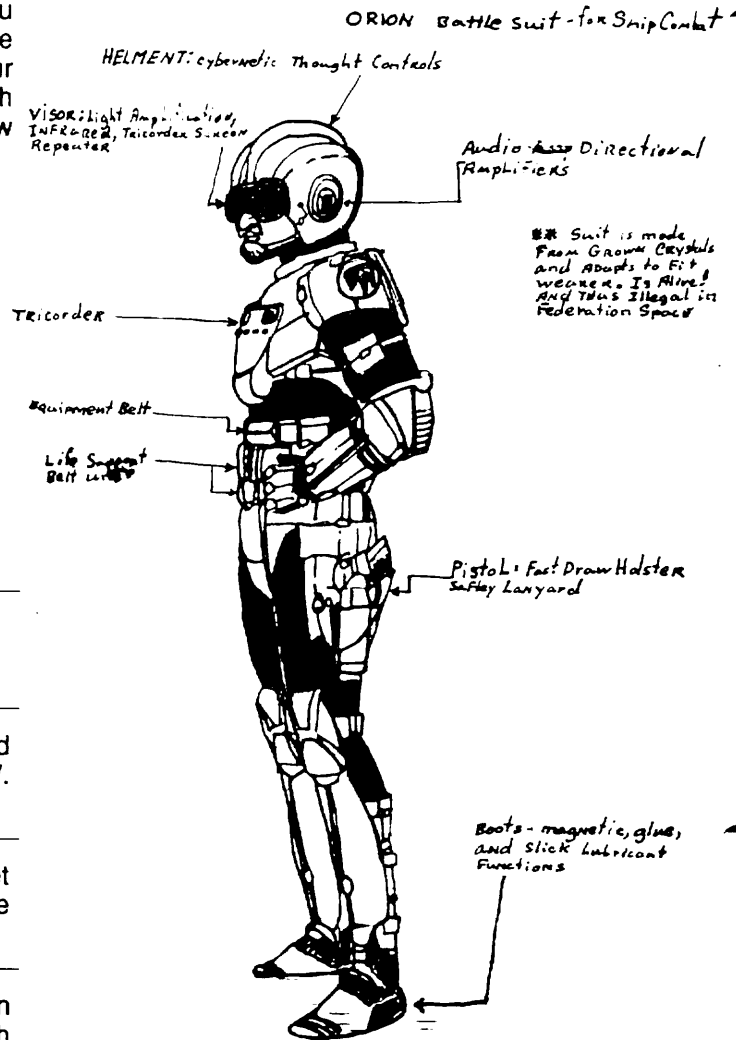
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Suit Weight: 100 lbs.

*Suit is completely immune to all microwave, laser phaser & radiation type weapons

WHO'S 25TH ANNIVERSARY
Continued From Page 7

Davison's regeneration was also the most stable, because he used the "Zero Room" of the TARDIS to recover from the regeneration. Davison's Doctor was somewhat of a return to the characterization of the Doctor that Hartnell had developed, because he was sometimes short-tempered with his companions, but was he was not afraid to show that he actually cared for a race that was in trouble.

During Davison's time as the Doctor, he was involved in the most violent "Doctor Who" story, "Resurrection of the Daleks." The Doctor travels to Earth, after escaping a time corridor. He then learns that the Daleks are on the run from the Movellans, another warrior race that is at war with the Daleks. The body count is high in this episode, as police, bystanders, soldiers, and Daleks are being killed left-and-right.

In 1984, Peter Davison decided to leave the show, and Colin Baker was cast to replace him. The interesting thing about the choice was that Baker had played a Gallifreyan guard in a previous story with Peter Davison, and had shot the Doctor. Now he was cast to replace Davison. Colin Baker's regeneration was just about as unstable as Davison's was stable. In Baker's first story, "Twin Dilema," the Doctor attacks his companion, then to atone for his sin, decides to exile himself to one of the

moons of Saturn. Of course he runs into trouble, and saves the day.

