

Issue 4!!!

June 2009 – Captain Christian, Editor



CAPTION THIS!

THIS MONTHS CAPTION THIS WINNERS!

"CAPTION THIS!" CONTEST APRIL 27th - MAY 4th, 2009

IMAGE:



400x301 53kb

.:1st place:. - Ryan Wesley Dean

"Please, don't eat me - I'm a rising child star!"

.:2nd place:. - Intyalle

"But... I don't live in Kansas..."

.:3rd place:. - T.Kerr

Naomi: "I TOLD you not to eat the pink origami water blobs!"

Trevis: *gasps* "You didn't!"

Flotter T.: *looks ashamed* "But, they looked yummy!"

JUDGE: Christian

"CAPTION THIS!" CONTEST MAY 4th - MAY 7th, 2009

IMAGE:



400x294 38kb



.:1st Place:. - Richard Boudreau

William Shatner tried to get into the Premiere of Star Trek, but was quickly stopped by Chris Pine's Personal Security.

.:2nd Place:. - Tangent

"Trick or treat!"

"Aren't you guys a little short for Stormtroopers? Ha ha!"

"...."

"Will the term 'phasers to kill' help you to take that back?"

.:3rd Place:. - Swahi
Kirk and Spock on their day off.

JUDGE: Dragonlord

"CAPTION THIS!" CONTEST MAY 11th - MAY 18th, 2009

IMAGE:



.:1st Place:. - Brawn
"Somehow I get the feeling that the viewing audience may notice the absence of Special Effects during this scene"

.:2nd Place:. - Danny Clark
Director: Sorry guys were having some technical difficulties.
Archer: Right, that's it, I can't work in these conditions, I'll be in my trailer.

.:3rd Place:. - Tangent
Blue-leather jackets, motivational alien statues, climbing walls and now programmable windows. The new Mrs. is really making herself at home!

JUDGE: Greg Campbell

"CAPTION THIS!" CONTEST MAY 18 - MAY 25, 2009

IMAGE:



.:1st Place:. - Intyalle
McCoy: "Did he just...?"
Chekov: "Yes."
McCoy: "With the...?"
Chekov: "Yes."
McCoy: "I didn't realise Spock was that flexible."

.:2nd Place:. - Tangent
"Maybe if we ignore the screen the villain will go away."

.:3rd Place:. - Scott
Who invited Spock ?

JUDGE: MacGyver

Thank you all for playing!

FEATURE

SPECIES OF THE FEDERATION

By Commander Christian

This is my continuing look into the species of the Federation. This month we are going to look at Vulcans.

Planet: Vulcan

A humanoid race, with copper-based blood, slightly green-tinted complexion and notably pointed ears, they are responsible in a large part for the founding of the Federation. Over the centuries, Vulcans have developed a culture dedicated to the complete mastery of logic, learning to suppress their once-violent emotions in nearly every aspect of their existence.

In the mid-22nd century, Vulcans still carry remnants of their more emotional selves. The captain of Enterprise NX-01, Jonathan Archer — who numbers amongst his crew a Vulcan science officer/liason named T'Pol — has frequent dealings with the Vulcan high command. In these dealings, it is evident that some sense of emotion has been retained. At this period in their history, they are secretive and, according to the Andorians, perpetual liars.

In the 23rd century a Vulcan, Commander Spock, served as Captain James T. Kirk's first officer and science officer aboard the U.S.S. Enterprise NCC-1701 for many years. At least one Vulcan has served as Starfleet Academy superintendent, one who memorized every cadet's personal file, during all or part of Commander Riker's years in 2353-57.

Ambassador Spock realized the irony of Data's search for humanity, and told him that many Vulcans try all their lives to gain Data's built-in lack of emotions.

In ancient times, Vulcans were a war-like race, leading to their near extinction. Its ancients believed in gods, such as war, peace and death.

