



SET TO STUN




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VIEW FROM THE CENTER SEAT

Sesame Street



Humans have long blamed the supernatural for life's mysteries; take, for example, vampires, the bloodthirsty creatures that supposedly seek out the living as prey. Many modern depictions of vampires make a mockery of these undead characters, relegating them to YA novels and Halloween costumes, but for hundreds of years — perhaps even thousands, starting with the Egyptians — vampires were feared figures believed to prey on families or entire villages. Some historians believe the vampire myth endured because it was an easy way to explain disease outbreaks or unexpected deaths. These fears, echoed by cultures around the world, are why so many communities developed methods to ward off the undead, including hanging garlic bulbs around their homes and laying to rest family members in vampire-proof graves.

But there's another way to escape the clutches of these undead monsters: making them count. According to European lore, vampires suffer from arithmomania, the uncontrollable urge to count or calculate numbers. That's why many Europeans once scattered seeds or grain on their floors before tucking into bed at night, hoping to distract any intruding vampires by triggering their counting compulsion. Some Slavic fishing communities also draped nets on their homes, believing that vampires would stop to count the holes.

It's unclear why vampires would have a tendency to tally, but the idea has lived on with Sesame Street's Count von Count, the purple-hued vampire who helps children learn their numbers. Inspired by the lore, Sesame Street writer Norman Stiles created the iconic Muppet in the early 1970s based on actor Bela Lugosi's 1931 cinematic depiction of Count Dracula. The count made his Sesame Street debut on the show's fourth season in 1972, slowly morphing from a spooky character to the friendly, number-loving Muppet he is today.

Vice Admiral Ben C Redding
Commanding Officer USS TANASI

Sir Patrick Stewart (AKA Jean-Luc Picard)

<https://www.britannica.com/biography/Patrick-Stewart>

Patrick Stewart (born July 13, 1940, Mirfield, West Yorkshire, England) British actor of stage, screen, and television who was perhaps best known for his work on the series *Star Trek: The Next Generation* (1987–94) and its related films.

His father served in the military, but Patrick, while his brothers completed military service of their own, began acting onstage at age 12. He performed in playhouses around England before making his London theatrical debut in 1966. The following year he joined the prestigious Royal Shakespeare Company, and he made his first Broadway appearance in 1971, as Snout in Shakespeare's *A Midsummer Night's Dream*.

Despite taking small roles in American and British films and on television beginning in 1973, Stewart remained primarily a stage actor for the first quarter century of his career. Then, in 1987, he gained international attention as Capt. Jean-Luc Picard in the science-fiction series *Star Trek: The Next Generation* (TNG). Following veteran *Star Trek* actor William Shatner into the captaincy of the starship *Enterprise*, arguably the most famous spaceship in popular culture, Stewart's Picard quickly stepped out of the long shadow of Shatner's Captain Kirk. Although it was a surprising choice for a "serious" actor, the role brought Stewart an unprecedented level of fame. His cultured voice and natural gravitas lent great credence to the role and made him the urbane and deeply moral centre of TNG. The show ran for seven seasons and spawned four feature films between 1994 and 2002. A follow-up TV series, *Star Trek: Picard*, debuted in 2020.

During this time Stewart acted in other television projects; notable



appearances included the made-for-TV movies *The Canterville Ghost* (1996), *A Christmas Carol* (1999), *King of Texas* (2002), and *The Lion in Winter* (2003). In 2006 his guest turn on the HBO comedy series *Extras* earned him an Emmy Award nomination.

In 2000 Stewart brought his powerful presence to the American blockbuster film *X-Men*, playing paraplegic genius Professor Charles Xavier. The professor—like Picard, a peace-loving and intelligent man—similarly helped to ground a fantastical franchise. Stewart reprised the role in several successful sequels (2003, 2006, 2014, and 2017). The series also featured Ian McKellen, and the two developed a much-publicized friendship; McKellen officiated Stewart's 2013 wedding to singer-songwriter Sunny Ozell.

After starring as a choreographer who is interrogated by a graduate student and her husband in the film *Match* (2014), Stewart assumed the role of a dissipated newscaster in the television comedy series *Blunt Talk* (2015–16). He appeared in the ensemble holiday comedy *Christmas Eve* and

oozed menace as the leader of a group of white supremacists in the thriller *Green Room* (both 2015). Stewart later assumed the role of legendary wizard Merlin in *The Kid Who Would Be King* (2019), a contemporary take on the Arthurian legend. Having used his perfect British diction to comedic effect in cartoon TV shows, he also lent his voice to the animated movies *Gnomeo & Juliet* (2011), *Ice Age: Continental Drift* (2012), *Legends of Oz: Dorothy's Return* (2013), and *The Emoji Movie* (2017).

Despite these on-screen successes, Stewart continued to act on the stage, and he never stopped performing Shakespeare. In the 1990s he played Prospero in *The Tempest* and the title role in an innovative take on *Othello*. In 2008 Stewart's masterful performance of the title role in Shakespeare's *Macbeth* brought unexpected freshness to the play. The production, which started in London and later moved to Broadway, was set in a claustrophobic Stalinist U.S.S.R., which seemed well suited to the play's atmosphere of paranoid treachery. Stewart won raves—and a Tony Award nomination—for his rich realization of the central character. Later in 2008 he took on the role of Claudius in *Hamlet*, for which he received his third Laurence Olivier Award. The following year Stewart earned praise as Vladimir in Samuel Beckett's *Waiting for Godot*. His costar was McKellen, and the duo reprised their roles on Broadway for a double-bill production (2013–14) that also included Harold Pinter's play *No Man's Land*. In 2016 Stewart and McKellen starred in a London staging of the latter play.

Stewart became an Officer of the Order of the British Empire (OBE) in 2001, and in 2009 he was awarded a knighthood.

COMMODORE ANTHONY LEOPARD
EXECUTIVE OFFICER

What STARFLEET means to me.

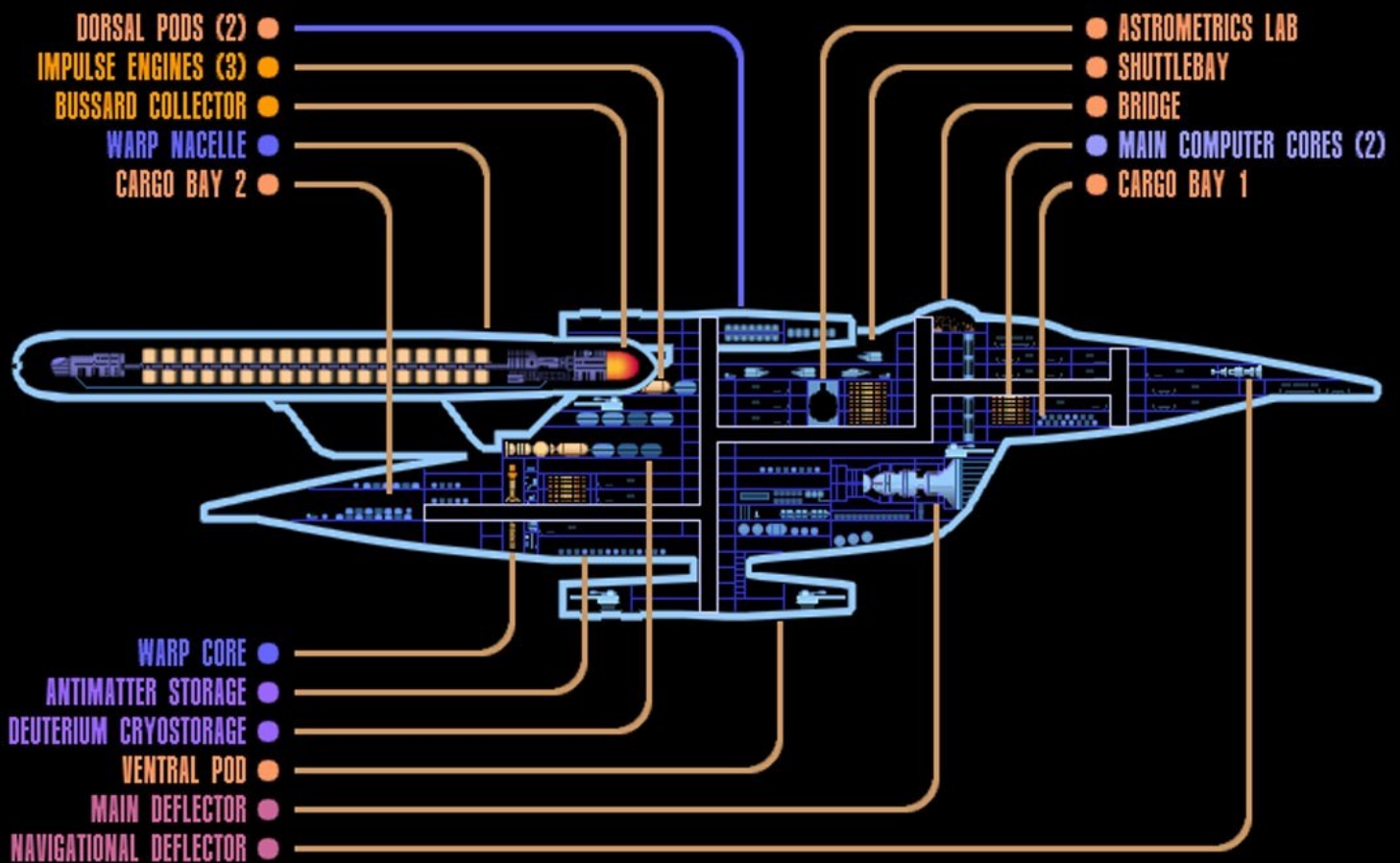
If you ask people what STARFLEET means to them and why they are members of the organization, you will get a lot of various responses. Some people say that it's about being in a group of likeminded individuals, some just like the show, while others enjoy the community service aspect being combined with the fandom aspect. I think I am a combination of all three.

