

USF PADD

Feature Sim:
USS Darmok

On To New Frontiers

How Star Trek Online opened up a whole new
avenue of involvement for one USF member

From the Editor

Greetings USFers!

I can't believe this is already the last issue of 2011, AND the 14th issue under my editorship. Wow... time really does fly when you're having fun!

This month, the *USF PADD* is featuring the USS *Darmok* sim, which is under the lead of Vice Admiral Ahrele Johansson, who is (just for those who don't know) the second in command of the fleet. Aside from information on her own character, she also took time enlighten us all on the beginnings of the *Darmok* and its very first (and much beloved) Commanding Officer.

On top of that I was able to finally nail down Captain Havraha of the USS *Ares* for an interview on his involvement in a Star Trek Online related podcast. I've included a link to a decent copy of the audio interview we did (oh yes!) that was remixed by First Lieutenant Fogarty; it's 14 MB big.

*(Just an FYI, while Havraha gave me a better quality MP3 that he had edited, it was however 28 MB big and I felt a smaller file would be much easier to download for most people. Knowing that there are also several people with **very** slow Internet connections, I've added a link to a much lower quality version as well, which is only 7 MB. But be aware that it sounds much more tinny and has a bit of a metallic echo to the voices. So download that one **only** if you absolutely can't do the 14 MB one.)*

And of course, we have such regular contributions as the great news section, headed by Lieutenant Commander Solik, the always funny Ad-Lib, and two great holiday recipes from our resident chef, First Lieutenant N'Tazzia.

Happy reading!

Lori

Wanted: Ads

Consider advertising for your Sim in the *USF PADD*

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:
usfpadd@sector001.com

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On the cover: Tamarian daggers, by Captain Lorianra

Briefings



Memorable Quotes

I'd wanted to become a doctor and couldn't, and yet I became the best-known doctor in the galaxy.

– DeForest Kelley

"What did he ingest?"

"Just a cup of Neelix's coffee."

"It's a miracle he's still alive."

– "The Doctor" and B'Elanna Torres, about Paris's reaction to Neelix's coffee after his first bout of hyper-evolution, *Voyager*: "Threshold"

Intelligence Report

by Lieutenant Commander Solik

THIS JUST IN!

If you haven't heard already, you're hearing it now! Special correspondent Vice Admiral Jonathan Anders reported the other night that the sequel to 2009's *Star Trek* is scheduled to be released on **May 17, 2013**. Though that does seem quite far off from now, the time will fly by like nothing! Still no name for this movie, but it IS official that every main cast member will be returning.

Mark your calendars:

- <http://www.deadline.com/2011/11/star-trek-3d-sequel-will-debut-may-17-2013/>

Resistance is NOT Futile!

In order to commemorate the 15th anniversary of the release of *Star Trek: First Contact*, the *Star Trek* [fan page](#) on Facebook began posting messages about the Borg assimilating the Federation, and various other entities around the galaxy. This was all in good fun, of course, but many people didn't take kindly to this kind of joke, seeing it as spam on their news feeds. Now I wonder, do the Borg know they could have kept Wesley?

Would YOU have resisted?:

- <http://www.startrek.com/article/borg-attack-recap-resistance-not-futile>

'Tis the Season

The holidays are upon us, and StarTrek.com has just the thing for the Trekkie on your shopping list. From Klingon Monopoly to *Star Trek* Mr. Potato Heads to bath robes, they've got just about anything the Trekkie in your life could want.

Deck the halls with every *Trek* gift imaginable!:

- <http://www.startrek.com/article/giving-the-gift-of-star-trek-2011-trek-holiday-gift-guide>

"Would *Star Trek* Survive on TV Today?"

I'm sure a lot of people ask themselves that. Of course, the majority of the chatter is, "I'd love to see it back on the air!" The problem is that we don't often consider if it *could* stay on the air. We all know that *Enterprise* was canceled, as well as *The Original Series*, and many fear the same would happen again. This writer takes up the major issues and pits them against *Star Trek* to see if they measure up.

What do you think?:

- <http://www.treknews.net/2011/11/18/could-todays-television-climate-support-a-new-star-trek-series-editorial/>

All About Implants

Most of us know about implants and transplants. We've seen them all over *Star Trek* and many people have members of their family that have had such operations. In *Trek*, the most prominent recipients of such devices are Geordi La Forge, with his VISOR and neural receptors, and Seven of Nine, from the Borg implants. This article talks about them and others, describing just how intricate they are, to keep our favorite characters ticking. Who knows? Maybe some *Trek* implant will help pave the way for present-day technology?

Check it out:

- <http://www.startrek.com/article/italian-star-trek-magazine-implants-and-transplants>
-

Event Calendar

(upcoming *Star Trek* and *Star Trek*-related conventions)

June 1, 2011-Jan. 1, 2012 – [Star Trek: The Exhibition](#) – Kennedy Space Center, Merritt Island, Florida, USA

Oct. 18, 2011-May 28, 2012 – *Star Trek: The Exhibition* – Saint Louis, Missouri, USA

Jan. 27-29, 2012 – Official *Star Trek* Convention - Hyatt Regency San Francisco Airport, San Francisco, California, USA

May 4-6, 2012 – [Official Star Trek Convention](#) – Crowne Plaza Cherry Hill, Cherry Hill, Pennsylvania, USA

For details on official *Star Trek* conventions, visit www.creationent.com.

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by Lieutenant Commander Solik

It's official! Earlier this month, IGN.com reported that the intended release date for *Star Trek Online*'s [switch to the Free-to-Play model is January 17, 2012](#). Also in the article is the new opening cinematic, which explains the tie-in with *Star Trek XI* in better detail, as well as a background to the Alpha and Beta Quadrants in the twenty years since the Hobus disaster. I really wish that's the video that had come with the game's original release. Enjoy!

Keep the Edge of Your Blade Sharp



A variant of the *Saber*-class, the *Gladius* does indeed look quite sharp. With this purchase comes with the unique Universal Console, *Impulse Capacitance Cell*. This console grants you a burst of speed for a few seconds. It's really cool; makes me think of a rocket taking off. Just make sure you have your course laid in, because it's impossible to maneuver once active. It's a great defense as it can get you out of just about any troubling skirmish, as well as a boost to your defense stats. This console can be equipped to any

Federation escort and the whole thing is available in the C-Store for 800 Cryptic Points.

No Chimera to Slay But...

You can still fly on the "wings of Pegasus" with your very own *Bellerophon*-class vessel in *STO*. The *Bellerophon* is a variant of the *Intrepid*-class, and the parts can be used interchangeably with any Long Range Science Vessel, as with the other refits they've been cranking out lately. This ship also comes with the unique Universal Console, *Nadeon Detonator*. When equipped, you'll see a new icon in your ability tray, and this will "supercharge" a photon torpedo to release a photonic shockwave upon impact, repelling ships, disabling subsystems, and of course dealing damage. (This ONLY works for photon torpedoes! The description in the C-Store doesn't make that clear.) Like the other refits' unique consoles, the *Nadeon Detonator* can be equipped on any Federation science vessel. The *Bellerophon* can be yours for 800 Cryptic Points!



New Take on a VERY Old Ship



Introducing the *Exeter*-class, a refit design of the iconic *Constitution*-class. If it were up to me, this is how I would have designed the new *Enterprise* in *Star Trek XI*, or at least something close to it; maybe mixing elements of both, but definitely close to this. When you buy this

refit, you'll also get the unique Universal Console, *Ionized Gas Sensor*, which gives you a bonus to your sensors stat, and modifies any torpedo to track and target a cloaked ship. This console can be equipped to any Federation cruiser, and would really come in handy against the Klingons and Romulans! Yours for 800 Cryptic Points!



