

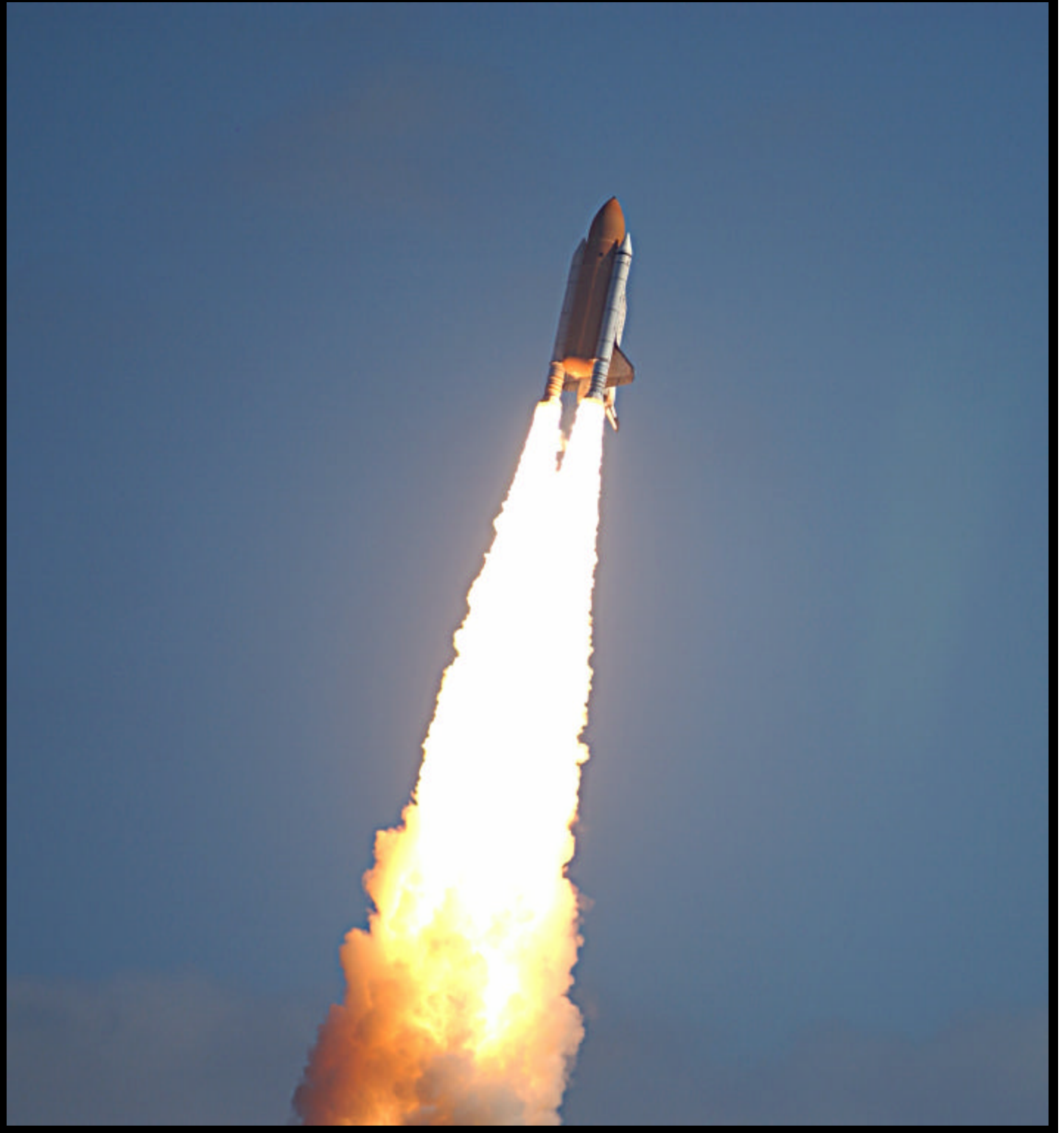
# THE WRIGHT STUFF



Vol XIV ♦ No 1

The Official Newsletter of the U.S.S. Kitty Hawk ♦ NCC-1659

January 2003





# THE WRIGHT STUFF

Volume 14 - Number 1

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Publisher ..... J.R. Fisher  
Editors ..... Jane Fisher  
John Troan



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**TOOL BOX:** Pentium IV-2.0GHz; HP LaserJet 1200 & DeskJet 722C; Lotus WordPro; Adobe Acrobat.

**IMAGES - Title Banner**

Wright Flyer from NASA/Ames PAO photo archive; *U.S.S. Kitty Hawk* (USN CV-63) from [navicp.navy.mil](http://navicp.navy.mil); *Constitution* class cruiser from [gwu.edu/~rljones/khawk](http://gwu.edu/~rljones/khawk).

**IMAGE - Featured Front Page**

Shuttle *Columbia* liftoff from KSC Pad 39A on mission STS-107.

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# A View From the Catbird Seat

By J.R. Fisher

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That was some finish to 2002! First the ice storm, then the dinner party, and finally the failed First Night! Whew, glad it's over.

At the January meeting we had a roundtable discussion as to just what we were going to do as a club. No one seems happy with the way things have been going, least of all me. So what we are planning to do for the foreseeable future is this: we will continue to meet at the usual time and place to discuss the current sci-fi world for about an hour. Afterwards, we will pick a restaurant or restaurants, preferably ones we have not tried before as a group, and go to dinner. Following dinner we will come back here and either watch *Star Trek*, a movie, or play a game, decided by the group during the meeting.

If someone has a video or DVD that the group is interested in, they can bring it and the group can vote on it. Hopefully, by combining all of our activities on the same day we will get better participation. This does not exclude away teams to

cons or other events. It just seems that we have a core group who get along and would like to spend some adult time together. Sometimes we will orient our programming towards kids for the younger set. Anyway, we thought we would try this rather than just give up on meeting.