I am sure most can tell I love being part of this organization that does so much to make Gene Roddenberry's vision of the future become a reality. Along with being an active chapter participant, I also hold the regional positions of RDC of Operations and Interim Region One webmaster. Recently I joined the STARFLEET Information Systems team as the STARLEET Event Calendar Administrator and all I say is wow. Working alongside individuals from around the globe has shown me what I have been missing. So many times, we are concerned so much about our own backyard that we never see the large picture. I truly feel like I am a member of STARFLEET International. I want to challenge everyone on the Tanasi to volunteer to help the organization in some way. There are plenty of opportunities out there. As martial arts expert Bruce Lee said, "Knowing is not enough, we must apply. Willing is not enough, we must do."



SHIPS of the FLEET

NEW ORLEANS CLASS



LENGTH: 340 M

BEAM: 241.3 M

HEIGHT: 78.5 M

MASS: 847,200 M.T.



Decks: 18

Crew: 550 officers and crew
Passengers: 1,600 passengers
 4,200 (evac. limit)

Maximum speed:
 warp factor 9.3
Cruising speed:
 warp factor 6.0

Armaments:

10 type IX phaser arrays
 3 photon torpedo launchers
 (200 torpedos)

Defences: deflector shields

Auxiliary craft: Federation
 shuttlecraft

ST Episode Review: Qpid [TNG]

<https://tvtropes.org/pmwiki/pmwiki.php/Recap/StarTrekTheNextGenerationS4E20Qpid>

The planet Tagus III, which hosts some spectacular historical ruins that have been closed off to outsiders for a century, is a sort of holy grail for Federation historians and archaeologists. For this reason, the Federation Archaeological Council has decided to hold their annual convention in orbit, aboard the Enterprise. And Captain Picard is to give the keynote address. The normally-unflappable Captain is, well, flapped: an amateur archaeologist himself, he is positively geeking out at the opportunity to give the address, while at the same time feeling completely unworthy to address the Council at large. Troi finds him working into the wee hours on his speech and advises him to get some rest.

Returning to his cabin, Picard suddenly realizes that something is amiss: there's a Risan horgh'an on his coffee table. Now how did that get there? Well, maybe the lovely lady who emerges from his bedroom a moment later put it there. It's Vash, the Lara Croft of the 24th Century, and the object of Picard's fling on Risa a year ago. And it would seem that she's now seeking jahmaharon. Well, Picard's not about to let a lady down...

The next morning, over tea, Picard and Vash catch up. Picard assumes that she's here to attend the convention, and Vash... doesn't say otherwise. And it's at this moment that Doctor Crusher shows up. A few awkward introductions later, it comes out that Picard never mentioned his adventure on Risa to his crew. Picard suddenly realizes that he has some... captain stuff to do... yeah, that's it... and excuses himself. Crusher offers to take Vash on a tour of the Enterprise, as well as get to know Picard's mystery woman a bit. They head to Ten Forward, and along the way Vash learns that Jean-Luc Picard is, in Crusher's words, a "very private man" who never talks about his personal life with his crew. Vash is a bit put out to hear this, but once they're at Ten Forward, they have a different issue: the off-duty Commander Riker is there, and he immediately tries his moves on this lovely mystery woman. Vash,



being a worldly type herself, doesn't fall for it, but when Doctor Crusher must excuse herself to deal with a medical emergency, Vash allows Riker to continue the tour with her. The tour eventually leads to the Bridge, where it all starts to go wrong. Picard comes out of the Ready Room just in time to catch his private and professional lives colliding as Vash strolls around the Bridge and finally sits in the Captain's Chair.

The awkwardness continues on through the day, and into the welcome reception. Vash hobnobs with dignitaries and the Enterprise Senior Staff, and it becomes clear that Picard told absolutely no one about Vash or about what they did together on Risa. When confronted with this, Picard claims that it would be inappropriate of him, as the commanding officer, to share such intimate private details with his crew. But Vash doesn't buy it: she's hurt by Picard's compartmentalizing of his life like this. Maybe her presence here just embarrasses him? Maybe he regrets their ever meeting in the first place? Maybe he'd just as soon forget she exists now? Both of them storm off: Vash to her quarters, and Picard to his Ready Room. Unfortunately for Picard, he's got another unexpected guest waiting for

him there: Q.

In no mood for the usual games, Picard demands to know why he's here. Q tells him that he owes Picard a debt. The last time they met, Picard saved Q's life. Not wanting to owe the Human anything, he wants to do something to pay him back. Of course, right now all Picard wants is to be left alone. But Q presses the issue: maybe Picard would like some help with his keynote speech? Maybe he'd like to see the forbidden Taguan ruins, so he can add some first-hand experience to it? Q could even take him back in time to before the ruins were closed off to visitors if Picard wants to be a stickler for the rules. Picard is momentarily tempted by this, but he declines and once again asks Q to just leave him be. Q decides he'll give the Captain some time to think it over, and he vanishes. Picard then decides to let Riker know:

Picard: *I've just had a visit from Q.*

Riker: *Q?! Any idea what he's up to?*

Picard: *He wants to do something nice for me.*

Riker: *[Oh, Crap! expression] I'll alert the crew.*

Later, feeling guilty, Picard heads to Vash's quarters and attempts to apologize and explain himself. Vash means a lot to him, and he's not unhappy that she's here and—hey, why does she have a map of the Taguan ruins? And some archaeological equipment hidden in a corner over there? Once again, Vash is about to do something less-than-legal and dangerous, and she's doing it on Picard's ship. Well, that's the last straw for both of them. They both say that they are who they are—she's an Adventurer Archaeologist who plays fast and loose with the rules, and he's a proper, rule-respecting Starfleet officer—and they will not change for anyone. Picard leaves in a huff, just in time to miss Q poking his head into the scene and observing the fight.

Later, as Picard tries to sleep, Q pops in and taunts him about it. He declares that he's finally found Picard's weakness: a woman. Picard's feelings for Vash have

made him weak, Q claims, and Q offers to, ahem, get rid of this distraction for him. Angrily, Picard warns him away from Vash and once more tries to get him to just go away. Q does... for now.

The day of Picard's keynote address arrives, and Picard stands before the gathered Council Members and begins his speech. As he speaks, strange things start to happen: one person at a time, the clothing of his Senior Staff changes, from their uniforms to something more medieval-looking. And then finally, Picard and his crew are teleported away from the Enterprise. They find themselves in a heavily wooded area. And not just any wooded area: this is meant to be Sherwood Forest, circa the 12th Century. And Picard and his crew are dressed up like Robin Hood and his Merry Men. Clearly this is Q's doing. And sure enough, they are shortly attacked by several armed men, led by a mounted nobleman. Outnumbered, they flee deeper into the woods.

After regrouping, Picard and company are soon visited by Q, who has cast himself as the Sheriff of Nottingham, and who promptly explains the situation. This is a simulation, designed to prove to Picard how much this silly little emotion called "love" has ruined him. Picard is Robin Hood, and he must pull off one of Robin Hood's famed adventures: rescuing the Maid Marian from the evil Sir Guy of Gisbourne. Sir Guy was, naturally, the mounted nobleman who attacked them earlier. And guess whom Q has cast as Marian? All Picard has to do is risk his life and the lives of his crew to rescue this woman, thus proving Q's point of how destructive his love for Vash is. Then Q departs, but not before warning Picard that this simulation has a life of its own: not even Q knows what's going to happen next, and the danger is very real.

Meanwhile, back at Sir Guy's castle, Vash has no idea what just happened, where she is, or why she's wearing this really uncomfortable dress. And her handmaiden isn't helping much, thinking all this talk about actually being named Vash and needing a stiff drink means that she's been "bewitched." At this moment Sir Guy reappears, and offers "Marian" his Scarpia Ultimatum: marry him, or he will execute her as a collaborator with a notorious outlaw. Vash not being Marian, and therefore not as pure of heart, decides to

string Sir Guy along, pretending to change her mind and be receptive to his affections. At least until she can figure out what's going on here.

Back in Sherwood, Picard gives Riker his orders: he is going to Sir Guy's castle alone. The rest of the crew will wait here for his return. Riker protests, but Picard is adamant. He's not about to risk any other lives for one of Q's sick games. Meanwhile, at the castle, Q is surprised to see what's going on: Sir Guy and Marian being civil to one another? The execution is off, and the wedding is back on? This wasn't part of the plan. Maybe there's more to this Vash woman than he thought...

That night, Picard sneaks into Vash's quarters. He quickly explains the situation, then attempts to bust her out. But Vash isn't going for it. Coming alone was a bad plan, she says, and she'd prefer to wait for a more certain opportunity to escape. On her own, if need be, she certainly doesn't need Picard to rescue her. Not really interested in hashing out their personal issues at this particular moment, Picard tries to take her by force, but to no avail. Sir Guy's men bust in, and Vash grabs Picard's sword and hands him over to Sir Guy personally. Sir Guy hustles Picard off to the dungeon, while Q watches all this with growing interest.

Once left alone, Vash starts writing a letter, intending to have her handmaiden deliver it to the rest of Picard's crew. Before she can finish, Q bursts in, having finally figured out what she's up to. She's stalling for time: getting Picard captured saved his life for the moment, and now she's sending for Riker and the others. Q offers an apology to Vash: he's underestimated her. Q just thought of her as bait to torment Picard, with no thought to who she was as an individual. The fact that she's a smart and sneaky person in her own right never occurred to him, and Q decides that she's worthy of further study. But not right now: he calls for the guards and has her locked away. Seems the wedding's off again.

