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AVENGER NEWS

#105

THE OFFICIAL NEWSLETTER OF THE *U.S.S. AVENGER* NCC-1860

HIGHLIGHTS OF THIS ISSUE

- ❖ Annie remembers some great amusement parks. . .
- ❖ Dale reviews a game called "Pirates".
- ❖ Matt shares some thoughts about Flash Gordon".
- ❖ We explore some neat areas of the fictional *U.S.S. Avenger*.
- ❖ Judy shares her experiences at the 2007 Region 7 Conference.
- ❖ Todd discusses his own adventures, collecting science fiction films from the first eight decades of the 20th Century.
- ❖ The 22nd Anniversary Picnic, Shore Leave 29, the 2007 International Conference, and the 2007 Region 7 Conference are remembered in "Where Were You When. . .?"

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“MEANWHILE, BACK ON THE BRIDGE”

USS AVENGER COMMANDING OFFICER
FCAPT JUDY WAIDLICH

WAIDLICH@RUTCHEM.RUTGERS.EDU 908-925-6738



First of all, I would like to welcome back Darry Jennings and Bruce Adams. Thanks for renewing your memberships. Nice to have you back aboard! Also, congratulations to Tim Drude on his promotion (I did find the certificate).

The Region 7 Conference was held in Maryland from September 14–16. The theme was pirates, and it was started off with the “Pirates of the Caribbean” movie, “Dead Man’s Chest”. That was followed by the Mythbusters Pirates episode. I like to watch Mythbusters and enjoyed this episode, which I hadn’t seen before. As the name implies, they try to prove or disprove myths, movie or otherwise. So they investigated, in this episode, whether splinter or cannon balls killed the pirates, whether the eye patch was to keep one eye dark adapted, and if one can slide down a sail with a sword. The business reports were on Saturday and are described elsewhere in this issue. The panels were on Saturday afternoon and Sunday morning; I enjoyed the one on conference planning a lot. At the banquet, the “real” awards were given out. Our Region 7 2006 Chapter of the Year award is really pretty.

September also means back to work. It would have been nice if I was on the payroll at the beginning of the month, but got a pay advance – you missed

my rant if you did not attend the September meeting. The second week of work is normally a rough time, but made more unpleasant by a cricket in my stockroom on Monday morning. The little beastie was behind shelving, so I could not get to it. And it chirped about non-stop from 8:30 AM to 4:30 PM, except when I sprayed some water at it. I enjoyed a good 10-15 minutes of silence. It continued its serenade Tuesday, although it gave me about an hour of quiet in the morning. By afternoon, it was going to be him or me. I’m still here; it is now a dead cricket. Thursday, what do I hear, the ghost of the cricket past? No, another cricket in another corner, but not quite behind the shelving. I managed to do a catch and release. Five minutes later, I hear that now familiar chirp, chirp. Do crickets have transporters? No, it was a second cricket (or the first learned to jump a lot higher) under some boxes near the first cricket. Catch and release again. As long as the two didn’t make little crickets, I’m fine until the weather changes (I hope).

We had some other interesting events in September. Dale and I traveled to the New York Renaissance Faire, where we ran into some members of the *U.S.S. Britannic* and former RC Mike Smith. Dale, Alex, and I were at the region conference, Todd and

Annie went to the Maryland Ren Faire, Alex went to Watkins Glen Weekend to hike the gorge, and a contingent was at the JDRF walk in Seaside Heights.

October also has a lot going on: Chiller, Rotorfest, Liberty Science Center, and the *U.S.S. Flying Fox* 5th Anniversary/Halloween Party. I hope you can join the group. I need to pay more attention to completing my thesis; I haven’t progressed much since school started. I hope to see everyone soon.

Fleet Captain Judy



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Avenger News 331 Academy Terrace, Apt 17 Linden, NJ 07036-5695

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ISSUE 105 BROUGHT TO YOU BY:

Editor In Chief— Janek Kazimer

Copy Editor (& Guest Layout Editor)— Alex Rosenzweig

Distribution Officer— Norman van Houten

Staff Writers— Judy Waidlich, Todd Brugmans,

Alex Rosenzweig, Dale Kagan, Matt Rielly,

GUEST EDITORIAL—"REMEMBER WHEN...?"

USS AVENGER CHIEF MEDICAL OFFICER
CMDR ANNIE SLONSKI

At the August Ship Meeting, the subject of Astroland at Coney Island came up, as one of the Region 7 ships (*I.S.S. Lexington*) is hosting an event there. It was mentioned that this will be the last season for Astroland. I then thought, what's in store for Coney Island? I don't know. But I do know that the Cyclone, Coney Island's famous wooden roller coaster that was first ridden back in 1927, is now a New York Historic Landmark and on the National Register of Historic Places. Astroland first opened its gates back in 1962. That was 45 years ago. I find it sad that this is the end of yet another amusement park era. I'm sure that it (Astroland or something like it) will rise from these proverbial ashes like a Phoenix, considering the Cyclone's historic status. However, it was the discussion of the present day's Astroland that got me to thinking.

When I was a kid, I used to go to some pretty cool amusement parks that, like so many other things, have faded into our past. I'm not talking about the mega-amusement/theme parks that are in existence now like Great Adventure, Busch Gardens and Disney. I'm talking about the amusement parks of our past, the kind of parks that didn't have a conglomerate behind them or corporate sponsors. Good old-fashioned amusement parks that were just plain fun.

My first memories of a truly great amusement park were the one and only Palisades Amusement Park. My absolute first memory of that park when I was a small child was that my parents told me that they were taking me someplace very special, but would not tell me throughout the entire car ride where. Then, suddenly, out of the front windshield loomed the entrance gates to Palisades Amusement Park. I was so excited; I could hardly sit still long enough for my father to park the car. I went back many times since then and was heartbroken, like so many others, to learn of the great park's closing. Palisades opened its gates way back in 1898 and closed them forever in 1971. Seventy-three years of thrills and excitement! In the case of Palisades Amusement Park, its reputation was its own worst enemy. The park was so wildly popular, and its owner quite old and sickly with no heirs to inherit the park by the time 1971 rolled around, that the

towns of Fort Lee and Cliffside Park re-zoned the land in favor of high rises. They felt that the park caused too much traffic and was too loud. Land developers swooped down upon the property and it was gone, almost in the blink of an eye, it seemed.

Then there was this little kiddie amusement park practically right in my own backyard in Hackensack, NJ. It's been so long now that its name has been lost to the march of time. My mother hosted some of my birthday parties there. I think that's where I learned that roller coasters were NOT my friends! In its place now stand the Von Steuben Garden Apartments.

Those of you who might have grown up in the Sixties in around the Bergen County area and frequented the Bergen Mall may remember the small kiddie ride area that used to be right smack in the middle of the mall. This, of course, was long before the concept of indoor malls came to Paramus and the Bergen Mall was a strictly outdoor mall. This kiddie ride area was below street level and you had to walk down stairs to get to it. My favorite rides were the Merry-Go-Round and another ride where I sat in a little buckboard-type wagon with a small horse in front of it and I held onto the reins and as the ride went around an oval track, I pulled on the reins, a bell rang. Hmmm, horses, are you seeing a pattern here?

But I think that my all time favorite amusement area and also my biggest disappointment at its disappearance over the years was the crown jewel of the Jersey Shore, Asbury Park. Back in her heyday, Asbury Park was THE shore destination. I used to love going on the Ferris Wheel with my dad (my mom was terrified of it!) and usually when we went on the Ferris Wheel, I had a stuffed animal in hand that my parents had won for me. Back then, prizes were really prizes! A stuffed animal was a thing of quality and extremely well made. But my absolute favorite ride at Asbury Park was the incredible grand carousel. That carousel was a thing of beauty. It was originally a carousel comprised of horses carved by renowned carousel makers Loeff and Dentzel. The carousel was almost destroyed twice by fire and the horses replaced with horses from other carousels from around the

country. Did I care? No. All I cared about was that there was this one pure white horse I was in love with that I just had to ride every time I was there. I would wait to ride it if someone was already atop MY horse by the time I arrived. If my parents tried to coax me to choose another horse, I would throw a tantrum until I could ride MY white horse.

Sadly, the Jewel of the Jersey Shore has been less than brilliant for many years now. The majestic carousel is now a vague and distant memory. The carousel was dismantled and all the pretty horses were sold off to private collectors. I can only hope my white horse is being well taken care of. The distinctive, magnificent round building that held the carousel is now boarded up and graffitied. Music that used to emanate from a Wurlitzer in the carousel building and used to play so boldly as if to announce to the town, "the carousel is here!" has been long gone. Asbury Park had been abandoned for more years than I care to remember.

The sights and sounds of the Palisades Amusement Park are forever silenced. In its place all we hear are the clicks and groans of the elevators as they make their way up the high-rises that replaced the Park. My little amusement park in Hackensack where my birthday parties were held are now garden apartments and the only thing resembling a roller coaster are the ones that the cars create as they go in and out of the driveway which might be a little bit steeper on one side. The kiddie ride area at the Bergen Mall? Once the mall was enclosed, the rides were dismantled, shops were put in, and they called it progress.

And Asbury Park was much like a silent ghost town when I was last there, with only the forlorn cries of the seagulls as if they, too, remembered grander times.

So don't forget when you had that great childhood amusement park experience. Places like that come around only once in a lifetime and hopefully we were all lucky enough to have had them.

SECOND OFFICER REPORT

SECOND OFFICER CAPT DALE KAGAN

DALEK@SPRINTMAIL.COM
646-742-9722

What's your rank? Your rank is determined by the number of activities you attend. The coordinator of each event submits a point sheet to the Second Officer, me, after every event. I compile them in a database. When you reach a sufficient number of points, you are boosted in rank.

I report the rank promotion to the Command Staff and the promotion is announced at the next meeting.

Last month we had a promotion.

The ranks are: Ensign, Ensign First

Class, Lieutenant Jr. Grade, Lieutenant, Lieutenant Commander, and Commander. Above that rank has to be approved by STARFLEET. The Regional Coordinator can grant the rank of Captain, but for Fleet captain and higher, it has to come from the Executive Committee.

Sometimes people have a higher rank than their points imply. For example, our Ops Chief, Norman, is a relatively recent member and only has enough points for the rank of Lieutenant Junior Grade. However, since he was appointed to the Command Staff, his rank was boosted to Lieutenant Commander, the minimum rank for that post. To get another promotion, Norman has to accumulate enough points.

Actual point breaks will be published next [Avenger News](#).

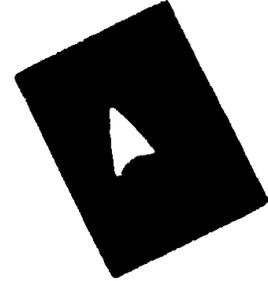
ROSTER UPDATE

Promotions - Congratulations!