One of our favorite activities is just around the corner. UNC-TV and PBS have their telethons coming up, starting February 22. We have volunteered 25 warm bodies for the evening shift (6 p.m. - 11:30 p.m.) on Saturday the 29th of March. We asked for the first Saturday night again this year, but it was already taken. If the crew wishes to take a second night we could ask for the first of March and do it after our meeting. We can decide that at the February meeting.

Typically, I would announce promotions at this time (at the January meeting) but have delayed doing so because of the rather unusual month of December and how it impacted our group. We were unable to have the December meeting because of the ice storm; only half of the thirty people who signed up for

the Kanki dinner showed up (we won't do that again); and only four other people made it to Raleigh's First Night (again, that is the end of that).

I especially want to thank Brad McDonald and his two daughters, Kirsten and Katy, for showing up to answer my last minute plea and then staying the entire eight hours, running the tent by themselves for most of the afternoon and evening. We have not gotten an accounting from the festival as of this writing but the ship owes a very large thank you to these three people for allowing us to be able to fulfill our contract and earn money for our ship and our charity. WELL DONE!

This newsletter is the start of a new volume and will be published on a different schedule. Reports are now due by mid-month of odd-numbered months as we will publish them also.

No junk about the Wright Stuff, obviously a lot of us don't have it, or get it.

*Esse Quam Videri*

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## First Officer's Report

By Larry Pischke

---

Well, we've managed to hang in there for another year. Hooray for us!

For those of you who missed the meeting, there was some serious discussion about what we should do now. The very fact that there weren't many at the meeting was cause for concern. How many of you are still out there, anyway? That's one of the many questions we were kicking about. Attendance has been low at events and gatherings. Basically, it doesn't seem like many people give a damn anymore.

Our reasoning went through the gamut from a failing franchise with no interest in its fan base to an increased incursion of "real life" into everyone's fantasy life. Toss in the general feeling that our community doesn't seem to want

our "community service" anymore, and our frustration level goes up and up.

For those of us in attendance, I think the whole situation boils down to a simple concept: this is our ship. We want to do things together and have fun. Sure, we like Gene Roddenberry's ideas for the future and do what we can to help others. But we like other things too. If the successively weaker incarnations of *Star Trek* go away, or if the community doesn't want our help, we can still get together and have fun. We can go to movies, or play games, or go out to dinner (and food has always been a big part of the *Kitty Hawk*!).

If you're not having fun, what's the point?

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## Science Report

By Elaine Pischke

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In science news, three more moons were discovered orbiting Neptune. This makes the total eleven moons for that planet. They are very small – only 18-24 miles in diameter.

As I write this, Shuttle *Columbia* is currently engaged in a purely scientific mission, with approximately 80 research experiments on board. Also aboard is the first Israeli astronaut. *Columbia* is scheduled to return to Earth on February 1<sup>st</sup>.

Just for kids: If you (or your kids) are in grades K-12, you could enter a contest to name the Mars rovers. See [http://www.nasa.gov/newsinfo/namethe\\_rover.html](http://www.nasa.gov/newsinfo/namethe_rover.html) for details, but hurry. The deadline for on-line entries is January 31<sup>st</sup>, 2003. Mailed entries must be received by February 7<sup>th</sup>.

# Computer Operations Report

## By John Troan

As promised in the October 2002 issue, this month's Comp Ops will focus on the 35 technologies that shaped the computer industry in the last 35 years, as listed by *Computer World*. Before I get into that, here are a couple of other items.

The *Next Generation Season 7* DVD set contained an ad for & preview of the *Deep Space Nine* DVDs. They'll be released throughout 2003, with Season 1 due out February 25 and Season 2 on April 1 (as listed on [Amazon.com](http://Amazon.com)).

The newsletters will be undergoing a couple of changes -- the return of the byline in the last issue and a slight adjustment in the layout to put more information on each page. I've also added links to the web sites mentioned and from the table of contents to each article. Most of this new functionality comes as a result of my purchase of the full Adobe Acrobat for personal computing needs at home.

Now for those 35 technologies.....