Chief O'Brien quoted a phrase when meeting Tosk that he attributed to the logical, pointy-eared Federation race: "We're here to serve." Their honest and stoic nature made them a bad choice for Nog's lie about who "stole his homework." Commander Sisko's late captain on the U.S.S. Saratoga was a Vulcan. Before the Vantika incident, Vulcans were the only race Dr. Bashir knew of who had ever performed a synaptic pattern displacement, or the transfer of one individual's consciousness into another: in their case, the transfer of the katra. An unspecified Vulcan ship was the first to make formal contact with a Gamma Quadrant civilization, the Wadi. As with other space-faring groups, the Vulcans used an easily identifiable subspace band frequency in communication. Over a hundred years ago, a Vulcan science mission responded to the Hanoli rift but was lost along with the Hanoli system when the rupture expanded while probing it. There were no reports of imagination manifestations, perhaps not too unusual considering their nature.

Vulcans are typically stronger than Humans, though they do not boast of this strength. Dr. Bashir beat an otherwise unidentified Vulcan in the finals to lead the Starfleet Medical School team to the sector tennis championship his final year (2368-69). Vulcans were brewing wines at least 300 years ago circa 2070 — or since before the United Federation of Planets was founded. Sakonna's request for weapons blew away the pacifist Vulcan stereotype for Quark. She's not the only one in the Maquis: another was likely a settler on Volan III. Vulcan honesty is legendary, even to the Ferengi, but despite his crush on Sakonna, Quark agreed to count her Latinum payment for illegal Maquis arms anyway. Although Cardassian mental disciplines may be a match for the Vulcans, they do not employ telepathy.

Vulcan IDIC pins, highly collectible, were not usually available on Deep Space Nine — one of Quark's would-be expanded sales items by inter-station monitor. The Vulcan healer Senva was nominated for the Carrington Award in 2371. The species is made up of many varied skin tones, including a dark brown.

Lieutenant Tuvok serving on the U.S.S. Voyager is a full Vulcan, while legendary Ambassador Spock is half Vulcan and half Human. The Romulans are an offshoot of the Vulcan species.

CLASSIC EPISODES ON STAR TREK

Article By: LTJG Swahi

The Voyager Conspiracy

Cast:

Kate Mulgrew Captain Kathryn Janeway
Robert Beltran Commander Chakotay
Roxann Biggs-Dawson Lieutenant B'Elanna Torres
Robert Duncan McNeill Ensign Tom Paris
Ethan Phillips Neelix

Robert Picardo The Doctor

Jeri Ryan Crewman Seven of Nine

Tim Russ Lt. Commander Tuvok

Garrett Wang Ensign Harry Kim

Guest Cast:

Albie Selznick Tash

Scarlett Pomers Naomi Wildman

Majel Barrett Roddenberry Computer Voice

Tarik Ergin Lieutenant Ayala

Music:

Dennis McCarthy

Director:

Terry Windell

Author: Joe Menosky

Seven becomes convinced that the Voyager's presence in the Delta Quadrant is no accident.

Synopsis

After encountering gravitation fluctuations, Captain Janeway hails an approaching ship and meets its captain, Tash. He is working on a catapult vessel, hoping to launch himself hundreds of light-years away. If Tash's plan succeeds, it may shave years off the U.S.S. Voyager's journey. Meanwhile, Seven of Nine has installed a cortical processing subunit in her regeneration alcove, allowing her to assimilate the ship's status reports. Upon downloading data on Tash's work, she informs Janeway that his catapult is the same technology that was used to trap them in the Delta Quadrant.

Five years ago, when Voyager was caught in the displacement wave that sent it 70,000 light years off course, a tetryon beam was responsible. Now, Seven has discovered that a tetryon reactor is powering the catapult. Although the Voyager crew believes they destroyed the reactor, Seven finds out otherwise. Data shows a charge Tuvok fired tore an opening in subspace, and a tractor beam from a cloaked ship pushed the reactor into it. Seven alerts Chakotay to her startling conclusion that Voyager was stranded in the Delta Quadrant on purpose and Janeway is behind it.