The next morning, the double execution is about to begin. Picard and Vash snipe at each other all the way to the block-and in the background, several robed figures converge on the scene. Clearly, Riker and company weren't about to let their Captain walk into a deathtrap. Data causes an

explosion as a diversion, and in the chaos they attack. Picard swashbuckles his way through Sir Guy and to Vash, and the day is won.

Q appears and declares the exercise over and his debt repaid. Q claims that he's succeeded in showing Picard that love brings out the worst in him, making him reckless and foolhardy. Vash counters that, instead, it brought out the best in him: his courage, his passion, and his willingness to risk his life for another person. Q seems to concede the point, then he transports everyone back to the Enterprise. Well, almost everyone: Picard and company find themselves back in the assembly hall where the keynote address was being given, but Vash is nowhere to be found.

Later, in Picard's ready room, Vash and Q appear. They've been having a little chat, it would seem, and Q has made Vash an offer she couldn't refuse. Q has found a kindred spirit in the Loveable Rogue Vash, and he's offered to take her on an extended tour of the universe. She will go with him and see wonders no human has ever seen. Picard is at first alarmed, but then he realizes that this is what Vash wants. After getting Q's assurances that she will be safe, he wishes her well. And the Adventure Continues.



ASTRONAUT SPOTLIGHT

Randolph "Komrade" Bresnik (NASA Astronaut, and U.S. Marine Corps Colonel, Ret.)

<https://www.nasa.gov/people/randolph-komrade-bresnik/>

Summary:

Randy "Komrade" Bresnik was selected as an astronaut in 2004. He was commissioned as a Second Lieutenant in the U.S. Marine Corps in May 1989. During his military career, he became an F/A-18 Test Pilot and was eventually deployed to Kuwait to fly combat missions in support of Operation Iraqi Freedom. A veteran of STS-129, he has also trained as a Cave-a-naut with the European Space Agency to test living deep beneath the Earth's surface as well as an Aquanaut for NASA's Extreme Environment Mission Operation (NEEMO) 19. Bresnik most recently served as the Commander of the International Space Station for Expedition 53 and flight engineer for Expedition 52. Currently, he serves as the Assistant-to-the-Chief of the Astronaut Office for Exploration managing the development and testing of everything that will operate beyond low earth orbit on Artemis missions.



Bresnik received his commission as a Second Lieutenant in the U.S. Marine Corps from the Naval Reserve Officer Training Corps at The Citadel in May 1989. After graduation, he attended The Basic School (TBS) and Infantry Officers Course (IOC) in Quantico, Virginia. He attended primary flight training in Pensacola, Florida, Intermediate and Advanced flight training in Beeville, Texas, and was designated a Naval Aviator in April 1992. He completed initial F/A-18 training at Navy Fighter/Attack Training Squadron VFA-106, NAS Cecil Field, Florida. Upon completion of training, he reported to Marine Fighter/Attack Squadron, VMFA-212 at Marine Corps Air Station (MCAS) Kaneohe Bay, Hawaii, then MCAS El Toro, California, and additionally MCAS Miramar, California, where he made three overseas deployments to the Western Pacific. While assigned to VMFA-212, he attended the Marine Corps Weapons and Tactics Instructors Course (WTI) and Naval Fighter Weapons School (TOPGUN). Bresnik was selected for U.S. Naval Test Pilot School (USNTPS) at NAS Patuxent River, Maryland and began the course in January 1999. After graduation in December 1999, he was assigned as a F/A-18 Test Pilot/Project Officer at the Naval Strike Aircraft Test Squadron (NSATS). While at Strike, Bresnik flew the F/A-18 A-D

and F/A-18 E/F in all manners of flight test. In January 2001, he returned to the USNTPS as a Fixed-Wing and Systems Flight Instructor where he instructed in the F/A-18, T-38, and T-2. Bresnik returned to the Test Squadron in January 2002 to continue flight test on the F/A-18 A-F as the Platform/Project Coordinator. In November 2002, he reported to Marine Aircraft Group Eleven (MAG-11) as the Future Operations Officer. In January 2003, MAG-11 deployed to Ahmed Al Jaber Air Base, Kuwait. From Al Jaber, he flew combat missions in the F/A-18 with VMFA-225 in support of Operation Southern Watch and Operation Iraqi Freedom. He was the Operations Officer of VMFA-232 when he was selected as an astronaut.

He has logged more than 6,700 hours in 87 types of aircraft/rotorcraft/glider/spacecraft. He holds an Airline Transport Pilot Rating and an Unlimited Piston Engine Letter of Authorization.

NASA Experience:

Selected as an astronaut by NASA in May 2004. In February 2006, he completed Astronaut Candidate Training that included scientific and technical briefings, intensive instruction in shuttle and International Space Station systems, physiological training, T-38 flight training, and water and wilderness survival training. Bresnik completed his first spaceflight on STS-129 in November 2009. From 2009 through 2011, Bresnik was assigned as the support astronaut on the Space Shuttle Closeout Crew tasked with strapping in the crew and closing and sealing the access hatch for flight. He was the Lead Astronaut on the closeout crew for the final Shuttle Mission STS-135. From 2012 through 2015, he served as the Lead Astronaut for NASA's partnership with the SpaceX Company in the design and development of their crewed Dragon Capsule as well as a Capsule Communicator (CAPCOM) in the Mission Control Center.

In 2010, Bresnik trained as a Cave-a-naut in the extreme environment training of the European Space

Personal:

Born September 11, 1967 in Fort Knox, Kentucky. Considers Santa Monica, California to be his hometown. Married to the former Rebecca Burgin of Pompton Plains, New Jersey, they have a son and a daughter. He enjoys travel, music, photography, weight training, sports, scuba diving, motorcycling, and flying warbirds. His father Albert 'Randy' Bresnik resides in Santa Monica, California.

Education:

Graduated from Santa Monica High School, Santa Monica, California, 1985. Bachelor of Arts in Mathematics from The Citadel, Charleston, South Carolina, 1989. Master of Science in Aviation Systems, University of Tennessee-Knoxville, 2002. Graduate of Air War College, 2008. Honorary Doctorate in Aeronautics, The Citadel, Charleston, South Carolina, 2010.

Experience:

Agency's Cooperative Adventure for Valuing and Exercising human behavior and performance Skills (CAVES), in Sardinia, Italy. This was the first spaceflight analog of its type exploring, mapping, and living deep beneath the surface of the Earth.

In September 2014, Bresnik, his three crew members and two habitat technicians tested technologies and training techniques for use aboard the International Space Station and future deep space exploration missions during NASA's Extreme Environment Mission Operation (NEEMO 19). Bresnik was the Commander of NEEMO 19 team of Aquanauts. The mission was conducted in Florida International University's undersea research habitat the Aquarius Reef Base, located six miles off the coast of Key Largo, Florida, and 62 feet below the surface of the Atlantic Ocean.

Spaceflight Experience:

STS-129 (November 16 through November 29, 2009). This was the 31st shuttle flight to the International Space Station. During the mission, the crew delivered two Express Logistics Carriers (ELC racks) to the space station, approximately 30,000 pounds of replacement parts. Bresnik performed two spacewalks for a total of 11 hours and 50 minutes. The STS-129 mission was completed in 10 days, 19 hours, 16 minutes and 13 seconds, traveling 4.5 million miles in 171 orbits, and returned to Earth bringing back with them NASA astronaut Nicole Stott

following her tour of duty aboard the station.

ISS Expedition 52/53 (July 28 through December 14, 2017). The crew launched from the Baikonur Cosmodrome aboard the Soyuz 51S spacecraft. Bresnik was joined by ESA/ASI Astronaut Paolo Nespoli and Russian Cosmonaut Sergey Ryazanskiy. During the mission the crew worked over 300+ scientific experiments and investigations, worked with 4 different visiting space vehicles, and conducted 4 spacewalks (3 USOS & 1 Russian). Bresnik performed 3 spacewalks totaling 20 hours and 10 minutes. Bresnik's spacewalk experience is now 5 EVAs for a total of 32 hours 0 minutes outside in the void of space. The crew also took 808,126 photographs of the earth and inside the ISS during the two expeditions. Expedition 52/53 was completed in 139 days, completing 2224 orbits of the earth and travelling 58,835,163 mi (108,962,720 km). Bresnik served as Flight Engineer aboard the Soyuz 51S and Expedition 52 as well as Commander of the International Space Station for Expedition 53.

Since August 2018, Bresnik has been serving as the Assistant-to-the-Chief of the Astronaut Office for Exploration. In this role he manages insight and expertise of the crew in their essential role in the development and testing of all vehicles and aspects of an Artemis mission – Orion crewed vehicle, Space Launch System (SLS), Exploration Ground Systems (EGS), Human Landing Systems (HLS), and the Lunar

Gateway, Lunar unpressurized and pressurized rovers, as well as the new lunar surface exploration suits.