1. **Dynamic RAM (DRAM)**. This is what everyone knows as computer memory. Before DRAM, other options were unreliable, painfully slow, or very expensive.
2. **Graphical user interface (GUI)**. Remember the days of DOS, when everything has to be run from the command line? The GUI made computers easier to use -- most of the time -- and has moved that old command line to the back burner.
3. **Internetworking**. This allows computers to talk to each other. Without this capability, the Internet would not be possible. (On a smaller scale, it also allows several home computers to share a single connection to the 'net.)
4. **Microprocessors**. From Intel's first 4004 CPU in 1971 to today's Pentium IV, these collections of circuits power most of today's desktops and laptops.
5. **Electronic spreadsheets**. Starting with VisiCalc -- which I remember using -- to Lotus 1-2-3 to Microsoft Excel, they quickly showed how changes in the numbers affect the other related & linked numbers.
6. **UNIX is created** and now runs on most of the backbone computers of the Internet.
7. **Unbundled software** allows users to purchase the programs usually independently from the computer it will run on. (While most manufacturers bundle some software with a new computer, most software can also be purchased from someone other than the computer maker.)
8. **Generalized markup language**, the predecessor to HTML and XML.
9. **Relational databases**, with Oracle the most recognized software that uses this data structuring.
10. **Wireless networking** allows computers to communicate without those pesky cables limiting your movement with the computer.
11. **Internet e-mail**. Need I say more?
12. **Winchester disk**, the predecessor to the hard drives of today.
13. **Data Encryption Standard** that allows sensitive data to be shared across very public connections without anyone else able to "read" the information.
14. **Ethernet developed** and is now the default standard in connecting computers together.
15. **The IBM Personal Computer**, the first computer built for the home or office. While not inexpensive, it was designed with an open architecture that allows a user to add whatever else is needed: printer, scanner, camera, PDA, etc.
16. **The portable computer** took the power of desktop computing and made it mobile.
17. **NetWare**, the first network operating system that allowed people in the office to share files and printers.
18. **The LaserJet printer** was the first (relatively) high-speed, high-quality printer. With today's prices, most computer users can do desktop publishing with professional-looking results.
19. **Lotus Notes**. My personal favorite -- I earn a paycheck -- this software was the first successful groupware package that shared e-mail and data. Today's versions allow sharing of calendars (in addition to e-mail) and has the ability to host a web site -- including the *Kitty Hawk's*.
20. **The Office suite** grouped several programs into a single all-in-one package, with Microsoft office the dominant suite in use today.
21. **Microsoft Windows 3.0** was the first widespread operating system with a graphical interface.
22. **Windows NT**, now the dominant server software in departmental use today.
23. **The World Wide Web**, probably the second-largest use of the Internet today.
24. **Java**, which allows a single program to be run on any operating system, whether it's Windows, UNIX, Mac, etc.
25. **Personal digital assistants**. Who doesn't have -- or wants to have -- one of these little electronic devices? (I'm on my second PDA now, with the next one to be combined with a cell phone.)
26. **CICS**. "IBM's Computer Information Control System...is the most important mainframe transaction-processing software in the world."
27. **Removable storage**, which includes the floppy disk, ZIP disk, CD-ROM, and now DVDs.
28. **Word Processor**, the product that ultimately replaced the typewriter.
29. **Bar codes**. When was the last time anyone's seen a product on the store shelf without one of these black-on-white sets of bars? In some of my past jobs, they've certainly made inventorying of thousands of items a lot easier to manage.
30. **Inexpensive modems** allowed home users to start communicating. Hayes Microcomputer Products' "AT" modem command set is still used in today's 56K modems.
31. **Compaq's PC clone** was the first truly IBM-compatible desktop computer.
32. **Linux**, another personal favorite, allows a UNIX-like operating system to run on inexpensive desktop computers. Released under the GNU Public License, anyone with the necessary programming skills can now make adjustments in the operating system.
33. **Portable Document Format**, which allows the content author to set up the layout and electronically share documents, regardless of what computer system the readers have. Making Acrobat reader available for free hasn't hurt either. :)

Continued next page

# Security Report -- A Disaster Kit for Staying at Home

By Spring Brooks

When you've gathered supplies, discuss an emergency plan. Then you will be better able to stay at home with no water or electricity.

**Preparing the Kit.** Use the following checklist, as a guide to see what supplies your family will need. To be ready for a disaster, you will need to stock the basics: water, food, first aid supplies, clothing and bedding, emergency supplies and tools, and special items.

You will need these items if your family is confined at home.

**Water.** Water is the most important item. Store water in a plastic container, such as clean soft drink bottles, and avoid using containers that could contaminate the water, decompose, or break. To keep stored water fresh, change it every 6 months.

A normally active person needs to drink at least 2 quarts of water each day. If its hot and you are very active, you need twice as much.

Children, nursing mothers, and sick people will need more.

- Store at least 1 gallon of water per person per day (2 quarts for drinking and 2 quarts for food preparation, washing dishes, and bathing). Two gallons per person is better.
- Keep at least a 3-day supply of water for each person in your household, more if you have a place to store it.
- Include bleach for purifying additional water if supplies run out.
- Coffee filters may be used to remove sediment before purifying water.
- You will need extra fuel for boiling water if stored supply runs out.

*Continued from previous page*

34. **Storage-area networks** allow ever-increasing amounts of data to be easily managed. This is important to those of us who have to do system administration.
35. **Multimedia convergence** allows simple text, audio, still images, and video to be combined with relative ease.

Having worked with computers for over twenty years, the last nine-plus as a paying profession, I can relate to almost all of the technologies listed. When looking at today's jobs, how many *don't* involve computing in some form or fashion?

- Include a medicine dropper or 1/8 tsp. and 1/4 tsp. measuring spoons for measuring bleach.

If the main water line was turned off before the emergency, the water in pipes will be safe to use. Water in the hot water heater and toilet tank (not the bowl) also should be safe. When purifying water, use 16 drops from a medicine dropper or 1/4 teaspoon of chlorine bleach for each gallon of water. If the water is not clear even after filtering, double the amount of purifying agent. If a slight bleach odor does not remain after 30 minutes, do not use the water.

**Food.** Keep a 2-week supply of nonperishable food at home in case of a disaster. Since gas or electricity could be off during an emergency, select foods that require no refrigeration, preparation or cooking, and little or no water. Rotate the food with newly purchased food supplies to ensure freshness. Never use a fuel-burning camp stove or charcoal burner inside your home, even in a fireplace. Fumes from these stoves can be deadly. Buy the size container that can be used in one meal. Make sure you purchase foods that you and your family like, as well as foods that have a long shelf-life. Because they contain liquids, canned fruit, vegetables, and fruit juices are excellent choices. With the door closed, food in most freezers will stay below 40° F for up to 3 days, even in summer. Or in a tarp covered Suburban. You may safely re-freeze foods that still contain ice crystals or that have been kept at 40° F or below. If you can't use your stove, you can use a fireplace. Candle warmer, such as a fondue pot. Do not use candle warmer to cook raw meats, fish, poultry, and eggs.

- Do not cook frozen foods because they require much more cooking time and heat than canned goods.
- Do not eat home canned meats and vegetables unless you can boil them for 10 minutes before eating.
- All water from questionable sources that will be used in food preparation must be boiled for at least 10 minutes before use.
- If you are without refrigeration, open only enough cans or jars of food for one meal. Leftover food in jars and cans cannot be saved.

