

August 2011

USF PRADO

Featured Sim:
Outpost Phoenix



Test Your Geekiness

Can you finish these 20 Star Trek catch phrases?



From the Editor

Greetings all around!

A new month. A new *PADD*. A new challenge. And trust me, there are always challenges... even where there isn't a whole bunch on the plate.

You might have thought by looking at the cover page, "Hmm... doesn't seem to be too much in the *PADD* this month." Don't let the appearances fool you. There might not be a lot of different things in this issue, since the main focus is Outpost Phoenix (OPX), but that sim packs a wallop!

According to USF statistics, OPX is the leading sim with a whopping crew count of 22. Yes, let me repeat that. Twenty-two!

I have to admit, I'm almost glad that about half of them weren't available for interviews. We struggled to get all the data together as it was. The interviewers were working overtime. But in the end, I believe it was all worth it.

There are also new and delicious summer recipes to find in the cookbook. And of course, old time staples like the Ad-Lib section and a fun guessing game.

And now, I leave you to reading, laughing, and cooking.
Enjoy!

Lorí

Wanted: Ads

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All USF hosts are warmly invited to submit
GRAPHIC or TEXT ADS
to be displayed in various sections of this magazine.

For more information email:
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On the cover: planet and seal courtesy of Captain Bonali; background Captain Lorianra

Briefings



Memorable Quotes

If you notice, everyone on *Deep Space Nine* has this weird...
I mean well... weird names. It's like they chose us for that. Except Terry
Farrell, but she makes it in the weirdness anyway. She fits right in with us.

– *Nana Visitor*

"I was out saving the galaxy when your grandfather was in diapers."

– *James Kirk to Jean-Luc Picard, during their encounter in the Nexus, "Star Trek: Generations"*

Intelligence Report

by Captain Loriaarra and Lieutenant Commander Solik

What He Leaves Behind

James Darren, the actor who became unforgettable as portraying Vic Fontaine in the Star Trek series *Deep Space 9*, talks about his first meeting with Executive Producer Ira Behr, his dislike of cold readings, his love of music and the enjoyment he found in playing Vic Fontaine beside having turned down the role at first, and the emotional filming of the last episode of the DS9.

Get your hankies ready:

- <http://startrek.com/article/forever-fontaine-undefined-an-interview-with-ds9undefineds-james-darren>

Keepsakes With a Lot of Memories

Featuring the pointed-eared variety of Star Trek aliens this year, Hallmark's well known Keepsake Ornaments feature Spock and the Romulans. Pictures and descriptions of the ornaments will surely whet any collector's appetite. But on top of that, the three people that created them also share some insight on their memories and connections to Star Trek.

Make room on the tree:

- <http://startrek.com/article/hallmark-keepsakes-to-beam-up-trek-memories-for-fans-in-2011>

Re-counting Tribbles

Thinking of bureaucrats and tribbles at the same time seems like an oxymoron, but that's

exactly what actor William Schallert – no, not Shatner – recalls playing in the TOS episode "The Trouble with Tribbles", a bureaucrat. His favorite memory of that shoot? He got to chew out William Shatner as Kirk. Talking about a dream role! He played a much tamer character in a DS9 episode years later.

Read more on the veteran actor:

- <http://startrek.com/article/william-schallert-remembers-nilz-baris-and-varani>

To Be a Drone, or Not to Be a Drone

Sharing some thoughts on "Trek Class" lessons in connection with social networking seems to have little to do with the Borg at first, but keep on reading. The article makes a connection between Picard's experience of being assimilated, dealing with the information overload from the Borg collective, to being unlinked from the hive and having to find some time away from it all to regenerate. It's a fascinating analogy.

Redefine First Contact:

- <http://startrek.com/article/is-the-borg-the-ultimate-social-network>

Chase Your Dreams

Chase Masterson, more commonly known as Leeta from *Deep Space Nine* and who I (Solik) had a chance to speak with at the Star Trek convention in Boston on July 16th, is a very spiritual person. Given her own views of religion, she's gone through *Star Trek* and found out how religion played into the stories.

Engage the thrill:

- <http://startrek.com/article/thrill-of-the-chase-undefined-july-2011>

After Trek

Like many actors after their series has ended, *Trek* actors have gone their separate ways. Rachel Nichols, Gaila of *Star Trek XI*, co-stars in *Conan the Barbarian*. Bob Picardo has begun his own sort of podcast, with appearances by fellow actors. Plenty more to see!

Read more:

- <http://startrek.com/article/trek-in-the-news-july-2011>

Epix Legends

The Shat is back in action, and his latest project: *The Captains*. I'm actually anxious to see this. It involves the actors who portrayed the main Captains of each series, as well as Chris Pine of *Star Trek XI*. StarTrek.com got an interview with him, all about this feature.

Find out why you should watch this:

- <http://startrek.com/article/the-man-the-legend-the-interview-william-shatner-part-1>
- <http://startrek.com/article/the-man-the-legend-the-interview-william-shatner-part-2>

Show Your Full Nerd

CBS brings the Star Trek PADD app to the iPad! Access everything about *Star Trek*, right from your iPad with only a few taps of the screen! From episodes to actors, Arbazan to Xindi, get it all.

Have you nerdified your iPad?:

- <http://itunes.apple.com/us/app/star-trek-padd/id446277240?mt=8>

Event Calendar

(upcoming Star Trek and Star Trek related conventions)

June 11-September 5, 2011 – Sci-Fi Summer, Kennedy Space Center, Merritt Island, FL, USA ([details](#))

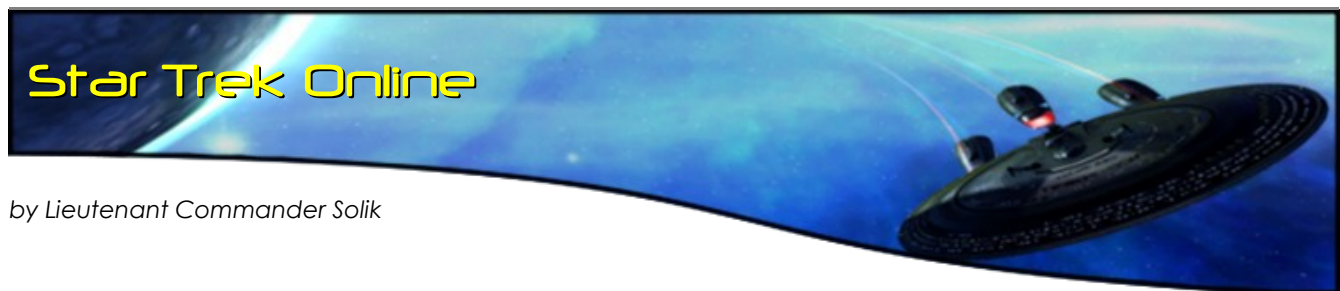
August 11-14, 2011 – Official *Star Trek* Con, Las Vegas, Nevada, USA

September 2-5, 2011 – Dragon*Con, Atlanta, GA, USA

September 18-25, 2011 – Cruise Trek, "Alaskan Adventure IV" ([details](#) – Reserve soon!)

September 30-October 2, 2011 – Official *Star Trek* Con, Chicago, Illinois, USA

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by Lieutenant Commander Solik

The wait is finally over, and right on schedule! With the release of Season Four comes a brand new method of ground combat, First-Person Shooter mode, and TONS of other new updates! There have been a bunch of other releases as well, so stay tuned!

SEASON FOUR: CR \oplus SSFIRE

Possibly the biggest update to Season Four, that everyone has been looking forward to, is the new Shooter Mode, which allows the player to take aim using their mouse, firing with the left, middle and right buttons on the mouse. Shooter Mode requires that you have a clear line of sight to your target, so you could end up shooting an enemy that stands between the target and yourself.

Another update is the integration of Vivox voice chat, which enables you to talk to your teammates via microphone and speaker hardware. It's much easier to work with as opposed to typing while in the middle of a dogfight.

Players were excited to hear that Qo'noS was getting a major re-haul. Now, not only can you visit the Great Hall, but they've created a new social zone called The First City. It looks kinda like Las Vegas got taken over by Klingons.



The Borg have been ramped so that they're more aggressive now, rather than the zombie-like attitude they've acquired since Unimatrix One was destroyed in 2379.

