

STAR TREK PHASE II TRUE TO HIS OATH



STAR TREK
NEW VOYAGES
PHASE II
International

A Star Trek Phase II Novelette by
GLENN E. SMITH

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Star Trek Phase II:

Novelette #2

“True To His Oath”

Glenn E. Smith

Adapted from a Story Concept by

Charles Root

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Publisher: Star Trek New Voyages: Phase II, International

www.stnv.de/novels

(Novelette #3 will be released on January 31, 2017)

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ISBN: 9781370439102

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ACKNOWLEDGEMENTS

Thanks to James Cawley for creating “Star Trek New Voyages / Phase II” and then opening up his sandbox and allowing us all to play there.

Thanks to Charles Root for presenting his concept and then allowing me to run with it.

Thanks to Bill “Lab Mouse” Lutz for designing and creating another awesome cover.

Thanks to Andrew “Sarge” Grieb for once more providing me with his proofreading services.

The following events take place after the live-action episode

“*Enemy: Starfleet*” www.stnv.de/esf

and before the live-action episode

“The Child” www.stnv.de/tc

TRUE TO HIS OATH

Captain's log, stardate 7254.3: With repairs to the Enterprise having been completed ahead of schedule—fortunately, the Peshan lasers were barely powerful enough to scratch our hull, and although the Eagle was once as formidable as the Enterprise, neither Alerza herself nor any of her crew knew where to hit us to inflict maximum damage—we were barely two hours out of Starbase Four when we were diverted to the Federation planetoid Memory Alpha. Our mission is to deploy a team of computer specialists to troubleshoot and then repair a major malfunction that has crippled much of the equipment we delivered here last year, rendering the facility all but useless. Commander Spock has completed a preliminary examination of the system and has identified the root cause of the problem. He informs me that repairs and reprogramming should take about three days, so I've authorized rotating shore leave for all personnel. On a personal note, Chief Engineer Scott has, not surprisingly, decided to take leave and spend all three days down there in hopes of reacquainting himself with a friend.

There was nothing particularly remarkable about the Memory Alpha library facility's cafeteria. It was just a typical cafeteria—tables, chairs, food dispensers—a nice place where the facility's personnel could go to take a break from their work, relax a little bit, and get a bite to eat, much like the mess facilities and recreation lounges aboard the *Enterprise*, only significantly larger. For many of the *Enterprise* officers and crew, one of its most important features was the fact that it was also a place to go that was *not* on the starship aboard which they currently spent virtually all of their time, day in and day out. A good hundred of them had already beamed down for some R&R, many of his hardworking engineers among them—he'd seen to that personally—many of whom were sitting around some of the tables at that very moment, eating breakfast and socializing, relaxing and laughing, as were a large number of the Federation civilians who were assigned there.

Enterprise Chief Engineer Commander Scott, who'd been in such a hurry to beam down that he hadn't even taken the time to change out of uniform, had chosen to sit alone at a small two-person table near the back wall, as far away from the food dispensers as possible. He'd been fighting a slight battle of the bulge lately and had wanted to sit as far from all of those mouth-watering aromas as he could get. He'd finished eating several minutes ago, but was still enjoying his second cup of hot, fresh coffee. Or was it his third? No matter. Sooner or later she had to show up, and when she did he'd be sitting right there waiting for her. He blew gently across the surface of the steaming brew and was about to take a sip when one of his newer engineering ensigns waved to him as he walked by on his way out.

"Enjoy your leave, Commander," the ensign told him.

"Aye, Ensign," Scotty replied, the young man's name having slipped his mind for the moment. "You, too." He followed the man out through the wide, open doorway with his eyes as he sipped his coffee tentatively, but his name still escaped him. That wasn't good, Scotty told himself. A department chief should always know his people's names.

"Hello, Scotty," said a beautifully familiar voice from ahead of him.

Scotty faced forward again and looked up to find Lieutenant Mira Romaine standing before him in her science-blue uniform, holding a tray filled with her breakfast and smiling down at him with that warm, beautiful smile and that twinkle in her eyes that he had been missing so much. "Mira!" he greeted her as his own smile grew to stretch nearly from one ear to the other. Then he set his mug down on the table, stood up, and gestured toward the chair across the table. "Will yeh sit and talk with me while yeh eat, lass?"

"Of course I will," she replied. "Thank you." Scotty remained standing and gazed at her with a glint in his eye while she set her tray down in front of her. "Oh, but you've already finished eating," she observed.

"Aye," he acknowledged, "but I still have a near-full cup o' coffee."

Mira looked up at him as she sat down and told him, "I'm glad you came down."

"I wouldn' o' missed this chance to see yeh for anythin', Mira," he told her as he sat back down as well. Then, when she picked up her fork to start eating, he said, "It's so good to see yeh, lass," and then asked her, "How've yeh been?"

"I've been good, Scotty," she replied as she cut her pancakes with the side of her fork. "I'm still really enjoying this assignment."

"I'm glad."

"No pretty little sparkling clusters of Zetarian light spirits trying to take my body over down here," she remarked. She took a bite of her pancakes while Scotty took a drink of his coffee, then continued as she chewed, "Of course, this systems malfunction has made things difficult, but now that you're here..."

"Commander Spock is headin' up the work, lassie," Scotty told her. "I'm here strictly to see you."

Mira smiled once more, so beautiful. "Scotty...every bit as sweet as I remember."

"It's really good to see yeh again."

She smiled anew and almost giggled like a schoolgirl as she swallowed, then told him, "You said that already."

"Aye, and it's just as true the second time," he returned.

"Oh, and...congratulations, by the way."

"What for?"

She stuffed another forkful of pancakes into her mouth and then nodded toward the two solid bands of braid around the ends of his sleeves and replied, "You've been promoted to full commander."

"Oh, aye," he acknowledged, glancing down at his new braid as well. "Just happened a few days ago."

Mira swallowed, then said, "Don't tell me, let me guess." She paused for a moment, then said as though she were creating a dramatic headline, "Chief engineer once again saves starship and all personnel aboard from certain death and destruction."