Seven believes the captain is part of a Federation conspiracy to establish a military presence in the Delta Quadrant. Suddenly, Janeway's diplomacy begins to look suspiciously like establishing tactical infrastructure. Seven believes the captain intends to use the catapult to bring more ships from the Alpha Quadrant, creating a Federation/Cardassian invasion force. When Tash makes a successful journey of 100 light years using the apparatus, Chakotay secretly delays Voyager's shield modification to give him more time to consider Seven's theories.

Seven returns to her alcove to assimilate for more information. After her latest download, she summons Janeway and alerts her that Chakotay is part of a Maquis rebellion. She believes he intends to use the catapult to launch attacks against the Federation and Cardassian ships. Janeway is doubtful, but Seven presents compelling theories, using some of the same evidence she used to cast aspersions on Janeway, but drawing different conclusions.

When Janeway and Chakotay compare notes, they realize Seven has been filling both of their minds with paranoid theories. Once the Doctor runs a diagnostic on her alcove, he finds that Seven has downloaded more information than she can process. Janeway beams to the Delta Flyer, which Seven is using to make a paranoid escape, and uses her own version of past events to convince Seven that her synaptic patterns are in chaos. They return to Voyager, and Seven is treated in sickbay.

EPISODE REVIEW

by Lt Brawn

Episode Name: Yesterday's Enterprise

Season: 3 Episode: 15

Original Transmission Date: 19 February 1990

Directed by: David Carson

Star Date: 43625.2

Continued Storyline:

In the Strategic Operations Center, Castillo enters and tells Picard he is prepared to lead the Enterprise-C back himself. Riker though is skeptical as Castillo being the last surviving senior officer, would have only limited support from ops, no officers at tactical & reduced staff in engineering. Castillo insists that he has good people who wish to do their jobs and re-enter the battle without Captain Garrett and whilst the odds are stacked against the Enterprise-C Castillo insists he can get the job done. At that moment Data contacts Picard and informs him the temporal rift is destabilizing due to the recent battle with the Klingons. To worsen matters, Tasha says that they cannot remain at their coordinates as the Klingon Command is aware of their location and would send more ships. After hearing this Castillo says that he intends to return to his timeline unless directly ordered otherwise. He then tells Picard that he can have his ship ready in a few hours as it only sustained moderate damage. With that information, Picard agrees to allow the Enterprise-C to return to the past and tells Castillo that the Enterprise-D will provide cover.

Tasha accompanies Castillo to the transporter room where they bid each other farewell and share a tender kiss before Castillo beams back to the Enterprise-C. From there, Tasha goes to Ten Forward to confront Guinan about her fate in the other timeline. Guinan reveals that she feels like they weren't meant to know each other at all and that she is supposed to be dead. Although Guinan does not know who Tasha died, she does know that it was an empty death, that Tasha had died for no reason, and it had no meaning.

Following this revelation, Tasha meets Picard in his ready room and asks for a transfer to the Enterprise-C. Picard asks why and she says the Enterprise-C requires a tactical officer. Picard argues that the Enterprise-D needs her. Tasha then tells him Guinan revealed to her that she's not supposed to be on the Enterprise-D and that she's supposed to be dead. Picard is disturbed that Guinan felt it necessary to give Tasha that information, but Tasha responds that she wanted to know. Picard argues that Tasha doesn't belong on the Enterprise-C. Tasha agrees, but says that Captain Garrett belongs there but she's dead. and that there may be some logic in her request. Picard angrily disagrees with, saying that "There's no logic in this at all! Whether they succeed or not, the Enterprise-C will be destroyed." Tasha says that with someone skilled at tactical they might be able to make the difference in the conflict. It may only be seconds or minutes, but that could be the time it takes to change history. Tasha says that she didn't like the thought of dying for no real reason and that, knowing the risks that come with being a Starfleet officer, if she is to die being one, she wants that death to count for something. Picard considers for a moment, and then grants Tasha permission to go.

