

# Frontera Times

The Newsletter of Starbase 24



## Also in this issue

- Merchandise
- The SFBall
- More adventures of the Rainbow Raptor

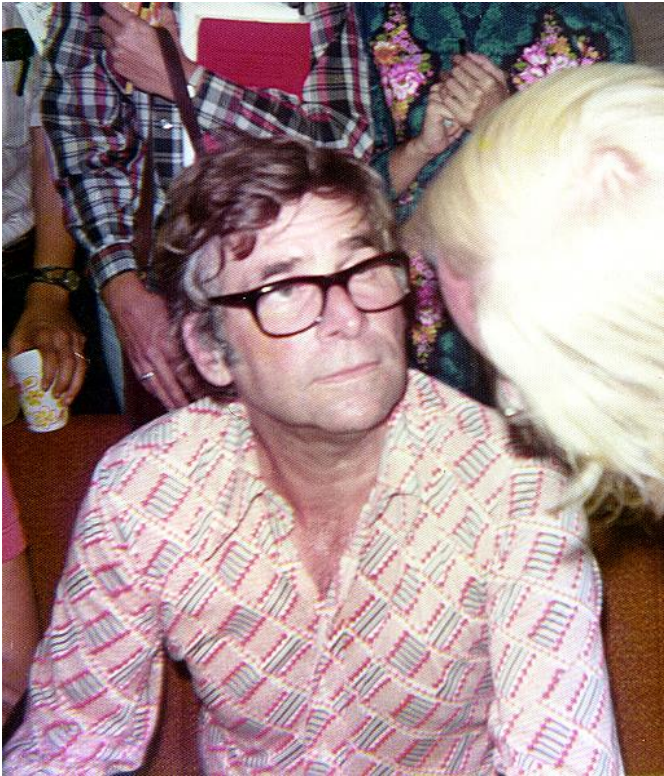
## Starbase 24 Salutes 30 years of The Next Generation

# Thirty Years of the Next Generation

## Part 1: The Genesis of Next Gen

Name: Daniel Adams

Assignment: Starbase 24 Admiralty



According to many at sources at Paramount in 1986, *Star Trek* “was the network’s crown jewel” and “A resource that “must not be squandered.” Despite being a twenty year old television show at the time, syndicated episodes of the original series generated \$750,000 per episode. Adjusted for inflation, that would be \$1664,230.82 per episode today.

The story of TOS’s rebirth is legendary. After its second season the show faced cancellation. A letter writing campaign (yep, there was no social media in the 1960s) meant that the show was rescued for its third season. While the third season had more misses than it did hits with critics, it did allow the show to reach the magic number required for syndication. Syndication is when a new or old programme is sold to networks for broadcast to fill programming slots. The show remained a favourite throughout the 1970s and 80s. The first *Star Trek* convention in 1972 was only expected to bring in a few hundred people. Several thousand turned up. There was a hunger for *Star Trek* as it tempered good action adventure, with some

interesting sci fi concepts, topped off with a positive message of hope for the future. Executives first took note when they wanted to launch a Paramount network in 1977.

*Star Trek Phase II* would have reunited the original cast, save for Leonard Nimoy’s Spock. The show, and its network faltered. However, inspired by the runaway success of *Star Wars*, Paramount turned the pilot episode of *Phase II* into *Star Trek: The Motion Picture*, setting the standard for a series of successful films that continues to this day.

If *Trek* could translate from the small screen to the big screen, could it translate the other way around? Go from the big screen back to the small screen? To make its syndication packages more profitable, Paramount certainly hoped so.

According to the New York Times, as a result of the high asking price for Leonard Nimoy and William Shatner for *Star Trek IV*, plans for a movie set during Kirk’s academy days were first mooted. However, these plans were shelved and the actors’ salary demands were met.

So, although we wouldn’t see Cadet Kirk at the academy until 2009’s *Star Trek*, Paramount wanted to continue the growth of the franchise without being beholden to the same core group of actors. Yes, it was time to look towards the next generation.

+++



The idea of *The Next Generation* didn't start with Gene Roddenberry. Isolated from creative control of the film franchise Gene was reluctant to take the lead on the new series, which was pitched to him as a show about a ship full of cadets.<sup>2</sup> A very similar concept would be launched on TV 9 years later in the children's comedy series *Space Cases*.