(image used from www.StarTrekOnline.com)

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 1637 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:** 4.2/5 (out of 1094 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!
(This mission is made to showcase the animations available to choose within the Foundry. It does have an excellent story too, however! Many elements of the story will make more sense if you've played “To Helna and Back”, another Foundry mission.)
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 4.0/5 (out of 389 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 1374 ratings)

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

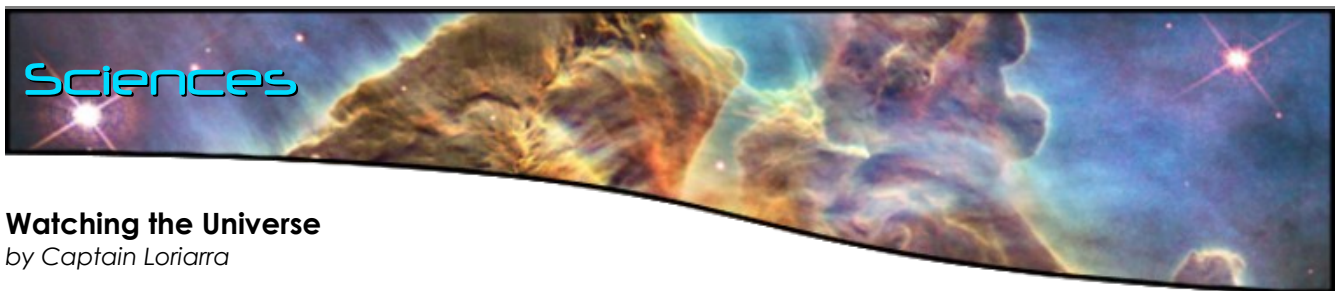
C-STORE SPOTLIGHT

The “Additional Slots” Purchases

There are a bunch of listings in the C-Store that don't really do much for you in the game, except give you extra slots for various things, like your personal inventory. Each of these are only added to one character on your account (except where marked otherwise), so you'll need to buy them separately if you want them on your others. They come in different amounts for varying prices, so check them out below and see what's worth your Cryptic Points!

- **12 Bank Slots** – 160 Points
- **12 Inventory Slots** – 320 Points
- **2 Ship Slots** – 400 Points
- **2 Costume Slots** – 400 Points (This one is activated for all characters on an account.)
- **2 Bridge Officer Slots** – 400 Points
- **2 Character Slots** – 500 Points
- **4 Character Slots** – 850 Points

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Watching the Universe

by Captain Lorianra

May the Force be With You

Imagine moving something with only the power of your mind? "Sounds like something straight out of Star Wars", you say? However, in this case the ability is not restricted to Jedi. A gadget, called the BodyWave, that was developed by Peter Freer actually monitors brain waves, enabling a person to control avatars, machines, control panels and the like. Yes, no lightsabers. But still, pretty cool! (I

actually saw an article on this in a recent TIME magazine, but you can only read the online article if you're a subscriber. So I found a couple of other articles about the device and also a YouTube video I'm sure you'll enjoy watching.)

Can you say, "Jedi":

- <http://newsletters.spacefoundation.org/spacewatch/articles/id/699>
- <http://2011.nationalspacesymposium.org/media/partner-news/unprecedented-new-technology-reads-reacts-brainwaves-through-extremities-body>
- <http://www.youtube.com/watch?v=5IP8hMI7FcQ>

Fetal Genome

No no, not "fatal Gnome"! We're not talking about deadly dwarfs here, but the DNA, or more precisely the full set of chromosomes, of an unborn baby. It appears researchers have figured a way to determine the DNA of fetuses without having to stick a long needle into the mother's belly. (shudders) Yes, sounds wonderful, right? While this accomplishment will make it easier to determine any birth defects in unborn children and help the parents take preventative measures, some moral questions could spring up about how parents would react to more information about their unborn. Are concerns reasonable?

More on this development:

- <http://discovermagazine.com/2011/sep/16-big-idea-safely-sequence-fetus-genome-world-ready>

Unfreezing the Iceman

Yep. Researchers in Italy finally went to the length of unfreezing the mummified body of Ötzi, as the famous iceman was dubbed, in order to perform an autopsy. This, they hoped would reveal the mystery behind his life and death. Did they find anything that shed light? Oh, yes. But you'll have to read the article to find out. (By the way, I included the link to the photo gallery of his body and the artifacts that were with him. I just love how he apparently didn't look at all like that Conan-like drawing the media had conjured up when the find had first been publicized.)

Uncover the mystery:

- <http://ngm.nationalgeographic.com/2011/11/iceman-autopsy/hall-text>
- <http://ngm.nationalgeographic.com/2011/11/iceman-autopsy/clark-photography#/01-iceman-arm-thaws-670.jpg>

Universal Speed Limit

The debate about the neutrinos that supposedly have exceeded the speed of light goes on. As it was put under scrutiny, the OPERA (no, not the browser or the musical theater) experiment was run again to double check the data. What was the result? Well, you just have to go and read it.

"Citizen, pull over, now":

- http://www.livescience.com/17102-neutrinos-faster-light.html?utm_content=LiveScience&utm_source=@LiveScience&utm_medium=twitter

Giant Desert Art?

Or whatever it is. Seems Conspiracy theorists are going crazy over images found on Google maps that show structures and imagery in China's Gobi Desert. Strange, to say the least. What do you

think? Real, or some giant prank?

Check it out:

- <http://www.stumbleupon.com/su/3Gx3uo/www.pcmag.com/article2/0,2817,2396409,00.asp#fbid=eGNKoSY3C70>

Goddard Virtual Tour

Ever wondered about the science, people, and processes behind NASA space crafts? With this interactive feature you can follow the process from the idea to the fulfilled reality. Yes, finally, everything a future astronaut needs to know about their rides!

Take a gander:

- <http://www.nasa.gov/externalflash/goddardVT/>

Umbrellas 2.0

Seems I'm not the only one annoyed by an umbrella that flips up with one wind gust and exposes me to the wet environment I was trying to avoid. What to do about it? Invent something new! I personally like the "bubble concept".

Stay dry:

- <http://ngm.nationalgeographic.com/2011/11/visions-now-next#/next>

Greener Solar Cells

Wait! Aren't they already green energy? Oh, that's right, some of their content is actually toxic. But fear not. Greg Rorrer, a chemical engineer, is actually growing diatoms, which are actually single-celled life forms that apparently exist everywhere. They don't look green either, more yellowish on the picture. Some reminded me of lemon slices. In any case, they can actually make solar cells 50% more efficient. Now we're talking.

Algae to the rescue:

- <http://ngm.nationalgeographic.com/2011/11/visions-now-next#/next/2>

Techno Painting

Though it's technically not a painting. It's a visual rendering of internet connections. And it looks sorta... (cocks head left and right)... like a flower. No wonder the Museum of Modern Art has this on display. Heh.

Go figure:

- <http://discovermagazine.com/2011/nov/10-internet-looks-like-fractal-dandelion>

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USF Features

all information collected by

Lieutenant J.G. Knomik Brott, Lieutenant Commander Solik, and First Lieutenant Leyva Torosi

USS DARMOK

Mondays, 10:30 pm ET, AOL/AIM chatroom "Escape Velocity"

Sim Universe

In-Character (IC) and In-Universe Information

Ship Specs	
Class	Aurora
Type	Advanced Scout
Length	357 meters
Width	274 meters
Draft	85 meters
Cruise Speed	Warp 6.8
Max Speed	Warp 9.93
Crew Capacity	111 (officers and enlisted)



Mission

The USS *Darmok* is the first production vessel to be based upon the Aurora Class Starship. Since its original inception, only three other Aurora Class vessels have been constructed. The *Darmok* is an Advanced Scout, designed to perform long-range reconnaissance for Combat Task Forces in time of war. It is relatively small, highly maneuverable, fast over short distances, and moderately armed. During times of peace, its exceptional sensor capabilities make it an ideal vessel to explore the uncharted sections of the galaxy.

Starring

Crew:

Commanding Officer	-	Vice Admiral Ahrele Johansson , Betazoid
Executive Officer	-	Fleet Captain Damara Seven , Borg
Operations Officer	-	Lieutenant Commander Heather Redhawk , Human
Chief Medical Officer	-	Commander Teilani Drake, Klingon/Romulan/Human
Medical Officer	-	Lieutenant Commander Kai Tama , Human
Counselor	-	Commander Jason Oliver , Betazoid

🦋 Chief Science Officer	-	Commander Jadzia Chall , Trill
🦋 Science Officer	-	Lieutenant J.G. Scott Freebyrd , Human
🦋 Chief Engineer	-	First Lieutenant Kilj Nomra , Romulan/Klingon
🦋 Chief Security Officer	-	Lieutenant Duo Maxwell , Bajoran
🦋 Chief Tactical Officer	-	Commander Kar'ral Jahtan , Romulan/Klingon
🦋 Reconnaissance Officer	-	Commander Akarn , Vulcan/Human
🦋 Reconnaissance Officer	-	First Lieutenant Leyva Torosi , Vulcan/Betazoid

Fleet Representative:

🦋 Commodore [Robert Clemens, II](#), Human

Crew Introductions

🦋 Vice Admiral Ahrele Johannson:

"I hate these things almost as much as visits to sickbay, but I can't very well expect my crew to participate and not participate as well. My husband, Jason, encouraged me to do the article despite my misgivings.

"I originally joined Starfleet in an attempt to find my sister. I didn't know it at the time, but she was being held in a Cardassian prison camp. People tried to tell me that she was dead, but I knew she wasn't. We had a telepathic link and I would have known if she'd been killed. I had originally planned to stay in Starfleet long enough to find her and bring her home, but I had the pleasure of serving under an outstanding officer who convinced me to stay and to make the move from science to command. I'm not sure there are too many of us left in the [Fleet] that had the pleasure of serving with Fleet Captain Tnagra, he was truly one of the [Fleet]'s finest.

