



Blue Alert

Excellentia in Defero - Excellence in Communication



Volume 3, Issue 10

October 2011

A Tidbit from the Editor

by **CDR SF Warp**

Internal PR Section Leader / BA Editor

Halloween was an Earth holiday celebrated on the evening of October 31st. The term "Halloween" was shortened from "All-hallows-eve," as it was the evening before "All Hallows' Day." The holiday originated as a day of religious festivities in various northern European Pagan traditions. It evolved into a holiday emphasizing witches, ghosts, mumbo jumbo, and monsters that go bump in the night. Celebration of this holiday seems to have fallen out of popularity by the 24th century.*

In 2364, when Captain Jean-Luc Picard first entered his Dixon Hill holonovel, based on Earth in 1941, he was still wearing his Starfleet uniform. As a quick cover for his unusual attire, he explained to Jessica Bradley that he had "lost a bet". She replied, "Oh well. At least you're ready for Halloween" – a term Picard was not familiar with. (TNG: "The Big Goodbye") *

*Source: Memory Alpha

Scariest Alien Species: 8472

by **CDR Tre'gok of Mirtak**

Senior PR Correspondent

Good day fellow OSB officers. As Halloween fast approaches, I have decided to write an article on the scariest known species. After conversing with my fellow PR members, I have decided on the aliens known only as Species 8472. So without further ado, let's begin.

The true name of Species 8472 is unknown. It is simply the designation given to them by the Borg. They are a tripod and apparently highly xenophobic non-humanoid species. They were first encountered by USS Voyager whilst they were trapped in the Delta Quadrant in 2373. They originated in the dimension known as fluidic space, accessible only by quantum singularities. (VOY: "Scorpion" "Scorpion Part II") The Borg believe them to be the Ultimate form of biological evolution.*

In their search for additional species to assimilate into their collective, the Borg first found their way into Fluidic space in 2373. However, Species 8472 turned out to be immune to the Borg's assimilation attempts, and the invasion of their realm provoked a war, which quickly escalated into the first real threat the Borg had had faced. According to Seven of Nine, they were the first species to offer "True resistance to the Borg." With their superior biological technology, they were easily able to destroy large numbers of Borg ships, drones and even planets.*

It was during this time that Voyager first encountered Species 8472. After a disastrous first encounter, and after having gathered more information, Captain Janeway came to the conclusion that they intended not merely to destroy the Borg, but all life in the galaxy as well. Janeway decided to form a temporary alliance with the Borg to stop Species 8472, and to ensure that her ship would be guaranteed safe passage through Borg space. Armed with warheads containing modified nano-probes capable of destroying Species 8472's bioships, Voyager entered fluidic space, where they destroyed many bioships, and many more after re-entering normal space. The encounter was enough to scare Species 8472, and they swiftly retreated back to fluidic space. (VOY: "Scorpion, Scorpion Part II") *

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Officer Profile

LT T'Kya Amaterasu-Wolfpaw

Interviewed by CDR Kira CDR Kira
Senior PR Correspondent / Feature Writer



Name: TK

Age: 22

Location: Blackpool, UK

Hobbies: Art, reading, writing, cosplaying and a spot of gaming

Enjoys: Anything that involves the above lol

Hates: Stuck up individuals

Guilty pleasures: Strawberries 😊

CDR Kira: Are you superstitious?

LT T'Kya: I can be at times, I don't like to cross on the stairs always had a habit of avoiding that at work.

CDR Kira: Do you touch wood - or your forehead - to make something come true?

LT T'Kya: I touch wood more often than my head but my head would qualify. Made of wood as well.

CDR Kira: Do you prefer clover plants with four leaves rather than three?

LT T'Kya: I think it's just finding one really. But I would nurture it nonetheless.

CDR Kira: What do you think when you see a black cat?

LT T'Kya: Give her a big hug when I get home from work when she is waiting for me and her treats 😊

CDR Kira: AAWWWW!!! Now you're making me envious!

CDR Kira: Do you have a good luck charm at home? If so, what is it? If not, what would be the closest thing?

LT T'Kya: I have a few good luck charms but the most special one is a ring from Tenerife that no longer fits my finger so I have it around my neck all the time.

CDR Kira: Would you walk underneath a ladder?

LT T'Kya: No, I am more scared of the man on it to fall on top of me.

CDR Kira: If you break a mirror, will it bring you seven years of bad luck?

LT T'Kya: I doubt it haha but I wouldn't want to try anyway! 😊

CDR Kira: Does "Friday the thirteenth" mean bad luck to you?

LT T'Kya: Nah, to me it's another night at work and day of sleep.

Can't get bad luck in bed...can you?

CDR Kira: Well... Next question!

CDR Kira: Are there any other things you do out of superstition?

LT T'Kya: Nah, I just try to avoid things that relate to superstition

in case bad luck does happen, but I don't avoid the cat. 😊

CDR Kira: Do you like horror movies? What do you like or don't like about them?

LT T'Kya: I think it depends on how graphic the movie is. Too much blood and gore forces me to change the channel.

CDR Kira: What's your scariest movie?

LT T'Kya: It was Arachnophobia when I was younger, the reason I fear spiders. Today it would be films like Texas Chainsaw Massacre I think. And Arachnophobia still. Lol

CDR Kira: Are you -or were you ever- afraid of the dark?

LT T'Kya: No! I love the dark. When I sleep, I can't have a single light on or street lamp shining through my window although I do enjoy the glow from the moon.

CDR Kira: What scared you the most as a child?

LT T'Kya: I was pretty carefree as a child. I think it's when one gets older and starts to understand things more that the fear kicks in.

CDR Kira: What are you frightened of nowadays?

LT T'Kya: Just spiders. Horrid things.

CDR Kira: Do you believe in ghosts? Have you seen or heard any?

LT T'Kya: I do believe in them but never heard or seen one. I do believe my grandma is floating about somewhere.

CDR Kira: What's your favorite monster?

LT T'Kya: Hmm...dragons and werewolves.

CDR Kira: Any bloodcurdling story happened to you? If so, do tell...

LT T'Kya: I would but it would have to be about my last cat Dax dying and that's an awful story.

CDR Kira: Ohh! You've said enough... Dax. I wonder where that name came from!

CDR Kira: In your opinion, in the Star Trek universe, which species is...

CDR Kira: the meanest?

LT T'Kya: Klingons, only because they have serious issues when it comes to honour.

CDR Kira: the creepiest?

LT T'Kya: The Xindi were a bit creepy.

CDR Kira: the ugliest?

LT T'Kya: Naussicans. They look awful. 😊

CDR Kira: I agree on that!

CDR Kira: Name a gloomy, obscure Star Trek episode (or part of an episode) of any of the five series. What did you like or dislike about it?

LT T'Kya: Trip Tucker dying. That was proposterous! I had plans to marry him. Bad storyline as well sadly.

CDR Kira: We do come to love them a lot don't we? 😊

CDR Kira: Will you celebrate Halloween this year? Have you made any plans?

LT T'Kya: Maybe. I am in London for the MCM Expo so I may miss it this year.

CDR Kira: Happy Halloween!

LT T'Kya: Thanks, you too!

Unexpected Halloween in the Delta Quadrant

by **CAPT Yu'Wanna**

Deputy Chief, Public Relations

If there were a Halloween in the 24th century, how would it seem? What would a Halloween in the Delta Quadrant be like? Not so much fun as nowadays, perhaps. So what do you do when you accidentally meet fear? The crew of Voyager knows well, because some of them did! And it was not a nice traditional holiday such as we are familiar with, but rather a macabre nightmare...

In the second season episode, "The Thaw," the crew of Voyager discover a planet that has recently entered an ice age. They also find a series of stasis chambers where a small group of people are mentally connected to an artificial environment. Nothing unusual so far, unless...there's something horribly wrong with the artificial environment.

The Voyager crew bring the stasis pods on board. In them, they find two humanoids dead and three in hibernation, their minds connected to a sensory system controlled by a computer. The Doctor finds out that the two victims had died from heart attacks caused by mental stress – namely, extreme fear.

Not being able to revive the survivors, Kim and Torres enter two pods and are connected to the computer. They then merge into the dream state with the colonists, a dream state that turns out to be a horrifying nightmare. The artificial environment looks like a grotesque carnival run by a sinister and malicious Clown, whose followers quickly drag Kim to a guillotine.

It is thus that the two find out how extreme fear can produce death, in spite of the fact that the Clown eventually spares them. It seems that the Clown's survival depends on the peoples' minds staying connected to the computer. Thus the survivors, together with Kim and Torres, can't be awakened because the Clown won't allow it. And the Clown seems to be the very embodiment of the Fear itself, since the computer has projected the worst fears of their subconscious minds - fears that nurture the Clown. In other words, they are now prisoners of their own fears brought to life by the Clown.

The Clown lets Torres leave only to warn Janeway that if the stasis pods are deactivated, everyone will die. While Janeway tries to figure it out how to negotiate, Kim is horribly tormented by the Clown. The Doctor is sent to negotiate the release of the hostages but since he proves unsuccessful, Janeway decides to take the matter into her own hands.

Her first plan is doomed to failure when the Clown realizes that Torres is attempting to disable his program. Extremely angry, he puts a colonist in the guillotine, where the terrified man dies of heart attack. To prevent more deaths, Janeway orders Torres to stop the procedure.

The Captain comes up with a final offer for the Clown: trade the current hostages for Janeway herself. The Clown cannot resist temptation and agrees. But how will Janeway deal with fear?

CLOWN: "Don't we make a beautiful couple, Captain?"

JANEWAY: "I'm not Captain Janeway."

CLOWN: Could have fooled me.

JANEWAY: "I'm afraid I did."

CLOWN: "Pardon?"

JANEWAY: "I'm nothing more than a holographic image of Captain Janeway, sent here by the same technique they used to send their Doctor. I've been programmed to respond to you as Kathryn Janeway would."

