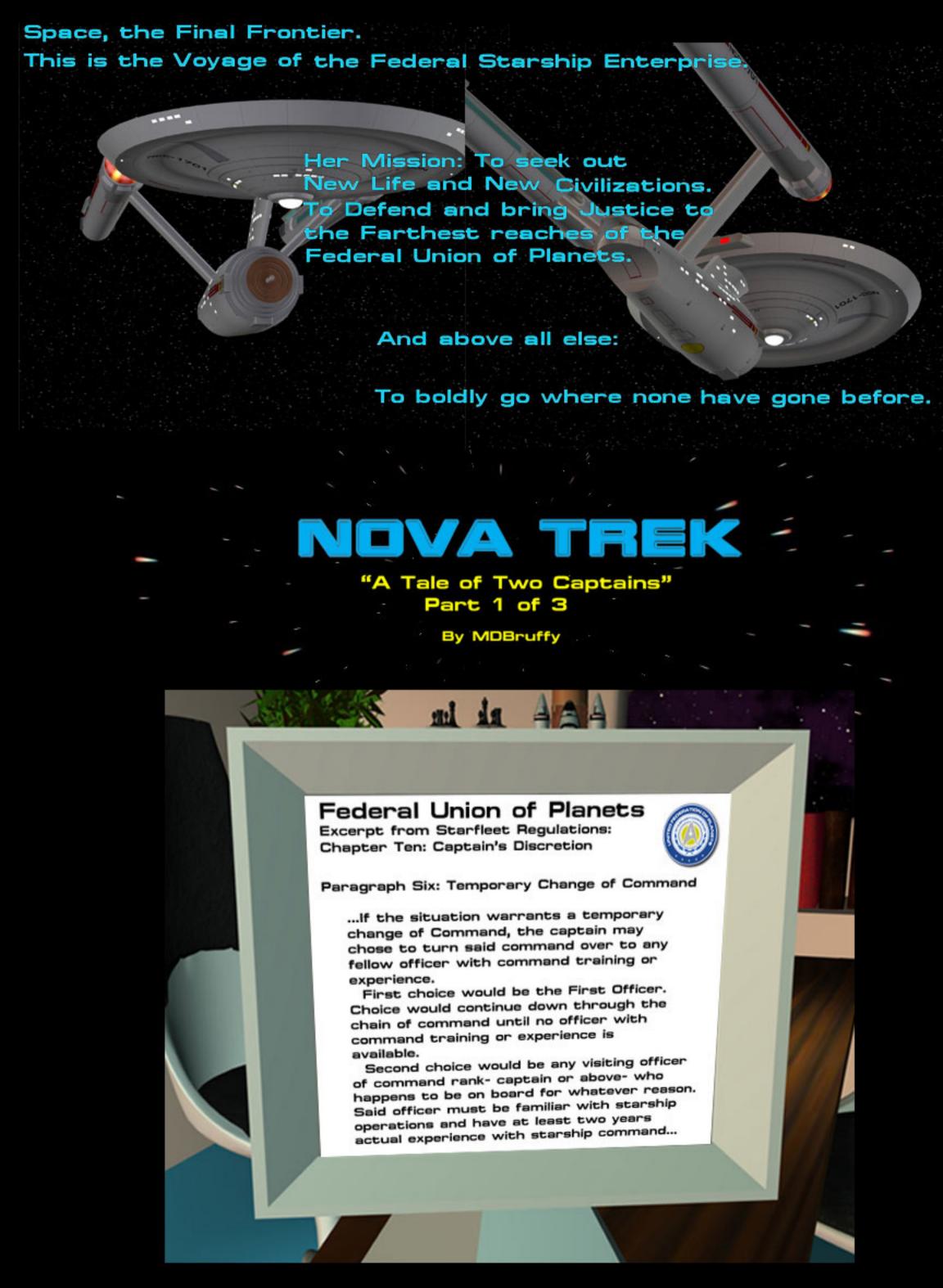
## NOVA TREK

A Universe away from the one you knew





Captain's Log, Stardate 5937.4. Having been delayed by the unprovoked attack on Starbase 98, we are now approaching the Romulan Neutral Zone.

Note for the record, that Lt.Commander Sarah Mathews has been confined to Sick Bay with a case of Vibrellan Fever she picked up while on shore leave to Tillox Five. Dr.McCoy assures me the crew is in no danger and Mathews will be able to return to duty the first of next week.

In the meantime, her duties as Beta Shift Bridge Crew Supervisor are being handled by Alpha Shift Helmsman, Commander Tar'laren and Gamma Shift Supervisor A'rexlin- both of whom volunteered to extend their shifts by four hours to compensate.

I have given my approval to this arrangement since it will give Commander Tar'larent who is third in command on Alpha Shift- some needed time in the command chair.

Personal Log, Stardate 5937.4. Janet Kirk recording.
I called Uncle Frank a short while ago. The damaged
docking berth is under repair, but he doesn't expect
to have it back in service till next month.

I also spoke to Tam while we were connected. Just a few hours after Uncle Frank sent her forms to the Academy- with both himself and Aunt T'Pel listed as sponsors- they got word that the Corps of Engineers is installing a new computer system throughout the complex. As such, the start of the new semester has been pushed back a month.

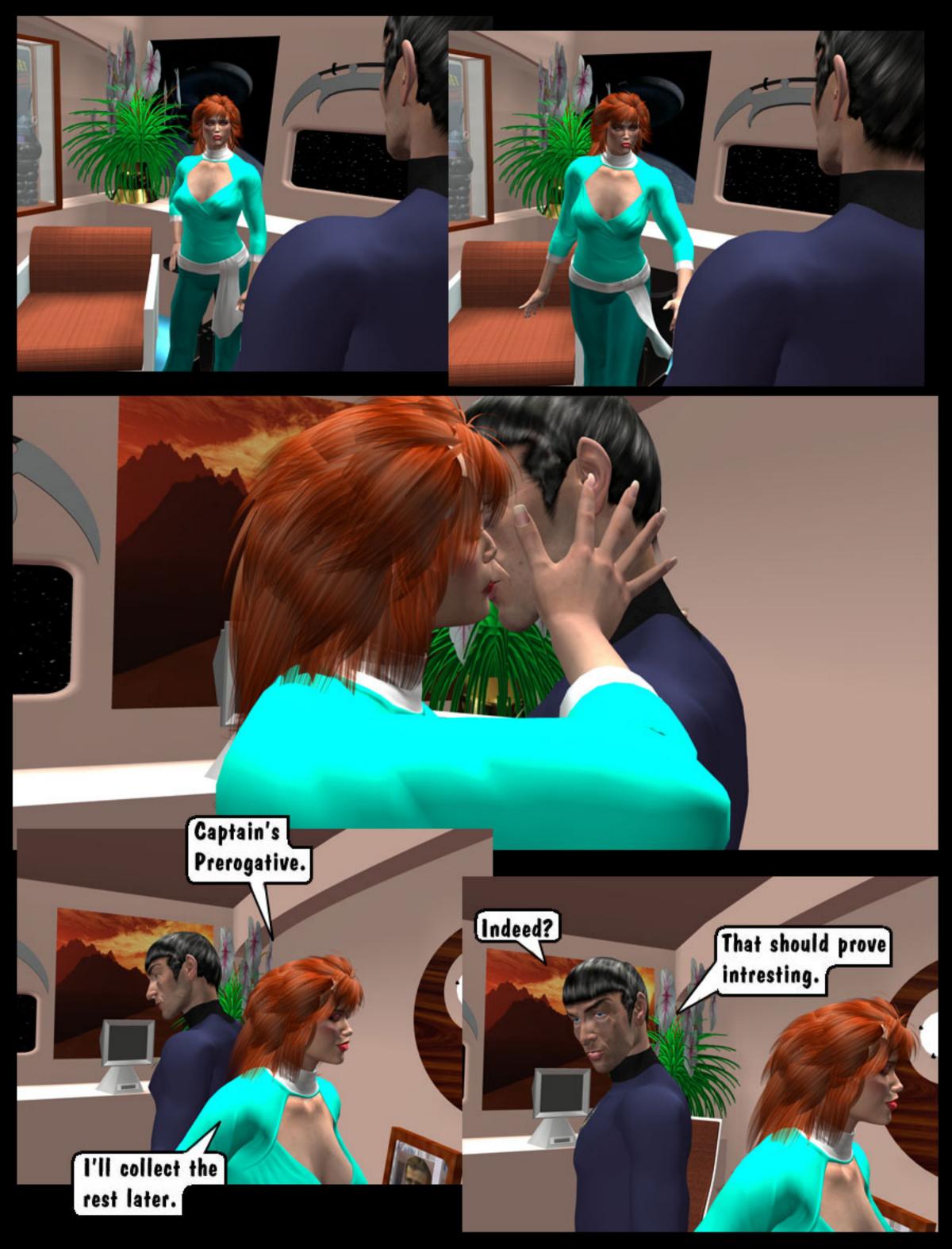
I hope once Tam gets back to Earth, she remembers to write once in awhile. I'm just starting to get used to the idea of having a kid sister in my life...















Yes, Ma'am. Main Viewscreen.



