Aboard the Enterprise-C, Castillo is making final preparations for departure, placing crewmembers at ops and conn, just as Tasha reports for duty at tactical. Incredulous, Castillo wants to know what she's doing and she tells Castillo about how Captain Picard approved her transfer request. Castillo tells Yar they're going back through the rift, into battle and not coming back. Tasha says that's why she came. Quietly, Castillo then tells her he doesn't want her aboard, but Tasha dares him to find someone in his crew better suited than her to do the job. Castillo knows she is right and welcomes Tasha aboard the Enterprise-C. Starting to step away from her, he orders her to take her station. Yar does so as Castillo moves over and sits in the captain's chair.

Wesley reports three K'Vort-class battle cruisers are en route to intercept the two Enterprises. Picard notes how the Klingons don't even bother to cloak themselves. Riker is surprised at their audacity, after the "pasting" the Enterprise gave the Klingons during a recent battle at Archer IV.

Picard then addresses the crew: "Attention all hands. As you know, we could outrun the Klingon vessels. But, we must protect the Enterprise-C until she enters the temporal rift. And we must succeed! Let's make sure that history never forgets... the name... Enterprise. Picard out."

The battle begins as the Klingon ships focus all of their firepower on the Enterprise-D and at the beginning the shields hold. Riker, manning the tactical station, reports photon torpedoes ready and Picard orders dispersal pattern Sierra and orders them fired. Data reports one enemy ship was hit with moderate shield damage. Another volley from the Klingons causes minor damage to Enterprise's secondary hull. As Picard orders a course change, Wesley reports one of the enemy ships is breaking off to attack the Enterprise-C. Picard tells Wesley to keep them within 200 kilometers of Enterprise-C and Wesley turns course to intercept that Klingon ship, with Riker firing phasers at the ship, after the Klingons shoot at the Enterprise-C. La Forge reports from engineering that a starboard power coupling is down and antimatter containment fields suffers damage. Picard then orders continuous fire of all phaser banks. As the Enterprise begins to fire continuous phaser banks, one of the three Klingon ships is destroyed, but this is only a small victory, however, as the remaining ships knock out the main sensor array, and cause critical damage to the warp core. The shields collapse, and the containment field is failing. As La Forge works to shut down the warp core, plasma coolant bursts free of the core manifold, and the warp core builds to overload. There are two minutes until a core breach. La Forge runs back into the clouds of coolant, evacuating his personnel. Data reports on Picard's request that Enterprise-C is now fifty-two seconds from the rift, which is more than enough time for them to escape the battle unscathed.

With his ship's destruction now inevitable, Picard orders all remaining power to defensive systems. Unfortunately Data reports power couplings have been severed in main phaser banks and he cannot bypass. Then the Enterprise is hit again, and Riker is killed when part of the tactical console explodes. The Klingons signal, demanding that Enterprise surrender to them. Picard defiantly responds, "That will be the day", and leaps the tactical rail, trying to fire the phasers himself. After several tries, the phasers fire on one of the Klingon ships, and they respond by continuously firing on the ship. Picard continues trying to fire as the bridge becomes engulfed in flames. The Klingon ships batter away at the now-helpless Enterprise-D, and just before the ship is destroyed, the Enterprise-C flies back through the rift.

The timeline is restored. The USS Enterprise-D encounters a temporal rift in space. Picard asks for a report and when he turns, Worf is back, as well as Troi. Worf reports that his sensor readings momentarily monitored a ship that immediately vanished. Data reports that the anomaly is closing in on itself. Picard orders a class-one probe to be left behind to monitor the final closure. As Picard orders Wesley to set course for Archer IV, Guinan calls up and asks "if everything is all right". Surprised to hear her on the intercom, Picard then tells Guinan everything is fine and asks if there's anything wrong. Guinan says no, that nothing's wrong and she's sorry to have bothered them.