CLOWN: "But, but I, I feel you. You, you're on the system."

JANEWAY: "She is on the system, yes, but not in stasis. Captain Janeway and her crew modified the pods so that she could be connected to the system without having to enter this environment. The goal was to let you sense her brain activity without putting her in actual jeopardy. You will be able to confirm what I'm telling you as soon as you become aware of her thoughts. You know as well as I do that fear only exists for one purpose. To be conquered."

CLOWN: "She tricked me."

JANEWAY: "Did she? Or was a part of you actually hoping to be defeated? Isn't that why you allowed Captain Janeway to come here? Because you sensed she had the power to subdue you."

CLOWN: "No. She lied. That was very un-Starfleet of her."

JANEWAY: "Starfleet captains don't easily succumb to fear."

CLOWN: "What will become of us? Of me?"

JANEWAY: "Like all fear, you will eventually vanish. " *

With no one left to torture, The Clown, who is fear personified, vanishes forever. Thus Captain Janeway does it again: she cheats fear, as she would later cheat death, and the Borg. So, what's next? Happy Halloween! ♦

*Source: <http://www.chakoteya.net/Voyager/219.htm>



Ref: [http:// belanna.faketrek.com/](http://belanna.faketrek.com/)

A Nugget from CDR Logan Kale Senior PR Correspondent

The Star Trek movie curse is an apparent curse on odd-numbered Star Trek films that dooms them to poor reception in terms of drawing power and/or critical opinion. In contrast, even-numbered Trek films seemingly "can do no wrong" in either department.

Star Trek II: The Wrath of Khan was critically lauded over Star Trek: The Motion Picture, which had been considered somewhat disappointing. Thus, Star Trek II was credited with "launching" the Star Trek franchise as a reliable film platform at the box office. After the success of STII, subsequent odd-numbered installments either fared poorly financially, critically, or both. A conservative definition of "the curse" states that it only refers to the Trek films that included a number in the title, one through six, after which Trek films were no longer numbered. However, "the curse" is still somewhat apparent: Star Trek: Generations (film #7) and Star Trek: Insurrection (film #9) were considered to be poor outings critically, while Star Trek: First Contact (film #8) was well-received critically and earned the largest gross of any Star Trek film.*

Star Trek: Nemesis, the even-numbered tenth installment, seemingly "broke" the curse, as it was widely panned and performed poorly in revenue. As a result, some have proposed a tongue-in-cheek corollary to the curse: odd-numbered Star Trek films, or Trek films which are a multiple of 5 will be bad.*

Star Trek III: The Search For Spock is also considered something of an outlier and not as "bad" a film as its odd-numbered cousins. Its adherence to the continuity from previous storylines and darker content (including the themes of death and rebirth) are given respect. Also, its place in Trek history is also considered more relevant than Star Trek V: The Final Frontier or Star Trek: Insurrection, as it sees the destruction of the original USS Enterprise, and introduces the USS Excelsior, events that would become milestones in the franchise mythology. Also, while receiving poor critical reviews, Star Trek: The Motion Picture was a financial success at the box office, and has enjoyed a new appreciation due to the Director's Cut DVD release of 1999. Similarly, Star Trek: Generations was a financial success (achieving the fourth highest gross in the series) and is considered to be a fan favorite and the best odd numbered film of the series.*

*Source: <http://www.hauntedamericatours.com/toptenhaunted/SCAREYMOVIES.php>

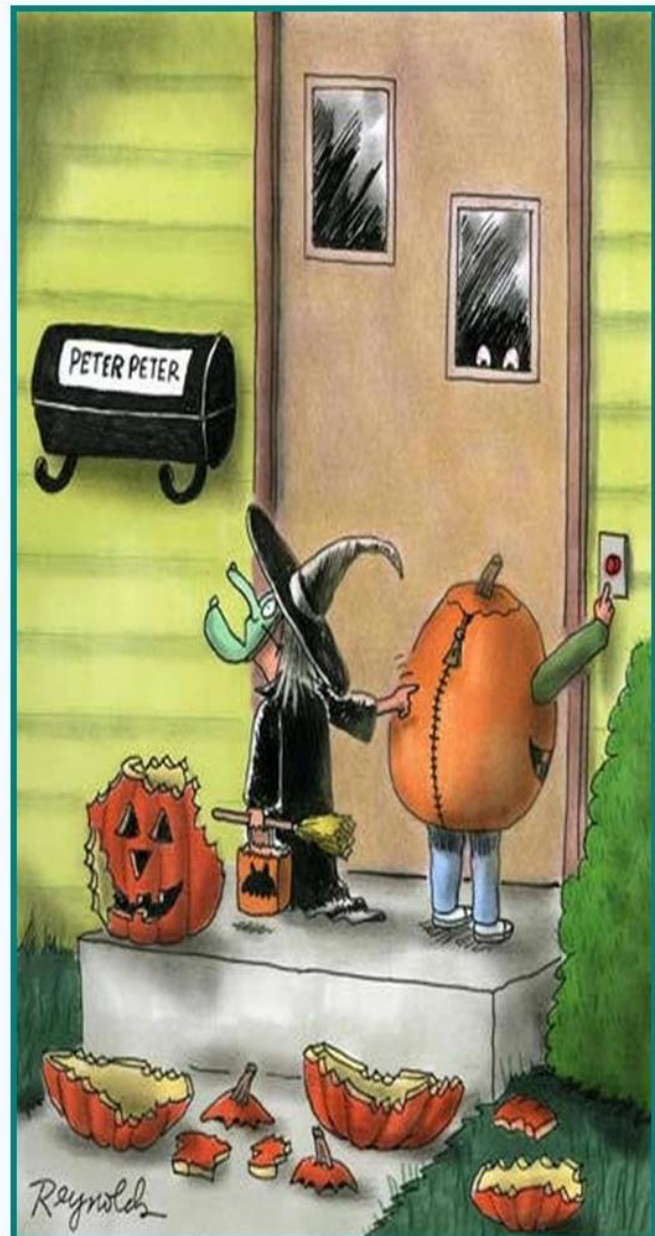
Calendar of Events

Article Submission for Blue Alert Newsletter

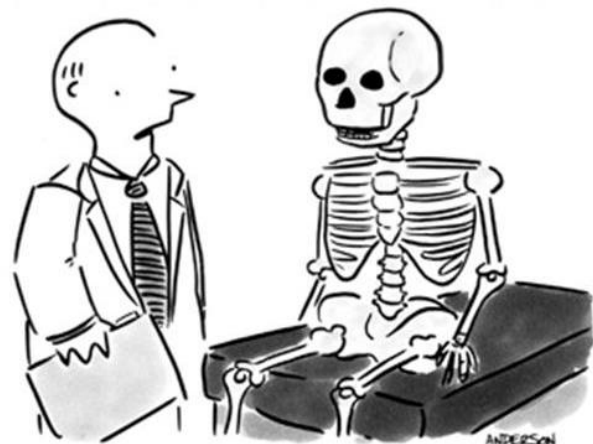
Place: PM to CDR SF Warp

Time: 2359 OST, 8 November 2011

Anyone wanting to be published in our newsletter must submit their articles by the 8th of each month.



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"Still, let's do an x-ray just to be sure."

Announcements

OSB Commendation Medal Awards

CAPT Matt Foard (Awarded Stardate 300911)

Captain Matt Foard has distinguished himself through meritorious service to Online Starbase from 26 Feb 2009 to 31 July 2011, culminating in his current post as Chief, Public Relations. During this period, CAPT Foard has served in multiple capacities from section leader to department chief and has made a significant difference in each position held. In December 2010 he was selected to succeed CAPT Marshall Crockett as the Department Chief of Public Relations and has made his department the benchmark of activity on Online Starbase. His leadership has ensured the successful publication of the monthly Blue Alert Newsletter, multiple ground-breaking project starters in PR and the development of more than a half dozen officers who are earmarked for future leadership positions on OSB. The outstanding efforts of CAPTAIN Matt Foard bring great credit to himself and Online Starbase.



CDR Kira Marys (Awarded Stardate 300911)

Commander Kira Marys distinguished herself through meritorious service to Online Starbase from 24 June 2010 to 31 July 2011. During this period, Commander Kira has been one of the top participants in nearly every facet of the base including the Caption This Contest, the SIMM, the Chat boards and creative writing topics. Through her work in the Department of Public Relations where she serves as a Senior Correspondent, she has made an indelible mark that makes the Blue Alert Newsletter a benchmark of excellence. Her creativity and ingenuity have showed no bounds and her ability to think outside the box has infused countless new ideas into the base construct that only serves to improve the base as a whole. Her dedication to Online Starbase is a template all officers should strive to achieve. The distinctive accomplishments of Commander Kira Marys bring credit to herself and Online Starbase.

CDR Erin O'Connor (Awarded Stardate 300911)

Commander Erin O'Connor distinguished herself through meritorious service to Online Starbase from 1 July 2010 to 31 July 2011. During this period she has made significant outstanding contributions in both Forum Security and Engineering where her talents and creativity ensure excellence in both departments. Her contribution to the base has exceeded her department posts as she has been one of the most active officers in all areas of OSB including the recreations and general boards. She can usually be found on the chat boards and is always open to welcome a new member and help them get acclimated. The distinctive accomplishments of Commander Erin O'Connor bring credit to herself and Online Starbase.

Service Medals

2 year medal

CPT Kai-EI
CDR Logan Kale

1 year medal

CDR H. Diosas
CDR Shaharazod
LT T'Kya Amaterasu Wolf-paw

Positional Advancements

Assigned as:

Deputy Chief, Dept of Recreations
CDR Melissa O'Connell (Effective Stardate 280811)

Promoted to:

Senior PR Correspondent / Feature Writer
CDR Kira Marys (Effective Stardate 161011)

Recreations Department News

The recreations department has started a new Simm Mission which is already going well. The new mission started only a few weeks back. So if you want to join in, the time is now!