Interestingly Roddenberry wasn't the first person to be offered control of the project. According to Gross and Altman, he was actually the third choice for the project. Above him, were Sam Strangis and Leonard Nimoy<sup>3</sup>



Nimoy didn't want to produce, as he did not want to commit "two or three years". That the finished show went on for a further 7 years shows the wisdom of Nimoy's decision. The beauty of *Star Trek* however, is to imagine "what if?" A Nimoy produced *Trek* series would have doubtless taken place during or after the time frame of the movies. A Spock cameo wouldn't have been out of the question. Given Nimoy's loyalty to his co-stars (he famously refused to participate in the Animated Series unless George Takei, Nichelle Nichols and James Doohan were brought aboard.. He fought for

Walter Koenig too, but Koenig did contribute a script.) it's not inconceivable to imagine cameos from the other crew too.

Finally Roddenberry was approached, agreed to join the project. He brought with him familiar faces including David Gerrold, DC Fontana, and Robert Justman. Together, they worked on many ideas that are familiar to what we would eventually get and in other ways, quite, quite different.

In the early phases of the production, Roddenberry didn't even rule out the possibility that the new *Star Trek* wouldn't even have a Starship, let alone the Enterprise. Instead he suggested that there might be some "other means" of travelling around space.. Again, this theme would be revisited in later *Trek*, particularly *Star Trek (2009)* and *Star Trek Into Darkness (2013)*

Amongst our crew we saw a lot of interesting characters. Leslie Crusher (there was much discussion about making the young character a female, of course the character became Wesley) Julien Picard, the French Captain a counsellor, that wasn't so much a therapist as an advisor that helps the crew to "recreate" themselves. There was also much discussion about a Klingon Marine on the bridge, as a demonstration that yesterday's enemies could become today's friends and a Hispanic security chief patterned after Vasquez from 1986's *Aliens*.

Some ideas weren't used, including a warrior who was the last of his kind, working with a complex set of morals, and a young female Ensign who was a relative of James T. Kirk,

The ideas that would eventually develop as the production progressed. Wesley became well and truly male, Julien became Jean Luc. The two actresses going for the counselor (it became a therapist after all) and Security Chief swapped roles. Marina Sirtis played Deanna Troi, and Denise Crosby played Natasha Yar. Roddenberry was unhappy with the militaristic direction of the *Trek* aesthetic in these movies, so although we ended up with a Klingon, he most certainly was not a Marine.

Roddenberry was keen to avoid rehashing TOS too much. Perhaps this explains why "Ensign Kirk" disappeared from the project. In addition, many of the tropes that we have seen in TOS were avoided, particularly in landing parties. Firstly, the Captain seldom leads away teams. Instead, protocol dictates that it should be "Number One" or the first Officer. Number One became William T. Riker. Next, the writers suggested avoiding the ill fated extras, by having large away teams on planets, with a regular rotation of crew.

And yet, there were tropes that resonate with the Original Series. Data is a character who did not have emotions, similar to Spock. However, whereas Spock strived to deny his emotions, the Android yearned to be more human, and have emotions.

The Captain proved to be an interesting challenge. Initially, Gene Roddenberry was reluctant to use Patrick Stewart. Stewart did his first audition in a toupee, eventually he did a take without the hair piece. Roddenberry was won over, and we had our captain.



+++

The show emerged with much fanfare, nevertheless there was much turmoil behind the scenes. Roddenberry clashed with studios over many key decisions, and in turn, there was a high turnover of producers and writing staff, many clashed with Roddenberry's lawyer. Budgets were tight, with Denise Crosby commenting that she would often steal from the neighbouring Cheers catering tables.

More details about this tempestuous period can be found in 2014's *Chaos on the Bridge*, but this turmoil, and the inconsistent quality of stories in seasons 1 and 2, coupled with a high volume of fans who did not want to accept a new

generation of *Star Trek* led to a very difficult birthing period. However from the third season there was a move towards character driven stories that shone the spotlight on different members of the main cast. In short, the Next Generation became a firm favourite, even surpassing the Original in the minds of some fans. The detailed lore of the Federation, and such species as the Klingons provided the base for the show, and provided the base for 25 seasons of TV, and 3 movies.