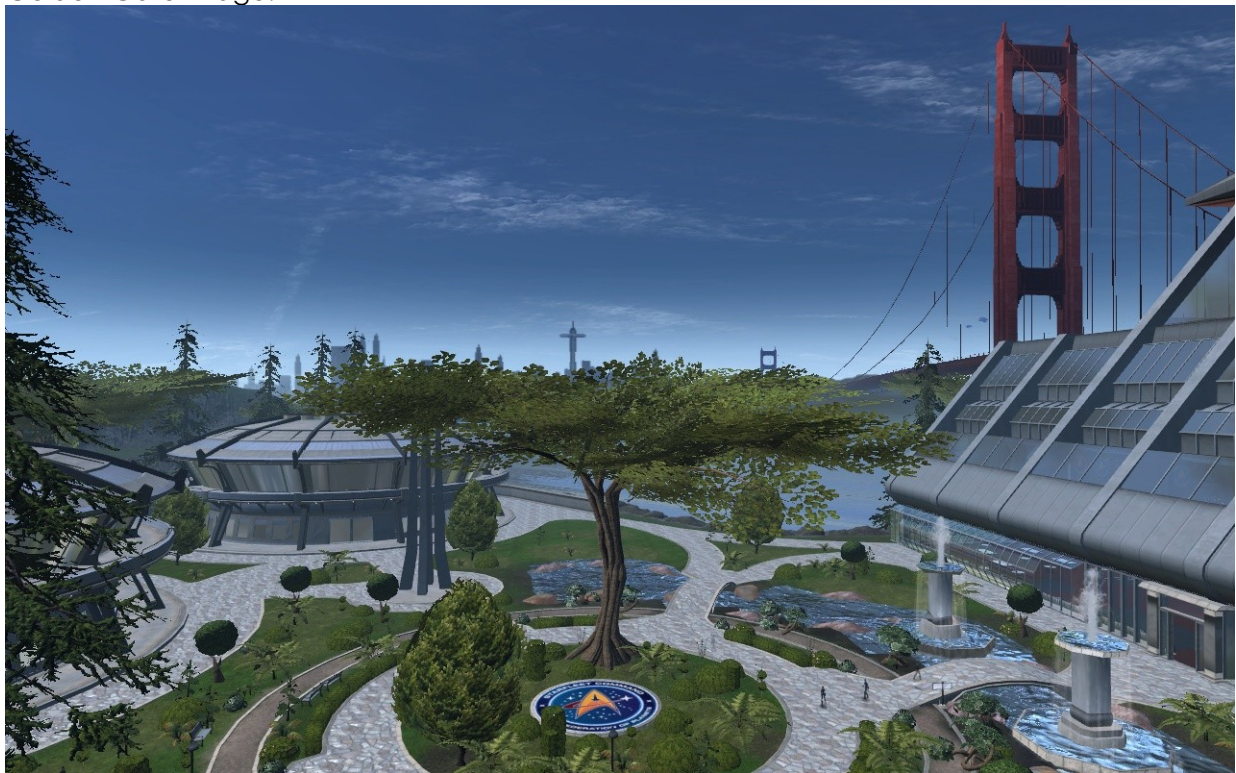
An all new crew system has been implemented, called the Duty Roster. It seems as though it's a simplification of the crew system. I've yet to test it, but I'll give details once I do.

Deep Space Encounters no longer roam the sector blocks, so now everyone can go to one whenever they want.

Finally, with the release of Season Four, it just means we're getting closer to the next Featured Episode series! The only thing Dan Stahl has told us about it is that it involves Deep Space 9 and the Cardassians! I can't wait!

Beam Down for Learning

If you got your Academy uniform, where would you wear it? At Starfleet Academy, of course! A new social zone for Federation players, the Academy is the first area on Earth for players to explore. It features all the amenities for players, such as vendors, mail and bank access. There's even an accolade for finding and interacting with the memorial plaques all around campus. You can even see the Golden Gate Bridge!



Assimilate This!

The [Engineering Report for July](#) pretty much sums up all the new upgrades for Season Four, in a simple list form. Meanwhile, Dan Stahl compiled an issue of "Ask Cryptic". It seems a lot of people are curious about the next Featured Episode series and the kind of goodies they could get. [Take a look!](#)



Watch Out, Captain Crelak!

The hard working men and women have finally divulged the final design of the *Enterprise-F*! It's been named Odyssey-class, likely in the spirit of adventure. Coming soon to a server near you! ([Details](#))



Ever Wish You Could Go Back?

Feeling nostalgic? Longing for the days when you were just a cadet, when your biggest problem was just acing your next exam? *STO* can bring back some fond memories with their latest Starfleet Academy Cadet's Uniform. Get yours for just 240 Atari Tokens (\$3 USD).





(image used from www.StarTrekOnline.com)

SPECIAL NEWS BULLETIN!

Ever since the release of Season Four, the Foundry has been subject to some bugs that cause the editor to malfunction. Apparently, some of the upgrades from Season Four aren't compatible with the Foundry code. Unfortunately, our star mission author, Havraha, has removed his missions from the live game so hopefully he'll be able to put them back up once it's working again.

Current Foundry Missions published by USF Members

Federation Missions

- *"To Helna and Back"*
 - **Description:** A missing officer ... a dead star system ... and a dire threat! Will saving one of your own be the only hope for saving the Federation? Ensign Helna, a valued crew member, has been abducted while on shore leave! How far will you go to rescue one of your own?
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 4.1/5 (out of 955 ratings)
- *"Rema Donna"*
 - **Description:** A Romulan mining facility needs help fending off a Gorn attack force! Is this your chance to make peace between the Romulans and the Federation, or will ghosts from the past get in the way? This is a sequel to the Cryptic mission "Divide et Impera" and the Romulan Featured Episode arc.
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 4.3/5 (out of 274 ratings)
- *"Animations with Helna"*
 - **Description:** A harmless experiment threatens the safety of a starship, and it's up to your crew to save the day. While being treated to some awesome animations!
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 4.2/5 (out of 78 ratings)

Klingon Missions

- *"Time the Enemy"*
 - **Description:** On a routine mission to expand the Klingon Empire's influence, how will your crew perform when it stumbles upon a new threat?
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)

- **Current Average Rating:** 3.9/5 (out of 797 ratings)

Your playing the mission can help raise those ratings! What are you waiting for?!



C-STORE SPOTLIGHT



Playable Species: Rigelian
160 Atari Tokens (\$2 USD)



A quiet, seemingly timid society, the Rigelians are an offshoot of the Vulcan race, and are believed to have four or five genders. They participated in the conference to create the Coalition of Planets in the 22nd century, before the Federation was founded. They are a deeply spiritual people, believing that their path in life is a journey to find enlightenment.

In *STO*, Rigelians possess the ability "Spirit Walk", which grants the player a healing bonus and damage resistance. It lasts only ten seconds, and takes a few minutes to recharge, so use it wisely. I, myself, have a Rigelian character in the game, and it comes in handy often enough when you don't have any hypos available.

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Watching the Universe

by Captain Lorianra

Virtual Explorer

The coolest thing to hit the iPad since... well, I don't know. I don't have one! But I would imagine any iPad science geek drools over this application. It's the NASA Visualization Explorer for the iPad. Go download it and tell me if it's as cool as it sounds.

Geekify your iPad:

- <http://svs.gsfc.nasa.gov/nasaviz/>

Drones Are Coming?

What does every half-witted Star Trek fan think when hearing the word 'drone'? The Borg, of course! Not to worry, we're not being invaded by mindless aliens trying to assimilate us. This article is talking about unmanned aerial vehicles and their many uses. It explores their uses in war efforts, exposing smugglers, patrolling US borders, monitoring marine animals, and even assisting in traffic management. But the big question is: Will we eventually have unmanned systems in commercial airplanes that replace the pilots? I suppose the bigger question would be: Would you feel safe flying in that?

Take a look into the possible future of aerial crafts:

- <http://www.smithsonianmag.com/science-nature/Drones-are-Ready-for-Takeoff.html>

Bombs Away!

Ok, ok, so it's not a bomb. More like a fat cone-shaped container that was dropped into a big pool at the NASA testing facilities. The whole setup almost resembled an amusement park ride. A big swing of sort. The container gets released. It swings forward at about 50 mph and then... gets dropped with a big splash into the pool. Whoohoo! Raise your arms and enjoy the thrill. Alright, not quite. It's actually a performance test for the next space vehicle.

Watch the video and more:

- <http://www.nasa.gov/exploration/systems/mpcv/mpcv-splashtest-jul21.html>

Aquatic Noise Pollution

You'd think deep down in the ocean there would only be fish and more fish and... serenity. No sounds. Right? Guess again! You'll be surprise at finding out what all is going on under the sea in this great graphic. And who loses out with all that noise? Go and look for yourself.

The big submarine picture:

- <http://www.nasa.gov/topics/universe/features/planet20110518.html>

Cosmic Geyser

The idea of water being all over our galaxy is really no surprise to scientist, but the findings of two teams of astronomers that revealed a large water reservoir in a far far off place was. Apparently this 'universal faucet' holds over 100 trillion times as much water as our oceans. It's a quasar, some 12 billion lightyears away. Yeah, you heard right. The Enterprise would take a very very VERY long time to get there. Heh.

Check out the theories on that unreachable spring:

- <http://www.nasa.gov/topics/universe/features/universe20110722.html>

Summa Gastronomica

Know what a molecular gastronomist is? No? Shame on you. Ok, fine. I didn't know either. Evidently that's a Culinary Scientist. Yep. No kidding. In this unusual article read about Nathan Myhrvold, who actually earned advanced degrees in Mathematics, Physics, and Economics before he turned to food. And boy did he turn. - This is wild!

Read more on the Picasso of food and his culinary oddities:

- <http://www.smithsonianmag.com/arts-culture/Food-Like-Youve-Never-Seen-Before.html>

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USF COMMUNICATOR

Top Ten List – *the funniest thing to hit the USF EVER!*
Special Features – Fleet info – Sim summaries
Trek Trivia – Cartoons – Little known facts
Trek Birthdays – *do you know when Dr. Bashir was born?*

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USF Features

all information collected by
Lieutenant J.G. Knomik Brott, Captain Lorianra, Lieutenant Commander Solik, and Cadet Malachi Styles

Outpost Phoenix

(Sundays 10:30 pm ET, AOL/AIM Chatroom "Synchronous Orbit")

Sim Universe

In-Character (IC) and In-Universe Information

Facility Stats

Location	Bersallis III (near the border of Alpha & Beta Quadrants)
Size	Approx. 1.5 acres (around 6.0 km ²)
Buildings	11 (at the outpost); 2 colonies: New Hope & Genesis (with more buildings on either side of the outpost)
Officers	220 Starfleet personnel (officers and enlisted)
Civilians	About 5000+



OUTPOST PHOENIX: OVERVIEW



Mission

At Outpost Phoenix, our mission is to provide safety and security to the Bersallis Star System, to bring first contact opportunities within easier reach of the United Space Federation, and to take the online sim experience to a level that the rest can only dream of. We do this one sim at a time. Our spirit is reflected like that of the legendary bird which after burning itself to ashes, rose again and became magnificent. We are the best, and we will do whatever it must take to stay that way. Welcome to Phoenix.