- 1) Judy Waidlich to Fleet Captain

Welcome Back--Thanks for Renewing

- 1) Lieutenant Bruce Adams
- 2) Darry Lewis Jennings



PIRATES: A GAME - A REVIEW

By Dale Kagan

PIRATES is a unique game. It comes with trading card sized islands and pirate ships with 4 masts. Expansion packs have cards to change the play.

I was one of three people playing. We laid out 4-5 islands on a large table and, in addition, each person had a home island. Cards representing gold coins were put on the islands, face down, with values of 1-5. On each turn, we traveled the length of a short and long stick. It took 2-3 turns to get to each island. The idea is to transport 4 of the coins at a time back to our islands.

Beware! Your ship may be attacked by another ship at any time. Each mast represents a short or long range cannon. Ships maneuver into position and the role of a dice determines if there has been a hit. A hit means the loss of one mast and one cannon. Four hits and you've lost all sails and can be boarded for your gold.

Yes, you can sink a ship! I was sunk but I had more gold on my island at the end of the game and the gold had the highest point value. So I won.

I almost forgot. You can repair your ship by retreating to your island. On each turn, you can replace one lost mast and you cannot be attacked on this island.

The expansion set of cards changes the range, number of cannons, or boarding rules. We did not use the expansion cards for this game.

This was a fun way to spend the afternoon. You can pick up this game in the trading card section of your favorite gaming store.

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DIVISION REPORTS

COMMUNICATIONS

COMMUNICATIONS CHIEF
CAPT DALE KAGAN
DALEK@SPRINTMAIL.COM
646-742-9722

The Communications Chief is looking for new members for the division. If you would like to join, contact Judy or myself. We go to a lot of events and it would be a great opportunity to socialize.

In addition, the Communications Chief would like to step down from doing the meeting minutes. I have been doing this job for 6-7 years and have a time constraint due to a change in job status.

If you would like to volunteer to do the minutes once a month, it is not a hard job. Contact Judy and let her know. This is an important job because many people read the upcoming events list.

I also went to the Region 7 Conference. I attended the workshop on how to run a conference and met one of the candidates for the upcoming STAR-FLEET elections. Joost was there, all the way from Canada, and Sal sent a representative. I encourage everyone to vote. Your voting card should have arrived in the mail.

For fun, I played Pirate Ship, a board game. My ship was sunk but I had more gold than anyone else, so I won the game.

ENGINEERING

CHIEF ENGINEER
CAPT MATT REILLY
MJRIELLY@BELLATLANTIC.COM
732-339-0996
ASSISTANT CHIEF: MIKE RUPPRECHT

When this is published, the division will already have spearheaded an away mission to the American Helicopter Museum at Brandywine Airport in West Chester, PA, site of Rotorfest '07. We are also looking forward to checking out the newly renovated Liberty Sci-

ence Center in Jersey City, NJ on October 20th. We were pleased to learn renovations had been completed sooner than expected, and some of our crew have already shown enthusiasm for this upcoming excursion.

Otherwise, the division is looking forward to the rest of the year ahead and whatever comes our way. Ideas for future activities remain under consideration.

MEDICAL

CHIEF MEDICAL OFFICER
CMDR ANNIE SLONSKI
ASLONSKI@COMCAST.NET
732-232-0866

Medical has been quiet with the exception of participation of gearing up for the JDRF Walk later this month. I've been sending out e-mails soliciting for donations and hope you have been, too. Todd has reached his goal and then some!

Joanne, great job in reaching your half-way point!

I've volunteered to be a Walk Committee member, and as discussed at our first committee meeting, will most likely be in charge of volunteers on that day, giving out assignments, etc. And, I'll have a walkie-talkie, too! Too bad it won't be a communicator, but what can you do? Maybe next year!

I've gotten commitments from the XO of the *Top Gun* (Donna DiMatteo) out of Maryland that she and an away team will be joining us in our efforts. There have also been rumblings that members of the *DeBraak* will be there that day, as well!

I sent out a message on the R7 list (which is how I got to Donna) and am now just waiting to hear back from folks.

As we get closer, I'll be in contact to those folks who are walking as to what time registration is and where to meet in Seaside Heights.

Until next time . . .

Commander Annie Slonski
Chief Medical Officer
U.S.S. Avenger

OPERATIONS

No Report

SCIENCES

CHIEF SCIENCE OFFICER
ADM ALEX ROSENZWEIG
ALEXR@TELLURIAN.COM
732-249-2526
ASSISTANT CHIEF: JANEK KAZIMER

Greetings, All!

Happy fall! As our activities begin to pick up after the summer lull, there's lots going on, to be sure! Looking back at the last couple of months, we've had the International Conference, which led me on a journey to the Mile High City of Denver. I had a lot of fun, and the area of Denver where the conference hotel was located was very nice. Downtown Denver is very pretty, and is a well-planned part of the city. Kudos to the city's planning folks!

One important note from the IC... Congrats to our CO, Judy Waidlich, on her promotion to Fleet Captain! And well-deserved, I must say. After all, she puts up with us and our mania. <Grin>

The IC also gave me a chance to explore firsthand the physical phenomenon of high-altitude effects. They've often been dramatized in various TV shows and films, but I'd never before experienced it. Now I wasn't as heavily affected as some, thankfully, though I noticed the difference in pressure as soon as I got off the plane. I also noticed it when things which normally I could do without effort were leaving me winded. At first, I was, like, "Huh? Why am I winded? I'm not in that bad shape!" And then it hit me. Oh, yeah. Denver. A mile above sea level. So altitude effects are a whole lot more than just in TV and film productions! It was an interesting way to experience a scientific principle firsthand.

I also got to explore some science-related stuff just this past weekend (as

DIVISION REPORTS

I write this), while down at the Region 7 Conference. Soon after I arrived, I was met by my friend RADM Angel Avery (CO of CG 3116 *Flying Fox*) and her kids, who were getting ready for a trip down to Baltimore's Inner Harbor to visit the aquarium. They invited me to join them, and since most of the conference's attendees were not due to arrive for at least a couple of hours, I decided that that would be a cool thing to do. And it was! The Baltimore Aquarium is very cool, with some four levels of displays of sea life, including large tanks that house sharks, rays, and dolphins of various species, and on the top level, an enclosed rain forest, showing off the profusion of life in that environment. If you've got an interest in marine biology, and a willingness to travel a few hours southward, this is a neat place to go.

Okay, now that I babbled on about the aquarium, let me mention the Conference, too! It was a lot of fun! It was on the smaller side, as R7 Conferences go, with about 45 folks attending, but in a lot of ways, that worked to advantage, as we got to enjoy more one-on-one or small group conversations, and just plain hanging out. The Region 7 Annual Awards were distributed, with some very attractive acrylic plaques having been secured by VADM Beryl Washington. The *Avenger* was the recipient of one such award, as Region 7 Chapter of the Year! And in related news, our very own Assistant Chief, Janek Kazimer, received a regional commendation, as well. Congrats, Janek, and well done!

The real highlight of the Conference was the people, the many very cool folks who did attend. I hope that when we do the next conferences in Region 7, both next year's International Conference in Ithaca, NY and the 2009 Region 7 Conference, that folks will consider taking the time to join us there. I truly believe it'll be worth the trip!

Looking forward, we have two anniversary parties around the region—those of the *Flying Fox* and the *Lexington*—as well as quite a few upcoming *Avenger* events.

Now, speaking of events, SciDiv has

set its next trip for the *Avenger*. Yup, we're going back to Liberty Science Center to check out all the cool stuff they've done to it while it was closed for refurbishing for 22 months. It might not be *quite* as huge a refurbishing as was done to the *Enterprise* before ST:TMP, but it might well be close! We already have close to a dozen signups, as I'm writing this in mid-September, and hopefully many members of our division will be on-hand. I think this, too, will be worth the trip, and it's a lot closer than the R7 Conference last weekend!

Meanwhile, we're always thinking about future activities, so don't hesitate to pitch some ideas for other things to do. The concepts certainly don't (and shouldn't) have to all come from me. So, feel free to tell me what science-related adventure you'd like to take!

And that's all for me for this issue! As usual, check out "Science Highlights" and let us know what you think. Don't forget the Events Calendar for some neat upcoming things to do. And if you've got any comments, suggestions or ideas, don't hesitate to drop me a line. Take care, and...

'Til next time...

Ad Astra!

Alex

ADM Alex Rosenzweig
Chief Science Officer

SECURITY

SECURITY CHIEF
CMR PATRICK BARNES
REDSHIRT1860@MSN.COM
973-223-5306

Hi folks!

Four years. Holy mackerel. I've been here four years now, starting the fifth year of my "Five-Year Mission" (and, I hope, many more!). It has been everything from headache-inducing laughter to soul-searching depression, and eve-

rything in between, thankfully, much more of the former. And I still find a reason to attend and do what I can.

Thank you, all of you, for everything you've done TO me, and FOR me. Thank you for your patience as I make efforts to get my life together.

As for a Halloween costume, I have a couple of ideas for the Greenwich Village parade and a couple more for next year. (You're welcome to join me in NYC...if you dare!)

I must apologize for being offline and not as vocal as I usually am... I took my li'l WebTV unit offline in late August and I'm presently saving up for a "real" computer. I'd have to say the only things I miss are Mapquest and the convenience of e-mail. But other than those, the lack of a CPU isn't hitting me that hard. In fact, I've become used to a slower pace of information. You can still reach me by cellphone and texting, but I think I prefer not having up to the minute information at a glance.

Am I anti-technology? Not hardly. But the lack of the instant, "turn-on, log-in, drop-out" has forced me to have a bit more patience in my dealings. It has given me a perspective about the "olden days" when you wrote physical letters and put stamps on them. When you had to (gasp!) leave the house to get to a mailbox, or call somebody from a pay phone or from your land-line. It made me notice how the "old" resources are becoming obsolete...and one day even the computer that I'm composing this column on will be in a dumpster. What's next?

Maybe I'm getting old, pining for ye olden days of LPs and cassettes. But "older folks" can spew info on Linux and C+ that makes the kids dizzy. Maybe I'm just wired for those older times...a simpler life when PONG was the ultimate "computer" TV game.

Even in *Trek*, there are those who long for LESS technology—the colonists in *Burning Dreams*, for example, who used CELL-PHONES instead of sub-space communications. Wowzers.

Give me a land-line and bankers' hours any day.

Happy Halloween, and I'll see you...out there....

FROM 'THE BELLY OF THE BEAST'

Being part of the generation born in the early latter half of the 20th Century, I readily admit that my exposure to all things from the first half of said century has been second-hand. That includes old Bugs Bunny and Popeye cartoons, the infamous War Of The Worlds broadcast of 1938, Laurel and Hardy, and the Three Stooges. Thanks to the magic of TV reruns, the Stooges were among my childhood idols. And I can't tell you how many times my father and I have enjoyed watching old Laurel and Hardy shorts and features together.