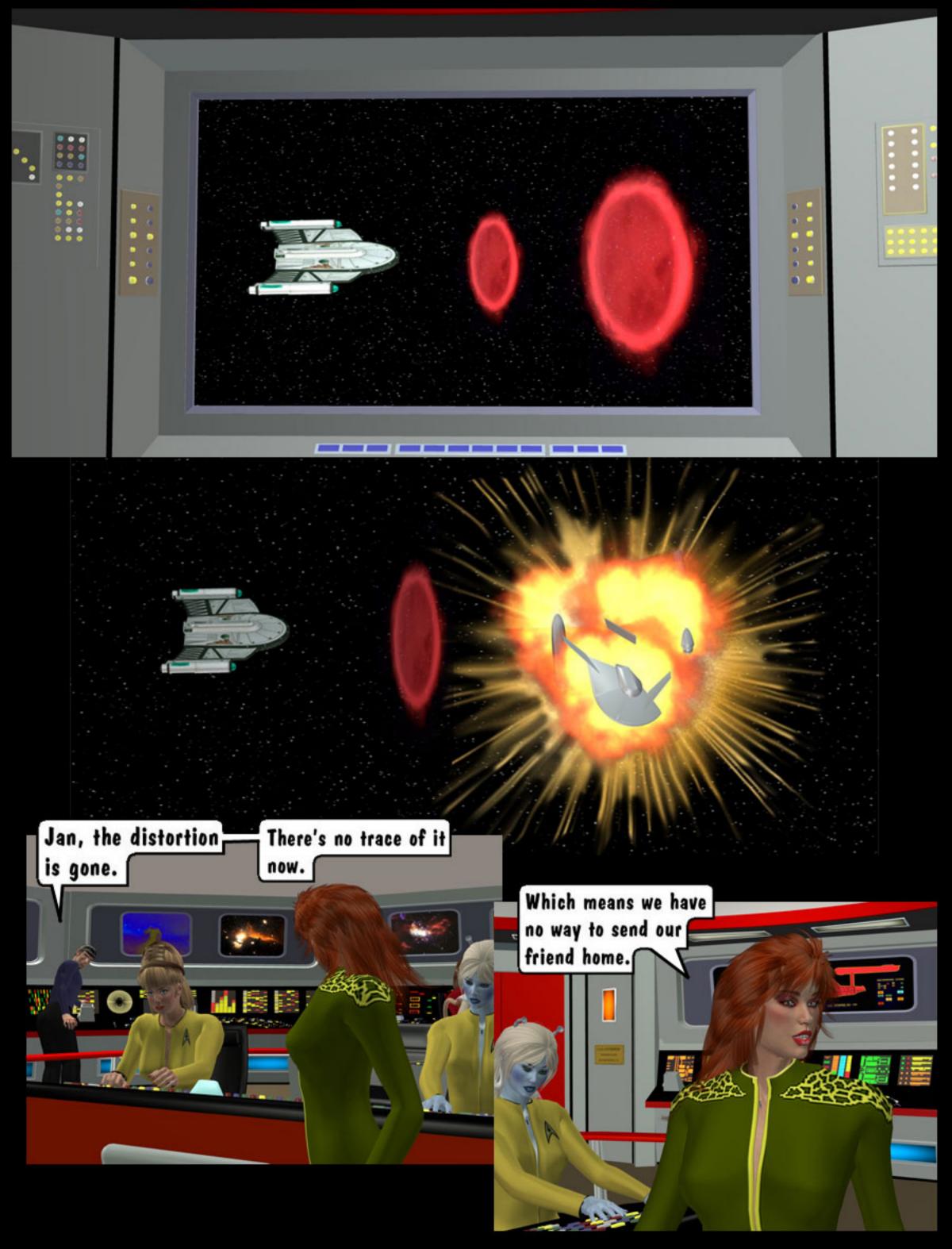










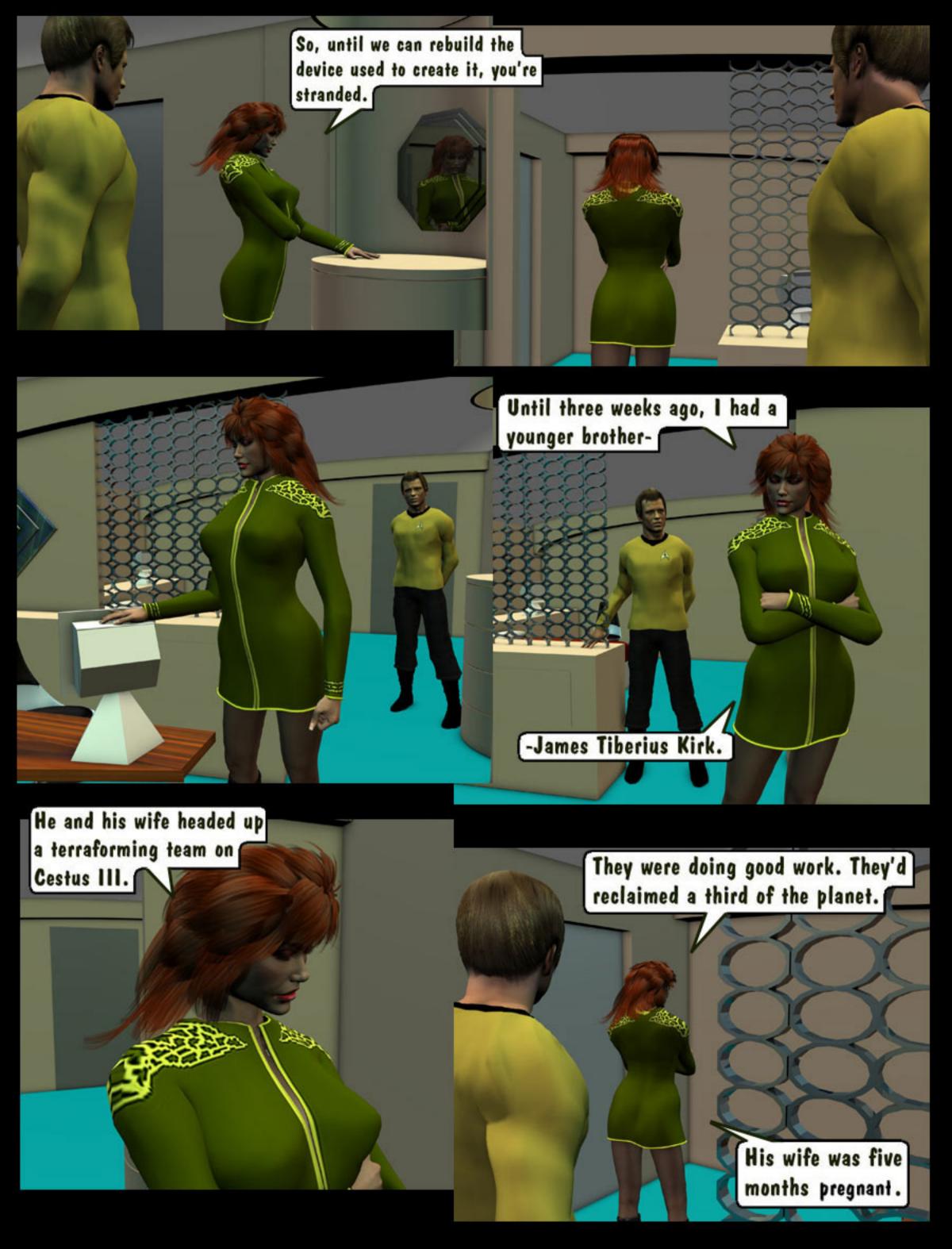












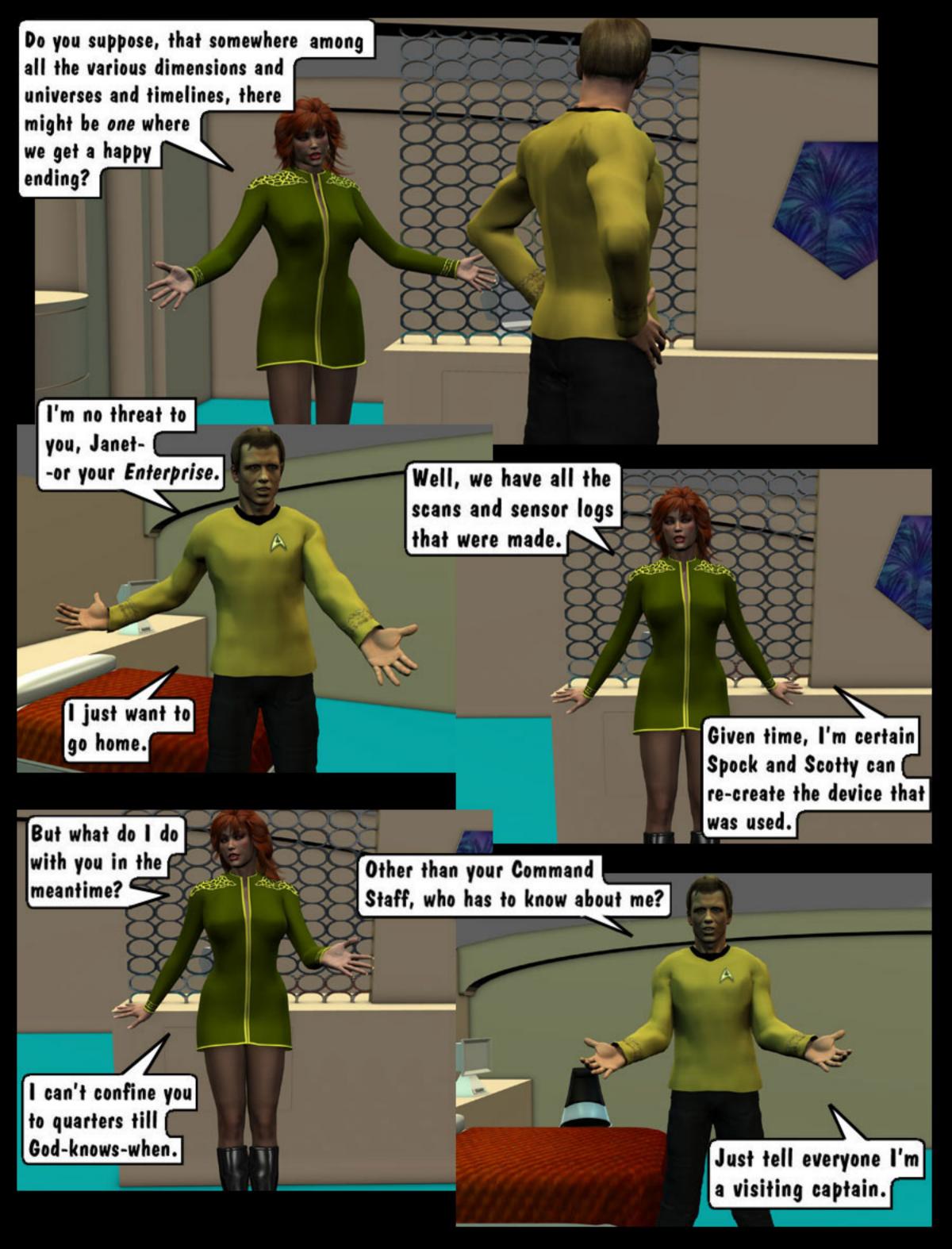


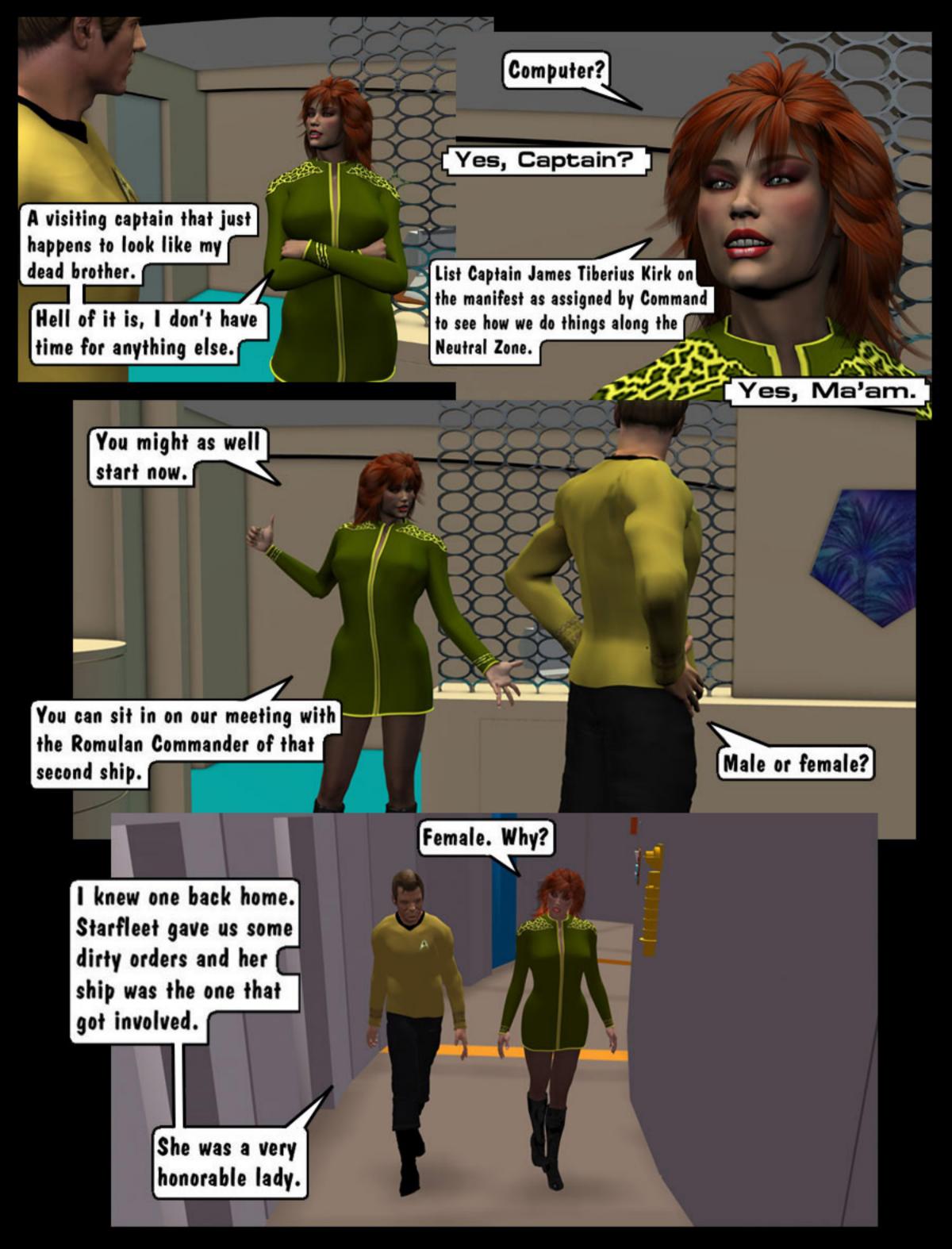
My turn?

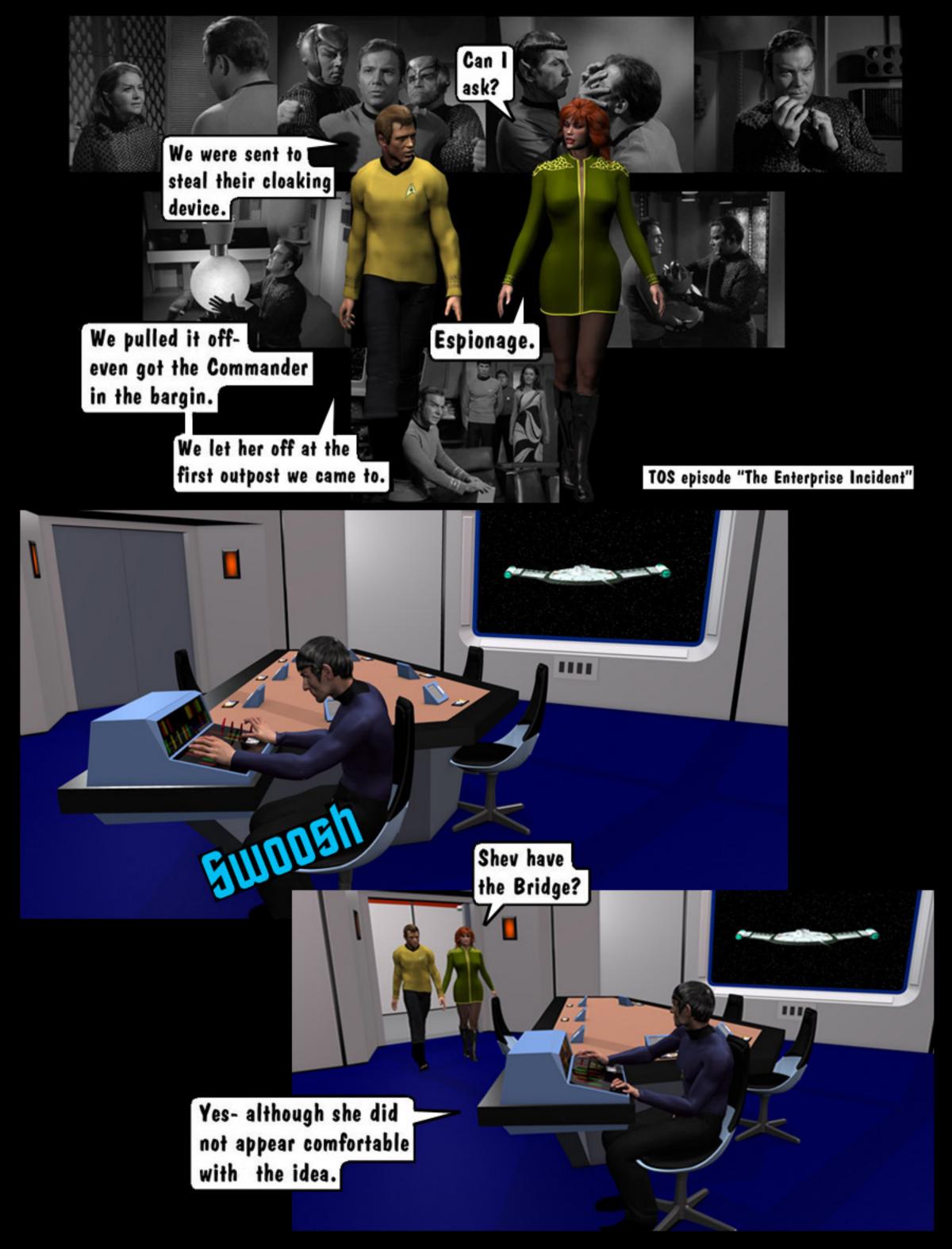






















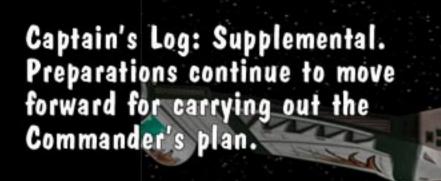












Physical details have been seen to. I now sport a pair of Vulcan-Romulan ears and eyebrows- as well as equipment modifications thanks to Mr. Scott.