Starring

Crew:

🚀 Commanding Officer	-	Captain Anika Bonali , Betazoid/Kronucian
🚀 Acting Executive Officer/Second Officer	-	First Lieutenant Thomas Kilbourne , Human/Alien
👤 Chief of Operations	-	Lieutenant J.G. Natchia Lone Wolf-Ramirez , Human
👤 Operations/Intel Officer	-	Ensign Arianwyn Amunrra , Caitian
👤 Security/Defense Officer	-	Ensign Gideon Salieri , Human
👤 Security/Defense Officer	-	Ensign Jason Aquila , Demi-Human
👤 Chief Medical Officer	-	Lieutenant Sorul , Vulcan
👤 Medical Specialist	-	Lieutenant Nathan Dockery , Human
👤 Medical Specialist/Research Examiner	-	Ensign Mithraia Orrin , Human/Betazoid
👤 Chief of Medical Research	-	Commander Athena Antebi , Trill
👤 Research Examiner	-	Ensign T'Nema Boa Nova , Vulcan/Human
👤 Science Officer	-	Ensign Teayana Raj , Human
👤 Science Officer	-	Ensign Krisanthe Samileo , Changeling
👤 Chief Engineer	-	First Lieutenant Thomas Kilbourne , Human/Alien
👤 Assistant Chief Engineer	-	First Lieutenant Miguel Ramirez , Human
👤 Engineer	-	Ensign Jeroen van Kessel , Human

Starships (OPX/Delphi Squadron):

🚀 USS Boomerang, Commanding Officer	-	Commander James Yosay , Human
Emerald Lady & Monte Cheraz	-	Ambassador David Bonali , Humanoid

Kronucian Ambassadors:

Ambassador	-	Captain Anika Bonali , Betazoid/Kronucian
Ambassador/Ambassadorial Guardian	-	David Bonali , Humanoid

Civilians:

Doctor Kyla Anatole , Human	-	Psychologist
Alejandra Montoya-Mancuso , Human	-	Retired Captain
Christof Ramirez , Human	-	Assistant Harbor Master/Tour Guide
Paulo Ramirez , Human	-	Entrepreneur/Mayoral Candidate
Isabel Ramirez, Human	-	Student
Lily Ramirez, Human	-	Child
Luis Montoya-Mancuso	-	Child
Hansel Montoya-Mancuso	-	Child

Anika Montoya-Mancuso	-	Child
Reyami Amunrra, Betazoid/Deltan/Caitian	-	Child
Namali Amunrra, Betazoid/Deltan/Caitian	-	Child
Jamiel Amunrra, Klingon/Romulan/Caitian	-	Child
Sorien Amunrra, Klingon/Romulan/Caitian	-	Child
Nymeria Amunrra, Beltanar	-	Child
Argenteena Troy	-	Child
Susan Troy	-	Child
Seth Troy Bonali	-	Child
Tressa Troy Bonali	-	Child
Trini Troy Bonali	-	Child
David Troy Bonali	-	Child

Fleet Representative:

♠ Commodore [Ray Packard](#), Human

Crew Introductions

♠ Captain Anika Bonali:

(enters the room, wearing her traditional, white Kronucian robe, looks around the room and smiles softly before taking a seat)

"Do not let my attire confuse you, I am Anika Bonali, Captain of Outpost Phoenix. I was granted permission to wear my Kronucian robe instead of my Starfleet uniform to respect the customs of my people.

"Yes, I am also part Betazoid, however, my DNA was completely altered by the Kronucians making it more prominent. Yes, it is quite a long story. I do welcome you to see our world. There is a gateway located inside the Kronucian Delphi that will take you to the wondrous Kronous." *(smiles brightly)*

"Perhaps difficult to believe, yes, I am a mother of six beautiful children. Susan, Anijh, Seth, Trini, Tressa, and David Ian. I do not think I could manage it all without the help and love of my adoring husband, David Bonali." *(places her hands on her knees and slightly clenches her jaw)*

"...that was a very long time ago. Being assimilated by the Borg only made me forge ahead, making me stronger than I could ever possibly imagine. My soft exterior is incomparable to what lies within." *(relaxes once more, smiling softly)*

"Yes, I truly enjoy living on Bersallis III. From the point of my arrival until this very instant, there has never been a dull moment. It is an honor to be the Commanding Officer of Outpost Phoenix. We have a formidable crew and our civilians and tribes create a wonderful amalgamation."



♠ First Lieutenant Thomas Kilbourne:

"Get that damned camera outta my face..... what? Interview for the USF Padd? Oh, well, why didn't ya say so? Sure. Sorry about my uniform. I just overhauled the runabout Surak.

"A few things about myself? Well, I'm the Chief Engineer of Outpost Phoenix here on Bersallis. I have one daughter, Bokaramin and, no you can't get a vid of her. I'm also the current acting and I stress 'acting' Executive Officer and general pain-in-the-arse of the Commanding Officer Captain Anika Troy-Bonali.

"I can't stand the Breen. I'm not, nor have I ever been politically correct. I answer hostility with hostility. If I perceive anyone to be a threat to my friends, co-workers or especially my family, well, let's just say I literally, and I do mean literally, send them to hell. I've heard



that many in the Judge Advocate General corps and more than a few in the Admiralty refer to me as 'The loosest cannon ever.' I tend to pick and choose what Starfleet regs to follow. The only reason I get to stay in Starfleet is I'm good at what I do.

"Oh, and I'm humble. Very humble."

Ensign Arianwyn Amunrra:

"Hello, my name is Arianwyn Amunrra, though I prefer Arian. I am Caitian, but from an offshoot that colonized on a nearby planet of Cait, Ta'Meri. I've served Starfleet for about five years, now. I started on the USS Potemkin under Captain Sarina Jade. I adopted my first child, Nymeria, from Beltane after she was orphaned by a massive tsunami. My other four children were artificially implanted, as my people generally only have one litter of kits. Jamiel and Sorien are three years old, mirror identicals and a handful as most boys are. Reyami and Namali are one year old, also identicals. I have another set of twins on the way, in two months, actually. Vaughn Barron was a madman.

"I served as a counselor on the Potemkin, but after my ordeal with Vaughn Barron, I went through counseling myself and when the time was right, I asked to be assigned as an Operations officer. On the Potemkin, I would usually help out as a field medic, but also sometimes as Operations, so it was natural. I'm not ready to go back to counseling just yet. So, here I am, at Outpost Phoenix. The people have been nice, but I also worry how my children will integrate. I suppose time will tell. It's been a pleasure."

Ensign Gideon Salieri:

"Hey, it's Giddy Salieri, or Sal. Gideon's my real name. Gideon Massimo Salieri. Sounds so strong, doesn't it? Too bad my parents don't think I follow up on that. They're too busy coddling older bro Geovani. So I came into Starfleet. Get to meet lots of sexy alien chicks this way. Heh, you know what I mean.

"Yeah, sure, I run Security. How stupid a job is that on an outpost? I pick up after bar fights and do crowd control during annual vaccinations. I'm fine with that, though. Leaves me plenty of time for the women. Anything else I enjoy? Hmm. Maybe some pool, grilling, yeah.

"Anyway, bud. I've got my eye on your assistant back there ... she get off work any time soon?"



Ensign Jason Aquila:

"Is all this really necessary?" *(With a slight undertone of sheer boredom)*

"It is? Pity. Where to start, Name yes? Jason Jupiter Aquila, human male. Currently assigned to the security department on the Federation Outpost Phoenix." *(His voice somewhat cold and precise in the manner and cadence of his speech)*

"Where do I come from? Italy. Rome to be precise. My family has always had a strong tie to there." *(With a trace of a smile)*

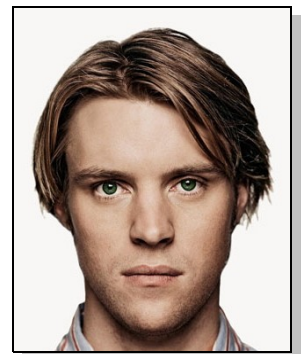
"What more do you want? What I like to do? Take long runs, practice my martial proficiencies, commune with the gods, and spar. I also like real fighting don't get me wrong. It's the praetorian in me.

"Anything else? No? Good. Permission to leave?"



Lieutenant Nathan Dockery:

"Hi, I'm Doctor Nathan Dockery, a medical specialist here at OPX. I'm still pretty new here and still getting back into the routine of practicing medicine. I was in a research position at the Center for Infectious Disease before transferring here and I haven't dealt with patients since my internship. So far, that hasn't seemed to bother anyone, but I'm not sure how many know either...I got back into practicing medicine because of my late wife, her



dedication to helping people despite the dangers inspired me to get out of the lab... and, well, here I am."

Ensign Krisanthe Samileo:

"Hey, I'm Kris Samileo. Uh, I'm a scientist. I have a doctorate in Geological sciences. My parents were killed in a mining accident, so I wanted to study that in length. I had to know what happened, why they were taken from me so soon. But I don't begrudge that they're gone. I had a good childhood with my grandma.

