

**Star Trek (#11) – ‘Perry’s Planet’**  
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Back Cover:

*A planet of perilous peace! Kirk, Spock, Scotty and the Enterprise crew face battle with the Klingons in a strange world ruled by a "human" who's been dead for 300 years! Soon the entire crew has fallen under the planet's mysterious force -- stripped of their power to wage war -- as the subhuman Immunes advance... and the Klingon legions hover overhead!*

Summary:

The crew of the U.S.S. Enterprise is a tattered and torn bunch, badly in need of shore leave after the Federation has mercilessly extended the ship's mission over and over and over again. Their current assignment: pick up Dr. Flagstone and his scientists for transfer to Waycross, a Federation colony in dire need of medical help, and deliver them there before it's too late. But when the Enterprise is forced to stop and make repairs to the ship's engines and tend to the fracturing of its Dilithium Crystals, the ship comes under surprise and sudden attack by a Klingon warship under the command of Koral, hell-bent on destruction. After capturing Kirk's attention, Koral appears on screen and swears a blood-oath in revenge for killing his brother, Khall, whom Kirk fought to the death on a jungle planet some years earlier. And with the Klingon High Command officially branding Koral a renegade (end-running around the stipulations of the Organian Peace Treaty in the process), nothing short of a miracle will stop him from taking his revenge upon Kirk.

Not helping matters is Koral in command of a ship that evades detection from normal Federation sensors in his possession.

While the Enterprise easily beats off the attack and makes its way to Waycross, Koral shoves the threat home when he sneaks aboard and plants a device that wrecks havoc in the transporter room. The resulting explosion injures Doctor Kelly Davis (a member of the medical team assigned to Waycross with whom Kirk and McCoy had been working) and killing two others. Without getting a break (and to add insult to injury), Captain Kirk comes under orders of Starfleet Vice-Commodore (and in command of the U.S.S. Phoenix) Larry Propp to divert from their planned shore leave on Starbase 6 and immediately set a course for Perry's Planet, an un-surveyed sector that has sent an application for admission to the Federation. And in the hopes this would be an easy mission (one of the smooth ones, he says), Kirk and company take off for Perry.

Perry's Planet, a class-M world so named after William Perry, the leader of the original group of colonists to leave Earth 300 years previous, is remarkably suitable to human life. There is but one large city, although there are cultivated farms and small villages scattered throughout the three major land masses. The polar areas are small and there are few deserts. Most of the land is green and lightly wooded.

Kirk, Spock and McCoy, who elect to beam down as representatives of the Federation, meet Ami and Rus, two of Perry's council pages and find an utterly peaceful society, albeit one somewhat limited technologically and socially. The buildings were short, solid, and obviously well built, and the liberal use of stone and rough wood in their construction seemed to be an indication of a rustic background, the presence of plastics and other modern materials indicated an advanced technology of some sort. Socially, as a carefully crafted society, the inhabitants of Perry's Planet are separated into castes or guilds of trade, signified by the color of the sash they wear. Young people apprentice at an early age to a guild that fits their aptitude. They start out wearing pastel hues of their given color and as they increase in knowledge, they receive sashes of increasingly brighter shades. Those in Blue belong to the Technocrat guild and are gifted in the physical sciences. Those in Red are Constructors, those gifted in engineering. Green wearers are the healers. Gold wearers are the Politicos, those in the Counsel. And so on.

With a general survey of the socio-political sphere of influence complete, Ami and Rus lead the crew to the Counsel Chambers, which Spock notices immediately is a highly shielded building. Inside they wait for the planet's leader, one Wayne Perry, who the counsel members believe is the same Wayne Perry that founded the colony. When he appears to the landing party as he would have 300 years ago (a man in his mid-thirties with sandy hair), and thus validating the counsel's claims, Kirk, Spock and McCoy are taken aback – how could this be? Beyond the startling revelation, first contact goes rather smoothly and shore leave is granted for the Enterprise's crew, but it soon becomes apparent that not everything is as it appears to be: shielded rooms below ground, the impossibility of Wayne Perry (who is determined not to be alive), and the claim that violence does not exist on Perry, when, in fact, violence has been witnessed – only the populace doesn't seem to notice.

This realization comes into sharp relief during an altercation Kirk, Spock, McCoy and others observe between Sulu and another crewman while on the surface. The moment Sulu was about to get into fisticuffs with another member of the crew, he immediately lapsed into complete unconsciousness, unable to complete the contact. Alarmed at Sulu's lack of response, McCoy transports him aboard ship; back aboard, Sulu immediately returns to normal... but doesn't remember getting into a fight to begin with. When he resists McCoy's attempts to get him to Sickbay for further testing, he checks out again, falling into a death-like state. As before, he awakens moments later unawares of what had occurred. Since the effects occur in reaction to a person's attempt to commit violence, McCoy and Davis theorize that a psychoactive virus of some sort may be at work. And if that's the case... the entire crew may now be infected. McCoy and Davis begin working on their theory; however, with Sulu reporting excellent health (and no adverse infections), their task is not an easy one, especially since those in the pub do not recall there ever being a fight in the first place.