We should point out that before the advent of the TV series, the mini-series and so forth, there was the movie matinee serial. It was all part-and-parcel of an action-packed Saturday afternoon program, complete with cartoons, newsreels, maybe a travelogue or sing-along musical short, and the main feature. One of the most legendary serials ever to hit the silver screen was none other than Flash Gordon, the outer-space hero brought to life by an Olympic swimmer named Larry "Buster" Crabbe. He would go on to film three Flash Gordon serials, as well as the Buck Rogers serial.

Our dear Flash has been reincarnated in at least a couple of other forms since the end of the 1930s. At the end of the 1970s, Filmation Studios produced a surprisingly well-done animated version. Let's not forget the 1980 cinematic release in which Max von Sydow played Ming The Merciless, with some top-notch British thespians like Timothy Dalton and Brian Blessed portraying Prince Barin and Prince Vultan, respectively. As campy as it was, this film remains a guilty pleasure, mainly because the band Queen provided one awesome soundtrack.

Now we come to the present day to find that good ol' Flash is back among

Flash Gordon: All Mongo-ed Up? By Matthew J. Rielly

us. However, something seems to be missing. What happened to the cheesy-looking silver spaceship models with sparks coming their tailpipes and engines that sounded like somebody stuck a kazoo onto a fan? Sorry, no spaceships, no Buster Crabbe, no music by Queen...you get the picture. It's a whole new re-imagining which recently began airing on Sci-Fi. It's definitely not your grandfather's Flash Gordon.

One noticeable feature of the new series is that the main characters travel between Earth and the planet Mongo by means of spatial rifts, which are randomly-generated portals that one



can step through like a doorway. Flash himself (Eric Johnson) is a marathon runner, whose father mysteriously disappeared while working on a top-secret project involving the rifts. The character of Dale Arden (Gina Holden) is a reporter, and also Flash's ex-girlfriend. She is involved with a local police detective. Doctor Zarkov (Jody Racicot) has been reduced to a nebbish quasi-paranoid conspiracy theorist who travels around in an old RV. At least Flash gets to roll in a nice red 1967 Pontiac Firebird ragtop. Mongo dictator Ming (just Ming, one word, like Madonna, played by John Ralston) is more low-key but very, VERY dark. His daughter Aura (Anna Van Hooff) is manipulative and cunningly savvy when it comes to politics, and she tends to be very supportive of her father even when they don't always see eye-to-eye.

The new show also adds a couple of more characters to the mix. One of them is Rankol (Jonathan Lloyd Walker), Ming's chief scientist and

right-hand man. He is a tall, glum-looking fellow who appears to glide instead of walk as if he had a Segway hidden underneath his costume. Rankol's body was deformed by toxins in Mongo's waters, and

Ming rescued him from exile to take advantage of his intelligence. The other is expatriate bounty hunter Baylin (Karen Cliche). Think of her as a Klingon, only better-looking, with more of a fashion sense and no cranial ridges. She helps Flash, Dale and Zarkov in their ongoing efforts to save Earth from Ming's forces.

At this point, I'll admit I have mixed feelings about the show. Although I'm still trying to wrap my mind around the idea of going back and forth between Earth and Mongo by rift instead of spaceships, I can see where this device would actually help in terms of plot expediency. After all, they do have less than an hour to tell a story. The entire cast does a credible job, and some of them have popped up in other shows and movies. Eric Johnson, for example, played a character in the series Small-



ville. I recently caught Jody Racicot in a old episode of Stargate SG-1 (the one where, at the end, O'Neill tells his character that some aliens they had encountered came from the planet Melmac. Cheeky buggers.). Maybe Flash Gordon '07 will turn out to be a cult classic on DVD someday. Still, old-schoolers like myself still long for the days of black-and-white cliffhangers and tin spaceships with sparklers stuck in their tailpipes.

#####

For more on the new Flash Gordon online, check out <http://www.scifi.com/flashgordon>

STARFLEET/REGION 7 NEWS

STARFLEET News:

** 2006 STARFLEET Annual Awards

Congratulations to the winners of the **2006 STARFLEET Annual Awards**, presented at the 2007 STARFLEET International Conference in Denver, Colorado. Annual Award winners are selected by the STARFLEET Executive Committee from the nominees submitted by each region.

JUNIOR MEMBER OF THE YEAR - **Sam Wilson**, *U.S.S. Saratoga*, Region 20

COMMANDING OFFICER OF THE YEAR - **Eric L.**

Watts, *U.S.S. Republic*, Region 2

MOTHERSHIP OF THE YEAR - **U.S.S. Challenger**, Region 7

ENLISTED MEMBER OF THE YEAR - **Larry Kirby**, *U.S.S. Ronald E. McNair*, Region 1

SHUTTLE OF THE YEAR - **U.S.S. Thermopylae**, Region 5

OFFICER OF THE YEAR - **Debi Knight**, *U.S.S. Saratoga*, Region 20
CHAPTER OF THE YEAR - **U.S.S. Haise**, Region 2

FLAG OFFICER OF THE YEAR - **David Lee Kania**, *U.S.S. Wildhorse*, Region 5

** Commander, STARFLEET FADM **Les Rickard** has **returned home** safely to the United States, ending his period of deployment in Iraq.

** Thanks to the suggestions of a bunch of folks, and the cooperation of the CS and CFO, the **STARFLEET Quartermaster** now has a **Cafepress store** featuring dozens of new items - 36 new clothing items, and 15 assorted items like a pillow, a teddy bear, calendar, stuff for your babies and dogs, and much more! Best of all, the sales taxes are handled by Cafepress, so all STARFLEET has to do is sit back and collect a check each month. You can see the store here: [http://](http://www.cafepress.com/starfleetqm)

www.cafepress.com/starfleetqm

** **RADM Jerry Tien**, Director, Shake-down Operations Command, welcomes the following **newly-launched chapters** to STARFLEET:

- **U.S.S. Azrael**, currently based in Carville, LA

- **U.S.S. Corsair**, currently based in Baton Rouge, LA

- **U.S.S. Devil's Tower**, currently based in Cheyenne, WY

- **U.S.S. Starquest**, currently based in Naples, FL

- **U.S.S. Vre'Kasht**, currently based in Pleasant Hill, IA



** FADM Michael Malotte has announced that, after 15 years, the **U.S.S. Nomad** has **decommissioned**.

** **John Adcock** has **resigned** from the STARFLEET Communications staff. COMM **Dixie Halber**, Chief of Communications, announced a new strategy for the Communiqué, beginning with issue 142. She wrote:

"As you know, the CQ is a big job. It's a labor intensive project and almost too much for one person to handle. To that end I've instituted a team approach. Each person will take section of the CQ for their own. In the end we'll consolidate the finished product to print and mail to the membership. This approach is going to allow each person to concentrate on their part and no one will feel overwhelmed or time pressured. It's a lot easier to find time to lay out 10 pages than it is 40. I've spoken to a few people and already gotten them onboard (and busily working on 142!). They are Jon Lane and Dave Mason

from the *U.S.S. Angeles* and Bob Vosseller from the *U.S.S. Challenger*. VCS Mark Anbinder has also graciously agreed to help out, especially with this issue. My many thanks to them to agreeing to do this, especially on short notice.

"Even with these great people signed up, I'm still looking for more people. If you've always thought about working on the CQ but were afraid it was too much, now is a perfect time to pitch in and help out. We especially need people who can handle layout, and In-Design skills are a plus. If you're interested, e-mail me at comm@sfi.org and I'll put you to work!"

** The official website of **IC 2009** is now live and ready for visitors. Please visit the site at <http://ic2009.org>

** And don't forget that **IC 2008's** site is at <http://www.ic2008.org/>

** STARFLEET Academy News:

- MGN Truman Temple has announced that the **College of Star Wars Studies** is open and is accepting Students. As of right now, it offers 11 courses in various generalized areas, and will be adding the various movies, the Clone Wars animated Series as well as Jedi and Sith a bit later on. Feel up to the challenge? Stop by SFA's Institute of Science Fiction Studies at the SFA website and click on College of Star Wars.
- Academy 2006 Awards are as follows:

Erik Stubblefield: (Red Squad leader)
- College of Communications
- College of Law
- College of Borg Technology
- College of Sci-Fi Literature

Richard Hewitt: (Assistant RS leader)
- College of History
- Romulan Orientation College
- College of Intel, TV
- Vulcan Academy of Science

STARFLEET/REGION 7 NEWS

E. Lexie Currie:

- College of Down Under
- College of Survival Studies
- College of Computer History

Jill Tipton

- College of Star Trek Chronology

Ros Heywood

- College of European Studies

Wayne Smith:

- College of Mythology
- Klingon Warrior Academy

Scott Akers

- College of Economics
- College of Intelligence in Movies

Larry French, Sr.

- Vulcan Orientation College
- College of Archaeology and Anthropology

Sharon Ann Clark

- College of Genealogy

Ian Parson

- The Gorn Academy

Debbie French

- Flag Officer's School

David Cerame

- Officer's Command College

John Roberts

- STARFLEET Officer's Leadership College

Nicole Green

- College of Intelligence Operations

Josephine Fisher

- College of Sci-Fi Cinema

Alejandro Agrelo

- School of Recruiting

George Ann Wheeler

- College of Military Intelligence

Mike McGowan

- College of Security

Sandra Mutter

- College of the Fantasy Realm

Shane Russell

- College of Federation Studies

Barbara Buffington

- College of Treknology

Melinda Kincaid

- College of Medicine

Jan Sleight

- College of Temporal Physics

Michelle Fanelli

- College of Online Chat

Joseph Fuller

- STARFLEET Officer's Radio School

Blue Squad Nominations

- Chris Hewitt: Cadet Security School, Romulan Orientation College, Cadet Vulcan Academy of Science (Blue Squad Leader)

Gold Squad nominations:

- Richard & Chris Hewitt (2 nominations)
- Larry & Debbie French (FOS)

College of the Year

- College of Intelligence Operations

Director of the year

- Glen Diebold D

Dean of the Year nominations:

- Carol Thompson

Institute of the Year

- IOIE



Region 7 News:

** The **2007 Region 7 Conference** took place on 14-16 September 2007. (See Conference report elsewhere in this issue.)

** The **U.S.S. Blackheart** was recently launched on its shakedown cruise, under the command of **Emmett Plant**. It is based in Philadelphia and is a correspondence chapter.

** A team led by CMDR **Annie Slonski** participated in the annual **JDRF Walk** in Seaside Heights, NJ to raise funds for the Juvenile Diabetes Research Foundation.