"I'm not seeing anyone or anything. I don't tend to be good company, heh. I have a fifty pound cat that keeps me sane. I do a lot of studying. I love knowledge. It's kind of a hunger. We're never going to run out of information to absorb. Isn't that fascinating? I think so. Anyway ..."



First Lieutenant Miguel Ramirez:

"Do you mind handing me that spanner by your left elbow....yes.. there on the table. Thank you. Oh, I am First Lieutenant Miguel Ramirez, Assistant Chief Engineer. I suppose you are here to talk to me about my time on OPX.

"Hey, could you move for just a minute, about three steps to the right. I need to get under that console and put this back together. You could probably learn more about me by asking my wife, the chief of operations. Or possibly by visiting my gardens or vineyards. I am pretty much your boring, average man just trying to make my way in life.

"I really hate to bother you again, but now I need to get behind you again and make sure the upgrades are compatible with the old system. Thank you again for your patience. Oh, if you want, I have some homemade tortilla chips and salsa over there so help yourself. If you are still around later, you can stop by and I will give you some of my famous cinnamon rolls with caramel sauce and a bottle of wine that I aged.

"Well, all done with that project....Now I get to head over to medical and install the new lab scanners. Sorry that I could not stay around longer, but the work will not get itself done. Do not forget to take that rose with you and stop by for some goodies and wine before you leave. If I am not home, I am sure Natchia can help you out. Have a wonderful day."



Commander James Yosay:

"You know.. Trying to do my own introduction is a lot like trying to get an interview from the Ghost of Christmas Past. You have a better chance at winning the lottery.

"I'm Commander James Yosay, from Outpost Phoenix. My current assignment? Well aside from driving the CO of OPX, Mrs. Anika Troy-Bonalli, a little cookoo, something which I think I do quite well, I am the Commanding Officer of the starship USS Boomerang. Advanced Intrepid class, a sister ship to the USS Lothlorian. There are only a handful of these special type of all-purpose starships in Starfleet. The Boomerang is responsible for helping to maintain peace and order in the Bersallis system, something which we don't have much of since the war with the Titan race started up a few months back.

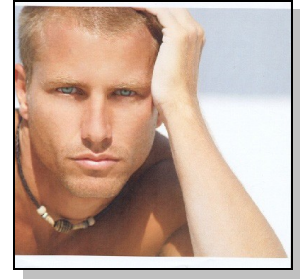
"Alright, now down to the nitty gritty stuff. I don't have much of a personality anymore, I have an attitude problem, I don't put up with bull crap from anyone, and in general right now, I think life sucks. You would too, if you have gone through what I have over the past 20 years of my life. You could write a bestselling novel about me."



[Ed. According to trustworthy sources, after being placed on a 72 hour mental observation hold, James escaped, stole a shuttlecraft, and has eluded all attempts to find and capture him. He now has a warrant out for his arrest.]

Ambassador David Bonali:

"Hello, my name is David Bonali. I captain two shuttles, the *Emerald Lady* and the *Monte Cheraz*. I am an ambassador to the Federation for Kronous and Ambassadorial Guardian to Ambassador Anika Bonali, my wife. She is also a captain and Commanding Officer of Outpost Phoenix. We have six children; I adopted her daughter, Teena Anijh, and the four kids she adopted, Susan, Seth, Tressa and Trini. Anika and I welcomed our son, David Ian, just months ago.



"I'm a very private man, with strong family values. I spend most of my free time with my wife and kids in the Embassy gardens. Some would probably call me controlling, hard, or callous. I do what's necessary to protect those that are close to me. If there's nothing else?"

Christof Ramirez:

"Hey, are there any ladies going to see this? Really? Awesome. I am Christof Ramirez, civilian, business owner, and assistant harbor master here on Bersallis III. I own the best club in New Hope, and yes it targeted for those too young to drink but too old to stay at home with mommy and daddy. Anyone is welcome and I also have the best tours of the bay and reef anywhere on Bersallis.

"Hey, does my hair look okay? It is not that I am vain, it is just that you caught me coming in from scuba diving by the reef and I did not want any seaweed to be stuck there and have some of those hot ladies see that and think I am a total dork.

"What was that? Oh, that sigh? I had this really wonderful girlfriend, she was....everything. Anyway, she left, she was a 'Fleeter, and I did not get to say good-bye. Now I get some letter and she had my kid. It just makes me a little sad that she did not feel she could trust me enough to tell me that before this kid was born. I would have liked to have been there. Oh well, I guess life goes on.

"So, have you bugged either of my older brothers yet? Miguel? Really? You mean he stopped working long enough to answer your questions? Ah, typical. If you get the chance, take him up on any offer of food, his is better than anywhere in the galaxy. If you want a tour, just let me know."

Paulo Ramirez:

"Yes, I am Mayor Paulo Ramirez, can I help you with something? Who....this little cutie? This is Lily, my daughter. Isn't she adorable? Her mother, Kyla, is even more ravishing.

"Yes, I have the afternoon off today. Yesterday was the graduation and I was the master of ceremonies and it was wonderful seeing so many young people graduating from Genesis High. I was rather proud of the fact that this year graduation numbers were up more than 60% over the last several years. Anyway, after an all night party for the graduates, city hall thought of giving me the afternoon off to recover from the celebrations. I can not say that I am old enough to need to recover, I am still only twenty something, but I do enjoy the extra time with my family.

"So, what do you think of our fair planet? Bersallis III has always been considered a backwater, but I have been working on advertising it and we have had a population growth of 36% in the last two years. Considering the size of the Federation and this planet, that is huge. Anyway, I am sure you are busy and have many others to talk to this afternoon. Enjoy Bersallis III and tell your friends to come by, it is a great place to visit and an even better place to live."

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Behind the Scenes

Out-of-Character (OOC) Information and Interviews with the Players

Anika Bonali's Player

interview conducted by Captain Lorianra

I've noticed from your introduction that Anika apparently doesn't wear standard Starfleet uniform. And some of the other information I've read on the Outpost seems to paint a picture of a less militarized sim. Is my impression correct?

I would say that is somewhat correct, yes. We still follow all Starfleet regulations and the Prime Directive, however, life on a planet emits a calm and stabilization that one cannot find living aboard a vessel.

I can imagine that. Do you think this type of setting is why so many people are attracted to the OPX sim?

I think so. I have to admit though, when I first started on OPX I found the transition quite difficult. After a while... you fall in love and find it difficult to picture what it would be like to live aboard a ship again.

I think everyone also loves the personalization they are allotted with their living arrangements, and such. Everyone has their pick of where to live among the outpost, whether it be by our sea, our mountains, in the woods, or in one of our colonies.

That definitely sounds a lot less confined than on a ship. So, does that mean your plots are more free as well? I mean, I've read some fantastic stuff before about mermaids and the likes. Are plots more into the fantasy range or stick very much to SciFi?

I think most of them are inclined to SciFi, however, we do have some fantasy sprinkled in from time to time. That usually happens after we destroyed part of the Outpost, rebuild it and need a little break... but then even those fantasy plots lead us to more action filled sims. We can't escape it!

I know you don't have a true XO right now. Is it difficult to handle a sim of this size alone?

It can be at times, especially if my RL schedule doesn't allot me the time I need to send out certain things by the time the next sim comes around. But in-sim, it's great fun! It helps that I've color coded the departments, it helps distinguish who is what and where amongst so many.

Also, everyone helps in any way they can. I have a wonderful crew!

Those are great ways of keeping organized. I've done color coding myself before when I was XO of the Federation. Definitely helped. And it's always awesome to have a great crew!



Player OOC Stats

How long have you been with the USF? I started simming in 1999.

What brought you to the USF? My uncle, who is well known throughout the USF as Rigel, is the culprit.

How long have you been on the OPX sim with this character? If memory serves me correct, I joined OPX in 2008.

How long have you been simming/role-playing altogether? Since 1999. The USF is the only sim group I have ever been a part of.

What other genres of role-playing do you do? None.

What is your favorite:

Star Trek series? My all-time favorite series is Deep Space Nine. I barely watched the complete series LAST YEAR. Yes... I know. Shameful.

Star Trek movie? I love "The Voyage Home" and "Insurrection".

Where do you draw your plots from?

You mean you want me to give away my secrets?! *(laughs)* No, I am kidding.

Actually, most of the plots are created right on the spot, just as I go along... whatever pops in my head. Other times, there are plots that are suggested by crew members, or we pull from one of the sub-plots that run in the background and make it a main plot for a bit.

Every once in a blue moon, I will take ideas from some of the Star Trek shows and give them an OPX twist... which usually leads to many explosions. *(grins)*

Do you have any specific plot that you liked the most thus far?

Oh... there are so many! I was just telling someone from the sim that I wish we had an OPX Encyclopedia because we have had SO MANY things happens, it is almost impossible to remember all the details of it all.

My favorite plots, to not single one out, are the ones that get everyone excited and cheering by the time I say "pause sim".

Last questions, what would be the best advice you've received about hosting before you took on that position?

Good luck! *(laughs)* Captain Montoya, my predecessor, always filled me with compliments and she always said that I was meant to lead OPX at one point or another. That gave me the courage to proceed toward what was to come. Every now and then when I talk to her, she continues to reassure me and compliment me for all my hard work. Maybe it wasn't direct advice, but it surely helped and continues to help with the transition.