"Now, when I'm not on the bridge of the Darmok, I am enjoying being a mother. Jason and I have three children, identical twin girls Sausha and Katira who are five and our son Jaret who is three. When there is time (which isn't too often), we enjoy going home to Betazed to visit with our families and spend time at our estate in the country."



🦋 Commander Teilani Drake:

"Here I was minding my own business, taking care of my infant son (now 15) when I got a call from a dear friend. 'You need to be a part of our crew'.

"I'm the CMO of the almighty Darmok. I was genetically engineered a long time ago on a planet far, far away. An unusual combination of Klingon, Romulan and Human. There was a military base on Chal and that was my training, until tragic events took me away. After joining Starfleet and completing the science and medical training I was posted to the Darmok. I started out as a lowly Ensign and quickly made my way up to CMO with all the going up the ranks until I made Commander.

"I really enjoy the challenges of taking care of such a diverse crew and the many adventures we've been on. Live long and prosper."

Commander Jason Oliver:

"Alright, so shall we get started. I am Jason Oliver, Counselor aboard the U.S.S. Darmok. Yes, I'm the one that everyone avoids going to, and the husband of the CO of the ship. I'm just truly loved." *(chuckles to himself)*

"Ahrele and I are more connected than we even ever realized. We were attending the same schools before we even knew each other existed. Of course she was more science based while I was more on the medical track. But when we started going over our past lives we found it very interesting that we have traveled through the same paths. But life did finally lead us in different paths until finally I was doing some field work, and came aboard the Darmok to observe her ship for a paper I was writing.

"Things were a little rocky at first, but in the end we came together and have a beautiful family together. I heard Ahrele tell you the number of children and their names, I won't repeat them again. We spend as much time as we can together, family is important to us and we instill that into our children as well."



Lieutenant J.G. Scott Freebyrd:

(looks around a little nervous, a definite sadness bout him)

"There is not much to tell really. I am pretty much a loner and like to spend most of the time in the bowels of the Darmok with the science sensor suites. That is where I do my best work. Well.." *(sadness seems to lift momentarily)* "Unless Lieutenant Leyva Torosi and I am working the latest Darmok crisis, which seems to be more often then not.

"I believe in trying to find a way out of problem rather then fight. Then again sometimes you have to fight that is why I have learned several forms of martial arts and am always sparring and staying in practice with the phaser." *(shrugs)* "Yea that is about it really."



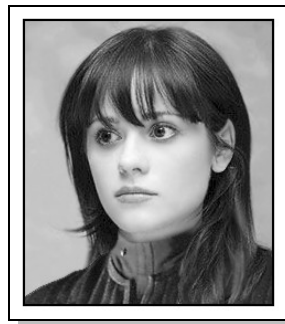
First Lieutenant Leyva Torosi:

(A somewhat petite woman approaches with her hand on the phaser at her side. Her eyes are dark and fathomless, but there is a no-nonsense look on her face. The tips of her pointed ears poking through her dark, silky hair.)

"Do you have clearance for this area?" *(demands and when a press pass is produced examines it very closely and grunts)* "It seems that you do indeed have permission to be here, but I'm afraid you won't be able to talk with the Admiral without something more than that." *(gestures to the pass)*

"Me? You want to interview me? I'm just a First Lieutenant in Recon on the USS Darmok, nothing interesting to tell about me." *(looks a bit incredulous as the reporter reiterates that she does indeed want to hear about her)*

"Well, if you insist. I'm First Lieutenant Leyva T'Mai Torosi. I'm half-Vulcan, half-Betazoid but I consider Earth my home. I'm fully telepathic and empathic, speak a number of languages, share my quarters with my two Siamese cats, Sally Ride and Valentina Tereshkova plus a slightly off-the-wall Engineer named Camelia Breaux. I'm skilled in a number of martial disciplines, including the Vulcan Defensive Arts and Klingon moQbara, which I teach a beginner's class in aboard Darmok. I have a Master's degree in Psychology from Stanford and just recently completed my degree in Advanced Starship Systems Development from the Vulcan Science Academy. Anything else you'd like to know? No? Then kindly leave the area before I need to call Security."



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Behind the Scenes

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

Ahrele Johansson's Player

[Ed.: Player was not available for an interview.]

 Player OOC Stats
How long have you been with the USF? I joined the USF in February 1996.
What brought you to the USF? An invitation to join that I received as an email.
How long have you been on the Darmok sim with this character? Ahrele came aboard the Darmok on November 24, 1996.
How long have you been simming/role-playing altogether? The USF was my first sim group, so since the end of February 1996.
What other genres of role-playing do you do? None.
What is your favorite: Star Trek series? I loved them all with the exception of DS9... it was okay, but not my favorite. I have been a Star Trek fan since 1967 when my family moved back from Germany. I was in the second grade in elementary school and my favorite thing to do was play Star Trek with a little boy who lived down the street. His dog's doghouse was the bridge and we'd sit in his backyard for hours and fly our "starship." Star Trek movie? Star Trek II: The Wrath of Khan, Star Trek IV: The Voyage Home, Star Trek: First Contact Star Trek book? Voyager's: Mosaic

Teilani Drake's Player

[Ed.: Player was not available for an interview.]

Player OOC Stats
How long have you been with the USF? I believe I have been an officer for 14 years now, as of August.
What brought you to the USF? I was talked into this insanity by a friend, who has been an officer here, too, for a little bit longer (<i>points to Jadzia</i>).
How long have you been on the Darmok sim with this character? I've been Teilani all along.
How long have you been simming/role-playing altogether? Ditto, 14 years.
What other genres of role-playing do you do? None.
What is your favorite: Star Trek series? I love The Next Generation. Star Trek book? My favorite book was actually the series from whence my character came... The "Ashes of Eden", etc. (6 books). I also loved Sarek!

Jason Oliver's Player

interview conducted by Lt. J.G. Brott

I presume Dr Oliver is not your only character, but how has playing a counselor been different than a typical Engineer or Medic?

As a counselor, people don't seek you out. You have to seek out others. Seems to be a natural tendency from what I've seen from other players playing counselors.

I would think people would seek you out. Two of my USF characters need counseling and would. Another rarity is your character being married to a member of the crew, and not just any crew member. How is married life on a starship?

A married character can have a tendency to worry about their spouse. Especially when that spouse has a knack for getting into trouble.

Is there any inspiration from Counselor Troi as TNG is your favorite series? I have liked her and Riker from the USS Titan series of books.

No, I don't particularly like that character. They make her stronger in the Titan series of books but generally I have found her to be underwritten, she could be a much stronger character.

This might be a question for you more than your character, but do you have a preference for the type of sim? Space battles, away missions, political intrigue or character building for example.

No, not really.

Something about the latest movie. Did you like the direction J.J. Abrams took the reboot? Some sims recognize the Hobus explosion and some don't.

They did well on the reboot. I actually want the Enterprise bridge for my ship(s). And yes... I can understand the recognizing of the Hobus event and not. There are a lot of dynamics to think about especially if you have Vulcans on your ship.

I liked it as well. Sometimes it's just nice to see a modern take on the franchise.

But I am done with prequels... lets get back to our time.

The next one is obviously back in that time frame. I'd hope a new series, if they have it, would take place x years from Voyager, etc.

So, I see TNG is coming to Blu-Ray, "Encounter at Farpoint", "Sins of the Father" and "Inner Light." What are your TNG favorites?



Player OOC Stats

How long have you been with the USF? I joined the USF in June 97.

What brought you to the USF? Found through an internet search.

How long have you been on the Darmok sim with this character? Jason arrived on 3-21-03.

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

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

What is your favorite:

Star Trek series? The Next Generation

Star Trek movie? They all have special places in my heart.

Star Trek book? That's like asking someone to pick their favorite child.

Oh gosh... well I like "Encounter at FarPoint" simply because we got to see the new Enterprise... but I would have to say that... hmm... I guess where the Borg come back... but it's a toss up because I love seeing Q, too.

Ah, Best of Both Worlds. Or perhaps where Q introduced them to the Borg. One of the funniest episodes is where Q loses his powers.

I like the one where Q and Amanda meet and she learns about her powers. Reminds me a bit of the Quigley Twins.

Bearded Riker in a Borg-infested universe.

One last question. After all of these years what keeps you coming back week after week for simming?

The simple answer is that, they are an extension of my family. And while I haven't met one of them face to face yet... it really doesn't matter. We've all gone through good and bad times together. And its that support and the camaraderie that keeps us coming back.