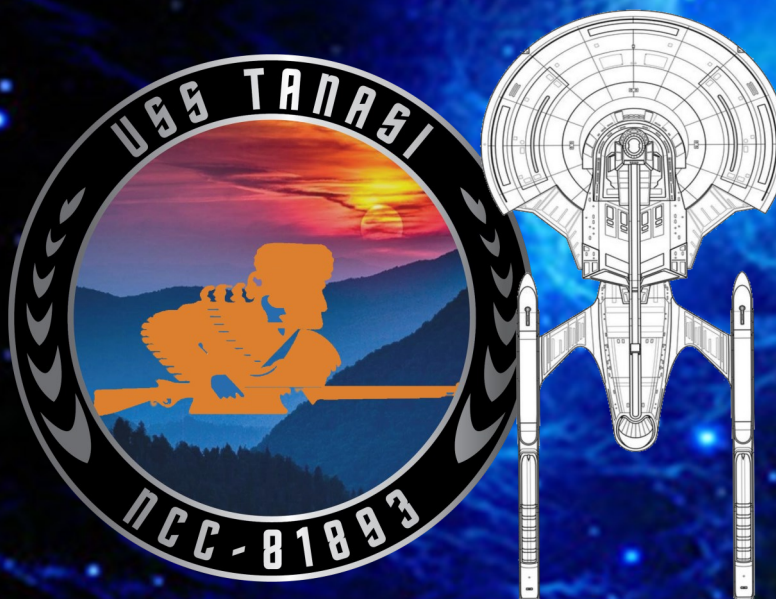
Awards/Honors:

Legion of Merit; Defense Meritorious Service Medal; Meritorious Service Medal; three Strike/Flight Air Medals; three Navy and Marine Corps Commendation Medals with Combat "V"; three Navy and Marine Corps Achievement Medals; Presidential Unit Citation and various other military service awards. NASA Silver Achievement Medal.

Distinguished Graduate: The Citadel Naval Reserve Officers Training Corps (NROTC), Officer Candidate School, The Basic School, Navy Flight Training; "Iron Mike" Physical Fitness Award, U.S. Marine Corps Officer Basic School; The Outstanding Student Award, U.S. Naval Test Pilot School; Empire Test Pilot School Award, United States Naval Test Pilot School; Stephen A. Hazelrigg Memorial Award for Best Test Pilot/Engineer Team, Naval Strike Aircraft Test Squadron; "Best Presentation" Award, European Society of Experimental Test Pilots Symposium.

Organizations:

Associate Fellow, Society of Experimental Test Pilots; Association of Space Explorers; Association of Naval Aviation.



COMMANDER ANGELA LEOPARD
SENIOR CHIEF MEDICAL OFFICER

Real-Life Space Doctors:

As a member of the Medical Staff on the USS Tanasi Crew, some of my favorite Star Trek Character's are the ships' doctors. I really like Dr. Phlox's character and of course the Doctor on Voyager. Today I found some interesting articles about real-life doctors that have made journeys to space. Dr. Jonathan Yong Kim (A Harvard Educated Medical Doctor) and Dr. Michael R. Barrett are two of the most recent doctors turned astronauts.

Dr. Yong Kim:

Dr. Yong Kim had a rough time growing up, but he eventually became a NavySEAL and from there became a doctor. He is now among 18 astronauts in the Artemis program, and he may be one of the first physicians to walk on the moon. He is also the second NASA astronaut of Korean heritage.

As a child, he kept a picture of the Apollo 11 crew on his wall, and now he is living his dream. He began his medical career in the Navy, where he was informed that he was to be a Medical Corpsman. During his time in the military, he earned a Silver and a Bronze Star for Valor. He began to truly appreciate his medical training during deployments in Iraq.

He was almost on the front lines of medicine during the Covid Pandemic, but he received a call to become an astronaut instead. Now he will be journeying to space.

Dr. Michael R. Barrett:

Dr. Michael R. Barrett has been called a real-life Dr. McCoy. He became a real-life doctor in space after being launched as part of a crew to the International Space Station in March of 2009. He spent more than half of a year living 220 miles above earth as the space station's chief medical officer! He told reporters that his sick bay is not as extravagant as the one on the enterprise, but he is ready to treat common ailments. He is prepared to handle scrapes, cuts, and broken bones. For difficult emergencies, he receives assistance from Mission Control.

Dr. Barrett is also credited with helping to write "Principles of Clinical Medicine for Space Flight" and is an associate editor for the journal "Aviation, Space, and Environmental Medicine." During his tenure on the space station, he is studying and helping astronauts fight osteoporosis due to long months in space. He has them exercise 2 hours a day.

Dr. Barrett and Dr. Yong Kim are paving the way for more doctors to become astronauts in space and helping to keep other astronauts healthy during their travel. For more information on these two fascinating doctors, please visit <https://www.space.com/6644-star-trek-real-doctor-mccoy.html> and <https://www.onlinemeded.com/blog/jonny-on-the-spot-the-new-face-of-space-medicine>. Until next time, have a great month and stay warm this winter!



CAPTAIN PAUL HODGE
SENIOR CHIEF TACTICAL OFFICER

Tactical Approach

“Weapons can come in many different forms. We are all familiar with the more typical examples, such as knives, swords, firearms, explosives, and what not. And, we are all aware of weapons in the Trek universe, from handheld phasers and disruptors to ship based energy weapons and torpedoes. What many of us lose sight of when considering weaponry is the tactical application of such technology. Without the tactical skill and intelligence to apply weaponry to given situations, they are merely inanimate objects laying around full of deadly potential, but useless in their inert status.

Starfleet Officers all have a certain education in tactics and the proper use of weapons, as well as the most readily weapon available to us all, the mind. Starfleet Commanding Officers generally give the guidance on weapons to be used, and how to use them. While Officers such as Kirk, Sisko and Worf were adept at waging combat for the purposes of delivering a means to an end, others like Picard and Archer opted first for ways to avoid combat whenever possible for either reasons of diplomatic background or an understanding of a severe combative disadvantage against much more formidable enemies.

It is this comparison of different applications of weapons mastery that leads me to believe we must all choose how we care for our own, most personal, weapon – ourselves. Our current pre-Starfleet world is full of the conflict, loss and danger that was told of in the various series when they talked about what Earth was like before First Contact, and because of this constant state of change and imminent danger we must remain aware and focused. Whether that means focusing on your ability to wage war, or your capacity to wage peace, it is necessary to say healthy and happy. Take care of yourselves!

Run and gun!



STAR TREK VOYAGER: SEVEN OF NINE

by

Christie Golden

<https://www.treklit.com/2024/02/vgr16.html>

Going into this novel, one would have a few expectations. First, given the title, it would be expected that the story to be an origin story, or a biography, of Seven of Nine. Even the publisher's description on the back cover would seem to be written to make you think that this will be the definitive Seven of Nine story. It definitely isn't that, but is rather a fairly straightforward Voyager adventure, albeit with Seven as the primary character. You would suppose when the novel first came out, it made a lot of sense to title it Seven of Nine. At the time, Seven was a brand-new breakout character, and there was likely a lot of thought given about how to capitalize on that. This was the first introduction of Seven of Nine into the Trek literary world, and the title would likely have meant greater sales. However, 26 years after publication, the title makes a lot less sense.

Having said that, we do learn a lot about Seven of Nine in this book, and the story does a good job of developing her character. Due to the unique circumstances she is presented with, we get to see a bit of Annika Hansen, Seven of Nine's identity pre-assimilation. This gives us an interesting juxtaposition between the two versions of her character. Seven of Nine, especially at this early point in her development as an



individual, is cold and distant, keeping the rest of the Voyager crew at arm's length. In contrast, young Annika Hansen is warm, friendly, and open to the people around her. This makes Annika Hansen the person that Seven of Nine believes the Voyager crew would want her to be.

The main plot of the novel involves a species called the Skedans who live under the rule of an emperor named Beytek. Recently, a number of Skedans became victims of the Borg, assimilated and killed by the relentless cybernetic horde. Rather than being protected by their emperor, the Skedans were left to fend for themselves, and a small group of survivors have

come aboard Voyager with what seems to be a plot against the emperor. While the crew of Voyager suspects that the Skedans' plot is an attack meant to kill the emperor using an orb they have brought aboard as a bomb, the truth is more poignant: the orb contains the memories of the dead and assimilated Skedans. When it is smashed at the feet of the emperor, he and the gathered crowd hear their final moments, an event that is far more meaningful than a physical attack would have been.

Throughout the novel, Seven is experiencing the memories of people she has assimilated over the years thanks to telepathic interference by the Skedans. This leads to a sort of dissociative identity disorder whereby Seven actually manifests the personalities of her prior victims. While the cause is different, this is very much reminiscent of a fifth season Star Trek: Voyager episode: "Infinite Regress." The similarity of the plots might lead one to think that one influenced the other; however, this novel was published in September of 1998, while "Infinite Regress" aired just two months later in November. It's likely that this is simply a case of two writers coming up with similar ideas around the same time.

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COMMODORE ANTHONY LEOPARD
Senior Chief Communications Officer

Terran Communication: Cave Paintings

<https://www.history.com/news/prehistoric-cave-paintings-early-humans>

What does the oldest known art in the world tell us about the people who created it? Images painted, drawn or carved onto rocks and cave walls—which have been found across the globe—reflect one of humans’ earliest forms of communication, with possible connections to language development. The earliest known images often appear abstract, and may have been symbolic, while later ones depicted animals, people and hybrid figures that perhaps carried some kind of spiritual significance.

The oldest known prehistoric art wasn't created in a cave. Drawn on a rock face in South Africa 73,000 years ago, it predates any known cave art. However, caves themselves help to protect and preserve the art on their walls, making them rich historical records for archaeologists to study.

Over time, cave art began to feature human and animal figures. The earliest known cave painting of an animal, believed to be at least 45,500 years old, shows a Sulawesi warty pig. The image appears in the Leang Tedongnge cave on Indonesia’s Sulawesi island. Sulawesi also has the first known cave painting of a hunting scene, believed to be at least 43,900 years old.

These Sulawesi cave paintings demonstrate the artists’ ability to depict creatures that existed in the world around them, and predate the famous paintings in France’s Lascaux cave by tens of thousands of years. The Lascaux paintings, discovered in 1940 when some teenagers followed a dog into the cave, feature hundreds of images of animals that date to around 17,000 years ago.