+++  
As I've been tinkering with this article, one of the things that surprises me is the way in which we have parallels between now and the past. Much like *Phase II* was to be the flagship of the Paramount Network, the upcoming *Star Trek Discovery* is to be a flagship of CBS' All Access Network video on demand service. Like at the start, and throughout the life of TNG, there is hesitance to accept the new show from some quarters. Like in 1986, the new project has the pedigree of participation from Trek veterans.

For me, I've always preferred TNG to TOS, but that being said, TOS isn't chopped liver either. If my dad, a fan of TOS hadn't adopted to TNG, I wouldn't be the person I am today. Therefore for only the fourth time in my life, I look forward to sitting down in front of my TV and meeting a brand new Star Trek crew for the first time.

## Look out for part 2, in which we will take a closer look at the characters of the Next Generation.

**Name: Kehlan**

**Assignment: Starbase 24 Admiralty**

Greetings from the Starbase 24 admiralty on this sunny May afternoon and welcome to the Spring edition of the Frontera Times.... And brownie points to anyone who can tell me where the name of our newsletter comes from.... Answers on a post card please...

So I thought that for this edition, I'd talk about a subject close to my heart... the Starbase 24 banquet.

The Starbase 24 banquet was born 11 years on a cold February morning in Bournemouth at the SF Ball. I was sitting round a table eating pizza with a bunch of Klingons and the conversation turned to the idea of a Klingon banquet. The general consensus was that it could not be done. Well, not being a big fan of "it's not possible" I made the mistake of speaking up and saying I would make it happen.

A week later I had a venue and a date sorted. Not the big fancy castle and medieval banquet they had been thinking of, but something a bit simpler, in a hotel in Milton Keynes, which was open to Starfleet officers as well, not just Klingons. And since it wasn't purely Klingon, we called it the Starfleet/Klingon banquet.

Back then, it was a much simpler event, a one night party with a three-course meal, a guest talk, charity auction and a disco. This still remains the format today but we've grown and expanded over the years. We had 50 guests at that party and to my complete shock we raised a little over a thousand pounds for Macmillan. I remember bursting into tears with shock when I learned the total. It was supposed to be a one-off party but due to the unexpected success, I was given my orders... and so number 2 happened and then number 3... and here we are preparing for number 11.

Over the years, as I mentioned we've grown a bit. Noticing that people were coming the night before to get settled into the hotel and then going out to Macdonalds etc for dinner, we decided to offer some informal entertainment and a light buffet on the Friday night and put in some day time activities.

Even better, over those 10 years of partying, we've raised over £25,000 for Macmillan and been able to help other, smaller charities, such as West Yorkshire Animals in Need and Hedgehog Care.

For number 11 we continue to grow and evolve. We are very excited to have Fintan Mckeown as our special guest. To Star Trek fans he is best known as Kathryn Janeway's holographic lover, Michael Sullivan from the Fairhaven episodes of Voyager but he has also had roles in Game of Thrones, Merlin and several other shows.

In honour of Fintan's Irish heritage, the Friday night of the banquet has been designated Ceilidh night and we are looking forward to welcoming the Beltonas, a live dance band. Its going to be a good night and a good weekend. I hope we will see you there.

I'd also like to introduce the Starbase 24 command team. These are the people who over the years, have volunteered to help out and got involved with the running of the Starbase and the banquet.



Brian Philpot, aka Brigadier Dragunov, our second in command, is perhaps the longest serving member. Certainly, apart from myself and Admiral Mackenzie, he's the only one who can claim to have been at all 10 banquets and he was the first to step forward and offer help, breaking his lifelong rule never to volunteer for anything. Look where it got him.... Anyway, Brian works mostly behind the scenes. He is the one to thanks for all the amazing table decorations etc we have at the banquet and he is also the one, that if something were to go wrong, who would take over and keep things running with the assistance of the two Dans.

And speaking of the two Dans...