Scotty snickered and then shook his head and answered, "Naw, nothin' like that." But then he thought about it for a moment and had to admit, "Well...actually, I guess it was somethin' like that, I suppose."

"Really?" she asked him, intrigued. "Tell me about it."

"It was no' that big a deal, lass," he told her humbly. "Nothin' any other competent officer wouldn' o' done."

“Oh, I think you’re just being modest, Commander,” she lovingly accused. “Come on, tell me the story.”

“Yeh really wanna hear it?” he asked her.

“If I didn’t want to hear it, I wouldn’t have asked,” she replied.

“All right then,” he acquiesced. And then, as she took another bite of her breakfast, he began, “We were in space dock for repairs at Starbase Six after crossin’ paths with a Klingon battlecruiser and one of our own ships that had been conductin’ a black operation involvin’ Regularan bloodworms of all things. Disgustin’ little slugs, they are, too...”

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Scotty sat down behind his desk in the Impulse Engineering office and flipped on the computer recorder.

“*U.S.S. Enterprise* Chief Engineer’s Log, stardate 6443.2, Lieutenant Commander Montgomery Scott recording: It was truly my honor to speak at Starfleet Academy’s annual Engineers’ Assembly three days ago. The event proved to be an enjoyable one and provided me with a much needed distraction, but I’m back aboard the *Enterprise* now, still in space dock at Starbase Six, and it’s time to get back to work. Repairs are continuin’ to progress on schedule, but those Klingon bastards really did a number on the old girl this time. As I said from the beginnin’, the starboard nacelle was completely shot to hell and had to be replaced, and now the port nacelle will neigh maintain a proper balance with the new one. That means a complete overhaul o’ the port nacelle will have to be completed before field generation tests can continue, and *that* means an additional delay of least...”

Scotty stopped recording and looked up with surprise when the red alert lights started flashing suddenly and the emergency klaxon started blaring. After that moment’s hesitation, he leapt up from his desk and ran toward the door, shouting, “What in the bloody blazes...”

He rushed out into the cavernous impulse engineering room, passing between two of the massive machinery units, and found his engineers either donning their personal protective gear or already wearing it and manning their various stations. “What in the bloody hell is going on out here?” he demanded to be told, figuring that one or more of them had somehow done something to trip the alert. After all, they were in space dock at a starbase. It wasn’t like the Klingons could be attacking again. Not *there*.

“No one knows, sir!” one of his newest junior engineers shouted over the din in reply. “We were just preparing for another intermix test! We didn’t even *start* it yet!”

That wouldn’t have caused it. “Carry on, lad,” Scotty told the young man, allowing him to return to his task. Then he rushed to the nearest communications panel and slapped the call button. “Scott to bridge,” he shouted. “What the bloody hell is happening up there?”

“*Lieutenant Hansen here, sir,*” came the reply from the duty officer almost instantly. “*One of the planet’s defense satellites has malfunctioned and is firing its weapons at random targets down on the surface! Two major cities have already been hit and taken catastrophic damage! Our orbit is going to put us right in the satellite’s path in a matter of minutes—both us and the station!*”

“Have the captain and Mister Spock been...”

“*They’re both still off in the outer system, sir!*”

“Of course they are,” Scotty acknowledged sarcastically as he closed the channel and then rushed over to a nearby storage cabinet. He grabbed a communicator out of the cabinet and then shouted to the next engineering lieutenant he saw as he hurried toward the turbolift. “Take charge down here, lad,” he told him.

He darted into the lift, grabbed one of the handles and gave it a quick twist as the doors began to close and shouted, “Bridge.” Then he flipped open his communicator as the doors closed and sealed and the lift started moving laterally and called, “Scott to Sickbay.”

“*McCoy here,*” the response came quickly. “*What the blazes is going on, Scotty?*”

“We have an emergency situation, Doctor! Get yer staff and patients off the ship as fast as yeh can, however yeh can!”

“*I don’t have any staff onboard, Scotty,*” McCoy told him. “*Just three patients—all of them your men.*”

“Well get ‘em off the ship, Doctor, and fast!” Scotty insisted as the lift slowed to a stop and then started climbing. “We’re gonna warp out o’ the space dock in a few minutes and I don’ want anyone aboard who doesn’ have to be.”

“*We’re going to what?*” McCoy exclaimed. “*Mister Scott, two of these men are barely ambulatory!*” he then strongly protested. “*If you want me to take them off the ship, I’m going to need some help!*”

“I’m an engineer, no’ a doctor, Doctor, and right now I have to engineer a plan o’ action to stop a crisis, so grab whoever yeh can find to help yeh and make it fast! Scott out.” Scotty flipped his communicator closed and then looked up at the ceiling as he put it away up under his shirttail and urged the lift, “C’mon, yeh bloody slow movin’...”

Ever since the *Enterprise* had pulled into space dock, the bridge had been manned by only skeleton crews, though it had been manned nonstop, around the clock. There had been a command duty officer present at all times, but most of the other personnel had been and still were engineers and technicians who had been assigned to work on various stations, primarily the helm and the engineering-oriented stations around the outer ring. Lieutenant Hansen, who had spent some time in the center seat before and sitting in it now, turned the chair when he heard the turbolift doors open and found Scotty rushing out onto the bridge.

“Report, Mister Hansen,” Scotty called out as he approached him.

“Planetary Defense Control reporting a catastrophic failure of the defense net controls program, sir!” Hansen replied as he stood up, surrendering the center seat to his superior officer. “Manual override isn’t functioning and a third major city has just taken a direct hit.” Scotty dropped into the seat and turned the chair to face forward. “The last shot hit the open sea—no damage or casualties,” Hansen concluded as he took a step closer to Scotty.

“How long before we’re in the platform’s path, lad?”

“About eight minutes, sir.”