Many of the images in the Lascaux cave depict easily -recognizable animals like horses, bulls or deer. A few, though, are more unusual, demonstrating the artists’ ability to paint something they likely hadn’t seen in real life.

The Lascaux cave art contains something like a “unicorn”—a horned, horse-like animal that may or may not be pregnant. Another unique image has variously been interpreted as a hunting accident in which a bison and a man both die, or an image involving a sorcerer or wizard. In any case, the artist seems to have paid particular attention to making the human figure anatomically male.



In North America, rock and cave art can be found across the continent, with a large concentration in the desert Southwest, where the arid climate has preserved thousands of petroglyphs and pictographs of ancient puebloan peoples. But some of the continent's oldest currently known cave paintings—made approximately 7,000 years ago—were discovered throughout the Cumberland Plateau, which stretches through parts of Kentucky, Tennessee, Alabama and Georgia. Indigenous peoples continued to create cave art in this region all the way into the 19th century.

Many of the Cumberland Plateau caves feature a spiritual figure who changes from a man into a bird, says Jan F. Simek, an archaeology professor at the University of Tennessee, Knoxville, who has studied and written about cave and rock art in the region.

It's clear from the way that some paintings in the Cumberland Plateau caves are grouped that the artists were telling a story or narrative.

“There's a cave that's actually relatively early in time in middle Tennessee that has a number of depictions of a boxlike human creature...paired with a more normal-looking human,” he says. “And they are interacting with each other in relation to what appears to be a woven textile.”

He continues, “there is a narration there, there's a story there, even though we don't know what the story is.”



March / April Happenings

3/1 The Soviet Venera 13 landed on Venus and provided the first Venusian soil analysis (1982)

3/1 Madeline Wise's (PICARD Yvette Picard) Birthday

3/2 Ethan Peck's (DISC Spock) Birthday

3/2 Commander A. Leopard's Birthday

3/5 Master Chief Petty Officer J. Pope's Birthday

3/5 Master Chief Petty Officer T. Pope's Birthday

3/5 Jolene Blalock's (ENT T'Pol) Birthday

3/5 Voyager 1 Arrived at Jupiter

3/7 Petty Officer Second Class W. Grewell's Birthday

3/9 Construction of Babylon 5 is completed (2256)

3/14 First U.S. Space Station Launched (1973)

3/14 Kay Bess' (PICARD The voice of La Sirena Computer) Birthday

3/16 Gemini VIII Launch and First Docking of Spacecraft in Orbit (1966)

3/16 Robert Goddard's First Liquid Fuel Rocket Launch (1926)

3/18 First Spacewalk by Soviet Cosmonaut Alexei Leonov (1965)

3/18 J. G. Hertzler's (LOWER DECKS Martok) Birthday

3/19 Conner Trinneer's (ENT Tucker) Birthday

3/19 First episode of Farscape aired (1999)

3/21 Sonequa Martin-Green (DISC Michael Burnham) Birthday

3/23 Casey King's (PICARD Icheb) Birthday

3/24 Tig Notaro's (DISC Jett Reno) Birthday

3/25 Amanda Plummer's (PICARD Vadic Had) Birthday

3/26 Jess Bush's (SNW Christine Chapel) Birthday

3/28 Orla Brady's (PICARD Laris and Tallinn) Birthday

3/28 Annie Wersching's (PICARD Borg Queen)

3/31 Adrian Holmes' (SNW Robert April) Birthday

4/3 The Earth Alliance (Babylon Project) is founded (2085)

4/5 First contact with the Vulcans (2063)

4/7 First contact with the Centauri (2156)

4/12 First Man in Space (1961)

4/13 Steve Gutierrez (PICARD Ricardo)

4/17 Sol Rodriguez (PICARD Dr. Teresa Ramirez) Birthday

4/18 Jessica McKenna (LOWER DECKS Barnes) Birthday

4/19 First Space Station is Launched (1971)

4/20 Ian Alexander's (DISC Gray Ta) Birthday

4/20 Noah Averbach-Katz's (DISC Ryn) Birthday

4/24 Launch of Hubble Space Telescope (1990)

4/24 Jack Quaid's (LOWER DECKS Biomler) Birthday

4/28 Harry Shum Jr's (LOWER DECKS Rawda) Birthday

LIEUTENANT (JG) TRISH "T'COIL" COLLINS
SENIOR CHIEF SCIENCE OFFICER

The Earth and Theia collided and formed the Moon

In the 1980s, geophysicists made a startling discovery: two continent-sized blobs of unusual material were found deep near the center of the Earth, one beneath the African continent and one beneath the Pacific Ocean. Each blob is twice the size of the Moon and likely composed of different proportions of elements than the mantle surrounding it.

Where did these blobs come From? A new study suggests that they are remnants of an ancient planet that violently collided with Earth billions of years ago in the same Giant impact that formed the Moon.

Modern science has largely replaced the fission theory which was thought to be the way the moon was formed. It was believed that the Pacific Basin might be the scar of this colossal event, the place from which the Moon was fissioned away. The concept was initially proposed by George Darwin, the son of Charles Darwin, in the 19th century. He suggested that the Moon was flung out of the Earth's oceanic crust due to a centrifugal force which exceeded the force of gravity.

The modern theory with the giant impact hypothesis, which is thought that the Moon formed out of the debris left over from a collision between the Earth and a Mars-sized body called Theia. This hypothesis is currently the most widely accepted explanation for the Moon's origin, as it better fits the geological and isotopic evidence found through the study of lunar rocks and Earth's crust.

Researchers have long hypothesized that the Moon was created in the aftermath of a giant impact between Earth and a smaller planet dubbed Theia, but no trace of Theia has ever been found in the asteroid belt or in meteorites. This new **study suggests that most of** Theia was absorbed into the young Earth, forming the "Blobs" while residual debris from the impact came together to form the Moon.

Scientists first discovered the "blobs" by measuring seismic waves traveling through the earth. Seismic waves travel at different speeds through different materials, and in the 1980s, the first hints emerged of large-scale three-dimensional variations deep within the structure of Earth. In the deepest mantle, the seismic wave pattern is dominated by the signatures of two large structures near the Earth's core that researchers believe possess an unusually high level of iron. This high iron content means the regions are denser than their surroundings, causing seismic waves passing through them to slow down. This is how these "Blobs" were discovered.

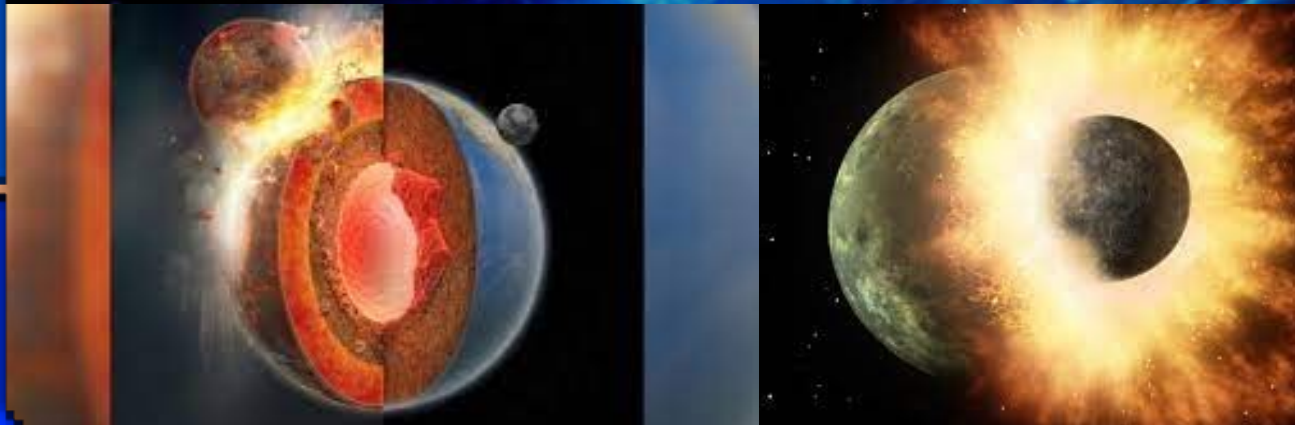


Given such a violent impact, why did Theia's material clump into the two distinct blobs instead of mixing together with the rest of the forming planet? The researchers' simulations showed that much of the energy delivered by Theia's impact remained in the upper half of the mantle, leaving Earth's lower mantle cooler than estimated by earlier, lower-resolution impact models. Because the lower mantle was not totally melted by the impact, the blobs of iron-rich material from Theia stayed largely intact as they sifted down to the base of the mantle, like the colored masses of paraffin wax in a turned-off lava lamp. Had the lower mantle been hotter (that is, if it had received more energy from the impact), it would have mixed more thoroughly with the iron-rich material, like the colors in a stirred pot of paints.

Theia is long gone. And we can't drill far enough into Earth to extract a piece of the blobs and measure their composition. But researchers tested their ideas by modeling possible chemical compositions of Theia. The results supported the idea that the blobs came from Theia. This work showed that the large blobs in Earth's deep mantle may be made of materials from a planetary body that impacted the proto-Earth and formed the moon and therefore the moon and the blobs must share the same origin.

The next steps are to examine how the early presence of Theia's material deep within the earth might have influenced our planet's interior processes, such as plate tectonics. What consequences they had for Earth's earliest evolution, such as the onset of seduction before conditions were suitable for modern-style plate tectonics, the formation of the first continents, and the origin of the very oldest surviving terrestrial minerals.