The Enterprise enters Warp with a course laid in for Archer IV.

FEATURE

Starship of the month

By Commander Christian

I think Startrek.com for their assistance

U.S.S. Defiant

Never in the proud history of Starfleet has there ever been a starship with the look or evolution to compare with that of the U.S.S. Defiant — the acknowledged first warship ever built by the Federation's defense and exploration forces.

With its compact design, tucked-in nacelles and bristling weapons array, the Defiant was a radical experiment borne of the rush to counter the sudden Borg threat of 2365-66. If anything, Starfleet's massacre by the Borg at the Battle of Wolf 359 late in 2366 showed the dire need for starships far more nimble and tough than the design lineage of most Federation ships. Most importantly, the Borg's deadly tractor-beam attack required a target far smaller than Starfleet's traditional profile of a large primary hull and warp nacelles atop standoff pylons.

Commander Benjamin Sisko, one of the battle survivors of Wolf 359, initially oversaw the experimental Defiant project at Utopia Planitia as the prototype was rushed into design and construction in just five years. Officially listed as an escort, the otherwise secret program achieved its design and performance goals with a radical change in Starfleet philosophy: its four decks were absent any hint of family quarters or extensive science labs — although sensor and analysis support is more than thorough to support the defense mission. Rather than the familiar Type X phaser strips, the Defiant featured non-traditional pulse phaser cannons; to save space, its meager two shuttles, later upgraded to three, employed small drop-ship shuttlebays instead of a traditional hangar deck. Austere space allowances, including bunk-like personal cabins and compressed facilities all around, were the rule.

Starfleet engineers soon realized, however, that they did their job almost too well after the Defiant was launched on Stardate 47538.5 for its shakedown cruise from the Antares Shipyards, carrying prototype registry NX-74205. For all its weaponry and

toughness, the ship soon proved to be overgunned and overpowered for its design; in fact, the ship nearly tore itself apart in full-power performance tests. But no sooner had the project been abandoned for a fresh approach than galactic events caused a rethink of that decision in late 2370: the looming hostility with the mysterious Dominion of the Gamma Quadrant and its Jem'Hadar super-soldiers.

In fact, official first contact with the Dominion in late 2370 proved so ominous that the ship was pulled from mothballs by none other than its onetime overseer, Sisko — now in command at Deep Space Nine, where the nearby Bajoran wormhole had opened up contact with the Dominion in the first place. The station, previously defended by only three Danube-class Runabouts, was increasingly at the crossroads of galactic tensions and its commander wanted more muscle to handle any contingency.

Following Sisko's surprise return to DS9 with the Defiant after the Dominion invasion threats in early 2371, the ship was plunged into a host of duties while based at the station. For its covert and combat missions, the Defiant was destined to stand out in Starfleet lore in yet another way: it would be the first ship of the line ever outfitted with a cloaking device. Thanks to its similar perception of the Dominion threat, the Romulan Star Empire took the incredible step of loaning a cloaking system to Starfleet for the Defiant in return for shared intelligence, initially posting Sub-Commander T'Rul as part of the loan to oversee its use and security.

Even so, the "tough little ship" was still far from refined, and would receive numerous on-the-job upgrades and tweaks, largely under the oversight of DS9 Operations Chief Miles O'Brien. In fact, in its first encounter with Jem'Hadar ships during a mission to meet the Dominion's Founders only days after arrival at the station, the ship was easily overtaken in battle; it was later hijacked for a time to Cardassian space by a Maquis cell led by Tom Riker, the "twin" of Commander William T. Riker. A hull upgrade to durable ablative armor was soon in place, withstanding severe weapons fire for nearly two minutes even when unshielded; unreported to Starfleet initially, this proved key in disrupting the would-be military coup of Admiral Thomas Leyton on Earth in 2372. Still, even during the Dominion War after years in service, the ship could not make its potential Warp Factor 9.5 speed, or any speed above Warp 9, without tapping spare power reserves to reinforce the structural integrity field.