Then, disaster struck England and "Doctor Who" fans world-wide. The BBC, decided that producing "Doctor Who" was too expensive, and canceled the show. Outraged fans worldwide wrote in and protested. The BBC gave in, and brought back the show. Also, the show that replaced "Doctor Who", "Tripods," was a ratings disaster.

When the show returned, the Doctor was taken out of "time," and returned to Gallifrey, to be tried once again for interfering in the affairs of others, and altering time. "Trial of a Timelord" lasted all season, and featured many surprises, one of which was the Master coming to the aid of the Doctor, and the revelation of the true identity of the prosecutor of the Doctor. Since "Trial..." has not been shown in this area, I will not reveal any more about the show.

There has been much written about why "Doctor Who" is so popular. Many say that the fairly bad special effects in the early episodes, combined with some rather plastic acting, have combined to make a show which is so silly, that it is appealing. I personally believe that the idea that someone that comes from an advanced civilization, who is going throughout the universe, in a vehicle he barely understands, much less control, making mistakes, but still overcoming the odds to right wrong, is what makes "Doctor Who" so special. Here's to hoping that "Doctor Who" lasts another twenty-five years.

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TIME-LOOP '88, MAR 18-20 '88 Kansas City, Missouri. Hilton Plaza Inn. 25th anniversary of Doctor Who con. GoH: John Levene (Sgt. Benton), Anthony Ainley (The Master), Mark Strickson (Turlough). AGoH: Lucy Synk. PGoH: Ken Keller. Panels, videos dealers room, art show, charity, auction, banquet, costume contest, trivia contest, skit competition, autograph sessions, contributor's party. Registration: \$38. One day fee: \$15 for Friday, \$20 for Saturday, \$12 for Sunday. For info: Time-loop'88 P.O. Box 25303 Kansas City, MO 64119-0603. Hotel call collect: (816)-753-7400.

DRACON, MAR 18-20 '88 Louisville, KY. Galt House GoH: Anne McCaffery. FGoH: Julia Ecklar. The dragon bazaar, workshops, gaming, filking, child care, masquerade contest, panels, art show & auction, Lazer tag area. Registration: \$20. Children half price. For info: DraConis P.O. Box 162 Concord, MA 01742.

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DIXIE TREK '88, MAY 13-15'88 Atlanta, GA. Sheraton Century Center Hotel. The 8TH annual science fiction con. GoH: Jonathan Frakes, Paul Darrow, Julie Newmar, Jon Pertwee. Other guests: George Perez, Joel Eisner, Jerry & Sharon Ahern, Brad Strickland. Other events include: films, contests, videos, gaming, charities, comics, dealers room, and much more. Memberships are \$24 until 4/28. \$28 at the door. For more info: DIXIE TREK'88 c/o L. Ogletree 810 Club Lakes Parkway Lawrenceville, GA 30244

DEEP SOUTH CON/PHOENIXCON'88, June 10-12'88 Atlanta, GA. Pierremont Hotel. That's right. Phoenixcon will be hosting Deep South Con this year so don't miss it. GoH: Gregory Benford. AGoH: Frank Kelly Freas. Toastmaster: Joe Haldeman. SG: William Gibson. Other guests: Tom Deitz, Brad Strickland, John M. Ford, Charles Grant, Jerry Burge, Hank Reinhardt, and Walt Guthrie. Membership: \$20.00 until May 15, 1988; \$25.00 thereafter and at the door. Make checks payable to "Phoenixcon of Atlanta" and send to: DSC 26/Phoenixcon 3 752 1/2 North Highland Ave. Atlanta, GA 30092.