The image currently up on the main viewscreen showed the malfunctioning defense satellite orbiting in the distance almost dead ahead, and as Scotty watched, it fired its glowing yellow-white energy beam down at the planet surface. “That bloody thing could wipe out

near a quarter o' the hemisphere in eight minutes," he judged. "Hundreds o' millions o' lives could be lost." He turned his eyes to Hansen. "Assume yer station, Mister Hansen. Prepare to warp out o' the space dock and put us..."

"Prepare to *what*?" Hansen exclaimed, wide-eyed, drawing a lot of attention from the others working around them. Then he reminded the chief engineer, "Mister Scott, the engines are still imbalanced and could blow us up like..."

"We're not gonna stand by while that bloody thing carves modern relief art into the planet below, Mister Hansen!" Scotty fired back. "Now man yer station or I'll bloody well find someone else to man it for yeh!"

"*Bridge!*" the speaker in the chair's armrest shouted up at him as Lieutenant Hansen took his seat at navigation. "*Commander Scott, this is Lieutenant Grieb. We've evacuated the sickbay and are beaming Doctor McCoy and his patients out now.*"

"Aye, lad," Scotty acknowledged. "You go with 'em."

"*But, sir, shouldn't I go back to Engineering? The engines...*"

"Will either blow up or they won't, lad, and nothin' yeh can do down there now will make a wee bit o' difference. Now evacuate with the others, you and anyone else who might be with yeh. That's an order. Scott out."

Hansen practically jumped from navigation to the helm, nearly knocking over one of the technicians working there. "Course plotted, Mister Scott," he reported. "We'll be there in the blink of an eye, sir..." He briefly looked back over his shoulder and added, "...assuming we don't blow up first."

"Advise Dock Control to energize their defense fields now!" Scotty ordered, ignoring the navigator's previous comment. "Then raise our close-in shields and put us between that platform and the planet as soon as we get there."

"Aye, sir."

Scotty raised his eyes to the ceiling to address his lovely lady *Enterprise* and muttered in a near whisper, "All right, lassie. Be a bonny lass now and hold yerself together." And then he leaned slightly forward and dropped his gaze to the back of Hansen's head as he shouted, "Now, Mister Hansen!"

"Engaging warp drive...now!" Hansen replied. And then he pressed the controls.

The *Enterprise* warped out of space dock, somehow inflicting only light to moderate damage to its superstructure and blowing out most of its floodlights. Far off in high planetary orbit, the renegade defense platform was powering up to take its next shot at the surface, and it appeared to be aiming directly at the heart of the evening lights of yet another massive city. Then, suddenly, the *Enterprise* dropped back into normal space directly between the platform and the planet surface, just as the platform fired. Its deadly beam struck the ship's shields at point-blank range, immediately causing them to glow as they absorbed all of the energy they could and deflected the rest into space at an oblique angle. Hansen held onto the leading edge of his console as tightly as he could, doing his best to stay at his post while most everyone else on the bridge tumbled across the deck.

"Shields overloading, Mister Scott!" he shouted over the cacophony.

"Destroy the platform, Mister Hansen!" Scotty shouted back.

"Locking phasers!" Hansen announced as he did so. "Firing!"

A pair of blue-white phaser beams lashed out from beneath the *Enterprise's* saucer

and struck dead center of the platform, which soon started to glow as it absorbed much of the energy and its own circuitry began to overload. Then, after several long seconds, the platform finally exploded into an enormous yet short-lived fireball, peppering the ship's starboard hull, the phaser beams piercing through its heart and shooting off into deep space.

"Cease fire, laddie."

"Aye, sir."

Scotty looked around the bridge—everyone seemed to be none the worse for wear, and then looked back at Hansen. "Well done, Mister Hansen," he told him.

"Looks like she held together, sir," Hansen replied, looking back at the chief engineer.

"Aye," Scotty acknowledged. "I never doubted her for a moment."

"Planetary Defense Control is hailing us," Uhura reported.

Scotty and Hansen both looked back to find that Lieutenant Uhura had taken her post at communications, though she wasn't in uniform. "What are yeh doin' here, lassie?" Scotty asked her.

"I'm doing my job, Mister Scott," she replied as though it should have been obvious. "Just like the two of you and everyone else here."

Scotty smiled at her. "Aye, and a bonny sight for sore eyes yeh are, too. What do they want, Lieutenant?"

"They're reporting no damage to the target city, sir. They weren't hit."

Scotty sat back and smiled with satisfaction.

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"Wow! That's some story, Scotty," Mira marveled.

Scotty saw that she had finished her breakfast, so he drank down the last of his coffee and then replied, "Well, like I told yeh, I did no' do anythin' any other officer in my shoes wouldn' o' done."

"And like *I* told *you*, you're being modest," Mira countered. "It took a lot of guts to put yourself and your ship in harm's way like that."

"Well, I could no' let the bloody thing kill millions more people, now could I?"

"Of course you couldn't," she agreed.

"I mean, I only did what I *had* to do," Scotty went on.

Mira grinned. "Of course you did," they agreed once more.

"I just got lucky that I did no' damage the ship any worse or get someone else hurt."

"Like hell you just got lucky," Mira countered, suddenly not so agreeable.

"Mira," Scotty said, trying to wave off the praise that was surely to follow.

"Come on, Scotty," she began. "You are probably the best chief engineer in Starfleet. You'd probably calculated all the risks and figured out how to mitigate them without even realizing you did it before you stepped out onto the bridge."

"That's kind o' yeh to say, lass, but..."

"That magnificent brain of yours is what attracted me to you in the first place," she told him. "Well, that and your charm...and your gentleness...and your dedication..."

“Stop it, lassie,” he pleaded. “Yeh’re gonna make me blush.”

She smiled. “Too late.” Then she asked, “How was the ceremony? Did Captain Kirk conduct it himself?”

“The captain was there o’ course,” Scotty answered her, glad that the wave of praise had finally broken and ebbed. “But we were docked at Starbase Four at the time, so Admiral Withrow presided.”

“Tell me about it.”