The Defiant's hard-luck situation soon changed, though. Thanks to the tactical integration of its cloak, the ship rescued Major Kira Nerys from capture on Cardassia Prime itself in 2371, retrieved staff trapped amid the Dominion's massacre of a failed Romulan-Cardassian armada against the Founder's homeworld, and saved the Deteppa Council members from Klingon invasion and capture in 2372, during the Cardassian Union's short-lived civilian government. Its durability was further confirmed when, after an interrupted trade mission to the Karemma, the ship took refuge in the corona of a gas-giant planet by modifying its shielding and outfought pursuing Jem'Hadar attack ships while inside.

And, despite the sabotage of a massive cascade computer virus implanted by Maquis leader Michael Eddington that left Defiant dead in space, the crew set out in their ship only days later to capture him — and did — with less than full computer control, a top speed of Warp 6, manually-targeted weapons, and no internal communications, cloak, transporters, and replicators.

Though armed for bear, the Defiant did find time for use on several science and diplomatic assignments earlier in the pre-war 2370s. The ship discovered dimension-straddling planet Meridian in the Trialus system, and studied a subspace inversion in the Bajoran wormhole as well as an nearby subspace compression effect. The crew also assisted a Trill team testing the creation of an artificial wormhole, and aided in the launch of a planned Cardassian-Bajoran subspace relay on the far side of the wormhole.

During its time, so to speak, the Defiant was also involved in three bizarre temporal incidents. En route to Earth for a symposium on Gamma Quadrant affairs in 2373, a chroniton buildup produced localized temporal distortions that sent the ship and crew to the year 2024, on the eve of the Bell Riots on Earth. Later, a Klingon spy's unauthorized use of the Bajoran Orb of Time while aboard sent the ship to 2267 as part of a plot to kill history's James T. Kirk. And, during the Dominion War, an otherwise routine recon mission turned surreal at Gaia when the crew encountered their own descendants, borne of survivors from a crash-landing after a temporal accident sent their ship back some two centuries. In the mainstream observable timeline, the effects of all three incursions were reversed and negated.

But it was the Dominion War and the tensions leading up to it that contributed the most storied chapters in the Defiant's saga. Oddly, the ship's early record at DS9 was marked by a joint venture with Dominion forces to put down rebel Jem'Hadar who had seized an ancient Iconian gateway on Vandros IV in the Gamma Quadrant, threatening even their own masters. Mutual mistrust barely allowed the Federation-Dominion operation to succeed, and unfortunately never again would there even be a hint of cooperation between the two sides.

More typical in pre-war years would be missions such as the late 2371 diplomatic flight to a supposedly destabilized Tzenketh — a ruse later unmasked as Founder sabotage to spark an unintended war. Or the salvage mission to retrieve a downed Jem'Hadar attack ship in 2373 from Torga IV that would prove to be a covert godsend when war did break out late that year.

The Dominion/Cardassian invasion that marked the war's opening volley included the capture of DS9 and its joint operation with a newly neutral Bajor for nearly three months. Initially the Defiant had bought valuable time by laying self-replicating mines at the exit of the wormhole to prevent Dominion reinforcements from arriving, but as part of the Second Fleet the new year began for the Defiant with a series of discouraging skirmishes and retreats that left Federation morale low.

That period ended when Sisko developed a bold plan, "Operation Return," to retake the station as the first key to overall comeback. Even though the timetable had to be stepped up without many expected ships or Klingon help, his own Defiant and tactics played a key role with a risky breakthrough in the Dominion lines and run to DS9, aided by late Klingon help. Even so, with the minefield at last cleared it was only intervention by the non-linear Prophet aliens worshipped by Bajorans that kept the Dominion reinforcements at bay; Sisko and his crew had been ready to take them on in a suicide mission in the wormhole. Instead, retaking DS9 led to the Defiant's reassignment to the Ninth Fleet, which was then based at the station for the duration of the war.