Positive feedback and encouragement are wonderful. I know myself that hosts sometimes question if they're doing the best job. *(smiles)* Well, I thank you very much for your time.

You are most welcome.

Thomas Kilbourne's Player

interview conducted by Captain Loriarra

First thing I just have to ask is about your rank. You are the acting XO of the Outpost Phoenix sim. It's very unusual to see anyone below a Lieutenant Commander take up even then "acting" spot of that capacity. Plus, it seems there are others in the crew that outrank you. So why, if you don't mind me asking, are you holding that position?

I accepted the job as Acting XO only until the person Captain Troy-Bonali has asked to take the XO position has reacclimated herself to Outpost Phoenix. After that, I'll still be the Second Officer until James Yosay returns.

Second on my list would have to be the

	Player OOC Stats
How long have you been with the USF? Off and on for 11 years.	
What brought you to the USF? AOL Message boards.	
How long have you been on the OPX sim with this character? Since around 2004.	
How long have you been simming/role-playing altogether? 14 years.	
What other genres of role-playing do you do? None. I used to roleplay on a Wing Commander sim that closed down in 2008. It ran for 11 years.	

unusual characteristics of Thomas. He's a Human/Alien hybrid, an unknown alien to be more precise, with long blonde hair that he wears in a pony tail when on duty (reminiscent of Worf in my mind), and black eyes. Not just the pupils, everything is black.. That sound quite creepy. What story is behind the strange looks? Is there anyone in literary or motion picture history that you modeled him after?

I didn't pattern him after anyone in particular. Well, maybe a bit of Spiderman and Wolverine from Marvel comics. Thomas was originally created for a Wing Commander sim I was a member of back in 2000. He was originally the result of an experiment by the Kilrathi (The felinoid bad guys) performed on human females and ancient DNA found in an archeological site. The experiment consisted of impregnating them via invetro fertilization. Yes. A bit of Jurassic Park with a twist there. The DNA was from a dead race of insectoids. That's where the all black, incredibly light sensitive eyes came from. The platinum blonde hair was added on a whim.

Does Thomas have any special powers because of the alien part in him? If yes, how do you keep from making him too super-human in sim? Does he have faults? Weaknesses?

I tried to keep a balance between his abilities and weaknesses. For every special ability I gave him, he also got a corresponding weakness. I feel this would keep him from getting "Super Hero Syndrome". His physical strength: Like Spiderman, he has the proportionate strength of an insect. he can lift ten times his body weight. Corresponding weakness: But only for short periods. Three to four minutes maximum. Like Wolverine, He heals uncommonly fast. As I said, his eyes are incredibly light sensitive. He can see in near total darkness and up into the ultraviolet range. The corresponding weakness to this is that normal light blinds him. So, he has to wear wrap around shades at all times in normal light. His other weakness is, of course, his adopted daughter Bokaramin.

Are you planning on revealing what exactly the alien half of Thomas is one day?

I'm mulling over a few ideas. Nothing set in stone yet.

Do you have plans on actually becoming more than just the "acting" XO in the future?

No. Been there. Done that. It didn't suit me. I was put in command of Outpost Cousteau over in the SLA after the split. I found that running the sim took all the fun out of it for me. it affected the way I ran the sim and soon the members quit coming. I will help run a sim, but, I will never accept a position on any sim command staff.

What do you think is the most important part an XO plays for a sim? Does your CO guide you in filling the role? Or is it not new to you?

As I indicated, it's not new to me. The most important part an XO plays is to help the other simmers when needed and make sure they have fun, so the CO can run the storyline.

Lastly, what is it you like best about the OPX sim?

I love camaraderie and the way we just kind of play off of each other during a storyline. What I mean is that one character will do or say something and another will pick up on that and run with it. Followed by another and another. Plus, we throw the best parties in the USF! When we throw a party, all the USF brass show up.

Arianwyn Amunrra's Player

interview conducted by Cadet Styles

Your character is Caitian, but from a colony world. First off... why a Caitian?

Well, I love cats. I fully intend to be that crazy cat lady that everyone on the block talks about. I created Arian four years ago. I just like to be different. Try new things.

(laughs at the "cat-lady" reference)

I went with an off-shoot/colony because Caitians are canon, even though there's not much available on them.

I haven't had the opportunity to look on the core. Does your character look like the typical Caitian, meaning the lion-like appearance?

I haven't actually updated her on the core. But, yes. I envision her more as a cougar, though.

Okay. How about her speech. The Caitian's are apt to roll their R's and extend their S's. Do you play her that way?

No, I don't. Simply because it's tedious to type out. It's implied ... and we all have UTs anyway, eh? I do try to limit her smiling because she'd bare her teeth and she doesn't laugh or chuckle, she huffs.

That was going to be my next question to you. If you watch cats, they are quite expressive with their tails. My cat even uses her tail to lightly touch my legs... So, my question would have been, how do you show her emotions?

All in her tail and ears. Relaxed ears is a relaxed kitteh. Pinned back ears and a quickly twitching tail is a pissy kitteh. And if you hear growling, just back off.

(chuckles) Does she have any special greetings, or does she simply say, "Hi"?

Nothing special. As most felines do, she's capable of reading a person's demeanor as they meet so she can respond appropriately.

Nice. And finally.... As you stated, there is little written (canon) about the Caitian. Have you gone to the Non-canon Memory Beta for some more information on the Caitians, or have you come up with your own... traditions or history for her people?

Player OOC Stats

How long have you been with the USF? I've been with the USF for almost 14 years. (Same mun as Cersei Naal and Tytian Mallister from the Aldrin. Yes, I get around.) I simmed with the Potemkin for a year or so in 2007 and had to take a break.

What brought you to the USF? Will Dakor in 1996. I went to high school with him.

How long have you been on the OPX sim with this character? About a month. I've had other characters on OPX. Kimea Sibelius in 2007, then ba'Talia Ravel and Liz Daughtry in 2009.

How long have you been simming/role-playing altogether? 14 years on and off. I also played in AOL's infamous Ten Forward Lounge while it was big. I was sad to see it go. Perhaps we should try something like that again...

What other genres of role-playing do you do? Dungeons and Dragons, World of Darkness. Tried one sim with USFers set in Dungeons and Dragons type of world, but it didn't last. That made me sad. I absolutely LOVE DnD.

What is your favorite:

Star Trek series? TNG is my favorite series, as I never really watched any others. I caught it in syndication after school.

Star Trek movie? I really enjoyed the latest Star Trek movie and I think it would be awesome if we had a sim that explored the alternate universe created by JJ Abrams.

I came up with my own history for her people. I'm much more comfortable messing around with my own creations that someone else's.

David Bonali's and Gideon Salieri's Player

interview conducted by Lieutenant Commander Solik

I see that David is the Ambassadorial Guardian for Anika, but I'm guessing he didn't start out like that. Did you have any difficulty fitting in, in the beginning when the character was fresh, as opposed to everyone else who was Starfleet?

David was not originally Anika's Guardian. He came to Bersallis on a personal quest for a lost friend who had served on Outpost Phoenix, when it was on Berengaria. It was quite difficult to fit in. No one trusted him, except Anika. And then, she didn't know why. David ended up helping with a militant faction that was sabotaging the outpost and he started gaining trust after that.

With his ties to the Orion Syndicate and his "assumed" identity as Human, David seems quite enigmatic. Where did you get your inspiration from?

The idea was my sister's. She let me roll with David, though. The Orion Syndicate is somewhat of an unknown, so there's lots of room for expansion. The idea that David had a rough go of it and was seeking some inner peace really inspired me. And yet his troubles always seem to come back and haunt him. Quite a struggle.

Do you ever find it difficult playing two characters, one being Starfleet and the other not?

All the time! It really doesn't have much to do with the fact that one is 'fleet and the other isn't ... it's just juggling the conversations, the actions, the whole sim between two different characters ... I miss things. Sometimes.

I've seen a bunch of simmers attracted to the "ladies man" type of character. Any reason in particular you chose that for Gideon?

I chose the 'ladies man' archetype for Gideon because it's the opposite of David. And really, the opposite of me. It kinda lets me have my cake and eat it too. Even if it is only in pixels.

How do you like simming on Outpost Phoenix? Any particular plot you can think of that you enjoyed more than others?



Player OOC Stats

How long have you been with the USF? Almost 3 years.

What brought you to the USF? My sister, actually. She just came back to OPX as Arianwyn Amunrra. She was playing Kimea Sibelius at the time I joined.

How long have you been on the OPX sim with this character? The full time. I only started playing a second character in January of this year (Gideon Salieri).

How long have you been simming/role-playing altogether? I wrote for a wrestling league a couple of years in the early 2000s. I hadn't done anything like this before.

What other genres of role-playing do you do? Nothing else. My wife would kill me if I invested any more time in anything else. LOL

What is your favorite:

Star Trek series? I grew up on The Next Generation. Haven't really been interested in Star Trek otherwise.

I enjoy OPX a lot. There are so many different characters, IC and OOC, that it keeps me coming back for more. I don't think I will ever leave. All the plots have been enjoyable, and none really stand out more than another. The 10 year time leap will always be special, as it's when David and Anika got closer. They married soon after.

Jason Aquila's Player

interview conducted by Captain Lorianra

Since there isn't much to find about Jason on the USF core, I have to ask you for some information. Tell me a bit about him. I understand he's not quite human?

That's correct. He is a Demi human, or demigod. However you want to classify it.

How did that come about? Can you elaborate?