** The **regional fundraiser** continues; return used inkjet cartridges for cash (<http://empties4cash.com>) Mike Stein has announced a new option for collecting and sending in cartridges: he has individual pre-paid mailing baggies bar-coded with the Region 7 account info. If you need any, please contact him at JusticeOC@aol.com

STAR TREK BOOK NEWS

Available October 2007:

Star Trek: Academy: Collision Course (ST:TOS, Hardcover), by William Shatner, with Judith and Garfield Reeves-Stevens

If you think you know how it all began, think again...

Young Jim Kirk wants nothing to do with Star Fleet, and never wants to leave Earth. In the summer of 2249, he's a headstrong seventeen-year-old barely scraping by in San Francisco, haunted by horrific memories from his past.

In the same city, a nineteen-year-old alien named Spock is determined to rise above the emotional turmoil of his mixed-species heritage. He's determined to show his parents he has what it takes to be Vulcan—even if it means exposing a mysterious conspiracy at the heart of the Vulcan Embassy, stretching to the farthest reaches of the Federation's borders. There, a chilling new threat has arisen to test the Federation's deepest held belief that war is a thing of the past and that a secure future can be forged through peaceful means alone. But it is in San Francisco, home to Star Fleet Academy, where that threat will be met by two troubled teenage boys driven to solve the mystery that links them both.

In time, the universe will come to know these young rebels as Captain James T. Kirk and Mr. Spock...two of the Federation's greatest heroes. Yet before they were heroes, they were simply conflicted teenagers, filled with raw ambition and talent, not yet seasoned by wisdom and experience, searching for their own unique directions in life—a destiny they'll discover on one fateful night in San Francisco, when two lives collide, and two legends are born.

Star Trek: Academy: Collision Course sets the stage for an exciting new era of Star Trek adventure, and for the first time reveals Kirk and Spock as they were, and how they began their journey to become the Kirk and Spock we know today.

Captain's Glory (ST:All, Paperback Reprint of the Hardcover), by William

Shatner, with Judith and Garfield Reeves-Stevens

During James T. Kirk's heroic five-year mission as captain of the starship *Enterprise*, a mysterious alien threat called "The Totality" commenced its stealthy invasion of our galaxy, intending to conquer the Milky Way Galaxy as it had conquered the galaxy of Andromeda. Now the time for secrecy has passed, and a war unlike any other has begun—one that threatens to destroy the Federation, first by bringing warp travel to an end, and then by absorbing all living matter into a realm that exists beyond human knowledge.

Twice before, Captain Kirk has encountered the Totality. Both times it took the beguiling form of Norinda, an irresistible alien who becomes the woman each person she meets most desperately desires. In his first encounter, Kirk almost lost the *Enterprise*. In his second encounter, he almost lost his child, and watched in horror as the Totality absorbed Spock in its monstrous dimensional tendrils. But now, Kirk faces an even more devastating personal challenge because battle lines have been drawn, and he and his friend, Captain Jean-Luc Picard are on opposite sides.

Set more than a year after the events of "Star Trek Nemesis", on the leading edge of Star Trek's future history, Captain's Glory depicts a Federation attacked from within, on the brink of collapse, with Earth's own solar system an armed and isolated camp. Reunited with Dr. Leonard "Bones" McCoy and Chief Engineer Scott, Kirk must join forces with Admiral Kathryn Janeway and the starship *Voyager's* Holographic Doctor in order to save Spock and expose the true nature of the Totality.

With Captain William Riker and Commander Deanna Troi of the starship *Titan* caught in the conflict between Kirk and Picard, and with Kirk's own child poised on the brink of a startling destiny millions of years in the making, Kirk must prepare for his third and final encounter with the Totality. But how can Kirk fight an enemy whose greatest weapon is love? And how can he tri-

umph, when the price of victory is the life of his only child?

The Sky's the Limit (ST:TNG, Trade Paperback), edited by Marco Palmieri

The 20th Anniversary anthology for "Star Trek: The Next Generation"! Stories and authors include:

- "Meet With Triumph and Disaster", by Michael Schuster and Steve Mollmann (pre-Encounter at Farpoint)
- "Acts of Compassion", by Dayton Ward and Kevin Dilmore (Season One)
- "Redshift", by Richard C. White (Season Two)
- "Among the Clouds", by Scott Pearson (Season Three)
- "Thinking of You", by Greg Cox (Season Five)
- "Turncoats", by Susan Shwartz (Season Six)
- "Ordinary Days", by James Swallow (Season Seven)
- "'Twould Ring the Bells of Heaven", by Amy Sisson (between Season Seven and Generations)
- "Friends With the Sparrows", by Christopher L. Bennett (between Generations and First Contact)
- "Suicide Note", by Geoff Trowbridge (between First Contact and Insurrection)
- "Four Lights", by Keith R.A. DeCandido (between Insurrection and Nemesis)
- "'Til Death", by Bob Ingersoll and Thomas A. Zahler (between Insurrection and Nemesis)
- "On the Spot", by David A. McIntee (during the Nemesis epilogue)
- "Trust Yourself When All Men Doubt You", by Michael Schuster and Steve Mollmann (during the Nemesis epilogue)

Q & A (ST:TNG), by Keith R.A. DeCandido

Nearly two decades ago, Jean-Luc Picard took command of the *U.S.S. Enterprise*[™] NCC-1701-D. The captain knew it was an honor without equal. His new command bore the name of *Enterprise*. The people who had commanded other like-named starships had gone down in Star Fleet's annals. Some officers would be intimidated, but they

STAR TREK BOOK NEWS

would not have been given command of *Enterprise*.

On her first mission, the *Enterprise* was sent to Farpoint Station. A simple, straightforward investigation. Perfect for a crew that had never served together. Then there was Q. An omnipotent life-form that seemed bent on placing obstacle after obstacle in the ship's—and, in particular, in Picard's—way. And it hadn't ended with that first mission. When he was least expected, Q would appear. Pushing, prodding, testing. At times needling captain and crew with seemingly silly, pointless, and maddening trifles. Then it would turn all too serious, and the survival of Picard's crew was in Q's hands.

Why was it today that Picard was remembering the day he took command of the *Enterprise-D*? Now he commanded a new ship, the *Enterprise-E*. His crew was different. There was nothing about Gorch that in the least resembled Farpoint. But Picard couldn't shake the feeling that something all too familiar was going on. All too awful. All too Q.

Slings and Arrows Book 1: A Sea of Troubles (e-Book, ST:TNG), by J. Steven York & Christina F. York

The first volume of a six-e-book series covering the first year of the *Enterprise-E*.

The *U.S.S. Enterprise-E* has launched, with Captain Jean-Luc Picard in command. In addition to many familiar faces, the new ship also has some new crewmembers, among them Conn Officer Sean Hawk and Security Chief Linda Addison.

But soon Picard is devastated to learn that there's a saboteur on board, in the form of a changeling infiltrator from the Dominion! Picard and his crew must learn who the changeling replaced and stop it before it destroys the Fleet's finest ship.

Available November 2007:

Before Dishonor (ST:TNG), by Peter David

An enemy so intractable that it cannot be reasoned with. The entire race thinks with one mind and strives toward one purpose: to add our biological distinct-

iveness to their own and wipe out individuality, to make every living thing Borg.

In over two centuries, the Federation has never encountered a greater threat. Twice Star Fleet assembled and threw countless starships to stand against them. The Borg were stopped, the price paid in blood. Humanity breathed a sigh of relief, assuming it was safe. And with the destruction of the transwarp conduits, the Federation believed that the killing blow had finally been struck against the Borg.

Driven to the point of extinction, the Borg continue to fight for their very existence, for their culture. They will not be denied. They must not be stopped. The old rules and assumptions regarding how the Collective should act have been dismissed. Now the Borg kill first, assimilate later.

When the *Enterprise* manages to thwart them once again, the Borg turn inward. The dark places that even the drones never realized existed are turned outward against the enemy they have never been able to defeat. What is revealed is the thing that no one believed the Borg could do.

Slings and Arrows Book 2: The Oppressor's Wrong (e-Book, ST:TNG), by Phaedra M. Weldon

The second volume of a six-e-book series covering the first year of the *Enterprise-E*.

The *Enterprise* is assigned to ferry demolition experts from Deep Space 9 to Starbase 375, but just as they arrive, Admiral Leyton declares martial law on Earth and the Federation is put in a state of emergency. On the starbase, Admiral Hahn has gone missing, and there are several unexplained events—and one of the demolition experts, Lieutenant Daniels, isn't convinced that it's necessarily Dominion teachery.

Picard and the *Enterprise* crew must learn the truth—about what happened to Admiral Hahn and about the truth beyond the martial law declaration—before the *Enterprise* itself becomes the next casualty.

Available December 2007:

Sword of Damocles (ST:TTN), by Geoffrey Thorne

Captain Riker and his crew discover a civilization where science and faith are struggling for supremacy, due in large part to a strange, unexplained phenomenon known as the Watchful Eye, visible in the sky above the planet.

Two teams from the *U.S.S. Titan* investigate, one making covert cultural observations of the people there, the other taking a shuttle to study the Watchful Eye. But when the team on the planet is discovered, it sets in motion a chain of events in which cause and effect collide, creating a temporal paradox threatening the planet's past and *Titan's* future.

Creative Couplings (ST:COE, Trade Paperback), by John S. Drew, Glenn Greenberg, Glenn Hauman & Aaron Rosenberg, David Mack, Dayton Ward & Kevin Dilmore, and J. Steven York & Christina F. York

A new collection of Starfleet Corps of Engineers stories, reprinted as a trade paperback.

Slings and Arrows Book 3: The Insolence of Office (e-Book, ST:TNG), by William Leisner

The third volume of a six-e-book series covering the first year of the *Enterprise-E*.

A major turning point in the lives of two of the *Enterprise* crew! Newly-promoted Admiral Hayes gives LaForge a shocking ultimatum: his VISOR is a security risk, and he must either have it replaced with ocular implants or be transferred to a less sensitive post.

Meanwhile, Troi has some issues of her own. Though she knows that her mother Lwaxana recently remarried to the Tevnian named Jeyel, she was unaware of the subsequent pregnancy—and now Lwaxana's about to give birth. To make matters worse, the Tevnian government has decided that, even though Lwaxana and Jeyel are now divorced, the child still belongs to them.

SCIENCE HIGHLIGHTS: INTERESTING STUFF FROM THE WORLD OF SCIENCE

COMPILED BY ALEX ROSENZWEIG

Welcome to "Science Highlights"! In this column, members of the Sciences Division speak out about something science related that they thought was of particular interest since last issue of *Avenger News*. So, without further ado, let me turn the spotlight on... Science!

A Big Hole in Space?

Contributed by Tim Drude

This article on AOL News, may well be about the biggest hole ever!