Throughout its posting at DS9, the Defiant had remained under the direct command of Captain Sisko. However, in his absence, the ship was captained by Lieutenant Commander Worf, Sisko's Strategic Operations Officer at DS9 from 2372-2375. Starfleet's only Klingon officer commanded the Defiant when it forced the U.S.S. Lakota to stand down from backing Leyton's failed coup of 2372, and he was exonerated when falsely accused of recklessly firing on Klingon civilians on convoy escort duty, during brief tensions with his homeworld only months later.

Worf was in the captain's chair too when the Defiant got the chance to take on its intended adversary during the Borg incursion of 2373, proving its rapid fire guns and low-profile silhouette were as effective as planned. Though severely damaged and actually abandoned during the Typhon Sector battle, the ship survived the conflict after its captain and remaining crew were picked up by the U.S.S. Enterprise-E; it returned to service at DS9 in record time.

The lone exception to Sisko's captaincy came with his wartime reassignment to Starbase 375 during DS9's occupation. With Worf serving with General Martok at the same time, Lieutenant Commander Jadzia Dax provided operational command for combat missions — including the destruction of the Dominion's sensor array in the Argolis Cluster. (Major Kira Nerys, Sisko's Bajoran first officer on DS9, had also previously led the Defiant during missions in Bajoran space, as when hunting and destroying Klingon mines laid there.)

By war's outbreak, the Defiant design had proved its mettle well enough to Starfleet to go into production. Two vessels of the new family joined a Nebula-class starship in retaking the Prometheus multi-vector prototype attack ship from Romulan capture in 2373. The cadet trainer U.S.S. Valiant NCC-74210, proved infamous when it was caught behind the lines at war's outbreak and its trainees filled in for its dead seven officers for eight months until they too perished in combat in 2374. Even a duplicate of the original ship, built from plans stolen from DS9 by "Smiley" O'Brien, is assembled in time by his Terran rebels of the mirror universe to free their Terok Nor station from the oppressive Klingon-Cardassian Alliance of that dimension.

But perhaps the most unusual production craft of this already unusual lineage was the U.S.S. Sao Paulo NCC-75633. In the darkest hours of the Dominion War, when the surprise entry of the Breen nearly wiped out Allied fleets with a new energy-damping weapon during the disastrous Second Battle of Chin'toka, the gallant Defiant had to be abandoned along with dozens of others. Only a few months later, as a replacement for Sisko's command — and as practically a personal favor from Admiral Bill Ross — the same-class Sao Paulo was fully renamed and renumbered as an all-new U.S.S. Defiant. Despite going into production as a standard design, its experimental "NX" designation was never officially changed — even on this replacement.

This ship went on to honor its namesake in its very first engagement, the extended Battle of Cardassia Prime that ended the Dominion War — thanks to shield modulation routines fleetwide that countered the new Breen advantage. In fact, it was Sisko's Defiant that led the flanking maneuver in the first phase of the battle, along the Cardassian border, and then fought through to Cardassia itself once Dominion forces fell back there.

As the tumultuous postwar years unfold and peace and exploration again flourish, the unique offensive niche served by the Defiant and its class ships in Starfleet's arsenal will hopefully be far from crucial. Still, the ships have a lot of life left — and a lot of lessons — for all future starship designers and tacticians. For the Defiant itself, neither the loss of Captain Sisko to be among the Prophet aliens nor the promotion of now-Col. Kira to command DS9 has altered the "tough little ship" or its posting.

Editors note:

I want to thank you once again for reading this publication and enjoyed reading it as much as i enjoyed putting it together. remember, there is still a staff writer position open so if you like what you see and want to be apart of it pm me . thank you.