Meanwhile Kirk and Spock beam back down to the planet's surface to make an attempt at getting some answers. The two storm the planet's council chambers emphatically requesting an audience with William Perry. When he begrudgingly arrives very little in the way of assistance is offered except to advise of the real reason the Enterprise was

lured to Perry - to spread their brand of peace across the Galaxy: a virus he calls "The Peacemaker". To make matters worse, the Enterprise is once again attacked by Captain Koral (who himself was invited to Perry's Planet to help spread the "peace"). Kirk pleads with Perry, to no avail.

With he and his crew affected by their acute virus of peace, Kirk and company find themselves unable to commit the smallest act of violence, and protect their ship. Perry terminates the audience and leaves Kirk to his own devices.

*SHIP'S LOG, LIEUTENANT COMMANDER MONTGOMERY SCOTT  
RECORDING, STARDATE 6845.3*

*The situation onboard the Enterprise is now critical. That strange "disease" accidentally brought back from Perry's Planet by the landing party has made it impossible for us to even think about committing an act of violence: as long as the Klingons continue their sporadic firing, we are helpless, unable to leave orbit or use the transporter and still maintain our shields at the necessary level. For now, we can only maintain a defensive posture — and before too long, the ship's failing dilithium crystals will prevent even that. Because we have been unable to contact Captain Kirk or the rest of the landing party for several hours, I've held off taking any action, but our position is deteriorating rapidly. In short, we are running out of options.*

McCoy didn't just bring news of the Klingon attack when he stormed the counsel chambers, he also witnessed first-hand (as he received a big club on the head) a member of the planet's inhabitants harm and capture both Uhura and Davis. This citizen, and barely that, is determined to be an outcast denoted by the absence of a colored sash. He is one of many referred to as Immunes by Perry, as they are completely resistant to the virus. Since they are sterile, Perry believes their existence is nothing to worry about — they'll die out in due course. Although not very bright (as outcasts they would not have the benefaction of the planet's education system), being immune does allow them to do as they please, taking advantage of the populace at large as they see fit. Although Kirk and Spock understand the gravity of this situation — if there are immunes amongst Perry's own people, imagine whole races having immunity and the chaos that would reign in the galaxy — Perry does not. Disgusted, Kirk vows to end this any way he can.

To that end, Kirk, Spock and McCoy follow one of these Immunes into the dark, dank maze of shielded tunnels below the city; the only place the outcasts can live. Now within the shielded tunnels, Spock can make an accurate scan and his findings are fascinating: the tunnels, he surmises, are what are left of the original colony ship. Machinations are constantly working. Power is still fluctuating. And in the center of it all, an amazing reading the likes that confuse Mr. Spock — perhaps the central computer core itself. And if they can reach there, Kirk decides, they might find the clues to Perry as well as how to combat the virus he created. Skirting around the Immunes is no easy task, though. Unable to inflict violence upon anyone they come across, the party can only retreat, which places them in an unfortunate position — cornered.

Kirk, Spock and McCoy are no match for the Immunes and are captured immediately but this is a stroke of good luck, as they are placed with Uhura and Davis who, while having to endure physical hostility, nothing too cruel has been inflicted upon them. And now with Uhura and Davis to tend to, McCoy stays while Kirk and Spock affect escape.

With a bit of luck, Kirk and Spock reach the central computer core. What they find there, however, is well beyond what either men thought. While they knew the William Perry they had been dealing with on the surface was not a life form (and was a computer construct of some form), they were not prepared to come upon the real William Perry, the basis for that construct. The elderly body of Perry lay on a table before them with tubes of all varieties escaping his body. After a brief investigation, it soon becomes apparent that while 300 years old, Perry's body was still alive! And he was not only the basis of the computer construct, he was the computer! With a computer interface nearby, Spock immediately goes to work in an attempt to counter act the virus.

Unfortunately their elation is short-lived as the computer construct Perry arrives to thwart their activity. And since Kirk and Spock were still under the influence of the virus, they could do nothing to withstand Perry's wishes. His wish: to connect Spock to the computer and revel in his logic.

He does so but Spock was able to fight it with the help of Perry himself, the real Perry. Perry was able to release Spock from the construct before gladly seeking relief in death for himself. In doing so, he not only freed the colonists from stagnation but also allowed Spock to retrieve the information required to counteract the virus. In the end, Spock understood what had gone wrong. Wayne Perry, the leader of the original group of colonists was diagnosed with Dexter's disease only a few years into their journey. As a result, he created a holographic construct of himself to serve as their leader knowing they would need his guidance and strength in the future. To make the construct more efficient, he connected his own body to the computer, but at a great loss: the process was very painful and soon the construct took over. 300 years later it had locked the real Perry away to suffer an agonizing existence.

Meanwhile, the Klingons are at odds with the Enterprise, preparing to fire a volley of torpedoes, which will instantly vaporize the ship. With power running dangerously low, Scotty and the crew are running out of time. Once the shields drop, Korol will stop at nothing. But Scotty comes up with a brilliant plan right in the nick of time: he decides to beam over to the Klingon bridge. Not to surrender, though, to infect them with the virus! Scotty is successful without a moment to spare, relegating the Klingons to nothing more than cowering fools – unable to perform the most basic functions (since all they think about is violence).

When all is said and done, the Enterprise is saved, Perry's Planet is saved and all is right in the Federation. The crew is finally going to get some much-needed shore leave!

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