While the giant-impact hypothesis remains the most favored due to its ability to explain many of the physical and chemical properties of the Earth-Moon system, researchers continue to study and refine our understanding of the Moon's origins.





Ten Forward Delights

Guinan's Mini Heart-Shaped Naan Pizzas



Ingredients

8 mini naan flatbreads

1 cup pizza sauce

1 1/2 cups shredded mozzarella cheese,
or more to taste

40 slices pepperoni, or more to taste

Directions

Preheat the oven to 400 degrees F (200 degrees C). Line a baking sheet with foil for easy cleanup.

Use a 4 to 4 1/2-inch heart-shaped cookie cutter to cut each flatbread into a heart shape. Place flatbreads on the prepared baking sheet, evenly spread the pizza sauce on each, and sprinkle with mozzarella.

Cut each slice of pepperoni into a heart shape using a mini heart-shaped cookie cutter, if desired, and place on top of mozzarella.

Move the baking sheet to the oven, and cook until cheese is melted and crust is golden brown, 9 to 11 minutes. Serve hot.





BETAZED

Betazed lies in a system of nine planets orbiting a single Type G2V yellow star called Hainara (Beta Zeta Veldonna). An abundant source of deuterium, as well as the system's close proximity to other Federation core worlds such as Earth, Tellar, and Vulcan, made Betazed strategically important.

HYNOZAD (Hainara-I)

The innermost Class F planet, Hynozad, appears as one of the brightest objects in Betazed's sky. Hynozad is geologically inactive and has a smooth, light-colored surface, making it one of the most highly reflective planets ever discovered. Its close proximity to its sun means it gathers a great deal of light. Hynozad is little explored, for the Betazoids have long attributed a religious significance to it and do not wish to treat it as just another planet to be explored and cataloged.

HEMMAR (Hainara-II)

GAHN (Hainara-III)

LONITA (Hainara-IV)

BETAZED (Hainara-V)

Betazed is the fifth planet of the Betzaed system. It is a Class M planet with gravity and atmospheric pressure approximating those of Earth. It has three small moons (Avandar, Merandar, and Keylandar). The moons all have distinct orbits and rarely appeared in the same section of the sky. When all three moons cluster together it is considered a time of great significance.

DARONA (Hainara-VI)

Darona is the sixth planet of the Betazed system. It is home to a small Betazoid colony of which the capital city is Jarkana. Darona has a rose-colored sky and an atmosphere of serenity and natural beauty. It is known primarily as the location of a high-security prison for the criminally insane, as well as its agricultural, medical and scientific research facilities. The capital, Jarkana, lay to the east of the Jarkana Mountains. Jarkana spaceport is located just outside the city.

Daronan spring water originates from Darona. The plants of cavat, crystilia, diomedian scarlet moss, draebidium calimus, frangipani, poinciana and teskalia trees, and zan periculi are grown on Darona. During the Dominion occupation of Betazed in the year 2374, less than 1,000 Dominion troops were stationed on Darona due to its low population.

PROXON, AVANDAR, KHRYSAROS (Hainara-VII-IX)

The three outer planets were gas giants with rings and several icy moons each. Explorations of these planets and their satellites had yielded little of interest. Proxon, the closest planet to Betazed, had a small research station in orbit for testing equipment used to measure gaseous anomalies. The remaining two were called Avandar and Khrysaros.

Geography:

STELLAR CARTOGRAPHY

Looking like a large cloudless oceanic planet from space, Betazed is a shockingly blue world. Still, even though its hydrosphere is slightly more prevalent than Earth's, the temperate (albeit occasionally stormy) weather means that more of the landmasses are habitable. Betazoids, therefore, live on just about every part of the planet, and the continents are riddled with a disproportionate number of placid lakes.

Betazed has five continents and hundreds of islands grouped in archipelagos. Along the tropical latitudes, the planet is ringed with a band of lush rainforest. The temperate bands alternate between vast wetlands, grasslands, and forests. Betazed's numerous islands mainly consist of rocky, steep mountains wreathed with lush vegetation and tropical canopies. Long rainy seasons typify spring weather on Betazed, but the summers remain fairly temperate and comfortable. Autumns and winters also tend to be mild in comparison to weather patterns on other planets.

Because Betazed is less geologically active than Earth, mountains are rarer and less severe on its continents. Only two of the continents have more than a single range of central mountains. Betazoids who see the more severe mountains of Earth and Andoria often have difficulty comprehending their sheer starkness at first. Indeed, the climate and geography of Betazed combine to give Betazoids a feeling of security. Used to temperate climes and forgiving geography, many Betazoids find other worlds stark or even hostile by contrast.

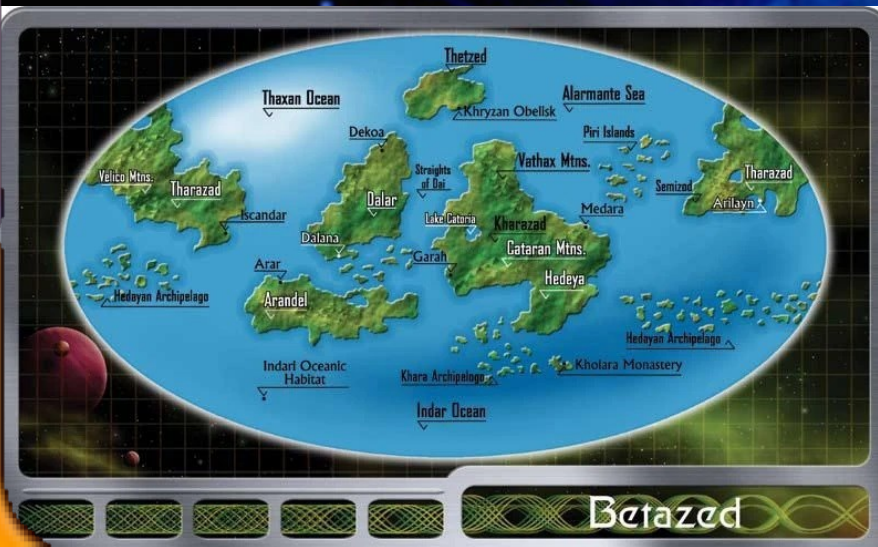
The Betazoids do not use weather-control technology, as they believe it involves unnecessary tampering with nature. As a result, settlements on Betazed do occasionally suffer from typhoons and other natural disasters that are uncommon on most civilized worlds. The world's three moons cause significant tidal forces, and, without weather-control technology in place, such storms are permitted to rage unchecked. keep the grass tall in most areas.

Places of Interest:

The Inner City of Medara
Lake Cataria Resort
Dalaria City
The University of Betazed
Pillars of Rixx
Temple of the Great Houses
Glowing Spires of Bren'Dunn

Flora & Fauna:

Muktok plant
Uttaberry plant
Chameleon Rose



LIEUTENANT HEATHER CRUMPLEY
CHIEF MEDICAL OFFICER

A new Year and A Fresh Start

It's a new year. This is your year to focus on positive things in your life. The obstacles in life drag us down. It's time to change your mindset and focus on positive thoughts and ideas. I decided this year I am making a change to be more positive, more giving, and more uplifting. We all need this encouragement in life. Make a stranger smile. Embrace family and friends with open arms. Sit back and take in slowly your surroundings and take special moments slow to give time to make a memory. Be ready for those obstacles and know that you can overcome those by having faith, hope, strength and determination. An example of a situation of a major obstacle and overcoming it. My mother had lung cancer. The small cell carcinoma lung cancer. The most aggressive and quick spreading type of cancer. Didn't think she was going to make it. My mom has been healed and cancer free almost 2 years now. My mom has some new obstacles but our faith will carry us through. Take a chance on the positive side. Have a great day!



UPCOMING TREK BIRTHDAYS

3/2	Barbara Luna	TOS - Lt. Marlena Moreau
3/3	James Doohan	TOS/TNG - Montgomery Scott "Scotty"
3/6	Joanna Miles	TNG - Perrin (Sarek's wife)
3/7	Donna Murphy	INS - Anij
3/7	Jonathan Del Arco	TNG - "Hugh" Third of Five
3/13	Leslie Parrish	TOS - Lt. Carolyn Palamas
3/17	Harry Bosch	TOS - Dr. Brown
3/18	Brad Dourif	VOY - Crewman Lon Suder
3/19	Tige Andrews	TOS - Kras
3/20	John De Lancie	TNG/VOY - Q
3/21	Logan Ramsey	TOS - Claudius Marcus
3/22	William Shatner	TOS - Capt. James T. Kirk
3/22	Michael Westmore	TNG/DSN/VOY - Makeup Designer
3/25	D.C. Fontana	TOS - Story Editor
3/26	Leonard Nimoy	TOS/TNG - Spock
3/26	Phillip R. Allen	SFS - Capt. J.T. Esteban
3/27	Jon Steuer	TNG - Alexander Rozhenko
3/28	Ron Soble	TOS - Wyatt Earp
3/29	Marina Sirtis	TNG - Deanna Troi
3/31	Jacqui Kim	GEN - Demora Sulu
4/1	Grace Lee Whitney	TOS - Janice Rand
4/2	Sharon Acker	TOS - Odon
4/2	Barbara Luna	TOS - Lt. Marlena Moreau
4/3	Harry Landers	TOS - Dr. Coleman
4/4	Casey Biggs	DSN - Glinn Damar
4/5	Alexander Enberg	TNG - Ensign Taurik / VOY - Ensign Vorik
4/7	Anthony Caruso	TOS - Bela Oxmyx
4/7	Stanley Adams	TOS - Cyrano Jones
4/9	Arthur Banatides	TOS - Lt. D'Amato
4/10	Lee Bergere	TOS - "Abraham Lincoln"
4/12	Charles Napier	TOS - "Adam"
4/13	William Sadler	DSN - Sloan
4/15	Michael Ansara	TOS/DSN/VOY - Kang
4/17	Michael Forest	TOS - Apollo
4/18	Robert Hooks	SFS - Admiral Morrow
4/18	Avery Brooks	DSN - Capt. Benjamin Sisko
4/19	Elinor Donahue	TOS - Nancy Hedford
4/19	Herman Zimmerman	TNG/DSN/VOY - Set Designer
4/20	George Takei	TOS/VOY - Hikaru Sulu
4/26	Vic Perrin	TOS - Metron(voice), Nomad(voice), Tharn
4/26	Debra Wilson	DSN - Capt. Lisa Cusak
4/28	Madge Sinclair	TNG - Capt. Silva LaForge / TVH - Saratoga Capt.
4/29	Kate Mulgrew	VOY - Capt. Kathryn Janeway
4/30	Kirsten Dunst	TNG - Hedril/Kestra