- If necessary, substitute canned and powdered milk for fresh milk.
- Prepare and eat foods in their original containers, if possible.

Consider the following for your Disaster Supply Kit:

- Ready-to-eat canned fruits and vegetables
- Canned juices, milk, soup (if powdered or concentrated store extra water), cheese spreads
- Staples, (sugar, salt, and pepper)
- High-energy foods (peanut butter, jelly, crackers, granola bars, trail mix, dried fruit and nuts)
- Vitamins
- Foods for infants, elderly persons, or those on special diets
- Comfort foods, such as cookies, hard candy, sweetened cereals, lollipops, instant coffee and tea bags
- Canned meats such as tuna and Vienna sausage

To prepare food, include the following:

- Charcoal
- Wood for the fireplace
- Fuel cups — Sterno
- Gas for gas grill

**Clothing and Bedding.** Remember that your air conditioner or furnace might be out. Be sure you can get to your clothing that is appropriate for very high or very low temperatures.

**First Aid Kit.** Store your kit in a convenient place, and make sure everyone knows where it is. Ask your doctor or pharmacist about storing prescription medicines. Keep a first aid kit at home and another in each car. Store items in airtight plastic bags. A first aid kit should include:

- Sterile adhesive bandages in assorted sizes
- Tongue depressors for small splints
- Gauze pads (2-inch and 4- inch)
- Roller bandages (3-5 rolls)
- Tube of petroleum jelly or other lubricant
- Hypoallergenic adhesive tape
- Assorted sizes of safety pins
- Scissors

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- Cleaning agent or soap
- Tweezers
- Latex gloves
- Needle
- Sunscreen
- Moist towelettes
- Antiseptic (alcohol and antibiotic ointment)
- Thermometer

Nonprescription drugs:

- Aspirin or other pain reliever
- Anti-diarrhea medication
- Antacid (for stomach upset)
- Syrup of Ipecac (used to induce vomiting if advised by Poison Control Center)

Emergency Supplies and Tools:

- Cash and/or traveler's checks
- Pliers
- Battery-operated radio and extra batteries
- Tape
- Cellular phone (fully charged)
- Matches in a waterproof container
- Compass
- Cameras to document damage
- Aluminum foil
- Paper cups, plates, and plastic utensils
- Plastic storage containers
- Flashlight and extra batteries
- Signal flare
- Non-electric can opener
- Plastic trash bags
- Utility knife
- Needle, thread
- Fire extinguisher, ABC-type
- Wrench to turn off household gas and water
- Tube tent
- Medicine dropper/measuring spoons
- Whistle
- Plastic sheeting/ tarpaulin
- Paper and pencil

Sanitation:

- Toilet paper
- Towelettes
- Soap, liquid detergent
- Feminine supplies
- Personal hygiene items
- Household chlorine bleach (without scent)
- Coffee filters (for water sanitation)

Special Items:

For Baby:

- Formula
- Diapers
- Bottles
- Powdered milk
- Medications
- Baby food

For Adults:

- Heart and high blood pressure medication
- Insulin
- Prescription drugs
- Denture needs
- Contact lenses and supplies
- Extra eyeglasses
- Incontinence products

For Pets:

- Food
- Water
- Litter
- Medications

Entertainment:

- Games and books

Important Family Documents:

Even if you do not need family records during an evacuation, they must be protected. Records are difficult to replace and may delay insurance claim or other important matters. You will need information about income, debts, insurance, and other financial data to apply for certain kinds of assistance. Keep these records in a waterproof, fireproof, portable container, and store copies of each in a separate, safe location.

- Will, insurance policies, contracts, deeds, stocks and bonds
- Passports, social security cards, and immunization records
- Bank account numbers
- Credit card account numbers and companies
- Inventory of valuable household goods, important telephone numbers
- Family records (birth, marriage, death certificates)

**Summary.** Remember the six basics you need to include – water, food, first aid supplies, clothing and bedding, tools and emergency supplies, and special items.

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## Engineering Report

### By Brad McDonald

---

Another year is gone already, it's hard to believe, but true. Rather than devote an entire report at looking back I just want to visit a few items and, as should befit a group based on the future, move on.

First of all, First Night was much better, temperature wise, than past events. However, rain which started around 6:00 (and not after midnight as promised by local weathermen) and continued through the night, put a severe damper on festivities. Organization by First Nighters, was a bit lacking as well. This meant we had to split our forces to cover two sales areas. We were short on help to begin with, and J.R. (still suffering from the crud) wound up in a three by three box, all alone. Anyway we survived and, of this writing, we're still not sure how much we made, but I hope it was a lot.

One more note on 2002 concerns *Star Trek: Nemesis*. While not a four-star movie, it was a solid two. As usual for Star Trek, it was a big budget, two hour episode. Not bad, but not great

either. It's easy to see why the *Trek* film franchise is just about dead. Perhaps the worse part of this situation was Paramount's decision to release *Nemesis* opposite of this year's stiffest competition.

*Nemesis* was in the top ten for sales for just two weeks, hardly worth noting in the grand scheme of things. *Nemesis* may have stood a better chance if it had been released at another time. Up against *Harry Potter*, *Two Towers* and *James Bond* (genre friendly rivals), *Nemesis* had little chance. It's almost as if Paramount didn't want the film to succeed.

Current thinking at Paramount (if there is any thinking there) calls for a moratorium on *Trek* films. After a few years maybe the fans will demand a new film. Question is, what type of film? Looking into the future now I don't see *DS9* or *Voyager* continuing the franchise. The folks associated with *Next Generation* have stated their reluctance to do any more films, although in a recent interview, Patrick Stewart backpedaled a

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bit and said that he might do another if the story was good.