“There’s really not too much to tell,” he said. “It was just your typical ceremony—short, to the point.”

“Tell me anyway. I want to picture it in my mind.”

“Aye. Well, as I said, we were at Starbase Four—not too long back from our run-in with the people who’d stolen and bastardized the starship *Eagle*—but my ceremony was held aboard the *Enterprise*...”

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Scotty, decked out in his kilted dress uniform, stood in the front rank and turned to his left and his right and looked over the crowd around him. It was a good turnout. Nearly the entire ship’s complement was there, standing in formation at parade rest—a real testament to the high regard in which they held him. Captain Kirk and Admiral Withrow, both of them in dress uniform as well, stood in front, facing the formation. The admiral’s Troyian aide stood to the side and slightly behind Withrow, holding his PADD as always, and an ensign whom he didn’t know stood a slight distance off from Kirk’s side, holding a pair of presentation cases—one about a foot or so wide, the other smaller.

Kirk and Withrow suddenly snapped to attention as though they were of one mind, and then the captain ordered, “Lieutenant Commander Montgomery Scott, report to Admiral Withrow.”

Scotty came to the position of attention and then stepped out. He stopped one pace in front of the admiral, facing him, and then said, “Lieutenant Commander Montgomery Scott, reporting as ordered, sir.”

“About face, Mister Scott,” Admiral Withrow directed.

As Scotty turned and faced his shipmates and Kirk and Withrow flanked him, one on each side, Withrow’s aide handed his PADD to him. Withrow looked down at it and called out to all those present, “Attention to orders.”

Everyone who wasn’t already standing at the position of attention snapped to it as one, and then Admiral Withrow read, “Starfleet special order number twenty-two seventy dash two three: By order of Fleet Admiral Jane W. Barrow, Starfleet Commandant, Starfleet Command announces the following award. The Starfleet Distinguished Service Cross for Valor is hereby awarded to Lieutenant Commander Montgomery Scott, Chief Engineer and third in command, *U-S-S Enterprise*. On stardate six-four-four-three point two, an orbital defense platform malfunctioned and began firing down at several major cities on the surface of Gravesworld. While on duty aboard the *Enterprise*, which was in space dock for repairs at

the time, Lieutenant Commander Scott ordered the evacuation of all non-essential personnel from his vessel. He then assumed operational command of *Enterprise*, and at great risk to his own life and the lives of those who remained onboard under his command, ordered his vessel to a position between the platform and the planet surface in order to protect the millions of citizens inhabiting the city that the platform had targeted, and subsequently destroyed the platform with his vessel's phasers. Lieutenant Commander Scott's unwavering dedication to the principles of Starfleet, superb leadership, and distinguished performance of his duties is in keeping with the finest traditions of the space service and reflects great credit upon himself, the crew of the Starship *Enterprise*, and Starfleet Command."

The ensign stepped up to Kirk's side and handed him the smaller case as Withrow finished reading. "Awarded by my authority and under my hand on this date. Signed, Jane W. Barrow, Fleet Admiral, Commandant Starfleet."

Kirk opened the case and then held it out to the admiral, who handed the PADD back to his aide and then lifted the medal out of the case. Then he faced Scotty, who couldn't stop himself from grinning as Withrow pinned the medal on his chest. When he'd done that, the admiral then shook Scotty's hand and said, "Congratulations, Mister Scott."

"Thank yeh, sir," Scotty replied.

Withrow released the chief engineer's hand and then retrieved the PADD from his aide while the engineer shook hands with his captain.

"Well done, Scotty," Kirk told him.

"Thank yeh, Captain," Scotty replied.

The two men faced forward again and Admiral Withrow read from the PADD once more. "Attention to orders. Starfleet special order number twenty-two seventy dash two four: By order of Fleet Admiral Jane W. Barrow, Starfleet Commandant, Starfleet Command announces the following personnel action. Phillip Van Horn, President, United Federation of Planets, has instilled special confidence and trust in the professionalism and outstanding leadership consistently demonstrated by Lieutenant Commander Montgomery Scott, Chief Engineer and third in command, *U-S-S Enterprise*. Lieutenant Commander Scott is therefore hereby promoted to the rank of Commander, effective this date. So ordered by my authority and under my hand. Signed, Phillip Van Horn, President, United Federation of Planets."

The ensign stepped up to Kirk's side again and handed him the larger case while the admiral handed the PADD back to his aide again. As before, Kirk opened the case and then held it out to Withrow, and as before, the admiral picked the item up out of it. This time that item was a beautifully stained wooden plaque bearing a rectangular engineering-red backing in its center. The backing displayed the *Enterprise* engineering logo patch, underneath which a pair of commander's braids were mounted diagonally. The gold inscribed black metal plate mounted directly beneath the backing read in three lines, 'Commander Montgomery Scott, Chief Engineer, U.S.S. Enterprise.'"

Admiral Withrow handed the plaque to Scotty with his left hand. Scotty accepted it with his left hand and shook the admiral's right. "Congratulations again, Commander Scott."

"Thank yeh, Admiral."

Withrow faced front again and waited, standing at attention, while Kirk and Scotty shake hands. "Congratulations, Commander Scott," Kirk said. "You've earned both several times over."

“Thank yeh, sir.”

“Complement,” Withrow called out. “At ease.” Everyone shifted to that position, and then the admiral asked, “Commander Scott, do you have anything you would like to say to your shipmates?”

Scotty looked at Withrow and replied, “I, sir, I do,” then stepped forward to address his shipmates and shouted enthusiastically, “Let’s bowl!”

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Mira’s eyes grew wide and her smiling lips parted. “So your ceremony was held in the ship’s bowling alley?” she asked.

“Aye, it was,” Scotty replied, smiling back at her.

She laughed. “That’s terrific, Scotty. I’ll bet you won the bowling match, too.”

“Well...I’ve got a two-eighteen average, so I did all right, aye.”

“More modesty, Scotty? We’re really going to have to do something about that.”

“What do yeh mean, lass?”

