

# Frontera Times

The official newsletter of

## Starbase 24

The logo for Starbase 24, featuring a yellow Star Trek-style arrowhead with a white star in the center.

February 2019



## Frontera Times

Issue 17

### IN THIS ISSUE ...

In this Issue .....	2
Issue Dates & Submission Guidelines .....	3
Greetings from the Admiral's Ready Room .....	4
Klingon/Wraith Negotiations Update .....	8
Star Trek: Discovery .....	9
Gaming News .....	11
The Joy of Portraying A Low Ranking Star Trek Character .....	13
Convention Redemption .....	15
The Command Team .....	18
Through the Lens: Viewpoints .....	19
Suit up for Agents of S.H.I.E.L.D. ....	21

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# ISSUE DATES & SUBMISSION GUIDELINES

The FRONTERA TIMES is released quarterly with submission deadlines as below. Submissions can be made anytime to [webmaster@starbase24.co.uk](mailto:webmaster@starbase24.co.uk).

Submissions can be whole articles (long and short), pictures, jokes—almost anything. Text can be supplied in almost any format that can be copied and pasted, and photos should be sent as JPGs by eMail as this gives a higher quality image that can be enhanced if needs be. Please, no ZIP files and please not by a Facebook Messenger (as reformatting those are a nightmare!). Works should be original or, where the work is not original, the source quoted so that the appropriate credit can be given.

Please remember that the Editor only edits the magazine so unless you make submissions, the **FRONTERA TIMES** will be very small indeed. All submissions are welcome, but the Editor reserves the right to edit, postpone or not to publish a particular item. Many thanks.



	Issue Date	Deadline for Submissions
SPRING	February	28th January
SUMMER	May	28th April
AUTUMN	August	27th July
WINTER	November	27th October



## THE MINI BANQUET

TREK FANS PUTTING THE FUN INTO FUNDRAISING!

SATURDAY 28th SEPT 2019  
AT THE PETERBOROUGH MARRIOTT





# GREETINGS FROM THE ADMIRAL'S READY ROOM

*ADM Kehlan*

It's been a busy few months on Starbase 24. Not long ago we celebrated the Terran midwinter festival of Christmas. Admiral Mackenzie is happy with his present—a new fish tank, which in true Geek fashion has an AT-AT in it. Funnily enough the AT-AT was the first item I bought. I'd been to the garden centre on Promenade 2 and saw it in the Aquatics section and of course, it came home with me ... which of course meant we needed a fish tank to put it in.



We also got a new Amazon 3<sup>rd</sup> generation Echo Dot, an impulse buy when it got reduced to half price in the post-Christmas sale. Now the fun thing about Alexa is you can programme her to respond to “Computer” and there’s lots of Star Trek gems programmed into her. For example: Computer, tell me a Star Trek joke. To which Alexa replied, “How many Captain Picards does it take to change a light bulb? Four! THERE ... ARE ... FOUR ... LIGHTS!”

On hearing that really bad joke my response is, “Computer, Initiate Self Destruct.” Alexa was happy to do so, on condition I dramatically cancel it at



the last second.

The new *Discovery* shorts were a nice little treat as well. I think my personal favourite was the one about Saru. I didn't like Saru much at first, but in the final episodes of Season 1, he gave an incredible, and very inspiring speech that completely changed my opinion of him. So learning a bit about his culture and background was interesting.

As for Season 2 of *Discovery*, I've only seen one episode so far but I am cautiously impressed. It was a good season opener. Captain Pike was well cast and is a good addition to the crew. I am looking forward to seeing where they go with this.

I am also waiting with anticipation



for my new Starbase model to arrive from Eaglemoss. They have finally added a spacedock to their Starships Collection. It will be nice to have a model of Starbase 24 sitting on my desk.

On the social side of things, there's been quite a lot going on. We had a great meetup, organised by Chris Bowen, to see Tim Peake's space capsule while it was at Peterborough Cathedral. A fairly large group of us met up at the train station at lunch time and headed over to the local museum. It's an interesting little place, with displays including a Victorian operating theatre, a Napoleonic prison and, going back a bit further in history, Roman and Saxon exhibits as well as a display about the Ice Age. Even better, its free entry and has a nice little café.

The space capsule itself seemed somewhat surreal, lit with purple floodlights in the ancient surroundings of the Cathedral and with its parachute draped above it. The thing that shocked me most was how small and scarily primitive it was. Yet it got people safely home from the International Space Station. We also got to experience a virtual reality descent in the capsule and see what it's actually like as though we were there.