Rear Admiral Daniel Adams is next in the chain of command, like Brian he has been with us for a long time, ever since I poached him from another forum and met him in person at an event we held at the Leicester Space Centre. Dan1 as he is known, is our

evil quiz genius (there's a good reason we make him write them) and he serves as the Starbase director of communications.

Dan Reynolds, aka Commodore Teima Joel, aka Dan2, like Dan1, was poached from another forum and now serves as the Starbase business liaison. We have learned to be very nervous when he says "ooh, I have an idea!"

Fleet Captain Hightower (Kevin Baker) got his name when I first met him several years ago and had to crane my neck to look up at him. He's tall enough we had to install a lightning conductor on his head (6ft 7 inches I think) so the name is no surprise. Kev is our technical expert, he looks after our facebook pages and helps our webmaster with the website. He also spends a lot of time working on artwork for our various events, competitions and adverts.

Captain Anni Potts has the misfortune to be our webmaster and she does an amazing job. Our website was put together by John Borda of Bordaline Designs, but it was Anni who did all the work transferring it to its current home and is now the main force in keeping it up to date and relevant.

Susan Griffiths, our beloved Rainbow Raptor, is a fairly recent addition to the team. A general all-rounder, she has a specific interest in accessibility and disability issues.

Another general all-rounder is Phil Young. I'd like to call him a Geordie but I'd get into trouble... apparently the correct term for people from his part of the world is "Pit Yacker." Whatever the term used, he's a northerner who looks after the science department of the Starbase and helps out where needed.

Pamela Cooper is an expert dressmaker... I'd say Seamstress but if she's ever read Terry Pratchett I will really get into trouble... so dressmaker it is. Her specific role is that of Starbase

quartermaster. Pam is the one responsible for those wonderful hampers we raffled at Christmas and Easter.

Adam Dolphin joined our team a year ago on a part time basis. Our Artistic director and professional graphic designer, Adam helps out with high quality imagery for our events and our website.

Adam Young is the youngest member of the team. Currently studying for his GCSEs, he is responsible for the cadet contingent of the Starbase.

Commander Mick Holt was not only our security officer but a close personal friend. We lost him to Cancer in September 2015, only a few months after celebrating his wedding. Mick will always be considered one of our team. He is irreplaceable and a new security officer has not been appointed.

There are many more volunteers who work for the welfare of the Starbase – our Klingon contingent, the podcast team and our photographer to name a few. These will be featured in further editions.

Live long and prosper



Admiral Kehlan

The Frontera Times is the newsletter of Starbase 24

This publication is not for profit.

We are not endorsed or affiliated by CBS or Paramount. We support other fan events, but unless otherwise specified, we are not officially affiliated with any other event.

Please feel free to send submissions for the next issue by 1<sup>st</sup> July 2017 to [comms@starbase24.co.uk](mailto:comms@starbase24.co.uk)

	@sb24uk	www.starbase24.co.uk
	<a href="https://www.facebook.com/SB24page/">https://www.facebook.com/SB24page/</a>	



# Event Review: SFBall 23

**Name:** Dan Adams

**Assignment:** Starbase 24 Admiralty

The beginning of February saw the legendary event that is the SFBall. In its 23rd year, it brings in fans from across the world for a weekend of fun. This was actually my 5th event, the 3rd at Southampton. This year the guest list boasted the likes of Gates McFadden, Patti Yatuaske, Chris Barrie, Terry Molloy, Roger Ashton-Griffiths, Ian Beattie, Ian McElhinney, Larry Nemecek, and Dave Freeman



So, the trek from Derbyshire to Southampton is a long but manageable one. Since I developed my love for Pro Wrestling podcasts, even the longest trip can fly by. Last year, I was able to get a nice early bird room rate on all four nights at the nearby Premier Inn. Sadly, I left it a week or two too long this year, and had to start off on Friday. Nevertheless, arriving in the mid afternoon you hardly miss a thing.

The first official event I attended was the opening ceremony as each guest was introduced. There were also warm wishes from Trek Alumni such as Jeffery Coombs, Marina Sirtis (remind me to post the spit anecdote some time) and last year's guest, Dominic Keating.

Once the opening ceremonies were done, it was off to the Gold Pass Holders reception. I do like going gold for the SFBall, it's a nice chance to have some excellent interaction with the stars, and the food is pretty amazing too.