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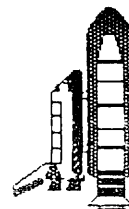
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CONVENTION CALENDAR

Continued From Page 13

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* STARFLEET - ATLANTA AREA CHAPTER
*
* MEMBERSHIP APPLICATION
*
* [ ] New Member Date: ____/____/____
*
* [ ] Renewing Member Amount Enclosed: $ _____
*
* Name: _____ Date Of Birth: ____/____/____
*
* Social Security #: _____ Phone Number: ( ) _____
*
* Address: _____
*
* City: _____ State: _____ Zip Code: _____
*
* Area Of Interest (Command, Engineering, etc.): _____
*
*****

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Please make check or money order payable to: STARFLEET Atlanta
Send to: STARFLEET - Shuttlecraft Nautilus
6050 Peachtree Pkwy. Suite 340 - 177
Norcross, Ga. 30092

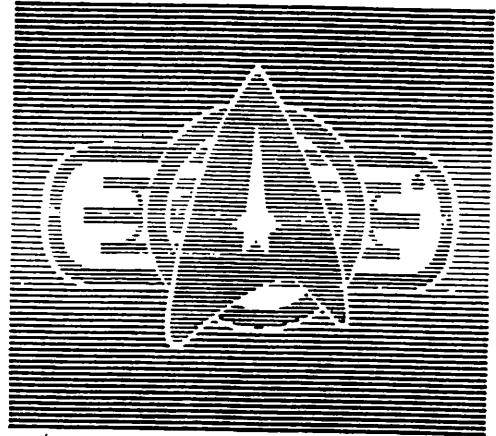
THE ADVENTURE CONTINUES!

STARFLEET[®]

THE INTERNATIONAL STAR TREK FAN ASSOCIATION

STARFLEET is the fan organization with something for everyone! Members the world over are united in appreciation of Star Trek - the greatest human adventure. Dozens of chapters spread across the planet link members into local fandom and the central organization.

Annual membership in STARFLEET begins with a package containing a membership handbook, a membership card and certificate, STARFLEET memo pad and listing of all chapters including the one nearest you! The membership handbook will introduce you to STARFLEET's unique infrastructure that offers several membership options. One of which allows you to be an "associate member" with little or no obligation other than receiving the membership materials and newsletters. Another option provides a more futuristic atmosphere for those fans intrigued by the paramilitary aspects of Star Trek. After receiving their membership package, a new member will have the opportunity to sign aboard the starship (chapter) of their choice and hold a fictional rank and position! They will even be able to attend STARFLEET Academy, STARFLEET's correspondence program!



ANNUAL MEMBERSHIP RATES

United States	\$8.00
Overseas, Canada & Mexico	\$12.00

Another element of STARFLEET is your year's subscription to the COMMUNIQUE, which is included in our membership fee. The COMMUNIQUE provides updated news and information on Star Trek, as well as current information on STARFLEET operations, and STARFLEET chapter operations, in addition to analysis and reviews of past Star Trek adventures and upcoming conventions.

When joining in the U.S., please send check or money order. For overseas, foreign currency is welcome. Send to: STARFLEET, P.O. Box 843 / Newton, IA 50208-0843 / U.S.A. Please allow 2-4 weeks for membership package to arrive.

STARFLEET MEMBERSHIP APPLICATION

Check One

- New Member
 I am also enclosing \$1.00
for the STARFLEET Challenger
Memorial Fund

DATE: _____

TOTAL ENCLOSED: _____

NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____

COUNTRY: _____ POSTAL CODE: _____

Recruited by: ATLANTA AREA CHAPTER
SHUTTLE NAUTILUS NCC-544/6

DATE OF BIRTH: _____

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RED ALERT

STARFLEET®

STARFLEET is an international association of Star Trek fans. Local chapters across the planet link members to a well-structured central organization. In STARFLEET there's something for everyone. A meaningful and enjoyable association with other Star Trek fans. A quasi-military structure (like that in Star Trek) with actual position and rank aboard your own local starship. Also included is the COMMUNIQUE, the organization's own official newsletter.

An Atlanta area chapter has now formed!

A STARFLEET chapter has now formed in Atlanta. The shuttle Nautilus, (N.C.C. 5446) is the local chapter for STARFLEET in Atlanta. We have had a lot of interest, so come show yours! The meetings are both fun and informative. We discuss upcoming events, plan field trips, go to conventions in the area, participate in non-Star Trek science-fiction, watch Star Trek episodes (on Laserdisc), have refreshments, and generally enjoy spending time with other persons of similar interests. In our group we have a wide variety of people with varied interests and backgrounds. There will certainly be something for everyone! Present plans for the organization include getting uniforms for the crew and science-fiction gaming. In the spirit of IDIC (Infinite Diversity in Infinite Combinations) we encourage and support other organizations like our own.