As for 2003, it promises to be a real treat. Ignoring Iraq and Korea for a moment, there are a few events that should be worth noting and being a part of. First Flight Centennial celebration got off to a great start on December 17, 2002, and the observation will continue until December 17, 2003. There are plenty of events scheduled throughout the year, all over the state, but the biggie will be at Kitty Hawk. I'm trying to arrange a place to stay, not too far from the Wright Memorial. It belongs to the in-laws, so I'm going to have to negotiate for its use. It's rather big, so if I can get it, there may be room for some others to go along, any takers?

Along with Centennial, is the opening of the new Air & Space facility at Dulles Airport. All of the exhibits from the Paul Garber facility will be there under one roof and completely accessible to the public. Problem is, it opens on December 17, 2003, the same day as Centennial. Well, we can always go to the museum any day, Centennial only happens, well, once every hundred years.

Of course, there is the PBS telethon, Duke Children's telethon and more, perhaps there will be a few nice surprises this year as well.

2003 will also see the last part of the *Rings* trilogy, *Return of the King*. An interesting side note concerns the loss of Richard Harris, who played Dumbledore in the *Harry Potter* films. I figured the producers would get Patrick Stewart, Peter O'Toole or another 'old favorite' to play the old wizard. Instead, they choose Ian McKellen, who plays Gandalf in the *Rings* trilogy. I'm not sure why they did this but I feel it could turn out to be a big mistake. It may cause some confusion, McKellen is too closely identified with Gandalf. With the 15,000 to 20,000 unemployed actors in the U.S. alone, you'd think they could find a fresh face.

Just as I was finishing this article, USA Today ran a list of all the films for 2002. Unfortunately of the top 100 films, *Nemesis* placed only at 61 with a total sales of just over \$39 million. That's not even enough to cover the cost of the film.

Elsewhere in this newsletter is another of my Paramount rejects. Give it a read and let me know what you think. [Editor's note: look one column to the right.]

As always, long live and prosper.

# Deep Space Nine - "Long Road Home"

By Brad McDonald

STAR TREK: DEEP SPACE NINE  
"Long Road Home"

RABOK  
KANAR

RAY-bock  
KAY-nar

Written by  
Brad McDonald

## TEASER

FADE IN:

EXT. SPACE - DEEP SPACE NINE  
(OPTICAL)

The station is alone in space. There are no ships in dock, indicating things are rather quiet.

INT. OPS - WIDE ANGLE

OPS center is quiet, with duty stations occupied by N.D. crew persons, only KIRA and WORF are visible in the B.G. SIKO is moving from station to station, checking up on things, his voice over runs during his walk through.

## SIKO'S VOICE

Captain's personal log. We have entered the doldrums. In the past week, not one ship has docked at our station and the wormhole has been equally quiet. Perhaps the Jem'Hadar have succeeded in scaring off any visitors. Meanwhile, Jake is on Bajor doing a story on Keiko O'Brien's latest project. At least he won't be bored.

TWO SHOT - WORF AND SIKO

After concluding his walk around OPS, Sisko stops beside Worf's station and surveys OPS once more, becoming curious.

SIKO

(to Worf)

Where's Chief O'Brien?

WORF

In Cargo Three. Since it's fairly quiet, he thought it would be a good time to give the transporters a check.

SIKO

Sounds like busy work. I can recall a time when he wished for more time off and less to do.

LONG SHOT - KIRA AND WORF

Kira and Worf exchange a quick look in a manner which suggests a conspiracy.

CAST  
SIKO TARG  
KIRA KORDEK  
BASHIR DUREK  
QUARK NECHAYEV  
O'BRIEN KANAR  
ODO RABOK  
WORF  
ENSIGN ENDICOTT

## Non-Speaking

N.D. CREW PERSONS - DEEP SPACE NINE  
N.D. CREW PERSONS - DEFIANT  
N.D. KIOSK PATRONS  
N.D. KLINGON WAITER

## SETS

INTERIORS  
DEEP SPACE NINE  
OPS  
SICKBAY  
SIKO'S OFFICE  
ODO'S DUTY OFFICE  
KLINGON KIOSK  
TARG'S QUARTERS  
DEFIANT  
BRIDGE  
CERTRYX / FIRESTORM  
BRIDGE  
ENGINEERING  
SERVICE CORRIDOR  
ENGINEERING COMPARTMENT  
B.G. ONLY (FOR VIEWER SCENES)  
BAJORAN DEFENSE  
HEADQUARTERS  
BAJORAN SHIP BRIDGE  
ROMULAN WARBIRD BRIDGE  
KLINGON BATTLECRUISER  
BRIDGE  
KLINGON COUNCIL CHAMBER  
EXTERIORS  
DEEP SPACE NINE  
CERTRYX / FIRESTORM  
ROMULAN WARBIRD  
KLINGON BATTLECRUISER  
BAJORAN DEFENSE SHIP

## PRONUNCIATION GUIDE

KORDEK CORE-deck  
CERTRYX SEER-tricks  
DUJREK DUR-eck  
ENDICOTT END-e-cot  
NEVIK KNEE-vick

WORF

I think he misses his family. Work is good therapy for Miles, keeps his mind off their being away.

ON SISKO

Sisko considers what Worf has said for a moment.

SISKO

I agree. Kira, when you go back to Bajor to pick up Jake, take the Chief along. A few days on Bajor may do him some good.

WIDE ANGLE

Kira becomes very enthusiastic and nods to Worf.

KIRA

An excellent idea, Sir. I'm sure the Chief will enjoy himself.

Kira's words sound just a bit too enthusiastic and Sisko picks up on the 'plot'.

SISKO

I think I've just been had.

Kira and Worf exchange another quick glance and then return to work. Sisko is aware of it, but lets it go without comment. The light mood is interrupted with the sound of an electronic alarm. Sisko moves closer to Worf's side.