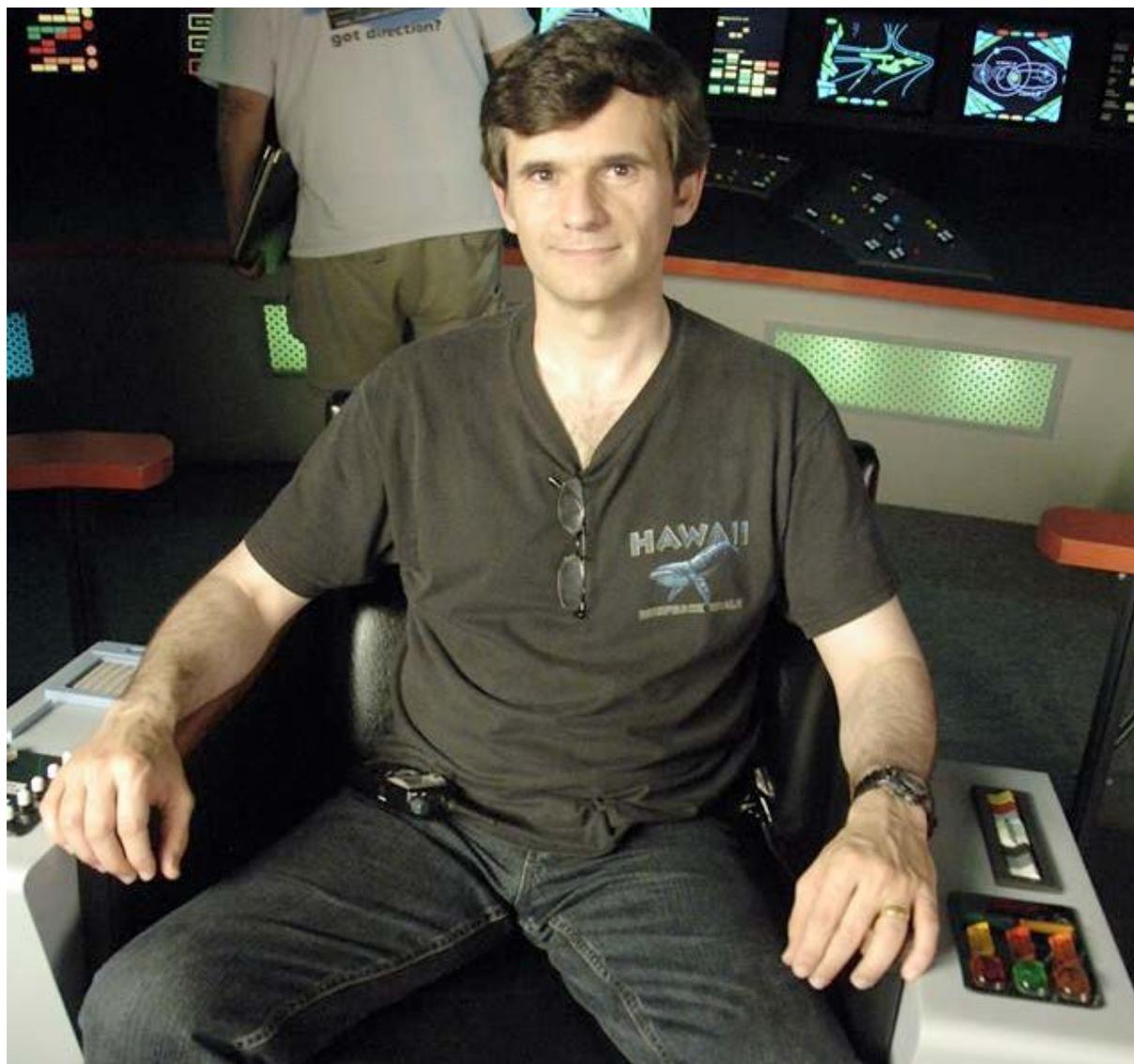
Mira leaned in closer and lowered her voice. “I mean that I’m finished with breakfast, that I don’t *have to* work today, and that I can take as much of the next three days off as you might make me want to.”

Scotty’s grin grew wider as he caught her meaning. “Can yeh now?”

“Yes, I can. So what do you say, Scotty?” she asked as she stood up. Scotty looked up at her with a smile as she held her hand out to him. “Shall we go see how immodest a few days we can have together?”

Scotty took hold of her hand and stood up with her, gazing at her through loving eyes and smiling from ear to ear as they started to walk out. “Aye, lassie,” he replied. “Indeed we shall.”

ABOUT THE AUTHOR



Glenn E. Smith is the author of the continuing “Solfleet” military science-fiction and “Legend of the Khi-Mara” fantasy series of novels, and writes the upcoming comic series “Sentient” for Dragon Phoenix Media™.

He joined the Star Trek New Voyages/Phase-II production crew in 2007 for the filming of the episode “Blood and Fire,” during which he served as a production assistant and bit player. He also served as Second Assistant Director for the filming of the episode “Enemy: Starfleet” and First Assistant Director for the filming of the vignette “Going Boldly” and the as yet unreleased episode “Bread and Savagery.” Glenn scripted two episodes for the series as well. Unfortunately, production of additional episodes was halted before either of them could be considered and/or scheduled for production.

ABOUT STAR TREK NEW VOYAGES: PHASE II



In the mid-1960s, one science-fiction series was made that would later become the most popular Sci-fi series in the world: Star Trek. What started as a simple television series went on to develop into a massive franchise of 726 TV episodes, 12 movies, many novels, dozens of computer games and other products. However, The Original Series (TOS) was only made for 3 seasons before the show was axed back in 1969.

James Cawley had already built the bridge, sickbay and several other sets from the original blueprints, when he teamed up with the director Jack Marshall and a number of fans whose aim it was to create the missing two years of the original five year mission under James T. Kirk.