"Astronomers have stumbled upon a tremendous hole in the universe. That's got them scratching their heads about what's just not there. The cosmic blank spot has no stray stars, no galaxies, no sucking black holes, not even mysterious dark matter. It is 1 billion light years across of nothing. That's a giant expanse of nearly 9.6 billion trillion kilometers of emptiness, a University of Minnesota team announced.

"Astronomers have known for many years that there are patches in the universe where nobody's home. In fact, one such place is practically a neighbor, a mere 2 million light years away. But what the Minnesota team discovered, using two different types of astronomical observations, is a void that's far bigger than scientists ever imagined.

" 'This is 1,000 times the volume of what we sort of expected to see in terms of a typical void,' said Minnesota astronomy professor Lawrence Rudnick, author of the paper that will be published in *Astrophysical Journal*. 'It's not clear that we have the right word yet ... This is too much of a surprise.' "

This article may be found here: http://news.aol.com/story/ar/_a/astronomers-find-huge-hole-in-universe/20070825162909990001

It takes a Cluster to raise a Planet?

Contributed by Alex Rosenzweig

An article at Spaceflight Now describes a disk that is believed to be a proto-planetary structure. What makes this system different? There...are...four...stars!



From Spaceflight Now:

"How many stars does it take to 'raise' a planet? In our own solar system, it took only one -- our Sun. However, new research from NASA's Spitzer Space Telescope shows that planets might sometimes form in systems with as many as four stars.

"Astronomers used Spitzer's infrared vision to study a dusty disk that swirls around a pair of stars in the quadruple-star system HD 98800. Such disks are thought to give rise to planets. Instead of a smooth, continuous disk, the telescope detected gaps that could be caused by a unique gravitational relationship between the system's four stars. Alternatively, the gaps could indicate planets have already begun to form, carving out lanes in the dust.

"HD 98800 is approximately 10 million years old, and is located 150 light-years away in the constellation TW Hydrae."

For more info, check out...

<http://spaceflightnow.com/news/n0707/24fourstars/>

Water, Water, Everywhere...Even On an Extrasolar Planet?

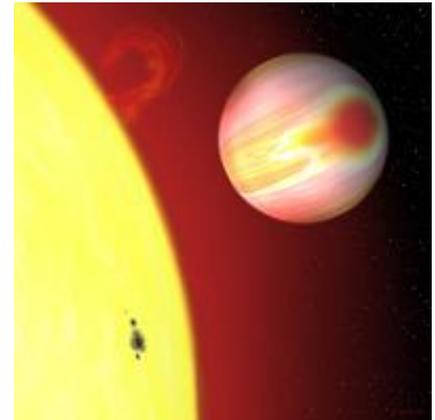
Contributed by Alex Rosenzweig

Looks like there is water out there...!

From World Science:

"Researchers say they have found the best evidence to date that planets outside our solar system have water.

" 'Water is the quintessence of life as we know it,' said Yuk Yung, a professor of planetary science at the California Institute of Technology in Pasadena, Calif. It's 'exciting to find that it is as abundant in another solar system as it is in ours.' Yung is co-author of a paper on the finding, appearing in the research journal *Nature*.



"Astronomers wrote that they found water's chemical signature in the atmosphere of a sweltering planet called HD 189733b, sixty-three light-years away in the constellation Vulpecula."

Want to know more? Look here: http://www.world-science.net/othernews/070711_water.htm

Ancient Extinctions Can Still Teach

Contributed by Alex Rosenzweig

The saying goes, "Those who fail to learn from history are condemned to repeat it." That may not be true in all cases, but it still doesn't mean we should ignore what lessons there are to be found.

SCIENCE HIGHLIGHTS: INTERESTING STUFF FROM THE WORLD OF SCIENCE

COMPILED BY ALEX ROSENZWEIG

From Science Daily:

"Approximately 250 million years ago, vast numbers of species disappeared from Earth. This mass-extinction event may hold clues to current global carbon cycle changes, according to Jonathan Payne, assistant professor of geological and environmental sciences. Payne, a paleobiologist who joined the Stanford faculty in 2005, studies the Permian-Triassic extinction and the following 4 million years of instability in the global carbon cycle.

"In the July issue of the *Geological Society of America Bulletin*, Payne presented evidence that a massive, rapid release of carbon may have triggered this extinction.

" 'People point to the fossil record as a place where we can learn about how our actions today may affect the future course of evolution,' Payne said.



'That's certainly true: The deep geologic record provides context for modern events. We may miss very important processes or underestimate the magnitude of changes in the future by using only the past couple thousand years as a baseline.' "

To discover more, look here: <http://www.sciencedaily.com/releases/2007/08/070809104722.htm>

Modern Technology Helps to Map an Ancient Site

Contributed by Alex Rosenzweig

Using satellites, it's easy to get improved maps. In the project described below, it was applied to the Angkor site in Cambodia...

From Science Daily...

"Australian researchers using NASA technology to map the medieval city of Angkor have discovered at least 74 new temples.

" 'We've mapped a huge settlement beyond the main temples at Angkor using radar imaging and other satellite data,' said Damian Evans, a deputy director of the University of Sydney-based Greater Angkor Project.

" 'This is the first time a complete, detailed and comprehensive map of Angkor has been presented,' he said.

"Carpeted with vegetation and obscured by low-lying cloud, the ruins spill over 1,000 square kilometers outside the World Heritage site, located in present-day Cambodia, and are linked by a complex water management system."

For more info, hop over to: <http://www.sciencedaily.com/releases/2007/08/070814155420.htm>



School Programs Reduce Violence

Contributed by Alex Rosenzweig

New violence prevention programs in schools are having a positive effect. That's great news!

From Science News Online:

"As students head back to school, violence will follow a sizable number of them. Roughly 13 percent of public high school students report having had a fight on school property during the past school year. About 8 percent say that they were threatened or injured with a weapon at school, and 7 percent were bullied.

"In some schools, however, a variety of violence-prevention programs have fostered substantial reductions in violent and disruptive behaviors, according to two new, independent research reviews. This positive effect occurs in all grades, from prekindergarten through high school, and in all schools, from the poorest to the wealthiest.

" 'These school-based programs improve learning and make the classroom a more peaceable kingdom,' says epidemiologist Robert A. Hahn of the Centers for Disease Control and Prevention in Atlanta."

Want to know more? Go to: <http://www.sciencenews.org/articles/20070901/fob5.asp>



Detective Work Traces Dinosaur Killer

Contributed by Alex Rosenzweig

It looks like scientists have found the "smoking gun" in the extinction of the dinosaurs.

SCIENCE HIGHLIGHTS: INTERESTING STUFF FROM THE WORLD OF SCIENCE

COMPILED BY ALEX ROSENZWEIG

From Science News Online:

"A huge chunk of rock hit Earth 65 million years ago, setting off events that wiped out the dinosaurs. That chunk, astronomers now say, was a wayward fragment from a collision between two giant asteroids in the inner part of the asteroid belt, which lies between Mars and Jupiter. The new study adds to the evidence that both Earth and moon have been bombarded by about twice the usual number of asteroid fragments during the past 200 million years.

"Earth is now at the tail end of this asteroid shower, say Bill Bottke of the Southwest Research Institute in Boulder, Colo., and his colleagues in the 6 September issue of *Nature*."

For more on this story, check out: <http://www.sciencenews.org/articles/20070908/fob3.asp>

Neither Snow, Rain, Gloom of Night, or Even Dust Storms Stop These Rovers

Contributed by Alex Rosenzweig

They just keep on ticking...

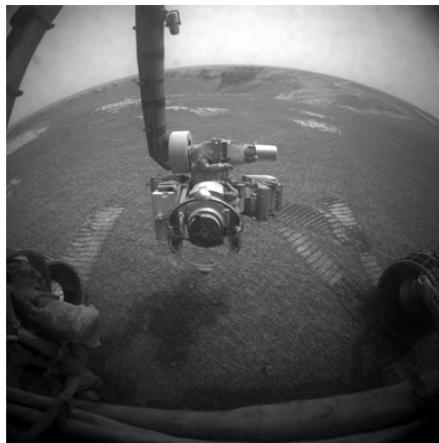
From Spaceflight Now:

"After six weeks of hunkering down during raging dust storms that limited solar power, both of NASA's Mars Ex-

ploration Rovers, Spirit and Opportunity, have resumed driving.

"Opportunity advanced 13.38 meters toward the edge of Victoria Crater on 21 August. Mission controllers were taking advantage of gradual clearing of dust from the sky while also taking precautions against buildup of dust settling onto the rover.

"Weather and power conditions continue to improve, although very slowly for both rovers," said John Callas of NASA's Jet Propulsion Laboratory, Pasadena, California, project manager for the rovers. With the improved energy supplies, both rovers are back on schedule to communicate daily. Opportunity had previously been conserving



energy by going three or four days between communications.

Want to know more? Point your browsers to: <http://spaceflightnow.com/news/n0708/26marsrovers/>

NASA Photographs a Big Galactic Collision

Contributed by Tim Drude

Even galaxies can have trouble if they don't watch where they're going... ;)

From AOL News:

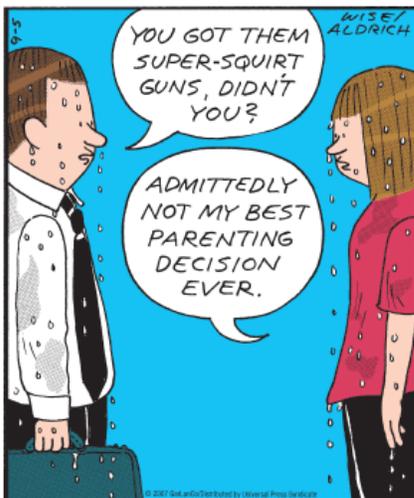
"A major cosmic pileup involving four large galaxies could give rise to one of the largest galaxies the universe has ever known, scientists say.

"Each of the four galaxies is at least the size of the Milky Way, and each is home to billions of stars.

"The galaxies will eventually merge into a single, colossal galaxy up to 10 times as massive as our own Milky Way.

"When this merger is complete, this will be one of the biggest galaxies in the universe," said study team member Kenneth Rines of the Harvard-Smithsonian Center for Astrophysics."

For more details, check out: http://news.aol.com/story/_a/nasa-photographs-big-galactic-collision/20070806172409990001?ncid=NWS00010000000001



SHADES OF THE AVENGER PICNIC...?

Submitted by Kathryn Carlin

Ship's BBS

The Ship's BBS was first introduced in the novel *Spock's World*, written by Diane Duane. Like BBSs of today, it was a place where items of interest could be posted for the crew to read and respond to. This column is much like that. Things may change from time to time, so keep checking back each issue. <smile>

*** Do you have an idea for an event or activity?** We love to do stuff, that's for sure! Lots of stuff is based on ideas our members bring to the group, and can be as simple as something you enjoy and would like to share. How? It's easy! Just ask an *Avenger* Command Staff member for an Event Planner and begin your adventure today. Event Planners contain descriptions of events/activities, and both the Planners and sign-up sheets are passed around at each month's ship meeting. This is a way for everyone to find out the details of what's going on, or to share your ideas for what *you* want to do! We need your help, because if no one coordinates events, **they don't happen!!**

*** Internet Resources:**

The *Avenger* has a lot of opportunities to interact through the Internet! Check 'em out...