I originally got the idea from the Percy Jackson book series. Rick Ridorian, as well as a pen and paper game called Demigod. I have always been a fan of the roman empire, and know that there are still people in Rome and else where that have the same values as him.

But you told me he has not special powers, right? Why did you decide to make him a demi-god and yet keep him fairly normal in his abilities?

Well he does have a few, but for role play sake to keep him out of the realm of a q like or half Borg character I toned them down. He speaks Latin, is one of the best combatants on the outpost, and likes to fly. By plane or other means.

Ah. So, no greater-than-human strength or anything like that, hm?

Nope. Just good looks, and a quiet demeanor.

Have you had a chance to let your fellow simmers in on his unusual ancestry, in sim or via logs, in the year that you've been role-playing with them thus far?

No, there have been hints but so much has happened on that outpost and Jason really likes to keep to himself. I will be doing a log series soon that will speak to that though.

Cool. Yeah, sometimes when sims are very involving there is little time to write backstory logs. (smiles) I take it you enjoy simming on OPX then?

Yes I do. It's a little hectic at times since there is so much going on but I really enjoy it.



Player OOC Stats

How long have you been with the USF? Off and on for about 8 years.

What brought you to the USF? A friend, and I am an old runner of the Fleet Academy and SFOL.

How long have you been on the OPX sim with this character? Less than a year.

How long have you been simming/role-playing altogether? 11 years.

What other genres of role-playing do you do? Table top of all kinds, as well as miniature gaming.

What is your favorite:
Star Trek book? "Kahless" is one that comes to mind, but I actually like them all.

Wonderful. That's always a good sign.

I've noticed you didn't give any favorite Star Trek series or movie information in your quick stats reply. But you did mention a book series. Is that because you're more into reading? or you don't have any favorite series/movies?

I do prefer to read than watch the movies. I find the written word much better than an actor acting.

May I ask why?

I have a vivid imagination. I don't so much read as I do paint a picture n my mind of everything that's going on.

And you don't always agree with actors interpretations of the characters you have imagined, hm?

Correct. I'm just picky I guess. I do enjoy the movies and series but i like books the best.

I think you'd find a lot of simmers agree with you on that. Books seems to inspire us more in general, and that's a good requisite for simming.

That is very true.

I really appreciate your time. Thank you for sharing those thoughts.

Nathan Dockery's Player

interview conducted by Captain Lorianra

It's nice to be able to chat with you, Lieutenant. I've been perusing the biography for your character. It's a very sad story with his wife. How come you put him in such a heartbreaking situation?

Well, I had a lot of help in developing the character, I'm not really sure which one of us came up the widower idea. I did come up with the details though and that's mainly cause if you make someone a widower you should make it interesting.

Interesting as far as being able to derive a lot of stories and situations from it? Or in other ways?

It's always good to be able to use it for stories and such but I mean for someone who's just reading the bio.



Player OOC Stats

How long have you been with the USF? Eight years, I think.

What brought you to the USF? Transferred from an AOL sim.

How long have you been on the OPX sim with this character? A couple of months.

How long have you been simming/role-playing altogether? About a decade.

What other genres of role-playing do you do? None.

What is your favorite:

Star Trek series? Deep Space Nine

Star Trek movie? First Contact

Star Trek book? Vulcan's Soul

Ah, I see. I also found it interesting that his whole family is doctors. And you seem to have the medical background down very well. I was wondering if there is any specific reason why you chose medical? I've noticed the ship's name was McCoy. Are you a fan of Bones?

I chose medical because that's what they needed for OPX. The background just comes from research, Google is my friend. I really don't know much of anything about medicine so I use Google or Memory Alpha a lot. I'm certainly a fan of Bones, I doubt there're many who aren't, but he's not my favorite either.

Oh? Then who's your favorite?

Which series? STO: Spock, TNG: Data, DS9: Odo, Voyager: The Doctor, ENT: Don't really have one.

(chuckles) Seems like you like the emotionally challenged ones.

Yeah, there's definitely a pattern there.

I've noticed Nathan's introduction is sorta cut and dry, too. Would you say he's emotionally challenged, or is there a bit of humor with him?

Well, he's still in development; the character is just a few months old, so I'm still working on portraying him, especially in differentiating him from other characters I've played.

Is he very different than any of your other characters?

I'd say he's more average than other characters, he doesn't have any personality quirks like the other ones.

Ah. That can be a challenge in itself, I've come to realize. Now, you said that he's very new at OPX. How do you like the sim so far?

It's a good sim; good people, in-depth plots.

You enjoy that sort of role-playing? Lots of character development.

Well, it can be hard to keep up with so much going on, but it's nice to be part of.

Awesome. Well, thanks for you time and insight.

Krisanthe Samileo's Player

interview conducted by Cadet Styles

A Founder for a character. Very interesting. Considering the Federation's feelings towards Founders, in character, has any of your fellow crew shown any animosity towards her?

None of them know. Except for the captain and CMO. There is one person that has suspicions, but doesn't know that Kris is a Founder.

Ah, very good. How does she deal with aspects like eating and drinking?

She rarely eats or drinks around others. If necessary, she'll just absorb the food/drink.

(nods) If I recall the Founders do not actually have to take in sustenance. Would that be about right?

That's my understanding. She has a lot of knick-knacks that are made of materials that hinder sensor scans so that when she absolutely has to revert to liquid state, it won't be picked up inadvertently.

With 9000 years experience, she can go for a while without having to recuperate.

Have there been any close calls, for her? Where one of the crew almost catches on to what she is?

Yep, one. With David Bonali. There was a drone or orb that exploded over the outpost and released spores that affected humans only.

Kris didn't react right away and the ambassador saw. They had words and there's an understanding between them. As long as Kris shows no ill will, Bonali won't pursue the truth.

Nice! - In the 9,000 years she's been around, has she had any love interests? Does she currently?

Nope. She makes good friends, but doesn't get any closer.

That must be tough to do, all the time. Okay. Final question: What would you say is your favorite feature about her, and maybe your least favorite.

My favorite feature is that she is an insatiable learner. Curiosity is her best friend. I'd say what I don't like about Kris ... is that she lives a lie all day every day. That would be what gets her the most, not being able to get closer to people.

Very nicely answered. Thank you very much for your time.



Player OOC Stats

How long have you been with the USF? About 10 months now. Joined in 08/2010.

What brought you to the USF? I have a friend who sims. She plays Amber Briggs on the Eclipse.

How long have you been on the OPX sim with this character? For 10 months. I haven't been on any other sims or had any other characters.

How long have you been simming/role-playing altogether? LOL, 10 months.


What other genres of role-playing do you do? I don't do any other kind of role-playing.

What is your favorite:

Star Trek movie? I liked "First Contact" and the latest Star Trek movie. I don't follow Star Trek otherwise. I just like the sci-fi/fantasy setting.

Miguel, Christof, and Paulo Ramirez's Player

[Ed. No interview is available for this player.]

	Player OOC Stats
	How long have you been with the USF? I joined the USF in November of 1995.
	What brought you to the USF? A friend.
	How long have you been on the OPX sim with this character? I have been at OPX as the Ramirez brothers for almost 4 years now.
	How long have you been simming/role-playing altogether? I have been simming online since September of 1995. I started role-playing D&D in 1989.
	What other genres of role-playing do you do? D&D, Vampire, Deadlands, Hell on Earth; pretty much anything that uses creativity.
	What is your favorite: Star Trek series? TOS and TNG tied. Star Trek movie? "The Voyage Home" Star Trek game? 25 th Anniversary Trivia game Star Trek book? "Final Frontier" series by Peter David

James Yosay's Player

interview conducted by Lieutenant J.G. Brott


What's the brief on Yosay?

Yosay is a deep man, he has a dark side about him, he's been thru hell. He was a POW for 4 years, got experimented upon and tortured by Cardassians during the dominion war; they screwed with his brain and somehow managed to give a human being the ability to be telepathic.

He became engaged to a current captain in USF who then dumped him, then he fell in love with a mermaid, they ended up having a few children, and how she and his daughter are missing and assumed dead.

Why such a troubled past?

Well Yosay's troubled past started when he was captured during the Dominion war. He was in his Junior year at the Academy and they were desperate for crews to man all the ships they were pulling out of the reserve fleet that they

	Player OOC Stats
	How long have you been with the USF? A very long time. I don't rightly recall how long. At least 8 years now perhaps? I started off on the Ares when Jessica LaRoon was still the CO, if that is any indication.
	What brought you to the USF? Google
	How long have you been on the OPX sim with this character? I just went to look in the Core and while trying to pull up all the logs, I think I broke the Core server with asking it to go back that far. I believe I started sometime in 2006 or 2007.
	How long have you been simming/role-playing altogether? I started with Star Trek RPGs back in the good old days of Prodigy, so right around 1995/1996.
	What other genres of role-playing do you do? Other than real life, none.
	What is your favorite: Star Trek series? TNG, DS9, and Voyager Star Trek movie? All the Star Trek movies.

started using the Junior and Senior year cadets from the Academy. He was assigned to the *USS Melbourne*, and when the fleet was attacked, the *Melbourne* got beat up pretty bad. He was captured and taken along with a few other survivors from that particular battle to a Cardassian POW camp, where the Cardassians used him and a few others to... experiment on, particularly with things having to do with the brain. They were interested in learning more about telepathic abilities and seeing if they could create those abilities in those who did not have them. They really screwed Yosay up big time. He suffered a lot of trauma which even Starfleet's best could not fix. But Yosay wanted to stay in Starfleet none the less.