I think that should do it. Thanks.

No problem.

Scott Freebyrd's Player

[Ed.: Player was not available for an interview.]

Player OOC Stats	
How long have you been with the USF?	Just over 14 years I think.
What brought you to the USF?	USF Teena
How long have you been on the Darmok sim with this character?	Less than a year.
How long have you been simming/role-playing altogether?	Oh, that's not a polite question. (LOL) About 19 years.
What other genres of role-playing do you do?	You name it, I have probably played it.
What is your favorite:	
Star Trek series?	Voyager
Star Trek movie?	Wrath of Khan, Star Trek
Star Trek game?	Star Trek Monopoly
Star Trek book?	Mosaic

Leyva Torosi's Player

interview conducted by Lt. Cmdr. Solik

I've seen over the past couple of years that some people choose the Vulcan/Betazoid hybrid species. Any particular reason that you were drawn to it?

The way I set it up, I had hoped to make it a provocative backstory for Leyva -- the two telepathic species with different traditions being drawn together, marrying and having a child that would pose an issue for the in-laws on both sides.

That does sound interesting. I always wondered if it were logical for Vulcans to make with Betazoids. How do feel that Leyva has grown on the ship?

She's definitely come out of her shell, discovered a deep devotion to duty, learned to love and to lose that love, expanded her skills tremendously and found a place that she considers "home".

Very nice. And speaking of duty, I noticed that her position on the Darmok is "Reconn Officer". Is that like being a Security officer with a fancy title?

The Darmok is a special kind of ship with advanced technology for reconnaissance missions in the form of a Reconn Dome which has a special AI program on top of the technology. Only a select few officers have access to the Dome and being one of two Reconn Officers Leyva is in that select set. It does embody some aspects of Security at times but it's more.

Fascinating. Giving Security officers more to do than just being "rifle jockeys". (wink)

Now, has there been any particular sim plot that was especially memorable to you? Something enjoyable, sad, totally outrageous that sticks out in your mind?

Well, there was this time when we encountered a crashed science ship...according to the Darmok's computer the ship had been listed as missing for two years yet the survivors of the ship experienced TEN years of exile on this planet and thought that there was no chance for a return to the Federation.

In many cases they had become assimilated into the culture and had started families and put down roots. And they wanted to stay. It fell to Leyva to determine the motives of these people and



Player OOC Stats

How long have you been with the USF? Oh, let's see, about two years and five months, give or take a month.

What brought you to the USF? I was looking online for something to replace my World of Warcraft addiction. (LOL) I found it by one of the search engines.

How long have you been on the Darmok sim with this character? For the entire time I've been with USF, Leyva was my first character.

How long have you been simming/role-playing altogether? Simming only since I discovered USF. I've been role-playing both face to face and online since the mid 1980's.

What other genres of role-playing do you do? Face to face I've played in numerous genres over the years -- fantasy, other science fiction, superheroes, mech combat, horror, cyber-punk, and probably more that I've forgotten! (smiles) I was also lost in MMORPG land to Everquest, City of Heroes, and World of Warcraft for quite a few years. Right now, simming is my only role-playing activity -- I'm in six different sims, two of those in the USF.

What is your favorite:

Star Trek series? My favorite Star Trek series has been and always shall be *The Original Series*. I'm an unapologetic Kirk (and Shatner) fan!

Star Trek movie? My favorite movie? Gee, that's a toughie. I think it's tied between *Wrath of Khan* and *The Voyage Home*. They both have there good and bad points, but I love them both.

Star Trek game? My favorite Star Trek game would have to be the old FASA Star Trek role-playing game. That game holds a fond place in my heart because I was introduced to it when I was just learning to role-play. It was also the first game I ever gm'ed.

Star Trek book? My favorite Star Trek book, uh oh, I've got another tie -- this time between *Star Trek: Titan -- Over a Torrent Sea*, by Christopher L. Bennett, and *Uhura's Song*, by Janet Kagan.

give her recommendations about how they should be dealt with. This led to some interesting logs as well as interesting sims.

I can see how it would.

We also found out that the ship had been purposely sabotaged by one of the Engineers and it was necessary to apprehend him...that was also a lot of fun. All in all it played out a lot like an episode of TNG and was a lot of fun!

Oh, now THAT sounds familiar... like an episode from Deep Space Nine. I can't remember the episode title though!

Anyway, I'm sure it'll come to me eventually. Is there anything else you'd like to say in addition to this already?

While that was the first one to come into my head, almost all of the Darmok's plots are cool. Another one I liked a lot involved some self-created Borg! Admiral Ahrele is a great Sim Master!

Oh my! You... made... Borg?!

No no, the Borg made THEMSELVES! Looong story!

OH!

They chose to turn themselves into Borg.

Oh, that's also weird.

Yep and quite the story. *(smile)*

Well, I appreciate your time in coming to talk with me. Glad to have a little insight into the mysterious Darmok. *(smile)*

My pleasure!

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USS Darmok - Beginnings

by Captain Loriaarra

"Darmok and Jalad at Tanagra." What Star Trek fan does not remember that sentence from one of the most beloved episodes of The Next Generation series? And it's exactly the reason why we have a USS *Darmok* in the United Space Federation (USF).

The USS *Darmok* sim launched on August 23, 1996 under the command of Fleet Captain Tnagra. A few months later, on November 24, 1996, then Commander, Ahrele Johansson came aboard the *Darmok* as its XO. Ahrele was promoted to Captain on December 20, 1996 and was appointed its CO on January 10, 1997.

Since I was unable to talk to Captain Tnagra, and found out that Admiral Ahrele had actually been on the sim since the start, I've decided to pick her brain about the *Darmok*'s past.

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I was aboard the *Darmok* from the night it launched, but with another character. The person who was supposed to be Tnagra's XO never showed up to play and after hosting alone for about 3 months, Tnagra invited me to bring Ahrele aboard to be his XO.

Ah. Interesting. So was Tnagra actually the creator of the sim, or who had commissioned it to be launched? And was the ship always the Aurora class from the start?

Tnagra designed the *Darmok*, an Aurora class starship. This is the original ship. Other than repairs and a few upgrades that have been done, she is basically the same ship that Tnagra designed and launched 15 years ago.

Wow. That's pretty cool. So, no relations to the Aurora Class that STO had developed as a variant of the Nova. Interesting.

It seems you weren't XO for very long if the sim started in August and he hosted it alone for 3 months, and then you were made CO January of the following year. I've got info that Damara, who is your XO now, came aboard the *Darmok* about the same time Ahrele did? Is that right? She's been your XO since you became CO?

No, I was Tnagra's XO for only a few weeks before it became necessary for him to step down. Unofficially I was helping him from the time the ship launched in August, but at that time I had the Ahrele character in the Special Operations Group (SOG) as its co-host. When Tnagra decided that he wanted an official XO, I left the SOG and brought Ahrele aboard the *Darmok* (creating quite an unusual storyline in the SOG that had Ahrele cloned). Ahrele went to the *Darmok*, the clone stayed in the SOG for the couple of weeks that were necessary because of the overlap in duties between the two sims. To this day, Ahrele's clone (who goes by their middle name "Miranda") still shows up every once in a while just to make life interesting.

Damara came aboard the *Darmok* at the same time Ahrele was made the CO. Ahrele and Damara came up through the ranks on the Lothlorien under Tnagra... there was no one else that Ahrele would consider to be her XO. (OOC- I am best friends with the person who plays Damara. When I got married to another USF player, she came out from California to be my maid of honor.) Also, like me, she had a character that played on the *Darmok* from the time it launched in August and then switched to the Damara character when Tnagra stepped down.

From October 1999 until March of 2005, Cmdr Jadzia Chall was the XO of the *Darmok*. Jadzia stepped down at that time to make space for Damara to return to the *Darmok*.

The Darmok... is basically the same ship that Tnagra designed and launched 15 years ago.

Wow... awesome, on the clone idea and the whole OOC connection. Heh. I think there's a whole core group on the Darmok that has been with the sim for a long long time, right?

Over half of the crew has been on the *Darmok* for over 13 years and a couple of people since the launch.... that is why it is so easy to have recurring villains. Most of the crew knows the *Darmok*'s entire history.

Over half of the crew has been on the Darmok for over 13 years...

I can totally see that. I have to ask, since I just got started with hosting, is it difficult to come up with new and fresh ideas for plots after hosting for so long? Or has it actually become easier?

It has become a bit harder. I try to keep it fresh and sometimes I realize that an idea that I have is something we've done before or at least it is something that is close. I encourage my crew to come up with ideas when I hit a dry spell and can't think of anything.