- The adventure begins with our spiffy website where you can find information about your fellow crewmates and read online logs from your division chief: <http://www.ussavenger.org/>

- Another great way to contact your STARFLEET buddies is through the Internet Relay Chat (IRC). Instructions can be found on the *Avenger* site. Go to the Internet Resources link on the navigation bar on the *Avenger's* main site, and follow the instructions about IRC.

NOTE: the current IRC servers are:

destiny.fleetchat.org (Direct IP Address: 209.178.198.91)

karma.fleetchat.org (Direct Address: 70.96.227.44)

- The *Avenger* Yahoo Group is a great place to get updated news from the *Avenger* via email and special website features. Check it out at:

<http://groups.yahoo.com/group/avenger-sfi>

*** Our CaféPress Store:** You can buy *Avenger* schtuff online like T-shirts, sweatshirts, mugs, mousepads, etc at the Cafépress *Avenger* Store, featuring our logo. The anniversary period is done, and the standard logo items have been restored, but there are still a couple of items to bear the anniversary logo, too. The

store can be found at: <http://www.cafepress.com/ussavenger>

*** CaféPress Store Feedback:** Is there something you'd like that we're not offering at the *Avenger* Store? Check out CaféPress's product list, and if you see something there that's not available in our store, contact *Avenger* Command and let them know.

*** And for all you gamin' freaks,** *Avenger* also has merchandising for its Hazard Team. Check it out at: <http://www.cafepress.com/1860hazard>

*** A STARFLEET Community of Particular Note:** Interested members are invited to join a community called Project SIMELE. "SIMELE" is short for "STARFLEET In the Movie and Early Lost Eras", and its focus is for members or chapters of STARFLEET who have an interest in, use the motif of, or are fictionally set in the timeframe of roughly 2270 to 2335 in the Star Trek Universe, to interact. (This, of course, includes the *Avenger*.) It's designed to provide a venue for members to share resources, exchange ideas and thoughts about playing in this era of Star Trek, possibly develop cooperative fiction, and so forth. Come check the group out at <http://groups.yahoo.com/group/SIMELE/>

matches up with the official *Avenger* Blueprints and gives a detailed look inside our vessel. Take a look! It's at our CaféPress store: <http://www.cafepress.com/ussavenger>

*** Avenger Blueprints!**

Do you find yourself getting lost every time you're on duty while serving aboard your ship? Maybe you should get one of these spiffy blueprint maps!

From the *Federation Frontiers* publishing office, we are pleased to offer General Plans for the *Avenger*-Class Heavy Frigate. No starship, save the famous line of those named *Enterprise*, has received this much attention to detail.

The twenty (20) sheet set includes:

- Construction history
- Ship's directory
- Six (6) external views
- Full starship specifications
- Equipment listing (with system contractors)
- Four (4) cross-section views
- Plan views of all eleven decks at 1:600 scale
- Full-sheet details of the bridge, torpedo pod, main engineering, two-level recreation deck, Sickbay, transporter complex, and auxiliary control.

For more information e-mail the author, Mike Rupprecht, at MRupprecht@aol.com, or just visit the *Federation Frontiers* web site for this and other spectacular Star Trek technical documents: <http://members.aol.com/FdFrontier/>

The *Avenger*-class Heavy Frigate General Plans cost a mere \$10.00 for *Avenger* crew members, and can be purchased directly from Alex Rosenzweig. You can also buy the plans via mail order for \$12, which includes shipping charges. Money orders are preferred, and will speed delivery. However, personal checks are acceptable and should be payable to "Michael C. Rupprecht".

Custom rolled sets are available for \$15.00 and deluxe poster-sized sets for \$40.00. To order, simply print out the handy order form at web site, or send your name, address, e-mail address,



*** Look at this spiffy poster above and go buy one!** The newest addition to our online repertoire is the Cutaway Poster of *Avenger* herself. Done by artist Chris Allan, this detailed poster

Ship's BBS [Continued]

number and type of sets desired, along with your check or money order, to the following address:

Federation Frontiers
c/o Michael C. Rupprecht
3711 Bloomingdale Drive
Hillsborough, NJ 08844-5531

* Avenger Fiction Update

We have several stories being developed for your enjoyment at this time. These include:

- A look at interesting places aboard the *Avenger* is in this issue!
- "The Other Foot": What happens when the *Avenger* encounters a ship from the other end of the galaxy...? This one's in the midst of being written. Progress is still being made, and the story has reached an important point.

- The third chapter in the story of the planet survey of UFC-18249-IV, "Descent into Wonder", was published in AN100, and has been posted at us-savenger.org. Ideas, suggestions, and volunteers to write other segments of this tale are welcomed. Contact ADM Alex.

- The script for a proposed *Avenger* episode of "Tales of the Seventh Fleet" is being developed, and has reached an early draft screenplay stage.

- Work continues on Phase II of the *AvengerPedia*. It will cover material in character files and other background works that have been done over the years. It will add a whole new dimension to the current version!

- Suggestions for interesting characters to fill open spots in *Avenger's* fictional

crew are wanted! You can provide just some rough notes, or a full character file. If you'd like to get in on the fun, check in with ADM Alex.

- And don't forget to work on keeping your own main character's file up-to-date, too! Or create one if you haven't done so yet. Check with ADM Alex for assistance if you need it.

* Help Wanted!

Looking to contribute to the *Avenger*? If so, we need your help! The following positions are open:

- Press Officer: Write and distribute press releases to the ship's media list, interact with reporters and other media personnel, and help craft our club image to the world at large!

Trekkin' The Web

From Alex Rosenzweig:

Star Trek Properties

A new entry in the Trek licensing realm, this one is notable because Mike and Denise Okuda helped create some of the materials found here. Deeds for property on Vulcan, *Kobayashi Maru* Test certificates, StarFleet Academy diplomas, and orders to report for duty aboard the *U.S.S. Enterprise* are among the things you can purchase. The site also features an interactive star chart that's fun to play with!

<http://www.startrekproperties.com/>

Children's Books Online: The Rosetta Project, Inc.

Looking for antique illustrated books that you might not have seen since childhood? This site can help! The Rosetta Project, a volunteer-driven organization, has been scanning and placing these books online in a web-based library so their uniqueness will not be lost. Check it out!

<http://www.childrensbooksonline.org/index.htm>

Venus Rises – An Original Sci-Fi Vid-cast Series

Enjoy good original science fiction? Well, if so, perhaps this new series will be up your alley. "Venus Rises" is an independ-

ent science-fiction vidcast series by J.G. Birdsall. The concept for VR was first drafted in 2002, where it lay dormant until the first cast was assembled in 2004. Since then, there have been over two incarnations of the series, leading up to the current team's efforts launched in Spring 2006. "Venus Rises" is writer/director J. G. Birdsall's first fully featured series using the Internet as a medium of distribution. Set in the not-too-distant future, "Venus Rises" takes a look at colonization and development activities on Earth's neighbor worlds, Venus and Mars. (By the way, one of the VFX artists on this series is a former member of the *Avenger*, Arnand Kularajah.)

<http://www.venusrises.com/>

Star Trek: The Continuing Mission

Meanwhile, yet another Star Trek series being put together by another group of fans. This series follows the voyages of the starship *Montana* in an audio series that, like most of the fan efforts, will be downloadable on the web. Oh, and one of the voice actors is another STARFLEET vet, Admiral Steve Thomas. Check it all out here:

<http://www.continuingmission.com/>

360cities

Jumping back to reality, here's a great site to check out cool places right here

on Earth, viewed in cyberspace, but absolutely real. Wow...

The site currently features 26 cities, all around the world, with more on the way. <http://www.360cities.net/>

Star Trek Uniform Guide

Here's another resource site dedicated to... Yup! Star Trek uniforms! It's an instructional guide for those interested in creating uniforms. With information on uniforms as seen from "The Cage" through "Enterprise", there are forums, links to detailing info, even links to folks who can actually produce the uniform for you! There's some interesting reading here!

<http://www.startrekuniformguide.com/>

Orion Press

Still interested in old school Star Trek fan fiction? You'll find it here. This is the home of fandom's last bastion of Classic Trek fandom! Orion Press has served fandom since 1979, and now hosts one of the largest collections of Classic Star Trek fan fiction on the Internet. On this website, you will find a variety of material designed for the discriminating Star Trek fan.

<http://www.fastcopyinc.com/orionpress/index.html>

THE AVENGER IN FICTION: INTERESTING PLACES ON THE AVENGER

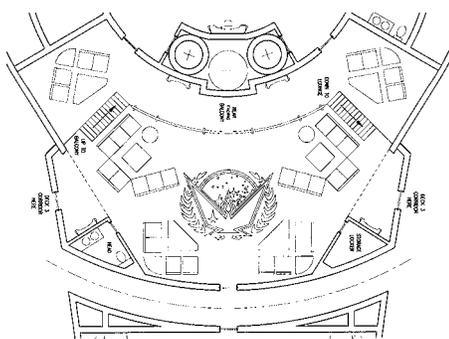
BY ALEX ROSENZWEIG

"Space, The Final Frontier... These are the continuing voyages of the starship *Avenger*. Her ongoing mission: to explore strange, new worlds; to seek out new life and new civilizations; to boldly go where no one has gone before."

Many members' questions have dealt with the fictional *Avenger*. Since we call for members to make up personnel files for their characters, members want to know just how our fictional universe works. What does the fictional *Avenger* do? How does it fit into the Star Trek Universe as portrayed on TV and in the films, books, comics, etc.? To answer these questions, and to (hopefully) keep you folks entertained, this series of articles was born.

For this issue, we take a look at a few interesting spots on the starship *Avenger*. Where might you find yourself...?

The *Avenger* is a big ship. Its compact configuration sometimes masks just how much area there is on this ship. As such, it has a whole lot of "stuff" on board, and lots of places for its crew to work and play. Let's take a look at just a few of the many interesting areas of the *Avenger*.