TWO SHOT - SISKO AND WORF

SISKO  
(moving)

What is it?

WORF

I'm getting a reading from the wormhole, a neutrino build up. Something's coming through.

SISKO

The Jem'Hadar? On the main viewer!

ANGLE ON MAIN VIEWER (OPTICAL)

The viewer shows the wormhole and the exiting ship, it's an old Klingon cruiser from a century ago.

OPS -WIDE ANGLE

Each of the persons present is struck by the image. Sisko speaks while staring at the viewer. Sisko speaks in total surprise.

SISKO

Is that really what it appears to be?

Worf and Kira are already very busy at their consoles.

KIRA  
(working)

It's a D-9; K't'inga class cruiser.

WORF

Almost. It's a D-7 type, over one hundred years old.

KIRA

More important than that, check out the markings...

ANGLE ON VIEWER (OPTICAL)

KIRA'S VOICE  
(o.c., continuing)

It's a Romulan ship!

ON SISKO

SISKO

Now why would an ancient Klingon ship with Romulan markings be exiting the wormhole.

Off Sisko's reaction...

FADE OUT.

END OF TEASER

ACT ONE

FADE IN:

(NOTE: Episode credits fall over opening scenes.)

OPS. - ANGLE ON VIEWER (OPTICAL)

Action is continuous from the Teaser. There's a marked increase in activity. Sisko is near Worf's post studying the image on the viewer. He taps his comm badge.

SISKO

Chief, report to Ops.  
(to Kira)

Major, hail them! Let's get a few answers to go with our questions.

KIRA

Aye Sir!

SISKO

Worf, see if the sensors can pick up anything else on that ship.

WORF

Yes Sir, already on it.

Sisko is curious and continues to study the viewer while his senior officers work. He's anxious, but waits patiently.

KIRA

Captain, no answer to our hails on any frequency. I don't think they are capable of sending or receiving.

Sisko turns to face his First Officer, curious.

SISKO

Care to elaborate?

Kira is frustrated at her inability to elicit a response from the alien ship.

KIRA

I'm not reading any energy outputs.

WORF

Engines are down, life support is minimal. Nearly every system is affected. Scans show the hull has been subjected to recent weapons fire, Jem'Hadar.

OPS - WIDE ANGLE

Sisko reflects a moment on what he's heard so far.

SISKO

How is the ship being propelled?

WORF

Inertia only. I'd say they were lucky to get this far.

KIRA

Lucky is right. If anyone is still alive, they won't be for long. Engine shielding is deteriorating and a radiation leak. That may be why I can't get a better fix on internal conditions.

Sisko studies Kira, concerned by her findings.

SISKO

Immediate danger?

KIRA

(working)

No. It's a gradual process, several hours, minimum.

Worried, Sisko returns his gaze towards the viewer, missing O'BRIEN's entry into OPS.

SISKO

Can we stop it?

KIRA

Should be able to.

(indicating O'Brien)

Might give Miles something to do.

O'Brien is studying the main viewer, visibly excited by the image.



O'BRIEN

I wouldn't mind nosing around that antique, could be very interesting. A lot more fun than transporters.

WORF

I would like to volunteer as well.

ON SISKO

Sisko smiles, the old ship is an irresistible mystery. He understands the attraction and turns to face his senior officers.

SISKO

(to Worf)

Very well, get a tractor beam on it and put it into a wide orbit. We'll need your expertise on that ship.

(to Kira)

Major, contact the Doctor, we'll need a fully prepared away team, complete with security and med teams.

OPS - AS BEFORE

WORF

(to Sisko)

Are you coming along?

SISKO

I think I'll hold down the fort.

His officers do not understand his decision.

SISKO

(continuing)

There's an outside chance that this could be a ruse by the Founders. Slip us an irresistible mystery, get us involved then...

Each nod in understanding.

WORF

Would you prefer that I remain here?

SISKO

I'll keep Odo, just in case. Stay alert, phasers on stun.

KIRA

We can use the transporter. The bridge is safe, but I can't get many readings, beyond there. Too much radiation. Julian and the security team are on the way to the transporter now.

SISKO

Best of luck. First sign of trouble get back here on the double.

EXT. SPACE - DEEP SPACE NINE AND RELIC SHIP (OPTICAL)

The old ship is in a wide orbit around the station. Deep space Nine is visible at a distance in the B.G.

INT. ROMULAN SHIP - BRIDGE (OPTICAL)

The away team materializes on the bridge. It is obvious that the ship has been in a battle. There is damage, but not total destruction. A few N.D. ROMULANS are visible, although most look beyond help. BASHIR begins to tend to the wounded with Worf and Kira's help while O'Brien and the others check the ship.

NEW ANGLE

Worf begins scanning one of the injured Romulans.

WORF

(off tricorder)

This one's dead.

Bashir concludes a scan of his own.

BASHIR

Same over here.

KIRA

Here's one still alive!

Bashir moves quickly to Kira's location and begins to administer assistance. Kira lets the Doctor work and begins to scan again. O'Brien surveys the bridge.

O'BRIEN

I'm afraid there's not much else we can do from here.

WORF

Perhaps we should go to engineering.

KIRA

Chief? What's your verdict? Can we save this relic?

O'Brien is engrossed in his tricorder

O'BRIEN

(off tricorder)

It's possible. But first we need to stabilize the engines and life support. Radiation levels will be tolerable for two hours. Looks safe until then.

KIRA

Then let's get to it. Meanwhile, we're going to need some help.

The team, minus Bashir and Kira, exits the bridge in the B.G. Kira taps her comm badge and, while surveying bridge, she calls Sisko.

ON KIRA

KIRA

Kira to Sisko

SISKO'S VOICE

Report Major.