The Star Trek New Voyages team started to create new episodes, based on the original series, to continue where Kirk and his crew had left off when their series was cancelled. They even numbered their episodes as the fourth season and released 11 new episodes (including the Pilot from 2003) and five vignettes, with three additional full episodes filmed, yet not released.

The series was made as a fan film project under the direction of James Cawley, who also played James T. Kirk in the New Voyages: Phase II incarnation until mid-2012 when Cawley passed on the iconic role of Captain Kirk to the professional actor Brian Gross. James continued to helm the show as Executive Producer, making costumes etc.

As this was a fan-film project, we could only work with actors who volunteered their time. This made it necessary to recast a number of actors since production began in 2003. There have been two "James T. Kirks" (James Cawley and Brian Gross), three "Mr Spocks" (Jeffrey Quinn, Ben Tolpin and Brandon Stacy), two "Dr McCoys" (John Kelley and Jeff Bond), three "Lt Uhuras" (Julienne Irons, Kim Stinger and Jasmine Pierce), five "Pavel Chekovs" (Jasen Tucker, Walter Koenig, Andy Bray, Jonathan Zungree and Brian Tubbs) and four "Hikaru Sulus" (John Lim, George Takei, J.T. Tepnapa and Shyaporn Theerakulstit). [See our cast list for full details.](#)

The production values are so high, that several of the original actors and crew have decided to join in and help them create the episodes. This includes Walter Koenig (Chekov) and George Takei (Sulu) who were able to resume their original roles in this fan-series. Other original guest stars include BarBara Luna, Eddie Paskie, John Winston and Mary Linda

Rapelye as well as Denise Crosby (“Tasha Yar”, TNG) and Bill Blair who originally starred in DS9). Original writers have also worked on the series including D.C Fontana and David Gerrold.

The visual effects for “Come What May”, “In Harm’s Way” and “Center Seat” were made for us by Doug Drexler under the alias “Max Rem”. Doug is known for his work on TNG and all subsequent Star Trek Shows and he even designed the “Enterprise NX-01.”

Also on board were, Daren R. Dochterman, known for his work on the Director's Cut of “Star Trek: The Motion Picture” DVD. For us, he worked on the opening title sequence and also provided “retro” visual effects for Mind-Sifter.

Joel Bellucci provided the visual effects for Blood and Fire and was then also joined by Pony Horton. Pony is probably the only VFX artist who actually worked with the original VFX artists that made the original series. This includes Hugh Wade, Frank Van der Veer, and Barry Nolan who taught Pony directly how to make the various effects, including the transporter. Pony took on the role of VFX Supervisor for Kitumba and later episodes.

Finally, Tobias Richter joined the team in 2009 who is well known for his beautiful space related visual effects. His work can be seen in Enemy Starfleet and all later episodes. Tobias is Germany’s top CGI-expert working from his Cologne based company, “The Light Works”. www.thelightworks.com

On June 23, 2016 - CBS released new [Fan-film guidelines](#) which made it impossible for us to continue making new episodes. It was decided to close Star Trek New Voyages and open our sets to the public as The Star Trek Original Series Set Tour under license from CBS. www.startrektour.com

Although the production of new filmed episodes has ended, Star Trek New Voyages episodes will remain online through our Star Trek New Voyages International website and fan-club.

As we can no longer make new fan-films, we have started to release a series of new stories in eBook form (PDF and Kindle), written by New Voyages crew member Glenn E. Smith. These stories are written into the New Voyages timeline and are our way of providing new stories to our fan-base around the world.

To all budding Star Trek authors, we are now inviting fans to submit their own stories in eBook form that fit into the New Voyages universe. Please note that any story chosen for publication, may be rewritten by our team as needed, much like submitted TV scripts are rewritten by a show's writing staff all the time. The original writer would, of course, be credited. We will publish the best stories as free eBooks. Send your story ideas to peter@stnv.de

New Voyages Fan Club

What is this Fan Club, what can I expect?

The New Voyages Fan Club has been setup to provide our fans with access to addition downloads, information, posters, etc. We are celebrating the series and adding to the information and downloads about the series from our archives.

Here are some of the free perks available for members of our new fan area:

- Exclusive 16:9 Widescreen edition of Mind-Sifter to watch online or download
- Hi-res downloads of our HD episodes - see the episodes in even better quality
- Downloadable DVD-images (ISO) for all our episodes, complete with extras, subtitles and even artwork
- High-quality Poster and picture downloads
- Wallpaper with pictures of our ships, etc.
- Our exclusive newsletter for fans
- And more to be added in future.

More details can be found on our website:

<http://www.stnv.de/fanclub>

NEW VOYAGES: PHASE II EPISODES



This is a list of episodes in the order they were released (although not necessarily the order they were filmed). Please note that the episodes take place in a different order to that of the timeline when they take place. A list of [episodes in chronological order](#) can be found in the next chapter.

Clicking the episode title will take you to the respective episode page on our website. There, you can watch the trailer, get additional information and download or watch the episode online. Of course this only makes sense if you are reading this with a computer, tablet or smartphone. If you are using a Kindle with e-ink display, then what you can do on our website will be limited.

[Episode 00: Come What May \(Pilot\)](#)

After receiving a distress call, the USS Enterprise, commanded by Captain James T. Kirk (James Cawley), is assigned to investigate an intruder attacking the Primus IV colony. Once there, the crew encounters a strange alien life form that can produce visions of personal events displaced in time. These visions may hold the key to better understanding the threat they are about to encounter.

[Episode 01: In Harm's Way](#)

In an adventure that spans centuries, Captain Kirk fights alongside a U.S.S. Enterprise from the past to stop the devastating "Doomsday Wars" that should never have happened. In a universe forever changed by those events, the crew of the Enterprise must once again battle the powerful juggernaut known as the "Doomsday Machine."

[Episode 02: To Serve All My Days](#)

While a Klingons ship is threatening the Enterprise and Captain Kirk needs Chekov on the bridge, but Lt. Chekov is incapacitated with a debilitating disease that is causing him to age rapidly... a disease for which Dr. McCoy can find no cure.