Gameplay is back with different games every fortnight. All the games are fun, fun, fun!

Weekly Trivia will be back soon but it will be board based and Information will be when it is posted.

Caption This is going well and is on every week. Tell us what he, she or it really said!

The Story Competition is still going strong as well. You can all have fun writing your own short stories, and you can write about any genre you desire. So put your pen to paper and post your next Pulitzer!

Commodore Daxino Joel
Chief, Department of Recreations

Little Known Halloween Facts About Captain Kirk - Part IX

by CDR Kira marys

Senior PR Correspondent / Feature Writer

Captain Kirk is so fearless that when he moves in a hunted house, the ghosts move out.

If Captain Kirk was a sailor, there'd be no pirates left in the sea... nor anyone who'd dare to call himself a pirate.

When Captain Kirk's in town, the Ghosbusters exile themselves to another planet.

If Captain Kirk was a Gaul, he would annex the Roman Empire to his village.

When Captain Kirk goes to Disneyland, he doesn't wait in line; the Princesses do.

To beat the crap out of his minions, the Devil looks up to Captain Kirk.

There are no better pumpkin pies than the ones prepared for Captain Kirk.

Farmers that use Captain Kirk's dummy as a scarecrow have no birds on their field... and no crops either.

No need for Captain Kirk to visit a fortune teller since all he ever has is good fortune.

When confronted to Captain Kirk, the universe is unfair towards monsters.

Sources:

<http://forums.startrekonline.com/archive/index.php/t-4329.html>

<http://www.asandler.com/jokes/lists/kirksex.shtml>



OSB Fiction Writing Contest

By: CDR SF Warp

Internal PR Section Leader, Blue Alert Editor

Created by: CAPT Marshall Crockett

OSB Vice Commander

The Public Relations Department is always looking for creative writers. Contest Submission Guidelines are:

Maximum Length: 800 Words

Deadline: 8th of the following month, 2359 OST - PM CDR Warp

Topic: Finish the starter at the bottom of this section

Genre: Any Star Trek genre is acceptable

Don'ts: Don't kill off any main characters, have relations between any characters beyond the ones established in ST canon, use foul language, overt sexual innuendo or verbiage, or any other distasteful item not covered here but would make you go, "What? Cmon! Seriously?"

November TOPIC: The star ship on screen appeared dead in space. "I have no readings, Captain," the tactical officer reported. "It's like the ship isn't there." The captain responded, "Take tactical and the doc and check it out, Number one. And be careful!" When the three-man away team beamed aboard, they were amazed to encounter...

THE WINNER WILL BE PUBLISHED IN THE NEXT ISSUE!!!



Scariest Alien Species: 8472

(Continued from Page 1)

However, when Species 8472 had retreated to fluidic space, one member had been left behind and was relentlessly pursued by Hirogen hunters for many months. The individual was later rescued by Voyager, and Janeway fully intended to return the creature to its own space. However, Seven of Nine refused to help by refusing to open a portal to fluidic space. Shortly afterwards, a struggle broke out between the member of Species 8472, and a lone Hirogen hunter onboard Voyager. In defiance of Captain Janeway's orders, Seven of Nine took the opportunity to beam the creature onto the Hirogen ship, which then broke off its attack. (VOY: "Prey") *

Concerned about the threat of humanity, with its modified nano-probe warheads, Species 8472 created a simulation of Starfleet headquarters on Earth inside a terra-sphere in the Delta Quadrant, to be used as a training ground for the potential infiltration of Earth. They modified many of their own species to look like Alpha Quadrant species. Their main goal was to determine if the Federation was indeed planning to invade their realm. However, the simulation contained many errors, such as Ferengi in Starfleet, or obsolete uniforms. Some members of Species 8472 were completely uncomfortable with the fact they were in the form of "inferior" life forms, who needed to eat, sleep and were unable to communicate telepathically. The crew of Voyager discovered the training ground by tracking the source of its transmissions, which appeared to have a Federation signature. When discovered, Species 8472 captured Commander Chakotay, believing a fleet to be on its way. Voyager managed to convince them that the Federation had no hostile intentions toward them by giving them access to their modified nano-probe warheads in exchange for the genetic manipulation techniques they use for appearing Human. Species 8472 had identified humans as their main threat, dismissing the Borg as irrelevant. (VOY: "In the Flesh") *

The Borg continued to patrol the border between fluidic and normal space. Axum, a drone, suggested that he should try to make contact with Species 8472 after he was liberated from 'Unimatrix Zero' (VOY: "Unimatrix Zero, Part II") *

Species 8472 is tripod, standing around three meters tall, extremely muscular, and biologically unique. Their DNA is arranged in a triple helix and is the most densely coded DNA ever encountered by Starfleet and they are known to have as many as 5 sexes. Their body's immune system is able to destroy anything that enters their body's system, biological, chemical or technological. They are impervious to Borg assimilation methods. Their immune system can also be used as an attack. If cornered, they attack with their claws, rather than any other type of weapon, allowing Species 8472's cells to come into contact with a victim's, where they will infect every system, and consume it from the inside out. In addition, if threatened, they can commit suicide by releasing a cellular toxin into their bloodstream. They emit a biogenic field around their bodies. This renders them nearly invisible to sensors, making it impossible to pinpoint their exact location. The field also interferes with transporters. Exactly how the field is produced is unknown.*

Physiologically, Species 8472 is non-humanoid. They are able to withstand the vacuum of space. It is probable that

when in fluidic space, they are able to swim through organic matter similar to their ships, which share their unique physiology. Although capable of auditory communication with other species, communication via telepathy is the standard between members of the species. Kes was able to make contact with Species 8472 while they were in conflict with the Borg; they vowed that 'The weak will perish'. With their dense musculature and increased height, they possess great flexibility and can move much faster than either humanoids or Borg. They are able to penetrate force fields and rip through bulk heads with apparent ease.*

They have very little soft tissue, and much of their skeleton is exposed, particularly around their necks. They appear to have nostrils, suggesting a sense of smell; however, they possess no ears or mouth, and have distinctive cross-shaped pupils. They appear purple to green, depending on the lighting. It is not known if Species 8472 is the only species to have evolved in fluidic space, if they share it with any as-yet unknown species, or if they exterminated any such others as they attempted to do in normal space.*

In conjunction with the Borg, The Doctor developed modified nano-probes (by reconfiguring them to give the same signature as Species 8472's cells.) which were able to combat them and their bioships effectively. The nano-probes could be modified to either kill the creatures or their ships, but the Borg couldn't use them to assimilate Species 8472, since they would be immediately destroyed along with their cells as soon as they began to alter the cellular coding patterns. (VOY: "Scorpion", "Scorpion, Part II", "In the Flesh", "Someone to Watch Over Me"; Star Trek: The Magazine Volume 1, Issue 5) *

The bioships used by 8472 are very advanced and share their unique genetic makeup. They are living organic vessels, capable of Warp speed, are very heavily armed and shielded. Inside, the walls and floors appear to be flesh; spider-web material is used in place of an EPS system. The structural supports are made of bone. The ships computer is similar to a nervous system, and uses neuropeptides. The ships are native to fluidic space and are able to function as well in the organic matter of fluidic space as they are in the vacuum of normal space. They are also equipped to detect the pressure wave created when a vessel crosses into fluidic space from normal space.*

A bioship has only one crew member, who acts as a pilot. Its hull is resistant to conventional weaponry, including Borg assimilation, and also reflects sensor scans and tractor beams. The bioships are armed with energy beam weapons. Although the beam appears less coherent than either Starfleet or Borg weapons, it is able to inflict greater damage. Voyager was knocked off course by a beam that just missed it. Nine bioships can combine their firepower using an energy focusing ship, forming a planet killer. It is unknown if the ships evolved or if they were engineered to fit their task by Species 8472.*

All that is known of Species 8472's culture is that they are highly xenophobic; they consider all other life-forms to be genetically impure and inherently weak, and any alien entering fluidic space is seen as contaminating the realm. They believed the only way to purge a species was to exterminate them, even if that meant eliminating all life on the planet. (VOY: "Scorpion", "Scorpion, Part II") *

*Source: Memory Alpha

Arachnophobia

by **CDR Kira Marys**

Senior PR Correspondent / Feature writer

How many of you are afraid of spiders? How many of you twitch at the sight of these eight legged atrocities that creep on your walls and ceilings to end up in your shower and even worse, in your mouth while you sleep? Oh yes, officers of Online Starbase, you'll be unhappy to know that you eat about two to three spiders a year! Mmm... Yummy! According to some unofficial and unconfirmed web pages, many believe that 10% of men suffer from this phobia while nearly 50% of women are so afflicted.

When I interviewed Lieutenant T'Kya Amaterasu-Wolfpaw for the October Officer Profile, she did admit to her fear of spiders. I don't blame her. I'm just like her! Then I told myself: "Oh, the things I have to share about my close encounters with arachnids..."

My parents told me that it all began when I was a child. My favorite educational youth program taught me how to be afraid of spiders. Ugh!... No thanks! But television didn't teach me everything I know on the matter. Like how fast I can move away from a spider. This, I developed on my own.

When I'd see a spider in the house, I'd ask my dad to kill it. He didn't like to do it but he knew that my aversion toward it was bigger than his wish to keep it alive. Until one day, as I warned him that a spider was in the bathroom, my dad told me: "Yes, it's Naturopath." Puzzled, I said: "What?!" Then he explained to me that its name was Naturopath, a poor little creature that needed a home for winter. Oh darn! He had named the thing! How could we possibly kill it then!!! I couldn't. And my dad didn't feel like it either. So Naturopath remained unharmed for several weeks. Possibly a few months. It was not that big alright so... I could live with it.