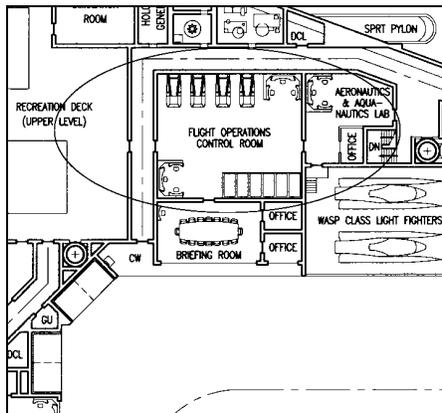
Senior Officer's Lounge:

Where do the ship's senior officers go to relax? On Decks 2 and 3, there's a dual-level room at the back. It's actually not restricted to the senior officers at all, but it's become a tradition to have one lounge that they can mostly use on their own. Four groupings of tables and chairs on the lower, Deck 3 level make for nice spots for quiet con-

versation, and at the upper aft section of the room, a large window offers a great view of the space outside. On Deck 2, there are two more sets of tables and chairs, and a balcony allows crewmembers to look out over the rest of the room below. It's also a great location to see the ship's insignia woven in silver into the otherwise royal blue carpet. All in all, it's a very pleasant place to relax for a time from the rigors of starship duty.

Ship's Library:

On the starboard side of Deck 3 is the ship's library. Why have a library in an era where almost any needed information can be sent directly to a terminal anywhere on the ship? In some cases, it's easier to contain records in a centralized area. It's also sometimes helpful for people doing research together to use a dedicated facility which has systems designed for the preservation and organization of information. There are even facilities for crewmembers to just sit and read for pleasure, or gather and discuss the latest novel, whether print or "holo-".



Flight Operations Control Room:

This facility, on the starboard side of Deck 4 near Hangar Bay 2, lets the ship's flight staff, especially the pilots, keep their skills up, even though the ship doesn't use its shuttlecraft or fighters every day. This area allows planning of shuttle, fighter, or utility craft missions, and also features four flight simulators. Resembling work bees, but secured to the deck, these simulators can offer

the ship's pilots a realistic experience, whether it's actually representing a work bee, or standing in for a shuttle or fighter. Two work station pockets, with three consoles each, help Flight Ops crewmembers focus and direct the ship's resources when needed to support small craft operations.

Arboretum:

Located on Decks 4 and 5, on the forward portside corner of the raised hull section the arboretum is a place for both research and relaxation. There are those who think that a garden aboard a starship is a waste of space. But the affinity of sentient beings for vegetation of a wide variety of types is well-established, and when on a ship traveling in deep space for months or years at a time, having a place where the ship's crew can interact amidst a "natural" setting has been proven since the early 23rd Century to result in significantly better crew morale. *Avenger's* arboretum, in which paths wind amidst bushes and low trees, with a grassy ground cover beneath, is a place for crewmembers to relax, but it's also the setting for research into various plant species and how they interact. Maintained by the Sciences and Engineering Divisions, the arboretum is one of the centers of routine life on the *Avenger*.

Auxiliary Control:

In the middle of Deck 7 is the one room that everyone always hopes will be a quiet watch post! That's Auxiliary Control, a backup control center meant to be used if something goes fairly seriously wrong with the Main Bridge up on Deck 1. While it's normally manned by a skeleton crew on most days, just in case, if the ship goes to full alert, especially in the case of combat operations, Auxiliary Control becomes a bustling place, fully ready to take over if the Main Bridge is damaged or, the gods forbid, lost, Auxiliary Control's crew leaps into action to keep the ship functioning. During red alert, Auxiliary Control is almost always commanded by one of the ship's senior command officers, usually the Second Officer or Chief of Operations.

THE AVENGER IN FICTION [CONTINUED]

Of course, there are **lots** of other interesting places aboard the *Avenger*, but we'll have to save those for another time. <smile> If there's some area you're curious about, don't forget to ask!

* * * * *

In future articles, we'll continue to talk about what's aboard the ship, how various systems work, crew specifics, etc. (Members are urged to suggest topics. If there's something you want to know about the ship, chances are that someone else wants to know, too. So send in your questions, and we'll try to get answers for you in upcoming columns.)

This column also supports short stories! Stories should be no more than 4 pages in 10-point type, and can be about anything in the *Avenger* Universe. (Serializations are also accepted, but the story must be submitted **com-**

plete, and arrangements with the column editor and *Avenger News* editor for serialization will be made ahead of time.) We hope everyone will take the opportunity to contribute to the tales of the *Avenger*.

To help you out, we're also running story ideas each issue. These aren't fleshed out, but are jumping-off points from which stories may evolve. If you do see an idea listed here that you'd like to build a story from, let me know, so that we don't get multiple members working on the same idea. And here we have the next suggestions...

1] The *Avenger* arrives at a mining colony to provide medical supplies. While the ship is there, the miners begin to go mad and kill others for no apparent reason. Checks will reveal a psionic or evil-entity-type monster living in the caves.

2] The *Avenger* is proceeding through a star system when the ship's sensors pick up a freighter abandoned in deep

space. Sensor sweeps of the local system pick up the ship's life boat and detect 5 life-forms aboard, although they are very faint and by the time the ship arrives they are gone. Once on board the lifeboat they find 5 humans dead, apparently having committed suicide. Investigation of the freighter also reveals 20 crewmembers dead, some from suicide and others murdered by insane crewmates.

Finally, as a part of this series, we include character-files of members of the crew. So, if you've made up a character-file, great! If not, why not try making one? We'll try to publish one or two each issue, as space and contributions permit. We're always looking for members to create files for their own characters. If you're interested in creating a file for your fictional character, or updating an existing file, contact ADM Rosenzweig for help/information.

REGION 7 CONFERENCE REPORT

by Judy Waidlich

On Friday, there was a meet-and-greet in the evening.

Saturday started with the opening ceremonies. After the roll call of chapters, an insect was killed without mercy. The marine strike group roll call followed. Joost Ueffling was introduced. The sector chiefs gave their reports:

New Jersey – Looking toward the fall with the JDRF walk, ren faires, and the *Lexington's* anniversary party. Next year is the *U.S.S. Challenger's* 20th and they will have a dinner party/weekend celebration.

Pennsylvania – The *U.S.S. Asimov* and *U.S.S. Flying Fox* were at the IC. Next year is the *Asimov's* 10th Anniversary. The *U.S.S. Sovereign* is having a trip to Manhattan. The *U.S.S. Inferno* updated their medical histories. The *U.S.S. Flying Fox* is having a 5th Anniversary/Halloween party. There is a new correy chapter: *U.S.S. Blackheart*.

Maryland: Region very active – *Highlander* was at the ren faire. *Thor* is busy with charities. The *U.S.S. Matrix* was doing pirate stuff. The *U.S.S. Edinburgh* was focusing on the conference.

New York – WGW and IC 2008 are both hosted by *U.S.S. Accord*. The *U.S.S. Albany*

is doing lots of charity walks and coupons. The *U.S.S. Britannic* was commissioned earlier this year, and the *U.S.S. Niagara* had charities and a bike ride.

The CFO reported a treasury balance of \$382 and had some items for auction. Recruiting is working on a program to connect SFI to the upcoming movie. ADM Vosseller emphasized a focus on increasing retention and having ships that are understrength get back up to strength. Publications reported that "Comm Signals" is being delayed, and also presented the RC with a master copy of the R7 Handbook. Cadets reported that there will be more academy cadet courses. The *Flying Fox* formed the first cadet marine group. Chief of Staff Wayne Augustson reported the work he has done with recruitment, the directory, recruitment flyer, and handbook. He also announced that work will begin on "Seventh Fleet in Review", which is like an expanded directory. Our VRC had chocolate and a gift bag to raffle off. Mark Anbinder talked of the upcoming Watkins Glen Weekend and of IC 2008.

The region has some staff openings: Quartermasters and Webmaster/Electronics Services.

Joe Hoolihan gave a review of the region: The *U.S.S. Jaguar* is now a part of the 5th fleet. The *U.S.S. Northstar* may fold. On the other hand, he welcomed the *U.S.S. Blackheart* and mentioned that the *I.S.S. Philadelphia* is coming back as a correy chapter. Our region has shrunk, but as you have seen, is quite active (down to 28 chapters/ 439 members). Joe also welcomed Eugene Sanford of the *U.S.S. Top Gun* as the new Region Historian.

A down-side to things was the mention of the occasional animosity within the region, and Joe urged us to not let these people ruin our fun, saying they should not be allowed to "steal our STARFLEET".

At the Captain's Call, cyber-bullying was discussed and several methods of dealing with this have been proposed to discuss with our crews, including more proactive moderators and methods of punishment.

We were reminded to post events to the calendars (although there was a problem, when the webmaster left, for anyone not already registered to access the calendar editor). The suggestion went out for more sector events.

A JOURNEY THROUGH TIME — A GLIMPSE INTO YESTERYEAR THROUGH THE FILMS OF EARLY SCIENCE FICTION

BY TODD F. BRUGMANS

The genre known as Science Fiction has provided many with the opportunity to explore the far reaches of imagination, providing an entertaining look at things that might be, and things so fantastic, they are beyond our present scientific understanding. Science fiction has been able to inspire people to create what they could only imagine, and to expand the limits of our collective knowledge about the world we live on, and all that is around it. Through the magic of cinematography, we are blessed to have a visual record of how science fiction has played a part throughout history, providing social commentary which related to the times and issues that were relevant when the films were made, and making attempts to predict where we as a people will be in the future.

Early in August, I found myself inspired to begin a journey into the history of Science Fiction, as presented in film form. I have compiled a list of 100 film titles, which were released between the years 1902 and 1979. The titles include the profoundly recognizable, as well as some from the depths of obscurity, with a great many providing campy entertainment along the way. They are stories about the future; about strange creatures that resulted from the Atomic Age; about aliens coming to Earth, bent on total domination of the human race. There are rockets to explore the cosmos, and flying saucers that threaten our very lives! Robots, mutants, aliens, monsters, and science experiments that have gone horribly, horribly wrong! In the collection I have built over the past two months, it's all here.

While admittedly, it's hard to find the time to sit down and watch all these movies, what I have seen of them so far has been wildly entertaining, and extremely insightful. I've seen films which were made years in advance of manned rockets in orbit, much less venturing to the surface of the moon and back. In a society such as our current generation enjoys, we take for granted the re-usable space craft that

are launched over and over again into orbit. For those back in the '50s, a Space Shuttle was very much still a flight of fantasy. What happens in space was based on scientific theory more than fact. As the times changed, and advances in space exploration pushed forward, the films changed with them.



I find it remarkable, for instance, to watch a film like "H.G. Wells' 'Things to Come'", a movie made in 1936, and realize that while the surroundings are dated by the times, the commentary is every bit as poignant and current as were the film just released last week. Classics like "The Day the Earth Stood Still", "1984", "Fahrenheit 451", "Slaughterhouse Five", and "Soylent Green" force us to think about the human condition, to sit back and assess who we are as a people and where we're going for our future.

