



## Captain's Log

# "For Want of a Nail" Debuts on Saturday, October 13, 2007

As I write these lines, I cannot help but feel excitement about the anticipated release of our second film, "For Want of a Nail." My feelings are also of a nostalgic nature as I reflect back on how this story evolved.

It all began with email correspondence between Paul Sieber and Joshua Johnson (of Starship Exeter), who suggested that we do a story involving American Revolutionary actors and George Washington, given our base of operations in the Washington, D.C., metropolitan area (good proximity to Mount Vernon and other historic sites along the original 13 colonies).

Using that good premise, I then started to formulate how we could do a time travel story with George Washington. I wanted it to be an original one that did not have too many of the "time travel clichés" – time travel stories always pertain to either history being changed and then fixed without altering the timeline or a paradox where it was "meant to be" for outside involvement destined to take place.



Warp Speed Ahead



On screen and off, its easy working together.

## Subscriber Functions

I began researching the background of General Washington, as well as the events during the American Revolutionary War. I was looking for a pivotal moment – one that could be exploited by our Farragut crew and one that would be true to historic events. I collaborated on some ideas with Mark Hildebrand, who provided some of his own.

Once the story outline/treatment was done, Mark wrote the screenplay and filled in the gaps with more historical elements and dramatic dialogue. Being a Revolutionary War reenactment actor certainly helped him with the script! I later had dinner with Dennis Bailey (writer of the Star Trek: The Next Generation episode "Tin Man," as well as his role with Starship Exeter). He mentioned that I should change my title of "America's Past" to "For Want of a Nail" as it was a literary reference to a poem of that time.

When it came time to recruit Revolutionary War reenactment actors, I thought that would be easy, given our location to numerous historic events; however, it was a challenge. Mark Hildebrand, Tonya Bacon (Producer / Director of Media Relations) and I traveled to Yorktown, Virginia, for the 225th anniversary of the battle there. We passed out flyers and met numerous reenactment actors there, but none seemed interested in working with us. However, we did meet some key points of contact, which led to Mark getting some groups to work with us.

Luckily, costume requirements for the colonials were limited; however, we did make the costumes for Washington and his aide (compliments to Keith Steele and Mark's mother). It was cold filming this, and thank God for Paul Sieber, who came up with the idea of our field jackets.

We've all worked relentlessly to get to this point, and I know that the value of our product has increased on all levels. The fact that we've released the film eight months after the first one demonstrates the aggressiveness, seriousness, and dedication of Starship Farragut's cast and crew.

In fact, we've already filmed a vignette ("Just Passing Through"), which will now begin post-

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production work, and we're already in pre-production work for our third film, entitled "Fathers and Sons," and have a road map of stories and finalized scripts to carry us beyond 2009!

--Executive Producer John Broughton



## Director's Corner

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### FROM ONE CAPTAIN TO ANOTHER: Getting "Nailed"

During the spring of 2006, John Broughton asked me if I wanted to help with Starship Farragut's second episode, then titled "America's Time." He had written an outline that had the Farragut sent back in time through a wormhole to Earth, and somehow altered history. The crew had two problems – how to get back to their own time and how to put history back on track.

John told me that I was free to change the outline, but he had one request – there had to be a scene with Captain Carter and George Washington riding their horses side by side, both in their respective uniforms (Starfleet and Continental Army). I told him I'd love to try writing a script, and got started right away.

I figured the best way to begin was to just start writing, so I sat down at my computer and stared at the screen. I wanted to have two major storylines going – Carter and the Washington adventure, and Tacket on the Farragut solving the time travel problem.

My first outline had Carter and Prescott on a shuttlecraft, transporting alien scientists from a conference back to the Farragut. They didn't like transporters for some reason, which made the shuttlecraft necessary. I thought it would be better if Carter and Prescott were sent through the wormhole and Tacket and Smithfield were

## New Vignettes Announced

With the first Farragut vignette, "Just Passing Through," already filmed and in post-production, the cast and crew have slated three more 10-minute episodes to be produced over the next several months. "Security Conference" will focus on Farragut Chief of Security Henry Prescott and his counterpart from the Enterprise, Sentell (played by Jeff Mailhotte), on a shuttlecraft (see photos below for a sneak peek) on their way back from a Federation security conference.

Two headstrong security chiefs in one small space with too much time on their hands... In "Oblivion's Curtain," Commander Jack Carter enjoys some much-needed time off before assuming command of the Farragut. He spends his leisure time with a lovely woman named Hope ... but who are those two men following them? Back in the "present," Captain Carter decides to go on a planetary survey mission with an old flame despite objections from his security chief in "A Rock and a Hard Place." Are they the only ones interested in the rocks? No filming schedules have been announced for any of these vignettes, so watch for further information in this newsletter or <http://www.starshipfarragut.com> as it becomes available!

In related news, Farragut Films has closed the door on script submissions for the time being. "We have a roadmap in place for our stories, as well as scripts in place that take us well beyond that timeframe," said John Broughton in making the announcement. "Furthermore, we'll have produced numerous films around that timeframe, so our audience/fan base will have a good

trying to get them back. The alien scientists had found or created the wormhole and tricked Carter into flying through it.

Once I had a basic outline, I started running ideas by John. Were the alien scientists good or evil? If they change history, how does the Farragut remain in existence to rescue them? At what moment in Washington's career does Carter meet him?