One evening, as the light in my bedroom was the only beacon of hope for Naturopath in a darker than dark home, she - yes, it became a she - ended up on the wall next to my head-board. Panicked, I picked up an address book on my bedside table and encouraged Naturopath to climb on it. She did... But she ran for my arm in a hurry. WAHH!!! I reflexively tossed my book away and it fell on the ground. OH NO!!! Did I accidentally crush Naturopath!? I over-carefully look under my address book. Not there... I look over the floor. Nope. No sign of her. Well, she must have escaped but... Where? Under my bed?!! How will I sleep? I force myself to look under the bed. Still no sign of her.

As a last resort, I shut the light in my bedroom but open the light in the computer room, hoping Naturopath will walk away from me. After fifteen minutes of turning in bed like a cooking chicken, I reason with my fear, close the light in the computer room and hope for the best. When I woke up the next morning, I was still

alive...

Just the other night, I was in the police car with my partner who spotted a small spider inside the windshield. He opened his side window, took his notepad and made the spider climb on it. He probably thought that the spider would stay put... but it didn't! I knew better!!! So when THE THING dangerously crawled toward his arm, my teammate gentlemanly moved the spider away from him thus over my lap! The spider disappeared at my feet. Grrr... We looked. We didn't find. So steady as we go, I try not to make a fuss about it. I'm in a police car remember? A dozen minutes later, my partner looks at me and says: "The spider's on the door behind you!" It was somewhat unfortunate that I had my notepad opened in my hand. First, it killed the spider. Second, the spider juiced over my notes... But I was safe! Until when...? ♦

Scary Captains in Review

by **CDR Shaharazod**

PR Correspondent

Since we are fresh out of Starfleet Captains, I've decided to pen "speculative" articles on those who would've been or who would have briefly been fine Captains in the past. First up? Captain Spock.

In "The Undiscovered Country", Starfleet in its infinite wisdom made all of The Enterprise's Command Staff Captains. Why? Because Kirk was now an Admiral. So, since Spock was a Captain then, and was briefly in command, what would he have been like as a full time one?

I believe he would have been just as efficient and effective as he was as First Officer, and even more so. His efficiency and preciseness garnered him statements such as: "Having ice water in your veins." Or "Being cold and heartless." from none other than Doctor Lenard McCoy. That was mostly because he could not understand Spock's Vulcan logic.

Being the first Human/Vulcan hybrid, I believe Spock may have been the brunt of many jokes, slurs and perhaps pranks. As we saw in the first JJ Abrams "Star Trek Movie", he was the brunt of horrible cruelty from his own kind as a child.

Spock may have excelled as a child and young adult, but he was never really able to prove and distinguish himself until he entered Starfleet. Once there, Spock established and proved himself to be more than the average "freak." Then people settled down and began to accept and respect him.

In the end, even one of his biggest skeptics, none other than Doctor McCoy, learned to respect and eventually "love" Spock, though Bones would rather die than admit that.

Yes, all in all, Spock would've made an excellent Captain. ♦

Episode Review

ST TOS: Catspaw

By CDR SF Warp

Internal PR Section Leader, BA Editor

The Enterprise crew finds witches, black cats, and haunted castles on a distant planet.*



Sulu, Scott and crewman Jackson comprise a landing party on Pyris VII but fail to make a routing check-in. Jackson finally answers the ship's urgent hails: "One to beam up." When he materializes, he immediately falls to the floor, dead...but, from his dead lips a sonorous voice tells Captain Kirk that his ship is cursed; he must leave or all will die.*

With two crewmen missing and one mysteriously dead, Kirk isn't about to leave yet. He organizes a second landing party: himself, Spock, and McCoy. They beam to Jackson's last known location. There, Kirk intends to discover what happened to his missing men, and what killed Jackson.*

Proceeding through an unlikely fog towards a reading of nearby lifeforms, the landing party encounters three witches. They too warn Kirk to leave. But the landing party continues on and soon discovers a large castle – the source of the lifeform readings. Entering, they spy a black cat, and follow it through the corridors. Suddenly, the floor collapses beneath them, plunging them down into a dungeon chamber...and unconsciousness.*

Awakening, the landing party discovers they are chained. Scotty and Sulu appear, but they are under a spell and no longer allies. They free Kirk, Spock, and McCoy and, after a brief scuffle, all are suddenly elsewhere, in the presence of a strange robed man. He is Korob, decked out in wizard's robe, complete with wand, and black cat. He then plies the crew with food, drink, and fortunes in gemstones, all to get them to leave, without asking more questions. But Kirk tells Korob he's wasting his efforts. Korob then says that the events were staged to test the landing party. He has learned they are loyal, brave, and incorruptible.*

Enter, Sylvia. She tells Kirk that she can read and control the minds of men. When Kirk seizes Scotty's weapon, Sylvia reveals her skill at sympathetic magic: a small model of the Enterprise, held in a candle's flame – and the real ship, orbiting above, begins to grow hot.*

Seizing Sylvia's arm, Kirk removes the model from the flame, and the Enterprise from danger. When he suggests that landing parties will soon appear, Korob seals the model in a block – and above, the ship is suddenly surrounded by an impenetrable field, unlike anything ever encountered.*

Kirk and Spock are returned to the dungeon, while McCoy remains with Sylvia, who intends to question him. Kirk and Spock speculate about Sylvia and Korob, Kirk decides they are sinister and must be stopped.*

Elsewhere, Sylvia and Korob argue; Sylvia likes her new sensations. Wherever these aliens call home, they have nothing like it – and she intends to remain here. Korob reminds her they have a duty to the Old Ones, a fact she ignores in light of her new infatuation.*

Kirk is returned to Sylvia's presence, where he learns she is infatuated with him as well. She plans to dispose of Korob and join with Kirk. But Kirk is manipulating her to gain answers. He learns that Korob's wand (a transmuter) is the key to her power, a mechanism that facilitates the actualization of thought. But she discovers the deception, and has Kirk returned to his cell.*

Korob finds Kirk and Spock; he reveals he has released the Enterprise, and he releases them. He also reveals that he can no longer control Sylvia or her pawns, and that he considers her dangerously irrational. He urges the men out of their cell, where they again encounter the black cat – now grown to enormous size. The men are forced to retreat back into their cell.*

The cat forces the door of the cell, crushing Korob and giving Kirk an opportunity to retrieve his wand. Escaping through the ceiling, Kirk and Spock are confronted by their own mesmerized crew, and a brief scuffle ends with Sylvia's pawns out of action, and the reappearance of the cat, as well as Sylvia. The wand Kirk has retrieved is the transmuter, and Sylvia wants it very badly. It is the key to their power. She is reluctant to simply seize the device from Kirk, despite his inability to use it. Finally, she threatens Kirk with a phaser, demanding the wand. Kirk responds by shattering the wand, an act that undoes everything... almost everything. At the landing party's feet, two small aliens, Sylvia and Korob in their real forms, wither and fall. Deprived of their transmuter, the two life forms, in a universe that is totally alien to them, quickly perish, and both landing parties return to the Enterprise.*



The motives of Sylvia and Korob are never clearly stated anywhere in the episode, making their hostility seem incomprehensible. As episodes go, I rate this one right up there with the TOS episode, "Spock's Brain."

*Source: Memory alpha

Scariest Planet

by **LCDR Khan Noonian Singh**
PR Correspondent

In Star Trek, there really isn't such a thing as a scary planet. But sometimes, certain things happen on a planet, that can make it seem scary. There are indeed so many things to choose from, that I've decided to be kind to you, and discuss multiple things. So without further ado, let us begin.

Alpha Eridani II is one such planet, famous because of the entity known as Redjac who was responsible for the killing of ten women there. Also known as Jack the Ripper, Beratis and Kesla, Redjac was a non-humanoid life-form that existed for centuries by traveling from planet to planet, feeding on the pain and fear that he caused by committing serial murders. As a non-corporeal being, it's physical appearance is unknown, though when encountered by Mr. Scott in the dark, he described the encounter as 'Cold, like a draught of a slaughter house but, at the same time, as not being really there.' It had many abilities and could possess people and objects, such as the Enterprise. It was similar to a parasitic organism, and required a human host to inhabit in order to commit crimes. (TOS: "Wolf in the Fold") What was particularly scary about this, was the creature could inhabit any living creature, so it was impossible to tell who it was. It could your best friend, or even one of your family members, and as such a heightened sense of fear was raised.

Another such planet was M-113. This planet was desolate and once home to an ancient civilisation, as well as the home world of the indigenous species known as the M-113 Creature, dubbed the 'Salt Vampire.' The planet was hotter and more arid than Earth, so more salt was needed to make up for the large amounts of sweating and was also home to the Borgia plant which was similar to Earth's Nightshade, and poisonous. No salt was found on the planet, so it had to be imported. (TOS: "The Man Trap") The scariness of this planet comes indeed from the Salt Vampire itself. The Creature's true appearance was grotesque, but what made the creature so scary was the fact that it could assume any form it so wished. Therefore, like Redjac, you wouldn't be able to tell who the creature was, thus creating a heightened sense of fear and paranoia.

Although not actually a planet, another place that would the scare living daylights out of most of us humans, or basically anyone not Klingon, was the abandoned space station Empok Nor. This Cardassian Space station was the murder place of 4 Starfleet Officers, and where Elim Garek turned into a psychopath due to an experimental drug. (DS9: "Empok Nor") The particularly scary thing about this station was the actual



darkness and the silence. Although the silence could be taken as a good thing, but with the darkness, the human psyche would begin to over imagine and the littlest bump would suddenly become earth-shakingly scary.

And finally, again, not an actual planet but, in fact, a starship, Voyager could indeed be a scary place, especially for the children. In 2377, when the ship was left without power for several hours, Neelix had to keep the children entertained, but was his story true or false? (VOY: "The Haunting of Deck Twelve") The story was indeed true, but once again, the human psyche would take the story and, due to the darkness caused by the loss of power, warp it around inside the head, and create much more terrifying images.