The day was finished off with a quick Costa coffee while some of the guys headed off to their hotel to get checked in before we all met up again at Wildwood for dinner. I have to say I was very impressed with Wildwood. The food was very good and there was a wide range of vegetarian options, which surprised me. Thanks, Claire, for suggesting it as a meeting place, I will definitely go back again. A special thank you also to Chris for organising the day out.



The Starbase Christmas party was held at the Granary, over by Ferry Meadows and was a double celebration as it was Ensign Adam Young's 16th birthday a few days later. The ensign was surprised after dinner by a birthday cake ... a very, very PINK birthday cake, complete with sparkly candles and a silver diamante tiara. Moral of that story, don't let a Klingon do the shopping!

There are of course, lots more social events planned for 2019. There's the **Zombie Run** at the end of March, followed by a meal at Wildwood. We will be doing the run for **Marie Curie**, and everyone is welcome to join us, but if you don't fancy being chased by the undead, come any way for the meal.

Looking further ahead, we've had to make some changes to the banquet this year, but we remain very positive and excited about it. All Starfleet officers, cadets and members/allies of the United Federation of Planets are invited. Tickets are limited so don't leave it too late.

Meanwhile, there is lots of work to be done on the Starbase. The environmental controls seem to be on the fritz. There appears to be a thick layer of cold, white stuff in the corridors of the command section. If the engineers don't get it sorted there's going to be blood spilt. This Klingon does not like being cold.

*Live Long and Prosper*

**Fleet Admiral James Mackenzie and Admiral Kehlan**  
**COMMANDING OFFICERS, STARBASE 24**



## THE MINI BANQUET

TREK FANS PUTTING THE FUN INTO FUNDRAISING!

**SATURDAY 28th SEPT 2019**  
**AT THE PETERBOROUGH MARRIOTT**



# KLINGON/WRAITH NEGOTIATIONS UPDATE

*Kevin Goldsmith*

Due to security with the Klingon Empire, the Wraith Hive and the Federation details of the negotiations between the Klingons and Wraith, which took place over two years ago, have only now been cleared for publication.

The talks, headed by Captain K'Vaar and Wraith Queen Firerose, and overseen by then Rear Admiral Kehlan Sutai Inigan took place at Starbase 24 Headquarters.

Their outcome, to bring Wraith technology and firepower (which are many times more advanced than either side currently possesses) will prove a major advantage to SB-24's continuing stand against the Cancerian threat.

The discussions proved a great success and the Queen was soon overseeing the necessary alterations to an area of the Klingon Embassy in Oxfordshire.

Soon Wraith freighters were despatched across the border into Klingon territory. K'Vaar's ship, the *Rel'Kar*, and his squadron were placed on escort duty, this proved a positive move as three Cancerian warships attempted to attack the first freighters. K'Vaar's ships destroyed two and heavily damaged another but not before one freighter was badly hit. Fortunately its cargo remained undamaged.

K'Vaar wanted to pursue the Cancerian ship and finish it off but considered the welfare of the freighters more important.

The only other occurrence was that one of the last freighters was delayed due to engine trouble. The *Rel'Kar* crossed into Wraith territory and rendezvoused with the disabled ship, taking it into tractor beam tow and giving the crew more time to effect repairs.

In an update to this report, I am pleased to state that Queen Firerose has now happily settled in at the Embassy.





# STAR TREK: DISCOVERY

*RADM Dan Adams*



*Discovery*, Season 2 is in full swing so I thought I would out together a useful guide to the show for those who haven't watched it yet (or those who might have missed bits and pieces).

## When does *Discovery* take place?

It is roughly ten years before the event of the Original Series.

## Is it Prime?

Yes, as far as I am aware that is the case.

## How much of it has been made?

As of right now, there are two seasons. Season 1 has fifteen episodes, and Season 2 has eleven, two of which have been released as of this writing. There have also been four "Short Trek" episodes which deal with characters and concepts from season 1.

## How can I see it?

Seasons 1 is available on Blu Ray and DVD now. Seasons 1 and 2 are both on Netflix and are available for streaming, as are the short Treks, go to "Discovery" and look under trailers and more. Season 2 episodes currently drop every Friday at 8 o'clock.



# THE MINI BANQUET



TREK FANS PUTTING  
THE FUN INTO FUNDRAISING!