Yosay is a bit on the insane side, but he manages somehow. He is very disciplined when it comes to his duties, and his shuttle skills are next to none. He's been referred to as the "Kamikaze Captain" with the way he goes after anyone who attacks his ship.

He's had a rough time with personal relationships, he got dumped a few times by gals he deeply loved who did not have, and then when he met the true love of his life, she and his daughter ended up going missing and presumed dead when the Titan's (a new enemy to Starfleet) attacked her transport ship. Yosay is now currently under sedation at Outpost Phoenix, after torching his ranch.

There's a new development. Yosay has just been stripped of his rank and relieved of duty, and then he just resigned. We'll have to see what happens!

How many character at USF, or elsewhere, do you have?

I currently have two, but have simmed as many as four in the past.

Both are engineers?

Two is all that I can handle with my current schedule. They both have had Engineering experience, however Yosay was an Engineer from the beginning. He's now the Commanding Officer (Acting Captain) of the *USS Boomerang*, which is an Advanced Intrepid class Starship assigned to Outpost Phoenix.

What is your 'in real life' like?

IRL I am 33 years old, work as a Project Manager for a communications company, I am 40% deaf, have a lung condition, and tend to be a bit charming, annoying, stubborn, and yet I manage to make some of the girls smile.

Engineering due to your real life engineering experience?

I suppose, yes. I've always enjoyed the technical side of things. I like ships, be it Starships, or the type that float on the ocean. I wanted to serve in the Navy or Coast Guard, however being 40% deaf with a lung condition prevented that from happening, along with my career dreams.

I would guess this would be the closest one could get. Reminds me of how this is the closest I'll get to space. And being on the technical side of things definitely helps with a Star Trek sim like those here at USF. So, what's the proper matter to anti-matter ratio?

1:1, that is the only ratio.

Since you play engineers, what is your take on the engineers of Trek lore?

I think the closest we can get to space is what we allow our imagination to allow. All one has to do is lay out on a clear night and look up at the stars, assuming the city lights don't screw it up for ya, and your right there, you know?

Well, I've only known the following Engineers. Scotty, LaForge, Miles, and B'Elanna. I thought they all did a decent job, though Miles, LaForge, and Scotty were more... in tune with things, if you know what I mean. I think I relate best to Scotty. He loved the ships he worked on, he loved his job, and to borrow a quote from the TNG episode "Relics": "I may be a Captain by rank, but all I ever wanted to be, was an Engineer."

I was wondering if you 40% hearing loss (both ears?) play any part in how you play your characters? (as an aside, my daughter had some hearing loss, cleared up seemingly by tube insertion)

That is a very good question. The two characters I sim portray parts of my real life. Yosay just happens to portray a dark and depressing side, so yes you could consider the hearing loss (both ears) part of the negative side of me. I've been thru a lot of surgeries IRL on my ears and sinuses. I think I am currently at 12 sets of tubes in my ears since I was a baby. This latest set is a keeper! Been in 4 years now and haven't budged. They are rather large diameter so if someone asks me if I have a hole in my head, I say "No, I have two holes in my head!"

Are there other science fiction franchises you like? What element of them would you most like to bring to Trek Sims?

None. Star Trek set the stage for Sci-Fi. Before Star Trek in the 60s, there really was not anything eye opening. It's because of Mr. Roddenberry that we have Star Trek, which eventually led to the discovery of Star Wars by George Lucas, and then Sci-Fi really exploded.

I am just very particular about how producers now treat the Star Trek kingdom. I personally think that if Gene had not died, we would not have seen the producers going BACK in Star Trek's history like they did with Enterprise and the recent movie. They should have gone forward, as in after Voyager. Star Trek Enterprise and the recent movie were failures in my opinion.

I don't like the "Alternate Universe" idea whatsoever. I think that it shows a lack of talent on the producers part with not being able to come up with something good to keep things modernized, and I feel it has caused a lot of confusion.

I think as the various series went on and on it was harder to come up with new ideas. I think JJ Abrams wanted to get more people into Trek who had not seen it before.

That could very well be, but it has been my observation that when one tries to do that, they generally fail and screw things up. I would not mind being proven wrong though in this case. We haven't seen an increase in recruitment at USF since the movie came out.

Nope. I think it would take a running series to do that.

I agree. And we certainly did not see any spike or increases when the Enterprise series was running. Oh yeah, that only lasted 4 seasons instead of the 7 that we were used to with TNG, DS9 and Voyager. See where I am going with this?

Yes, so many stories have already been written. The question would be if you could create a new series and make it accessible to new audiences what would you do?

New Star Trek Series?

Yes, say set after the next movie comes out, keeping what would be a realistic schedule. So we'd see this series in 2013.

I think if they did a "Star Trek Titan" series based upon Captain Riker, having Deanna Troi-Riker of

course as ships counselor, and perhaps Worf or LaForge as first Officer, which might have a good chance. Jonathan Frakes and Marina Sirtis even discussed it in part on here:

<http://www.youtube.com/watch?v=Jl8ezrK6Qjs>

"You would think that even stupid Klingons would have found dental floss by the 24th century."

-Marina Sirtis

Nice vid.

Here is a great one. <http://www.youtube.com/watch?v=GBklu0AqX9Q&feature=related>

"If you love Star Trek, and you love Science Fiction, you love Science." - Kate Mulgrew

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Outpost Phoenix - Beginnings

by Captain Lorianra

Outpost Phoenix has a long and diverse history within the United Space Federation (USF). The sim started off as Outpost Cousteau and was renamed Outpost Phoenix in 2000. Why the name change? What was going on back then?

If you're interested in finding the answers to that, join me as I'm interviewing Fleet Captain [Daniel Mancuso](#) about the sim rising from the ashes of a major breakup. He was able to shed quite a bit of light on those days and his involvement.

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I know from my research that Outpost Phoenix (OPX) actually started as Outpost Cousteau (OPC). Were you part of OPC back in the days?

Yes, I was part of the original crew of OPC and had a part in the structuring of the outpost. I was Chief Science Officer.

Ohh, didn't know that. So, at what point did OPX come about?

If you remember, there was a rift that came about in the command staff [Ed. meaning the USF leadership]... and a different sim group came about. Some of the officers left the USF and started their own group... [Ed. which was the Starfleet Legacy Alliance] They wanted to take some of the ships from the USF to their group. It was a trying time for all of us involved; we had to decide who we were going to be loyal to, the group or our friends.

My sim wife, Captain Montoya-Mancuso, and I decided to stay with the USF since the group had given us a chance to sim and we had a fondness for the staff and the structure we had at the moment.

***Some of the
officers left
the USF and
started their
own group***

Yes, I do know of that history, though I hadn't been around back then. As I understand OPC went with Starfleet Legacy Alliances (SLA) and you restarted the sim as OPX for the USF. Is that right?

OPX was dead in the water for a few months.

Care to explain what you mean?

***There was no
direction and
it just drifted
out of
consciousness***

After the split Captain Kivo took over from USFSurak with Commander Hobbes as his First Officer. This is where the name Outpost Phoenix comes in... some time after that, Captain Kivo left and Commander Hobbes took over and then the sim just died... this was back in 2001.

Oh. I thought you had restarted it and named it OPX?

No, it came about after the rift... but the interest was never there and the crew left the sim. There was no direction and it just drifted out of consciousness...

In 2003, I asked for High Command (HC) to give me OPX to salvage... I had done this with the Columbia before and it turned out pretty good. So I asked Montoya to help me out and we started to get a crew together...

We had to end the sim premise in the MYCE system because it really wasn't going to be fair to drag a dead storyline for this new crew.

And that's when you relocated OPX?

So we blew up the planet and made a trek to this new system. For the first few months the five of us that were simming, we played two sometimes three character online simultaneously.

But then it took off better I suppose?

Yes, it took off nicely, slowly, but since we had a good storyline thought out we could take our time and develop it to our satisfaction.

It was hard work and everything was up from scratch... but I can only say that the people that worked with me were the best and are still the best in the fleet.

Well, OPX has been going strong since then, I believe.

I can say with satisfaction that at one time we had more crew than we had things to do with them. And that is something as a Captain that can fill anyone with pride.

Awesome. And how long did you stay on as CO?

I was CO of OPX till late in 2008.

Nice. Long run.

Yes, it was. Captain Montoya-Mancuso took over, but I stayed as a secondary character in the sim, until December 2009.

As you know Captain Montoya retired a few months ago, and Captain Bonali is the new CO, and I must say both have been outstanding Commanding Officers.

Yes, I do know. Had to put the big list of crew in the PADD that she gave me. (chuckles)

Well, I think that about does it. I can't think of anything else to ask you.

***It was hard
work and
everything was
up from
scratch***

***At one time we
had more crew
than we had
things to do
with them***

Aren't you going to ask me how it felt killing my wife?

Killing your wife?

(chuckles) Yes.. I killed my wife... and got away with it, too. You have to read the court records.

Alternate timeline?

No, it was real time and I was put on trial and all. It was one of the most intense storylines anyone had done at the time.

Actually, it was a long-running storyline that had Montoya being a spy for the Orion Syndicate, and when I interrogated her with a Vulcan mind meld a device in her brain exploded killing her.

I was acquitted because it was shown I wasn't at fault... then we found another Montoya in a 'Thomas-Riker-like-effect' sim. (laughs) Nobody really dies in Star Trek...

Oh my. I don't know that much about OPX stories, but that's definitely interesting.