The human psyche truly is a 'Complex and many-layered thing' (Thank you Professor Severus Snape for your words of wisdom) and around this spooky season, it may become even more complex and try to terrify you even more. So, I say only this, good luck to you and try not to spook yourself too much. Signing off for now, I'm Lcdr Khan Noonian Singh, and I'll see you soon.

Ghost Ships of the Line

By **CDR Logan Kale**
Senior PR Correspondent

This Month we will have a look at The SS Tsiolkovsky (NCC-53911) (Cyrillic: К. Э. Циолковский) was a Federation Oberth-class science vessel that was in service with Starfleet in the mid-24th century. Tsiolkovsky was built at the Baikonur Cosmodrome, USSR and commissioned in 2363, on stardate 40291.7.*

In 2364, the Tsiolkovsky was assigned to observe the collapse of a red giant star. During that mission the crew fell victim to a form of poly-water intoxication. After losing contact, Starfleet ordered the USS Enterprise-D to investigate the fate of the vessel and its 80 crew members. The Tsiolkovsky was discovered adrift in space, its bridge open to space due to an open emergency hatch, with all hands lost. When the Enterprise crew became infected with the same virus, and was in danger from a stellar core fragment, they bounced a repulsor beam off the Tsiolkovsky, which pushed the Enterprise away from the fragment, providing the necessary time needed to restore power to the engines and warp away. While Enterprise survived, the Tsiolkovsky was destroyed. (TNG: "The Naked Now") *



Source - Memory Alpha..

Strange Relationships

Kai Winn Adami and Anjohl Tennan (Gul Dukat)
Betraying the Prophets

By CDR SF Warp

Internal PR Section Leader, BA Editor

In late 2375, Kai Winn travels to Deep Space 9 to honor Sisko's upcoming wedding to Kasidy Yates. There, she has a series of visions which she believes to be from the Prophets, which tell her that the Emissary has



erred and that she is to return him to the proper path. They tell her to expect a "guide", who will emerge to be the former Anjohl Tennan (actually Gul Dukat in disguise). As Tennan, Dukat insinuates himself as Winn's closest advisor and confidante, and the two also became romantically involved. (DS9: "Til Death Do Us Part") *

[Winn's quarters]

WINN: They (the prophets) have spoken to me, and they told me they were going to send you here.

DUKAT: Me?

WINN: You've been blessed, Anjohl. They've anointed you to be my guide.

DUKAT: I don't understand.

WINN: You are to help me bring about the Restoration of Bajor.

DUKAT: But surely the Prophets would have chosen someone more worthy than I?

WINN: You should have more faith in yourself, Anjohl. And in the Prophets.

DUKAT: Of course.

WINN: But rest assured, they'll reveal what they want from us, and together we will walk the path they've laid out. **

[Later in wins quarters]

WINN: (referring to the prophets) They don't want you to go back to Relliketh. They want you at my side.

DUKAT: Then this is where I'll stay, Eminence.

WINN: Adami.

DUKAT: Adami. What a beautiful name.

WINN: It's all right. The Prophets brought us together. (So they kiss.) **

Winn learns, to her horror, that her visions had actually been sent by the Pah-wraiths, and more so when Anjohl reveals that he is in their service as well. Winn sends for the Orb of Prophecy to ask the Prophets' forgiveness. However, when she stands before the orb, nothing happens: she has no vision and is not spoken to by the Prophets. She believes that the Prophets had forsaken her for consorting with the Evil Ones and by having strayed from the path for so long, Winn seeks Kira's counsel on how to again prove herself worthy to them. She suggests that

Winn step down as Kai. Winn, however, refuses to do so. (DS9: "Strange Bedfellows") *

Finally, one day, Winn confesses to Dukat that the first time she saw the gate to the celestial temple, people all around her were in awe, feeling the love of the Prophets, while she felt nothing. The Prophets had never spoken to her never offered her guidance, didn't trust her, and that she is now expected to step down as Kai in order to be blessed by them; that was the last straw for Winn. She was now willing to walk the path the Pah-wraiths had laid out for her. (DS9: "Strange Bedfellows") *

Anjohl tells Winn that their mission is to free the Pah-wraiths from the Fire Caves, thus bringing about the Restoration of Bajor. With her authority as kai, Winn is the only person on Bajor who has access to the Book of the Kosst Amojan. Winn unintentionally stabs her long-time attendant, Solbor, after he discovers Dukat's true identity and that she and Dukat were working together. When Solbor's blood drips onto the blank pages of the Book, its secrets are revealed to her. Despite her hatred of Dukat, Winn continues their alliance and eventually learns how to release the Pah-wraiths. (DS9: "The Changing Face of Evil", "When It Rains...") *

Since the ritual requires a blood sacrifice, Winn awaits Dukat. The two of them enter the Fire Caves, where Winn poisons Dukat and offers him to the Pah-wraiths.*

[Bajoran fire caves]

(Winn pours wine into a goblet and holds it aloft.)

WINN: Tarna pur ono ull kess pah ran. Lano ka'la bo'shar lanu.

(She nearly drinks, then)

WINN: After you.

DUKAT: I'm honoured.

(He drinks.)

DUKAT: Now you.

(She pours it on the ground. Then Dukat collapses in pain.)

DUKAT: Why?

WINN: The Pah wraiths demand a sacrifice. Someone worthy of them. Who better than you?

DUKAT: No!

(Dukat dies.)

WINN: I offer you this life as nourishment to feed your hunger, to fuel the fires that will set you free. Kosst Amojan, I am yours now and forever. **

However, the Pah-wraiths choose Dukat, not Winn, as their new Emissary. The restored Dukat kills Winn by engulfing her in flames when she attempts to give the Book to Captain Sisko, recently arrived, whom she finally acknowledges as the true Emissary of the Prophets. Sisko and Dukat grapple, then fall into the fire pit, along with the Book. Dukat and the Book are destroyed, and the Pah-wraiths are locked in the fire caves forever. Then, the Prophets return Sisko to the Celestial Temple. (DS9: "What You Leave Behind") *

*Source: Memory Alpha

**Source: <http://www.chakoteya.net/>

Breaking Trek News

by **CDR Kira Marys**

Senior PR Correspondent / Feature Writer

Death Notice

Actor Charles Napier - whom we've seen in Star Trek: The Original Series in the role of Adam (The Way to Eden) and Star Trek: Deep Space Nine in the role of General Rex (Little Green Man) - died on October 5, 2011. Indeed, the 75 year-old man collapsed in his house and passed away at the hospital.

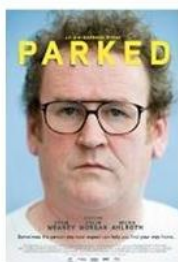


You might have seen him in movies like The Blues Brothers, Silence of the Lambs, Rambo: First Blood and he also played in television series like Mission Impossible and Kojak.

He leaves behind his sons Whit and Hunter and his daughter Meghan.

Colm Meaney Stars in Parked Movie

Colm Meaney - well known by Trekkers for his role of Miles O'Brien in Star Trek: The Next Generation and Star Trek: Deep Space Nine - will star in an Irish movie named Parked. This drama is scheduled to be released on October 14, 2011 in Ireland, Italy and the UK and should hit America around March 2012.



The story is about Fred Daly - played by Meaney - who is an Irish man traveling back to Dublin with no job opportunities and no home but his car. Here is how Colm Meaney describes his character: "Fred is eccentric in many ways, but it is all internal. Playing Fred was a challenge for me. This is the main reason why I wanted to take on the role."

Mainly filmed in a Dublin parking lot, Colm Meaney reports that the shooting conditions were harsh; cold, rain, snow and a limited budget that could not provide him with the desired comfort level.

ST:TNG in Blue-ray

Star Trek: The Next Generation will soon be available in Blue-ray. As a matter of fact, a sampler entitled Star Trek: The Next Generation: The Next Level will be available on January 31, 2012 for the price of US\$21.99. It will contain the following episodes: Encounter at Farpoint, Sins of the Father and The Inner Light.



Following in the same year will be the first season and so on with the subsequent seasons.

Here is a comment by Ken Ross, Executive Vice President and General Manager of CBS Entertainment: "Fans have been clamoring for a high-definition release of Star

Trek: The Next Generation. Transferring the series to high-definition presented difficult technical challenges, but our team has come up with a process to create true 1080p HD masters with true HD visual effects. We can't wait to show fans how pristine the series looks and sounds with our upcoming Blu-ray releases."

Captain Kirk Attacks his Crewman Hikaru Sulu!

Unfortunately, the relationship between William Shatner and George Takei has been bitter throughout the years. With the recently published book called Shatner Rules: Your Guide to Understanding the Shatniverse and the World at Large, available since October 4, 2011, William Shatner divulges that George Takei has been "saying mean things about [him] for nearly forty years now."

He mentions that he did not receive an invitation to George Takei's wedding many years ago like Takei claims and he thinks that Takei chose Walter Koenig (Pavel Chekov) and Nichelle Nichols (Uhura) to be his best man and maid of honor only to get coverage from the media.



William Shatner discloses the George Takei sees him like a man with a "big, shiny ego." Here's Shatner's reply: "Well, actors have big egos. If mine is shiny, it's because I tend to it very carefully and lovingly. Perhaps George's needs a good polish."

Conventions

October 22 to 23: Armageddon Expo 2011
Location: Melbourne Exhibition Centre in Melbourne, Australia.
Guests: Morgan Sheppard and Robert Picardo

October 28 to 31: Armageddon Expo 2011
Location: ASB Showgrounds, Auckland, NZ
Guest: Morgan Sheppard

November 5 to 6: Comikaze Expo
Location: LA Convention Center
Guests: Robert Beltran, Jennifer Lien, Tim Russ, Gary Graham, John de Lancie, Robert Picardo, Garrett Wang, Marina Sirtis, Catherine Hicks, Richard Herd and Chase Masterson

Recent Quotes

Colm Meaney talking about his role as O'Brien, a character issued from the science-fiction realm:

"Before I did it, I never really understood the whole genre to be honest with you," he said. "But, I grew to appreciate it as we were doing the Deep Space Nine show because we got to deal with a lot of subjects that they wouldn't let you deal with in a contemporary show - episodes about homelessness, genetic engineering, and about racism. Racism between intergalactic species of course, but it is still about how to understand someone who is different than you. They might have three heads or a tail, it's a bit odd, but it is basically about relating to someone who is different than you. Issues like that were dealt with."

