



*Stellar Wind Years:
Volume II*

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Edited by

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Stellar Wind Years:

Volume II

Note: What you'll read is material from the USS Stellar Wind's award winning newsletter InterStellar Medium re-edited into short stories. In most cases, the material is presented as it was published, in others, it's been heavily edited to write out characters and to generally make it stand on its own a bit better. I admit that the results are quite mixed. If something doesn't make sense, please contact fiction@ssnexus.org. (For those who are interested, Volume I is pre-fighter/Kyle Argent material that is not likely to be re-written for presentation.)

SW01-Arrival

(4,500 words/103k)

Lieutenant Commander Kyle Argent makes a spectacular arrival at his new duty station: *USS Stellar Wind* and meets his new CO who is less than enthused about the fighters on board her science ship.

SW02-Nighthawks & Shadows

(5,500 words/123k)

While mapping gas giants, the *Stellar Wind* brings aboard a mysterious ship. Squadron Commander Kyle Argent meets some of his crew and the 'Wind is attacked by unknown assailants who hit and run, accomplishing little damage but rattling nerves.

SW03-Come Fly With Me!

(3,000 words/82k)

As per his custom on a new assignment LtCdr Argent invites the CO of the *Stellar Wind* on a virtual tour of the fighter, Nighthawks where they find out they have much more in common than they realize.

SW04-Teamwork

(2,000 words/62k)

Squadron Commander LtCdr Kyle Argent swears in the new 618th Training Squadron and his "nuggets" begin their rigorous training for their gold flight wings.

SW05-Shall We Dance?

(2,000 words/61k)

After losing a bet during a ship's soiree, LtCdr Argent asks the only

(2,000 words/61k)

woman he feels he can ask to dance the waltz with him.

SW06-Mixing Pleasure With Business
(5,000 words/106k)

Captain Devlin has a favor to ask the Squadron Commander, and in turn, Kyle finds out that his Maintenance Chief has a secret wish.

SW07-This Is Not A Drill!
(4,000 words/98k)

The new 618th Training Squadron gets more than they bargain for.

SW08-Arrival, Redux
(6,000 words/117k)

The Training Squadron is short flight personnel so they hold try outs. A ghost from Kyle's past unexpectedly shows up and reluctantly makes himself at home.

SW09-Best Intentions
(4,200 words/93k)

The *Stellar Wind* is once again attacked by unknown assailants but this time, the CO finds it difficult to separate her own personal feelings from that of the job she must do.

SW10-Honeysuckle Lips
(2,700 words/71k)

Squadron Commander LtCdr Argent must reconcile the past so he can look forward to the future.

SW11-Nights Of Future Past
(4,700 words/89k)

Squadron Commander LtCdr Argent must reconcile the past so he can look forward to the future.

SW12-Milk Run
(2,800 words/73k)

The *Stellar Wind* finds herself again under attack but her attackers aren't fighting back as expected.

SW13-One of Our XO's is Missing
(5,000 words/99k)

The 'Wind finds out why she is being attacked and as a consequence, is allowed shore leave on a planet where some personnel party a bit harder than usual and, oh, yes, they can't find the new XO.

SW14-Homeward Bound

The *Stellar Wind* completes her

(6,100 words/112k)

assigned voyage and is ordered home to Earth for new equipment and shore leave for her personnel.

SW15-Interludes

(5,000 words/86k)

Adventures between *Stellar Wind* assignments. ***Warning, contains some adult material!***