COMMODORE ANTHONY LEOPARD
Senior Chief Operations Officer

A Who's Who Guide to Star Trek's Megalomaniacal AI
Part 3

<https://www.startrek.com/news/star-trek-megalomaniacal-ai-guide>

PEANUT HAMPER

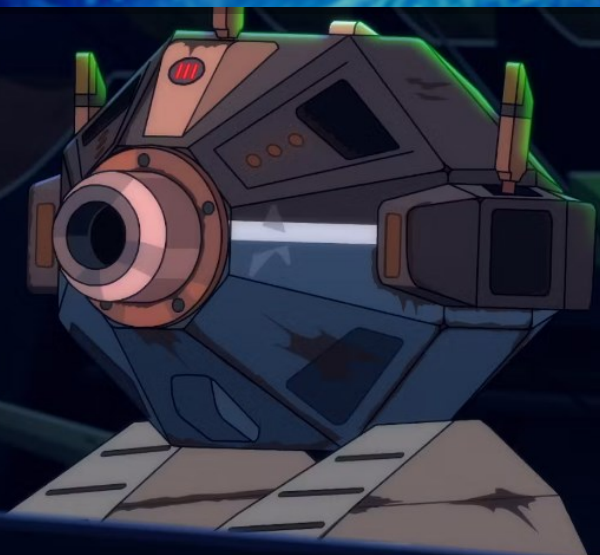
Peanut Hamper started off as an enthusiastic exocomp that joined Starfleet, then came aboard the *U.S.S. Cerritos* to serve.

When the *Cerritos* devises a plan to upload a virus on a Pakled clumpship attacking them, they believe Peanut Hamper to be the perfect candidate to sneak aboard their ship and upload the computer virus herself as she would be virtually undetected and could survive the vacuum of space without a ship. Believing the needs of the one as more important than the needs of the many, Peanut Hamper refuses because the mission is too scary. Besides, she only joined Starfleet to anger her dad, not to be a virus bomb.

While stranded in the debris field in the aftermath of the Pakled attack, the resourceful exocomp scavenges and builds herself a ship. Instead of sending a distress signal to Starfleet and risking punishment for going AWOL, Peanut Hamper hedges her bets on the unknown and lands on the planet of Areolus. She soon learns that the once space-faring civilization that turned its back on technology. Peanut Hamper connects with one of the villagers, sympathizing with his feelings of inadequacy with his father, the village's elder. While the village sees her as good, she dismisses their outlook, finally seeing her actions as selfish and how she can finally see organic life as special.

Unfortunately, it was all a ruse, as Peanut Hamper devised a plan to look like a hero in the eyes of the *Cerritos* and Starfleet at the expense of Areolus. When presented with the opportunity to redeem herself, Peanut Hamper declines, believing everyone is jealous of her advanced intelligence. She's then taken to Daystrom Institute and imprisoned in the cell next to AGIMUS at the Daystrom Institute.

Co-conspiring with AGIMUS, they devised a plan of how they would both escape Daystrom, subjugate a planet, and enjoy a beach day together. However, when she didn't meet up with him on Plymeria, he found her back home at the Tyrus VIIA research station, where she reveals to her best friend that she came there of her own free will. When she was writing her speech for the parole board, she realized she did feel remorse for betraying everyone. Dominating and vanquishing people just wasn't her thing. Turns out menial maintenance tasks with her dad Kevin is kind of zen.





Course Completions

ENSIGN TRISH "T'coll" COLLINS

Passed 1	Honors 15	Distinction 11
Total 27		

LIEUTENANT COMMANDER JEFF CRUMPLEY

Passed 3	Honors 8	Distinction 8
Total 19		

CAPTAIN PAUL HODGE

Passed 0	Honors 1	Distinction 0
Total 1		

COMMANDER ANGELA LEOPARD

Passed 0	Honors 2	Distinction 0
Total 2		

COMMODORE ANTHONY LEOPARD

Passed 1	Honors 4	Distinction 5
Total 10		

REAR ADMIRAL ROBIN PILLOW

Passed 0	Honors 8	Distinction 27
Total 35		

VICE ADMIRAL BEN REDDING

Passed 0	Honors 1	Distinction 0
Total 1		

TOTAL COURSES TAKEN: 95

Awards

ENSIGN TRISH "T'coll" COLLINS

SFMD Certification Awarded Dec 26, 2023

Boothby 0150 - Gold (150) Awarded Jan 22, 2024

COMMODORE ANTHONY LEOPARD

SFMD Certification Awarded Dec 20, 2023

Boothby 0200 - Latinum (200) Awarded Jan 22, 2024

Report to the Holodeck

American Star

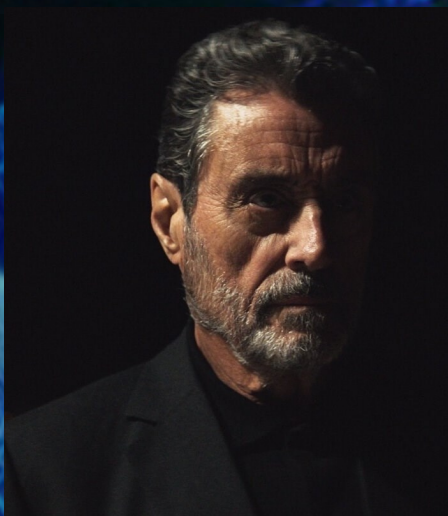
<https://www.rogerebert.com/reviews/american-star-film-review-2024>

"American Star" is an art house variant of the familiar story of an old hitman facing his mortality while doing what might be his last job. Filmed on the gobsmackingly gorgeous Fuerteventura in the Canary Islands, it takes a soft-spoken, slowed-down contemplative approach to the material, omitting things whenever it can, rarely depicting any situation in the obvious way, and anchoring itself to a lead performance by Ian McShane that's a great example of how to take a reactive, at times silent character and make his thoughts and emotions legible to the viewer. It's all in the face, especially the eyes. There are several long closeups of McShane in this film where you feel every feeling as it happens.

What's it about? I've seen "American Star" and I'm still not entirely sure—partly because director Gonzalo López-Gallego, who also edited the movie, and screenwriter Nacho Faerna go long stretches without dropping bits of exposition; but mainly because it's the sort of film where the look and sound and overall energy is what it's really "about," not so much any obviously spelled-out theme.

The film begins with Wilson arriving in Fuerteventura, picking up a rental car and going to a modernist house in the desert, presumably where the target is, but the house is empty, and the arrival of a young woman (Nora Arnezeder) prompts him to leave. He goes into town, where he's staying at a luxury hotel, and behaves like a man on vacation (which is what he tells people who him ask why he's there). He sees a bit of live music (including a couple of performers in a hotel lounge doing an acoustic cover of Europe's "Final Countdown") and gets to know locals, workers and fellow resort guests, including a young boy (Oscar Coleman) who sits on the floor in Wilson's hallway outside of a closed door while his parents argue. Wilson goes out for a drink and meets the same woman he saw in the house, a bartender named Gloria. Gloria will take a liking to Wilson and even bring him home to meet her mother (Fanny Ardant). Wilson and Gloria don't have the kind of relationship you think. When you find out what sort of relationship they're building, it deepens Wilson, and opens up surprising aspects of Gloria's character as well.

"American Star" is a movie about waiting, and not just for Wilson's target to arrive on Fuerteventura. We don't know how old Wilson is, but McShane is 81, and there's dialogue about his character serving in the Falklands war, which happened in 1982: we get the sense that he was no spring chicken even then. But whatever his official



vintage, Wilson is an older man waiting on his end. The road behind him is longer than the road ahead. The film's title is the name of a wrecked ship off the coast of the island. Hearing its backstory, Wilson realizes it's only slightly older than he is. The movie presents the ship as a seemingly immovable object that's more fragile than it appears.

The noir genre is typically fatalistic: the characters are headed in a certain direction and their attempts to steer away from the crash rather than into it just make the inevitable impact more devastating. "American Star" slips out of European art house mode and into a film noir groove eventually, giving the project a surprisingly acidic aftertaste, contrasting with the beguiling gentleness, at times wonderment, of much of the story that preceded it.

The worm starts to turn when Wilson runs into Ryan (Adam Nagaitis), the son of a former platoon-mate. Ryan is also a hitman, and it seems like he's there to keep Wilson on track, or perhaps kill Wilson after he's done with the target; we don't know exactly what his deal is, but he's an arrogant yet oddly likable fellow, until the point when he crosses a line with Wilson and you start to loathe him; then things turn around again, as they tend to do in this movie, and you see the younger man as a deluded, pitiable person intoxicated by his own sense of invulnerability, perhaps as Wilson himself was, back in the day.