References: <http://www.trektoday.com>

Fiction

(BA Writing Contest Entry)

Midnight October 31st

by CDR Kira Marys

Senior PR Correspondent / Feature Writer

The First Officer gaped in awe as the impossible shape floated slowly across the ship's viewscreen silhouetted against the bright, full moon. "Captain, I think you'd better get up here," he urged.

"What is it Number One?"

"Let's just say a UFW!"

"Don't you mean UFO?"

"No, Captain, UFW...W...as in witch!"

Captain Picard glanced at his bedside table. Midnight, October 31st. "This isn't the first of April Number One, it's Halloween. Let the man sleep will you?" William Riker, his eyes riveted on the screen, insisted: "I know how it sounds Captain. But I'm not joking. Riker out."

While pacing the hallways in a mayhem of thoughts, Picard reached three possible theories. First; his executive officer was playing a bad joke on him. It sounded like the most probable explanation since most of his crew was enjoying shore leave on Earth. Second ; this was another of Q's burlesque ideas and he had had just about enough of him! It better not be Q or he'll have a hard time keeping himself in check. And third; there really was something spooky out the window.

The turbolift doors opened on a candlelit bridge. Bats were swirling underneath the ceiling. Behind her security console, Tasha Yar was tied to a pole in a farmer's garment, straw coming out of her outstretched arms. "What the..." exclaimed Picard bemused. Tasha slowly turned her head toward the captain and croaked an indecipherable warning as blood was gushing out of her mouth. Farther back was the motionless form of Wil Riker, frozen into a running stance, a terrified look on his pale features.

Coming up the ramp in his direction, the living-dead body of Wesley Crusher was slowly closing in on him with a: "RRRRAAAAARRRRGGGGHHHHH... RAAARRRH!... RAAAGGGHHH!" Picard picked up his phaser and fired a stunning shot at Wes, who kept on "RRAAAAGGGHHHING" toward him. The captain made a few steps back and readjusted the phaser setting to kill. Wesley was now within an arm's reach of Jean-Luc when the latter aimed for the head. "SHUT UP WESLEY!" he yelled before the acting ensign's head blew up against the bulkhead. Picard strode over

the zombie and headed down the ramp.

Sitting at ops was a scalped android whose matrix jutted out. His fingers were jumping over the controls in a bleeping melody to accompany his words:

"In the grave yard,

In the grave yard,

When the moon begins to shine,

There's a doctor, crazy doctor,

and his monster Frankenstein..."*

"Data report!" ordered the captain. But the android acted like Picard wasn't even there. "No! Leave me alone!" pleaded Deanna Troi from her counselor's chair. Deanna gazed at the emptiness before her in an agonizing expression. Picard reached out to her. "Deanna, what's happening?!" he inquired, kneeling next to her. "Pain! Horrible pain!" she voiced with crisped muscles, still staring in the void. "Deanna... Deanna look at me!" The counselor suddenly stepped out of her drowsiness and blinked at the captain with terror-stricken eyes. "Get out... GET OUT!... She's coming!" screamed Deanna, overcome by fear. "Who's coming?" asked Picard. "My... My... MY MOTHER!"

"NNNOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO!!!!" overreacted Picard, his hands stretched upward in an overly dramatic movement. "This thing of darkness..."** quoted Picard from Shakespeare literature. "O Romeo, Romeo, wherefore art thou Romeo?"** echoed the witch's voice on the bridge. Lwaxana Troi materialized in a sparkling beam of light. She was wearing an elaborate 16th century dress with shiny jewelry. "O my dear Jean-Luc how I've missed you! How could you survive without me by your side darling?" The captain stood up. "All that glitters is not gold.** What did you do to my crew?!" "Well, since they weren't very hospitable to my coming here, I turned them as inhospitable as I could! But don't worry, I have something much cuter in mind for you!"

Picard didn't wait to be transformed into a toad. He took his heels and ran off. An evil laugh resonated inside his mind. "Whether you stride or drive, there's no place to hide." mocked Lwaxana shadowing the captain like a ghost, passing through the ship's floors and walls in an unfair pursuit. Still the captain ran for his life. "Johnny Johnny... You're making me edgy!" rattled the witch. "With a clip and a clap, I'll make you fall into a trap." Upon these words, the floor gave way in front of Picard, forcing him to stop abruptly. The captain spun around, looked at the boastful Lwaxana, turned his head back at the endless pit... and jumped.

Jean-Luc woke up in his quarters. He glanced at his bedside table. Midnight, October 31st. "Captain, I think you'd better get up here," urged William Riker over the comm. "What is it Number One?" "Let's just say a UFW!"

* In the Graveyard song, unknown author

** Quotes from Shakespeare

Fiction

Haunt

by CDR H Diosas
PR Entertainment Correspondent

"Captain's Log, stardate 4826.7. We have found a strange Nebula and Starfleet has asked us to explore it."

"When I was younger, we would celebrate with candy and costumes, how about you?" Franklin asked Khmer.

"Hmm..?" He said, coming out of a daydream like state

"Halloween, Jack. Did you celebrate?"

"No, Klingons don't have Halloween."

Franklin sighed, she began to speak, but was interrupted by the Captain.

"We have entered the Nebula, and if I might say so myself, it is one of the most beautiful and interesting Nebulas I have ever seen. I would highly recommend taking a look yourself. Captain out."

Franklin and Khmer looked at each other, then made their way to the windows of the mess hall.

"It is beautiful." Franklin admired, in an awe filled tone.

"And kind of eerie."

The room went dark, except for the eerie purple glow coming from the windows.

"Andalus to Marlett!"

"Yes, Captain?"

"Mind telling me what's happening?"

"Well, there was a system wide power failure, the only system that is working are life support. I'm guessing its linked to the – what the...?"

"Commander! What is happening?"

"Captain, it was a cloud of energy. It formed around the warp core. It was like a ghost."

Andalus took a deep breath, "We all just need to stay calm--."

Nez began to scream. She dropped to the floor and patted her arms and her legs, as if there was something on her she was trying to get off. "Nez," the Captain said.

She walked over to her side and lifted her to her feet. Nez shook her whole body and wrapped her arms around herself. "That was horrifying."

"What happened?"

"It was like a million little spiders were crawling on my body at once."

"Well, umm... Take a deep breath, and try to relax." she said, unsure of the situation. "How do we get main systems back online? Life support is the only system working."

"If we move the people that we can contact and turn off life support for that area, could we then transfer power from life support to other systems." Marlett suggested.

Commander Rockwell turned his chair around to face the captain, "If we turned the comm system back on, we could send out a distress signal, the other ship could then use a tractor beam to pull us out of the nebula."

"We can do that, Captain." Marlett said.

"Then get to work."

"Alright stay – Did it just get colder?"

"I think so, I can see your breath. It must be close to freezing in here," she paused and looked around the room, "I heard it again." Franklin announced, shivering.

"The noise?"

"Yes, it sounds like its coming from the walls." Franklin stood up and walked over to the wall. She placed her hands on it. "Whoa!" she shouted, pulling her hands away from the wall, "It's like ice."

Khmer stood up, walked over and ran his hands on the wall, his face was lit up by the glow from outside. "The Nebula."

"What about it?"

"It's causing the problems."

"How do you know?"

"Look at what has happened. We enter the Nebula, power goes out, either we have a faulty system or the Nebula has a capability that scans didn't show before we went in."

"If we can't leave wh... What is that!" Franklin said, pointing out the window.

"What?" Khmer turned around. An energy force was coming from the nebula, and heading for the ship. He looked back at Franklin, "I would hold on to something if I were you."

"Captain? This is the star ship Ellis responding to a distress signal. We are outside of the nebula. What is the problem."

Andalus opened her eyes and looked around, the rest of the bridge crew was staring at the view screen as if they were hypnotized, "Star ship Ellis, Captain here, don't enter the nebula, it has caused a total systems failure."

"Do you need to be towed?"

Andalus walked over to her first officer, sitting at the science station, and waved her hand in front of his face. He didn't react. "Yes, and fast, something is happening here, my bridge crew needs medical attention immediately."

"Hold on, Captain."

The tractor beam from the Ellis extended into the Nebula and wrapped itself around the ship. Andalus sat back down in the Captain's chair and tried to keep her focus, but her mind began to wonder, she stared at the view screen, like the rest of the bridge crew.

Andalus opened her eyes, she was in a sick bay. She sat up, various members of her crew were laying in sick bay beds next to her. "What happened?" she asked one of the doctors.

"The nebula emitted a wave at the frequency at which humanoids hallucinate."

"That explains the spiders, and the ghosts."

"Don't forget about the voices." Franklin said, laying on the bed next to her.

"Well, this is one Halloween we'll never forget."

Recreations Department's Fortnightly Story Competitions

7 September - 18 September 2011

Shopping, Western Style

by CDR SF Warp

Internal PR Section Leader, BA Editor

Chance Munro and Brack rode double on Shiloh's back the ten miles into Barstow. The desert air was dry and unseasonably hot. They rode slowly, traveling on foot part of the way. The sun was high overhead when they reached the town's edge.

A boy of about twelve was standing under a shady elm, trying to twirl a lasso. "Hey there, young fella, can you tell me where the livery is? My horse could use a bite to eat!"

"Sure thing, Mister! Second street up, take a right! It'll be on your left!"