## INCOMING TRANSMISSION

ALL STARFLEET OFFICERS, CADETS,  
MEMBERS AND ALLIES OF THE  
UNITED FEDERATION OF PLANETS  
ARE CORDIALLY INVITED  
TO JOIN US FOR A NIGHT OF FUN

3 COURSE MEAL.

AUCTION.

RAFFLE.

MUSIC

AND MORE

SATURDAY 28th SEPT 2019  
AT THE PETERBOROUGH MARRIOTT

## TICKET PRICES

ADULT: £40 TEEN/CARER: £35 CHILDREN: £15

### CONDITIONS:

SHOULD THE EVENT BE CANCELLED BY EITHER SB24 EVENTS  
OR THE HOTEL, THEN GUESTS WILL RECEIVE A FULL REFUND.  
HOWEVER, SHOULD YOU CHOOSE TO CANCEL YOUR TICKET,  
MONEY WILL BE DONATED TO THE CHARITIES WE SUPPORT.

# GAMING NEWS

*FCAPT Stephan Blakemore*

Now, I'm sure it's safe to say that I'm a pretty big gamer be it PCs or consoles, or even board games. To some these may be just a simple indulgence; others see games as a competitive sport worth thousands of dollars. Others, like me, adore the social aspect of gaming.

I know of a cafe just south of Croydon Library that specialises in board games. They



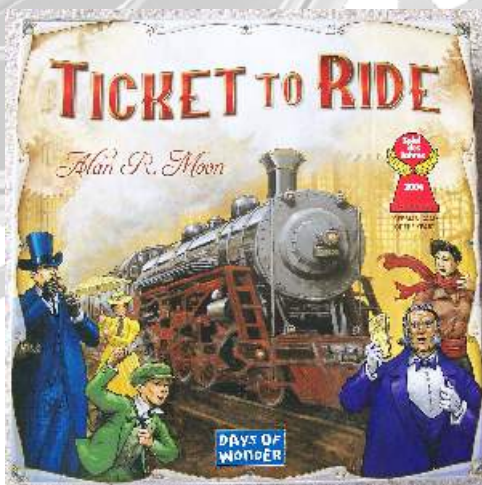
have hundreds, all different kinds, from *Ticket to Ride* to a few *Star Wars* board games. There's nothing I enjoy more than playing a game with good friends, be it nice and peaceful building games such as *Mine Craft*, to high action



games like *Halo*.

To that end I've decided to try and take my gaming passion and create a new YouTube channel dedicated to all manner of games: PC, console based, table top ... even card games. The possibilities are virtually limitless!

And in order to make this channel the best it can be, I'll need some help. No matter the skill, a captain cannot command a starship alone. I'm not asking people to dedicate their lives 9—5 to this channel, that would be





crazy, but every now and then I'd like to get some people together, play some games, record the game and put it up on YouTube. Sometimes I might want to do a review of a game and give my thoughts, or hear someone else's thoughts on it. Again, there are loads of options.

Of course I should probably take this point to address the Borg Cube in the sector. What does this have to do with *Star Trek*? I'll admit, not much on its own, but there is one flagship element that I want in this channel: I plan on running a *Star Trek: Adventures* RPG.

Over the last year I have been taking part in a *Dungeons & Dragons* RPG online and I have enjoyed every minute of it, and when I heard of *Star Trek Adventures*, I was immediately interested. I know that there are some members of Starbase 24 who are interested in this, and I also have a couple of friends who are interested in taking part. I'm currently working on a storyline for the game and we can take things from there.

If you'd be interested in taking part in the game I have planned, I'd love to hear from you. You can message me on Facebook to talk about this more.

*Live long and Prosper*



# THE JOY OF PORTRAYING A LOW RANKING STAR TREK CHARACTER

*Thomas Hayes*

## Before I became a 'nameless' crewman ...

I first started cosplaying a character from Star Trek, I portrayed a captain—like most of us do. In this role I felt powerful & strong. Back then I didn't even think about portraying another rank. I wanted to be the commanding officer of my own star ship.

## How did my interest in being a low ranking member of the crew begin?



*Me, in my early days of cosplaying.*

I portrayed a captain for many years, until a Star Trek role play changed everything. In this role play I (of course) played the Commanding Officer of a star ship. During the role play, my character suffered a mental breakdown, which led to strong aggressiveness. One of my crewmembers told my character that she wasn't able to command her ship, but that only made things worse. My character got more and more aggressive, until an Away Team arrived.