We'll be leaving in twenty minutes. I just hope I've made the right choice.



Yes, Captain?

I want you to give James whatever help he'll need. Clear?

Yes, Ma'am. How long will you be gone?

Shouldn't be more than a day and a half at most.

That'll be cutting things close.

It'll take six hours for a message to reach Starbase 98 from this location.

## l know.

I want you to get with M'ress. Organize and send out everything we have so far.

That way Uncle Frank'll be watching for a follow-up message when we do call.

Yes, Ma'am.

It's Commander Tar'laren.

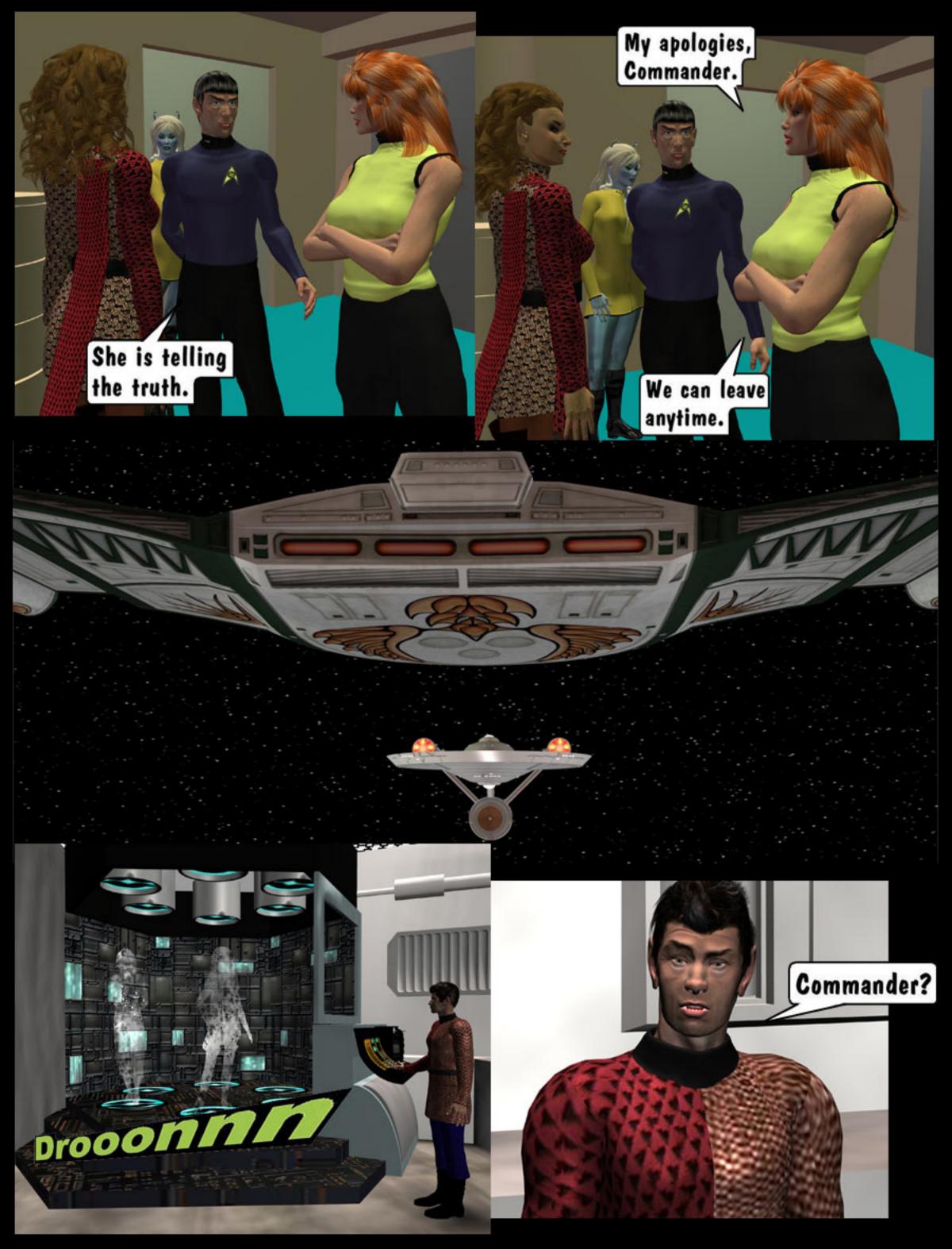
Let her in.