Thing is, we run a continuous storyline, not isolated stories, so we have to be setting up a new story as an old one is finishing up to keep the flow. Sometimes we start setting up a story weeks or even months in advance if there are events that need to happen to lead up to it. It makes it more realistic in my eyes and it works for the *Darmok* and crew because so many of them have been aboard for so long. If I had a high turn over rate or new people all of the time, I wouldn't be able to run it like that.

Yes, I agree. I actually do that with the *Excelsior*, run a continuous story line, but break it into different plots, or parts. It seems to work well for that crew, too. They contribute a lot with their own ideas. It's nice to see.

You know I just realized that the name Tnagra actually is reminiscent of the episode "Darmok", since the Tamarian captain says, "Darmok and Jalad at Tanagra." I dunno why that didn't come to me right off. (LOL) I suppose Tnagra was a fan of that episode, hm? Was he actually a Tamarian or a different species and just used that name?

The character was Tamarian. It is why the *Darmok* has a Tamarian name.

Wow. Really? He was? Heh. I'm curious, how did he integrate that background into being with Starfleet? Did he talk in the cryptic way they did in the episode?

He had a great background story and he could speak Federation standard, but he also spoke Tamarian, sometimes he'd use a phrase that was cannon from Star Trek and sometimes he made up his own. Since they were always within the context of what was going on, it was easy to decipher the meaning. And we all got pretty good at speaking Tamarian as well. We all used, "Shaka when the walls fell," when something didn't go right... or even just "Shaka" as an expletive.

After Ahrele took over the *Darmok*, she and Tnagra had a relationship... which was quite interesting. Tnagra did a lot of guesting on the ship the first few years after he stepped down and then it slowly tapered off as his real life schedule got more and more busy. I tried to bring him back for a storyline last year, but it fell through at the last moment as he got bogged down at work and couldn't make it to the sims. Tnagra actually did the honors of "marrying" Ahrele and Jason back in 2005. Ahrele turned the ship over to him so that he was the Captain and could officiate.

And we all got pretty good at speaking Tamarian as well. We all used, "Shaka when the walls fell"...

That's awesome. (smirks) It's great to see that despite the shortness of his command he's remembered so well. - Thank you for all that great information.

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On to New Frontiers

by Captain Loriaarra

Since I've been Editor-in-Chief of the *USF PADD* for over a year now, I wanted to do something different to sort of celebrate that. Well, here it is! My very first audio interview.

[Audio-Interview-Havraha.mp3](#) (for slower connections, click [HERE](#))

The idea of making this an audio interview, aside from having it in a text format, actually came about because of my guest, Captain Havraha of the *USS Ares*, who is involved in the *Startrek Online* Podcast UGC. When he started to be part of this podcast at the beginning of the year, I actually told him if he would stick with it long enough, I'd like to do an interview with him about it.

So, here we are, some nine months later... and he's still at it. Time to pick his brain on the subject.



(Note: What you'll read here is actually the shortened and edited version of the slightly over 30-minute long original interview. It contains the essential questions and answers, but none of the trivial matters. [Like my nervous laughter, the "uhs" and "ums", and my goof-ups. Also, if you'll listen to the MP3 file, be warned that I don't sound as smooth and loud as Hav because... well, my microphone stinks.])

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A short recap on Hav's history with the USF... there was a little bit on it in the January PADD, of this year, concerning the Ares. Hav has been with the USF for about nine years now, and has been the Commanding Officer of the Ares since January 2010. Is that right?

Yep, it's been a while.

They're still keeping you around. So...

I know. I'm surprised...

(chuckles) So, tell us real quick, how long have you been into gaming?

I have been in gaming since I've been a little kid, a little snot... nose picker. My parents had themselves an Atari 2600. And I was fascinated by the fact that you could move a physical object in the real world and something would happen on screen. That was freaking amazing.

And I was like, "I want a Nintendo," because my next door neighbor had a Nintendo Entertainment System (NES). And my parents thought, "No. You can't have something that large, that nice... here, have a Gameboy." So I went, "Well, this is better, this is mobile. I can sit on the toilet and play. Yay!"

>> I was fascinated by the fact that you could move a physical object in the real world and something would happen on screen.

**So you've been playing for a while. Kind of like my sons, I suppose.
How long have you been involved with Star Trek Online? I know that you have been since before they actually released it, right? Like the Beta version?**

Well, farther back than that. The game first was being built by a company called Perpetual Entertainment. Perpetual was working on it for several years, and then it kinda fell through. They closed down the shop and the game was just not going to be made any more.

You were already involved in it then?

Oh yeah, I was following it. I mean, I wasn't involved. I was following it eagerly, hoping it would come out. Then Cryptic Studios came along and convinced CBS to give the rights to them, and they convinced them basically by saying: "We know you invested all this money in the game. You gave it a five year development time and three of them were wasted, but you know what, if you give us two, we'll put this game together." And they did.

I've been playing it since the closed Beta, and into the open Beta. On day one, I had a collector's edition, and a lifetime membership account. And I've been playing it ever since.

**Yeah. (chuckles) That's why M-5 says that he's going to be in STO with Hav.
Anyways, through all of this, the playing and being involved like this, you actually got involved in the Podcast UGC then, right? Because that has to do with the Foundry, if I'm correct.**

Yeah. That was kind of a weird sort of way that started out. There are several podcasts. Actually, a lot of podcasts for Star Trek Online. That's kind of unusual. Most games have one or maybe two. We have four or five... or six, if you count the small ones. But that's now.

Back then, there were three big ones. There was "STOked", with Chris and Jeremy. You can see that over at JupiterBroadcasting.com. And "Priority One", which was Brandon's baby for a while and has now two new hosts. And the "Registered Army Podcast", with Cohas and Mav and all of them. So, there are several of them.

So I was over there, contributing to a website called StarbaseUGC.com, which was the first website put together by a player named Kirkfat, who was very interested when he first heard about the Foundry. He was really interested in making a site where the community could get together and trade tips and promote their own mission on it, like a message board. So he put that together.

I had heard about that for a while, but I just didn't pay any attention to it. I finally went to the forums over there, and found that someone, I think it was Stormshade, who is a game moderator, had actually stickied a post, a re-invitation for all Foundry authors to come use Starbase UGC. And I thought, if the developers promoting this site, too, it must be a good site. So I went over there and hung out and did some things, and got to be kind of well known.

I was in the chatroom at Starbase UGC when I got a message saying that the guys at "Registered Army Podcast" had asked Kirkfat if he wanted to join as a host. Kirkfat turned them down, but he said, "You know you should try Hav out. Hav has a good voice." I didn't take it all that serious and said, "Well, that's interesting. What did they say?" They clearly hadn't contacted me, so maybe they weren't so eager to have me on there.

I kind of felt Kirkfat was a little bit bummed out about it, and he probably wished he had accepted the offer. I dunno. I walked off for a bit and came back and went, "What if we did our own podcast?" And he was like, "Yes, let's do it!" I said, "Great, you and me." And he went, "No. Not me."

>> ...he said, "You know you should try Hav out. Hav has a good voice." I didn't take it all that serious...

(laughs) Why is that?

I don't know. I guess... he told me that he had already been too well associated with the site and he wanted other people that contributed to the site to have their own kind of means of popularity and do more for the site. So, he wanted me to get some other people. I poked around a little bit and couldn't find anybody.

It put more pressure on me, cause I made up a logo for fun and Kirkfat took that logo and posted it on the blog, "Coming soon, Podcast UGC!" I was going, "I don't even have co-hosts yet. What are you doing?"



That's the next thing I was actually going to ask you, because I know there are other people that help you. So, who exactly is helping you with that?

I have three other full-time co-hosts. One is names Altexist, who is also a player of the game and a lover of Star Trek, himself. More recently we've realized that, honestly, he's secretly all about economies. They've been changing the economy of Star Trek Online quite a bit. Every time he starts to go of on the intricacies of what makes a good economy, what makes a bad economy, it's like he's just speaking a different language. I call it ancient Samaritan, because I can't even follow it. I think we're very lucky to have him on the show, but he's taking a hiatus right now.

There's also Terilynn, who's a fan fiction writer. So, people who are interested in logs here at Sector 001 are probably familiar with the kinds of things she's really into, which is writing stories for Star Trek Online, fan based stories. Although, she often takes characters like Riker – she's really a huge fan of Riker – and writes stories around Riker and his family in the future. She has a lot of connections with people in Science Fiction, it seems. She knows John Billingsley, he played Phlox on *Enterprise*, and a lot of other people. And she happened to also be in the fleet with Altexist, so he reeled her into the show.