The commanding Officer of the Away Team, CPO Søren Johansen, quickly understood the situation. He came up to my character, talking to her in a calm voice. That was exactly the thing that my character needed in that situation. After the Away Team, my character returned to my star ship and my



*A Picture of myself now - portraying a crewman in the Security Department*

needs of people. From that moment on I didn't portrayed a captain anymore. I portrayed SCPOs, crewman, ensign's, warrant officers and ensigns.

But there's one more thought I like to add. I'd like to portray a character who dies in battle. In my opinion, those who died in Star Trek are the real heroes, so I portray one of these heroes.

### Closing word:

Everyone is free to choose the rank they want to hold. I just wanted to explain why I like to portray low ranking officers, and how my interest in this low ranking officers started.

character and CPO Johansen became good friends, forming a very special friendship. When my character suffered a panic attack a few days later, my character called no one but the Chief to help her.

This character, CPO Søren Johansen, started my interest in low ranking officers because, I thought, they were the ones who understood the



*This Crewman died to show that the situation is dangerous*



# CONVENTION REDEMPTION

*RADM Dan Adams*

This past weekend I set a small record for myself as I attended a convention in the middle of January—probably the earliest convention in a year that I have attended in my ten years or so of attending conventions.

The convention in question is *Redemption*, a bi annual convention that started off as a celebration of *Babylon 5* and *Blake's 7* but has evolved to cover so much more. Unlike your typical sci-fi event, the programme is fan orientated, rather than guest orientated. Day time events are split into a wide variety of panels, hosted by fans, for fans. If you have an idea for a panel, you can contact the organisers ahead of time, and you might just end up hosting it!

My adventure started at work, as I had decided to attend the convention at the very last minute. I made the trip from Mansfield to Sheffield by National Express coach, watching that day's new episode of *Discovery* for entertainment. Although the coach was slightly late the journey passed without incident.

Once I got there, the hotel was a ten minute walk from the Sheffield Interchange. Unfortunately I couldn't stay at the hotel, but the official overflow hotel was next door. Once I dropped my luggage off in my room, it was off to the event to get checked in and have a bit of a read.

I went through my information and planned my next steps. I attended a panel on which classic monsters are the coolest, followed by a spot of food in the hotel bar. I went back to my room to relax somewhat, then it was off to the opening ceremony where our committee introduced themselves.

Saturday kicked off with a panel on dystopias and if the real world is worse than fiction. Not the cheeriest of topics for a Saturday morning but this proved to be utterly fascinating. This was followed by a panel on audio sci-fi, from the fifties to the present day, and there were a lot of memories aroused, including my own. I enjoyed talking about the *Independence Day UK* play that was broadcast on Radio 1 in 1997 that still has my favourite line, "Either I'm drunk or I'm watching Patrick Moore fist fighting with an alien."

Next up was a chance to natter about *Star Trek Discovery*—I'm always up for a natter, although I had to keep quiet as many of my fellow con-goers hadn't seen it themselves. This was followed by a panel on sci-fi comedy.

Again there was a broad range of topics up for discussion. There was cabaret (again, fans performing for fans) followed by that old con staple, the disco.

Sunday started off with another panel on *Star Trek Discovery* hosted by our very own Rainbow Raptor. Again, it was fantastic to see such nice discussion and debate around the show in person when there seems to be a lot of negativity online. The afternoon started with a panel in tribute to Stan Lee, and was followed by a small change of pace as I played a few games with some of my fellow con-goers.

And that's the beautiful thing about an event like *Redemption*. The other attendees are so welcoming, and the team is so helpful.

There is another event scheduled for 2020, and I hope to update soon. I really recommend this event. It's quite unique and really interesting.

## MY CHALLENGES FOR STARBASE 24 IN 2019

*LTJG Sarahleigh Mackenzie Richardson*

*Chief Helmswoman, USS Glenn Miller NCC - 1944A*

My original goal for 2019 was to run five half marathons for charity though I had not decided which charity to do it for. I had been deciding whether to do a full marathon? I will be doing either an inflatable 5km with zombies or a normal 5km with Starbase 24 who changed charities to *Marie Curie* who help look after terminally ill people across the UK. Their nurses go to people's homes and support them through a loved one who has limited time left. So this year my goal is to run a full marathon (26.2 miles or 42 km) and four half marathons (13.1 miles or 21 km) over the course of 2019 starting with my first challenge of my first full marathon in Stirling, on the same day as this year's London Marathon which is on 28th April. The runs I have planned for this year are:

- April 28/04/19 This will be my first marathon (Stirling)
- May 12/05/19 half marathon (Leeds) For Food bus UK an East midlands charity.
- May 19/05/19 half Marathon (Manchester)
- Aug 25/08/19 half marathon (Aberdeen)
- Sep 22/09/19 half marathon (Ipswich)
- Oct 13/10/19 half marathon (Birmingham)

All for *Marie Curie UK*. I wanted to help fundraise for them because a friend of mine had support for when her grandmother was terminally ill from cancer. I am hoping to raise at least £1,701, but whatever I raise it will be worth it for an amazing charity. When I have my just giving page, I will give it to people.

I will also do one for *Food Bus UK* which is based in Leicester and gives out hot meals to the homeless, those who do not have much such as the elderly, those on low incomes in the area of Leicestershire, Nottingham, Derby and Coventry. This charity was set up by an Arriva driver from South Wigston depot who brought a bus and who got the bus fitted out with a kitchen to help those less fortunate. I was able to help distribute hot food to the homeless people of Leicester to spread the Christmas cheer.

For more information on how to donate please go to the Food Bus UK on Facebook at [www.facebook.com/foodbusuk/](https://www.facebook.com/foodbusuk/).

This picture is some of the volunteers handing out food parcels to those on the street and spread the Christmas December 2018. (I am the one in the yellow jacket.)





# STARBASE 24 COMMAND TEAM

## Flag Officers



F. Adm. Mackenzie



Adm. Kehlen



Lt. Gen. Dragunov



F. Adm. Adams



Cdr. Taina Joel

## Command Officers



F. Capt. Hightower



Capt. Griffiths



F. Capt. Doherty



Cmdr. Cooper



Capt. Ann Peters



Cmdr. Luma McMillan

## Starfleet Academy



Ens. A. Young



Cdr. D. Camfield



Cdr. L. Camfield

## Klingon Personnel



Adm. qeSan



Capt. K'Veer



Cmdr. alnra



K'et'nin Makura

## In Memoriam



Cmdr. Mick Holt

# THROUGH THE LENS: VIEWPOINTS

*ADM Charlotte Kehlan Kebbell*

Right now, as I look out of the window and see the dull, grey sky, it's hard to believe it will ever be spring again. Even so, things are starting to come alive - the grounds are full of snowdrops and the green tips of daffodils are starting to show through the earth.



Should you be so inclined as to try photographing these hardy little flowers, you will find the best results come from getting down to their level. This is true of many subjects, actually, whether snowdrops or your children. Get down to their level. Go on, give it a try... take a photo of a child or your cat or dog from a standing viewpoint (your eye level) and then another one where you get down and get their camera at their eye level. Then compare the two. Which one do you like best?

That's not to say of course that you can't break that rule. Sometimes the photo you have in mind will call for you getting above or below your subject. Photographing from a low viewpoint will make your subject seem bigger, from



above will do the opposite. The important thing is to think about your subject and the resulting image, try new things and don't always photograph from YOUR viewpoint.

When you are out with your camera, be aware of what is around you and look for interesting angles – a tree for example. Stand in front of it and take a photo and you will get one view. Stand under it and point your camera upward into the branches and you will get another view. If you climb the tree, or have a vantage point above it, you will get a different view again. Move to the other side of the tree and the lighting and background will change the way the tree looks. All are the same tree, yet it can look vastly different depending on where you choose to stand and what angle you choose. Which is right? Well, that depends on the story you are trying to tell with your photo. So don't be frightened to experiment – the tree certainly isn't going to complain!

*Happy Photographing.*



# SUIT UP FOR AGENTS OF S.H.I.E.L.D.

*Kevin 'Hightower' Baker*

**WARNING:  
SPOILERS AHEAD!  
LEVEL 7 ONLY!**



Marvel's *Agents of S.H.I.E.L.D.* is a show that's broadcast on the American channel ABC. We follow the agents of the *Strategic Homeland Intervention, Enforcement and Logistics Division* in their day-to-day duties protecting the world from extraordinary threats, extra-terrestrial or otherwise. SHIELD's job is to contain threats from becoming public knowledge by spinning the truth, detaining any persons breaching security or just to say nothing happened!