We decided that the scientists would be basically good. Maybe they knew the danger of messing with time travel but were driven by curiosity into altering history. In that case, Carter would patch everything up and give them a long lecture on not screwing with history. We developed the race into the Solonai and made them galactic historians. They had been researching the past for thousands of years. Of course, they know they shouldn't mess with the past! But one rogue scientist can do wonderful things for a plot.

The shuttlecraft had to be dropped because we didn't have time to build the set. Some of the things I love most about Classic Trek are the gadgets. I wanted to make extensive use of communicators, tricorders, scanners, and more. I found a way to use the transporter as a great plot device. Carter is sent through time, but the crew thinks it's a transporter accident. Is the captain dead? What happened?

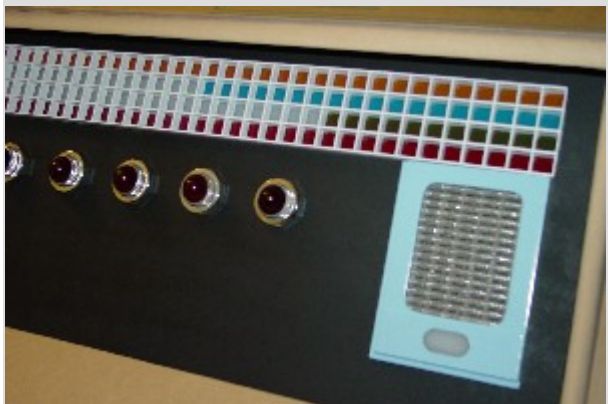
I originally planned for Carter and Prescott to appear just before the ambush of General Braddock and young Lieutenant Washington just before the beginning of the French and Indian War. Braddock was killed, and Washington rallied the troops and was able to retreat. Washington realized he could lead men in the heat of battle, and he was considered a hero. But what if Carter and Prescott inadvertently ruined the ambush and Braddock survived? Washington may never have become a great leader, and the colonies may have never become independent. I worked on this for a while until John suggested another turning point in Washington's career. As soon as he said it, I was all for it.

When I was a wee lad in the late 1970s (yes, I'm that old), I got involved with Dorsey's Artil-

understanding of the characters and be enabled to write compelling stories," Broughton added.

## Building a Better Shuttlecraft

Construction is already underway for "Security Conference," the next *Farragut* vignette. Pictured here is the shuttlecraft console to be used in filming in January. Would you like to help build this set? Contact Producers Michael Bednar or Paul Sieber via emails at: [mbednar@starshipfarragut.com](mailto:mbednar@starshipfarragut.com) and [psieber@starshipfarragut.com](mailto:psieber@starshipfarragut.com).



lery. They were a Revolutionary War re-enactment group based in Annapolis, Maryland. We had two cannons and a handful of muskets, and transitioned from American to Royal (British) artillery after Dorsey's was wiped out in the Battle of Guilford Courthouse. I got to camp out, sleep on hay, eat food full of ashes cooked over a fire, march in parades, stand guard at official events and best of all, die spectacularly in battle! Now I could merge this world with Star Trek!

The characters and actors were fresh in my mind, since we had just finished filming our first episode, so I started with dialogue. It sort of wrote itself. I just pictured the actors saying the lines, and it all came together. I've always loved humor in tense situations, and have been known to make a bad pun myself now and then. The characters were really beginning to come to life as they worked together during a crisis.

Doc Holley didn't have much screen time in "The Captaincy," so I really had a clean slate with her. John had an idea that although she was a skilled doctor, she was a bit of a klutz. That didn't really work for me, so I looked at Amy Sepan's natural warmth and humor and incorporated those qualities into her character. Doc Holley had field experience and got a medal for saving quite a few people. I wrote this into the script, but it got dropped by mistake during filming. Tacket and Smithfield developed as well, and I think it really shows on screen.

More and more pages got written, and John hounded me daily to finish a scene, an act, and finally the whole script. It got renamed to "For Want of a Nail," and we started work on casting, locations and shooting schedules. John also asked me to direct, which ended up being a wonderful experience.

Now that we've wrapped up post-production and completed the release, I'm itching to write another script. There are many stories to tell about our heroes and their adventures. No matter what, it'll be fun!!

-- *Producer Mark Hildebrand, aka Captain Preston Wilcox*



Director and Future Captain  
Mark Hildebrand  
"Capt. Wilcox"



[For Want Of A Nail Download](#)



## Chief Engineer's Log

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The Batarrus incident in the transporter room prompted Chief Galway and I to take extra precautions going forward. Scans for detection of superfluous energy, chronometric or otherwise have been established to run on an autonomous loop prior to transport. Internal sensors will detect and isolate any extraneous fields or particles.

It's good to have the away team back on board no worse for wear. Their stories of the experience are nothing short of astonishing. Jack is comfortable with his command and the crew is already demonstrating their loyalty.

CDR Tacket is easily irritated by my intensity under pressure. He quickly regains his composure though and has achieved amazing results while in charge of the ship with his diplomacy and determination to turn near tragedy into triumph. He even has Prescott learning to make good use of a tricorder.

Our new doctor has a refined bedside manner and has quickly won the trust and respect of the crew. Lt. Michaels is certainly glad she came along for the ride.

It's going to be an interesting mission. I can't wait for the next adventure.

*-- Associate Producer Holly Bednar aka LCDR Michelle "Mike" Smithfield*