We also have NemesisChicken, who was pretty much at the time well know for doing things with the Foundry that no one else had quite figured out how to do yet. We're like, "How have you done this stuff?" So, he was our resident Foundry guru, and as time has gone on he has really become the foremost speaker on the very technical things about the missions. Often when we review a mission, he doesn't even read the story, he just plays through it and decides if it's well built from a technical, nuts and bolt, way of looking at the mission.

>> I have three other Full-time co-hosts... - Altexist... a player... - Terilynn... a Fan Fiction writer... - NemesisChicken... our Foundry guru...

So, those are my three other co-hosts. Sometimes we bring in other people. We've brought in Cohas at times, joining us from Registered Army Podcast. And I think we jokingly say, an unofficial host of the show is Thomas the Cryptic Cat, who is a developer on the game. He actually works on building the game and some art assets for the user interface. He often has come in when we've been down a person. "Come on, Thomas, have fun!" He's a good guy to have around.

Sounds like you really have fun with that. So, what exactly is the Podcast UGC's mission? What sort of things do you feature when you talk?

We started out being a podcast entirely dedicated to the Foundry, which is a tool set that Cryptic made for the game that allows players to create, write, and build their own missions, their own stories, within Star Trek Online. And then have others play them and rate them with one through five stars, and expand upon the game.

Yeah, Lieutenant Commander Solik usually includes that in his Star Trek Online news.

Yes, so we try to do a podcast about that. But as news and new features have slowed down, we've become more, both Foundry and Star Trek Online. That was kind of always the intent, too, but almost more Star Trek Online at this point, because we have seen a little bit of a drought within new features of the Foundry. So we talk a lot about Star Trek Online in general, the latest news, things we would like to see on the Foundry. If someone comes up with a new tip or trick for the Foundry, well, we pour on that.

But also at the end, we pretty much devote an entire hour of the show to reviewing other people's missions, and talk about them in depth, whether or not we like them, and if they bring up any pressing issues, like Star Trek is really well known for doing. We often argue over the philosophical issues of that. We just finished up a review called "The City of the Polmar Ree" (by alimac30) , which tried to give you the very hard question whether or not there is a justification for genocide, if there is ever a species that truly threatened the balance of power within the entire quadrant. And so, serious issues get brought up by these missions sometimes. Then we sit here and argue with each other, because we all come from various different political views and background, over what is really the correct way to go about something like this. So it gets pretty in depth and pretty fun.

Sounds like it. So then, really you do this specifically for the Star Trek Online players. Is there any merits to this podcast as far as the developers or anything like that? Do you have any say-so in anything? You know, does somebody listen to you?

Merits? I guess you're asking if we have clout? Well, we're listened to actually. We did have at least one person that worked on the Foundry a lot, named Mapolis, who's a developer, come on... we had an interview with him, and he basically told us that every person on the Foundry team listens to our podcast weekly. So we are heard, even though they don't speak back to us.

That's cool.

It's very cool. I can only imagine we get special nods. Although I think the moderators put up with my 'raging' on the forums a lot more easily than they probably would someone else, because they know I would never cuss anyone out, and if they give me enough time, I'll just go away on my own. So, they don't really take the ban hammer out on me.

>> ...every person on the Foundry team listens to our podcast weekly. So we are heard, even though they don't speak back to us.

I guess one thing I did get out of it was... I have a Foundry mission, my most popular to me, my "flag ship" of Foundry missions was one called "[To Helna and Back](#)". And I made a character named [Helna](#), who is a Rigelian and just a bit of a ditzy, bubbly character, and goofy. A lot of people just liked her, she just kinda took off on her own. I had this idea... they're introducing a new game play element within the game, called the "duty officer system", which is almost an entirely window-based minigame built into the game that lets you order around smaller, more insignificant duty offices aboard your ship to do more menial missions and tasks. You can get rewards from their completion or those officers can die in failure of those missions. It's all kind of a number crunching game, like a trading card game built into the game itself.

And I had this idea, "Man, wouldn't it be fun if Helna became a duty officer." Because she already kind of is. She's a story-wise not very important officer, aboard everyone's ship, anyone can play the mission, and she's always everyone's stellar cartographer. So I thought, "What if she's always everyone's stellar cartographer aboard the duty officers system? That would be fun. That'd be hilarious." And I had a very mediocre, minor campaign on twitter to get her to be a duty officer card. I made probably about four tweets. It wasn't even really... to call it a campaign would be overstepping it way too much. But nonetheless, a couple of developers saw it and thought that'd be hilarious, and so they have a Helna, as a duty officer, within the game. That obviously would have not happened if I hadn't had a podcast.

They actually activated all that now? I know you showed me the pictures and everything.

That is in there... was in there. You could have bought her at the store. Basically if you rank up high enough within the system, there is a token and you could exchange the token for a particular officer. And she was in there, that's what I showed you the pictures from (see *image on right*).

Now, most recently, they moved her, cause it actually hasn't gone live yet. They moved her to the "frontiers"... there's a frontier chain mission within the duty officer system. So, if you complete a mission you get that reward, but you also unlock another mission within that chain, and another mission if you beat that one. If you keep going down the line of these mission, eventually you'll beat the entire thing. And at the end of the line is... Ensign Helna, as a duty officer. It actually makes her more rare, cause you actually have to go find her in the final frontier of Star Trek Online. So yeah, she's in there, I've seen her.



Ok so... (chuckles) You were already saying that you did some interviews with people. Out of all the interviews, who would you say stands out to you?

The biggest interview we got was Daniel Stahl, who was the executive producer of the game.

Steelman! That's what I always call him because "Stahl" is steel in German. So I always think Steelman.

Steel? See, in English "stall" is something you don't want your car to do. That's just what it sound like. And to make it worse, his full name is Daniel Stahl. On the forums his name is Dstahl, so you almost sounding like you're de-stalling a car, you know... you're trying to get it moving again.

>> ...they have a Helna, as a duty officer, within the game. That obviously would have not happened if I hadn't had a podcast.

When we had him on the podcast... we always called him Dan, cause Dstahl is so weird... so, when we had him on the show I asked him, "Can I just call you Dan?" And he went, "No. Call me Daniel." (*chuckles*) That was the biggest one we had.

I think the ones we had the most fun with have actually been... oh, there were so many. We had fun with Thomas, but Thomas has been on the show so much now, it's like... no biggie there.

Most recently we had Kestrel, who is the lead writer on Star Trek Online. The person who writes all the stories and is pretty much responsible with bridging the gap between Nemesis and the 40 years of Star Trek that takes place between it and Star Trek Online. That's her entire job, to write this stuff. So when we had her on there, that was probably the most exciting thing I got to do, because it was almost like... Imagine yourself watching The Next Generation as its airing and then having the chance to have the ear of the writers of TNG, saying, "Why don't you do this? Why don't you do that? You think you could do this for me?" So... I just probably drove her nuts.

I got to ask questions that I always wanted to ask. They're bringing in newer characters like Obisek, who is a Reman freedom fighter, or terrorist, depending on how you want to look at it. And Terilynn is a huge fan of him, only because his voice actor is a powerful, commanding, deep voiced man. She just loves his sexy voice. I got to joke with Kestrel, "Does Obisek have a girlfriend? Terilynn may not like that." So, I probably had the most fun with Kestrel. I actually had people say that when they heard it they thought we'd met her before. We had not met her before.

That's actually something about the entire show in general, because I didn't know any of them when I started the podcast. I mean, the whole way I got those other people as co-hosts... I was wracking my brain, kinda worried because Kirkfat had announced the show before it was even ready. Before I knew it could ever be ready, or be any good. And Altexist – I actually thought his name was "All Texas" – came into the chat, and I explained to him my problem. He was like, "Well, I can co-host." And I said, "Great, there's one dude."

I brought him into the Skype channel. My number one concern being he would be some terrible thing you'd never want to put on radio or a podcast, but he sounded pretty normal. Yay, great! And he said, "I know some other people." So, he brought in both Terilynn and NemesisChicken, two hours later. I talked to Altexist twice, Terilynn and NemesisChicken only that first time, and five seconds after first meeting them, I hit the record button and we recorded the first episode of Podcast UGC. So, I pretty much had no idea who these people were and had no previous experience with them, no friendships with them beforehand. We just went and dived right into it, and are pretty good friends now. It would be really weird if we got into serious trouble or fights now.

It feels weird talking like I only first met them doing this, because it doesn't feel like it. It feels like I've known them a much longer time. So, I guess that was just something we were able to do. That's part of our chemistry for the show, to bring people in and just be goofballs and let them feel comfortable in their own skin, so they can have fun.

That's good. So, what exactly do you like best about being involved in this all?