Normally at the ball, Friday night is a Game show/Disco, this year parallel to that was Larry Nemecek's "Con of Wrath" event. The premises is a fascinating one, just after the release of Wrath of Kahn, there was a Star Trek convention, featuring the original cast. The event was marketed as the ultimate fan experience, but failed, and the event was only saved thanks to the work of the guests.



Larry has made a film telling the story of this event, and to fund it, he holds fund raising gatherings at most events he attends. For the entrance fee, you get to take part in a fun quiz, and see some rare video, most of which you can't see on Youtube. It was utterly fascinating stuff, and I can't wait to see the finished thing.



During the day at there are photoshoots in the morning, autographs in the afternoon, and all day there are talks in the main hall. I sat in on the Dave Freeman talk, as well as the talk with Gates and Patti. Dave's Saturday talk was an interesting one, Dave is a concept artist who worked on Star Trek Beyond as well as many other films. The Saturday talk focused on his non-Star Trek work looking at Wonder Woman, Thor the Dark World and Jupiter Ascending

Saturday night was the Ball itself. After a sumptuous three course meal and an inspired fancy dress contest (the theme was Game Of Thrones) we had out cabaret from the fantastic Chris Barrie followed by the weekend's second Disco.



Sunday morning was a talk from Larry about Trek in its 50th anniversary year. There was also a talk from Dave Freeman this time focusing just on his work for Star Trek Beyond. This was actually one of the best panels of the weekend it was really interesting to see how the various elements were put together for what would be pivotal scenes.

In the afternoon there was the head shaving fund raiser. A group of attendees list had their head shaved, with sponsorship going to teenage Cancer trust which is the SF Ball's primary charity. They raised over £1500 I believe and is it contributed to a weekend total of £9000.

The evening was a second quiz show this time I was a participant. The format was based on Egg Heads, I didn't do so well I did manage to draw with my opponent but instead of sudden death being a question shoot out, I actually had to shoot somebody with a Nerf gun.

After the closing ceremony (I got third place in the fiction writing contest, it was time for the institution that is SFBall Sunday karaoke. This one was particularly interesting as a tribble fight broke out on the dance floor.

I have to admit I'm already counting down to the next one it's fantastic event for a fantastic cause and I can't recommend it enough. The next one is on 2 February and once again it's being held at the Grand Harbour hotel in Southampton



**Did you know?**

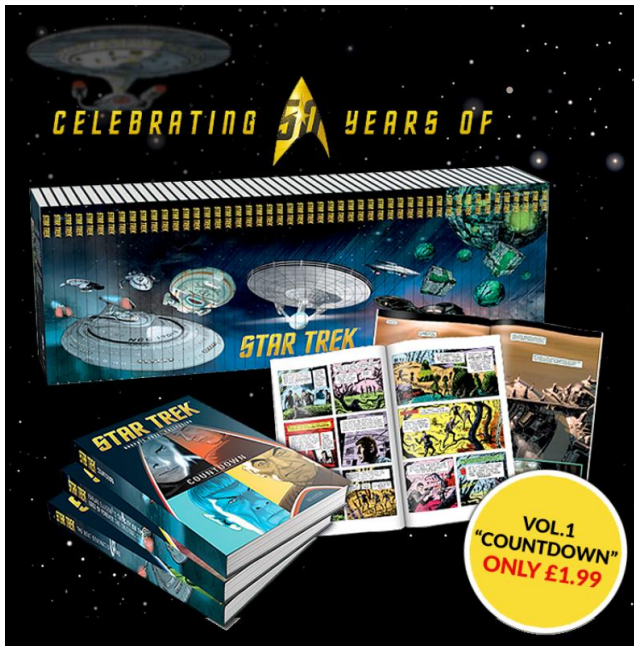
**SFB Events Director B Jones is also the Trekologist contributing material to both the Horror Channel and Starburst Magazine. To find out more, and take part in some Trek themed debate, just visit**

**<https://www.facebook.com/thetrekologist/>**

The advent of the new year always brings with it a wealth of goodies to tempt the sci-fi fan and separate him/her from their pocket money for the next year or two. This year we have some really tempting goodies covering Star Trek, Star Wars and other franchises. Here are a selection of them

...