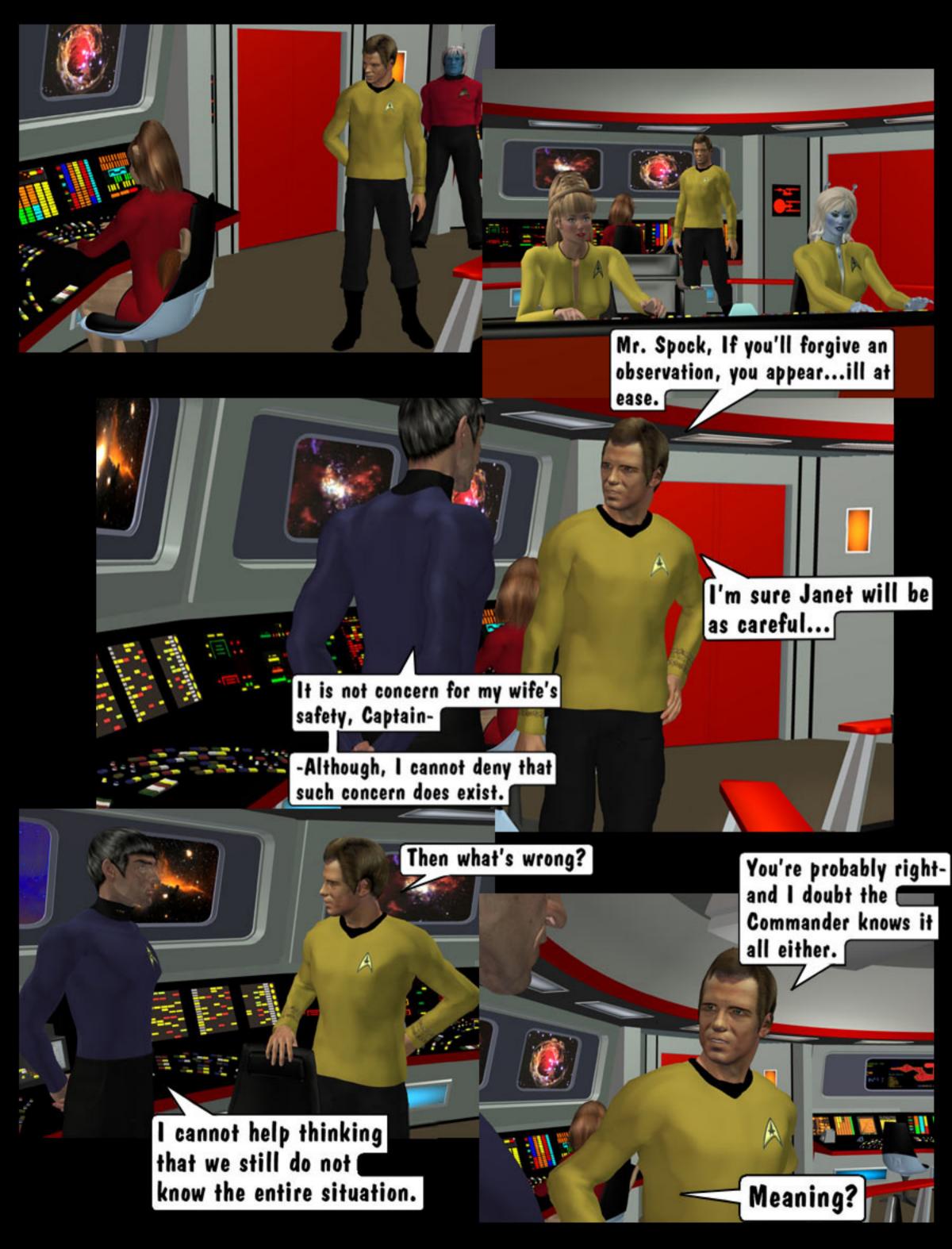








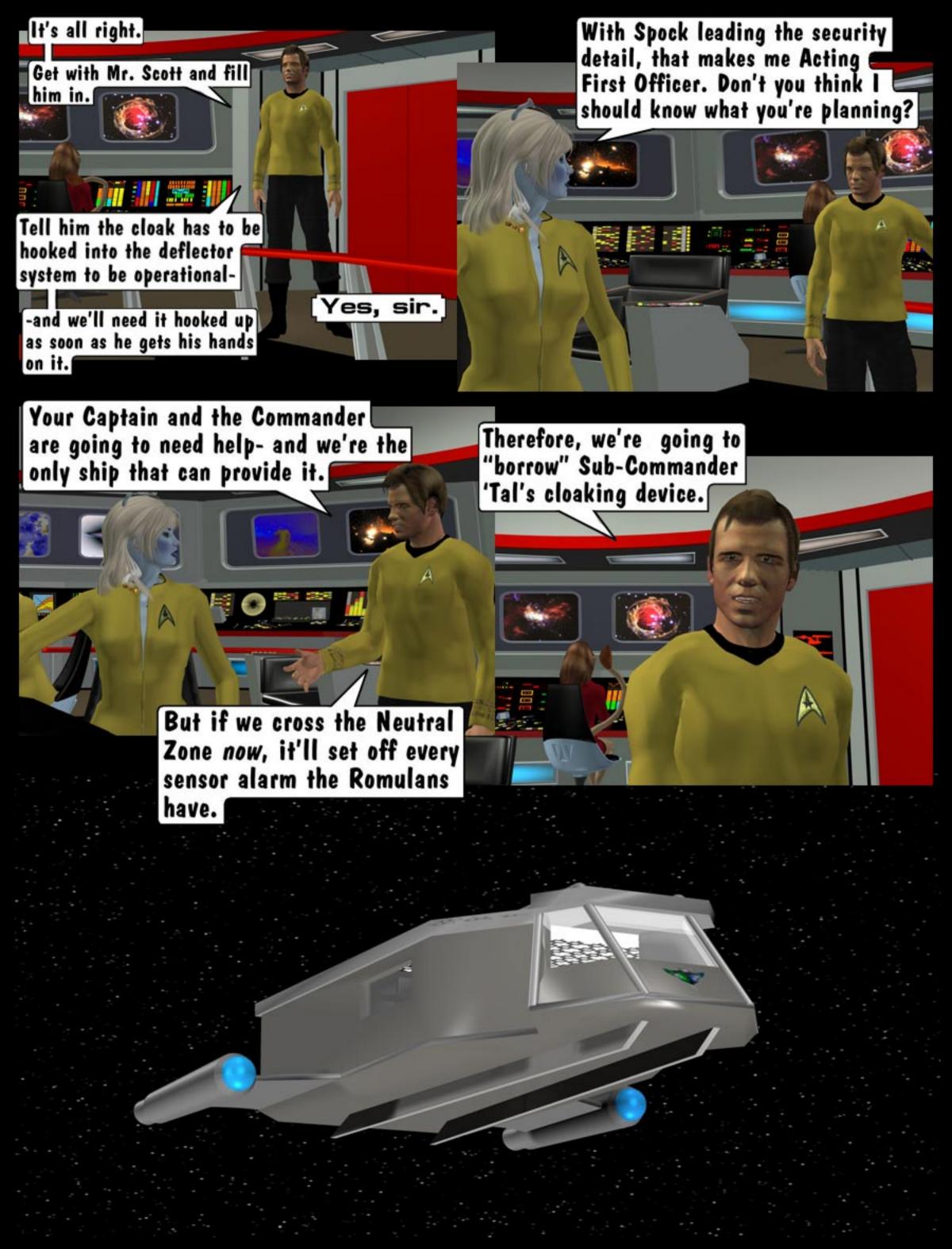


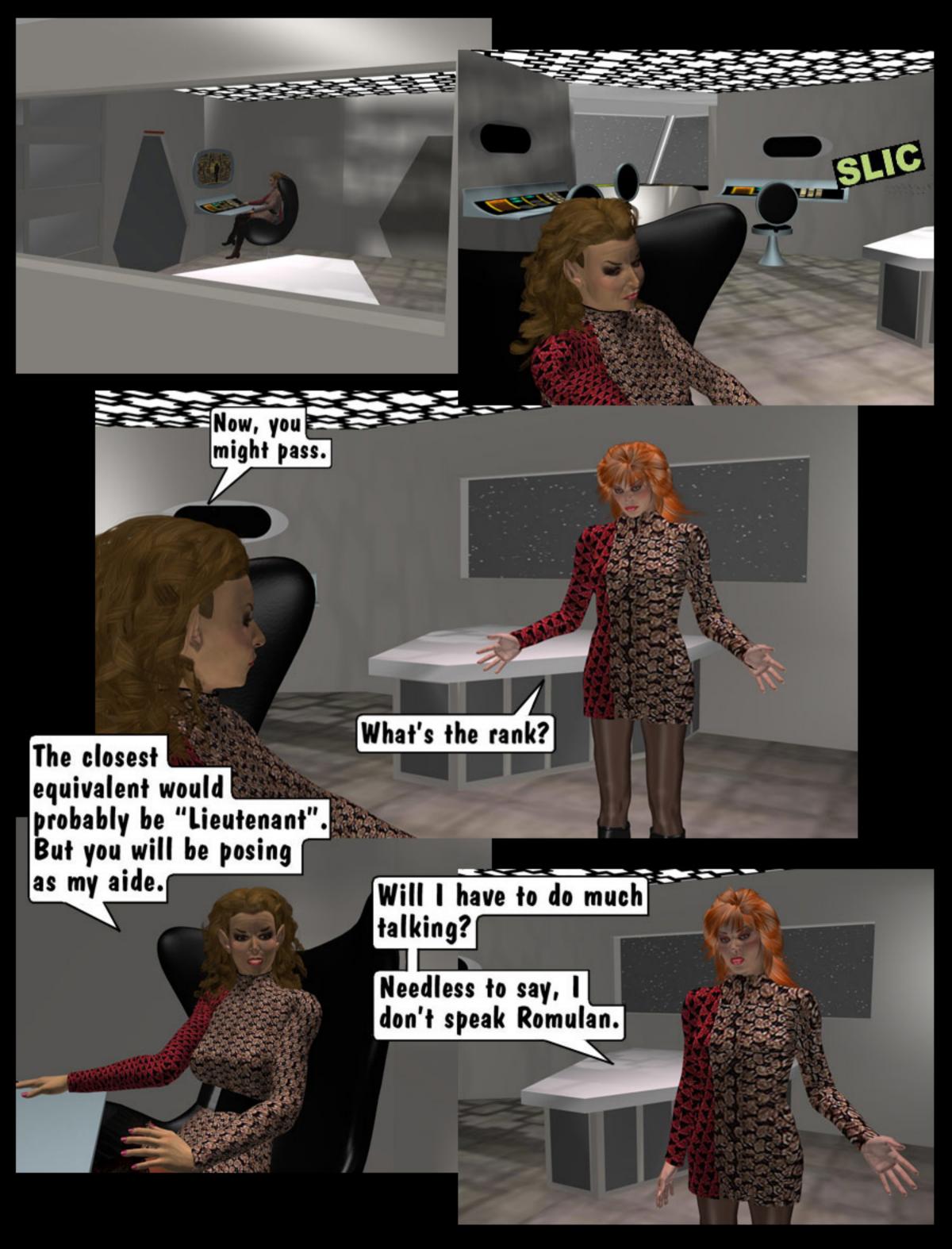


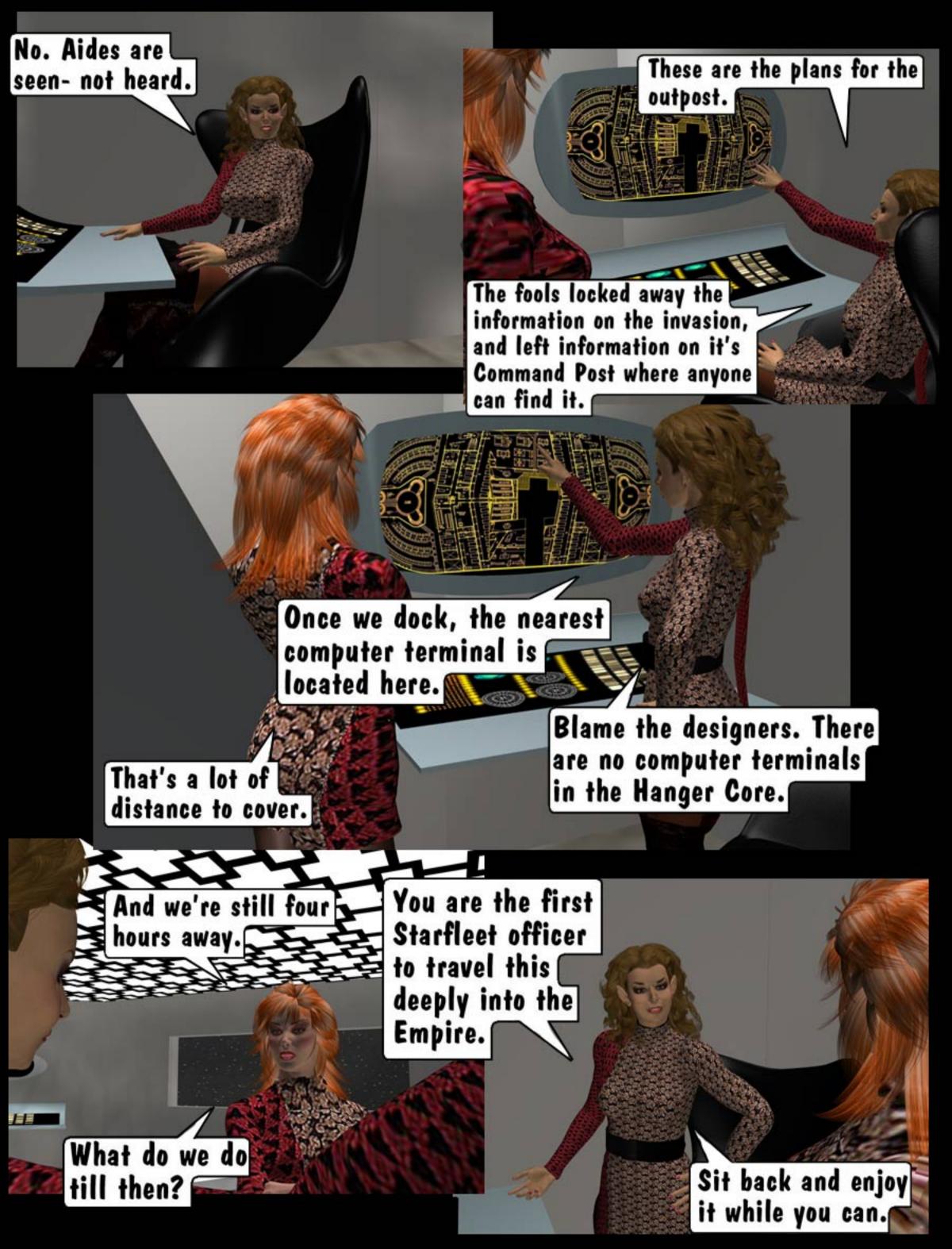


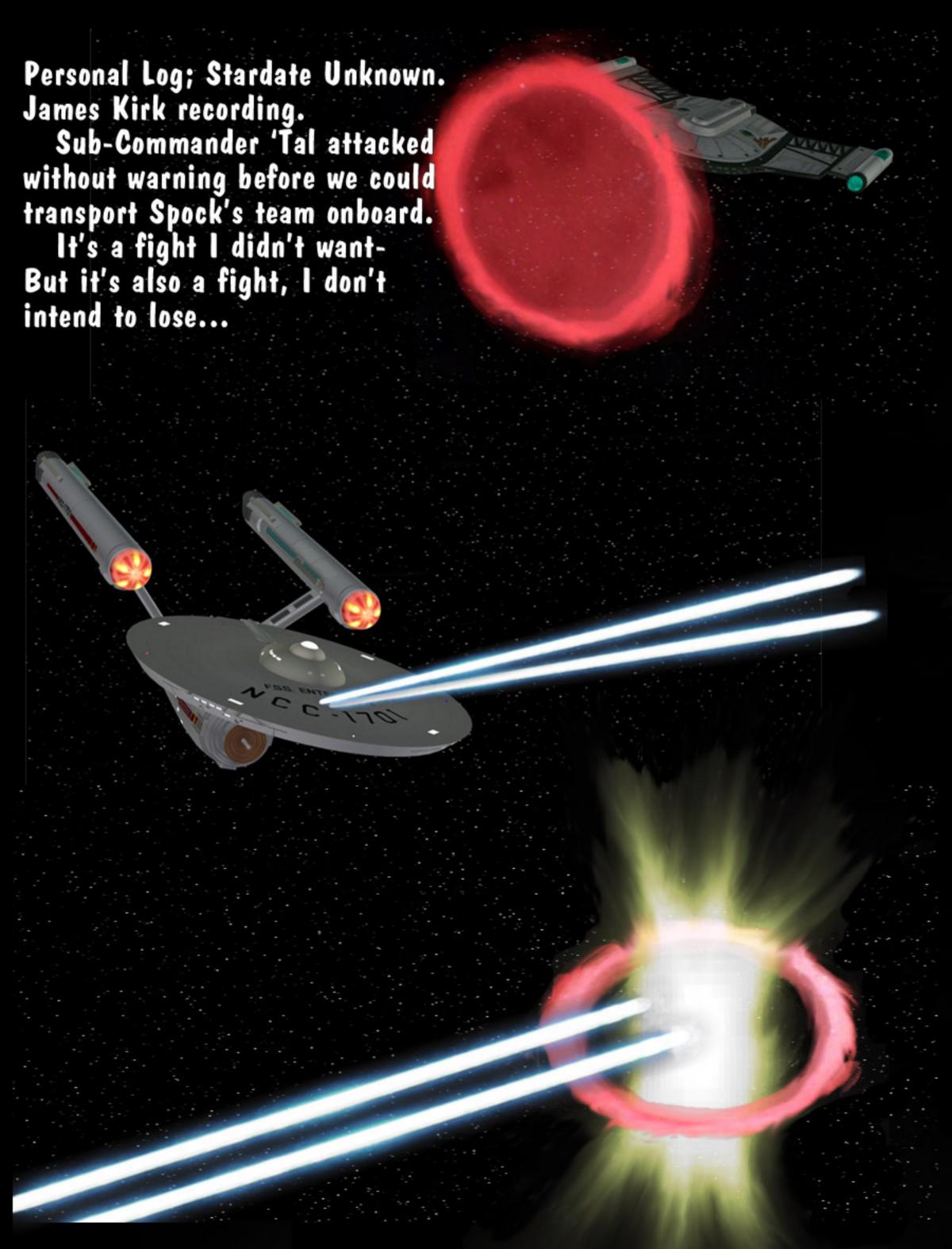


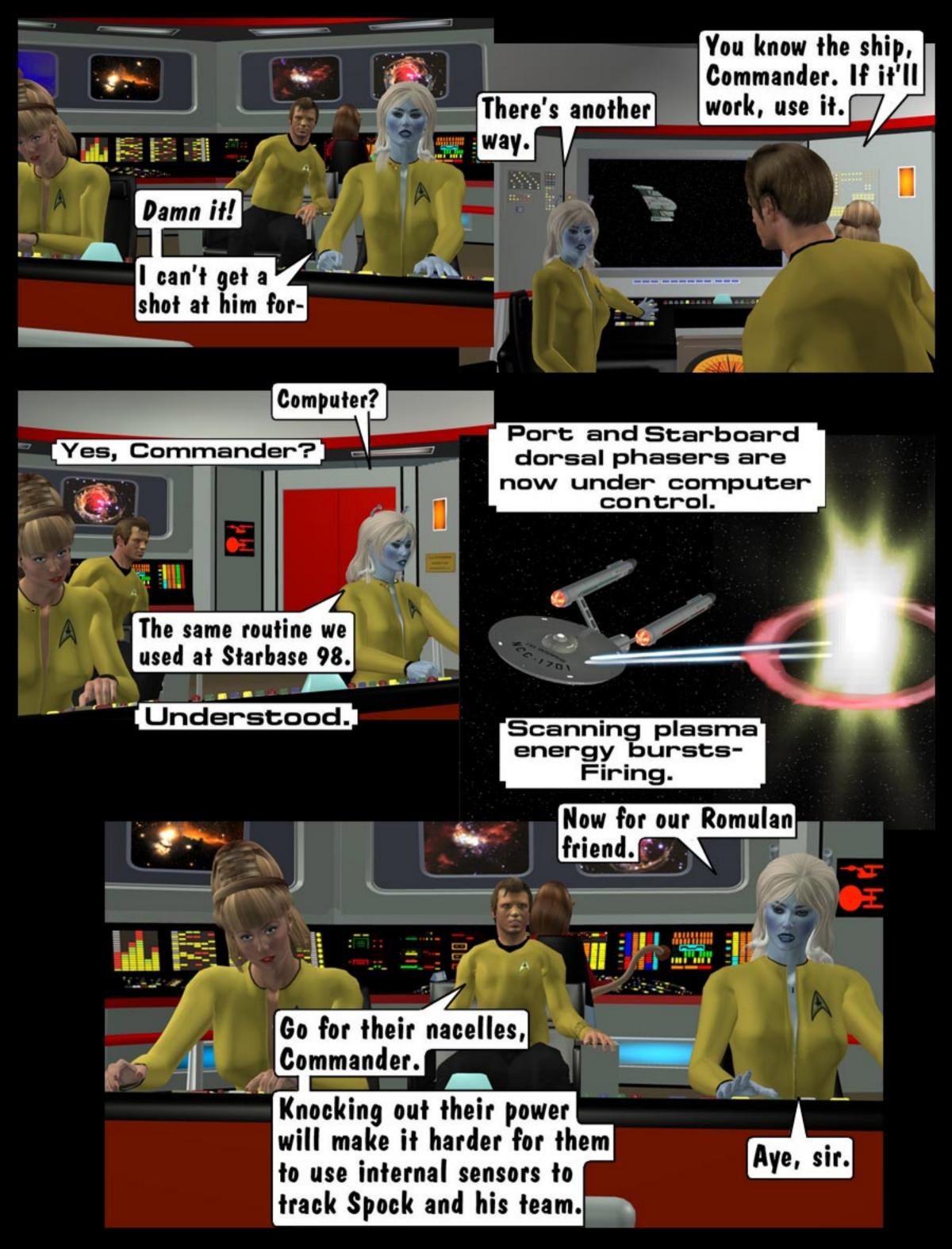


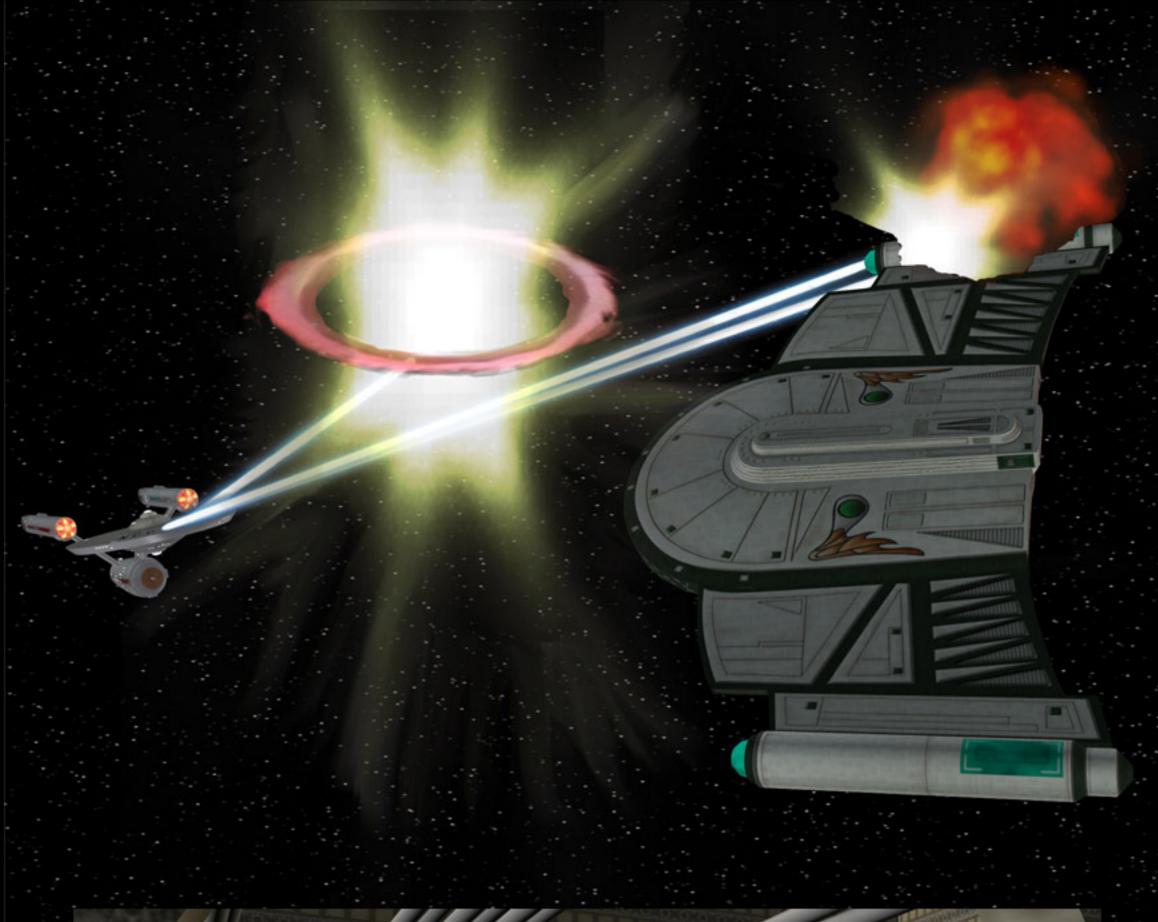




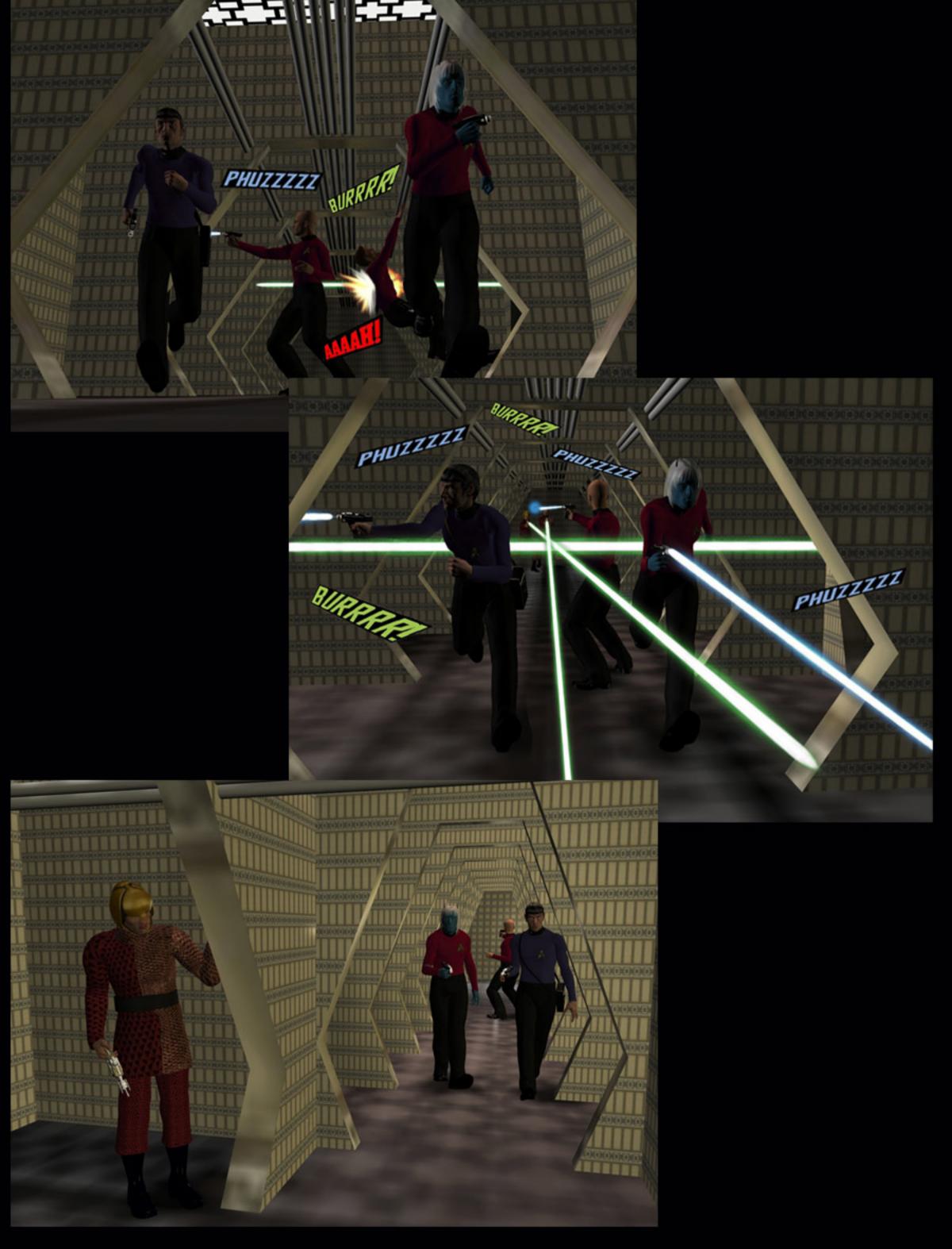




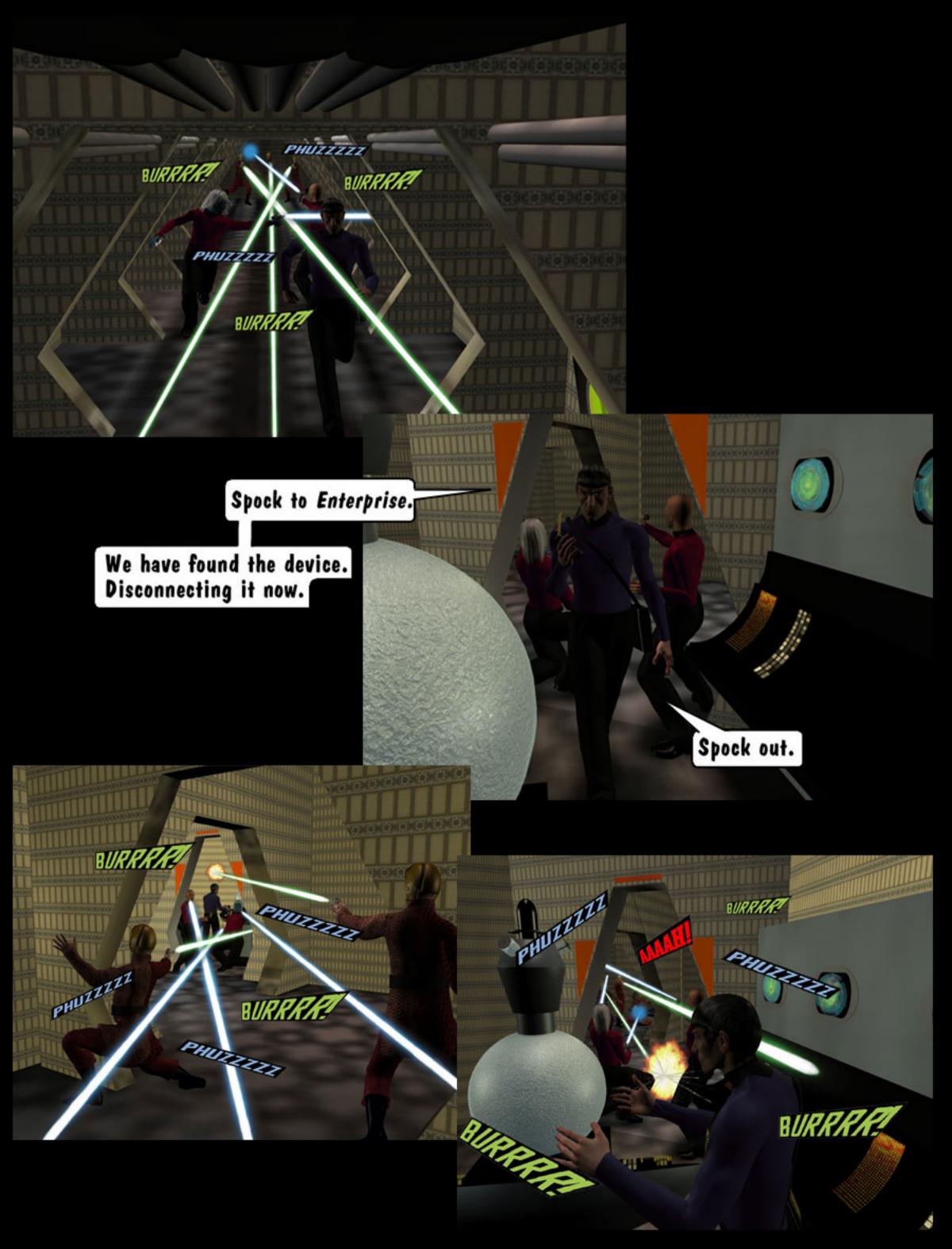






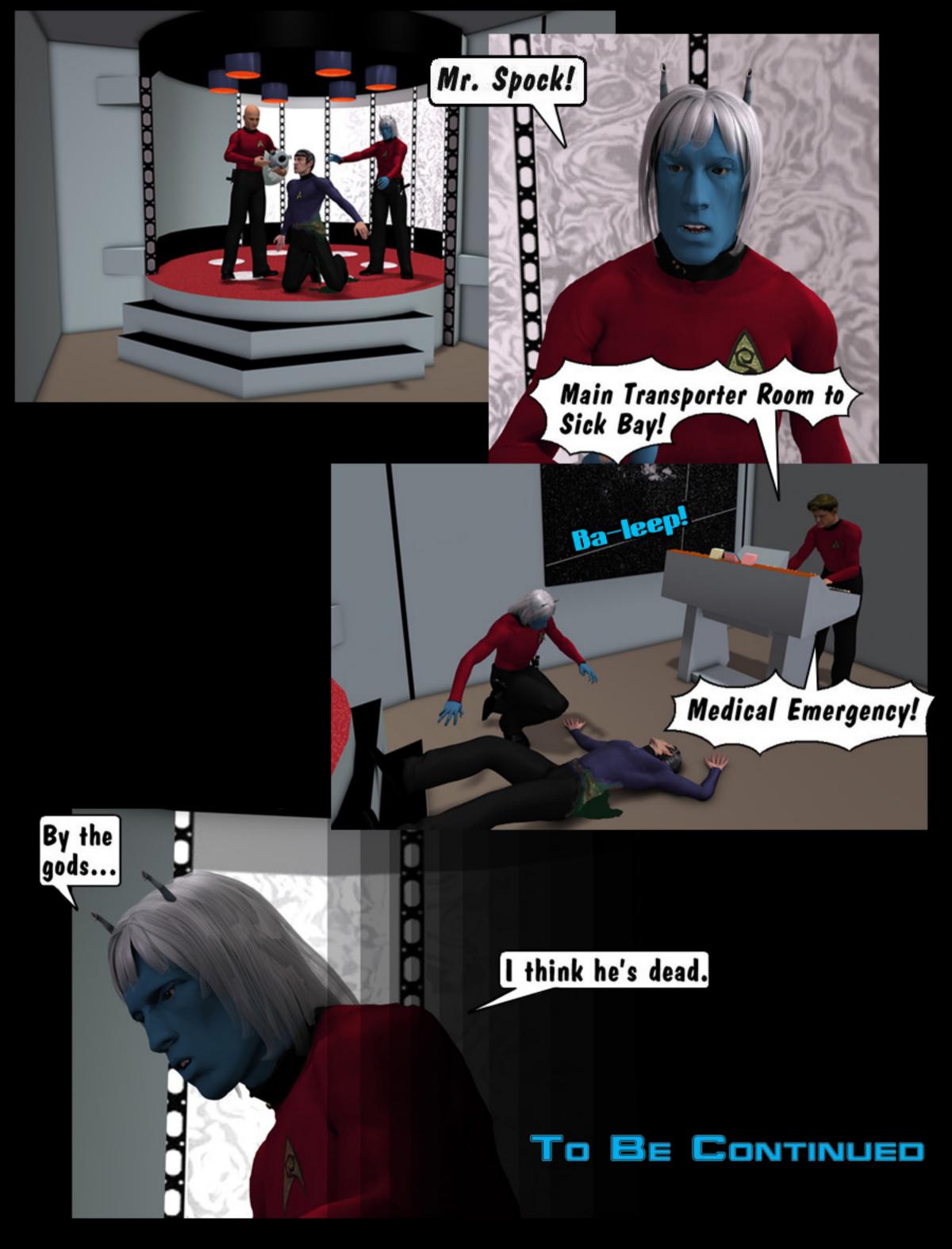












## Next Time on NOVA TREK:

...Jan looked around as she and the Romulan Commander left the Security Office. "They'll be expecting us to make for the Hanger Core- same for any transporter room. We need someplace to hold up for awhile."

The Commander's eyebrow rose in confusion. "'Hold up'?" "Hide, "Jan explained. "A store room or a cargo area?"

The Commander swiped a lose hair back behind a pointed ear and then nodded back up the corridor. "There's a supply room back by the intersection we came through."