You know... being weird. Being goofy and having absolutely no fear of anyone really holding that against you. (*chuckles*) That's probably the best thing about it. Because any time you're out and about in real life, you can't just walk up to other people... I dunno, maybe you do... but I cannot just walk up and go, "Hey, how are you? What's going on?" And be a real weirdo, like I'm in real life. But on the internet, when you're on this podcast and you know all that people can distinguish of you is your voice and what you're saying, your ideas, you pretty much have this freedom. You can be like, "I don't care what you think."

>> The biggest interview we got was Daniel Stahl, who was the executive producer... recently we had Kestrel, who is the lead writer on Star Trek Online.

Ultimately, you're going to receive me as a recording and I can say, "F-U, ban", and keep going and have fun and not be concerned about judgment or anything like that. I know I'm around a group of people that don't think of me too strange, even if I get off into crazy politics, which I have been known to do. "Oh, that's Hav. Whatever." So that's probably the most fun I have. It's kind of a way to be socially interactive without ever feeling afraid of being judged by anybody.

Yeah, like somebody's staring at you. Oh, let me see...

Well, and it gives me an excuse to play a lot of fun mission, too, but you know... whatever.

Hmm, yeah. I've noticed that you really like it. That's really great, I think, for you. So, what kind of visions do you, or all of you, actually have for the future of this podcast?

Visions...? Well, we plan to take over the world.

You are?

Yeah, I just got my hands on the Spear of Destiny.

Well, Pinky and the Brain wanted to do that the whole time. (snickers)

(laughs) Exactly! ... We're... I dunno... (chuckles)

You said earlier that you actually had realized that you wouldn't just stick with the Foundry, but you would go more towards Star Trek Online. Any sort of direction, or...?

Well, we would love more things to happen with the Foundry itself, so we get to go, "Yay! Look at all the new, cool things we have!" and report on those. And talk about all those crazy things we can do with those things.

We have heard... right now, Daniel Stahl is no longer with Cryptic Studios, he's no longer the executive producer, he moved on to another studio... and currently, they're looking for a new executive producer. But in the meantime, they have what we call the "Emergency Executive Producer Hologram." (chuckles)

(LOL) I just figured maybe you'd want to take over, or something... "Hav for executive..."

We actually did a big push there for a bit, "Thomas the Cat should just be executive producer." You laugh at that but...

I've seen his picture. He's not old enough to be an executive producer.

Well, we said he could just skip forward in time a couple of years, you know. If Star Trek can do it... But right now, Stephen DeAngelo is the current executive producer of the game. And he is the man who built the Foundry. He started it. He was a technical guy previously. And so, he actually has admitted, "The Foundry has been neglected for a bit. Sorry about that. And, probably in about three months we can start working on the Foundry some more again."

That's kind of our time frame. Can we survive three months with nothing to talk about with the Foundry? So we can get new stuff going in there. We're shooting for that. At the very least, we could get to 52 episodes, so we could say, "We done this for a year." That'd be great.

>> It's kind of a way to be socially interactive without ever feeling afraid of being judged by anybody.

When exactly did you start again? I don't remember.

Technically, 41 weeks ago. Probably about February or March. One of those... It had to be about a week after the anniversary, which was February 2nd. So, about mid-February was when we began. We've been doing this for a while.

You have. ... So, anyways... I'm pretty much to the end of my questions that I wrote down. Anything else you want to share?

Tune into us live!



There you go. Tell us where and how and when?

There's so many ways you can get a hold of us. We distribute an MP3 format on Wednesday evenings, on StarbaseUGC.com. So if you want to listen to the slimmed down version of it, you can do that. If you want to have a little more immediate fun, you can tune into us live as we record the podcast... we have two links that we broadcast that from. The one we pay the most attention to is Justin.tv/podcastugc, which is a streaming service and we have a chatroom on that page that we read as we do it. But you can also listen to us through TrekRadio.net. We actually do a live airing through the very big and very powerful and very awesome Trek radio station. They're very cool and very nice to us.

Any of those ways is a great way to listen to the show and try Star Trek Online, which is going F2P here in about a month. And if you're concerned about the Foundry, even if you're a F2P player, you can purchase Foundry slots for either real money, which is Cryptic points or you can play the game long enough to save up dilithium, which is an in-game currency that then can be given to the game in the form of purchasing items such as Foundry slots. So, you can still make Foundry missions even if you don't actually pay to play the game.

I like that you say that, because you know that's pretty much the only thing I probably would be interested in... making missions. I'm certainly not going to pay for it, so it'll be F2P. IF I ever make it through a mission, with me turning around and around in my little ship... (laughs) flying in circles.

(laughs) You need to get in there and practice.

I know I know. Anyways, thank you very much for your time and for the interview. I hope everybody else enjoyed it, too.

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Comics & Humor

USF "Ad-lib"

Off-the-Cuff Excerpts from USF Sims

Up close and personal:

CaptainTashal: =/\= ACTION: 5 Romulans approach, looking armed. =/\=

LtCmdrLobren: ::motions to Mick to move closer to Trellis::

CommanderTrellis: ::has that tingly feeling in his stomach but remains calm::

TimirTraore: ::moves to the front of the Fleeters and approaches the armed Romulans:: Jolan'tru. I've brought some guests to see Saren Rul.

LtPeterMcMillian: ((Why? I'm already standing on his right side, any closer I might as well be kissing him.))

CommanderBones: (lol)

- *I'm wondering who would appreciate that less, Trellis or Bones? ;-)* (we take "securing our XO" to knew heights on the Excelsior)

"Bugging" the first contact:

CaptainTashal: =/\= ACTION: The longer they walk the more people gather along the streets, talking and pointing. =/\=

LtPeterMcMillian: OK, ENOUGH. WE ARE HERE TO HELP YOU. YES WE'RE FROM THE FEDERATION, HOWEVER WERE NOT BUGS, SO IF WOULD KINDLY PLEASE STOP STARING AT US LIKE WE ARE, WE'D APPRECIATE IT.

CommanderBones: ::chuckles at Pete thinking he's going to get himself shot one of these days::

CaptainTashal: Thei> ::abruptly halts::

Ens_Mitch_Kryer: (we going to die)

CommanderTrellis: ::eyes widen as he too stops::

LtCmdrLobren: (Not before he gets his fool head ripped off)

TimirTraore: ::stops in his tracks::

LtPeterMcMillian: ((what i cant shoot so had to improvise))

Ens_Mitch_Kryer: ::cringes hearing Peter rant::

CaptainTashal: Thei> ::glares at Trellis:: If you don't silence your "officer" right now, I will do it for you!

- *perhaps mooning the Romulans would have been a better option to break the tension? (never a dull moment on the Excelsior it seems)*

Speaking the local tongue:

CommanderTrellis: =/\= ACTION: A delivery van pulls up to the gate, almost hitting Timir, the driver of the hover vehicle eyes the Fleeters suspiciously as he waits to be let in. =/\=

CaptainTashal: =/\= ACTION: The head of the mob comes around the wall, shouting, "There they are!" =/\=

CommanderTrellis: Okay Lobren, lead the...::eyes the van:: Wait.

LtCmdrLobren: Jus get the team ta cover, sir.

CommanderTrellis: Lobren, do you know how to drive one of those?

Ensign_Mitch_Kryer: Uh oh...:: thinking they are going to die now:: Um , this isn't going well.

TimirTraore: ::gives the van driver a less than polite reference to his mother::

CommanderTrellis: (lol Timir!)

CaptainTashal: (LOL)
CommanderTrellis: (I'm walking here!)
LtCmdrLobren: I can try, sir.
Ens_Julio_Mancuso: (double dumb ass on you?)
CounselorNTazzia: ((lol))
CommanderBones: (LOL!)
TimirTraore: (LOL)
Ltn_Ian_Syvek_Kail: (LOL)
LtJG_Arzin: (lol)
LtCmdrLobren: (LOL)

- oh yeah... reciding those oh-so-beloved lines from old Star Trek movies... always a nice touch, Mister Mancuso :-) (USS Excelsior sim)

* * * * *

This part is a special section on the hot pursuit sequence that took place on Achernar Prime. I just had to show more than one exerpt from it. It was so hilarious!

Famous last words:

CommanderTrellis: ::sees the mob get closer and looks at Tey:: Lobren, get us that van.
LtCmdrLobren: Ya got it, sir. :: goes over to the van.... Almost rips off the drivers' door:: We need yer truck.
CommanderTrellis: =/\= ACTION: The van driver looks extremely scared as he jumps out and runs toward the gate =/\=
CommanderTrellis: (eeeeeeeeeeeeeeeeeeee!)
LtCmdrLobren: ::jumps in the van and moves it somewhat clumsily over to the group::
CommanderBones: ::opens teh side door and starts ushering ppl in::
TimirTraore: ::moves over towards the van:: You know how to drive one of these? ::to Lobren::
LtCmdrLobren: Sure.... whats ta drivin' one?