#### STAR TREK: The Graphic Novel Collection



Celebrating 50 years of classic Star Trek graphic novels, you can revisit all the classic characters and incredible art from the STAR TREK comic archives. Every edition has a specially-commissioned introduction to provide context to the story. Every book contains a number of collected comics and a bonus reprint of one of the comic archive's classic stories.

The extraordinary new collection spans decades and contains all the key moments of STAR TREK comic history from Gold Key's first STAR TREK comic published in 1967 to the latest adventures, all beautifully presented in brand new hardback editions with brand new introductions.



Issue 1 is just £1.99 but Issue 2 is £6.99 and further copies £9.99. Books are issued every fortnight and having spoken to Eagle Moss, I can confirm that currently, they have 130 issues "planned" for this collection, which suggests that it may be more! Subscription with the publisher also gets you a range of extra goodies and, of course, a range of other special offers at discounted prices.



[http://www.eagle-moss.com/en-gb/sci-fi-fantasy/star-trek-the-graphic-novel-collection/?gclid=CjwKEAiA17LDBRDElqOGq8vR7m8SJAA1AC0\\_ZDWxFS3aicB2eOS\\_6aLnXpnUf5azkKA3ui6Z26xkUBoCoV3w\\_wcB](http://www.eagle-moss.com/en-gb/sci-fi-fantasy/star-trek-the-graphic-novel-collection/?gclid=CjwKEAiA17LDBRDElqOGq8vR7m8SJAA1AC0_ZDWxFS3aicB2eOS_6aLnXpnUf5azkKA3ui6Z26xkUBoCoV3w_wcB)



## STAR WARS: Build your own R2-D2

Collect the magazine and build your own R2D2. The magazine contains step-by-step assembly instructions to make it easy to put together the parts supplied with each issue. You will build your R2-D2 from components engineered just like the original *Star Wars* props plus state-of-the-art modern electronic components. Taking inspiration from the remote-controlled film

prop, your fully robotic half-scale model R2-D2 is engineered in the same way, and has been



authentically detailed to look exactly like the droid from the movies. Apparently, with his sensors, camera, microphones, sophisticated logic boards and powerful motors, R2-D2 can interact with his owner, move and behave "just like the droids from the *Star Wars* movies".

Issue 1 is £2.99 with subsequent editions working out at £9.99 each although they are delivered in two or four issues together. In total, 100 issues are planned. Binders are extra.

As usual, there are lots of free gifts if you commit to a subscription too.

<https://www.deagostini.com/uk/collections/build-your-own-R2-D2/>

## BACK TO THE FUTURE: Build the DeLorean



The model is a scale replica of Doc Brown's DeLorean time machine from the *Back to the Future* trilogy. It is 1:8 scale (over 50cm long apparently) and is principally constructed of die-cast metal with a wealth of working lights etc. Making it is very straightforward and all the parts simply click or screw into place. All Doc's modifications have been carefully recreated from the nuclear reactor to the cables on the floor, and the model has a wealth of lights. You even have the option to build the versions that appeared in the sequels.

To build the fully functioning, time travelling model, there will be 130 issues.

<http://delorean.herocollector.com/index.php>

# Tales of the Roving **Rainbow** Raptor!!!

## Tales from the Roving Raptor.....

There are times I find myself with years that have a definite theme – last year's was around the theme of Survival, and this year's is Conrunning and Challenges!

### **Redemption 2017**

The first convention on the list is Redemption, which took place at the end of February in a lovely new venue in Sheffield. My first challenge was getting there where I proved that taxis and migraines don't mix and there was a mess en route followed by my having a Wraith coloured complexion when I got to Kings Cross. I met up with Tyrone, my Pixie of Awesome and we boarded the last train leaving London. It was delayed. I was relieved! I needed to recover and recover I did.