Other well known titles, such as "Forbidden Planet", "Gojira (Godzilla)", "20 Million Miles to Earth", "Close Encounters of the Third Kind", and "Star Wars" introduced the world of filmmaking to brand new methods of perfecting the craft. The film industry has benefited greatly from the multitude of creative minds that continue, even today, to find new and exciting ways to create fantastic imagery to spark the imagination.

I've seen films that commented on the fears and anxieties of the Atomic Bomb. I've watched movies that speculated that there's life on Mars and/or Venus, and they don't happen to like us very much. Throughout the years these films were made, the real world found itself in vast periods of change as well. The great majority of the collection features films made in the '50s and '60s. They were a prosperous time for Americans. We had moved on from the second World War, and were focusing on industry. All the while the Cold War with the Soviet Union loomed in the background. There are plenty of

comments in the films which reflect those times.

I have amassed this collection for fear that the more we move forward, the greater the risk that these celluloid time capsules will fade into obscurity, some never to be seen again. Some may think it odd to stop at 1979 for this leg of the journey through science fiction. I've found it to be a pivotal time.

By the 1970s, humans had ventured into space and visited the moon. Probes had been sent to record and transmit back data about the farther reaches of our solar system, and we were discovering less evidence of active life out there in the neighboring heavenly bodies. By the latter half of this decade, four films in particular each did their part to completely redefine the tenor and nature of Science Fiction films forever. These four films are "Close Encounters of the Third Kind", which showed us benevolent aliens visiting Earth; "Star Wars: A New Hope", which forever changed the film industry with its spectacular visual effects and fast-paced action sequences; "Star Trek: The Motion Picture", which resurrected a TV franchise into a very successful film franchise, and ushered in the era of multiple sequels (heretofore only really seen in this genre with Godzilla and Planet of the Apes features); and the science fiction/horror classic "Alien", which brought about a whole new generation of terror from horrific creatures.

Subsequent films of the 1980s through the present day have drawn from the innovations first introduced in the 1970s. There are a great number of contemporary films in which the influence is anything but subtle.

In the fullness of time, it is my intention to expand my film vault to include "new classics" from the 1980s, 1990s, and present day. With this archive, our chapter now has a wealth of source material to draw upon for themed movie marathon days. I can make copies of this 100-title list available upon request, for your perusal. Together, we can explore the past as it looked to the future.

Just don't forget the popcorn.

WHERE WERE YOU WHEN...?

COMPILED BY ALEX ROSENZWEIG

22nd Anniversary Picnic:

1) Old and new friends from *Avenger*, *Sovereign*, *Accord*, *Challenger*, *Peace-keeper*, and *Deliverance* gathered for an afternoon filled with laughter and silliness? (AR)

2) Todd brought his arsenal of water weapons, keeping folks duly impressed? (AR)

3) The usual afternoon storm came and went, leaving spirits unbowed and no one's fun constrained? (AR)

4) Emmett came to visit, and brought Stephanie to her first 'FLEET event (we were sure glad she enjoyed herself!)? (AR)

5) The day ended with a migration to a nearby carnival, which was capped off with a fine fireworks display? (AR)



Shore Leave 29:

6) Amy chose the Chief over the Admiral? (JK)

7) Marco learned the hard way **not** to leave his daybook behind after a panel? (AR)

8) Alex reassured Herbert Jefferson, Jr. that he was still more of a fan of the first "Galactica", and chatted with him a bit about "Of Gods and Men"? (AR)

9) A Sunday morning screening of "World Enough and Time" demonstrated that "New Voyages" was reaching levels that not even Paramount Trek always reached? (AR)

10) Randy rocked the house as the new 10-Forward DJ? (AR)

11) Alex filled his copy of *Voyages of Imagination* with autographs? (AR)



2007 STARFLEET International Conference:

12) For out-of-towners, the IC became an interesting experience in dealing with high-altitude effects? (AR)

13) The scale of the hotel was such that even 150 STARFLEET members were lost amidst its size? (AR)

14) Tim Russ was friendly and active with the conference, even though he was sick that weekend? (AR)

15) We found downtown Denver to be a very pretty and well-organized city? (AR)

16) We were entertained by green Orion female dancers? (AR)

17) Flat Les filled in for Real Les, since the latter was still on duty in Iraq, and finished the weekend covered with many notes to his namesake and lots of photos of him in all sorts of...situations? (AR)

18) Alex hosted two panels, both which were a lot of fun, and got lots of good discussions going? (AR)

2007 Region 7 Conference:

19) The weekend began as Alex joined Angel and her kids on an afternoon trip into downtown Baltimore to explore the aquarium, and they all learned a lot

about water-based life and the ecology around it? (AR)

20) The trip **back** from the aquarium was an adventure, too, though, featuring the hotel shuttle not waiting for the group at the airport and Sonny playing good Samaritan to pick us up, followed by getting quite lost of MD Route 295? (AR)



Baltimore Aquarium

21) RC Joe talked at the General Session about not letting the "shadows" take our Fleet away from us? (AR)

22) Alex's dinner at the banquet got quite a bit of interest, first by being late (confused hotel staff), and then by being difficult to visually identify, though it tasted very good? (AR)

23) Unlike the IC hotel, the Holiday Inn BWI was very nicely sized for the group, and turned out to be quite comfortable? (AR)

24) Alex and Judy attended several excellent panels, including an update on STARFLEET Academy and a discussion on running conferences? (AR)

25) The smaller size of the conference this year actually was put to advantage, as many more relaxed conversations happened, and people enjoyed themselves a lot? (AR)

ADM Alex Rosenzweig, this column's compiler, would like to thank everyone who sent in contributions to this column. Of course, more are always needed. If you want to share something that happened at an *Avenger*, STARFLEET, or Star Trek event, please send your contributions to Alex at:
980 Linwood Place
North Brunswick, NJ 08902-2267
alexr@tellurian.com

MISSION DOCKET

[UPCOMING EVENTS]

27 October 2007 – U.S.S. Flying Fox 5th Anniversary/Halloween Party

The Brass Rail, Lehigh Street, Allentown, PA 18103, Arrival 5:30 PM, Dinner 6:00 PM

Join one of our sister ships as she reaches the 5-year mark. The Brass Rail is easily reached from Route 78 and Route 309.

Family Style Dinner: Virginia baked ham, meatballs, ziti, mashed potatoes, salad, peas, soup, coffee, tea, soda. Cash Bar. RSVP needed!

Cost: \$18.00 per person

Send Check to:

Angel Avery

100 Benner Street

Bethlehem, PA 18015

Event Coordinator: Angel Avery, njel@aol.com

10 November 2007 – I.S.S. Lexington 15th Anniversary

Medieval Times, Lyndhurst, NJ

The Lex is trying to block a section off for the 9th 10th or 11th of November 2007 for all those wishing to join them

in celebrating their 15th Anniversary in style. Coincidentally, Creation's NY area Star Trek Con is that same weekend in Secaucus at the Crowne Plaza. So, if you'll be in the area anyway.... ;-) If they get commitments for 20+ persons, there's a steep discount in the per-person cost.

Event Coordinator: R Roger Bedford, drofdebr05@gmail.com or bigblue.phrog@yahoo.com

11 November 2007 – Avenger Ship Meeting

Borders Books and Music, Route 18, East Brunswick, NJ, 3:00 PM

Join us for the usual fun, chatter, and good times. Program: Sci-Fi Meets the Holidays! Holiday Plots and Themes in Science Fiction. Dinner to follow.

Event Coordinator: CAPT Judy Waidlich, waidlich@rutgers.edu

17 November 2007 – Avenger Fiction Workshop

980 Linwood Place, North Brunswick, NJ, 12:00 PM

Storytelling, character-building, and new worlds to explore... Come stretch your imagination with us as we have fun in the ever-growing universe of "Star Trek: Avenger"!

Event Coordinator: Alex Rosenzweig, alexr@tellurian.com

9 December 2007 – Avenger Ship Meeting

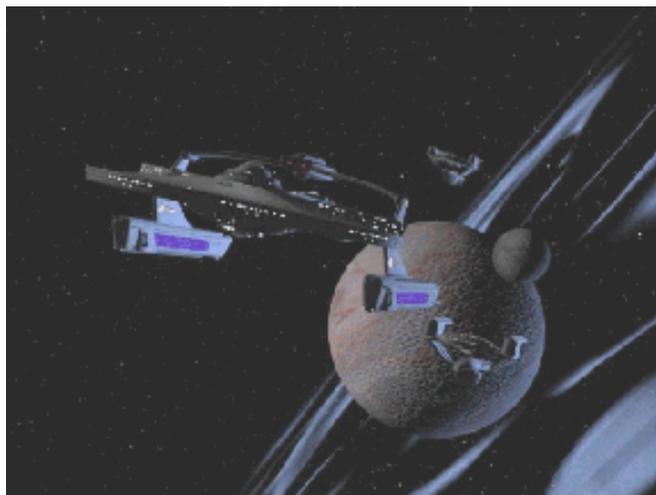
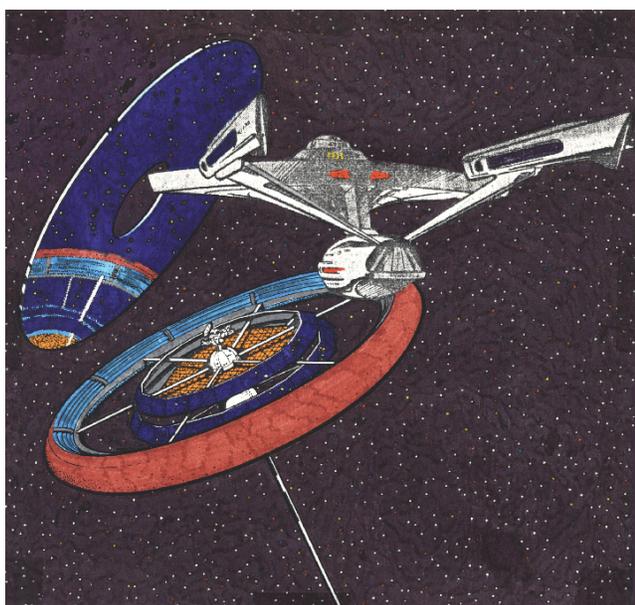
27 Wilshire Road, Edison, NJ

Ops Chief Norm Van Houten hosts his second annual holiday get-together! Last year was a lot of fun. Further details TBA

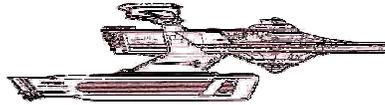
Event Coordinator: CAPT Judy Waidlich, waidlich@rutgers.edu

NOTE: Please, if you are planning to attend an event, let the event/project coordinator know of your plans, so he/she can make the proper arrangements. Thanks!

IMAGE GALLERY...



USS AVENGER
331 ACADEMY TERRACE, APT 17
LINDEN NJ, 07036-5695



NEXT MEETING (AT BORDERS): NOV 11TH, 2007

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