- I think next time Trellis will make sure he checks for the hover van license before he lets anyone drive an alien vehicle in the Excelsior sim

Better than Saturday morning cartoons:

CaptainTashal: =/\= ACTION: Several of those pursuit vehicles approach from the north, closing in on the AT van at multiple angles. =/\=
LtCmdrLobren: ::slams on the brakes, making the hover units veer and crash:: Get in FOX!!
CommanderTrellis: ::lunges forward::
CounselorNTazzia: ::avoids rolling tapestries, until Lob hits the brakes, then one smacks her and she falls over:: OUCH!
TimirTraore: ::topples over as the van halts abruptly::
CommanderTrellis: The braking system works.
CaptainTashal: (LOL)
CounselorNTazzia: ::rolls over on Timir::
Ensign_Mitch_Kryer: ::almost lands in Taz's lap::
Doctor_Bailey: ::goes butt over tea kettle as Lobren slams on the brake and makes a rather large dent in the hood:: ~Are your sure you know how to drive?~ ::he voiced and then jumped into the back of the van::

CommanderBones: ::grabs Fox and pulls him in:: I'm not losing two docs in one day, I'll be out of staff!

CaptainTashal: =/\= ACTION: Sirens are heard from the pursuit vehicles, loud voice, 'Stand down!' =/\=

LtCmdrLobren: Is Foxie in??

CommanderTrellis: He's in, Lobren, punch it.

CounselorNTazzia: Oooh sorry. ::tries to get herself off the floor of the van and collides with Mitch's head:: Damn!

Ensign_Mitch_Kryer: Breaks work, comrade. We get it...A little warning next time.

TimirTraore: ::tries to get back up, but someone's on him::

LtCmdrLobren: ::takes off again, hoping the back doors are closed and I don't lose anyone::

CommanderTrellis: (They broke my watch!)

LtCmdrLobren: Hold on ta yer undies. 'Nother corner comin up.

CaptainTashal: (remind me never to let any of you drive a getaway vehicle with me in it :-P)

- Announcement: Keep hands and feet INSIDE the vehicle at all times! (a wonder nobody got killed during this Excelsior adventure)

Shaken, not stirred:

LtCmdrLobren: Left turn, CLYDE! :: veers sharply left around the next corner::

Ens_Julio_Mancuso: (this is nothing.. you should have been in the shuttle with Jessica Knight at helm)

CommanderTrellis: (LOL!!)

Ensign_Mitch_Kryer: Oh, lord. ::Holds on:: I think I may throw up....:feels rather queasy::

CommanderTrellis: (Kryer! Noooooooooooooooooooooo!)

CounselorNTazzia: :: manages to get back into a seated position:: ::eyes widen:: ::slides a little bit away from Mitch::

CommanderTrellis: ::glances toward the back:: Everyone okay back there?

Ensign_Mitch_Kryer: ::Trying really hard not to chuck his cookies::

Ensign_TSara: (lol Kryer)

CounselorNTazzia: I'm a bit shaken but okay sir.

CommanderTrellis: Lobren, remind me if I ever cross paths with Saren Rul again that I introduce my fist to his nose!

LtCmdrLobren: I'll remind ya, sir. :: swerves to avoid some rioters::

CaptainTashal: =/\= ACTION: The pursuit vehicles on the planet close in from several sides on the van now, forcing it from the street onto a pedestrian walkway. =/\=

Ensign_Mitch_Kryer: ::busy holding his hand over mouth:: Can some one make it stop...

CaptainTashal: =/\= ACTION: People are screaming and jumping ever which way. =/\=

CommanderTrellis: (Death Race 2000 Lobren! :))

TimirTraore: ::glances to Kryer:: Do not throw up...

Ensign_Mitch_Kryer: ::stupid grin:: I try not to comrade. But man up front can't drive so well. He drives like drunk Russian lady on donkey.

- *note to self: don't let crew eat cookies before riding in a vehicle with Lobren (during the race back to the runabout, USS Excelsior sim)*

Say hello to my little friend:

CaptainTashal: =/\= ACTION: The pursuit vehicles come in left and right. =/\=

LtCmdrLobren: Someone get rid o them damn hover vehicles.

TimirTraore: ::grabs one of the bundles in the back of the van and throws it out the window hoping to hit one of the pursuit vehicles::

CommanderBones: ::feels something under her foot sticking out from the front seat, reaches down and retrieves a weapon of some sort:: will this help?

LtCmdrLobren: :: looks over :: give it a try.

CommanderBones: ::breaks teh window and starts firing the gun-thing in the air to warn ppl to keep away::

CaptainTashal: (oh gosh, Bones is getting violent LOL)

CommanderBones: ::kind of enjoying this, she feels like dirty hairy::

CaptainTashal: (LOL)

LtCmdrDire: (::can't stop laughing::)

LtCmdrLobren: (LOL)

CommanderBones: why does a delivery driver have this anyway?? ::keeps firing::

- *Bones is dirty and hairy alright! LOL (::ducks before she gets thwapped for leaving that mistype in:: that's all folks! from the crazy adventures of the USS Excelsior sim)*

Once more I'm going to make a plea to all other sims, especially to their hosts. Please consider turning in funny, action filled, or just crazy lines from your own sims. The Excelsior isn't the only one that turns out stuff like this.

I can't tell you enough how often I've been told that this section is enjoyed by so many readers, because they get to share a little bit in the fun from other sims. And it serves as great advertisement for your sim, too!

Have any interesting lines from one of your sims? Send them our way! We'd love to share the fun and laughs. Use the [feedback](#) link (select "PADD Editor"). For verification purposes, the date of the sim from which the information is taken **must** be included.

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USF Cookbook

Ahhh, traditions.

One of those traditions at the holidays seems to be those ubiquitous holiday parties that SOMEONE always seems to be hosting.

This month we have two recipes that are tailor-made for sharing at holiday soirees with friends and relatives or even coworkers. The first is a New Orleans style variation on "Buffalo" Wings that my dad *always* makes for parties and the second is my favorite get-together pie!

No parties on your schedule? Make up these recipes, snap a quick pick with your cellphone and post it to Facebook. A party will soon commence at your place!

Marinated "Cajun" Party Wings

INGREDIENTS:

3 lbs. of chicken wings, wing tips removed (cut each one into two pieces if desired)
Tony Chachere's Cajun Seasoning
1 bottle Lea & Perrin Chicken Sauce
1 bottle BBQ Sauce
1 bottle Italian salad dressing
½ bottle of Tabasco sauce
Olive oil

PREPARATION:

- (1) Rinse and dry the wings. Rub them down with a bit of olive oil and then sprinkle on all sides with the Tony Chachere's.
- (2) Mix remaining liquid ingredients and then pour the mixture into in a baking pan large enough to hold all the wings and the marinade. Add the wings to the pan and toss them in the marinade to coat all the wings well.
- (3) Cover with foil and let marinate for at least 8 and up to 24 hours in the refrigerator. The longer you can marinate them, the better they will taste. (Toss/turn them every few hours for best results.)
- (4) Remove foil the foil and bake the wings and the marinade at 325 degrees for 2 hours.
- (5) When the wings are done, very carefully (it's super-duper hot!) drain off most of the marinade/cooking liquid and place the pan back in the oven for about 15 minutes on 450 degrees to let them "dry" a little.

Optional: Serve with Ranch Dressing with a little Tony Chachere's mixed in as a dipping sauce.

Serve hot with plenty of napkins! Goes well with beer or iced tea.

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Banana Split Pie

INGREDIENTS:

2 cups cold milk
2 pkg. (4-serving size each) Jell-O Vanilla Flavor Instant Pudding
1 Graham Cracker Crust (9 oz)
1 cup sliced fresh strawberries
2 sliced bananas
1 tub (8 oz) Cool Whip Whipped Topping, thawed, divided
1 small can crushed pineapple – well drained
Chocolate Syrup (to drizzle over top of pie)
½ cup Chopped Pecans

PREPARATION:

- (1) Pour milk into large bowl. Add dry pudding mixes. Beat with wire whisk for 2 min. Spread 1 ½ cups of the pudding onto bottom of crust.
- (2) Top with sliced bananas, sliced strawberries and crushed pineapple.
- (3) Add half of whipped topping to remaining pudding; stir gently until well blended. Spread over fruit layer in crust.
- (4) Spread remaining whipped topping over pie to within 1 inch of edge of crust.
- (5) Drizzle with chocolate sauce.
- (6) Sprinkle chopped pecans over the top of pie.
- (7) Garnish with fresh strawberries or maraschino cherries.

Goes terribly with diets.

Happy Holidays and Live Long and Prosper!

Taz

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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