Chance thanked him, then said, "Listen. Don't hold the rope so tight. Let it twist between your fingers and it'll spin real nice."

The boy loosened his grip and was soon twirling the lariat with a near perfect loop. He beamed at Chance. "Gee, thanks Mister!" he was ecstatic.

Chance boarded Shiloh for the day. He told the proprietor he'd be back later to check on his horse.

Next, Chance and Brack went to the Assayer's office so Chance could trade some silver ingots for spendable coin. The assayer commented that the silver tested to be of very high grade. Chance thanked him and paid him his fee.

They then stopped at Mrs. Swensen's boarding house for lunch. Both men wolfed down her chicken and dumplings, and they couldn't get enough of her fresh, hot biscuits. Chance reserved a room for the night, paying in advance. He gave the woman a generous tip. Both men praised her cooking.

The general store was stocked with just about everything the traveler could desire: food, clothing, fire arms, and much more. "This is why we're here," Chance said as he looked over the hats. He picked out a first-rate Confederate-gray Stetson, tried it on and looked in a mirror. "I like it!"

Brack Tried on a brown one, looked at his reflection and smiled. "Well, I daresay; for me, this is different." He paused a minute longer, admiring. "I'll take it," he exclaimed.

Chance hadn't given firearms a thought, but when he spotted the gun display, he motioned the proprietor over. There were rifles and pistols of every sort. "I want two of those Henry repeating rifles, and sheaths to go with 'em. And I want two of those colt revolvers, with holsters and gun belts. And let me have two boxes of ammunition for each gun." His final purchase was two canteens.

Chance paid for everything. He handed Brack a gun belt and six-shooter. "Put this on," he told Brack. Brack had a look of uncertainty on his face, but he strapped on the gun belt and holstered the Colt. "I'll be back shortly. I need to check on Shiloh. Have the storekeeper store the rifles and canteens. We'll come back for them later." Then, he left for the livery stable.

Chance looked in on Shiloh who was happily munching oats. Satisfied, Chance paid the livery stable proprietor Shiloh's boarding fee. He made an additional arrangement, which he oversaw and also paid for. He then rejoined Brack at the general store.

"Now, how about we head for the saloon and do a little thirst quenching," Chance queried, smiling.

"Thought you'd never ask," Brack responded cheerfully.

Little did they know that trouble was lurking just inside the saloon's swinging doors. ♦

19 September - 3 October 2011

A Little Poker Perhaps?

By CDR SF Warp

Internal PR Section Leader, BA Editor

Chance and Brack had finished at the general store. Their next stop was at the saloon up the street where they were intent on partaking of some much needed liquid refreshment. "I didn't realize how thirsty I was," Chance commented as they ambled toward their destination. "In my previous circumstances I learned to get used to doing without, and not to think about it."

"Ah yes, your 'War Between the States'. Ill conceived, but inevitable; it was costly, with great hardships and losses on both sides. I think the outcome was the right one, though."

Chance's hackles began to rise. "Are you deliberately trying to vex me!? My side lost that war!"

"Yes, you lost. You lost militarily. But, in the long run, socially, politically, in the grand scheme of things, both sides won. Your nation, both North and South, will recover, and will become stronger than ever. Trust me. Everyone will benefit."

Chance thought for a long moment. "I know you're right," he said. "It just galls me that I fought for the losing side."

"Why did you," Brack asked, curious.

"I'm from Virginia. If I'd been born in Pennsylvania, I'd've fought for the North."

"You're a good man, a patriot, a man of honor."

"I like to think so," Chance said, thoughtfully.

They soon arrived at the saloon. Before entering, they peered inside. There were several round tables. Most were empty. Three men sat at one table in a poorly lit corner, talking quietly. One was shuffling a deck of cards, seemingly out of habit. Two men were drinking at opposite ends of the bar. The bartender was wiping a glass with a white rag. "I noticed that fellow in the general store: the one with the cards," Brack said.

"I saw 'im too." A brief pause, then, "C'mon. Let's go in."

They went straight to the bar. Chance ordered two beers. He placed a few coins on the bar. The bartender picked up two nickels.

Brack took a sip of his beer; Chance took a gulp. Then, "Hey Reb!" The bark came from the man with the cards. "How 'bout joinin' mah two friends 'n me fer a frien'ly game o' cards?"

"I don't gamble, Yank."

"My frien's here 'n me been lookin' fer a fourth man ta join us."

"No thanks!" Chance was firm.

"Ain't very neighborly of ya," He said, goading. His hand was now resting on the butt of his gun. "Surely you can set with us fer a spell and play a few friendly hands o' poker."

Chance, knew what was coming. He whirled, drew his colt lightning quick, and fired. He put a bullet, dead center, through the top of the Yank's hat. "First, you're not just looking for a fourth man! You're looking for a fool to fleece. Second, I'm no fool. And third, your ogling of my money pouch at the general store was a dead give-away. Now, my friend and I are going to finish our beers and go on about our business! You three are going to mind your own!" The three were silent after that.

Chance and Brack drank up. Then Chance tipped the bartender a five-dollar gold piece, and they left.

The livery stable was next...where a surprise awaited. ♦

Fortnightly Competitions

4 October - 16 October 2011

Untitled

by LT T'Kya Amaterasu-Wolfpaw
Junior Officer

Shalaya was a beautiful continent as far as the eye could see. Separated by the Border Mountains with the dry, coarse desert beyond. The grass was soft under one's feet like a silky cushion and wet from the early morning chill. The most grand part of Shalaya was the valley, a valley of beauty and radiance, looked down on by the planet Pak'Tor.

Walking through the forest was easy if you knew which way to go. The trees towered high and the birds sang sweet songs that lifted your heart and kept your ears alert and a deer that bolted by that made your eyes sharp. The dirt was rich and cold under your feet as you walked across it. It was like a reality to escape to that was conjured in your sleep in a stormy night as an act of comfort.

On the other side of the forest you are greeted by a steep ledge and laid out before you far below was the valley itself. Green hills on either side and a river snaking its way to the lake by the mountains on the horizon. The wind whistled through your hair and the air was clear and fresh as it hit your nostrils. The glow of Pak'Tor was radiant in the lake, crystal clear in its shade of purple. And a moon you could just about see orbiting around Pak'Tor's ring. You make your way down this rugged, stony path to the river.

Small villages dotted the river on either side, with people washing clothes and preparing food. Wolf cubs running back and forth chasing brightly coloured butterflies. The people had brightly coloured braids in their hair and paint on their faces, a line or a pattern that made them who they were. Onwards towards the huge temple ahead. A cross-shaped building with four large marble halls with hard, gold coloured concrete on the outside with patterns and small drawings by children. The dome at the very top was red, its supports also made of gold. It looked mystical with Pak'Tor looming over it in the blue skies above.

Inside the temple was draped with purple, red and gold fabrics and banners, the walls painted with drawings that told a story. A group of priests standing before a man of stone with flowing robes and long hair, his hands together and looking down on his subjects, praying. You also bow your head briefly to this very special statue. Another chamber held gold, silver and various metal relics that meant something to these people, that told a story by a design of an object or the drawing it had on it.

Back outside on the far side of the temple was a deep waterfall that disappeared into a mist, just before the edge of the valley. A mist that acted as a floor so nobody fell into its depths and that nobody unwelcome could get out. The wind whistled and whirled around you and with a deep breath, you let out a howl.

Did I mention to you that you was a wolf?

◆◆◆

Fiction

The Costume Ball

By CDR Shaharazod
PR Correspondent

The invitation was simple: "Come dressed to scare or be square", it said on an actual replicated parchment invite and handwritten with a flourish. The Ball was going to be held at 2000 hours in Ten Forward, and it was MANDATORY that everyone be present.

Captain Picard frowned at himself in the mirror. He detested being a part of these ship wide events. But, they were morale boosters for the crew. Plus, they needed to see their Captain enjoying himself as well. The big mystery was, who was going to be what.

Picard had thought long and hard and even expressed his frustration to Beverly:

"I'm going forgo this entire costume nonsense, and attend as myself," he said.

"Oh no, you can't do that Jean-Luc! That would be so utterly boring!" Beverly exclaimed, as she referred him to The Costume Register.

Once a crew member had chosen one of the hundreds of costume suggestions anonymously, it would be registered as "taken". A good many ideas were still open. While Beverly closed her eyes and turned her head, Picard scowled and chose one.

At 2002 hours a properly costumed Picard stepped into Ten Forward and found it crowded, the party in full swing. He looked around at the diverse costumes and felt like he was in another universe. Even Guinan, who was dressed as herself, had worn garb which included tiny colorful lights. . .

Picard immediately espied Commander Riker, who was dressed as a Pirate. Worf was dressed in an old fashioned tailed black tuxedo, complete with spats, top hat and walking stick. Beverly was dressed as an old fashioned Nurse, all in starched whites with a prim nurse's cap atop her head.

"Excellent choice, Sir." Riker said as he smiled rakishly. "And becoming too." Beverly added.

"Thank you." Picard replied. "Has anyone seen Data?" he continued.

"No, I haven't seen him since this morning." Geordi piped up. He was dressed like Bob Marley, complete with fake four foot long dreadlocks.

"Neither have I." Troi piped up. She was dressed as a Southern Belle, awash in hues of blue, complete with a matching parasol and gloves.

Suddenly a hooded and caped figure was among them. Gloved hands shoved back the hood revealing Data's powder whitened face, and fake bloody fangs. Despite themselves both Beverly and Troi gasped, while the men stared.

"I've come to suck your blood!" Data said, with an authentic Transylvania accent. Count Dracula was in the house.