We got to Sheffield in the end which was extremely handy given that I am on the Redemption committee and was very much needed. I was also on a shed load of panels and more panels I stepped in for because the weather had not had a brilliant effect on guests and attendees ability to travel. I was also on stage for the Opening Ceremony, MC'd with Chris O'Shea for the cabaret / masquerade and graced the Closing Ceremony with my presence as well. There was also a lot of running around and I now know I can run through a convention hotel bar in a matter of seconds and am great at dodging furniture. I also spent some of the weekend powered by Peroni! It was on tap. This was appreciated! There was a lot of excitement and running around and while I didn't get to go to very many programme items I loved pitching in and getting involved. It was challenging and helping troubleshoot behind the scenes very much tested my ability to collaborate and do what I could to put things right. This was the same for the committee so a great big shout out to them, too!!

One new experience I had was doing the first timers What to Expect at Redemption Programme Item. By myself! (As in unsupervised!) It went well and I really was delighted to run it and introduce our new and welcome attendees to the Wonderful World of Redemption (this includes our very own Daniel Adams!) I also compered the Music Quiz (the original organisers could not attend due to health issues) so myself and two others rose to the challenge! Another new experience was becoming Programing Raptor (I started off as Accessibility Raptor at the beginning of the convention). My interest in programming is that I manage diaries in my day job and have to pull together information – Redemption has cool information and fab programme items so how could I resist? I have been taking notes galore to ensure any ideas are put in place for 2019 – and there have been a few that sound pretty flipping excellent! I would like to say that when I got back I had time to relax but NO. Two days after Redemption, I moved home....

### **Moving Home – AAARGH!**

That is all I can say for moving home. I collapsed numerous times, my removals company was amazing (Handy Moves, you rock!) and it had to be done in two instalments. Where I live now is lovely, it has a balcony, the walk to the station is doing good things for my health and I have a lovely local pub. I have also moved in with Tyrone and that is awesome!

I also realised quite how much I couldn't find as everything is in boxes as I had to buy myself a new sleeping bag / inflatable mattress (Argos do a Bed in a Bag and it did the job!) or a LARP game in Kettering I went to. It was on the Friday night I got asked why I was doing a



happy dance. It was because I had just found out some amazing news about my role at FCD.

### **Speaking of FCD...**

FCD how I love you so. You have a special place in my heart. The good news I referred to earlier was that I had been told I would be guest assistant to Aron Eisenberg. He played Nog in Deep Space Nine and is LOVELY and I was delighted to receive that news.

I got myself on a train (having secured tickets for not very much courtesy of the Trainline) to get up to the event and was devoid of actual cash that day as every single cashpoint I went to was out of order. How? How does this even happen? Luckily it turned out I was on the same train as one of the FCD team who I hopped in a cab with to the hotel. The hotel, the Holiday Inn Ironbridge, was lovely. I was able to get a ground floor room and found out just how close it is to the International Centre where I went (after a rock and roll lie down) to pick up my FCD shirts and to find out what I was needed for.

Challenge One was a game of Seat the Attendees which involved telling people where they were to sit – we had reserved seats for Jeff pass holders and for Phoenix / Phoenix Plus ticket holders and I was only able to do this with the help of Awesome FCD Team Members. After that I mingled at that evening's party – or tried to as I was somewhat out of my comfort zone... but it was a brilliant evening. Another challenge was not drinking booze while on duty as there was a readily available bar, but this wasn't the challenge it could have been. Sparkling mineral water is ridiculously refreshing and really perked me up!

Challenge Two was being at the International Centre for 08:45. I am not a morning Raptor and prefer being nocturnal so this was a definite challenge. I managed it, though. There was a simply excellent briefing and after that I spent a very lovely day being guest assistant to Aron Eisenberg and got chatting to him and his fiancée, Malissa. What a pleasure! I was sorting out autograph tickets and other details and am told I did alright! I also had John Carrigan refer to me as smiley as I could not wipe the grin off my face! I went back to the hotel after that for dinner with several members of the FCD team and then headed to the part in the evening and had a great time simply chatting with people, dancing and feeling glad I had picked up a dragon cosplay hoodie complete with tail and wings. I couldn't find any of my costumes before the event but that was OK as I was able to be a dragon and that made everything better.