Episode 03: World Enough and Time

A Romulan weapons test goes awry and snares the Enterprise in an inter-dimensional trap. Lt. Commander Sulu returns to find himself 30 years out of place and the key to saving the crew of the Enterprise as the precarious grasp on their own dimension begins to slip.

Episode 04-5: Blood and Fire – Parts 1 and 2 / Movie

Pursued and damaged by repeated Klingon attacks, the crew of the Enterprise must respond to the distress call from a Federation research ship. In a matter of hours the ship and crew will be consumed by a nearby star and the crew of the Enterprise will be consumed by a mysterious horror that threatens both ships as the Klingons watch and wait. The horrific story finds a battle damaged Enterprise caught between an incurable contagion that threatens to overrun the galaxy, the pull of a dying star, and Klingons poised to attack. Like all of the best Star Trek episodes, "Blood and Fire" finds the Enterprise crew facing their own human fears and failings as they have to weigh the costs and decide how much personal risk to take in order to save the people around them.

Episode 06: Enemy Starfleet

Attacked while exploring a new sector of space, Captain James T. Kirk and his crew find themselves thrust in the middle of a war. The USS Eagle, lost eight years before, is now in the clutches of a woman who bends starships and their captains to her will and has been reverse engineered into a fleet that is bent on domination and genocide. The Enterprise may be the only ship able to stop the Peshan homeworld from falling to Alersa and her enemy starfleet.

Episode 07: The Child

While the Enterprise passes through a strange energy cloud, a mysterious light force enters the ship and impregnates Ensign Isel who, within days, gives birth to a baby girl, Irska. The child grows up at a tremendous rate and while she appears to be human, it is feared she could endanger the ship after a strange alien spacecraft appears and puts everyone in jeopardy....

Episode 08: Kitumba

"Kitumba" depicts the Enterprise on a suicide mission to the heart of the Klingon Empire. Pulled in every direction by warlords and people that have their own agenda, the Kitumba suddenly finds himself confronting his very enemy: Captain James Kirk and the Enterprise. The choices he makes will resonate through the galaxy for years to come.

Episode 09: Mind-Sifter

When the crew of the Enterprise is forced to accept the death of Captain Kirk, Spock and McCoy must come to terms with their own grief, but when Spock discovers a plot by the Klingons to send Kirk back in time in order to destroy the Federation, it will take all the

courage and abilities of the crew of the Enterprise to rescue their beloved Captain in time before he succumbs to the horrific torture of the Mind-Sifter.

Episode 10: The Holiest Thing

Captain James T. Kirk's (Brian Gross) first encounter with the charismatic scientist Doctor Carol Marcus (Jacy King), who is specialized in Terraforming. Carol is the woman who one day will mother Kirk's son David and also break his heart. Doctor Marcus is leading a terraforming project on Planet Lappa III that goes horribly wrong and devastates the planet. Was it her fault? Or is a mysterious black market operation behind the catastrophe? Kirk and the crew of the refitted, USS Enterprise, investigate.

Vignette 01: Center Seat

While Sulu was away at Command Training, Lt. Desalle has made himself comfortable with the responsibility of running the Bridge of the Enterprise when Captain Kirk is off duty. Upon Sulu's return to Enterprise, he is dismayed to find Desalle in the Captain's chair hardly paying Sulu any mind. Once Sulu re-asserts himself as the XO on the bridge, he takes the Ship out for a shakedown based on his homework from Command Training ...

Vignette 02: No Win Scenario

After being pitted against Kirk in a Klingon version of the “no-win scenario,” Kargh would hunger for the day when he and Kirk would meet for real. His hunger is soon satisfied!

Vignette 03: 1701 Pennsylvania Av.

What would it be like if president Richard Nixon was a big Star Trek fan? Nixon was elected US-president in both 1968 and 1972, but he had to resign after a scandal broke about members of his staff bugging meetings in the Watergate hotel in Washington, D.C., and recordings of the president's activities lacked 18 minutes that were never recovered.

Vignette 04: Going Boldly

A memorial service is held for lost crewmembers while the Enterprise is being refitted for new adventures. Introduces Brian Gross as James T. Kirk.

Vignette 05: Timeline Restored

Two Enterprises meet from different timelines. Can our Enterprise repair the timeline that had gone adrift in time?

EPISODES IN CHRONOLOGICAL ORDER

Our episodes were not made in the same order as they take place on the timeline. So to help you work it out, here is a list of our episodes in chronological order according to stardate (where available) and/or events in the episodes. A list of [episodes in the order they were released, can be found here](#).

Please note that this does cause some paradoxes as the Enterprise gets a refit with new nacelles in Going Boldly, as can be seen in The Holiest Thing, yet the stardate puts The Child much later with the old round nacelles. Kitumba logically takes place after "The Child" despite its stardate. For these reasons, we have placed The Child and Kitumba just before Going Boldly to better fit it in with the events and actors seen in the episodes. Two episodes also include flashback scenes from after the 5-year mission (World Enough and Time as well as The Holiest Thing), but we have not taken that into account.

Vignette 03: 1701 Pennsylvania Av. (Stardate: 20.07.1969)

What would it be like if President Richard Nixon was a big Star Trek fan? Nixon was elected US-president in both 1968 and 1972, but he had to resign after a scandal broke about members of his staff bugging meetings in the Watergate hotel in Washington, D.C., and recordings of the president's activities lacked 18 minutes that were never recovered.

Vignette 02: No Win Scenario (Stardate: Unknown)

After being pitted against Kirk in a Klingon version of the "no-win scenario," Kargh would hunger for the day when he and Kirk would meet for real. His hunger is soon satisfied!

Episode 00: Come What May (Pilot) Stardate: 6010.1

After receiving a distress call, the USS Enterprise, commanded by Captain James T. Kirk (James Cawley), is assigned to investigate an intruder attacking the Primus IV colony. Once there, the crew encounters a strange alien life form that can produce visions of personal events displaced in time. These visions may hold the key to better understanding the threat they are about to encounter.