KIRA

There are survivors here, Captain. We're going to need some additional help with the rescue effort. I recommend you send over three med teams to assist Julian and additional security teams to begin sweeping the ship for survivors.

INT. DEEP SPACE NINE - ON SISKO

SISKO

What's the condition of the ship?

KIRA'S VOICE

A mess, but not a total loss. The others are on the way to engineering to begin repairs. Miles says we have several hours.

Sisko is still concerned for his people and the station.

SISKO

All right, but if you can't get the radiation leaks under control, I'll be forced to evacuate everyone and have that ship towed to a safer location. I don't want it too close to the station if it becomes unstable.

INT. ROMULAN SHIP - BRIDGE - TWO SHOT - KIRA AND BASHIR

Kira studies Bashir as he tends to the Romulan.

KIRA

Understood, Captain. Kira out.

(beat)

Julian? Is he... ?

BASHIR

(working)

He'll be okay, and so will I. The med teams will be here shortly... Let me know what you find out. If you can't get things under control, I'll need a little time to get the injured back to the station.

He looks up at her and she nods in understanding, then exits the bridge.

ROMULAN SHIP - ENGINEERING - WIDE ANGLE

Again, damage is evident but not total. Each member of the team is busy. Worf and O'Brien are working side by side. Several Romulan casualties are visible in the B.G., security is checking each in rapid succession.

O'BRIEN

(reading tricorder)

Engine shielding is down seventy per cent and dropping.

(to Worf)

Any ideas?

Worf becomes thoughtful, then speaks.

WORF

Forget the primary systems, once they get this bad, it's hopeless.

O'Brien studies his tricorder then moves to a smaller control panel and activates a few systems.

WORF

Are the secondaries functional?

O'BRIEN

(working)

They seem to be a bit erratic, but acceptable. I'll try to stabilize them, you check the life support. Activate the radiation protocols.

Worf begins to work. Kira enters and searches for survivors. Most are beyond help, but in a small side

compartment she makes an important discovery.

KIRA

Worf? You better come here.

He seems annoyed at the interruption, but goes anyway.

#### COMPARTMENT ENTRANCE

When Worf reaches Kira, he follows her gaze. A Klingon is laying on the deck between two Romulans, it's KORDEK.

#### NEW ANGLE -COMPARTMENT

KIRA

(pointing)

What's he doing here?

Worf is not surprised and explains.

WORF

A Klingon Marine. He was assigned to the ship when it was 'loaned' to the Romulans. In those days, the Empire was more worried about the Federation than the Romulans. Shows just how wrong the Empire can be.

The two enter the compartment, Kira takes readings

WORF

(continuing)

Is he all right?

KIRA

(working)

I think so, he's just stunned. It takes more than a good bump on the head to kill a Klingon, right?

Worf begins to search the injured Klingon.

WORF

(working)

You know my people fairly well.

Kira simply smiles, then curiosity gets the best of her

KIRA

What are you looking for?

WORF

Operational orders or an I.D., maybe we can find out who he is.

(beat)

Any of the Romulans alive?

KIRA

No. Romulans aren't as tough as Klingons.

#### CAMERA FOLLOWS WORF

Worf rises and then moves back into main engineering. He's remembered his unfinished work with life support, but others have taken over. Med teams enter in the B.G.

WORF

Are we stabilized, Chief?

O'BRIEN

(working)

Life support and engines are stable I'm checking the other systems now.

Worf is troubled by something and turns to face Kira.

WORF

Something is not right here..

#### TWO SHOT -KIRA AND WORF

KIRA

An ancient Romulan ship exiting the wormhole? You have a gift for understatement.

WORF

No. That is not it. There should be more crew persons here. In fact, the whole ship is under crewed. Where are the others?

Worf is cut short by groaning sounds coming from the injured Klingon and Worf goes to him quickly.

#### TWO SHOT - WORF AND KORDEK

Kordek is a bit dazed. As he begins to focus, he sees Kira in the B.G. He reacts by attempting to draw his weapon and realizes it's gone. He begins to rise to do battle but Worf restrains him. Smiling, Worf produces Kordek's weapon.

WORF

(indicating weapon)

Looking for this? It's unnecessary.

(indicating Kira)

This is a friend. She found you and treated you. You owe her a life.

The exaggeration works to calm Kordek, but he now notices Worf's uniform and is even more confused. Worf explains.

WORF

(continued)

You've been away from the Empire a long time and there have been many changes. The most important change is a peace treaty with the Federation.

(beat)

I am Worf, son of Moqh. Who are you?

Kordek is still dazed and not quite trusting, but responds due to Worf's assertive manner.

KORDEK

I am Kordek, son of Pargh, last surviving Klingon assigned to this ship.

Worf bristles at the implication of the statement.

WORF

Where are the others? Did the Romulans kill them?

Kordek is surprised by Worf's comment.

KORDEK

No! Alien attacks, accidents, disease and other reasons...

(beat)

Where am I?

WORF

Alpha Quadrant, Sector four-one-five, Bajoran space. We are from a nearby space station.

(beat)

What ship is this? The markings are obscured and we can't access the ship's computers.

Kordek is still not too trusting, but weak and weary.

KORDEK

The Romulans named it Certryx but the Klingon name was Firestorm.

The name is unfamiliar to Kira. but Worf reacts to it.

ON WORF

Worf speaks quietly, almost reverently.

WORF

Firestorm. The quest for the alternate route.

KIRA'S VOICE

(o.c.)

The what?

WORF

A story an old friend told me once. After the Klingon/Romulan treaty went into effect the two shared technologies. The Klingons got the cloaking device and the Romulans got warp drive.

(beat)

There were other things but the new agreement concerned

locating an alternate, secret route between the two Empires. To accomplish this, the Klingons provided the Romulans with the new newest ship they had, Firestorm.