Captain Picard aka General George Washington did the face palm while everyone else laughed. ◆

ACROSS

1. You can count on them
6. Bleak
10. Enormous birds of myth
14. Land of the rising sun
15. Peewee
16. Adjoin
17. Sharp
18. "I ___ you so!"
19. No longer are
20. *He, not Scotty, killed the women on Argelius II
22. Hawaiian tuber
24. Death on the Nile cause, perhaps
25. "God's Little ___"
27. *See 45A
29. Watch
33. High school class, for short
34. Peddle
35. The Beatles' "___ Leaving Home"
37. *See 54A
41. Arapaho foe
42. *McCoy fixed up this creature with a concrete band-aid
44. Be nosy
45. *They warned Kirk to leave Pyris VII, with 27A
48. Earth upper crust material
49. Beep
50. Health resort
52. Coated, as a tooth
54. *Kirk's obsession on Argus

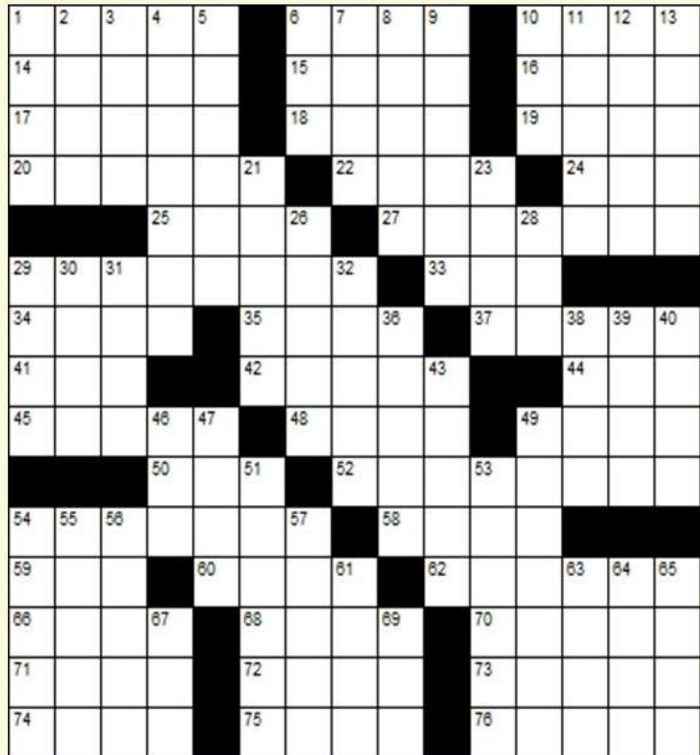
- X, with 37A
58. Dope
59. Anger
60. Baby holder
62. One of these ape-like creatures bit Kirk
66. June 6, 1944
68. Bothers
70. Rice wine used as flavoring in Japanese cooking
71. Coastal raptor
72. Detective Wolfe
73. Bind
74. Feed bag contents
75. Deuce topper
76. Grapefruit-tangerine hybrid fruits



DOWN

1. Not quite closed
2. Bundle
3. Mimicked
4. Take one's wheels at gunpoint
5. All together
6. Clock standard: Abbr.
7. Brawl
8. Acquired relative
9. Central vein of a leaf
10. Uncooked, as vegetables
11. Sorcery in the Caribbean
12. *Enterprise or biting Pyris VII had one on it according to the dead crewman, Jackson
13. Procedures
21. 2005 Best Picture nominee
23. Auditory
26. Character
28. Newspaper div.
29. Close
30. Way
31. The America's Cup trophy, e.g.
32. * ___ Trek: the theme of this puzzle
36. Bear
38. Birthstone after sapphire
39. Encourage
40. "___ in the wool"
43. Scare
46. Clairvoyance, e.g.
47. Colossal
49. Setting a fixed exchange rate between two currencies
51. Out-and-out
53. Tent dress, Hawaiian style
54. There's one on every blue-ray
55. *She would have Picard believe she was the devil
56. Destined
57. Downy duck
61. Drag
63. Husk
64. South American monkey
65. Change for a five
67. "Absolutely!"
69. ___ sauce

Online Starbase's Blue Alert Crossword Puzzle
***??? Trek - Edited by Warp - October 2011**



Answers to Previous Puzzle

S	H	E	B	A	L	A	M	A	A	R	A	B			
M	A	Y	O	R	A	T	O	P	R	E	N	O			
U	T	E	R	I	G	O	T	O	M	I	N	X			
T	H	R	E	S	H	M	I	L	D	C	U	E			
					D	E	A	N	F	L	E	S	H	L	Y
C	O	L	O	N	I	E	S	O	N	E					
I	M	A	M	F	E	E	S	T	W	E	E	T			
T	E	N	A	D	A	M	A	C	P	A					
E	N	D	O	W	S	L	U	B	A	R	I	L			
					D	A	B	S	T	A	R	B	U	C	K
C	H	E	D	D	A	R	S	C	A	R					
Y	E	N	E	L	A	N	A	N	A	R	C	H			
L	A	T	E	T	S	A	R	C	H	I	L	L			
O	V	E	N	A	P	S	E	H	A	L	E	Y			
N	E	R	D	R	Y	A	S	O	M	E	G	A			



SF Warp



Buzzellary

WORD SEARCH

October's Topic:

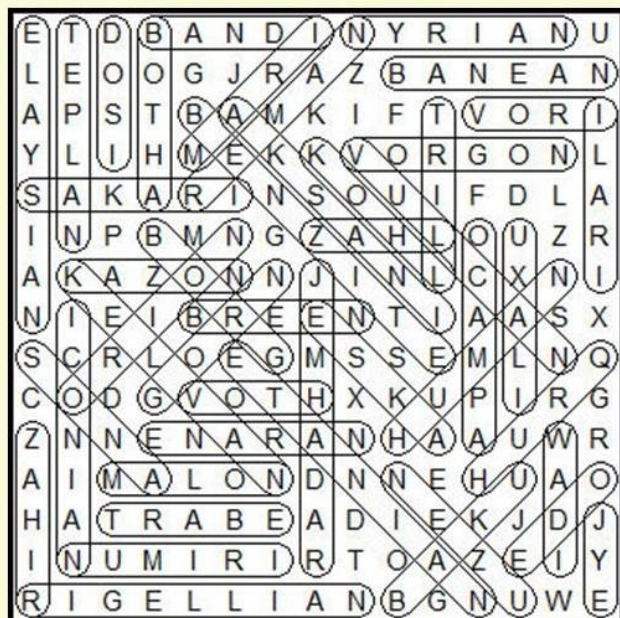
Things that Go Bump in the Night

Look for 51 spooky things



September's Word Search:

More Humanoid Species

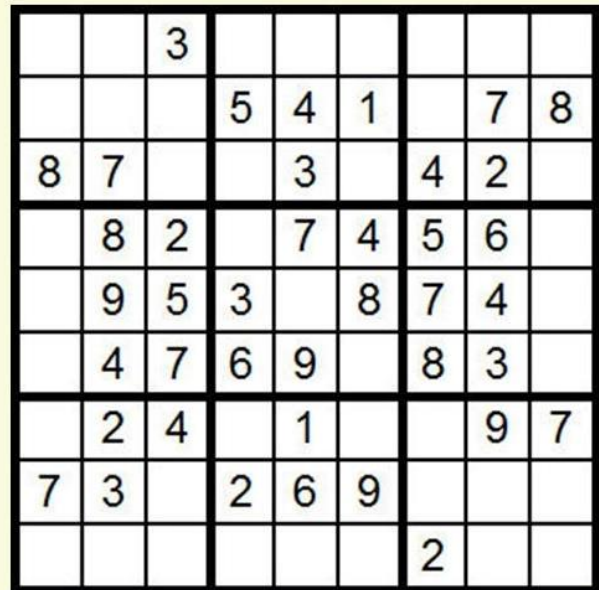


SUDOKU PUZZLE

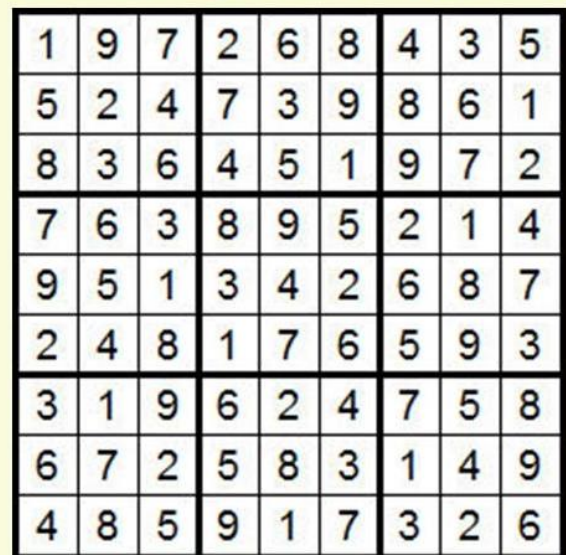
October 2011

Level of Difficulty:

Very Easy



Solution to September's Sudoku Puzzle



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Senior PR Correspondent
Feature Writer

CDR H. Diosas
Entertainment Correspondent

CDR Shaharazod
PR Correspondent

LCDR Khan Noonien Singh
PR Correspondent

On Command

by: Capt Matt Foard

Acting Vice Commander

Wow, what a great few weeks I have had keeping the VC's chair warm. First I must thank RADM Jade for letting me run with the ball and giving me great support when needed. Also I thank my fellow department chiefs for assisting me as well. Nice one guys!

As our community grows I am often asked by peeps where can this forum go? How far can we grow?

We have several excellent officers joining the senior ranks now at OSB and YOU are the future of this forum. The staff are putting plans together to further unlock your potential and make you the leaders for the future. There will be many new and exciting incentives and positions created over the next few months and these will need filling by the next generation of OSB senior officers.

This is truly a forum like no other and I hope you will all be with me on the journey ahead.

LLAP!

ATTENTION OFFICERS!!!!

If you were a staff officer in OSB's past, please contact CDR Cottingham with your office, dates and historical recollections. The Public Relations Department's History Section needs your input for Online Starbase's newly established Historical Archives.

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