They both glanced around as they moved and Jan spoke. "If we can keep them looking for us, it may actually work in our favor. They can't launch an invasion while we're running around lose."

"Which is why we've given Priority to re-capturing you."

Jan and the Commander exchanged glances. Then they slowly turned to see the outpost commander and a full security detail- with disruptors drawn and aimed...

Next time on NOVA TREK:
"A Tale of Two Captains: Part 2 of 3"
Coming in 2012

## Correction:

In Books 1-4, the base model used for the FSS Enterprise and the Constitution was credited to EvilInnocence 180.

This is not correct.

The correct artist should have been listed as Evilgenius 180.

I appologise for the mix-up.

Captain Janet Kirk
V3 base from Daz Studio
Daria texture and morphs
from Illusion Designs
Hair is Full and Feathered
from Daz Studio.

Spock
M3 base from Daz Studio
Head morph by Fatuccini
Textures are Universal textures
for M3, modified by mdbruffy
Hair is Spockhair by Mylochka

Shev V3 base Andorian textures and head morph by Mylochka Hair is Mokohair for Aiko 3

Janice Rand V3 base Head morph and hair by Mylochka.

Lt.Comm. Therran
P6 James base
Skin color by mdbruffy
Hair is Nycho hair
Antane by Redfern

Ship's Corridor by Tony Oliveira

Lt. M'ress
V3 basic base combined
with base morphed by
Jenelson Anika for V3
Bushy Tail 2
Big Fluffy Hair
Body textures by mdbruffy

Dr.McCoy
M3 base
Head morph by mdbruffy
Uniform- bodysuit for M3
Pants- Poserworld

Romulan Commander's egg chair- Poser Content

Illusion Designs
Romulan Commander's TunicV3 Tunic with textures by
mdbruffy and Mylochka
Boots are Wasteland Warrior
from Poserworld
Hair is Curly hair from Daz Studio

Romulan Commander

Ele textures and morphs from

V3 base

James T. Kirk
P6 James base
Head morph and texture
by mdbruffy
Hair is m4Kirk by Mylochka
UniformSpace Officer's pants from
Poserworld
M3 Tunic by Tony Oliverira

Federal and Romulan symbols from Star Trek Minutiae

TV Screen caps from TrekCore.

S.A.S.O.V. screen by Jonathan Rich

Spatial distortion by mostdigitalcreations

Models by mdbruffy:
Guest quarters
Romulan corridor
Cloaking device chamber
Romulan transporter room
cloaking device
Plasma energy burst

With Jonathan Rich:
Romulan Commander's
Scoutship
nacelles by J.Rich
Command Suite
-viewport wall by J.Rich
Sick Bay
McCoy's desk and wall plaques
by J.Rich

(For a Commision by Jonathan Rich, you can e-mail him at: KavalinoO2@aol.com)

Phaser and disruptor effects by Jepes Movie Props4

Nova Trek Star Fleet Uniforms: Female-

Long sleeve zip dress from Renderosity. Texture for Jan's uniform by mdbruffy

Male-

M3 sci-fi suit from Daz Studio

Romulan Helmet by Jaguarry3

Romulan Commander's Warbird-Trekmods FASA Romulan V-6 Gallant Wing Textures by Thomas the cat Modeler: Dolphoenix Converted to obj format by mdbruffy

Current Enterprise model by Jeffery Crouch Textures by Jeffery crouch and mdbruffy

Software programs used:

Poser 9
Photoshop Elements 9
Picasa 3
3D Extreme Text
Windows Paint
Milkshape 3D
Google Sketch-up 7