Episode 09: Mind-Sifter (Stardate: Unknown)

When the crew of the Enterprise is forced to accept the death of Captain Kirk, Spock and McCoy must come to terms with their own grief, but when Spock discovers a plot by the Klingons to send Kirk back in time in order to destroy the Federation, it will take all the courage and abilities of the crew of the Enterprise to rescue their beloved Captain in time before he succumbs to the horrific torture of the Mind-Sifter.

Episode 01: In Harm's Way (Stardate: Unknown)

In an adventure that spans centuries, Captain Kirk fights alongside a U.S.S. Enterprise from the past to stop the devastating "Doomsday Wars" that should never have happened. In a universe forever changed by those events, the crew of the Enterprise must once again battle the powerful juggernaut known as the "Doomsday Machine."

Vignette 01: Center Seat (Stardate: Unknown - Between IHW and TSAMD)

While Sulu was away at Command Training, Lt. Desalle has made himself comfortable with the responsibility of running the Bridge of the Enterprise when Captain Kirk is off duty. Upon Sulu's return to Enterprise, he is dismayed to find Desalle in the Captain's chair hardly paying Sulu any mind. Once Sulu re-asserts himself as the XO on the bridge, he takes the Ship out for a shakedown based on his homework from Command Training ...

Episode 02: To Serve All My Days (Stardate: 6031.2)

While a Klingons ship is threatening the Enterprise and Captain Kirk needs Chekov on the bridge, but Lt. Chekov is incapacitated with a debilitating disease that is causing him to age rapidly... a disease for which Dr. McCoy can find no cure.

Episode 03: World Enough and Time (Stardate: 6283.4)

A Romulan weapons test goes awry and snares the Enterprise in an inter-dimensional trap. Lt. Commander Sulu returns to find himself 30 years out of place and the key to saving the crew of the Enterprise as the precarious grasp on their own dimension begins to slip.

Episode 04-5: Blood and Fire – Parts 1 and 2 / Movie (Stardate: 6429.2)

Pursued and damaged by repeated Klingon attacks, the crew of the Enterprise must respond to the distress call from a Federation research ship. In a matter of hours the ship and crew will be consumed by a nearby star and the crew of the Enterprise will be consumed by an mysterious horror that threatens both ships as the Klingons watch and wait. The horrific story finds a battle damaged Enterprise caught between an incurable contagion that threatens to overrun the galaxy, the pull of a dying star, and Klingons poised to attack. Like all of the best Star Trek episodes, “Blood and Fire” finds the Enterprise crew facing their own human fears and failings as they have to weigh the costs and decide how much personal risk to take in order to save the people around them.

Episode 06: Enemy Starfleet (Stardate: 7232.5)

Attacked while exploring a new sector of space, Captain James T. Kirk and his crew find themselves thrust in the middle of a war. The USS Eagle, lost eight years before, is now in the clutches of a woman who bends starships and their captains to her will and has been reverse engineered into a fleet that is bent on domination and genocide. The Enterprise may be the only ship able to stop the Peshan homeworld from falling to Alera and her enemy starfleet.

Episode 07: The Child (Stardate: 9717.7)

While the Enterprise passes through a strange energy cloud, a mysterious light force enters the ship and impregnates Ensign Isel who, within days, gives birth to a baby girl, Irska. The child grows up at a tremendous rate and while she appears to be human, it is feared she could endanger the ship after a strange alien spacecraft appears and puts everyone in jeopardy....

Episode 08: Kitumba (Stardate: 2623.3)

"Kitumba" depicts the Enterprise on a suicide mission to the heart of the Klingon Empire. Pulled in every direction by warlords and people that have their own agenda, the Kitumba suddenly finds himself confronting his very enemy: Captain James Kirk and the Enterprise. The choices he makes will resonate through the galaxy for years to come.

Vignette 04: Going Boldly (Stardate: Unknown)

A memorial service is held for lost crewmembers while the Enterprise is being refitted for new adventures. Introduces Brian Gross as James T. Kirk.

Episode 10: The Holiest Thing (Stardate: 7713.6)

Captain James T. Kirk's (Brian Gross) first encounter with the charismatic scientist Doctor Carol Marcus (Jacy King), who is specialized in Terraforming. Carol is the woman who one day will mother Kirk's son David and also break his heart. Doctor Marcus is leading a terraforming project on Planet Lappa III that goes horribly wrong and devastates the planet. Was it her fault? Or is a mysterious black market operation behind the catastrophe? Kirk and the crew of the refitted, USS Enterprise, investigate.

ABOUT US

Star Trek New Voyages: Phase II, International is a small non-profit team dedicated to preserving the legacy episodes and running the fan-club. We started out in 2008 as the New Voyages download mirror for UK and Germany providing subtitles for the episodes in English and German. We expanded our operations to run the website in four languages (English, French, German and Spanish) with a team of translators for subtitles in up to 13 languages. We also organized the showing of our episodes in European conventions. With the closure of New Voyages in the USA, we took on full responsibility for maintaining the existing episodes while the production team turned the studio into an official set tour. We are now in the process of continuing to release more New Voyages episodes as free eBooks.

We are responsible for the following resources:

<https://www.youtube.com/user/startrekphase2DE>

<http://www.dailymotion.com/startreknewvoyages>

<https://www.facebook.com/startreknewvoyages>

<https://vimeo.com/startreknewvoyages>

<http://www.trekcon.de>

<http://forums.stnv.de>

<http://www.stnv.de>

Peter Walker

Freiburger Str. 17

50859 Cologne

Germany

peter@startreknewvoyages.de

Website Design

English Text

Video Editing/Conversion

English captions/subtitles

Int. subtitle coordination

eBooks

Stephan Mittelstrass

Bahnhofstr. 5

86825 Bad Wörishofen

Germany

stephan@startreknewvoyages.de

Graphic Design

German Text

German Subtitles

Further details available on our website: www.stnv.de

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Version 2, Release December 31, 2016