Season 1 is set in the same time line to the film *The Avengers* (2012), after the *Battle of New York* and *Captain America: The Winter Soldier* (2014) and just before the downfall of SHIELD by Hydra, when they released their hidden activation message over all SHIELD's communications channels, "Out of the shadows and into the light. Hail Hydra!"

## SPOILERS FOLLOW ...

In the opening scene of Season 1, Episode 1, we meet the hacker known as Skye. Recording a message to post on the *Rising Tide* hackers' website, she calls out SHIELD ...

*"The secret is out. For decades your organization stayed in the shadows, hiding the truth, but now we know ... they're among us. Heroes ... and monsters. The world is full of wonders. We can't explain everything we see, but our eyes are open. So, what now? There are no more shadows for you to hide in. Something impossible just happened. What are you going to do about it?"*

We are then introduced to Agent Grant Ward, a combat and espionage specialist on a mission to obtain an item "of alien origin". While he was

successful in his mission, once back at one of the many locations SHIELD have, we find out what the item is: part of the 'Chitauri', an item involved in the Battle of New York.

Ward asks why he has been pulled out of his current mission to be told that he needs to ask Phil Coulson, who was allegedly killed just before the battle of New York. This is when things get interesting!

Phil Coulson emerges from a dark corner and jokes that he could not help himself being so dramatic (as there seems to be a light bulb not working in that corner), then promoting Ward from Security Level 6 to 7 while informing him that he has now been assigned to a new team that Coulson has assembled. This team consists of:



- **MELINDA MAY:** an ace pilot and weapons expert,
- **LEO FITZ:** who specializes in engineering, especially weapons technology and
- **JEMMA SIMMONS:** biochemist who specializes in life sciences (both human and alien),

The new team is tasked with missions that are assigned from SHIELD Headquarters, tracking threats, powered people (later called Inhumans) and technology that the team does not understand as of yet. Their first mission is to track down the hacker called Skye after she posted a video of a powered person online.



Meanwhile, a man called Mike Peterson underwent an illegal operation after being injured in a workplace accident by an unknown group. They used an untested and volatile mix of 'extremis' (as seen in *Iron Man 3* (2008)) giving him superhuman strength. There was an explosion at the illegal lab that contained the extremis.

Once the team track down Skye, they interrogate her for more information about Mike Peterson and the explosion at the lab. Skye offers up her recorded evidence (stored in her van for safe keeping) with the condition that she goes back to her van to retrieve it.

During this mission, Mike turns up and knocks out Melinda May (who was assigned to protect Skye) and kidnaps her because he wants her to erase his and his son's identity from everywhere so they can start a new life elsewhere. This she agrees, but while complying, Skye hacks SHIELD to disclose her location (outside Grand Central Station) without Mike noticing.

Skye is saved when Coulson and the rest of the team show up at GCS but then a foot chase starts between Mike and the agents. While this is happening, an assassin that has been hired by the "unknown group" turns up at the station to try and kill Mike, fortunately, without success. The chase ends when Coulson talks Mike down from being angry with life and everything to reassure





Mike that SHIELD is here to help him.

This is when Ward, who was ordered by Coulson to take Mike down if he became hostile or was on the verge of exploding due to the extremis, shot him with a new form of weapon called *The Night-Night Gun*. Developed by Leo Fitz it contains a drug that knocks targets out instead of killing them.

The team returns to the mobile command plane, which has been built for Coulson: a modified Boeing C-17 called *Globemaster III*. (Melinda May pilots it.) The plane has been nicknamed *The Bus* and has the call-sign *SHIELD 616*.

While Mike Peterson is under the protection of SHIELD, his son is sent to live with his aunt by Coulson and Skye is offered a place on the team. She only has ten minutes to decide as the team have orders to investigate an O-8-4 (an object of unknown origin). At the time, both of them standing next to a Red Chevrolet Corvette that has been named *Lola* by Coulson.

Skye argues that they will never get to the plane in ten minutes, at which point she finds out that *Lola* has been outfitted with tech that allows it fly! It even has its logo on the bonnet flip over to reveal a SHIELD badge when flying!

well that is what happens in *Marvel's Agents of SHIELD*. I really enjoy this show and sometimes they even mention little things from the movies just to keep up with them all, but I am not going to list them here. If you really want to know what they all are you will have to watch the show to find out.

I hope you enjoyed reading this and I hope you might start to watch it if I have not ruined it for you.

*Welcome to Level 7!*

*(Hail Hydra)*



*"That's all Folks!"*

*But don't forget that the next issue will be ONE MONTH EARLY!*