Challenge Three was getting up early on a Sunday and then being on the autograph sales desk under the supervision of the very, very lovely Emily Jane Roe. I could not pretend I was that familiar with a role like that as it is a billion trillion light years out of my comfort zone but with support and a desire to make sure it was a positive part of the attendees' day, I gave it my best shot. And grinned like a loon. I am told I did well and I got some lovely feedback from my team leader of that day. It was also great meeting the attendees and seeing how they were dressed – there were some AMAZING costumes there and a number of people who really know how to wear a Starfleet uniform with style!

Finally there was the Sunday evening party which most of the guests attended and Wil and David gave a heartfelt talk about just what FCD means to them, which is a lot. I agree – I loved being part of the FCD team and it was a challenging, demanding experience being part of FCD but such a pleasure! I had no time to get autographs or pictures with the guests but I got selfies on the Sunday night so that was fun! One other thing I completely loved about FCD was the way that my health was taken into consideration. It was appreciated and it very much helped me give my best – and despite being in situations that were way outside my comfort zone, I am chuffed to little bits that I was part of making what was a successful, wonderful and inspiring weekend happen. Another definite high point was Wil's briefings

which included the question of "Why are we here?" with the response being "BECAUSE WE'RE THE BEST!" Why yes, FCD Events. You certainly are!

My next challenges are speaking at this year's Eastercon, hopefully volunteering at the Sci Fi London film festival (it's great – go along if you can!), attending Lazlar Lyricon 3 (at present I am not involved with anything programme wise or organising wise – I hope the shock isn't too much), there are Starbase 24 get togethers planned (yay! Starbase 24 rocks!) and I am putting some thought into this year's banquet which I have no doubt is going to be made of awesome!

Name: Nick Frearson

Assignment: Starbase 24

## FCD Rises from the Ashes

FCD Out of the Ashes took place from the 31st of March to the 2nd of April in Telford at the International Centre

I along with many others attended and had an amazing weekend meeting up with old friends and new ones, There was lots to see including a replica of the Colonial Fleet from Battlestar Galactica and a TARDIS console from before the new series began, There was a great line up of guest stars from different shows such as Star trek Voyager's Robert Picardo to Babylon 5's Bruce Boxlitterer,

The entire weekend was busy with both talks and photo shoots during both days

The event would not have happened without the efforts of David Limburg, Will Ross and the FCD team. The event was in support of a few charities including Mind, Cancer Research and the C3 foundation. The total raised was over £3000.



Thanks to Nick for his FCD summary, and Sharron Quinn and Ste Kurtis Taylor for the photos in the article. There will be a rundown from Dan in the next issue.

## A word from the FCD Team



We would like to thank you Starbase 24 for your amazing support and wonderful friendship over the last few years.

Thank you

## Art By Ke'reth





## Profiles

Name

John Hardy

Rank

Commander

First Star  
Trek  
Memory

The Animated  
Series



Favourite  
Movie

Star Trek II: The  
Wrath of Kahn



Favourite  
Uniform

The Monster  
Maroon



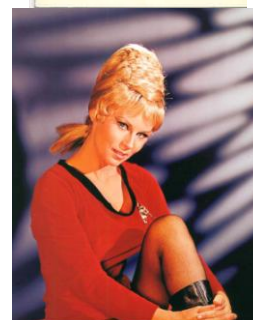
First  
Convention

Sol III (1983)



Favourite  
Character

Janice Rand



>>Intercepted transmission directed towards the Romulus system<<  
As planned, attended at the series of FCD event rituals. Discovered a procrastination fault in their dual string order.  
Agent 3B will be looking to infiltrate SB 24's Banquet with base 10 and 26 geometric representations of the two Cwantum strings they use.  
>>Jolan tru<<



**More Art by Ke'reth**







# STARBASE 24



PROUDLY PRESENTS

## THE 11TH CHARITY BANQUET

**FIRST TIME APPEARANCE BY  
FINTAN MCKEOWN**



**OUR HONoured GUESTS**



**JOANNE  
MARRIOTT**



**SEAN  
GEORGE**

**COME AND JOIN US AT**

**THE MARRIOTT HOTEL, PETERBOROUGH.**

**22ND-23RD SEPTEMBER 2017**

**MORE INFO VISIT: [WWW.STARBASE24.CO.UK](http://WWW.STARBASE24.CO.UK)**