López-Gallego seems to have one of those rare actor-filmmaker mind-melds happening with McShane (they also worked together on 2012's "The Hollow Point"). McShane's innate charm radiates from Wilson in later scenes where he opens up to the kid and Gloria's mom. He's got a great laugh, and when you hear it, you might wonder about the life that Wilson gave up in order to have this one, which requires him to slink around remote locales in a black suit with a pistol in his pocket, waiting for a chance to murder someone he's never met. But for the most part, this is a performance in the mode of tough guy characters played by actors like Alain Delon or Clint Eastwood, who made the audience come to them.

A character actor for six decades, McShane became a star in his sixties by playing lethal charmers in a string of edgy, brutal films and TV series, including "Sexy Beast," "Deadwood," "John Wick" and "American Gods." McShane is also, in some fundamental way, of the sixties (and the seventies), meaning that he prefers to act in projects full of characters who aren't coded exclusively as good or bad, and in which the storytelling leaves space for viewers to contemplate or argue about what was meant or intended. "American Star" is a work very much in that spirit. Aficionados of the art-house crime flick may be reminded of other well-regarded retro-minded entries of recent decades: "The American," starring George Clooney as a hitman who gets a new lease on life while on assignment, but too late to redeem himself; and the Terence Stamp vehicle "The Limey," which, like this film, has a main character named Wilson.

There's probably a limit to how much a film like this can do with the story it has chosen to tell, and it's possible that the existentially uneasy hitman doing one last job sub-genre has been played out at the plot level for a long time, and can only be repackaged, not reinvented (rather like the "one last job" Westerns that it descended from). Still, this is an unusually intelligent and purposeful movie that doesn't say much, but is full of feeling. López-Gallego has a dancer's sense of rhythm and movement, never changing screen direction or cutting or shifting to another type of shot when you expect him to, but always according to his own peculiar sense of when the timing is right. McShane gives him a center of gravity. It's to the star's credit that, as sinuously confident as the directing and editing always are, some of the most memorable scenes are built around long closeups of the leading man's face.

UPCOMING RELEASES



DUNE 2
March 1st



**GHOSTBUSTERS:
FROZEN EMPIRE**
March 22nd



THE STOLEN VALLEY
March 23rd

87578	1985	BETA 6613 6
		DELTA 4912 8
68602	972	BETA 23166 18
4207	15 6	7.584 15
	1710	GAMMA 1211 26
65527	14 89	GAMMA 63815 2
		DELTA 4912 8
68602	972	BETA 23166 18
4207	15 6	7.584 15
	1710	GAMMA 1211 26
65527	14 89	GAMMA 63815 2
59246	0 91	
87724	15 74	BETA 551510 28
77373	344	

The Curator and the Jewel of the Three Oaks

by

Commander Angela Leopard

Chapter 2

The Main Town Hub of Riverbottom

In the quaint well-traveled library in the town called Riverbottom, a round, plump jolly figure hummed cheerfully as she dusted the shelves. Though the library was dimly lit with light mostly from the windows of the drafty building, Rosemary Pimberton could easily name most of the leather-bound books on each shelf. She loved her simple life with its predictable routine. The faint smell of leather mixed with the musty smell of numerous volumes of detective stories, romance novels, and educational journals comforted her each day she worked the 10 a.m. to 6:00 shift. Each evening, she would stop by the town bakery for a cheese stuffed pastry and a hot cup of her favorite latte.

Oh, the day ending with that coffee would be the perfect finish to the day. The tune she was humming trailed off as the large, heavy wooden doors banged shut.

"May I help you?" Rosemary called out.

"I'm here to return some books," a dreary voice answered.

"Be right there," Rosemary returned an old, worn book to its shelf. She quickly made her way to the enormous circulation desk. A stack of encyclopedias covered most of the top of the highly polished wooden behemoth.

The patron was a tall, reed-thin woman wearing a simple long skirt and a grey turtleneck sweater. Her grey cloak matched her hair that was pulled back into a severe, tight bun. Unconsciously, Rosemary realized her own hair style matched the patron's. She let out an impatient sigh as Rosemary retrieved the sign out cards from a desk drawer.

Dread filled Rosemary as she realized how overdue the books were. "Oh, my." She clucked. "These were due three weeks ago. I am afraid I must ask for five bronze coins to cover the late fees." She tried to sound apologetic.

"Beg your pardon?" The patron asked.

"Five bronze coins please." Rosemary repeated. "For the overdue books."

"Five Bronze coins?" The patron echoed in protest. "That's highway robbery! This is a library. Not a bookstore!" Her crooked nose wrinkled in disgust.

"I am afraid that's the policy." Rosemary explained and pointed to an engraved sign hung on

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one of the nearby columns.

“Policy,” The patron spat out the words venomously, but she retrieved a faded grey coin purse from her cloak with her bony hands. “Policy.” She repeated the word once again wrinkling her nose. She counted out the five coins onto the desk and spun around to the leave.

“Have a good evening.” Rosemary called out in relief that the confrontation was over. Oh, how she hated any kind of conflict. She had a sunny disposition that just couldn’t tolerate violence or disagreements of any kind.

“Yeah, yeah,” The patron gave a short wave and slammed out the door.

At last, the shift was over, and Rosemary could already smell that welcome perfume that was the magical aroma of coffee and fresh baked breads and pastries. She glanced at the massive grandfather clock that stood against one of the walls. “6:45.” Rosemary gasped. The bakery would be closing soon. “No, no, no!” She quickly wrapped her bright yellow cloak around her plump shoulders and collected her purse from under the circulation desk. “If I walk really quickly, I can make it. I can make it.” She encouraged herself. She glanced around to make sure none of the oil lamps were still lit and picked up the key ring that hung on the wall behind her. “I can make it.” She repeated as she left the library and locked the door behind her. She could practically taste the hot buttery cheese Danish with its melty goodness.

Usually, she lingered on her walk enjoying the fresh, crisp air and sounds of the town getting ready to sleep for the night, but that latte and pastry were calling her. She frantically did a half-jog down the path beside a tailor’s shop, a general goods store, and the bank. Waving to a few patrons she recognized as she passed them by. Like a beacon of hope, the bakery was just a few buildings away. “I can make it.” She chanted to herself. But her heart suddenly sank as she realized the windows in the bakery were dark. “Noooo!” She wailed quietly. In vain, she grasped the handles of the door to the bakery. They were locked. “Oh, Pooh!” She exhaled in disappointment.

She wrapped her cloak tighter around herself and decided she would just have to brew some coffee while she prepared her dinner.

Minutes later, she walked the path to her humble little home at the end of a dirt road. She would take her dog Mocha out for a short walk, then she would heat up her soup and biscuits along with some coffee. It would be a fine night. She entered her house and was greeted at the door by her brindle coated dog Mocha. The dog began jumping around and on her as she attached the bright pink leash to Mocha’s matching spiked pink collar.

“Easy, Mocha, Easy, Girl! Mommy’s home” Rosemary chided. With the leash finally attached, the pair walked out to the yard, but Mocha simply would not do her business. She kept pacing around the lawn and leaning her ears toward the end of the dirt path. “Do your business, Mocha. I am tired.

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Mommy’s had a long day.” She begged, but her voice trailed off as she saw a tall figure in dark clothes suddenly come into view running towards her house.

Mocha strained at her leash and began barking frantically. Rosemary, panicked, pulled at the leash as she watched the figure limping then collapse on Rosemary’s front steps. Behind her she could hear several masculine voices shouting what sounded to be like threats to the dark figure. This really spurned Mocha’s anxiousness. The dog’s tight muscles strained against the leash and Rosemary felt herself being thrust off her feet. “No, Mocha!” Rosemary cried out as chaos ensued.

A group of four men on horses entered Rosemary’s yard, and to her alarm, they had swords pointed at the dark figure who was sprawled on her doorstep. The figure shakily held up an arm that was adorned with intricate black bracers on each arm. One hand held a knife that looked sharp and deadly.

“Alira,” a low, deep voice yelled above Mocha’s incessant barking. “Give us back what belongs to the king! Give us the jewel.”

Another man slid off of his horse with bravado and marched toward the dark stranger. He pointed a sword out in front of him. At that moment, Mocha’s collar slid off of her, and the dog escaped Rosemary’s hold to her horror. The dog let out a ferocious growl and leapt toward the man. Mocha’s mouth open revealing sharp white teeth. Mocha bit the man in the buttocks, and he dropped his sword after letting out a yelp of pain. “That freaking dog!” He gasped and grabbed his backside. At that moment, the dark stranger got to their feet and threw the knife.

The stranger stood to their feet and burst into Rosemary’s house. “Get your dog and get in here!” A female voice ordered Rosemary.

Another voice declared. “To heck with this! I ain’t messing with no bulldog! I’ll catch you all later.”

“After them.” The deep, low voice from earlier ordered.

Rosemary backed toward the entrance to her house, and by this time Mocha had returned to her and was barking furiously as they backed into her house. The tall, dark stranger pulled them inside and quickly shut the door. Without another word, the stranger began barricading the door with Rosemary’s furniture. “Get that dog to shut up would you.” The stranger removed the hood of her cloak.

“Mocha, please.” Rosemary tried. “What is going on? What do we do now?”

“We wait them out. There’s too many, and I cannot do much with my ankle. We wait them out.” She repeated.

TO BE CONTINUED...



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1. horghan
5. federation
9. crusher
13. gisbourne

2. robinhood
6. vash
10. maidmarian
14. sherwood

3. risa
7. riker
11. tagusthree
15. jahmaharon

4. ruins
8. sirguy
12. archaeology

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