Worf rises and faces Kira as he completes his story.

WORF

He told me that he had just received his first ship as Captain when this began. That was almost ninety-nine years ago.

(beat)

This is the same ship, their mission is finally complete.

A surprised Kira looks at Worf.

Off her reaction...

FADE OUT.

END OF ACT ONE

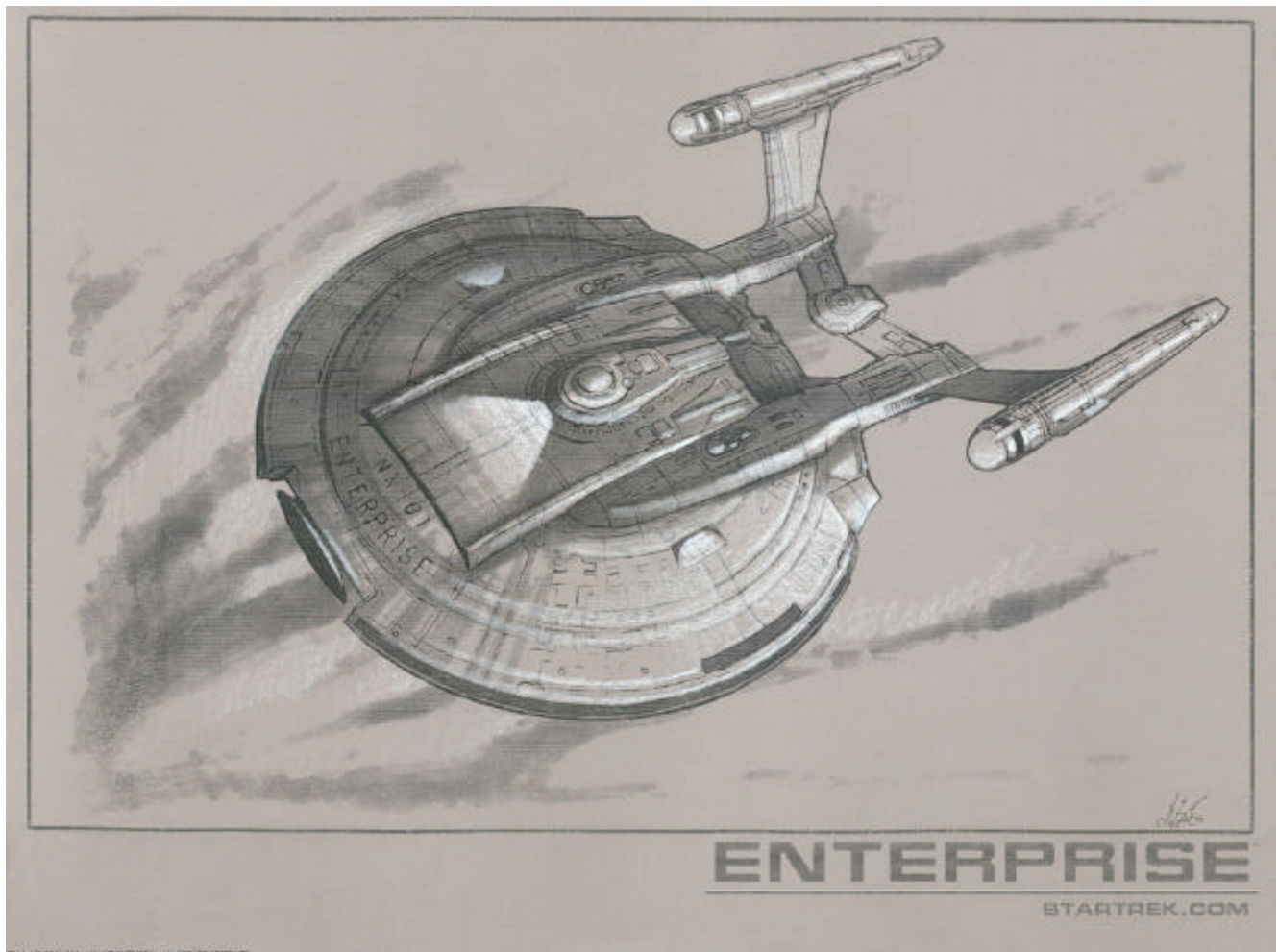
## Upcoming *Enterprises*

From StarTrek.com --

<u>Air Date</u>	<u>Episode</u>
2/05/03	Stigma
2/12/03	Cease Fire
2/19/03	Crash Landing
2/26/03	Canamar
3/19/03	The Crossing

Nothing beyond *The Crossing* is listed on the web site, but there should be several more new episodes following it -- possibly through April and the May "sweeps weeks".

*Cease Fire* features the return of the Andorians, including Jeffrey Combs (as Shran) and a female played by Suzie Plakson (K'Ehleyr & Dr. Selar). *Crash Landing* includes another Suliban sighting and the first *Enterprise* appearance of the Tholians.



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## Upcoming Events

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<b>Feb.</b>	<b>1</b>	<b>4 p.m. Ship Meeting, Fisher Home</b>
	<b>25</b>	<b><i>Deep Space Nine</i> (Season 1) DVDs Released</b>
<b>Mar.</b>	<b>1</b>	<b>4 p.m. Ship Meeting, Fisher Home</b>
	<b>4</b>	<b><i>Star Trek IV: The Voyage Home</i> Special Collector's Edition DVD Released</b>
	<b>29</b>	<b>UNC-TV -- Festival 2003 (6 p.m. - 11 p.m.)</b>
<b>Apr.</b>	<b>1</b>	<b><i>Deep Space Nine</i> (Season 2) DVDs Released</b>
	<b>5</b>	<b>4 p.m. Ship Meeting, Fisher Home</b>

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