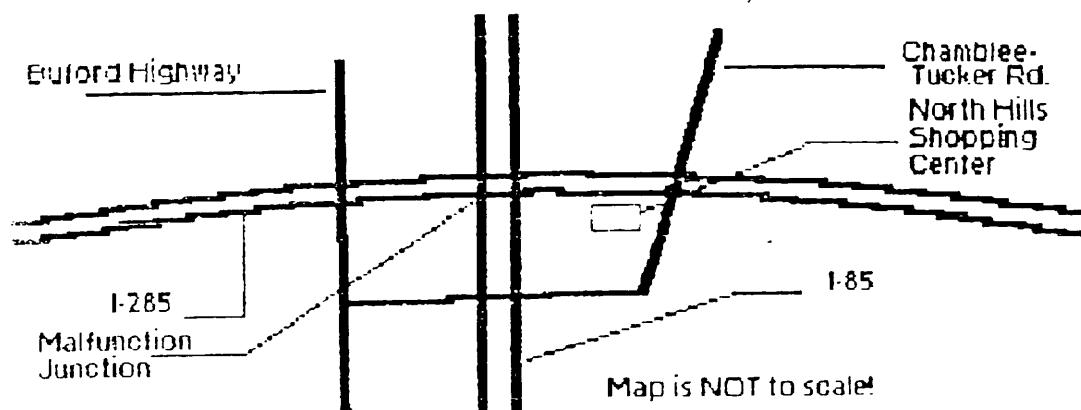
Our meetings are held at Video Tonight, in North Hills Shopping Center at the intersection of I-285 and Chamblee-Tucker Rd. The meetings are held every first and third Saturday of the month at 12:00 noon. Please contact one of the names below for further information.

Chris Ernst 998-1070
Jon Crummett 448-7494
Pat Roberts 455-9347

Or write to: STARFLEET
6050 Peachtree Parkway
Suite 340-177
Norcross, GA 30092

Live Long and Prosper!

PLEASE INCLUDE A SELF-ADDRESSED
STAMPED ENVELOPE
Thank you



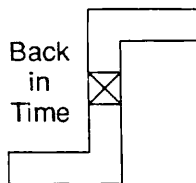
BACK IN TIME

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Gwinnett
Place
Mall

Pleasant Hill

Mall Corners



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Duluth, Georgia 30136
(404) 476-8687

Mall Corners across from Gwinnett Place Mall

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Friday & Saturday 10:00 a.m. to 10:00 p.m.
Sunday 12:00 noon - 6:30 p.m.

10% OFF ALL STAR STREK MERCHANDISE FOR ALL STARFLEET MEMBERS

- Comics
- Baseball Cards
- Movie Posters
- Star Trek
- New Books
- T-Shirts
- Role-Playing Games
- Strategy Games
- Dr. Who
- Calendars
- Used Books
- Collectors Supplies

Organized Gaming Club

"Games Unlimited" meeting each Saturday and Sunday at Noon

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Your full-line video store has:

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- 3) Blank Tape and Accessories!
- 4) VCR Repairs!
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- 9) Radar Detector Sales and Rental!
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- 11) Atlanta's ONLY Multivision Dealer!
- 12) Fast, computerized checkout and returns!
- 13) Open until 10:00 p.m. 7 days a week!
- 14) All Films Rent for Two Days!*
- 15) Fast Special Orders of Video Sales!
- 16) Embury Hills' Largest Video Store!
- 17) ???

The Only Item Missing From Our Store is:
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*In order to be able to offer weekend reservations, Thursdays are overnight only.

VIDEO *Tonight*
457-6010

Located in the North Hills Shopping Center at I-285 and Chamblee Tucker Rd.

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Dr. Who, Star Wars, Japanimation, T-shirts, posters,
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