Finally, before we had a hiatus, we had a sim run that took us a full year were we were part of the Dominion War ... during the Klingon-Federation skirmishes... that was really intense also. You should read the logs.

Like a huge one year-long plot?

It was a year long story arc... intense, bloody, and a hell of a great time.

After that I was fading out of the sim and Montoya was more involved in the story direction... I had some personal problems that had my attention more off the screen than on... so it has been very interesting to say the least since my time.

Heh. I'm not much with the bloody sims. (looks at her own crew) That business with Rator III doesn't count. It was not that bad! (clears throat) I'm running a long story arc on the Excelsior right now, though it's not bloody, it's more mystery and political intrigue and all.

So long story arcs were the norm back then for OPC/OPX?

Yeah, long story arcs were better because you could develop the character a lot more fully that way and in a sim, where you had 18 or 20 simmers at a time, you needed to have your character squared fully.

That's true. Though I've noticed that some people don't like too much character development or very long story arcs.

We had a lot of Klingon lovers... so go figure... starting with my wife...

Ahhh. Yes, need to know the pulse of your sim and what they'd like doing.

That we did. ... Thank you for taking the time to ask me of all people about OPX.

Thank you for being willing to talk, Captain Mancuso.

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Comics & Humor

USF "Ad-lib"

Off-the-Cuff Excerpts from USF Sims

A higher calling?:

CommanderBones: ::steps back on rock as people are crowding her:: PEOPLE, I FEEL LIKE JESUS WITH THE LEPERS. STOP CROWDING ME. GET IN AN ORDERLY LINE AND I WILL TREAT YOU. I KNOW IT IS UNCOMFORTABLE BUT NO ONE'S LIFE IS IN DANGER.

CommanderTrellis: (We will have to leave that rock behind when we get out of here, Doc, don't get too attached. ;-))

Ltn_Ian_Syvek_Kail: (LOL - Doc! I almost choked ta death on my soda- thanks doc. Lol)

- leave it up to Dr. Bones to get illusions of grandeur after getting up on the soap bo..rock for the third time (during a USS Excelsior sim)

Stuck between a rock and.....:

FstLt_Jyran_Tev: ::sees people covered with the mossy stuff, and scans some from the wall:: Uh.. You guys might want to get the green slime off of yourselves. It's fecal matter.

CommanderTrellis: ::hears Tev:: It's what?!

FstLt_Jyran_Tev: Feces, sir.

NadiaRomanov: Charlene> ::hears Tev and thinks that is nasty, and makes sure to thoroughly sanitize as she works as best as she can::

Maverick: ~~ It's poop.~~

CommanderTrellis: (You gotta be...kidding me!)

CommanderTrellis: ::wonders what's worse, the fact that things could explode or being covered in alien cave poo::

- good question, what is worse? alien worm poo or explosive rocks? (ask the USS Excelsior crew)

The more important things:

CommanderBones: ::walks back in smiling and carrying a healthy baby girl who has Taz's pink skin and green cat eyes with Mick's brown hair and a tiny suggestion of pointed ears::

CounselorNTazzia: ::gasps and holds her arms out::

CommanderBones: She's beautiful Taz...and Pete and Malino, she seems just fine. ::gives her to mom::

CounselorNTazzia: She's beautiful!! ::kisses the baby:: ::shows her to her father and brother:: Here she is, Malinda McMillian.

LtPeterMcMillian: ::after taking one look at his wife and his beautiful baby girl he starts to cry::

LtPeterMcMillian: She's she's she's so beautiful.

CounselorNTazzia: ::coos and rocks the baby ever so gently:: She's perfect.....look Petie..she has your hair...and ears!

LtPeterMcMillian: :: crying and laughing at the same time:: And I don't ever care that she's pink.

- yeah... sometimes we have those special and precious moments on the Excelsior, too, not just the funny or dangerous ones (winks)

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Data Network

Finish the Sentence

How do you test your geekiness as a Star Trek fan? Wear a uniform to work? Greet people the Vulcan way? Carry your toy phaser in a hip-holster in public? How about, finishing a catch phrase without missing a beat.

How well do **you** know popular Star Trek sayings? Can you recall more than just the most used ones? Test yourself and see if you know the missing words to these phrases.

Easy ones:

1. "Make it....."
2. "Live long....."
3. "Damnit, Jim! I'm a....."
4. "Resistance....."
5. "Space,....."
6. "Beam me....."
7. "He's....."
8. "I've giv'n her all....."
9. "Assimilate....."
10. "Where no man....."

Harder ones:

11. "It's life,....."
12. "Vulcans never....."
13. "You will be....."
14. "What does God....."
15. "A Human is ultimately....."
16. "Everybody remember where....."
17. "How we deal with death is....."
18. "Rumors of my assimilation....."
19. "Act, and you shall have dinner; wait,....."
20. "Zero point six-eight seconds, sir... For an android,....."

(Answers can be found at the bottom of the PADD.)

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USF Cookbook

Sausage Muffin Teasers

INGREDIENTS:

1/2 lb. hot pork sausage
2 tbsp. onions, finely chopped
2 cups flour
1 tbsp. baking powder
1 tbsp. sugar
1/4 tsp salt
1/8 tsp thyme
1 dash cayenne pepper
1 cup milk
1 egg, slightly beaten
1/4 cup vegetable oil
1/2 cup sharp cheddar cheese, shredded

PREPARATION:

- (1) Cook pork sausage and onions in pan (like ground meat), drain, set aside
- (2) Combine dry flour, baking powder, sugar, salt, thyme, and cayenne pepper
- (3) Combine milk, egg, and vegetable oil
- (4) Mix dry ingredients with wet ingredients until moist
- (5) Fold in sausage meat and cheddar cheese
- (6) Preheat oven to 425 degrees F
- (7) Spoon batter into a minimuffin pan, make each only 3/4 full
- (8) Bake for 13-17 minutes
- (9) Remove immediately, let cool

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Summertime Tea

INGREDIENTS:

14 cups water, divided
6 individual black tea bags
1 ½ cups sugar
¾ cup thawed frozen orange juice concentrate
¾ cup thawed frozen lemonade concentrate
1 cup tequila, optional
Fresh mint leaves and lemon or lime slices, optional

PREPARATION:

- (1) In a large saucepan, bring 4 cups of water to a boil. Remove from heat; add tea bags.
- (2) Cover and steep for 3-5 minutes. Discard tea bags.
- (3) Stir in the sugar, concentrates and remaining water.
- (4) Add tequila if desired.
- (5) Refrigerate until chilled. Garnish with mint and lemon.

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Mint Chocolate Chip Ice-Cream Cake

(This one's dedicated specially to Solik! Ask him some day what the deal is with mint. ::winks::)

INGREDIENTS:

Parchment paper
Devil's Food Cake mix
½ gal. mint chocolate chip ice-cream, softened
10 chocolate wafers, coarsely crushed
Chocolate Ganache (*see recipe below*)

GARNISHES:

Sweetened whipped cream
Thin crème de menthe chocolate mints

PREPARATION:

- (1) Preheat oven to 350°. Grease and flour 3 (8-inch) round cake pans. Line with parchment paper.
- (2) Prepare Devil's Food Cake mix, and spoon into pans, dividing evenly.
- (3) Bake for 12 to 14 minutes or until a wooden pick inserted in center comes out clean.
- (4) Cool in pans on a wire rack for 10 minutes. Remove from pans to wire rack, peel off parchment paper, and cool completely (about 1 hour).
- (5) Place 1 cake layer in a 9-inch springform pan. Top with one-third of the ice-cream (about 2 1/3 cups); sprinkle with half of the crushed wafers.
- (6) Repeat the same with second layer. Top with remaining cake layer and ice-cream.
- (7) Freeze for 8 to 12 hours. Remove cake from springform pan, and place on cake stand or plate.
- (8) Prepare Chocolate Ganache (*see below*), and spread over top of ice-cream cake.
- (9) Let stand for 15 minutes before serving. Garnish if desired.

Chocolate Ganache

- ◆ Microwave 1 (4-oz.) semisweet chocolate baking bar, chopped, and 4 Tbsp. Whipping cream in a microwave-safe bowl at HIGH for 1 minute or until melted, stirring at 30-second intervals.
- ◆ Stir in up to 4 Tbsp. Additional cream for desired consistency. Use immediately.

Like to share a favorite recipe? Don't be shy. We love to hear about food. Use the [feedback](#) link (select "USF PADD") to submit recipes and food-related articles.

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Answers for "Finish the Sentence":

1. "Make it **so, Number One.**" 2. "Live long **and prosper.**" 3. "Damn it, Jim! I'm a **doctor, not a (various other things).**" 4. "Resistance **is futile.**" 5. "Space, **the final frontier.**" 6. "Beam me **up, Scotty.**" 7. "He's **dead, Jim.**" 8. "I've giv'n her all **she's got, Cap'n.**" 9. "Assimilate **this!**" 10. "Where no man **has gone before.**" 11. "It's life, **but not as we know it.**" 12. "Vulcans never **bluff.**" 13. "You will be **assimilated.**" 14. "What does God **need with a spaceship?**" 15. "A Human is ultimately **the sum of his experience.**" 16. "Everybody remember where **we parked.**" 17. "How we deal with death is **at least as important as how we deal with life.**" 18. "Rumors of my assimilation **are greatly exaggerated.**" 19. "Act, and you shall have dinner; wait, **and you shall be dinner.**" 20. "Zero point six-eight seconds, sir... For an android, **that is nearly an eternity.**"